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REVIEWED!

DONKEY KONG 64

Get ready for the ride of your life!

RAINBOW SIX

Wussy name, hard-ass game!

ARMORINES

Action-packed full review!

WWF WRESTLEMANIA 2000

PLUS: READY 2 RUMBLE • CHEF'S LUV SHACK • DESTRUCTION DERBY

64 magazine • issue 34 • donkey kong 64 • xena: warrior princess • wwf wrestlemania 2000 • rainbow six • win back • armorines

WHIP HIM
IMPRESS YO



The third coming

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OUT AND UR MATES.



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More reviews than ever before!

Donkey Kong 64

It's the biggest (and the most expensive) game of the year – are Donkey, Diddy and friends great apes, or just cheeky monkeys?

Rainbow Six



Brutal, sneaky, cold-eyed killers – and they're the heroes! Rid the world of terrorists in the N64's first tactical shoot-'em-up.

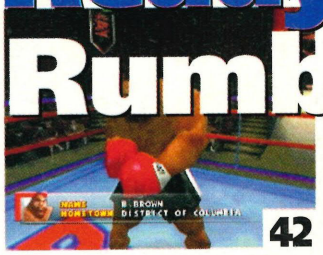


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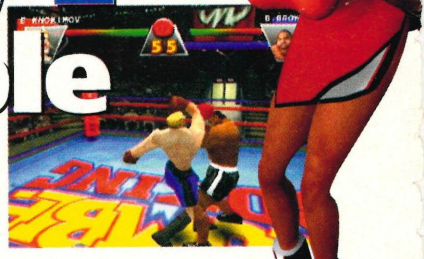




Ready 2 Rumble



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Xena: Warrior Princess

Doing her bit to make leather bikinis fashionable again, Xena smashes onto the N64!

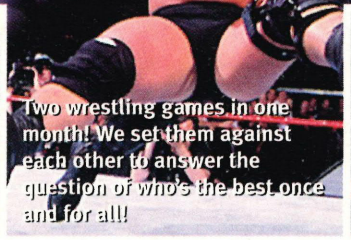
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WWF Wrestlemania 2000

WCW Mayhem



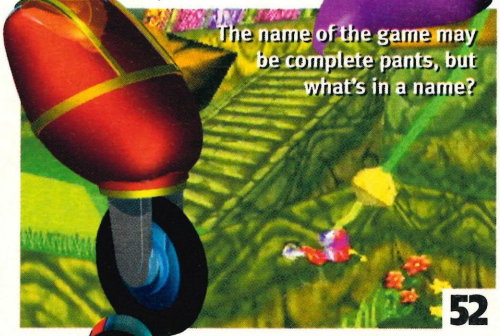


Two wrestling games in one month! We set them against each other to answer the question of who's the best once and for all!



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The name of the game may be complete pants, but what's in a name?

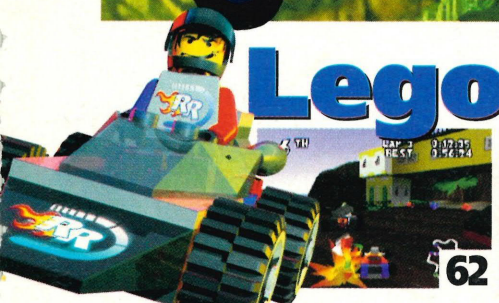
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Armorines: Project Swarm

When giant insects attack, you don't need the world's largest newspaper, you need... the Armorines!

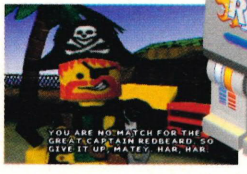
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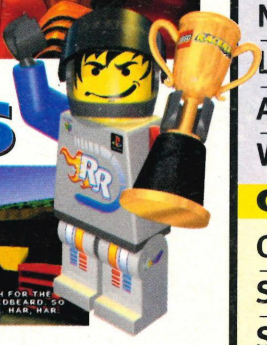
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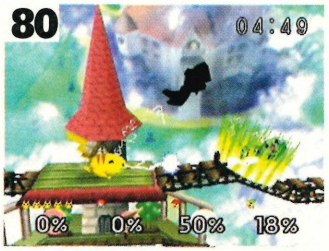
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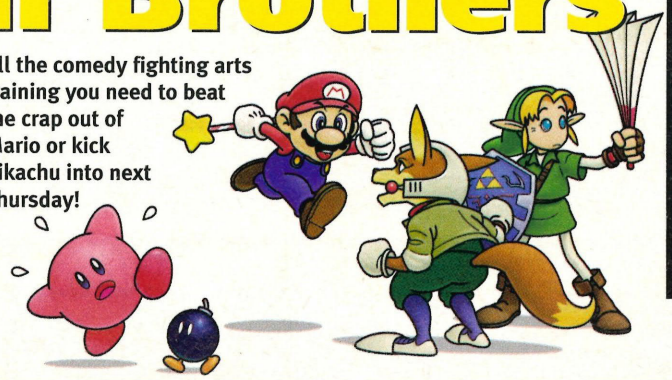


Smash Brothers



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All the comedy fighting arts training you need to beat the crap out of Mario or kick Pikachu into next Thursday!



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64 sight

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See the games of tomorrow today!

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Harrier 2001



Death from above!

The last time we saw this game was at the Los Angeles E3 show in May. Even though it wasn't in playable form, being shown only on video, from what we did see of it the game looked as though it could be extremely impressive. Obviously you can't judge gameplay from a video, but in terms of getting the best possible balance of speed against detail, Paradigm seemed to have got its act together quite nicely.

A new batch of screenshots has arrived, and you only have to look at them to see how the game has progressed. When we last featured the game (in issue 23) the Harrier itself, although detailed, was still a bit blocky-looking. The new model, on the other hand, wouldn't look out of place on a PC flight simulator!

The same level of detail is applied to everything else in the game. Towns and enemy bases aren't just grey blotches on the ground, but are made up of individual buildings, and the various other vehicles in the game – friendly and otherwise – are also closely based on real equipment. Even the ground itself is

HARRIER 2001

Publisher:	Video System
Developer:	Paradigm
UK Release:	December (TBC)

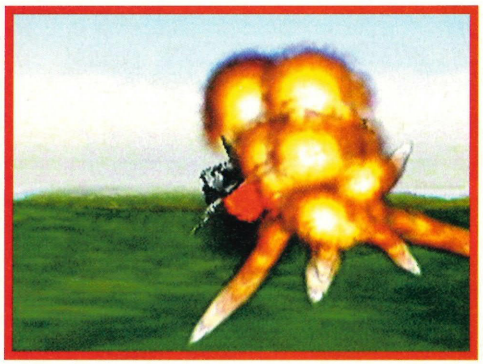


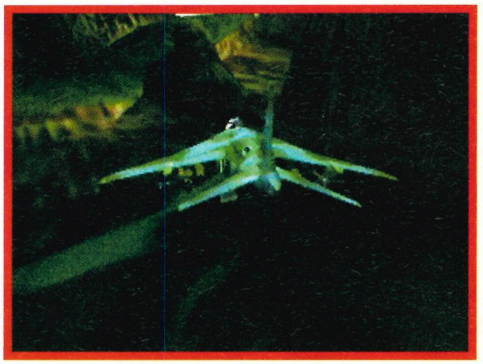
▲ Vertical take-offs and landings are the Harrier's speciality. It's a tricky plane to control, though, so you'll need to get some practice in!



▲ The cockpit of the Harrier is modelled with the same level of detail as the outside. All the displays are fully operational.







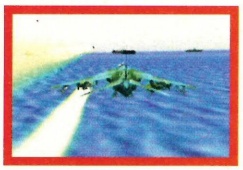


▲ Eat Sidewinder, you commie creep! Or druggie. Or terroristie. Or whatever you are. Anyway, the bad guys die screaming.

detailed with texture maps taken from satellite photography!

A new addition to *Harrier 2001* is a multiplayer game, letting potential pilots take each other on in head-to-head battles. At the moment, it's unsure whether the multiplayer mode will be for two or four people. Judging from previous Paradigm games like *F-1 World Grand Prix* it's likely to be two-player only, but you never know...

The game's storyline involves the takeover of the Komoros islands by a terrorist group called the Brotherhood. Crack pilot Jake Cross – that's you – is brought in to fight over 20 missions that will rid the islands of the Brotherhood and restore world peace. Jake does this by taking a US Marine Corps AV-8B







▼ Welcome to Honest Joe's arms emporium, for all your killing needs! The weapons in *Harrier 2001* are all real items.





▲ The game has multiple camera angles, like this wing-tip-mounted viewpoint. Flight data from your HUD is still viewable.



Harrier, equipped with more than 50 different types of weapon, and carrying out a serious of dangerous raids on enemy targets. The Brotherhood, in the tradition of fictitious terrorist organisations, have access to all the latest weaponry, and will use everything in their arsenal to bring you down to Earth the hard way!

The Harrier's weapons array includes five kinds of air-to-air missile, nine air-to-ground missiles, three models of rocket launcher (along with six different varieties of warhead), 17 types of bomb, three calibres of cannon for close-in dogfights and a set of countermeasures – just in case anybody survives the onslaught from the earlier items long enough to fire back! All of the weapons are modelled on real-life hardware, so you can blast enemy fighters with Sidewinders or blow up buildings with Mavericks just like your actual Marine Corps pilots like Brad Buzzcut and Chuck McLargehuge.

If the game itself lives up to its visuals (and remember, it's from the people who brought you *F-1 World Grand Prix*) then it could be a first for the N64 – a realistic air combat game that nevertheless keeps things exciting and full of plenty of bad guy blasting. We'll hopefully be bringing a review in for a perfect four-point touchdown next issue! ■



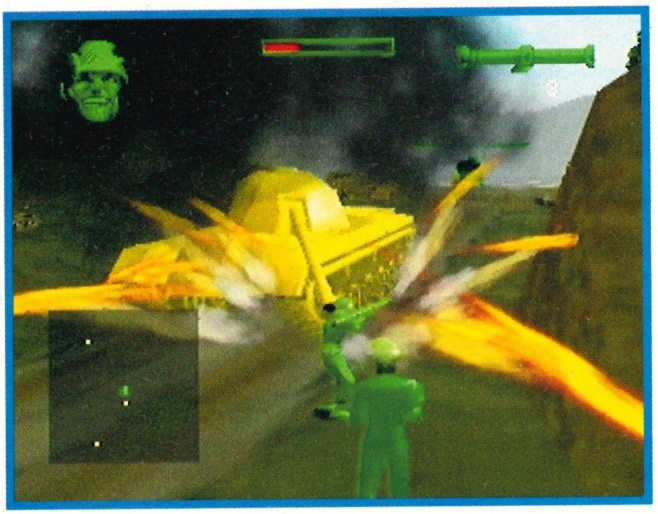
▲ Remember Paradigm's last game involving planes, the horrible *Aero Fighters Assault*? This is much better, fortunately.





Army Men: Sarge's Heroes

Meet Sarge and the boys of Bravo company!



▲ Tanks are fairly annoying opponents unless you've got a bazooka. Find one to make short work of the lumbering monsters!





▶ The Tan flamethrower guy creates his own 'disco inferno' as the Green troops dance around in a complete panic.

Army Men: Sarge's Heroes is the first N64 title in a range of console games based on those little plastic soldiers we all used to play with as kids (well, all of us except you girls – you probably all had Barbie or My Little Pony or something equally banal).

The game is set in a parallel universe where all life is created from plastic and different nations are denoted by different colours, the bad guys being the distinctly unfashionable Tan hue. Life is fairly peaceful in this alternate universe, until General Plastro of the Tan army finds a way into our universe where there are all sorts of things that he can use as weapons – magnifying glasses that can be used as plastic world death-rays, that sort of thing.

The game itself is a third-person shoot-'em-up which is probably closest in style to GT Interactive's *Duke Nukem: Zero Hour*. You control Sarge, the leader of Green army's Bravo company and a solid soldier (solid plastic in fact). He can run, jump, strafe, roll, crawl and kneel and also handle all sorts of different weapons. He's faced with the rather daunting task of taking on the Tan forces both in his world and in ours where, rather spookily, Sarge and the other plastic troops are all the same size as toy soldiers (what a coincidence). What this means is that combat takes place in two different environments – Sarge's world, where everything is the same scale as the soldiers, and our world, where all the objects dwarf our plastic hero a la *Honey I Shrunk...* (the Kids, the Baby, the Budget, whatever).

As well as the one-player game, *Sarge's Heroes* also offers a four-player simultaneous deathmatch mode and there are absolutely tons of weapons on offer. Watch out for a full review next issue! ■



▲ Sarge can shoot while running, which is essential as you'll find yourself attacked from all directions at once.

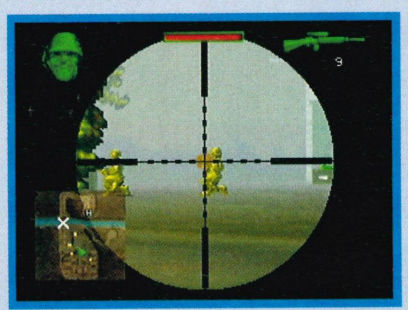
ARMY MEN: SARGE'S HEROES

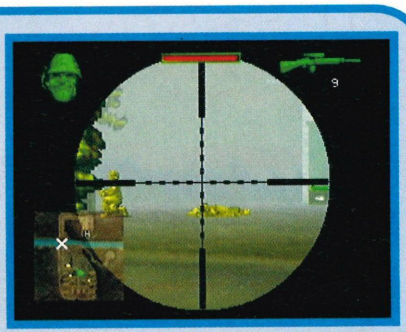
Publisher:	3DO
Developer:	3DO
UK Release:	26 January 2000

Sniper!

One of the coolest weapons is the sniper rifle. Simply activate the sight, zoom in on your target, squeeze the trigger and whack a Tan enemy without him ever being aware that you were there!









The traffic's murder.



My watch has stopped.



My train has been cancelled.



I fell asleep on the bus.



I've lost my mobile.



My battery's flat.



I'm stuck in a lift.



Don't wait up.



My head's stuck in some railings.



The taxi driver's lost.



There are leaves on the line.



The lights are still red.



I've run out of petrol.



I've been clamped.



There was this big problem...



My car won't start.



I thought the clocks had gone back.



I've lost my travelcard.



I'm caught in a revolving door.



I fell asleep in the club.



I couldn't find your phone number.



I've forgotten how to get home.



I stopped to help an old lady.



I've fallen down a manhole.



10:30? I thought you said 2:30.



I'm caught in a downpour.



I got struck by lightning.



What are the chances of getting two punctures?



I'm still stuck in this queue.



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Hot Wheels Turbo Racing



Get ready for some scaled-down stunts!

Odd, isn't it, previewing a game that will already be on the shelves by the time you read this. Well, don't blame us – we never got an advance copy of the game, so you'll have to wait until next issue to find out what we think of it. It's not normally a good sign if review copies aren't available before the game appears (like *Carmageddon*, which we'll be slag- er, reviewing next issue), but maybe *Hot Wheels* will surprise us all.

Hot Wheels Turbo Racing, to give it its full title, is based on the range of toy cars from Mattel, which you may remember if you weren't into Matchbox or Majorette instead. The races that the 40-plus Hot Wheels cars, including the likes of the Red Baron, Jet Threat and Twin Mill, race over are all based around the plastic tracks you used to build with as a kid. Ramps, jumps, corkscrews and loop-the-loops all feature heavily, and you can also carry out dozens of insane stunts during the course of a race to gain extra points. Spin, roll, backflip – it's even better than joyriding in somebody else's Mondeo! Successful stunts in mid-air earn you bursts of nitrous oxide, letting you cane it round the track even faster.

Hot Wheels has a multiplayer mode, but disappointingly it's only for two players, like EA's other racing game this month, *Supercross 2000*. The lack of a four-player game is compensated for by a decent frame rate in the two-player mode, but that could be little comfort for people who've become addicted to the N64's capacity for four-way motoring mayhem. Can it compete with *Mario Kart* or *Diddy*?

Our review of *Hot Wheels Turbo Racing* will be spinning madly through the air into the next issue. Join us at the starting line in a month! ■

▼ There's no shortage of ramps on the tracks in *Hot Wheels* – in fact, you spend as much time in the air as on the ground!



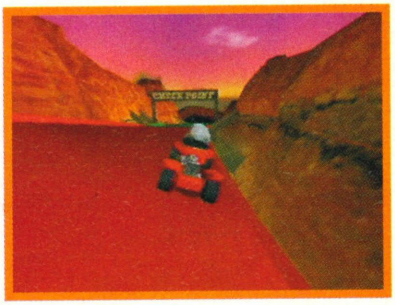
HOT WHEELS TURBO RACING

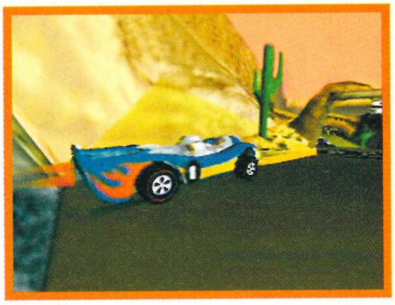
Publisher:	EA
Developer:	Stormfront
UK Release:	Out now





▲ All the cars in the game are based on the real Hot Wheels toys. We don't know which one this is, though.



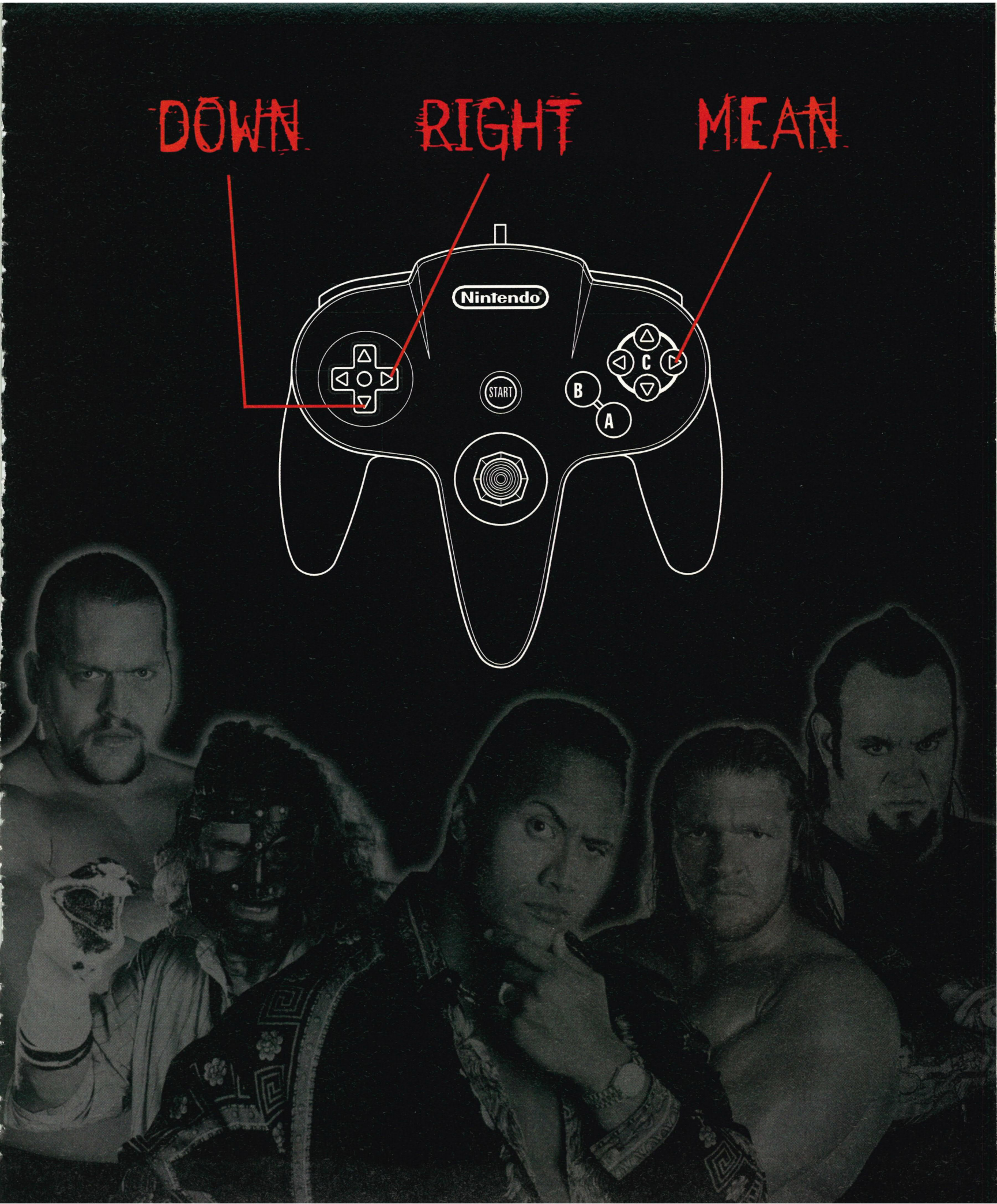




▶ The tracks in the game are as twisted as anything a child's imagination could make, and you can't lose the connecting pieces.






DOWN
RIGHT
MEAN
Nintendo
START
B
A
C

Supercross 2000

Time to get down and dirty!

The software companies have, whether by design or coincidence, been brainstorming and have come up with the thought at the same time. The N64 needs more of a particular kind of game! Annoyingly, that type isn't decent beat-'em-ups, as you might have thought, but... dirt-biking simulations! Still your beating heart.

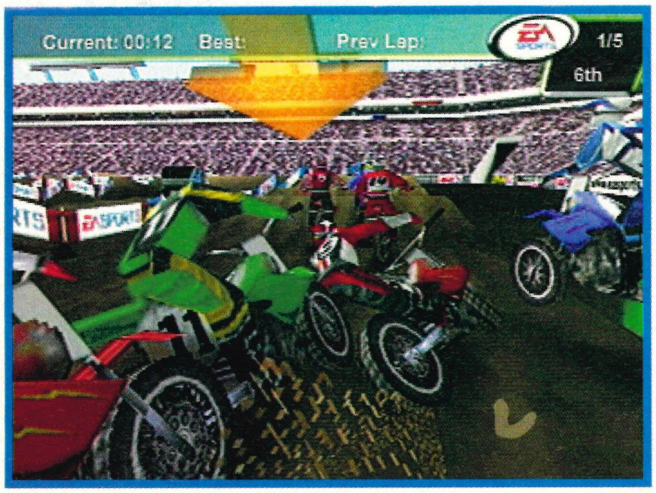
Actually, sarcasm aside, EA Sports' *Supercross 2000* doesn't look all that bad. If you've got an Expansion Pak installed it runs in hi-res, and at a pretty good speed to boot. It also features real supercross stars (not that we knew any of the spike-haired, goateed mudmeisters from Adam) and several real-life courses, as well as a couple of special EA-branded circuits.

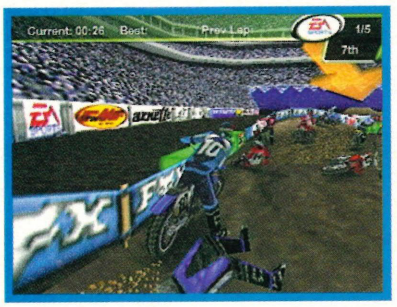
As well as races, you can also take part in Freestyle stunt events, where you're placed in an arena full of ramps, bumps and big holes in the ground and have to perform as many stunts as possible before the timer runs down. Stunts are performed in a similar way to *1080° Snowboarding*; a combination of buttons and stick moves perform different stunts, which are given points for their degree of daring. If you haven't finished a stunt by the time you hit the ground again, though, you're almost certain to be thrown from your bike, which won't impress the judges.

Disappointingly, *Supercross 2000* only supports two players at once – if there is a four-player mode it wasn't in our demo version. As to how it fares against the other dirt-biking games that are on the way from Nintendo and Acclaim, you'll have to wait and see in the review! ■



▼ The two-player game is as fast as the one-player mode but unfortunately there aren't any other racers on the track.

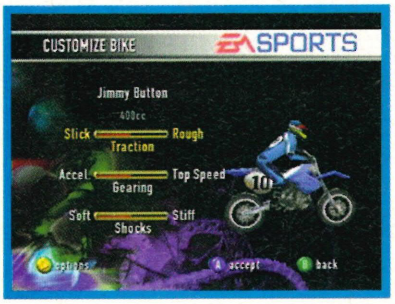




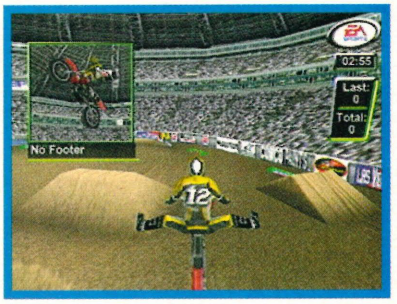


SUPERCROSS 2000

Publisher:	EA Sports
Developer:	MBL Research
UK Release:	21 Jan 2000

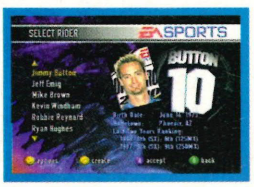


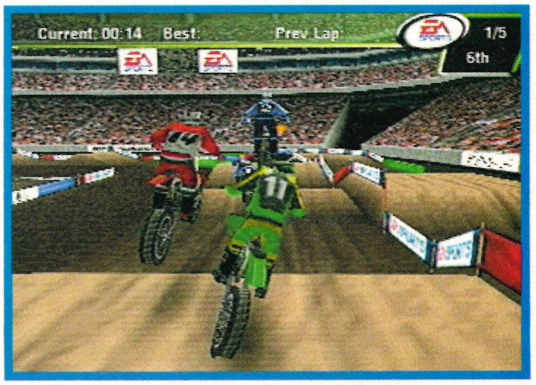
▲ Before each race, you can set up your bike to suit the conditions of the track. It can mean the difference between winning and losing.



▲ Wheee! Whooo! The Freestyle events are all about stunts – you have to perform as many as possible against the clock.

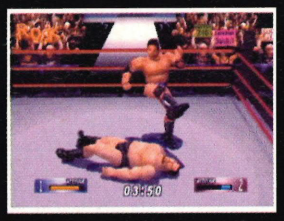




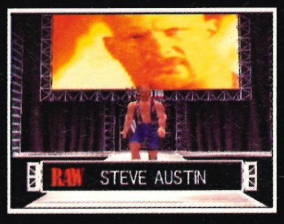


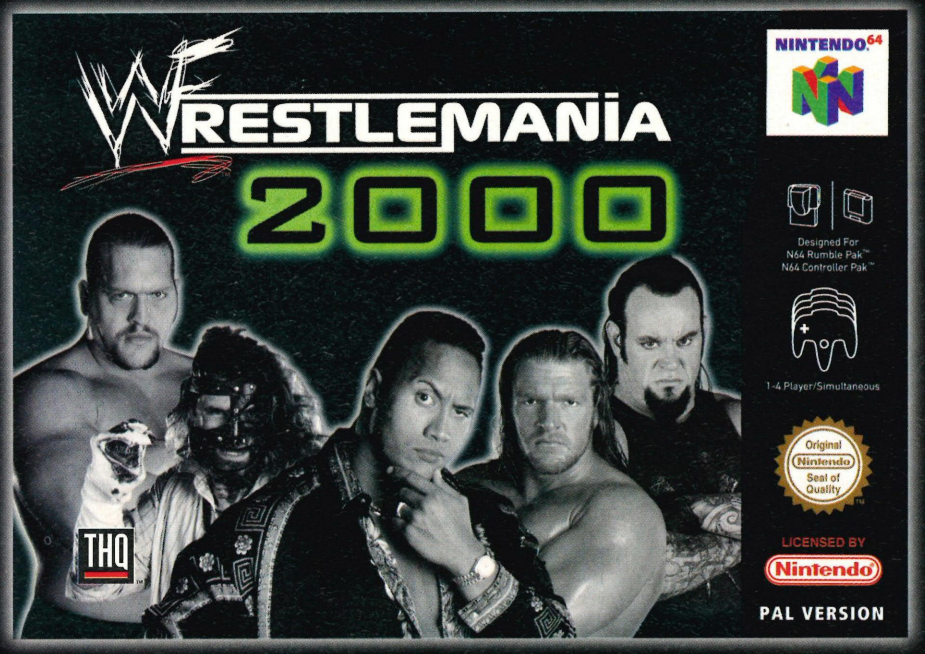
"THE BEST WRESTLING GAME TO HIT THE N64"

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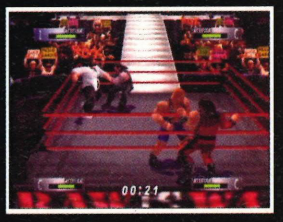


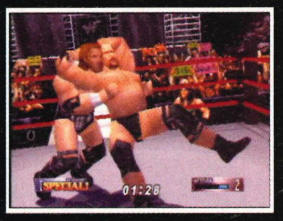












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"You'd definitely be bonkers to miss out on this"
90% GamesMaster

"The best wrestling game to hit the N64"
91% Nintendo Acclaim
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EDITORIAL

You probably won't have seen the headlines in the videogame trade press, but you may well have noticed the ever-decreasing amount of shelf space being given to N64 titles in shops like EB and Game. Industry weekly *MCV*'s main headline on October 29 was 'Game Over For N64', accompanied by a depressing league table of console sales for the previous week topped by PlayStation at 25,300 units and N64 at the bottom selling – gulp – 2,600. Add to that shops complaining about the £59.99 price point of *Donkey Kong 64*, at a time when the £44.99 *Final Fantasy VIII* on PSX is being knocked down to under £30 by chain stores, and things are looking pretty grim for Nintendo this Christmas.

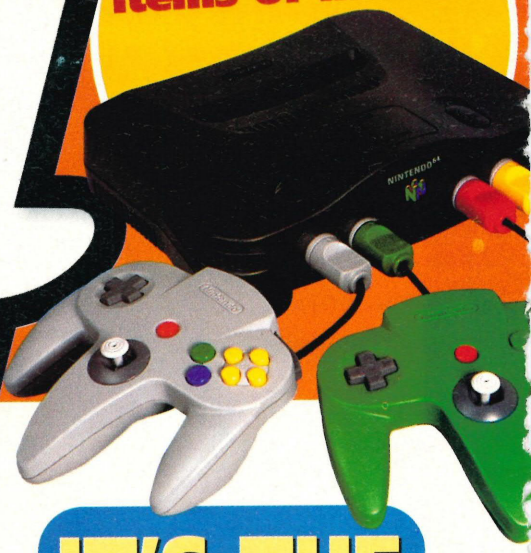
But is that really the case? In terms of quality, N64 games have never been better – you'd actually have to make a special effort to pluck out a bad game from the titles going on sale in the run-up to Christmas. What's actually the issue here is the *perception* of the N64 by the trade. N64 is not as successful as PlayStation; ergo, N64 is a failure and should give way to Dreamcast. But *nothing* has been as successful as the PlayStation in the history of videogames, so retailers have been spoiled by it. The N64 certainly isn't a failure by any normal standard, with tens of millions of machines in use worldwide and over 1.4 million in the UK alone. Some failure! Besides, the replacement for the PlayStation won't be the Dreamcast, it will be PlayStation 2. (To any outraged Nintendo loyalists who are fuming at the suggestion that Dolphin won't rush in and destroy all opposition; sorry, but PS2 comes out first *and* already has Square, Namco and Capcom, amongst others, working on games for next year, while the only major third-party developer so far confirmed for Dolphin is Acclaim, and they won't have anything out until 2001. Do the maths.)

What does this mean for the N64? The number of games appearing will start to decrease over the course of 2000, just as they did in the Super NES' later years, but as consolation they'll represent the best the machine has to offer. Just because new consoles with better graphics show up doesn't mean that the games you can play on them are any better than the N64's classics!

Andy McDermott, Editor

the 64 showcase

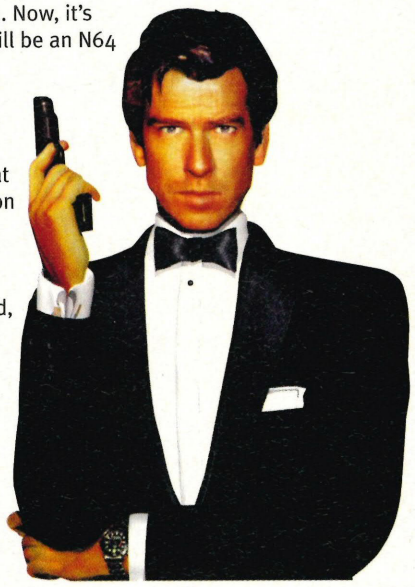
news peripherals rumours • hot items of interest



ONE GAME IS NOT ENOUGH

New Bond title on way – but not from Rare

Rumours have been circulating for months about a new James Bond game for the N64 – first it was on, then off, then on again, then off again. Now, it's been confirmed that there will be an N64 game from MGM Interactive based on the soon-to-be-released new Bond film, *The World Is Not Enough*.



Although reports claim that the game will be a first-person shooter in the same vein as *Goldeneye*, *The World Is Not Enough* is not being programmed by Rare. Instead, it's being put together by UK developers Eurocom, who most recently developed *Duke Nukem: Zero Hour* and *4o Winks*.

The World Is Not Enough is due out sometime next year. Our spies will try to bring you more information soon!

MICKEY MOUSE OPERATION

Rare Disney game named

The name of Rare's first Mickey Mouse-themed N64 game has been revealed. Mouseaholics will be able to race against various wholesome Disney characters in *Mickey Speedway USA*, due to appear in time for Christmas 2000. We're setting our traps to bring you more mouse news as it happens.

IT'S THE N64.99!

Console prices chopped

Just in time for Christmas, Nintendo has announced that there is to be a series of price drops for the N64.

The basic black standalone console has come down to just £64.99 – the cheapest console on the market, even less than the Game Boy Color! A tenner more will get you one of the six new coloured N64s, again without a game. For something to play with your new machine, the bundled prices start at £84.98, for a black machine with either *Goldeneye* or *Super Mario 64*. At just under a ton is the *Star Wars Racer* bundle (£99.98), and topping the range is the *Donkey Kong 64* pack – black console, game and Expansion Pak – for £109.98. This works out at £45 cheaper than buying all the bits separately.

Unfortunately, N64 games haven't been cut in price too. Oh well, can't have everything, eh?



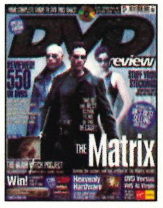
The new charcoal N64 – a snip at £74.99.

ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW

Issue 7 ISSN: 1466-593X £3.95

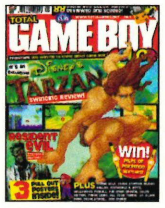
Officially the UK's best-selling DVD magazine, and since it's Christmas, it's also the biggest DVD magazine ever! Have a peek at the glorious *Matrix* edition, packed with a multitude of reviews, news, ideas and everything you need to get DVD ready for the new millennium. Enjoy!



TOTAL GAME BOY COLOR

Issue 5 ISSN: 1464-5904 £1.95

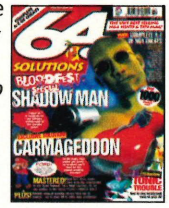
Packed to bursting with everything you need for the Nintendo Game Boy Color! This issue includes an exclusive review of Disney's *Tarzan*, a feature on the gruesome *Resident Evil* and a complete guide to *Pokémon Red* and *Blue*. What more could a Game Boy fan want?



64 SOLUTIONS

Issue 14 ISSN: 1464-5904 £3.95

It's an exclusive guide bonanza this month on the *64 Solutions* ranch. We've lassoed ourselves the full solution to *Carmageddon*, part one of our massive *Shadow Man* walkthrough, the toughest parts of *Mario Golf* and a complete guide to *Tonic Trouble*, plus tons more. Saddle up partner – yeehaw!



POP QUIZ, HOTSHOT!

A flick through the official American Nintendo Web site revealed an interesting, and so far unannounced, new game on the schedules. Following in the shoeless footsteps of its *Die Hard* game, Fox Interactive is planning a game based on the hit Keanu Reeves film *Speed*!

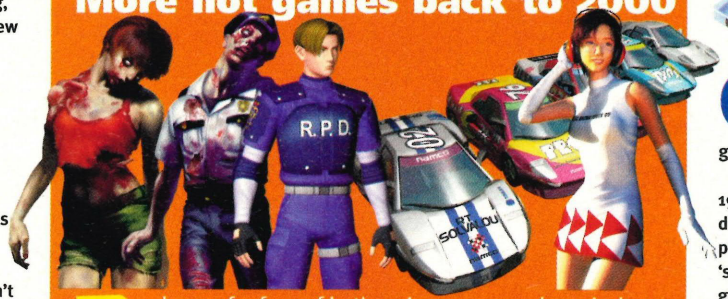
No other information was available as we went to press, not even a release date, but since *Die Hard* isn't due to appear until at least spring 2000, *Speed* will probably come out after then.

WWW.BUY

Got Internet access? Want to buy your games online? Then point your browser at www.etoys.co.uk, where you will find all of the latest N64 games ready and waiting to be delivered direct to your door.

RES & RIDGE REVISE RELEASE

More hot games back to 2000



Bad news for fans of both racing games and survival horror. *Ridge Racer 64* has been given a last-minute shove from its November 19 on-sale date to an undetermined release in the first quarter of 2000, and *Resident Evil 2*, which was supposed to be out before Christmas, has done a runner from the release schedules following its mysterious non-appearance in the States (it was supposed to come out for Halloween).

As soon as we get more news on when both games will be appearing, we'll let you know. In the meantime, we'll have to find something to replace two of the years' biggest titles in time for next issue, dammit!



VERY O-DD

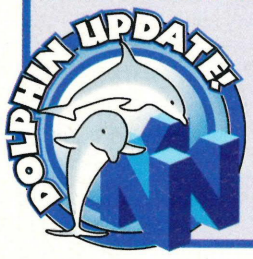
Japan-only launch for disk drive

Over three years after it was first announced, Nintendo's 64DD disk drive add-on is finally due to go on sale. UK gamers hoping for a way to add a new dimension to play are going to be disappointed, though.

The 64DD will only be on sale in Japan, starting in December 1999, and even getting hold of an import machine will be extremely difficult because of the unique way gamers pay for it. Rather than pay a one-off amount to buy the DD outright, gamers effectively 'subscribe' over the course of a year, paying a monthly fee which also gets them access to the Randnet network (which includes email, but isn't a full Internet service) and each new game as it becomes available. After a year the hardware is paid for and the subscription price drops, but you still need to subscribe to get new games.

Whether this, er, 'interesting' approach will work or not remains to be seen. The idea of the 64DD isn't exactly setting Japanese gamers alight with excitement, and without the bargaining chip of the *Pokémon* games originally planned for the DD, all of which have now been transferred to cartridge, it's hard to see exactly who the package is meant to appeal to. The slow rate at which 64DD games are released – two games every two months, and subscribers get no choice over what games they receive – looks like another nail in the coffin. Nintendo obviously think it'll work or they wouldn't do it, but it seems to be a very risky proposition.

The latest news and rumours about Dolphin...



Nintendo has finally announced when Dolphin will be revealed for the first time. The time is August 2000, and the place is the Space World 2000 show in Japan. This doesn't necessarily mean that the console will be on sale in 2000, as Nintendo has a long-standing habit of revealing hardware at Space World and then hiding it away again for a year or more! There is still no official confirmation of a firm release date for the machine.

At a recent press conference in New York, Nintendo revealed some vague yet interesting details about Dolphin. The machine *will* support online gameplay and be able to connect to the new Game Boy Advance (probably directly rather than through an add-on Pak like the N64), but definitely will *not* be able to play DVD movies. Since DVD players have already dropped below the £200 mark, this seems a bit limiting, but hey! It's their machine...

BAFTA BASICS

Nintendo cleaned up at the 1999 BAFTA awards, winning itself a third of the 15 trophies on offer. Four of the company's five wins came from one game – *The Legend Of Zelda*. Shigeru Miyamoto's masterwork picked up the awards for Most Innovative Game, Interactivity, Computer Programming and Best Game. The last of the five N64-related wins went to Rare, which scooped up the UK Developer Of The Year prize.

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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.

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!

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

Department 1 0171 - 916 8440

• Release dates are subject to change without notice. Yes, we *know* it's annoying...

RELEASE DATES DECEMBER

Castlevania Special Edition	US	Dec
Cyber Tiger	UK	Dec 31
Daikatana	UK	Dec
Donkey Kong 64	UK	Dec 3
Harrier 2001	US	Dec
Harvest Moon 64	UK	Dec
Namco Museum 64	US	Dec
Resident Evil 2	US	Dec
Road Rash 64	UK	Dec
Rocket: Robot On Wheels	UK	Dec
South Park Rally	UK	Dec
Top Gear Hyperbike	UK	Dec
Top Gear Rally 2	UK	Dec
WCW Mayhem	UK	Dec 10
Xena: Warrior Princess	UK	Dec

JAN 2000

A Bug's Life	UK	Jan 07
Battlezone 64	UK	Jan
ISS Millennium	UK	Jan
Supercross 2000	UK	Jan 21
Space Invaders	UK	Jan
Starcraft	UK	Jan
Tarzan	US	Jan
Vigilante 8: Second Offense	UK	Jan 07

FEB-MAR 2000

Castlevania Special Edition	UK	Feb
EPGA Golf	UK	Feb
Hydro Thunder	UK	Mar
Hype: The Time Quest	US	Mar
Rally Masters	UK	Mar
Taz Express	UK	Mar

APR ONWARDS

1080° Snowboarding 2	Jap	2000
Asteroids Hyper 64	UK	2000
Banjo-Tooie	UK	2000
Blues Brothers 2000	UK	2000
DethKarz	UK	2000
DethKarz	US	2000
Die Hard	US	2000
Doshin The Giant (64DD)	Jap	2000
Duck Dodgers	UK	Jun
Earthbound	UK	2000
Eternal Darkness	UK	2000
Excite Bike	UK	2000
Fighters' Destiny 2	UK	2000
Mario Party 2	Jap	2000
Mario RPG	UK	2000
Mickey Speedway USA	US	Dec
Mini Racers	UK	2000
Nuclear Strike	UK	2000
Ogre Battle 3	US	2000
Perfect Dark	UK	April
Pokémon Snap	UK	2000
Pokémon Stadium	UK	2000
Resident Evil 2	UK	2000
Ridge Racer 64	UK	2000
Riqa	UK	2000
Snowboard Kids 2	UK	2000
Spider-Man	UK	2000
Tetris Attack	UK	2000
Toy Story 2	UK	2000
Turok 3: Oblivion	US	2000
Twelve Tales: Conker 64	UK	2000
Ura-Zelda (64DD)	Jap	2000
Wacky Racers	UK	Jun
X-Men	US	2000
Zelda: The Continuing Saga	UK	2000



Resident Evil 2

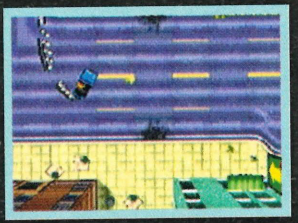
Zelda: The Continuing Saga

Ridge Racer 64

Perfect Dark

DATES TO BE CONFIRMED

3Sixty	US
4x4 Mud Monsters	US
Airport Inc	UK
Alien Saga	US
Alone In The Dark 4	UK
Animaniacs Ten Pin Alley	US
Bassmasters 2000	UK
Batman	UK
Bomberman 2	Jap
Caesar's Palace	US
Cenzo's Carnival Adventure	US
Custom Robo (64DD)	Jap
Daikatana	US
Derby Stallion 64	Jap
Donald Duck	UK
Dragon Sword	UK
Excite Bike 64	US



Extreme Sports 64	UK
FIA Formula 1	UK
Fighter's Destiny 2	US
Fire Emblem 64	Jap
F-Zero Xpansion (64DD)	Jap
Ghouls & Ghosts	Jap
Grand Theft Auto	UK
Hercules	US
Jeff Gordon XS Racing	US
Jest	UK
Jungle Emperor Leo	Jap
Kirby 64	US
Kobe Bryant 2	US
Looney Tunes: Space Race	UK
Madden 2000	US
Magic Flute	Jap
Mega Man 64	Jap
Metal Gear	Jap
Montreaux The Clever Sheep	Jap
Mortal Kombat: Special Forces	US
Mother 3	Jap
NBA Live 2001	US
NFL Blitz 2000	US
Nightmare Creatures II	UK
Ogre Battle 3	UK
Polaris Snocross	US
Puma Street Soccer	UK
Quest 2	US
Rev Limit	UK
Robocop	US
Rollerball	US
Ronaldo Soccer	UK
Shadow Man 2	UK
Sim City 2000	UK
Sim City 64 (64DD)	Jap
Snowboard Kids 2	UK
Spooky	US
Spy Hunter	US
Sydney Olympics 2000	US
Thornado	US
Thrasher: Skate And Destroy	US
Top Gun	US
Velocity	US
Wetrix 2	UK
Wild Waters	UK
Win Back	UK
X-Men	US
The Young Olympians	US

64 MAGAZINE CHARTS

In association with GAME

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

This Month	Last Month	Game	Publisher	64 Magazine Score
1	–	Rayman 2	Ubi Soft	94%
2	4	Duke Nukem: Zero Hour	GT	90%
3	–	Lego Racers	Lego	76%
4	2	Rugrats Treasure Hunt	THQ	44%
5	3	Mario Golf	Nintendo	88%
6	–	WWF Attitude	Acclaim	87%
7	7	V-Rally	Infogrames	69%
8	–	Hot Wheels	EA	N/A
9	–	World Driver Championship	Midway	79%
10	6	Goldeneye	Nintendo	95%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to *Chart Compo, 64 Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS!*

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Win Some Worms!

Games and unique merchandise up for grabs!



Those top blokes up at Infogrames have gone mad with delight after *Worms: Armageddon* received a humungous 94% in the last issue of 64 Magazine, and to celebrate they're got a big box of *Worms* goodies to give away! Five winners will not only get themselves a copy of the game, but will also be able to open up a quite literal can of worms! These exclusive limited edition promotional prizes contain a *Worms* hand grenade, ideal for throwing at people, a bag of jelly worms for you to munch upon and even a tequila lolly – complete with genuine tequila worm inside!

To win this cornocupia of invertebrate pleasures, all you have to do is answer the doddle of a question below, and send the answer on a postcard to *We Eat Worms compo, 64 Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS*, to plonk through our letterbox before New Year's Eve. The first five correct answers drawn will be wallowing in wormy goodness!



Which company developed Worms: Armageddon for Infogrames?

A: Team 17

B: Bob's Backstreet Programming Emporium

When I'm 64



Want to talk about the N64? This here is your forum!

STAR PRIZE

The star letter each month wins a lorry load of N64 peripherals, courtesy of Fire International!

- 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



WIN! £170 of N64 kit!

Point, U Were Missed

[Editor's note – all spelling reproduced verbatim...] Hi, I've just read ure article on the N64 vs Dreamcast, and I have one thing to say, ARE U A COMPLETE AND UTTER IDIOT!!!!

The N64 is virtually three years old and the Dreamcast not even a week old! And the Dreamcast already kicks its ass! Don't u realise that the graphics on *F-Zero* and *F1-2* are like pastel art, yet *Sega Rally 2* is crisp.

Secondly *Sonic Adventure* kills *Mario 64* by a long shot, and u cannot count *Banjo-Kazooie* and *Zelda* because they didn't come out at release time.

Thirdly have u ever seen *Ready 2 Rumble*? I think by far the best sports game.

Finally I would just like to add one thing – GD-ROM = 1000Mb, Nintendo cartridge = 32Mb

Jamie (disappointed N64 owner)

We could restate the case that it's not graphics that count, it's gameplay, and Dreamcast only wins out over the N64 in beat-'em-ups. Or we could just say that you're a weenie and your pants smell of skids. Choices, choices...

Dark Spring

Dear 64 Magazine,

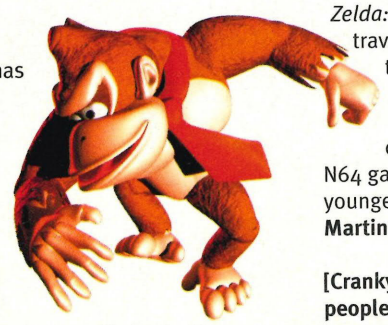
1: Now that *Perfect Dark* has been delayed until the spring, what changes are being made, or is it just not entirely finished yet?

2: Why is *Donkey Kong* going to be £60 over here when it is shipping in America for $45 (about £32)?

3: When you write your last issue, will the 64 Magazine team go on to work on a magazine for the Dolphin?

4: What do you think of Nintendo's chances of success with the Dolphin against the Dreamcast, PlayStation 2 and Microsoft's X-Box?

John McCartan, Banbridge



1: Rare just wants to make the game as good as it can possibly be, and they obviously don't think they can do that if they rush the release (though the fact that the Game Boy Camera link-up won't be available until next year might also be a factor).

2: Because, like so many companies, Nintendo sees British consumers as suckers... ha ha ha, only joking, Nintendo! *Donkey Kong 64* actually costs $59.99 in the States, but that's still only £37...

3: Paragon will undoubtedly produce a Dolphin magazine – when the console comes out. So don't hold your breath.

4: It depends on the price and number of games, but PS2 is the biggest threat. Dreamcast will already be dead when Dolphin appears, and X-Box is an unknown quantity at the moment (but if it's based on Windows it's going to suck, obviously).

Bloody Kids

Dear 64 Magazine,

I read the Millennium Games Awards in issue 33. You'll be getting mine when I've sat down and thought about it – but how could none of the Editors have included *Zelda: Ocarina Of Time* in their top tens? What a travesty! But judging from the games listed, I'd say that they must all be a bunch of old farts. I've never even heard of some of the games! What the hell are *Dynamite Dan* and *Ancipital*? How come the editor of 64 Magazine only includes one N64 game in his top ten? I think you need to get some younger people on the magazines!

Martin Broom, Sheffield (age 14)

[Cranky Kong mode on] That's the problem with young people today, no gaming heritage. We used to fit entire games into the same space as a modern title screen, mumble grumble. [Cranky Kong mode off] Amusing sidenote: as soon as the original *Donkey Kong* arcade game inside *DK64* was found, there was a sudden surge of interest from oldies who hadn't given the new game the time of day...

PRIZE WINNER

Gimme More More More

Dear 64 Magazine,

You are probably bored to death of these types of letters, but I am worried that the creators of our beloved N64 are going to disappear into the realms of insignificance. Personally, I am not depending on the arrival of the Dolphin to resurrect Nintendo's failing popularity. Sega's Dreamcast may be a fantastic machine, but the games (except for *Sega Rally 2* and *House Of The Dead II*) aren't especially good. The PlayStation is the number one console for a good reason. The N64 cannot expect to survive on *Goldeneye* and *Zelda*. They are fantastic games, but two is not enough. The PSX has countless excellent games like *Resident Evil 1* and *2*, *Metal Gear Solid*, *Gran Turismo* – need I go on? – and the arrival of PlayStation 2 could kill Nintendo completely. Dolphin needs to be an awesome machine, but the games have to be spectacular to ensure success. Games are why people buy consoles, so make them good!

Stewart Higgins, Birmingham

The PlayStation's success isn't built entirely on the fact that it has some excellent games, but more on the fact that it had *lots* of games right from the beginning.

Nintendo's attitude, on the other hand, was 'we make the best games and you'll buy them no matter what, so it doesn't matter that there's only two to choose from'. The tactic may have worked against Sega in the past, but it backfired horribly against Sony. For Dolphin to compete against PlayStation 2, Nintendo needs as wide a variety of titles as possible available from day one, with a couple of killers among them – and make them cheap! Otherwise they might just as well chuck Dolphin in the bin and only make Game Boys for the rest of time.

YOUR PLANET NEEDS YOU!



NINTENDO 64 GAME BOY COLOR

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Acclaim

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Written by: Roy Kimber

Donkey



Memory Options

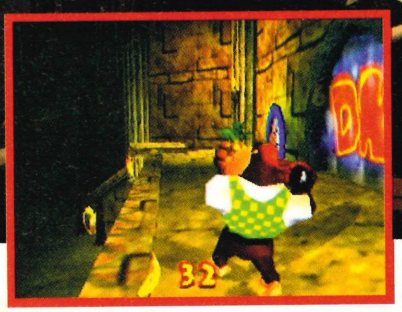
MEMORY:
Stores three saved games on the cart

CONTROLLER PAK:
N/A - but it won't work without the Expansion Pak!

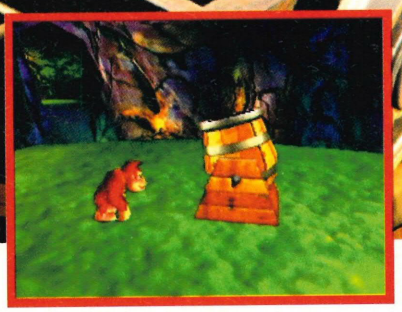


$64,000 Question

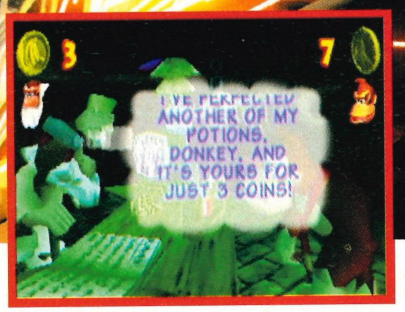
- ⊕ It's effing huge!
- ⊕ Five different playable characters
- ⊕ Loads of special moves, weapons and gadgets
- ⊕ Some cool puzzles
- ⊕ Neat bosses
- ⊕ Superb mini-games including original *Donkey Kong* arcade machine
- ⊖ Visually... well, visually it's *Banjo*!
- ⊖ Music-wise it's very *Banjo*-esque



▲ Chunky packs some pretty heavy hardware! Here we see him testing out his pineapple bazooka – which rocks!



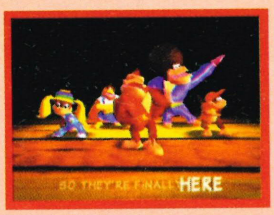
▲ Donkey Kong prepares to start his new job as a simian cannonball – this is one method of getting to high platforms.



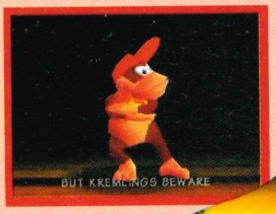
▲ Cranky may be, well, cranky, but he makes some useful potions that you can't afford to be without!

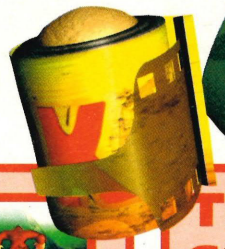
And That's A Rap!

If you thought the musical sequence at the beginning of *Banjo* was bad, then wait until you get a load of the rap at the start of *Donkey Kong 64*! It really *is* dreadful! However, you're best advised to sit through it, because despite the annoying lyrics you are given some pretty helpful clues as to what each of the characters does that will help you when trying to work out puzzles in the game.









Falling For It

There are all sorts of cool graphical touches in *Donkey Kong 64*, like when a character falls from a great height, for instance. Ordinarily you can jump from fairly high up, but if you drop too far your character ends up flat on the ground!



The Old Ones Are Still The Best!

Everyone's used to sub-games by now, but Rare has gone one better for *Donkey Kong 64*! In one of the worlds you find what looks suspiciously like an arcade machine, and with a quick pull of a lever you're taken into a perfect recreation of the original *Donkey Kong* arcade machine from 1981 – the game that started Mario and DK on their road to fame! The game appears to be accurate down to every detail and if you finish it (which isn't easy, believe us) you get to play a harder version to win a special, mystery prize. If we had to review just this bit of *DK64* it'd get 99%!





Rare games are a bit like buses – you wait ages for one to arrive and then two turn up together!

Kong 64

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Rare
Game Type:	3-D Adventure
Origin:	UK
Release:	Out now
Price:	£59.99

It's fairly safe to say that hopes were running high for *Donkey Kong 64*. Rare has a reputation for producing excellent games, and after the rather ace *Banjo-Kazooie* everyone was expecting another... well, another *Banjo-Kazooie*! Which is strange really, because when the game finally arrived in the office and everyone crowded around to see it, the major complaint seemed to be that Rare had given us exactly that!

Yes, *Donkey Kong 64* does look a lot like *Banjo-Kazooie*. But we all knew it was going to happen – preview code and advance screenshots confirmed this fact. And anyway, so what? When *Banjo-Tooie* was announced everyone went mad with excitement, so what's the problem now?

Yes it does look like Banjo-Kazooie, but then so what?

To be honest, there isn't really a problem. The fact that everyone was expecting a game that looked a hundred times better than *Banjo* is a little moot because you've got to remember that Rare was already pushing the limits of the N64 with that title, and there's only so much you can do with a finite amount of processing power. To be honest, *Donkey Kong 64* does look better than *Banjo*; it's just not immediately obvious because the improvements are all very subtle ones.

Banjo-Beater!

As usual, we'd better look at the storyline before we go any further. Apparently Donkey Kong and his crazy mates (there are a whole load of the Kong clan now, as fans of the various *Donkey Kong* games on the Super NES will be well aware) live on an island somewhere in the middle of a fairly deserted ocean. Everything is happiness and calm in this tropical paradise until the rather nasty K-Rool (K-Rool... Cruel! Geddit?) turns up with his huge mechanical island fortress, captures all Donkey's friends and steals his golden bananas. Now Donkey Kong must rescue all his friends and get his bananas back or life will never be the same again!

What this basically entails is exploring eight themed levels, solving a plethora of puzzles and beating the hell out of some very, very weird bosses! If you thought that *Banjo* was a big game then you're in for a shock, because *Donkey Kong 64* is absolutely huge!

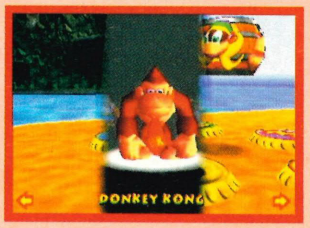
Monkey Magic

Much like in *Banjo* (there are going to be quite a few comparisons, so get used to

All Change

Donkey Kong's life always seems to revolve around barrels and *Donkey Kong 64* is no exception. To switch between the other playable characters (once you've unlocked them) you need to jump into one of the many 'tag barrels' which work like the tea-rooms in *Mystical Ninja 2* – except that no-one's having tea in them!







Get The Horn!

Those people at Rare must be pretty weird. On this stage Donkey Kong can turn himself into a rhino and charge around knocking down huts! It's not clear exactly why the game designers decided to stick this in as you can't actually go anywhere as the rhino, but it's damn good fun all the same!









it) *Donkey Kong* begins with some training. Unlike the previous Rare title, in *DK64* the training is fairly brief, consisting of four simple training levels that teach you how to pick up and throw things, climb, swing and swim. Once you've completed these trials – and if you're having trouble with these you might as well give up right now, because they're all really easy – it's into the main game.

Initially you control just one character, Donkey Kong. It's not long though before you unlock others. And when we say unlock we mean quite literally unlock them, because you've got to rescue Donkey Kong's friends from incarceration before you can play with them (oo-er). Once free, all new characters reside in the 'tag barrels'. These are positioned strategically around on each level and to swap between monkeys you simply jump inside one of them and choose someone different.

It's Huge!

We've made a lot of comparisons so far between *Donkey Kong 64* and *Banjo-Kazooie* but there is another N64 game that *DK64* has a lot in common with – *Shadow Man*. By this we don't mean that the object of *DK64* is to defeat a group of resurrected murderers by violently blasting all sorts of hideous creatures to oblivion; instead, we're referring to the way that the gameplay in *DK64* works.

As we've already mentioned, *Donkey Kong 64* consists of eight levels. Unlike *Banjo*, where once you've finished a level you're pretty much done with it, in *DK64* that's not the case. This is because of the number of characters and the various special moves. There are five playable characters in all and they each have a number of special moves, a gun and a musical instrument. Similarly, in each level there are various switches, doors and puzzles that can only be overcome with a specific character's ability, weapon or musical solo. So just like *Shadow Man*, where certain areas could only be accessed once you've found a certain item or gained a specific power, in *DK64* there are absolutely loads of things that you can't do until you've got the right character with the right talent or item. This makes *DK64* an absolute nightmare to solve, but means that it's got great longevity because not only are the levels huge, but you have to revisit them again and again before you can hope to complete it.

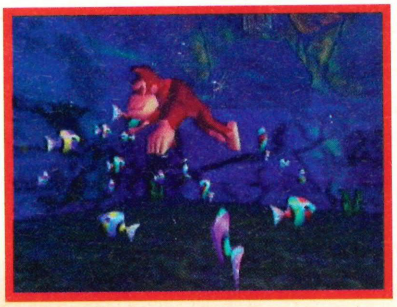
Ape-solutely Fabulous!

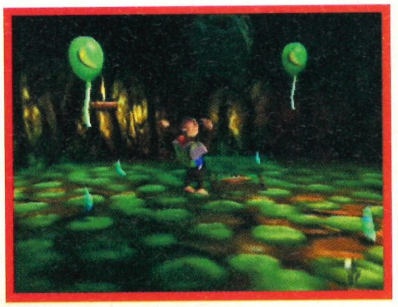
As well as having different abilities, weapons and musical instruments – the latter are used in certain situations to trigger puzzles, as well as being useful as area-effect weapons – each character in *DK64* also collects colour-specific objects. So Donkey Kong can collect yellow bananas, Diddy collects red ones, Lanky goes for blue, and so on. There are also all manner of other items that our hairy heroes need to find and some of these are colour-specific too, like the blueprints you need to find and return to K-Rool's ex-chief engineer so that he can help you prevent the evil alligator from building a devastating island-killing machine. All in all, there are absolutely

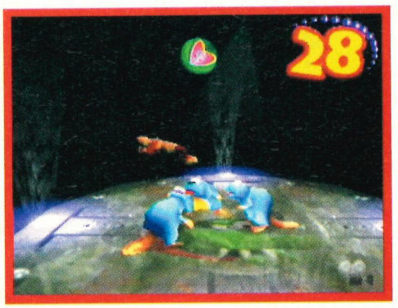
Better By Banana!

One of the best improvements that *Donkey Kong 64* has over *Banjo-Kazooie* is the rather nifty 'banaport' system. Like the cauldrons in *Banjo*, the numbers one to five can be used to jump around within levels. The major difference is that while there were just three cauldrons in *Banjo*, there are loads of banaport pads and they really speed up getting around inside the levels – essential considering the amount of backtracking you have to do!









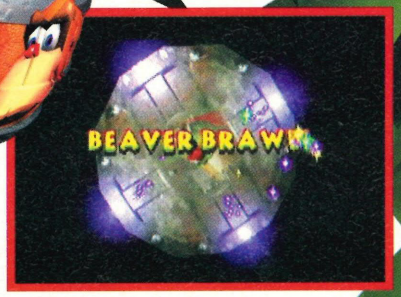
Little Miss Bossy

There are all sorts of different bosses in the game and each character must face a specific one. Tiny Kong, the only female in the party, gets to take on a demented jack-in-the-box who hops around on a giant grid of free-standing columns. To defeat the monster, Tiny must wait until he pops out of his box and then hit a switch on a block the colour of which corresponds to the square the boss is standing on – it's all too much!







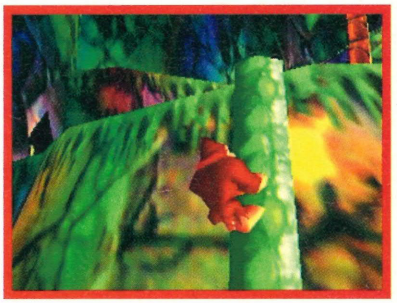


▲ Yes, it's time for a Beaver Brawl! For some reason, when this appeared on the screen a lot of guys in the office started sniggering...





▲ When you manage to get through the tiny entrance on one of the islands, you find this fairy who looks a little upset.



▼ Donkey Kong poses for a photoshoot for the new Cranky's Lab ad campaign – he wouldn't buy his potions anywhere else!

▲ The gong on the left can only be struck by Diddy Kong. Which must make it a Diddy Gong! Baddabing, baddaboom!

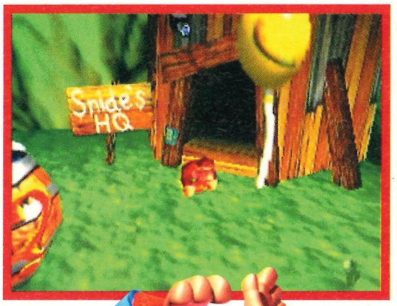
Size Isn't Everything...

Every heard the expression 'good things come in small packages'? Well, in this case it's true. Tiny Kong has the ability to shrink down to a fraction of her former size, thanks to handy barrels positioned strategically throughout the various worlds. This talent allows her to slip into places that the other characters can't get to and that comes in very handy!











Donkey Kong
The leader of the bunch, although not the biggest, DK (to his friends) is a descendant of the ape who started it all way back in 1981 when he stole Mario's girlfriend.

Lanky Kong
The orang-utan of the group, Lanky is fairly uncouth and can do all sorts of disgusting things with his bodily gases. He's not the best-looking, but plays a mean trombone!

Da DK Crew!

There are a number of different characters that offer help to Donkey Kong on his quest for the bananas, but only four of them are actually playable characters. Here then, for your edification and in no particular order, are the members of the DK Crew:

Diddy Kong
He's small, he's annoying and he's no stranger to the N64. Diddy is back and his laugh's as irritating as ever! Somewhere in the game he's got a jet-pack waiting for him.

Tiny Kong
She may be small but that doesn't make her any less dangerous! Tiny is the girl of the bunch and has a rather nifty flying move she can do with her hair.

Chunky Kong
Yes, he's big, he's hunky... he's Chunky! What he lacks in brains this ape makes up for in brawn, and as such he's forever shifting pesky boulders...

Ghost Of A Chance





Just because you're dead doesn't mean that you can't still work! Apparently this ape is a character from a former game who has now died. However, in the spirit of Patrick Swayze in *Ghost*, the plucky old monkey is sticking around to help his relatives. Each time you see a door with his face on it, simply walk up to it for a little helpful advice! Who says dead people aren't any use?



▲ Good grief, that beaver is huge! What? What's funny about that? You people are weird, it's just an amphibious mammal!

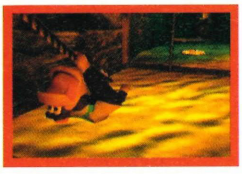


loads of objects that you need to collect and it's going to take you ages to find them all.

Aesthetically, *Donkey Kong 64* looks a lot like *Banjo-Kazooie*, but as you play through you realise that in fact everything's just a little bit more polished than in the previous Rare offering – particularly the five central characters, who all look great and are animated to perfection.

It's hard to fault *Donkey Kong 64*. Yes it does look like *Banjo-Kazooie*, but then so what? It's a huge game in its own right, not just a rushed *Banjo* rip-off, and as such it's immensely enjoyable. There is however one thing which deserves to be criticised and that's the multiplayer mode. It's rubbish. Well, actually it's not quite that bad – it's better than the multiplayer in *Jet Force Gemini* – but it's just not much fun. You get to choose between playing in a first-person split-screen 3-D arena (like in *Goldeneye* or *Turok: Rage Wars*) or taking each other on in a single-screen battle arena (as in *Smash Brothers*) but both games are dull and not entertaining at all. Now it's tempting to just say 'okay, so the multiplayer sucks, but then *Banjo* never had a one-player mode, so who cares?' However, while the one-player game is superb, it's important to remember that by sticking a multiplayer mode in – no matter how naff – Nintendo can then advertise *Donkey Kong 64* as a four-player game. And because of that there are bound to be some people who buy it for the multiplayer, and they'll be sorely disappointed.

It's hard to fault Donkey Kong 64!



And that's one of the reasons that this game doesn't quite manage a Gold Medal. At the end of the day, if you're paying £60 for a game that boasts a multiplayer mode then you're going to expect a good multiplayer mode for your money. And that's without even taking into account the whole Expansion Pak bundle problem, which basically penalises N64 owners who've already purchased one.

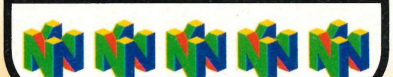
To sum up, *Donkey Kong 64* is a superb one-player 3-D adventure game which should keep most gamers occupied for a long time to come. If you're thinking of buying it as a multiplayer game though, don't bother – give *Goldeneye* a look instead. ■



2nd opinion

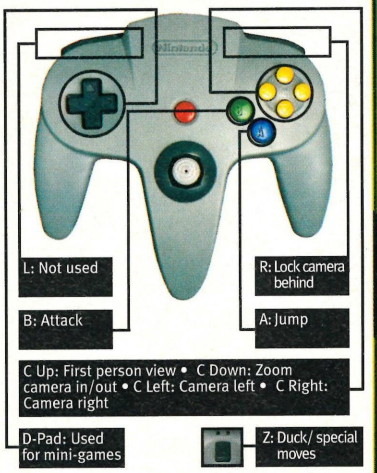
Donkey Kong 64 is quite possibly one of the biggest games ever and has a whole host of features to keep your interest. The gameplay is smooth and the graphics are positively breathtaking, making this a must-have game. Superb for everyone! RUSSELL MURRAY

Rating



64 Bottom Line

Controls



Alternatives

Banjo-Kazooie: Rare
Reviewed: Issue 16, 90%
Rocket: Robot On Wheels: Ubi Soft
Reviewed: Issue 34, 91%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

93%

Soundbite

Superb one-player 3-D adventure game – go Rare!

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Written by: Andy McDermott

64 MAGAZINE SIZZLER



Rainbow Six

Pit your wits against the world's deadliest terrorists!



$64,000 Question

- ⊕ Complex gameplay
- ⊕ Good AI
- ⊕ Excellent tactical section
- ⊕ Involving multiplayer option
- ⊕ Decent character animation
- ⊕ Great use of sound
- ⊕ Compelling
- ⊖ Some graphics a bit bland
- ⊖ Only 12 missions

Rainbow Six. Hardly a name that strikes fear into your heart, is it? The SAS. Delta Force. Spetsnaz. These are altogether more macho names, while Rainbow Six has rather unfortunate Zippy and Bungle connotations about it.

Then again, maybe that's just what the elite unit's creators had in mind. While evil terrorists are still chortling at the name, a bunch of heavily-armed men in flak jackets burst into their headquarters and kill them all.

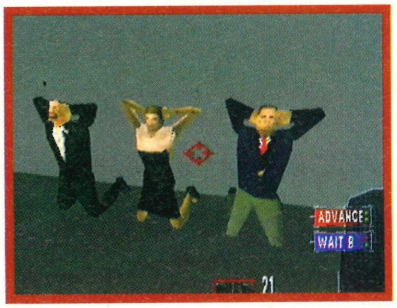
Rainbow Six, the game, is a conversion of a well-received PC game. Surprisingly (considering how lame the PlayStation port of the game turned out to be) it's very close to the original, keeping all the in-depth tactical gameplay and even making a fairly decent shot at reproducing its multiplayer capabilities.

Over The Rainbow

In *Rainbow Six*, the newly-created multinational elite force is called in to deal with a series of dangerous







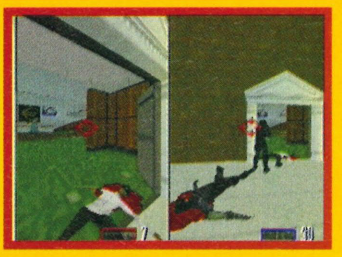




Cover Me!

It may not offer a four-player deathmatch, but *Rainbow Six*'s two-player mode is still very playable. With each player in charge of a two-man team, you have to provide cover as you carry out the missions. After five minutes, you'll start barking orders at each other and whispering things like, "Target sighted – take him down!"







Memory Options

MEMORY: N/A

CONTROLLER PAK: Stores campaign in progress

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Take 2
Developer:	Red Storm
Game Type:	Shoot-'em-up
Origin:	US
Release:	Out now
Price:	£44.99

situations. Although they seem unconnected at first, it doesn't take long before a sinister plot starts to emerge, one that is quite literally apocalyptic. The only people who can prevent global catastrophe are the members of Rainbow Six itself.

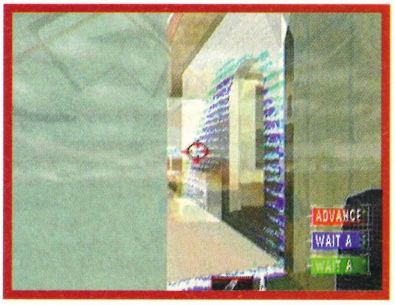
Rainbow Six differs from other first-person games in that you are in charge of a team rather than just one person. There are four members in your group, and before the mission starts you can assign each of them to any of four different teams – Red, Blue, Green and Gold. Each team can then be given a route to follow through the mission on the Planning screen. You can have four teams with one member each if you want to cover a lot of ground quickly, but it's much safer to have two men on each team so that one can give the other cover. It's possible to switch between the four team members at will during the game, but doing so cancels their pre-programmed plan of action, so if you switch characters again you have to make sure you don't leave someone stranded out in the open.

Go Go Go!

Although you can play *Rainbow Six* in a *Goldeneye* style on the lower difficulty levels, charging around the map and blasting away with a machine gun at everyone in sight, if you try this tactic on the higher difficulty levels then you'll soon end up with your brains dribbling out of the back of your skull. There are times when blitz tactics are appropriate, such as when bursting into a room to catch the bad guys by surprise, but most of the time a more stealthy approach is essential.

This need for caution is what makes *Rainbow Six* different to other first-person shooters, and also makes it a surprisingly tense experience. It's one of the few games that's ever managed to make me jump when something unexpected happened (the others being *Rescue On Fractalus*, *Aliens Vs Predator* and *Resident Evil 2*, if you were wondering), and it shows just how involving *Rainbow Six* really is. One second you're moving confidently down a corridor, the next a previously unseen terrorist leaps from his hiding place and shoots you in the face, giving you a shock and a suddenly increased sense of self-preservation. If a game can be this nerve-wracking, imagine what the real thing must be like. Hostage rescue teams probably wear those baggy combat trousers so they've got extra room to fill them.

The enemies are smarter than in any other N64 game to date. Guards patrol set routes, but if they hear any unusual noises or notice something amiss (like an open door or a corpse) they'll either investigate or raise the alarm, depending how brave/stupid they are. If they feel uneasy they'll peek cautiously around corners rather than just walking out into the open, and they have no

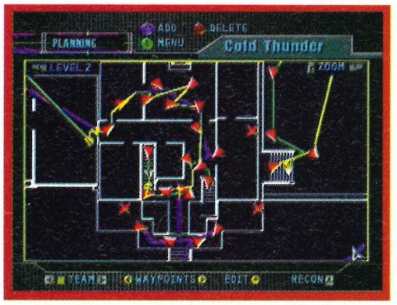


Rainbow Six is an excellent game!





▲ R6 sets up an ambush on a bridge to capture a criminal. Position your men right and you can cut his bodyguards to pieces.



▲ The Planning screen. The coloured lines are the routes the CPU-controlled team members will follow through the mission.

compunctions about using any available cover to protect themselves while they snipe at your team. On one mission, a member of Rainbow Six was actually blown away by a terrorist who spotted and shot him through a gap in a set of library bookshelves!

Blown Away

However, despite their boosted brainpower the AI characters sometimes display all the smarts of jellyfish with Alzheimer's. CPU-controlled team members occasionally get stuck on scenery and end up just running on the spot until someone shoots them, and despite the manual's claims that you can instruct computer-controlled characters to carry out special actions like throwing grenades, we couldn't get them to co-operate. Although you can still get around this by using the go-code commands to get other team members to wait at set points while you perform special actions yourself, it would have added a great deal to the tactical sections.

The enemies aren't always as bright as they appear, either. Usually they respond to noise, but one bored guard lurking round a corner once had two clips of ammo emptied into the stone wall giving him cover and didn't so much as raise an eyebrow. At other times, they have the senses of Superman (and not the N64 game version), spotting you through thick vegetation at night from a hundred yards away and killing you with a single shot!





Choose To Accept Them

Rainbow Six has 12 missions of varying complexity for your team to sneak and shoot their way through. Here are three of the trickiest ones...



Sun Devil

Bust into a South American hacienda and settle the hash of a swarthy drug-lord. Lots of guards hiding around corners to deal with.



Lion's Den

Irish terrorists have taken over the Houses of Parliament and are holding hostages in Big Ben. That's a lot of stairs to climb...



Deep Magic

A nightmare mission! You have to break into a skyscraper and steal computer files without anyone ever knowing you were there.



Tango Down

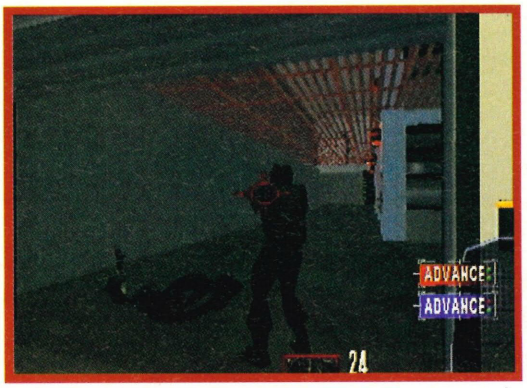
Rainbow Six is reasonable on the visual side of things; the various characters in the game are well animated and the levels are large without too much fogging, but some of the textures are very blurry and there are some sections without much detail. Colours are fairly muddy as well – maybe it's meant to be realistic, but it's not very interesting to look at.

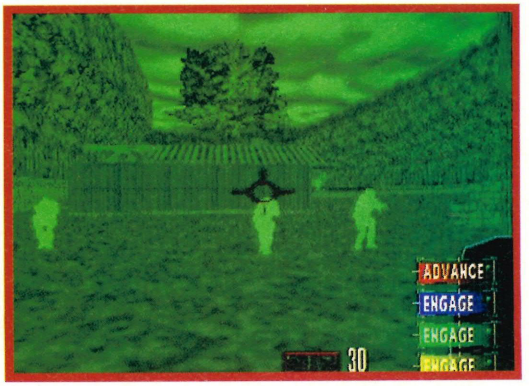
The sound is a big plus, though. On the main menu screens you get some rousing military stuff that could have come straight from *The Rock*, and during the game proper there's a mixture of moody background music, ambient noise from the surroundings (ranging from the chirps and gurgles of jungle fauna to the rumble of air conditioning, and even some jolly tunes when you find a radio that

▼ Bong! Terrorists take over Houses of Parliament. Bong! Police and security services annoyed about looking like idiots.



◀ By using go-codes, you can set different teams to storm one room from different directions at the same moment.









▲ The planning system lets you tell other team members to storm rooms and rescue hostages without you being there!

somebody's left switched on) and some very believable sound effects. All the weapons sound different when fired, team members report kills over their throat mikes ("Threat neutralised" and other such euphemisms) and you can even hear metal equipment jingling and clinking if you move too fast, reminding you that your enemies have ears too. *Rainbow Six*'s audio boosts the atmosphere enormously.

The enemies are smarter than in any other N64 game...



Six Of The Best

Because it's a fairly faithful conversion of the PC game, *Rainbow Six* is one of the few N64 games that's definitely aimed at an older audience. Some people will find the need for stealth and tactical planning boring, to which we can only say, sod off back to yer *Pokémon* then. Devising a perfect mission plan and listening to your team-mates report a steady stream of terrorist terminations as you gradually rescue the hostages is a very rewarding feeling.

On the downside, only having 12 missions is a bit on the weedy side, because they're not all that hard to beat on the simplest difficulty level. Obviously the higher levels are tougher, but you've already seen the maps by then. But these are minor complaints. *Rainbow Six* is an excellent game that requires you to out-think as well as out-shoot your enemies, and at a time when N64 games seem to be getting dumber by the day, it's a welcome change. ■

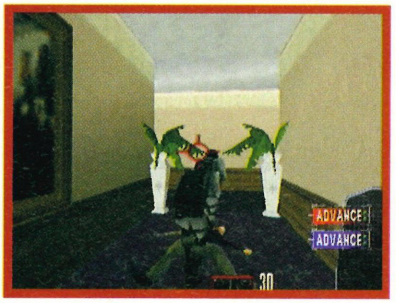
2nd opinion

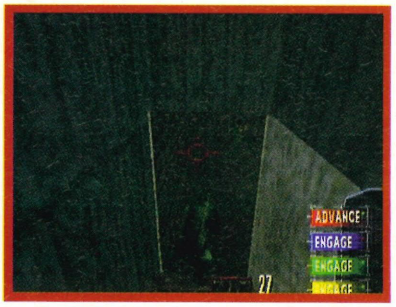
Tango down! Tango down! Target neutralised, all teams go! Er... sorry, still trying to get over how cool this game is! Okay, so it doesn't look quite as sharp as the PC version, but it plays like a dream. Strap on your MP5 and go make the world a safer place! **ROY KIMBER**

Rating



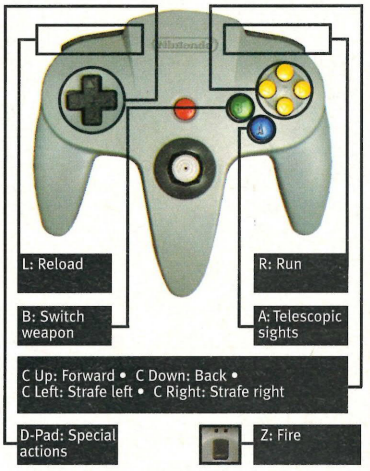
▲ A Spanish theme park has been overrun by bad guys in balaclavas. If Rainbow Six doesn't get in there, it's going to be the *bloodiest* place on Earth!





64 Bottom Line

Controls



Alternatives

Goldeneye: Nintendo
Reviewed: Issue 5, 95%
Win Back: Koei (import)
Reviewed: Issue 34, 88%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

92%

Soundbite

A complex but rewarding tactical combat game that's still fully-loaded with action!

Written by:
Nerys Coward



▲ Caesar lays the smack down! The leader of the Roman Empire has no problems with getting down and dirty in the arena.

The Master

Despair is very, very hard to defeat and very powerful in attack. His only weakness is that his movements are slow.



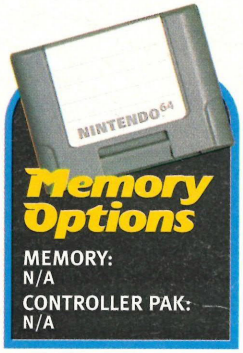
▼ Callisto's main special moves involve fire. Here she uses her special fireball technique to make Autolycus' shirt catch fire. Nice work!







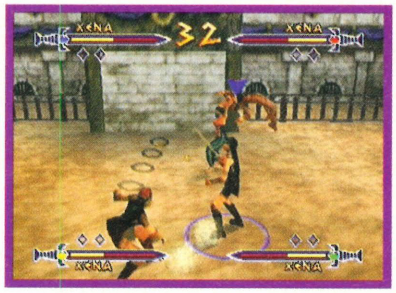




Memory Options

MEMORY: N/A

CONTROLLER PAK: N/A



▲ Four Xenas at once – there are some men who would explode at the thought! Each Xena wears a different outfit.



▲ Ephiny, as well as having a very Eighties bubble perm, also has a crossbow that fires multiple bolts simultaneously.



▲ Each kick, punch or sword hit results in flashy pyrotechnic displays. The game has loads of smart lighting effects.

Xena: Warrior Princess The Talisman Of Fate

Xena, the epitome of womanhood, finally comes to the N64!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Titus
Developer:	Saffire
Game Type:	Beat-'em-up
Origin:	France
Release:	Out now
Price:	£39.99





$64,000 Question

- ⊕ Fast action
- ⊕ Loads of special moves
- ⊕ Good graphics
- ⊖ Flat, dull backgrounds
- ⊖ Only one hidden character

Xena is an incredibly strong and skilful fighting machine – a martial arts and sword-fighting expert, with the ability to jump incredibly high in the air and pull off impossibly dangerous stunts. She is also independent, self reliant, and bewitchingly attractive to men – what more could you ask for in a woman?

Xena: Warrior Princess, the TV series, is already one of the most perfect, fully developed plots for an N64 game. Xena and her sidekick Gabrielle are on a quest to save their fantastical world from the forces of evil as an act of repentance for Xena's past sins as a warmonger. As they strive onwards, they come upon many an obstacle in the form of old enemies, baying for the blood of this female warrior who wronged them in her previous incarnation. Surrounded by animosity which takes the form of magical and mystical power, and powerful, accurate weaponry, Xena is attacked from all angles and her agility, quick wits and brilliant powers are called upon to pull rabbits out of hats to get her out of whatever sticky situation she finds herself in next.

Two Girl Action

Looking back into the annals of N64 history, there haven't been many good beat-'em-ups. We've struggled on with *Mortal Kombat 4* as just about the only one worth its salt. But not any more! *Xena* is a fantastically playable and versatile one to four-player game with not only accessibility as a pick-up-and-play title, but a great enough diversity in moves and abilities to keep you coming back for another battering again and again.

This is high, mystical drama for a fighting game!

The range of abilities with which each character is blessed twist between practical, realistic weaponry, including staffs, crossbows and Xena's vicious bladed chakram, and more otherworldly and godly powers such as the ability to strike others down with lightning, fires summoned up from the belly of the earth and boulders seemingly dropped by the hand of God. Each character has their own particular brand of long, mid and close-range attack, which can be employed to great effect. The computer players are unwilling to play patsy to your moves and offer themselves as very competent and expert fighters, selecting and executing moves with accuracy. The range of moves available makes for challenging gameplay – the more you learn about your character, their style, and the tricks they have up their leather-cuffed sleeves, the more interesting the game becomes, so it's well worth having a few blasts on the practice round before challenging your mates to a four-player.

Up The Wall

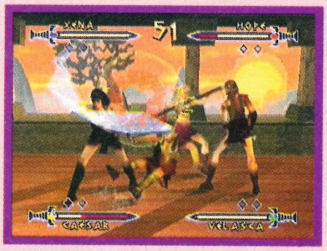
Xena gives you an opportunity to utilise the walls, furniture, and trees as an aspect of your battle plan. You can run at and then jump off the walls, meaning you're unlikely to be cornered and beaten to a pulp by your opponent as you can simply jump over their heads and hurl your fury at them from behind. The fighting runs into a slight glitch at this point; it can be very difficult to turn your player around. Attempts at this often end in a simple reverse shuffle, backing into your opponent. There is no re-targeting

Four-Player Frenzy

A fixed camera angle makes the four-player mode easy to follow.



Even if you don't have three friends, you can still instruct the N64 to control any of the other fighters.



No matter how much action there is going on at any given moment, the game never slows down.

Aiaiai!

Each character has their own set of distinctive special attacks, in many cases taken directly from the series. You won't see many of these in a pub brawl!



Ares summons the power of the sky to zap people with lightning.



Velasca blasts enemies with an evil wind.



Xena hits 'em with her special onion breath of death. Phew!



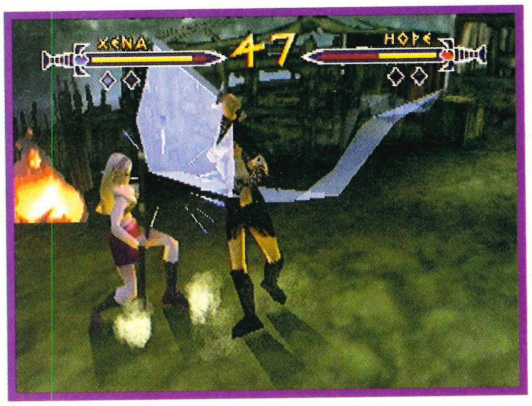
Ephiny's crossbow fires several arrows at once in a 'V' formation.



Gabby can levitate and throw energy in several small balls.



Caesar can command his legions to fling massive boulders onto the battlefield!







facility and this can lead to minor difficulties, especially in the four-player game, where attempts to change the focus of your attacks from the person in front to the one behind you cutting the skin off your back with a giant sword are futile unless you jump over them.

There are 11 characters in all and six of them are women, which is a fantastic move in N64 fighters. Not just in a dungaree-wearing, armpit-hair feminist kind of a way either – gaming guys would be the first to admit that they'd prefer to watch Xena, Callisto and Velasca performing their high kicks and graceful lunges than see Ryu sweat it out in his pyjamas! There is also the final character to unlock – the enormous, devilish Despair. Not only is he an extremely powerful fighter, but he is the ultimate villain in the Quest mode.

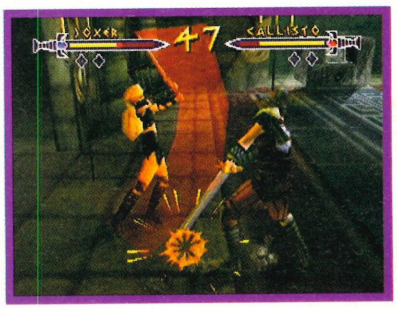
What more could you ask for in a woman?

Hit Me With Your Rhythm Stick

The graphics of the game are fast-moving in deep 3-D and the costumes are well recreated. The faces look a bit like immobile 2-D masks tied on with string which, although only a minor feature, is slightly odd – especially if you put on the Big Head cheat! However, this is a minor detail when you can feast your eyes on the lightning strikes, fire funnels and energy blasts of the special moves, which all look quite spectacular. The action moves also look smooth, flawless, and dramatic; Gabrielle levitates and floats beautifully and hurls energy bolts, while Callisto throws her arms out to either side and summons up fire from beneath the feet of her assailants. This is high, mystical drama for a fighting game!

The swordplay makes impressive enough clangings, and the shrieks and roars of attack and defeat are as impressively human or monstrous as befits the character. The voice of the announcer sounds enough like the dulcet Kiwi tones of the lovely Lucy Lawless to have every male in the vicinity rubbing his thighs with glee.

Although *Xena* is a fantastic fighter on the N64, it still doesn't quite measure up to some of those available on other consoles. Having said that, the game is one of, if not the, best on the N64, and is going to set a new precedent in fantastical N64 fighter action. ■



▲ Born loser Joxer finds himself up against the seriously narked mad goddess Callisto. Hmm, now who's going to win?

2nd opinion

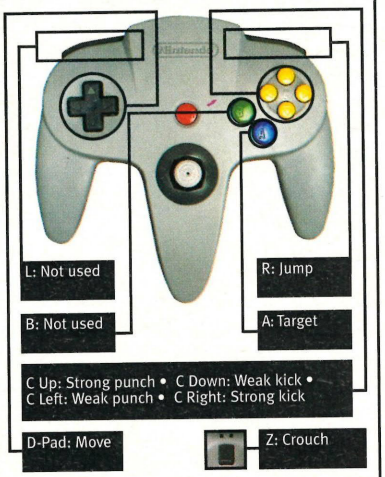
One of the best N64 fighters – not that there's much opposition. *Xena* is a decent piece of work, and the four-player option is very well done, but like so many N64 games it lacks long-term challenge. *Tekken 3* it ain't. However, it's still very playable! ANDY MCDERMOTT

Rating



64 Bottom Line

Controls



Alternatives

Mortal Kombat 4: GT Interactive
Reviewed: Issue 19, 80%
Fighters' Destiny: Infogrames
Reviewed: Issue 11, 80%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

85%

Soundbite

The best fantasy fighter on the N64 so far!

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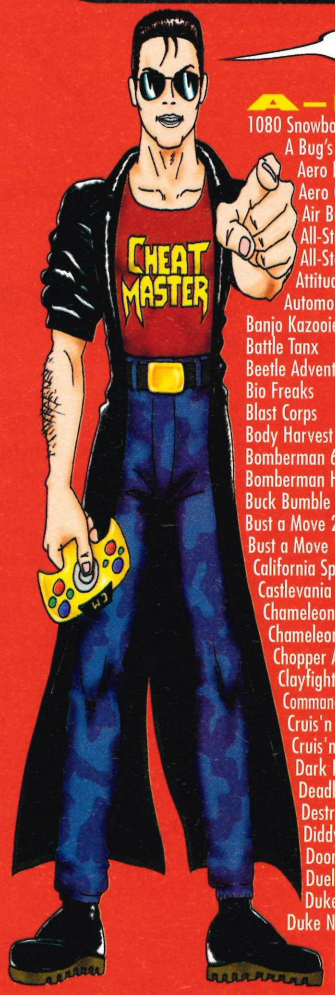
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Buck Bumble
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California Speed
Castlevania
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Chameleon Twist 2
Chopper Attack
Clayfighter 64
Command & Conquer 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Destruction Derby 64
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Duke Nukem: Zero Hour
Extreme G 1
Extreme G 2
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X

G–K

Gauntlet Legends
Gex
Glover
Goeman's Great Adventure
Goldeneye
Golden Nugget 64
GT 64 Championship Edition
Hexen
Hot Wheels Turbo
Hybrid Heaven
Iggy's Reckin Balls
International Super Soccer
ISS '98
Jeopardy
Jet Force Gemini
Jikkyou World Soccer France 98
J-League 11 Beat 97
Ken Griffey Jnr's Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside

L–P

Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: K.G.Jr
Mario 64
Mario Golf
Mario Karts
Mario Party
Micro Machines
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Mortal Kombat 4
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics '98
Nascar Racing '99
NBA Courtside
NBA Hangtime
NBA Zone '98
NFL Blitz
NFL Quarterback '98
NFL Quarterback Club 99
NHL 99
NHL Breakaway
Nightmare Creatures
Ocarina of Time.Legend of Zelda
Off-Road Challenge
Penny Racers
Perfect Stricker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Pro Baseball King
Puyo Puyo Sun 64

Q–U

Quake 2
Quake 64
Quest 64
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Road Rash 64
Robotron 64
Rogue Squadron: Star Wars
Rush 2 Extreme Racing USA
S.C.A.R.S4
San Francisco Rush
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
Space Dynamites
Space Station:Silicon Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squadron
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Super Robot Spirits
Super Smash Brothers
Superman
Tetrisphere
Top Gear Overdrive
Top Gear Rally
Triple Play 2000
Turok 1
Turok 2
Twisted Extreme Snowboarding

V–Z

Vigilante 8
Virtual Chess 64
Virtual Pool 64
V-Rally 99 Edition
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey 98
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Written by: Andy McDermott

Destruction Derby 64

Even more dangerous than the M25 in rush hour!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	THQ
Developer:	Looking Glass
Game Type:	Racer
Origin:	US
Release:	Out now
Price:	£44.99

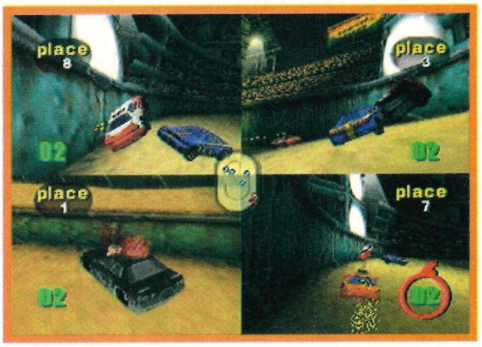
Driving for real these days is just so dull, isn't it? You can't speed like a loon any more because some bunch of council jobsworths has stuck Gatsos every 50 yards, and there's never any open road anyway because they're all jammed up by roadworks. Thankfully, videogames are here to relieve your motoring frustrations. Most of them let you race to your heart's content, but THQ's *Destruction Derby 64* goes one step further. The title drops a vague hint...

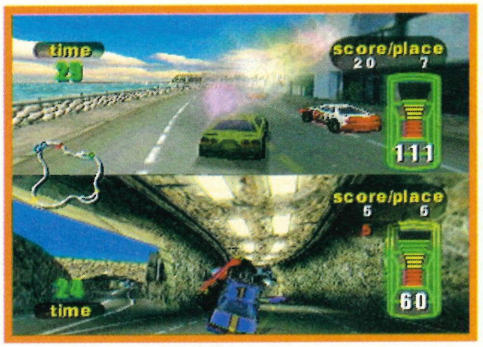
Yes, this game is all about smashing cars into each other until they look like twisted and burning metal Oxo cubes. The World Championship mode is the main part of the game for a single player. There are two types of challenge; the first is straightforward racing. Well, maybe not that straightforward. Things are made a little more dangerous by the

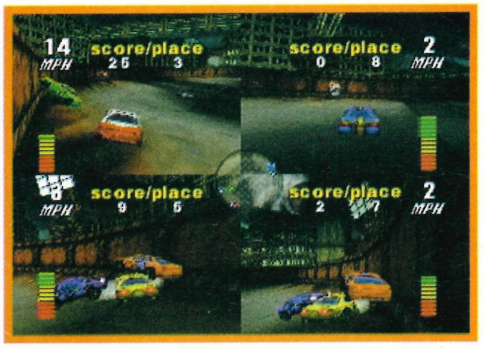
Destruction Derby is far too easy!

▼ This is what it's all about – sending cars flying into the air like poorly-shuffled cards! The more crashes, the more points you get.









▲ The Bomb Tag multiplayer game ought to get your heart beating faster. Player four has two seconds to hit someone!



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves championship standing and tracks/cars opened



$64,000 Question

- ⊕ Different kind of racer
- ⊕ Well-designed tracks
- ⊕ Deathmatch a lot of fun
- ⊕ Instantly playable
- ⊖ Very easy
- ⊖ Annoying commentator
- ⊖ Gets jerky
- ⊖ Capture The Flag is rubbish

fact that cars are racing around the circuit in both directions, and crashes are actively encouraged.

Destruction Derby has a quite clever points system. Although the game is played against the clock, which normally means you have to concentrate on racing rather than tricksy stuff (*1080° Snowboarding* is a good example of this, where trying any kind of stunt work during a race tends to make you lose automatically), *Destruction Derby* rewards fender-bending with extra time, while the number of additional seconds you're awarded for reaching a checkpoint decreases every time you go through. This puts a very effective time limit on the race, so if the number of cars remaining in play is starting to run low and you're not high up in the points, you're forced to start looking for head-on collisions as quickly as you can.

The second kind of challenge is arena-based. Your car is dumped in a circular pit along with all the other motors, and left to get on with it. No time limits, no checkpoints, just a dozen cars smashing into each other as hard as they possibly can until only one is left. It may sound easy, but the computer-controlled cars are surprisingly good at staying out of your way! In both cases, being knocked out early on doesn't necessarily mean you can't still win a race, as the final rankings are all based on points and the best way to score them is by hitting other drivers.

Crunch

Destruction Derby has several multiplayer modes, though not all of them are available to more than two players. Three people only get the option of playing Deathmatch and Bomb Tag, while four-player matches can also engage in the 'thrills' of Capture The Flag. Actual races are only playable by one or two players, presumably because of speed issues – even with just two players, races start to get uncomfortably jerky. Most of the scenery in the one-player race is still there in the multiplayer game, but this is a case when it would probably have been better to sacrifice detail for smoothness.

Deathmatch is simply a multiplayer version of the arena stages from the one-player World Championship game. It actually keeps up a decent turn of speed even with four players, because of the small size of the arenas. The number of cars in the arena is cut from 12 to eight, but to be honest you don't really notice.

Bomb Tag is a variation on Deathmatch, where one car is stuck with a bomb that is rapidly ticking down to detonation, and the only way to get rid



▲ Hit another car and parts of it go flying off, making the local body shop very happy indeed. Maybe it was their idea!

▶ Now boarding at gate 13, flight 666 to DEATH! The tracks in the game are unoriginal, but have a lot of detail.

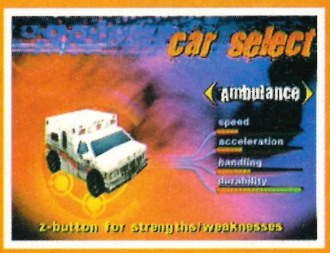


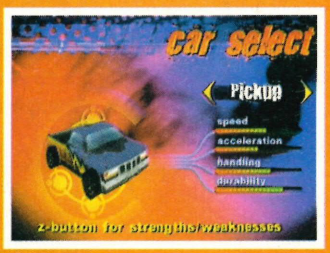


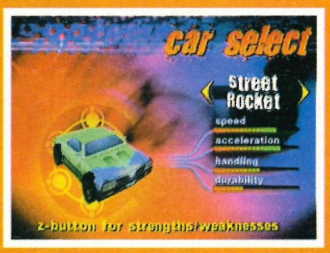


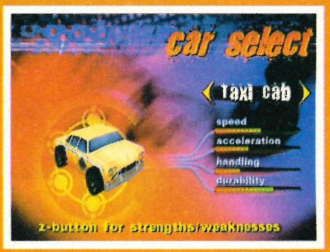
Beat The Crusher

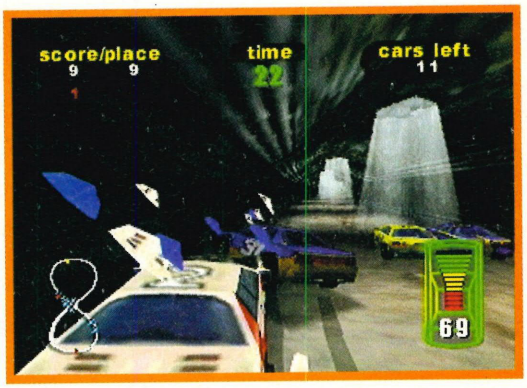
Winning races earns you extra cars, a selection of which are shown here, some more useful than others. Here's a hint – once you get the New York taxi, you're almost certain to get top points in each race. All you have to do is let the other cars hit you, and your super-tough body will take the impact with ease while their car explodes – and you get the points!









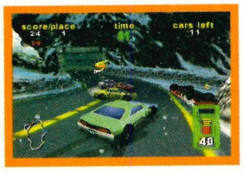




▲ Destruction Junction is a figure-eight track with a crossroads in the middle, ideal for lots of metal-crushing collisions.

of it is by hitting another vehicle. It's actually a good laugh, and can get sweatily tense as you try to ram someone else before time runs out and the bomb explodes.

Capture The Flag, on the other hand, is fairly lame – we didn't even play for the full five minutes before got we bored and switched to something else. Pick up flag, drive to checkpoint, pick up flag, stifle big yawn.



Kwik-Fit

Things are mixed visually – although there's a lot of trackside detail, it all seems a bit grainy. It's oddly like looking at a PlayStation game, which is weird because *Destruction Derby* isn't a port, but has been completely redesigned for the N64. This graininess can make it quite hard to spot approaching traffic, which isn't what you want when you're down to your last three seconds on the timer and desperately need to slam head-on into that maroon Trans-Am going the other way.

Crashes are actively encouraged!

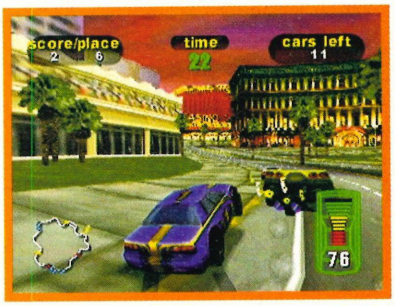
Most of the time the game is fast and smooth, but a couple of tracks are clearly a bit too ambitious. The Midnyte Rumble track, for instance, gets as choppy as a speed-taking karate expert faced with a line of bricks. It's not unplayably jerky, but compared to the tracks that precede it, it's disconcerting.

So Very Tyred

The main problem with *Destruction Derby* is that, as a one-player game, it's far too easy. Case in point: your Editor. Not the world's greatest gamer by any means (though new-born babies, the thumbless and Stevie Wonder have cause to fear), but less than three hours' play was enough to complete the Championship game with gold medals in every category, a minimum 40 point lead over the second-place car and not a single continue required. That's the kind of difficulty level that makes beating the first stage of *Yoshi's Story* feel like trying to complete *Zelda*. With the TV set switched off.

All in all, *Destruction Derby* offers some short-term amusement, but it's got little longevity because it's so easy to finish. A couple of days' play and you'll have seen everything. It's fun while it lasts, especially as a multiplayer game, but it'll more than likely be traded in very quickly. ■

▶ Well viva Las Vegas. It's the new cliché in racing games, taking over from the traditional hot-air balloons.

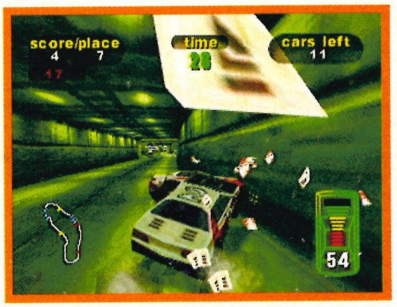


2nd opinion

Destruction Derby finally arrives on the N64 and it's still great fun. Don't expect anything particularly outstanding mind you, but if you fancy a fairly mindless but enjoyable crash-'em-up driving game then take this one for a spin! ROY KIMBER

Rating

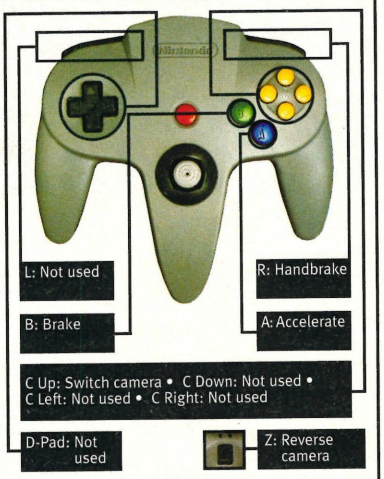




▲ Up to 100 points can be scored for collisions, but the system is annoyingly random – big smashes sometimes only score one point!

64 MAGAZINE Bottom Line

Controls



Alternatives

Rush 2: GT
Reviewed: Issue 22, 80%
F-Zero X: Nintendo
Reviewed: Issue 17, 90%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

74%

Soundbite

Short-lived crash-and-smash entertainment!

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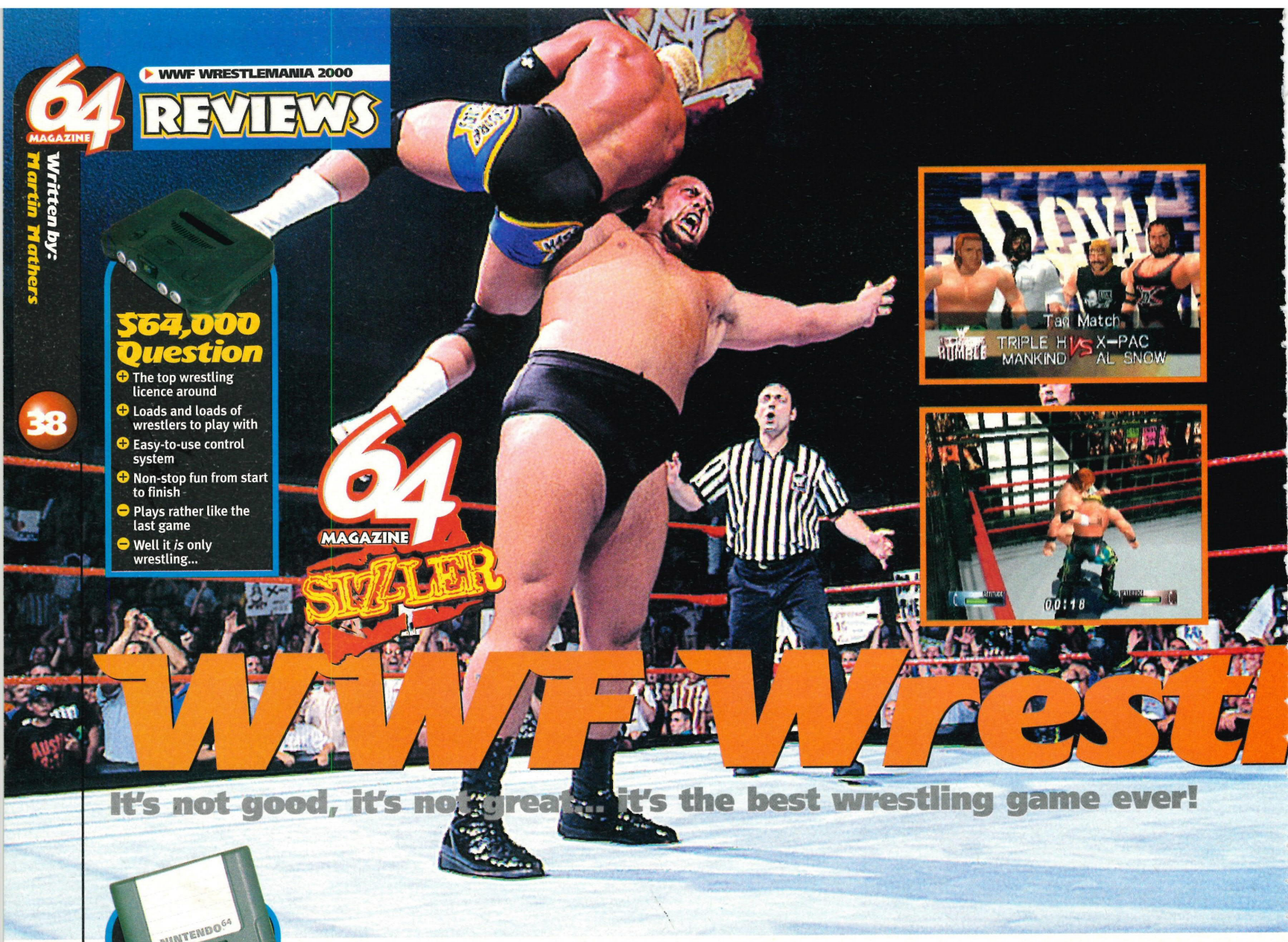
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Written by: Martin Mathers



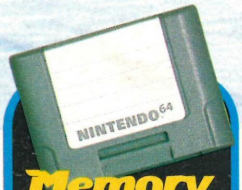
$64,000 Question

- ⊕ The top wrestling licence around
- ⊕ Loads and loads of wrestlers to play with
- ⊕ Easy-to-use control system
- ⊕ Non-stop fun from start to finish
- ⊖ Plays rather like the last game
- ⊖ Well it *is* only wrestling...

64 MAGAZINE SIZZLER

WWF Wrestl

It's not good, it's not great... it's the best wrestling game ever!



Memory Options

MEMORY:
Saves career progress/PPV events

CONTROLLER PAK:
Saves custom wrestlers/belts

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK

Publisher	THQ
Developer:	AKI Corporation
Game Type:	Sports
Origin:	US
Release:	Out now
Price:	£39.99

Recently, wrestling games seem to be a lot like buses. Yes, there's the age-old saying that you wait for ages and then three come along at once, but there are other similarities too – not only do some services stop running all together, but there are other buses that you just don't want to travel on because they're crap. Luckily though, the odd luxury coach comes along now and then...

Having recently acquired the licence for the biggest wrestling name in the business, THQ has wasted no time in releasing its first in a long line of WWF titles. Thankfully, past indiscretions such as *WCW Nitro* have been forgotten; *WWF Wrestlemania 2000* is possibly... no, *definitely* the best wrestling game to ever grace the N64.

If You Smell...

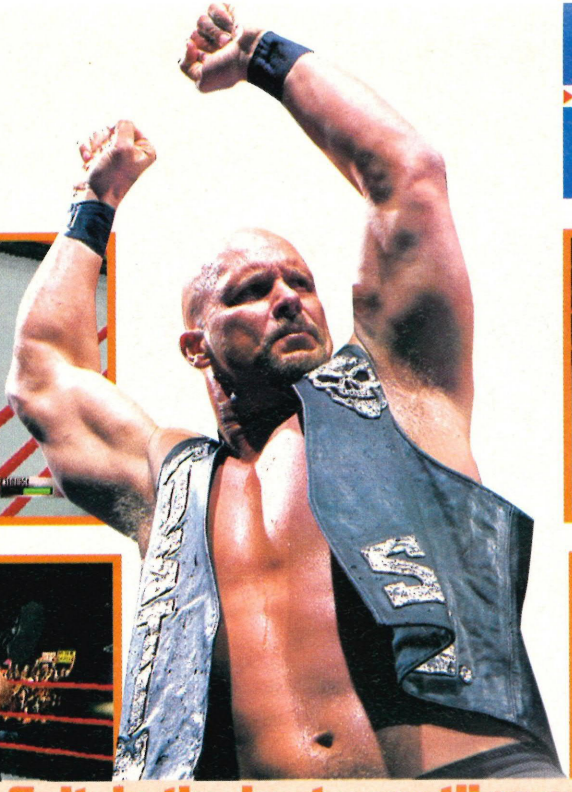
Admittedly, there are a few small problems that should be addressed before we go too overboard with the praise. Comparing the looks of the actual game to those of preceding titles, it's clear to see that they're not quite as detailed as they could be – they glitch from time to time and look a little messy up close. The sound is also a bit lacking; the entrance music seems to be slightly muffled while there's no play-by-play commentary to complement the action. Of course, both of these sore points can be forgiven once you see exactly what is offered in compensation...

You see, *WWF Wrestlemania 2000* pays back all its debts in full and then some. The graphics might fail slightly, but the wrestlers move in the most realistic way possible. Each character has their own way of fighting, replicating their real-life counterpart in every way – it's almost as if you're watching the real thing.









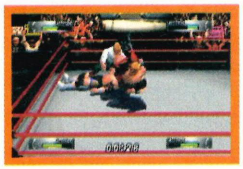
▼ It's nice to see two young ladies sorting their differences out in an amicable fashion. No, really it is...

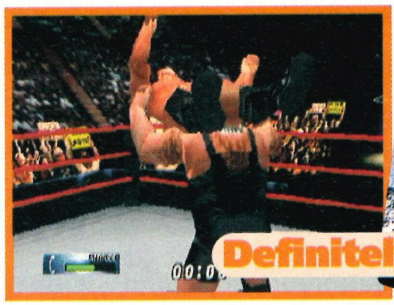


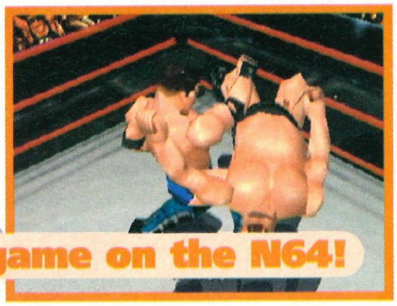




▼ Four-player fun with a Royal Rumble match. The action is fast and furious with double-team moves a-plenty!







Definitely the best wrestling game on the N64!

lemania 2000

In Your House!

If you're into the whole 'making your own event' thing, you've certainly come to the right place. Thanks to the Pay-Per-View option in the game, you can put together the whole show from start to finish – put in your own name, place and date for the show, then select the matches and away you go! It's like having a private viewing of the WWF in your own home... well, almost.



Pick A Name...

First things first – you've got to come up with a title for your event. Hmmm... how about 64 Mania? Sounds good, yes?



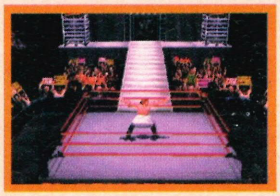
Choose A Setting...

There are a total of seven rings locations. From the regular Raw and Heat rings to the main events, they're all pretty cool!



And We're Away!

Once you've decided on the match card, the event starts. We've set it inside the Paragon Towers of sunny Bournemouth.



What A Big Entrance!

Each wrestler comes to the ring in their own unique way. The accuracy of each entrance really does make you go tingly inside.

DVD review

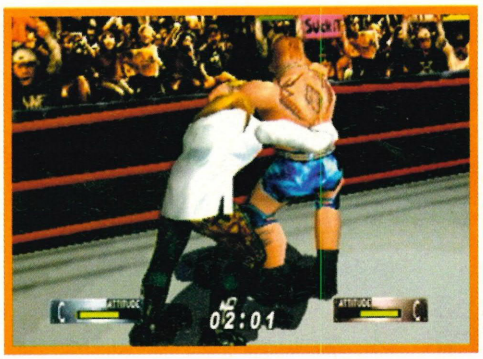


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▲ We don't know about you, but when it comes to schoolboy punishment, we're in favour of a good noogie. Or a wedgie.



And then there are the entrances. Okay, so the music isn't quite up to scratch, but then at least it's accurate and up-to-date with all the right tunes playing at the right time. The best part though has to be the Titantron, a 20-foot-high videoscreen showing footage of each wrestler as they enter. It's incredibly impressive and (if you know what the real shows look like) makes everything that much more believable.

...What The Rock...

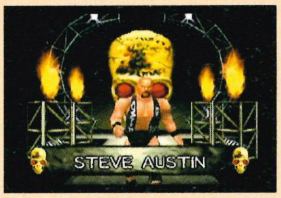
Of course, all this is nothing without a huge range of fighters to keep you going while other games have been long since thrown aside. *WWF Wrestlemania 2000* manages to succeed in that department by including all of the most popular stars as well as those that are still rising through the ranks of professional wrestling. From fan favourites such as The Rock, Mankind and 'Stone Cold' Steve Austin to top heels like HHH and his lady-boy sidekick Chyna, there's more than 50 stars to choose from as well as another seven secret ones if you can find them.

Accessing these hidden characters is a matter of working your way through the game – something that you won't do overnight. There are several different modes of play, each one giving you a different experience of wrestling. The standard option of an Exhibition Mode is there for people who just want to get right in and play with no strings attached. If you're looking for something a bit more substantial though, you could always try your hand at the King Of The Ring (a knockout tournament with the winner going on to the next round) or the Royal Rumble (to win, you need to beat 40 people in succession).

The real icing on the cake, though, is the Road To Wrestlemania game, which gives you a chance to take control of your favourite wrestler (and a partner for the Tag Team matches) and take them through a full career. It's similar to the Career mode of *WWF Attitude* but

Men In Tights

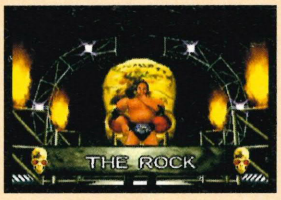
There are lots of big, gruff men in the WWF. They're tough. They're mean. They wear tight lycra costumes. Still, that doesn't make them any less frightening... we think. Let's meet some of the guys...



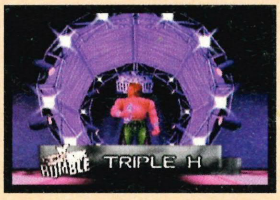
'Stone Cold' Steve Austin
Steve's such a big name in wrestling, even our editor knows who he is and he thinks wrestling sucks. At least he says he does – we know he watches it really. [Lies! – Ed]



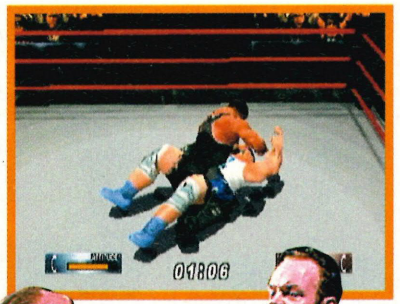
Mankind
He wears a leather mask, talks to a sock puppet and has a tendency to put himself in very dangerous and painful situations. You'd think he actually likes it, the freak...



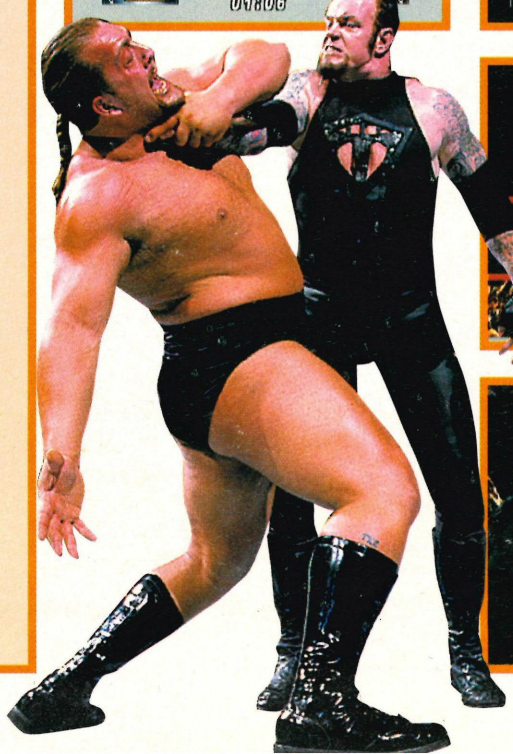
The Rock
Finally, The Rock has come back to Wrestlemania! The Great One is top of the pile when it comes pleasing the crowds but we still can't smell what he's cooking.



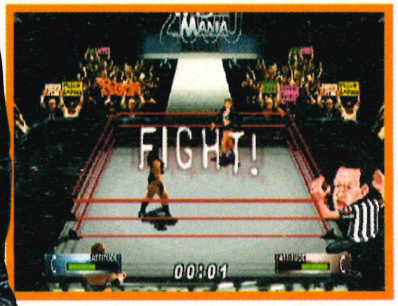
HHH
He's not a very nice man, you know. He hits people with sledgehammers, tells them to 'suck it' and has a big nose. Oh, and he's French-Canadian. Boo.















▲ This is Billy 'Mr Ass' Gunn. He seems pretty normal but according to his theme tune, he's an 'Ass Man'. Err, quite...

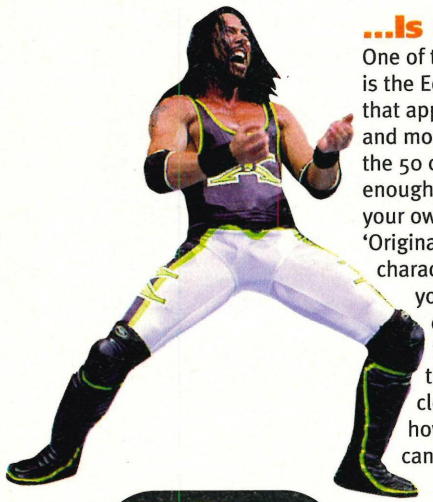


with one major difference – it lasts twice as long! As you make your way through the different shows of the WWF calendar, you'll occasionally get the chance to go for one of the five championship belts on offer and the better you do, the higher up on the card you'll appear (meaning your matches are more important). The game seems to adapt to how well you play – if your Tag skills are better than in Singles competition, you'll be able to compete for the Tag Titles rather than the other belts. This means that you'll never play the same career twice!

It's hard to find anything wrong with WWF Wrestlemania 2000!

...Is Cooking!

One of the other inclusions in the game is the Edit-A-Wrestler feature, something that appears to be cropping up more and more in wrestling games today. If the 50 characters on offer just aren't enough, why not make up some more of your own? By using the mass of 'Original' wrestlers at the end of the character list, you can mess around to your heart's content and build your own fighters up. There's lots of things to mess around with, from the most obvious points like clothing and facial expressions to how they act, walk and move. You can customise their moves from a massive selection and edit virtually every little detail, which means that there's enormous scope to it all. The same can also be said about creating your own belts – if you're tired of fighting for the usual titles, making up your own prestigious championship is easy through several of the basic game modes. It's the little details like this that make the difference between this and other wrestling titles.



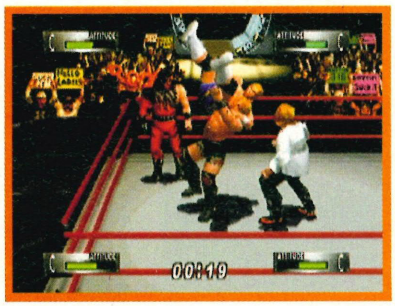
Quite frankly, it's hard to find anything wrong with *WWF Wrestlemania 2000* apart from the obvious things that people will argue about simply because they have to. Yes, it's a wrestling game (which will immediately turn some people off) and the fact that it's eerily similar to *WCW/NWO Revenge* will have others shouting that it's nothing new. However, the fact of the matter is that it is new – the whole thing has been so well refined that virtually none of the bad things from before are there anymore. Combine this with the more well-known WWF licence and you're onto a winner from the start.

If you're any form of wrestling fan, you really *must* own this game. If you're not... well, you should still try it out just because it's such good fun to play, especially with mates. This is guaranteed to go straight to the top in the game charts; in fact we're so sure of it, you can spank our bottoms and call us Mary if it isn't so! ■

2nd opinion

WWF Wrestlemania 2000 has a highly detailed wrestler building mode, loads of special moves and features all the top WWF wrestlers. The added bonus of each wrestler having their own official intro makes this a fantastic simulation of 'sports entertainment'. **NERYS COWARD**

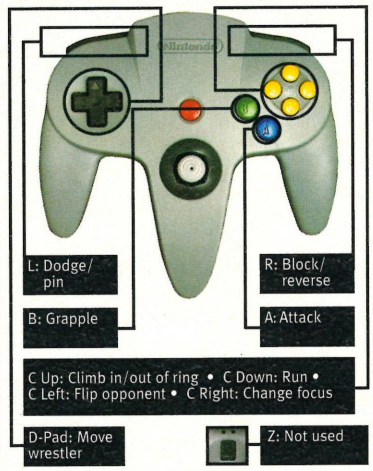
Rating



▲ Ooh, that's gonna leave a scar! Even though it's great in one-player mode, the game comes into its own when you get your mates in too!

64 Magazine Bottom Line

Controls



Alternatives

WCW/NWO Revenge: THQ
Reviewed: Issue 20, 85%
WCW Mayhem: Electronic Arts
Reviewed: Issue 34, 64%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

93

Soundbite

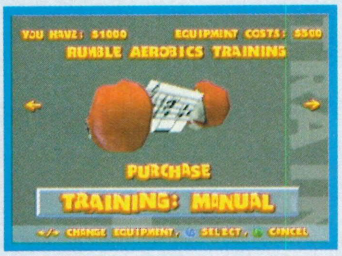
Most certainly the best wrestling game ever – there's no doubt about it!

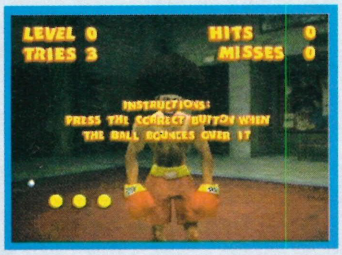
Written by: Roy Kimber

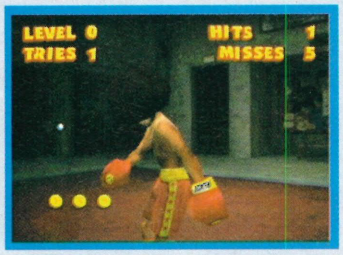
Ready 2

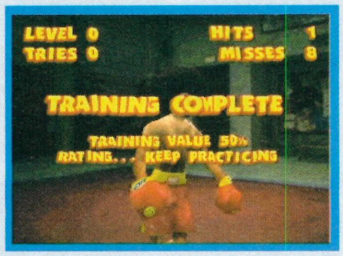
Choo Choo Train

In championship mode you need to train your boxer to increase his (or her) abilities. The training comes in various different types. This one requires you to press buttons in a certain sequence (a la *Bust-A-Groove* on the PSX) to make your fighter boogie!





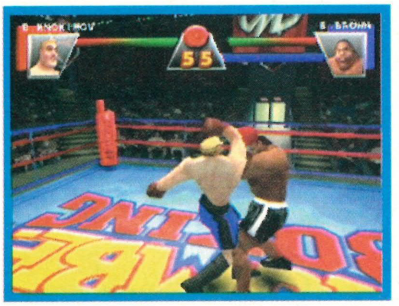




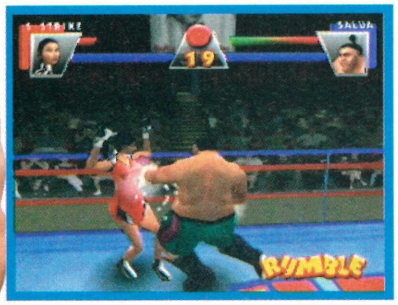


The game just isn't that much fun!





▲ I don't mean to worry you, but your fist appears to be on fire! You're not going to hit me with that, are you?



▼ Here hang on a minute! What exactly *are* you trying to do down there? Cut it out right now, I am not amused!



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Stores championship standings and trained boxers

$64,000 Question

- ⊕ A range of different boxers
- ⊕ Superb first-person camera mode
- ⊕ Nice damage
- ⊖ Characters often move jerkily
- ⊖ Too many buttons for this sort of game
- ⊖ A lot of the boxers are overmatched





Ready 2 Rumble







It doesn't matter how hard you punch these guys – they can't get any uglier!

Let's get ready, let's get ready, let's get ready to rumble! Watch us wreck the mike, watch us wreck the mike, watch us wreck the mike – psyche! Phew... well, that's got *that* out of the way. Oh and in case you were wondering, yes, one of the most irritating pop songs of all time *is* included in the game, thankfully not sung by the gruesome twosome PJ and Duncan though. Instead, some annoying woman chants the mantra that will be haunting you in your sleep if you play this game too much.

Ready 2 Rumble just doesn't measure up!

Ready 2 Rumble was a stunning game on the Dreamcast, and after the rather excellent N64 boxing debut of *Knockout Kings* from EA our faith in this genre was all but restored. Sadly, all that changed with the arrival of the N64 incarnation of *Ready 2 Rumble*, which basically lives up to all the negative things we said about boxing games in the *Knockout Kings* review last issue. Okay, so it's not that bad... well actually it is.

Let's Fight!

It's hard to say exactly what it is that makes *Ready 2 Rumble* so much less impressive than its Sega-flavoured sibling, especially when you consider that the game elements themselves are more or less identical in each version. The graphics are obviously not going to be quite so good but that's only to be expected – the thing is that the game just isn't that much fun!

Part of the problem lies with the controls. To start with, there are quite frankly too many of them. In *Knockout Kings* all the moves are accessed via the A and B buttons and the D-pad. This means that you can respond quickly, and hence pull off lots of combos. In *Ready 2 Rumble* there are six buttons (A, B and all the C buttons) and the D-pad to worry about; no matter how dextrous you are, you just can't move your thumb around quick enough to be truly effective. Which brings us to the other controls problem – responsiveness. To put it simply, they're not very responsive at all. This is something of a problem in the ring where it seems like your boxer is always a second or so behind the button presses, but it's even more obvious and doubly annoying in the training sections.

Body Blow

Most of the training elements require you to press buttons or combinations of buttons at specific times, such as when a ball bounces over a symbol. The problem is that when you try to do this it becomes blindingly obvious that the

Ninfo

PLAYERS

EXPANSION PAK

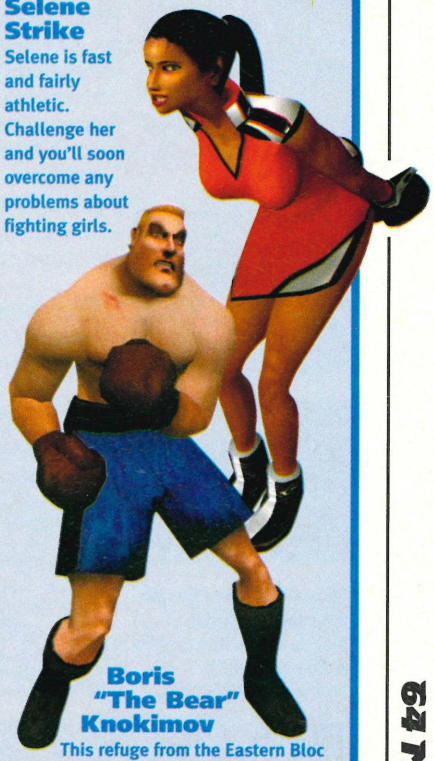
RUMBLE PAK

Publisher	Midway
Developer:	Midway
Game Type:	Boxing
Origin:	US
Release:	Out now
Price:	£44.99

Contenders Ready!

There are a range of different boxers in the game, all with differing abilities and personalities. Here are three of them...

Selene Strike
Selene is fast and fairly athletic. Challenge her and you'll soon overcome any problems about fighting girls.



Boris "The Bear" Knokimov
This refuge from the Eastern Bloc has an imitation Arnie accent and the muscles to match. He's pretty damn hard!

Angel "Raging" Rivera
This guy has fast fists and a distinctly dodgy hairstyle. Not a bad boxer, though so keep your guard up!



Up Close 'N' Personal

One thing which is pretty groovy in *Ready 2 Rumble* is the first-person camera view that lets you look through the eyes of either boxer and get a close-up view of the damage as it happens. The only criticism is that the programmers have put in the boxing gloves but neglected to give the boxers any arms, so you get to watch some disembodied gloves battering your opponent – spooky!







response time is appalling. The command must be sent to the N64 by the electronic equivalent of a dead tortoise, it takes so long to respond! This lack of responsiveness can be really frustrating and it doesn't exactly encourage you to persevere.

Graphically the game, while not up to the standard of the Dreamcast version, looks fairly nice. The boxers are all well detailed and nicely varied although they do seem to move a little jerkily at times. Another problem is that some of the characters are vastly more powerful than others, which means that sometimes matches can be a little one-sided.

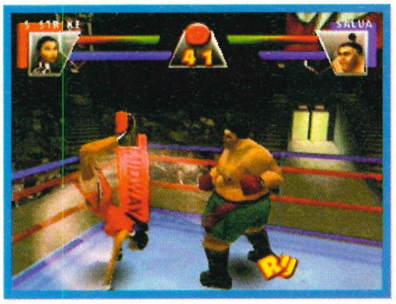


Below The Belt

To be fair to *Ready 2 Rumble*, it doesn't claim to be a boxing simulation and so everything is more arcade-oriented – hence the rather mad boxers and the fact that there is no break between rounds, but instead you just get a bell and then carry on. This in itself can be a bit of a pain though, because it'd be nice to get a rest from button-pressing from time to time.

While *Ready 2 Rumble* is not trying to be like *Knockout Kings*, it's inevitable that it's going to be compared to that title as it's the only other N64 boxing game. And when you put them in the ring together, unfortunately *Ready 2 Rumble* just doesn't measure up. The gameplay is less polished, the controls too sluggish, the training sections downright annoying (as a direct result of the control problems – the training would probably be quite fun otherwise) and there's no custom boxer facility. You're stuck with the basic mutants that the game provides for you. At the end of the day you've basically got to decide whether you want a more simulation-based game which is a whole lot of fun, or an arcade title which... well, isn't really that much fun. It's hardly rocket science, is it? ■





▶ Each of the characters has a number of special moves, like Selene Strike's rather athletic flip manoeuvre for instance.



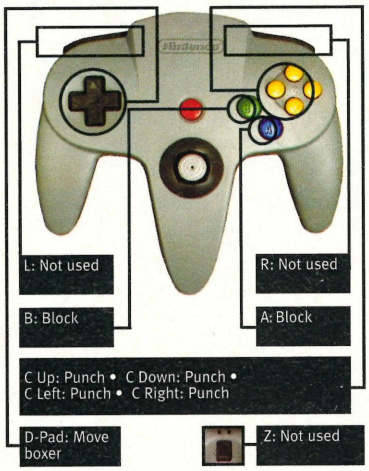
2nd opinion

Not wanting to sound contradictory or anything, but *Ready 2 Rumble* isn't all that bad. Yes, it's not as good as the Dreamcast version – but so what? It's fast, furious arcade fun with laughs aplenty and you can call me Susan if that's not what games are all about. MARTIN MATHERS

Rating

64 Magazine Bottom Line

Controls



Alternatives

Knockout Kings: EA Sports
Reviewed: Issue 33, 90%
Otherwise, why not join the WBA and try the real thing (no button problems there!)

Rating

Graphics

Audio

Gameplay

Challenge

Overall

75%

Soundbite

Not the best boxing game on the N64!

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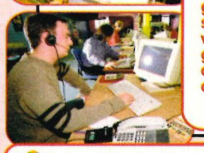
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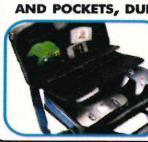
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WCW Mayhem

Second-rate wrestling? That's the 'Dubba-ya See Dubba-ya'...



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves progress/ bonuses

The WCW – the place where knackered wrestlers go to die. And as if there weren't enough videogames out there based upon the poor man's WWF, here's another one. Now, don't get us wrong. It's not the fact that we don't like wrestling games – we just don't like ones that aren't any fun to actually play. Speaking of which... here's *WCW Mayhem*.

To be honest, EA's first venture into the world of wrestling games is a brave one with plenty of innovative features that ought to make it sell by the bucket-load.

Less fun than a night out with Bonnie Langford!

However, to be even more honest, *WCW Mayhem* is rather like most politicians – it makes lots of great promises and then fails to satisfy on all counts.

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Electronic Arts
Developer:	Electronic Arts
Game Type:	Sports
Origin:	US
Release:	Out now
Price:	£39.99

Chocolate Teapot

On paper, *WCW Mayhem* sounds like the best darn wrestling game on the planet. According the back of the box, you've got 'Over 50 WCW Superstars!', 'All New Weapons!' and 'Real Ring Entrances!', but surprisingly the two best things about the game have been left for you to find out for yourself.

The first 'good' point is exactly how far you can take each fight in the game. Usually in wrestling games the brawling is restricted to within the ring (with the occasional trip to 'the outside'). *WCW Mayhem* goes one step further by opening up the backstage areas for you to fight in – it might not seem like much, but with 13 different locations to find, each with their own weapons to use, it adds to the realistic atmosphere.

The other interesting and innovative concept found in *WCW Mayhem* will sadly only appeal to the true hardcore wrestling fanatic despite being a really cool idea. If you visit the WCW web site before big wrestling events, you can pick up special passwords that can be put into the 'Pay Per View Password' option within the game. Once you do this, the upcoming event is created with all the right matches for you to play as you wish – perfect for people wanting to write the stories themselves.

Non-Stick Glue

However, these two great ideas come at a tremendous price – you see, beneath the reasonable looks and clever highlights the game sucks big-time. Why do we say that? Let's look at the evidence before us...

The most important of any fighting game is the control system, something that has been sorely overlooked in *WCW Mayhem*. It's not the layout of the controls, but more that moves seem to be pulled off at random no matter what you're trying to do. Add to this the fact that the wrestlers move about as if they're all suffering from some form of severe constipation and actually playing the game becomes a laughable experience rather than an enjoyable one.

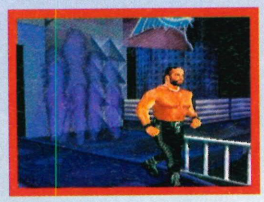
Then there are the wrestlers themselves. Out of the 50+ characters, many of them are 'hidden' so you need to complete the game if you want to use them. This isn't so bad on the easy levels when the opponents just let you keep hitting them, but getting the best wrestlers requires playing the hard mode which is nigh-on impossible. Being beaten to a pulp by an opponent that doesn't even give you a chance just isn't our idea of fun.

There are many other nasty points about *WCW Mayhem* – for example, the play-by-play commentary is repetitive and annoying, the entrance effects and music are unimpressive and (one for pure fans only) many of the wrestlers actually have the wrong moves. It's sad to see that such a promising title should fall flat on so many levels; those who think that EA can do no wrong will be sorely disappointed. Playing *WCW Mayhem* is less fun than a night out with Bonnie Langford. ■

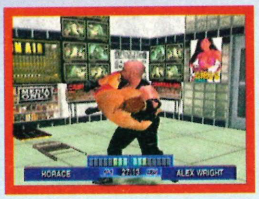


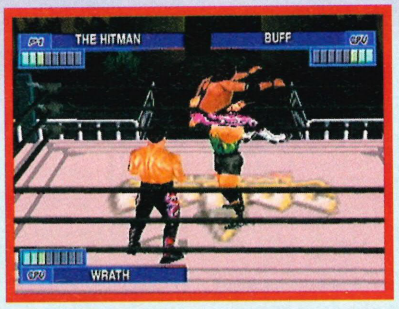
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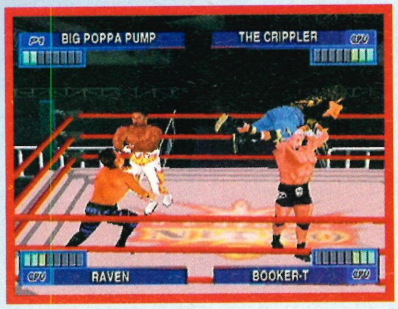
- ⊕ Tons of your 'favourite' wrestlers
- ⊕ Great variety of different moves
- ⊕ Some decent and innovative ideas...
- ⊖ ... that aren't pulled off very well
- ⊖ Wrestlers move like bad wooden puppets
- ⊖ It's really not very much fun to play at all

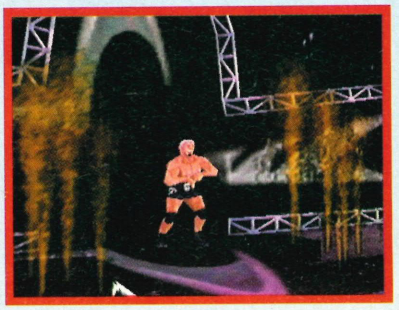




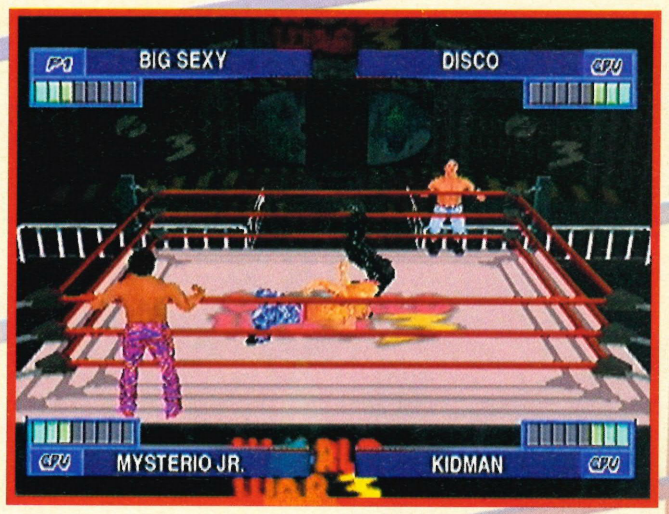






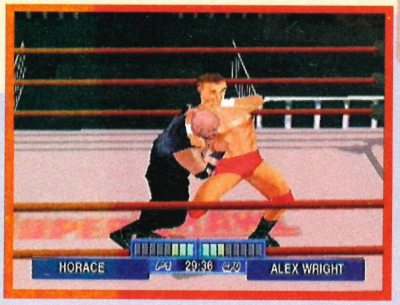








▲ Even bringing in more people doesn't make this game any more fun. Don't get your mates to play this with you – it'll be embarrassing!

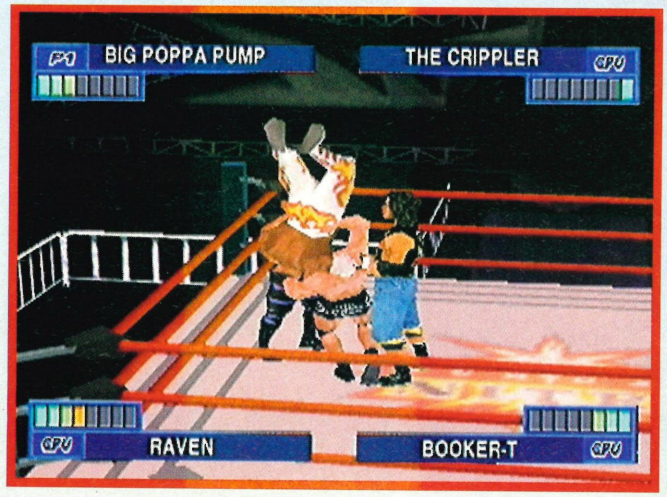


▶ Gosh, what a scary bunch of men. No, really. The hairy chin-gloves and greasy long hair send shivers down our spines...

2nd opinion

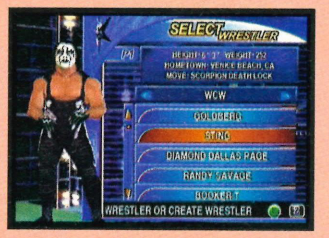
It looks better than *WWF Wrestlemania 2000* (no disjointed limbs or wonky texture maps here), but it doesn't play nearly as well. EA's desire to have a wrestling game on the shelves the instant they got the licence means that *Mayhem* just feels rushed. **ANDY MCDERMOTT**

Rating 3



Kings Of The Ring

They might not be as big as the WWF, but the WCW can still boast its own range of big-name stars. Just check out some of the 'buff' bodies that are on offer for you...



Sting

Don't call him a girl – he might wear make-up but he's still a tough guy. No, really. He doesn't cry at soppy films or anything...



Hollywood Hogan

He might be nearly drawing his pension but he remains one of the biggest names in wrestling today. He's still got all his own teeth as well.



Kevin Nash

Apparently, his nickname is 'Big Sexy' although we don't know why – not even the desperate girls in the office fancied him when we asked.

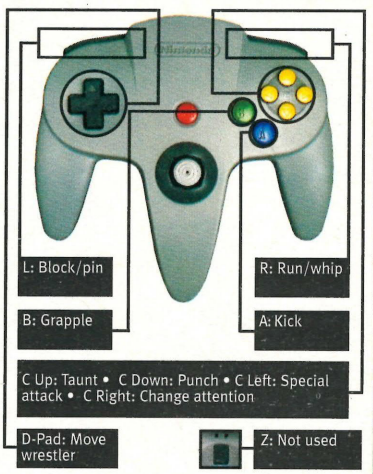


Goldberg

He's the main man in the WCW with a winning streak to back up all his shouting. Who's next? His hairdresser, by the looks of things...

64 Magazine Bottom Line

Controls



Alternatives

WCW/NWO Revenge, THQ
Reviewed: Issue 20, 85%
WWF Wrestlemania 2000, THQ
Reviewed: Issue 34, 93%

Rating

Graphics 4

Audio 4

Gameplay 3

Challenge 4

Overall 64%

Soundbite

The Channel Tunnel of videogames – great on paper, lousy in reality.

Written by: Andy McDermott

A well drawn car, don't you think? *Paperboy*'s graphical style is certainly distinctive, but it's also very strange!

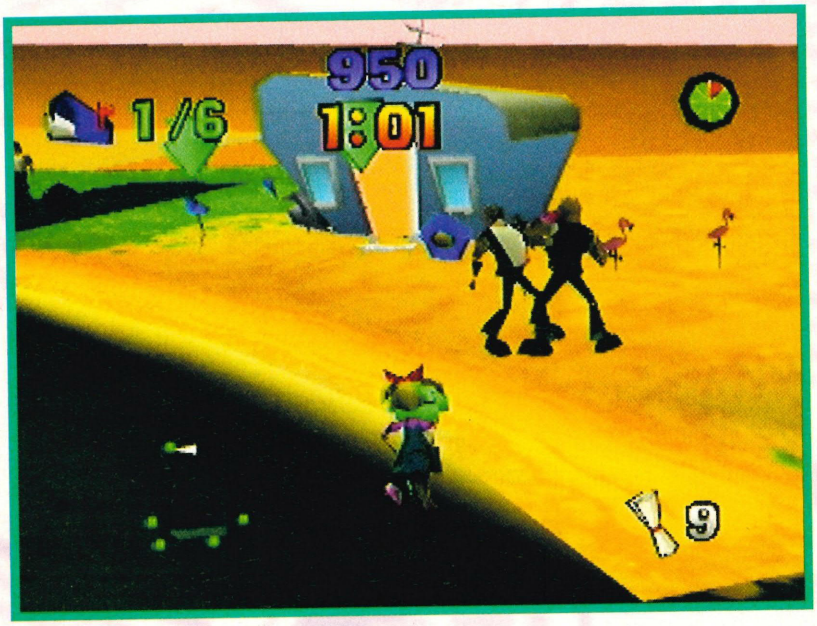


A pile of old tripe!

The Tesla Town level is populated exclusively by weirdos from horror films, like Frankenhooker here. How much, love?







Paperboy

Quick! Cancel your delivery!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher:	Midway
Developer:	High Voltage
Game Type:	Arcade
Origin:	US
Release:	Out now (import)
Price:	£54.99

$64,000 Question

- ⊕ Easy to play
- ⊖ *Too* easy to play
- ⊖ Slow pace
- ⊖ Rotten camera
- ⊖ Dodgy visuals
- ⊖ Boring

Just because something's old doesn't necessarily mean it can be improved on. You wouldn't stick the Mona Lisa in a bright pink mini-skirt and a pair of slag boots just because that old black dress looks a bit manky, and you wouldn't bang PVC double glazing and a conservatory on the Acropolis either. Well, you might if you were a person with no taste whatsoever.

So what does that say about Midway? Taking an old Atari arcade game that needed no changes made to it whatsoever, the Yank specialists in gratuitous bimbo insertion have added a conservatory by pulling it into 3-D and 'improving' the gameplay. The former doesn't always guarantee disaster – *Command & Conquer* and *Robotron* survived the transfer reasonably well, though *Bomberman 64* died screaming as it entered the third dimension – but the latter is invariably a portent of doom.

Paper Cut

The game in question is *Paperboy*, which in the mid-Eighties was rather good fun. Being an American game, papers had to be slung from a speeding bike (rather than the traditional British method of making small children carry several hundredweight of Sunday supplements through dangerous housing estates) at the subscribers' doors. What made it challenging was a strict time limit, a small number of papers and the fact that if you missed, you couldn't go back and try again.

Missing the point of the game entirely, the new N64 *Paperboy* offers the following 'improvements'. 1: A generous time limit. 2: Plenty of papers. 3: The ability to turn around and go back if you miss a house. Rrrrright. Coming soon from Midway, no doubt, will be a version of *Marble Madness* with a gutter that runs straight from the top of the level to the bottom. Another annoying change is the entirely unwelcome addition of bosses and power-ups. There's absolutely no good reason for them to be there, apart from the unwritten rule that all modern games *have* to have them.

Paperboy has also been given a bizarre graphical style where all the characters have incredibly spindly









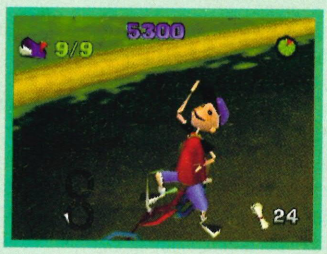




▲ Hitting the mailbox rather than the door gives you extra points. Stopping and using the arrow to aim makes it very easy!







Sexual Wheeling

This being the Nineties and all, sex discrimination is a thing of the past. So it is that you get to choose from a paperboy or a papergirl! Both may be suffering from some kind of hideous wasting disease, but you can't have everything.

limbs, as well as wacky cartoon-style houses with walls at every angle except the vertical. Whether you like it or not is a matter of personal taste. (We didn't like it, by the way.) Although there's not really a lot of scenery on screen at any one time, *Paperboy* has some of the most horribly obvious pop-up ever seen in an N64 game, making *Aero Gauge* look like *Jet Force Gemini* by comparison.

Bottom Shelf

The game is really, really easy, even by the N64's not exactly Herculean standards. Oddly, the easiest difficulty level doesn't allow you to backtrack, instead forcing you forwards like the old arcade game, but the supposedly harder levels let you take as many shots as you need to deliver a paper. Making things easier still are large arrows that appear when you fire, letting you see exactly where your paper is going to go. You can turn these (and the on-screen map) off, but the game doesn't really become any more difficult.

Paperboy is a game that hasn't been improved in any way whatsoever by its graphical upgrades and gameplay changes. In fact, it's been made infinitely worse. *Paperboy* in the arcades was a short-lived but enjoyable game, while *Paperboy* on the N64 is a short-lived but tedious pile of old tripe. ■





Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Controller Pak: Saves games in progress

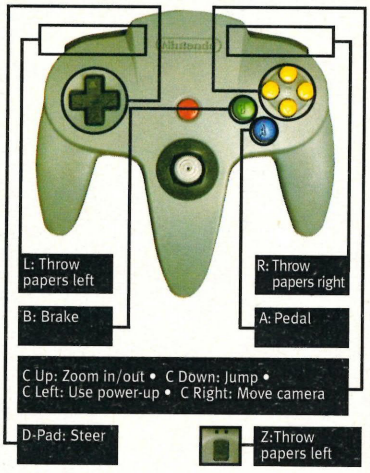
2nd opinion

If ever there was a game that should never have been made it's this one! The challenging high-pressure gameplay of the original version has been totally destroyed in the transition to 3-D and the end result is a rather large pile of smelly old pants. Avoid! ROY KIMBER

Rating 1

64 Magazine Bottom Line

Controls



Alternatives

Robotron 64: GT
Reviewed: Issue 17, 79%
Road Rash: THQ
Reviewed: Issue 34, 79%

Rating

Graphics 2

Audio 3

Gameplay 2

Challenge 2

Overall

41%

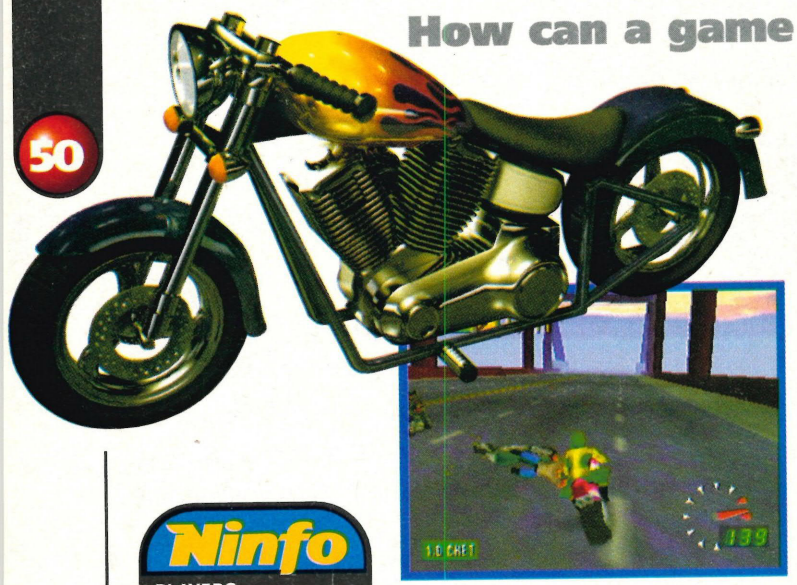
Soundbite

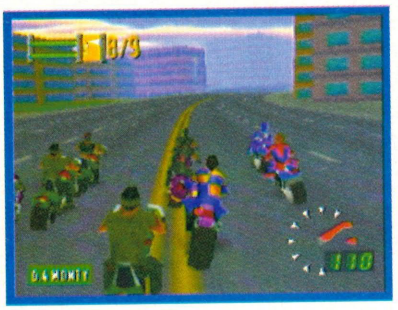
A joke of a travesty of an update of a classic!

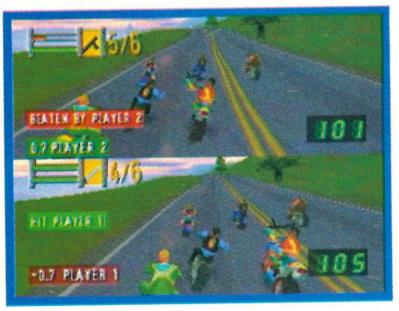
Written by: Roy Kimber

Road Rash 64

How can a game that looks so bad be so much fun?







Okay, here we go, cards on the table, it has to be said – *Road Rash 64* looks bloody awful. Let's get that out of the way right now. There's no avoiding it, the graphics in general are blurry and incoherent, and the backgrounds are sparse and unpopulated. The wheels on all the vehicles clip through the ground and the riders are vague blobs of colour. The first thing that comes to mind when you see *Road Rash* running is 'ugh!' But having said all that... the game is ridiculously good fun!

It's difficult. When we saw quite how nasty this game looked we were determined to hate it. After all, it looks like the graphics coding was handed to some YTS trainee who then gave up halfway through. However, despite our initial reservations, when we played *Road Rash 64*, we couldn't help but like it. As far as gameplay goes, it's the tops!



▲ One of the most impressive graphic effects in the game is when you crash – the bike animation is excellent! Shame about the rest...





▲ Collide with a wall and your biker comes to a sticky end. Unfortunately, while the bike rolls nicely the rider is rather unconvincing.

Motorcycle Madness

For those of you who never owned a Sega Mega Drive and so might have somehow managed to miss *Road Rash* the first time around, it's a race game with a difference – that difference being weapons. Okay, so having bolt-on weaponry in a race game isn't that unusual now but that's not what this is all about. In *Road Rash 64* all the bikers (for bikers they are) don't carry guns, rocket launchers or anything like that. Instead, the idea is to pull up alongside your opponent and flail at him or her with a selection of blunt instruments ranging from baseball bats to snooker cues. And if this sounds a bit mad, it is! But it works.

The emphasis in *Road Rash* is less on being the fastest than it is being the survivor. You can safely crash a fair number of times and still stand a good chance of coming first, which is a good thing as it removes the frustration that

Ninfo

PLAYERS

EXPANSION PAK

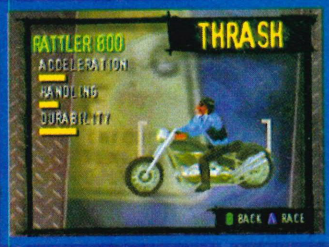
RUMBLE PAK

Publisher	THQ
Developer:	THQ
Game Type:	Racing beat-'em-up!
Origin:	US
Release:	Out now
Price:	£39.99

Mean Machines

Road Rash 64 offers you variations on two different bikes – Cruiser and Sports. The Cruiser model is the *Rebel Without A Cause* type and is favoured by Hell's Angels-style gang the Rumblers, while the Sports model is exactly what it sounds like – a slick sporty model used by the colourful Thrashers gang. Depending on which style of bike you choose, you'll eventually be offered membership to one of the two organisations, so choose carefully!







$64,000 Question

- ⊕ Loads of cool weapons
- ⊕ Lots of different characters and bikes
- ⊕ Fast and generally smooth
- ⊕ Four-player mode is excellent
- ⊕ Excellent bike crashes
- ⊖ Looks absolutely horrible
- ⊖ Lousy character animation
- ⊖ Ridiculous clipping
- ⊖ Barely any scenery
- ⊖ More fog than *Turok*!





▲ It's not a good idea to get knocked off your bike by the police, because if you do it's race over and a hefty fine!

many race games have of needing to do perfect laps every time. Instead you can have fun, flailing away at fellow bikers, running over pedestrians, leaping over cars and crashing out all over the place while still competing.

Batter Up!

At the end of each race you receive a cash award, the amount of which depends on your position. You also receive cash for cops you've avoided or mashed. The more cash you get, the better the bike you can buy, but even if you don't come first in a race it doesn't matter that much. You don't get disqualified and you usually get a bit of cash out of it, and you'll find yourself happily coming back to play the same race again because they are different each time. You can get penalised for losing sometimes – you're fined if the police manage to knock you off your bike and if your machine takes too much damage you need to pay to have it repaired – but this just gives you more incentive to succeed.

As far as gameplay goes, it's the tops!

At the end of the day what matters most in a videogame is gameplay and *Road Rash 64* has it in spades. It runs smoothly and gets faster as you progress onto bigger and better bikes, and the four-player mode is brain-burstingly addictive – just try to put it down! This title might look like a Mega Drive game with a special blurry filter added, but it plays like you wouldn't believe. Take *Road Rash 64* for a test drive – you'll be glad you did! ■



Memory Options

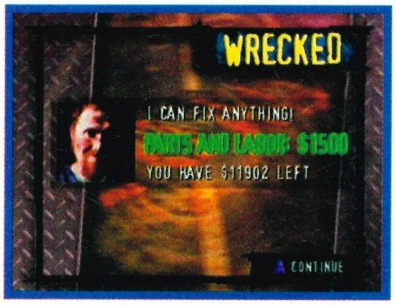
MEMORY:
N/A

CONTROLLER PAK:
Stores up to six saved games

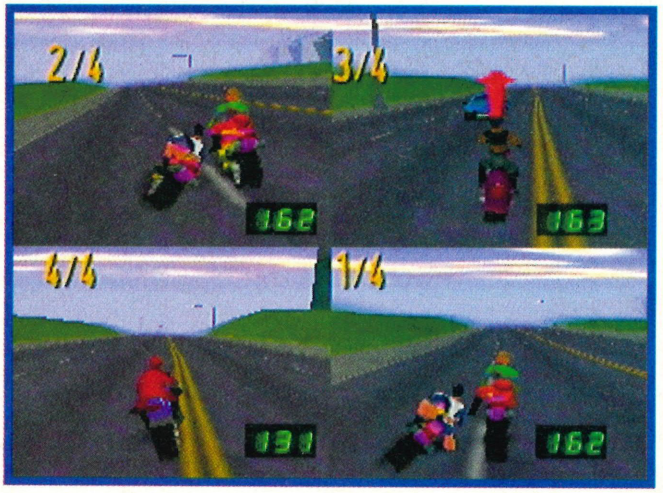
Supplied by:
Software Box

Contact info:
(01202) 684642

the number of accidents you've caused, the people you've bludgeoned and the



▲ This guy will fix your bike if you come a cropper one time too many – would you trust him to do a good job though?



▲ The red hammer that appears to be growing out of player two's head is a pick-up. Collect these for more effective weapons.

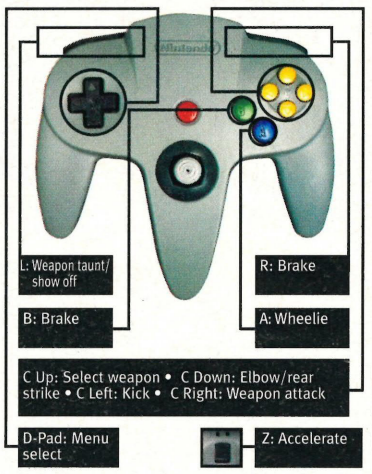
2nd opinion

Okay, so looks-wise it's the Peter Beardsley of videogames, but *Road Rash* is actually quite entertaining once you get past the ropey visuals. It's an old style arcade game which may not be totally addictive, but keeps bringing you back for a while. ANDY MCDERMOTT

Rating

64 Magazine Bottom Line

Controls



Alternatives

Extreme G: Acclaim
Reviewed: Issue 7, 77%
SCARS: Ubi Soft
Reviewed: Issue 21, 81%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

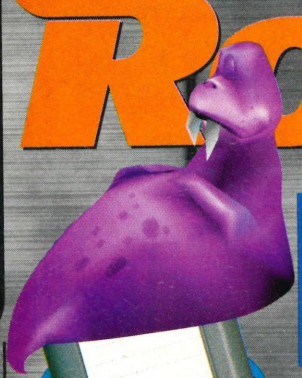
79

Soundbite

It looks awful, but it is immense fun to play!

Written by: Roy Kimber

Rocket: Robo



Memory Options

MEMORY:
Three save game slots on the cart

CONTROLLER PAK:
Not used

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Ubi Soft
Developer:	Sucker Punch
Game Type:	3-D platform
Origin:	US
Release:	Out now
Price:	£44.99



$64,000 Question

- ⊕ Outstanding physics engine
- ⊕ Loads of innovative puzzles
- ⊕ Lots of different scenery
- ⊕ You get to paint sheep and stick them to walls!
- ⊕ Responsive controls
- ⊕ Good learning curve
- ⊕ Camera isn't bad
- ⊖ Some puzzles can be frustrating



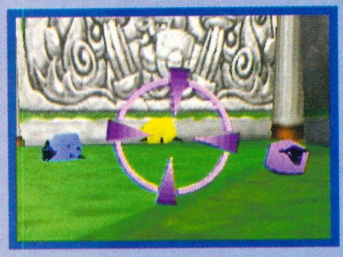


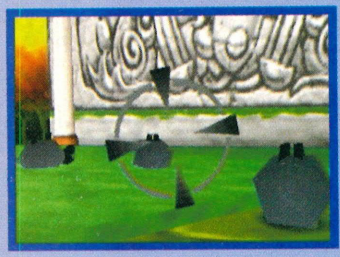


Woollen Weirdness

One of the puzzles in the game originally involved painting the sheep different colours to make them do different things. The puzzle was taken out of the final game because Sucker Punch felt it was too complicated but the code is still in there, so if you paint the sheep they do all sorts of weird things, from somersaults to playing dead!









▲ The entrance to one of the levels is accessed via the mouth of a huge walrus – well, that's not at all weird, is it?





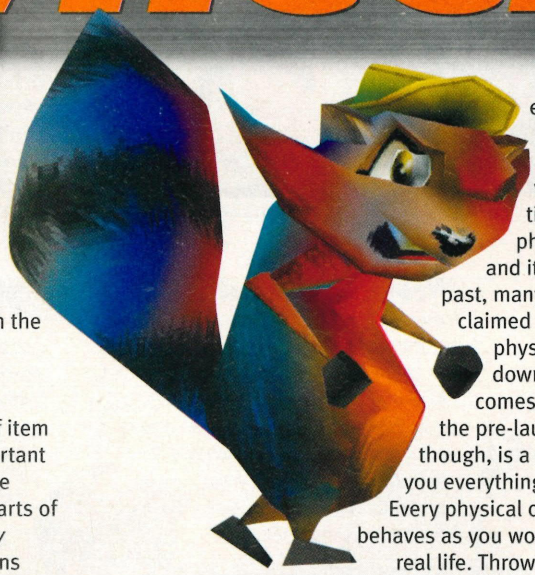
▶ Rocket does his Tarzan impression. As with everything else in the game, the physics of the rope are excellent.





ot On Wheels

Forget the Terminator – the coolest robot on the block goes like a Rocket!



As any vaguely perceptive film fan will know, theme parks can be dangerous places. Just look at movies like *Westworld* or *Jurassic Park* (or anything else by Michael Crichton for that matter). It doesn't matter how many safety precautions you take, eventually you know that something somewhere is going to go horribly wrong. Which is the premise behind the first game from new development house Sucker Punch, *Rocket: Robot On Wheels*.

It's the day before the grand opening of a brand new fully-automated leisure park called Whoopee World, which is named after the park's central attraction, a good-natured walrus (called Whoopee, obviously). Having worked hard getting the park ready for the public, the manager of the place has nipped off for a well-earned rest leaving his deputy in charge – a little robot called Rocket. Almost before the manager has left, disaster strikes! Jo Jo – a mammal of indeterminate lineage and the park's other, less popular mascot – kidnaps Whoopee and spirits him away into the darkest recesses of the complex, disrupting all the automated systems along the way. This leaves Rocket with just a few hours to rescue Whoopee and fix all the park machines before the big opening, and that's where you take over. With nothing but your wits and a rather nifty little tractor beam which lets you pick up, drop and throw most objects, you've got to fix all the problems in the park and track down Jo Jo.

Rocket 'N' Roll

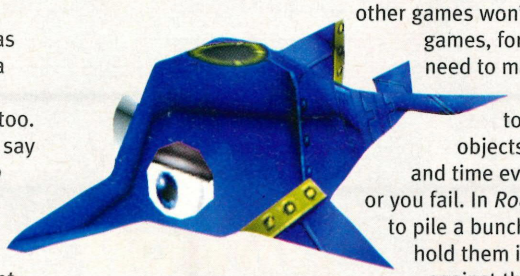
There are several different types of item to collect in *Rocket*, the most important being tickets and tinker tokens. The tickets provide access to various parts of the park (like the balloons in *Diddy Kong Racing*) while the tinker tokens grant Rocket equipment upgrades courtesy of the park's maintenance robot, Tinker.

At first glance *Rocket* appears, aesthetically at least, to be very similar to the Rare hit *Banjo-Kazooie*. This isn't actually a bad thing because *Banjo* looked gorgeous, but as titles such as *40 Winks* have proved just because a game looks great that doesn't necessarily mean that it plays great too. Fortunately, *Rocket* does. It's safe to say that it plays at least as well as *Banjo* and in fact we'd even go so far as to say that in many ways it's actually better than the Rare title. This is solely down to the gameplay – *Rocket* has it by the truckload.

A fantastic game which should give gamers many hours of fun!

Let's Get Physical!

The reason the gameplay in *Rocket* is so good can be attributed to the physics engine and the puzzles. Sucker Punch spent a very, very long time developing the physics of the game and it shows. In the past, many games have claimed to have 'realistic physics' only to fall down when it actually comes to delivering on the pre-launch hype. *Rocket*, though, is a game which give you everything that it promises. Every physical object in the game behaves as you would expect it to in real life. Throw a rock and it rolls just like a real one. Pile boxes on top of one another and they sway and wobble, and often fall unless you pile them correctly. However, it's not a precise science. Because the physics are so realistic you can do things that other games won't let you. In other games, for instance, if you need to make a perfect jump you usually have to have all the objects in the right place and time everything perfectly or you fail. In *Rocket* it's possible to pile a bunch of boxes up, hold them in place by leaning against them and them quickly jump from them while they slowly topple to the ground under the influence of gravity. Okay, so we're probably not making this sound all that exciting, but trust us – it's great!



The second thing which is cool about *Rocket* is the variety of the puzzles. These range from games of skill to mental challenges and include painting

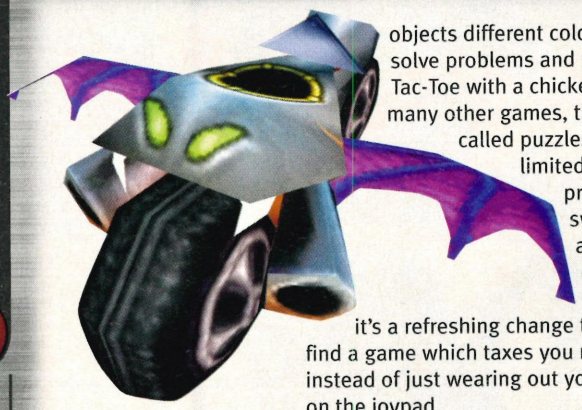
Bombs Away!

Rocket can carry almost anything with his tractor beam, including bombs. These explosive spheres can destroy walls to allow access to new areas, but you have to be careful as they explode on contact with anything.









objects different colours to solve problems and playing Tic-Tac-Toe with a chicken! With so many other games, the so-called puzzles are often limited to simply pressing switches and opening doors, so it's a refreshing change to actually find a game which taxes you mentally instead of just wearing out your fingers on the joypad.

Wheelie Good

Now you may have noticed from the screenshots that Rocket – the robot of the title – only actually has one wheel, not the 'wheels', plural of the title and we actually mentioned this in one of our previews. However, the wheels come into play because as he makes his way through Whoopee World, Rocket gets to drive a wide variety of different vehicles including a hog dog dune buggy, a fish-like Finbot, a heavy-lifting ATV, a flying carpet and a mine cart. Each world has at least one vehicle and most have more.

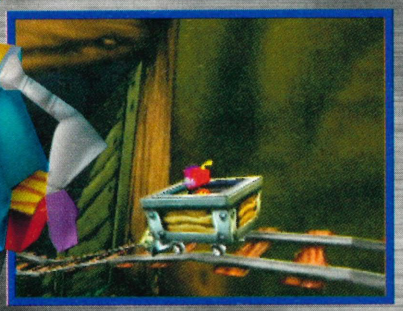
Rocket: Robot On Wheels is a fantastic game which should give gamers many hours of fun. The learning curve has been well judged so that while you'll be able to breeze through the first world fairly easily, by the time you get to the final level you're going to find that your joypad skills are being taxed to the limit. Don't dismiss *Rocket* as just another 3-D adventure, because it's more than that. *Rocket* is a game which harks back to the good old days when games sold on their gameplay rather than their graphics or licensing and as such it's a must-buy title for any self-respecting N64 owner. Buy it, you'll love it. ■

Buy it, you'll love it!





▲ Uh oh! Rocket took one look at the car and knew that he wasn't going to borrow it again!



▲ Indiana Jones, eat your heart out! Rocket hops aboard a mine cart for some underground action.



2nd Opinion

It's good to see a game that finally attempts realistic physics, and *Rocket* has a lot of variety and entertaining little side-games to enjoy along the way. The only real problem is that it's all a bit too familiar by now, but that doesn't stop it being good! ANDY MCDERMOTT

Rating 4 Ns

Slammin'!

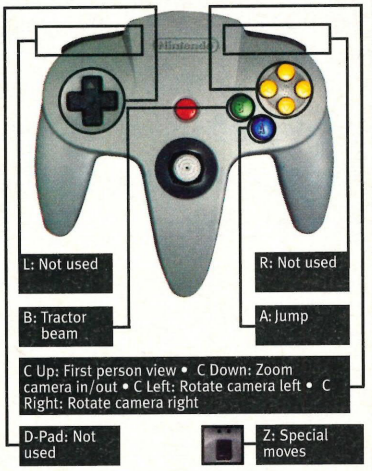
Rocket has little in the way of defensive moves to begin with, but with enough tinker tokens he is granted a 'slam' upgrade. With this he can grab unfriendly enemies with his tractor beam and smack them against the ground, destroying them.





64 Bottom Line

Controls



Alternatives

Banjo Kazooie: Nintendo
Reviewed: Issue 16, 90%
Tonic Trouble: Ubi Soft
Reviewed: Issue 31, 87%

Rating

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

Overall

91%

Soundbite

Addictive and challenging 3-D platformer!

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Nintendo World 92%

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Arcade 5/5 ★★★★★

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Written by: Andy McDermott

Chef's Luv Shack

You, and you, and you, and me, simultaneous!



Ninfo

PLAYERS

EXPANSION PAK

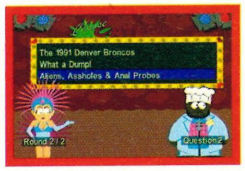
RUMBLE PAK

Publisher	Acclaim
Developer:	Acclaim Studios
Game Type:	Party
Origin:	US
Release:	Out now
Price:	£39.99

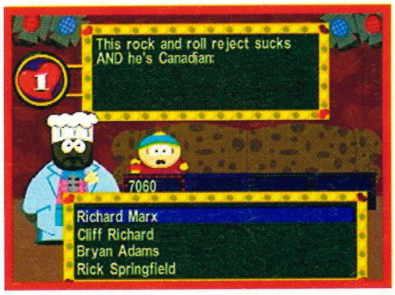
$64,000 Question

- ⊕ Loads of *South Park* soundbites
- ⊕ Good jokes
- ⊕ Great fun for parties
- ⊕ Some good sub-games
- ⊖ Some dreadful sub-games
- ⊖ Not that many of them
- ⊖ Gets repetitive fast
- ⊖ Massive borders
- ⊖ Only enjoyable with multiple players

It's basically Mario Party with swearing!



▶ Not your typical game show! The 'Sucks, Or Canadian?' category makes you spot suckage and/or maple leafism.





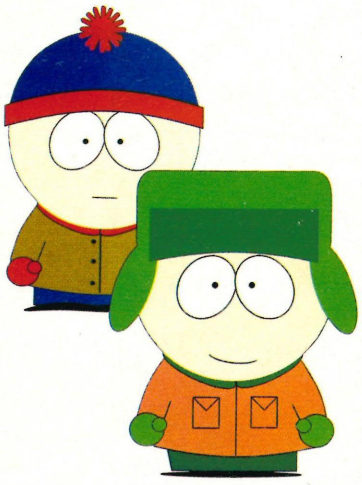
▲ If you don't think you'll be able to answer a question correctly, you can 'shaft' another player and make them answer instead.

▼ 'Bad Kitty' is one of the better sub-games – it bears an uncanny similarity to the original *Donkey Kong* arcade game!



▼ Another game based on an old arcade machine is 'Asses In Space', which could equally have been called 'Assteroids'.





And the *South Park* bandwagon just keeps rollin' on. *South Park Rally* is due for review next issue (it should actually have been here for review this issue, but it didn't turn up in time) but beating it to the post is *Chef's Luv Shack*. Just as the first *South Park* game was more or less *Turok 2* in a parka, *Chef's Luv Shack* is basically *Mario Party* with swearing.

Chef's Luv Shack is one of those games that's designed to be hauled out and played at parties, but which offers very little appeal for anybody sitting on their own in the living room. If you don't have a warm body at the other end of each of the N64's controller ports, you're not going to be getting a full fun quotient from the game. A quiz show with arcade interludes, *Chef's Luv Shack* needs a room full of people – preferably *South Park* fans – to stop it from being almost totally pointless.

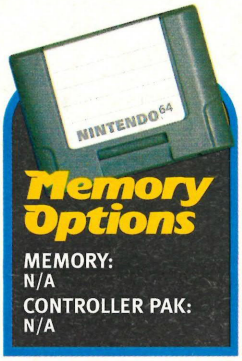
Sweet

Up to four people can play, each person choosing from one of *South Park*'s half-pint anti-heroes; Stan, Kyle, Cartman and Kenny. (If you're playing with fewer than four people, the characters that don't get picked yell abuse at you.) As you might guess from the title, Chef is the host of the show, donning an outfit that looks like Steve Buscemi's duds from *The Wedding Singer*. The format of the show is simple; each round – from two ('quickie') to eight ('hot 'n' heavy') – consisting of three questions, at least one of which will lead to one of the numerous mini-games.

This isn't your typical quiz show. The categories of the questions aren't ones that are likely to pop up on *Family Fortunes*; some of them include 'Hippie Crap' (questions about the environment, Sixties music and vegetarianism), 'Limeys And Teabags And Frogs, Oh My!' (about the French and us) and 'Firemen' (either men in helmets or, er, the part of a man's anatomy with a helmet). There are well over 30 different categories in all, some of which have a very American slant, but this doesn't cripple the game like it did in *Jeopardy!* because you can usually take a reasonable guess at the answer.

Questions appear in a quickfire format – the first person to hit their button gets to choose one of four possible answers within a short time limit. Get it right and you win 500 points, get it wrong and you lose the same amount. Occasionally, a 'double down' question pops up where one player can gamble up to 5000 points that they'll get the answer right – only they can buzz in, but if they answer incorrectly their score will be decimated in seconds.

Other events appear at irregular intervals, like the pressure rounds (see boxout) and the rather tedious Wheel Of Fortuitousness, an entirely random and skill-free knock-off of *Wheel Of Fortune*. The parts of *Chef's Luv Shack*

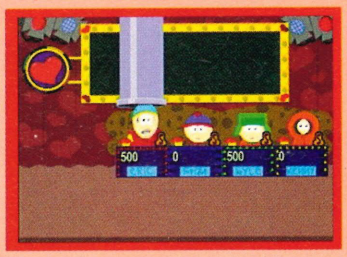


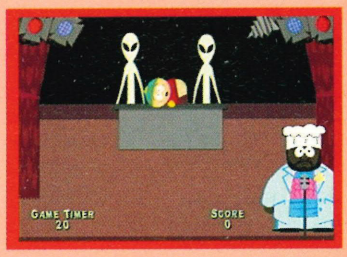
Memory Options

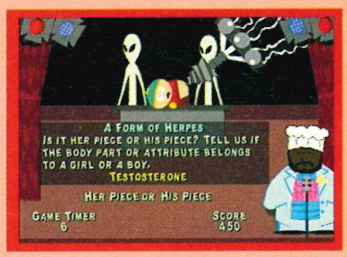
MEMORY:
N/A
CONTROLLER PAK:
N/A

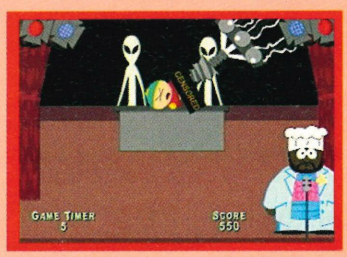
Under Pressure

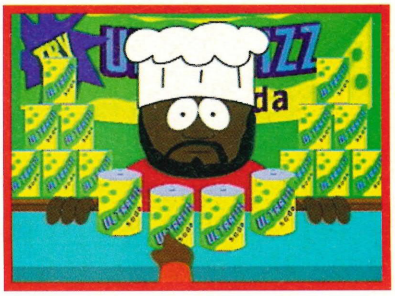
Once in a while, a pressure round pops up. Cartman is sucked from his seat by Visitors and strapped bare-assed to a table in preparation for an anal probe! The player has to choose which of two categories each of a list of items belongs to – for example, are Pol Pot and Mork 'aliens' or 'assholes'? (You can't choose both for the latter, sadly.) Whether you get all the answers right or not doesn't seem to make much difference for Cartman and his poor aching ringpiece, though...





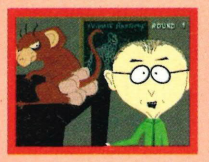






Monkey Business

Most of the mini-games in *Chef's Luv Shack* are *South Park*-themed versions of other games. 'Spank The Money', for example, is a genetically engineered, quad-assed version of Simon. Mr Mackey invites you to spank the monkey with him; he slaps the sphincterally-gifted simian in a certain pattern, and you have to remember which buttocks he's tanned (in the correct order) before the timer runs out.





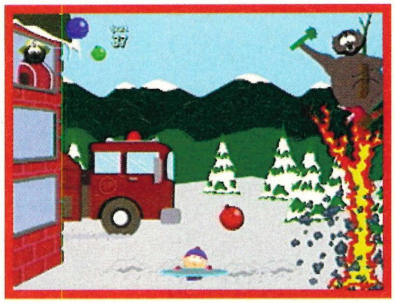




◀ Beefcake! Beeeefcaaaake! To gain extra points, Cartman has to eat Weight Gain 4000 and avoid nasty Slim-Fast.



▼ In this game, the kids have to hurl eggs, chicks and hens into their sheds for points. They can even throw other kids!





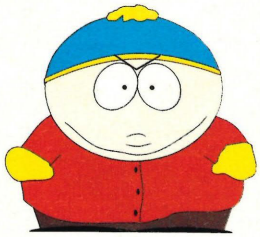
that provide the most entertainment, though, are the mini-games, which usually appear at the end of each round in the quiz.

Mr Hankey

There are more than 20 of these little diversions, some designed for one player at once and others which let all four contestants compete against each other. The games range from good (Bad Kitty, Asses In Space) to mind-numbing (Tug-O-War, Chicken Lover) but in general they provide some amusement – the amount increases with the number of players and your degree of love for *South Park*. All the games are quite simple, rarely needing more than one button and the D-pad to play. Some of them are almost identical to games in *Mario Party*, though – Chicken Lover is practically cloned from *Party*'s Shell Game, and there are some mini-games that are old Game & Watch titles with added obscenities.

If you're playing with a group of friends who are into *South Park*, *Chef's Luv Shack* is a riot for the first few times you play it. After this, the mini-games get a bit too familiar and the questions start repeating themselves. If you're playing it with just one other person it loses much of its appeal, and if you're playing it on your own... well, you really need to leave the house more often and find some friends! The games aren't as imaginative or varied as in *Mario Party*, and while some people will prefer Kenny and co's fart gags and crassness (this is the first, and almost certainly only, N64 game ever to feature the word 'scrotum') to the cuteisness of *Mario Party*, ultimately it's not as good a game. Blockbuster will probably do well renting it, but it won't last long if you actually buy it. ■

With a group of friends, it's a riot!

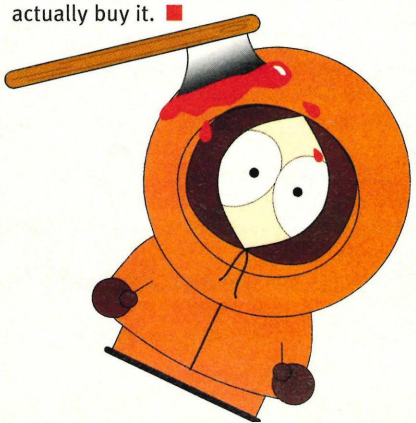


2nd opinion

Now this is what I call a *South Park* game! Forget fog-filled *Turok 2* rip-offs, quiz shows are quite definitely the way to go! Some of the questions are a little culturally specific to the US but the mini-games are excellent – yay for Acclaim! ROY KIMBER

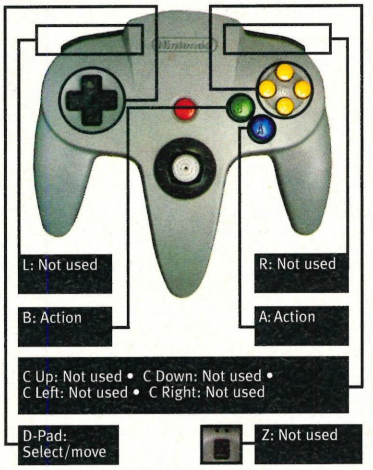
Rating





64 Bottom Line

Controls



Alternatives

Mario Party: Nintendo
Reviewed: Issue 24, 80%
Bust-A-Move 3DX: Acclaim
Reviewed: Issue 22, 90%

Rating

Graphics



Audio



Gameplay



Challenge



Overall %

69

Soundbite

Add 20% to the score if you're renting it for a party; otherwise, it's a bit pointless!

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Written by: Andy McDermott

NFL Quarterback Club 2000

So good it ends the need for any more Yank footie games – hooray!

Ninfo

PLAYERS

EXPANSION PAK

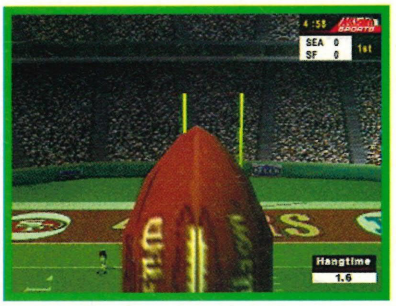
RUMBLE PAK

Publisher	Acclaim
Developer:	Acclaim Studios
Game Type:	Sports
Origin:	USA
Release:	Out now
Price:	£39.99

▼ *QBC 2000* has some very realistic lighting effects, with harsh sunlight from the left giving a good mid-afternoon look.

Must be that time of year again. Whenever there's only a couple of pages left on the wall calendar, you can guarantee that there'll be a sudden rush of sports games suffixed by next years' number clattering onto the doormat. Sadly, most of them are American sports, but since we have a number of colonial readers who accuse us of communism if we suggest that sports from the country that can't spell 'colour' properly aren't much cop, we'll restrain ourselves from the obvious comments.

That said, the third of Acclaim's successful *NFL Quarterback Club* (is there an actual clubhouse, we wonder, and if so is it stocked with booze, drugs and hookers?) series must surely be pretty close to the limits of what the N64 can do in the way of sporting simulations. *QBC '98* pioneered hi-res graphics on the console, then *QBC '99* developed them further and dramatically improved the gameplay. This year's model, *NFL Quarterback Club 2000,* now provides visuals good enough to annoy Dreamcast owners and fixes various bugs and playability quibbles into the bargain. It's hard to imagine how a 2001 edition could improve on this.

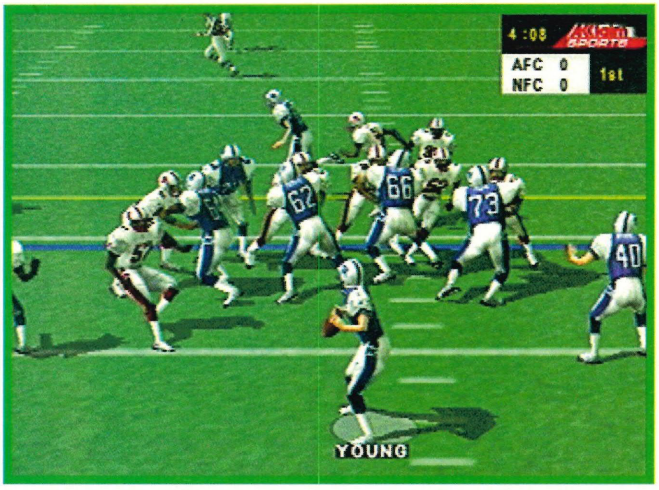


Necessary Roughness

QBC 2000 still plays like its forebears, with what's become the standard 'pick a play and run with it' American football control system. First you pick a play from a selection presented on-screen (*QBC 2000* offers the chance to create your own custom playbook), then you play it out on-screen, taking control of different players as needed. This does mean that there are an enormous number of conditional controls to learn, not all of which are intuitive.

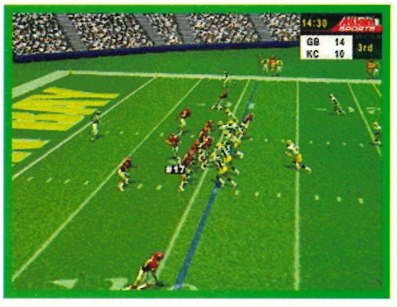
Whether you have the Expansion Pak or not, the framerate of *QBC 2000* is better than in the previous game, which makes playing a lot easier. You can have all the men on the pitch charging into a huge ruck, and the game is still smooth enough to let you judge a long pass accurately. The only time things

There's no finer American football game available!





▲ Even with all the players set to the maximum detail level, as here, it's very rare that you'll encounter any slow-down.



▲ The Historical Simulation mode lets you take part in real matches from the past and see if you can alter the outcome. Go Packers!

Ian Dury And The Blockheads

Although *NFL Quarterback Club 2000* has little trouble running with high-polygon models and all special effects working (that's actually the default setting), if you want you can turn off the effects and lower the polygon count of the players to increase the framerate. The difference between the maximum and minimum polygon counts is quite noticeable, though – see for yourself!

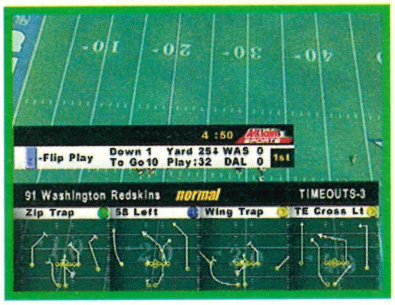


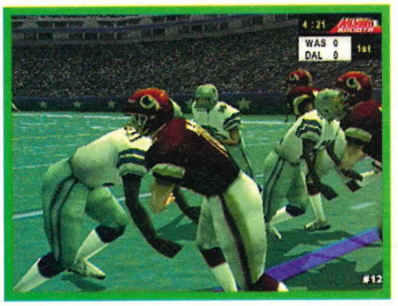






▶ The system of choosing plays in American football games hasn't changed since *John Madden Football* on the Mega Drive, but it still works.





▲ The helmet-cam viewpoint might not be the most practical way of playing the game, but it's certainly the most exciting!



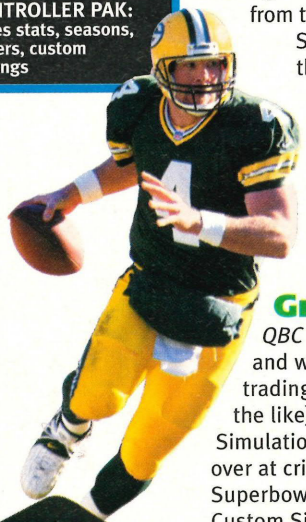
Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves stats, seasons, rosters, custom settings

noticeably slowed was while using some of the wackier camera angles (like the helmet cams and ball cams) where huge light-sourced players fill the screen, but the game is more or less unplayable from these viewpoints anyway.

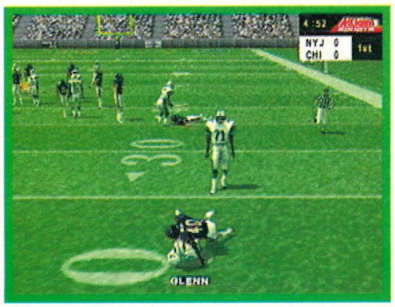
Special mention has to go to the animation of the players. The *Quarterback Club* games have always done well in this field, but *QBC 2000* is the best yet. Sit back from your TV (or squint a little) and you could be looking at real footage.



Grunt

QBC 2000 has all the usual bells and whistles (custom cameras, trading and creating players, and the like) as well as a Historical Simulation mode that lets you take over at critical moments of real Superbowl games. There's also a Custom Simulation mode that takes this idea one step further by allowing you to create a scenario from scratch, so you can relive just about any NFL game imaginable.

The huge borders aside, there's not really much to criticise about *QBC 2000*, except to point out that maybe it's about time the game engine was applied to other sports! With the non-release of the last *John Madden* game in the UK, Acclaim has got the N64 American football market all to itself, and a damn good job it's made of it too. For a fan of the sport, there's no finer game available than *QBC 2000*. ■



▲ The crunching tackles of American football are reproduced in *QBC 2000* with appropriate sound effects like "Hngurf!" and "Croomsh!"



$64,000 Question

- ⊕ Superb graphics
- ⊕ Easy to play
- ⊕ All the stats you'll ever need
- ⊕ Historic matches
- ⊖ Repetitive commentary
- ⊖ *Really* big borders

2nd opinion

I'm more of a *Madden* man myself. *NFL QBC 2000* has always been the better looking game, but *Madden*'s got it where it counts – gameplay! Very little has changed since last year though so don't bother buying the same game twice.

MARK HATTERSLEY

Rating



64 Bottom Line

Controls



Too many to list – they vary depending on whether you're attacking or defending

Alternatives

Madden '99: EA Sports (import)
Reviewed: Issue 31, 80%
NFL Quarterback Club '99: Acclaim
Reviewed: Issue 21, 90%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

90%

Soundbite

The ultimate American football sim!

Written by: Ben Lawrence

Lego Racers

The superior Stickle-bricks have mounted an attack on the consoles, and what a job they've done!



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Lego Media
Developer:	Lego
Game Type:	Racing
Origin:	Denmark
Release:	Out now
Price:	£44.99



Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves customised players and league positions



$64,000 Question

- ⊕ You can build your own cars!
- ⊕ Lego comes to life!
- ⊖ Too simple
- ⊖ *Mario Kart* dumps on it from a height

Lego. A national institution and as much a part of growing up as eating with your mouth full and conker collecting in some out-of-bounds council yard. Anyone who was a child will understand the allure those Scandinavian bricks hold. The satisfying way they slot together to produce varied, often obscure vehicles, buildings and space craft. If you've chewed it all up though, or some unscrupulous big brother has flogged it all down the market, clap your beady eyes on this.

Hit A Brick!

Lego Racers has done the unimaginable. It has taken the tactility away from building your own craft and replaced them with cyber alternatives. All right, you won't lose the pieces under the sofa, but the main ingredient seems to be missing. Shame. A plus point is the feel of the cars you race, though. They lack the suspension and handling of real cars and you get a true sense that these really are nothing more than plastic bricks. They bump and ride over contours in the tracks like a shell-shocked plank, but it feels somehow right.

Kids will enjoy it... but not for too long!

The courses, although few in number at the beginning of the game, are your typical Wacky Races affairs. From a pirate village on the shores of a pirate cove to a drag race through the great pyramids, each course is a perfect advert for the numerous Lego sets you can buy. Subtle, sneaky, but damn clever, eh?

Breeze Block

Compared to the likes of *Mario Kart* (the accepted benchmark for every karting game ever released), *Lego Racers* is poor. Power-ups litter the tracks and magical bricks add a super power to your collected weapon. Homing missiles, oil slicks, fizzing fuse bombs, and grappling hooks all make an appearance here, but you get the feeling that innovation has been forfeited for a generic choice of weapon. The characters lack that *Mario Kart* personality too... mind you, they are plastic.

Lego Racers is aimed at children – no self-respecting adult would rush to the shops with a fistful of crisp tenners just to satisfy their own craving for plastic blocks. Yes, children do enjoy easy-to-grasp games, but they also appreciate diversity and depth, a quality that *Lego Racers* sadly lacks apart from when it comes to creating your own racers.

The characters are well designed, as are the various cars, and there is a free reign when it comes to creating your own drivers. Heads, limbs and trousers can be exchanged as though Dr Frankenstein and Noel Edmonds had teamed up for a Halloween *Swap Shop* special, and there are virtually endless combinations you can use. The same goes for the cars, with power ups, add-ons and stolen bricks all combining to make the best car you could imagine. It is hard to get some of these so we recommend a few test drives on the single tracks before committing yourself to that elusive six hole brick!

Stack 'Em Up!

Lego has had a huge push on software lately with games being released on every format from top-end PCs to the Dragon 32, probably, and it's all accomplished enough stuff. It should have been a little more cautious with *Racers*, though. The N64 already has the best kart racing game and *Lego Racers* comes nowhere near it for playabilty. Standing alone though, the kids will enjoy it for the simply constructed, colourful brashness of it all... but not for too long. Stick with the plumber instead. ■

Mix & Match!

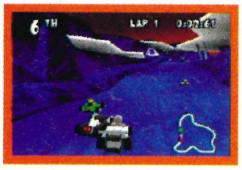
If you don't want to settle for the generic racers, complete with their standard faces and bodies, you can create your own. Here you are given a veritable walk-in wardrobe of choices, with severed limbs and heads spinning around endlessly. From the seriously sporty like our helmeted friend here, or something downright outlandish, like Witchy, the combinations are fab. You might even find yourself spending more time in the changing room than you do on the race course!

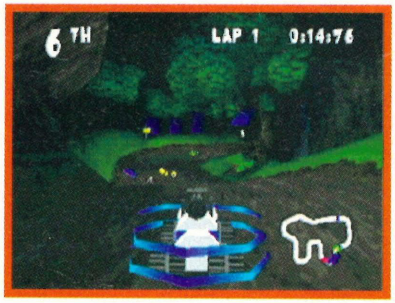






▲ Take care when you think you're ahead because a bomb can come from behind at any time and knock you off the road!

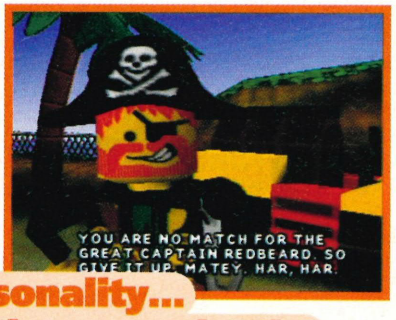


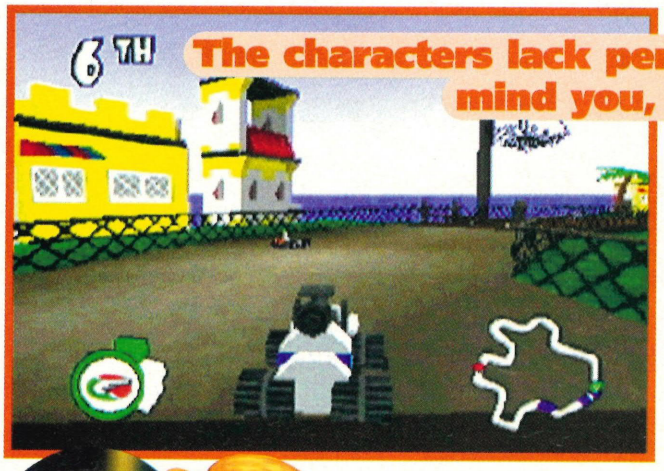


Kit Kart!

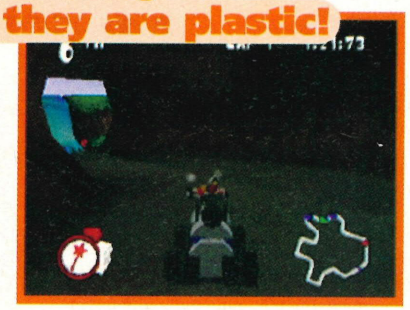
This is where the fun really happens. As you can see, the car you start with is pretty basic but once you start accumulating pieces of invaluable plastic then you can really go to town. We were driving our very own contraptions in no time at all. Ferrari, Aston Martin, look out!







The characters lack personality... mind you, they are plastic!





▲ The scenery is just like a Lego village. There are Lego buildings with little yellow people. Bless those lovely plastic bricks!



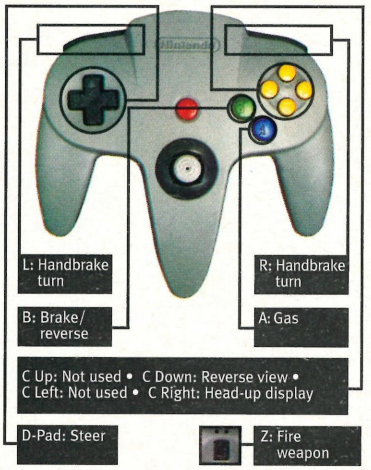
2nd opinion

Although it looks a lot like a *Mario Kart* rip-off at first glance, this game plays really well. The car-building section alone kept me occupied for hours! It's fast, it's fun and it's definitely worth a look if you like either Lego or racing games – try it out! ROY KIMBER

Rating

64 Magazine Bottom Line

Controls



Alternatives

Mario Kart: Nintendo
Reviewed: Issue 3, 78%
Beetle Adventure Racing: EA
Reviewed: Issue 25, 92%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

76%

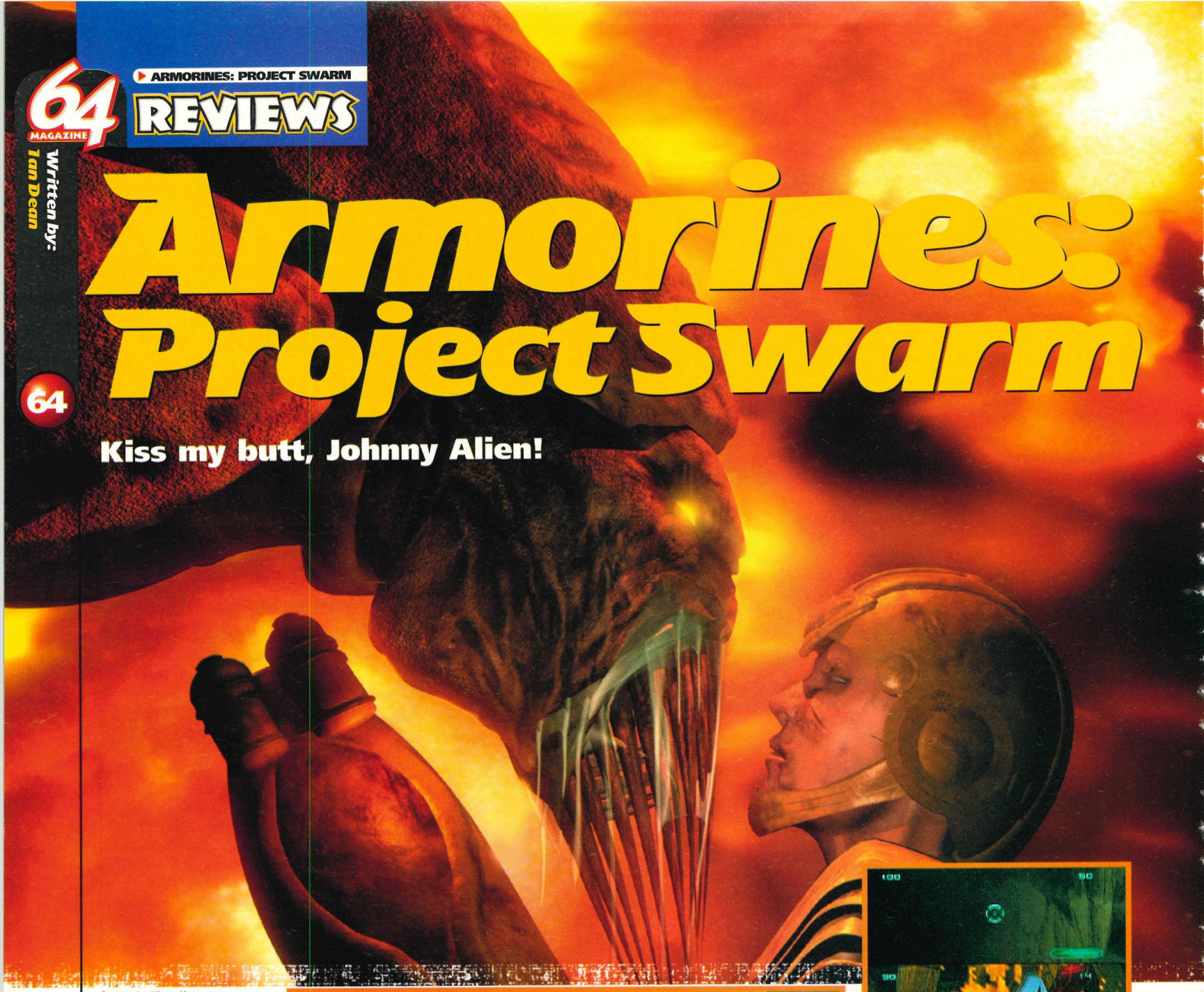
Soundbite

Too plastic to be fantastic!

Written by: Ian Dean

Armorines: Project Swarm

Kiss my butt, Johnny Alien!

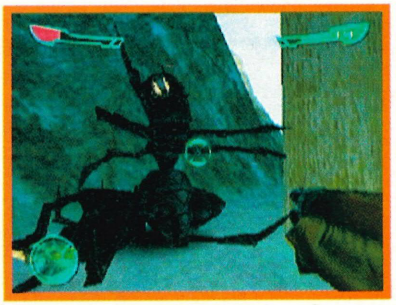




▶ Yuck! They live, mommy, they live! Giant ants attack on later levels like something from a naff Fifties B-movie. Nasty.



▲ Top two-player action will have you and a mate competing for all the best power-ups. Just be warned, you will lose friends.



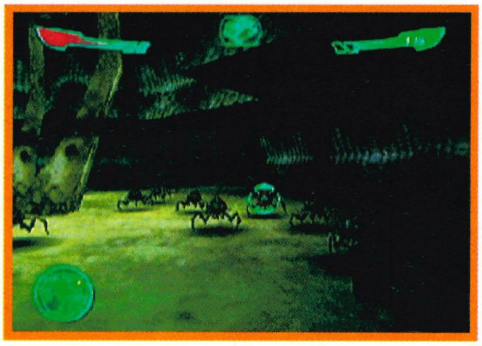
▲ Die! Die, evil monstrous alien filth and eat my laser rifle death! Bwahahahahaha... oops! This game will drive you nuts!



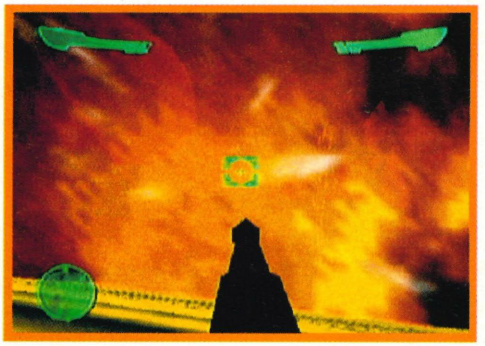
Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves game and position







▲ Like something out of *Aliens* they come scuttling through the corridors. Blast them away and run like hell!



Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Acclaim
Developer:	Acclaim Studios
Game Type:	Shoot-'em-up
Origin:	US
Release:	Out now
Price:	£39.99



$64,000 Question

- ⊕ Fast and violent
- ⊕ Varied levels
- ⊕ Scary sound
- ⊕ Quite challenging
- ⊖ Multiplayer not as good as *Rage Wars*
- ⊖ Still has the old *Turok* fogging

Imagine. The world's a desolate place. A barren, forgotten, lonely place. A blanket of toxic cloud sweeps across the plains; the howl of car horns has been replaced with that of the wind whistling through once-proud buildings that now lie twisted in still decay. [Sounds like Birmingham – Ed]

The tide of dust and debris stirs in silence. Something lives. Small stones begin to trickle and skip across the soil, and now the larger pebbles rumble and shift to join in the procession. A gleaming black spike pierces the scorched crust and thrusts upwards, scything the murky sky. This is shortly followed by an eye, a dull, soulless eye. The creature crouches, huddled against the ragged horizon it flicks the air with crane-like tentacles before dragging its hulking shell into the burning sun. Pleased with its placement atop a small car, the creature screeches. A wail so terrifyingly pitched that it could shatter bones. Other black bodies scuttle from the rubble, large, small, spiked, pitted; six legged, four legged, they come together. They merge to view their new home, their new world.

This is the Earth. Not our Earth now. But a distant Earth, a future Earth, an Earth that only you can save.

That Ends The Pseudo Sci-Fi Bit

Well, there you have it. Doomsday. The end of the world caused by big termites from outer space, yikes. That's the premise for Acclaim's newest first-person blaster, *Armorines: Project Swarm*. Starting in the frozen wastes of Siberia, but quickly spreading across the face of the planet, a race of worryingly intelligent alien insects has landed on Earth and begun to spawn, and they intend to take over and make the planet their own – by slaughtering the current inhabitants!

It's a mammoth globe trotting blast!

Like the fantastically gory *Starship Troopers*, this game takes its pulp sci-fi nonsense very seriously. A spread of text and visual messages direct the ever expanding plot from remote nuclear ice stations to waging war on the giant alien mothership that soon comes to orbit our lovely green ball. And it's to the game's credit that this works so well. The camp yet oppressive atmosphere and mission-led levels lend a solid grounding to the blasting action.

Help Meeeee!

The levels start off fairly easily, with a simple find-the-switch, open-the-door game structure. But further play unfolds ever more complex mission tasks, like destroying all the eggs in the jungles of South America or finding abandoned war machines to tackle certain spider-like killers. It's a mammoth globe-trotting blast!

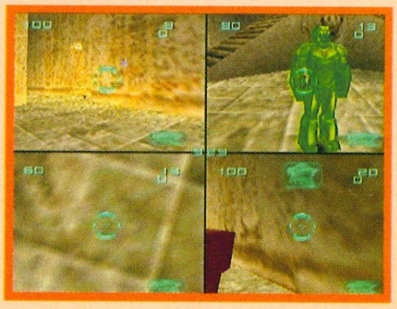
As you make quick progress through these differing worlds and environments – blasting sandstorms, freezing snowdrifts, rainforests, volcanic eruptions and the coldness of space – you'll notice an oblique pervading style. As befitting a backdrop of world oblivion, the game has a sinister air wafting about its flesh strewn corridors. These tight, dank subterranean passages give way to grand open spaces towered by glittering temples and fire swept military bunkers. It's just the thing to drag you back, to see just what's around the next corner. And even though at times the screen slows and drags its often lilting carcass from set-piece to set-piece, it's not enough to ruin the gory day.

You Wanna Live Forever?

Oh yeah, then there are the alien head-munchers. The chitinous instruments of human destruction come in various shapes and sizes, changing with their environments to stunning effect. Searching the hi-res (assuming you have an Expansion Pak installed) dust-covered caverns you'll notice a small movement – the timbers shift, but they ain't no timbers! The bulk of a beetle-like beastie hurtles towards you, back-lit by a horizon of lapping flames and twisted metal. Later invaders come in the form of freakish mutated wasps, acid-spewing mantises and slippery scuttling crabs. You'll need a strong stomach to tackle this blaster! Especially when you face the giant spidery thingies

Die, Evil Friends!

The four-player mode is well up to the standards of Acclaim's other monster blaster, *Turok: Rage Wars*. Featuring purposely designed deathmatch worlds that don't feature in the main game plus tons of weapons *and* a choice of characters; you'll have a blast!



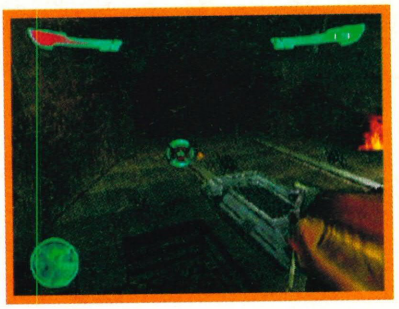




Comic Capers

Like Acclaim's excellent *Shadow Man*, *Armorines* features characters – Privates Lewis and Lane – from the Acclaim comic book of the same name. So that must explain those cheesy suits then!





with razor pincers that make a horrid "nee, nee, nee!" noise.

No, *Armorines* is a shoot-'em-up, pure and simple. It's stuffed to the piercing pincers with massive explosions, silly weapons and monstrous drooling bosses the size houses, and despite the *Metal Gear Solid*-style semblance of an overall plot, it's the rapid-fire extermination of hideous alien mutants that drives the whole game! *Armorines* is the kind of game that should come complete with a free bandanna and bullet belt. ■

The sound will put a chill down your spine...

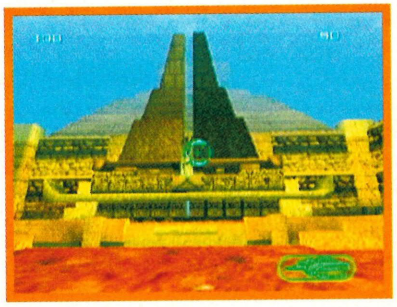


In fact, the sound throughout will put a chill down your spine. With distant clicks and shrill shrieks from dank corridors being backed by a thumping militaristic soundtrack, you'd be forgiven for taking things cautiously.

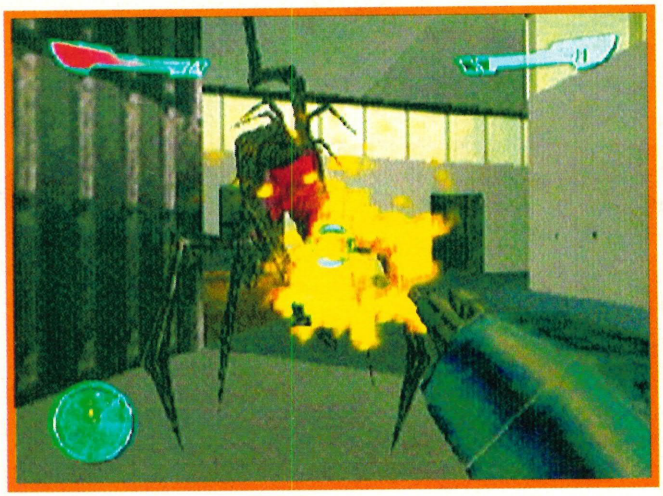
Bug Off

But all these novel little quirks can't hide what *Armorines* is at heart, and that's an old-school shooter. At the end of the day, these nuclear-suited death dealers have more in common with the gun-toting arcade riots like *MERCS* and *Contra* than the subtleties of *Goldeneye* or the over-complex mapping of *Turok 2*. This is something that's made all the clearer by the excellent two-player co-operative mode complete with competition for power-ups and vehicles.

▼ Wowzers! That's one heck of a monument. Now, how to get in and start stomping on some alien eggs...



▼ Bratatatatatata-tat! Yep, there are some cool guns in this blaster! And the girly character has loads more bullets too, so let rip!



2nd opinion

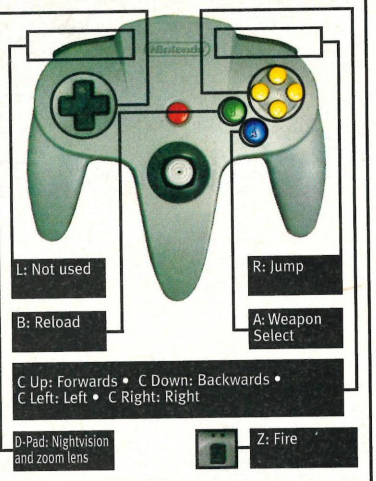
Armorines is better-done than *Turok 2* (the games use the same engine), but still has too much wandering around looking for fights. It's got a very good atmosphere, though, and provides enough blasting action to satisfy most tastes. ANDY MCDERMOTT

Rating



64 Magazine Bottom Line

Controls



Alternatives

Turok: Rage Wars: Acclaim
Reviewed: Issue 33, 90%
Jet Force Gemini: Rare
Reviewed: Issue 33, 91%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

81%

Soundbite

Starship Troopers on your N64 – can't be bad!



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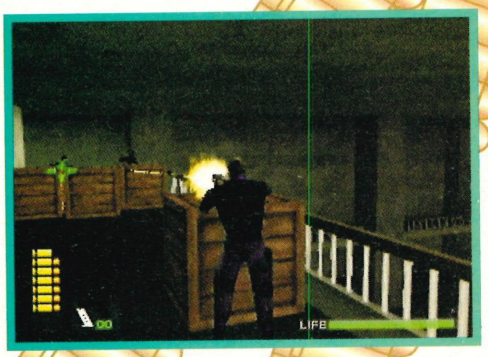
N64

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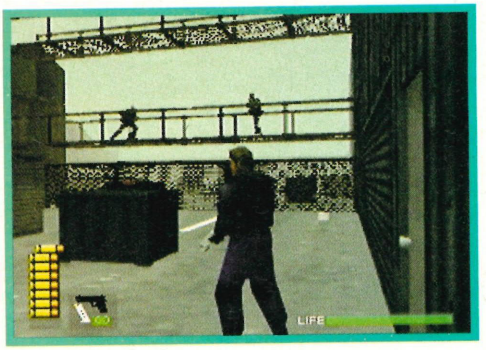
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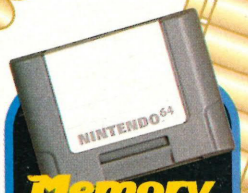
Written by: Tom Sargent







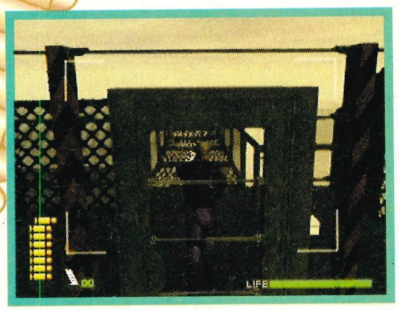
WinBack: Cov



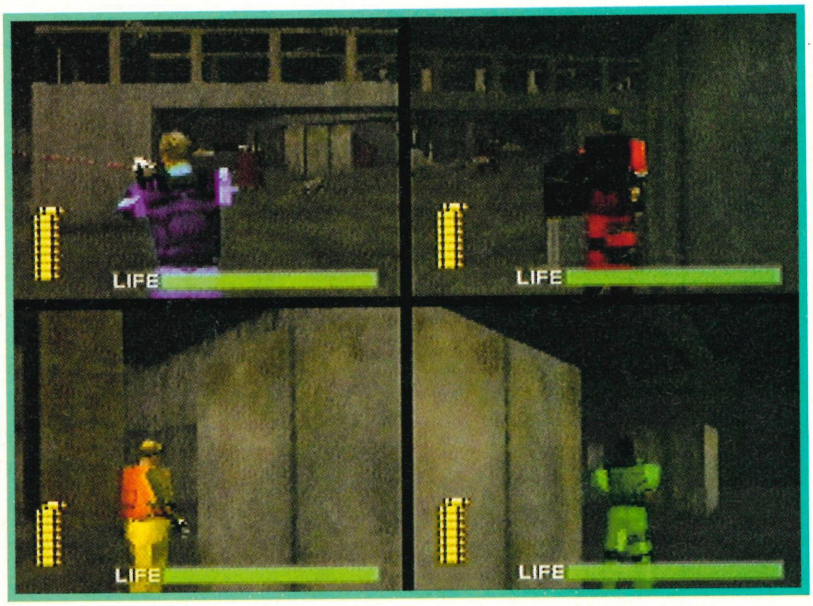
Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves game in progress

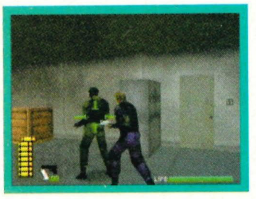


▲ As in *Goldeneye*, Jean-Luc can't jump off the edge of platforms; he must find his way via special routes that open up before him.



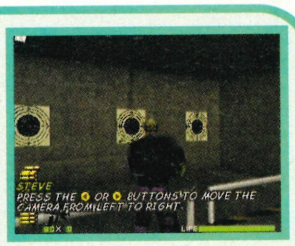
▲ The four-player works well enough, but the game is definitely geared towards more single-player activity.



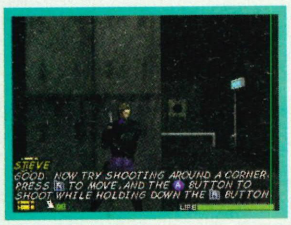


Nice Trainers

Before you graduate to the rank of lean, mean killing machine, the Training mode gives you a few handy pointers in the art of tactical warfare...



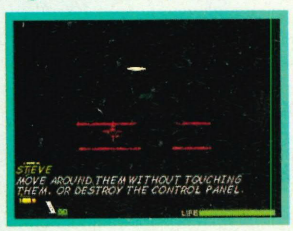
Manually adjust the camera.



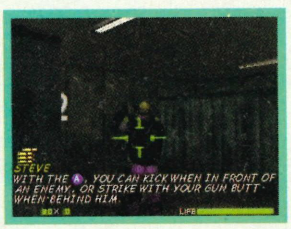
Hug the walls for a quick kill...



Then take the suckers out!



Shoot control panels to disable laser trip-wires.



Pistol-whipping is roundly encouraged for stealth reasons.



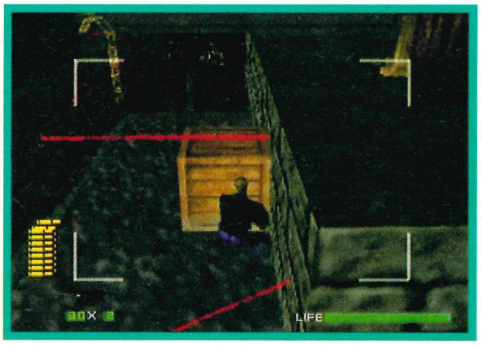
Flawed, but eminently playable!

▶ A green targeting box indicates the soldier is ripe for gunning down. Just pop out from behind the wall.











ert Operations

Koei's belated espionage shoot-'em-up sneaks into the office under cover of darkness...

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Koei
Game Type:	Shoot-'em-up
Origin:	US
Release:	Out now (import)
Price:	£54.99

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



$64,000 Question

- ⊕ Fantastic shooting system
- ⊕ Complex but quick-to-learn controls
- ⊕ Tight and smooth animation
- ⊕ Excellent targeting system
- ⊖ Slows down when the action's cooking
- ⊖ Awkward camera system
- ⊖ Slightly repetitive mission structure

It's no surprise that *Goldeneye*, having appeared from the evergreen loins of Rare, sent shock waves through the shoot-'em-up fraternity. It was, and remains, the greatest four-player deathmatch experience to date. Even gunning down wave upon wave of enemy grunts on your lonesome was an unforgettable experience. The same can be said for Konami's smash hit tactical espionage thriller, *Metal Gear Solid*, on PlayStation. This one-player, genre-busting game quite literally blew the roof off with its gritty meld of stealth and gun-play.

So what does *WinBack: Covert Operations* have to do with all this banner waving? Well, more than we imagined, actually. For starters, the plot is pure Bond. A terrorist organisation calling themselves the Crying Lions has taken control of a high-tech military satellite orbiting the earth. Their leader, one Kenneth Coleman (who sounds more like a door-to-door salesman than a megalomaniac) has no intention of bargaining with the Department Of Defence, spouting some nonsense about freeing their homeland, Zarozcia.

Bravo Two Zero

Safe within the belly of the GULF Strategic Weapons System, a top secret nuke-proof mountain base, he intends to take his frustration out on the rest of the world. Just to prove he's a little bit wound-up, the cad's already levelled the Centre For Space Development. Desperate and entirely vulnerable, the DOD commissions the only gang capable of digging out this unstable nutter – the Strategic Covert Actions Team, or SCAT (we're not kidding) for short. If a job stinks, SCAT will sort it out!

Players fill the sturdy boots of Jean-Luc Cougar, the unit's top operative and all-round good guy. He's the sort of all-American cheeseball who'd bring a distraught puppy out of a burning building and still have time for home-baked apple pie. Sickening isn't it?

WinBack is an intriguing hybrid of the aforementioned classics and takes full advantage of our craving for stealth warfare action simulations. It's been a rocky road to completion, however, having suffered an extremely long gestation period. Originally, it was earmarked to land on our beaches last Christmas! Developer Koei has laboured intensely to hone its unique camera system, which propels the third-person action along.

Lethal Weapon

Initial impressions left us a tad concerned about the very hands-on approach required to get the most out of it, and although it seems to have a mind of its own in certain situations, early fears at the E3 show in Atlanta have been partially allayed. Having said that, you still feel like you're involved in a full-on wrestling match grappling with a system that just won't be tamed. But as with the rest of the controls, a bit of quality time spent mastering their initial intricacies reaps enormous rewards. What starts as a finger fumbling nightmare suddenly transforms into a logical joy to play – there are so many character actions to master that it takes a couple of hours before you feel comfortable, but once mastered you have at your disposal a lean, mean killing machine with more tricks up his sleeve than The Great Suprendo.

Jean-Luc walks, runs and squats like any regular soldier, but the most insanely satisfying move is the 'Swing Out – Swing Back' surprise attack system. To pull it off our hero needs to be standing (or crouching) near a wall.

Hide 'n' Shoot

The most satisfying moments in *WinBack* occur when you're tightly hugging a wall; pop your head round and fill a targeted enemy guard with hot lead.



Jean-Luc's pressed and ready for action...

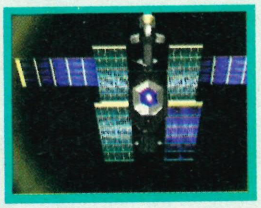


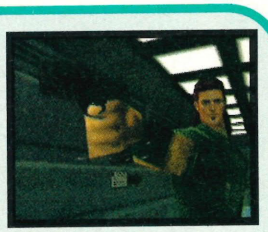
The poor sap didn't even see it coming!

SCAT Pack

The plot revolves around the plight of the Department of Defence and the fact that a terrorist organisation known as the Crying Lions have stolen a lethal orbiting satellite which houses a devastating laser weapon. Only SCAT can save the day, which sounds fairly unhealthy. Guess what? You just volunteered, scat-boy!

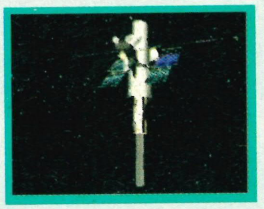














▲ At times, the camera fixes in a fixed, camera-like position and the chance to take out guards at a distance rears its head.

Next you need to press the A button and as if by magic he presses his back against the wall.

Napalm Death

From this hidden position he can shuffle along to the edge, target a hapless goon, dart around the corner, give him a lead enema and return to his initial position almost instantaneously. Compelling stuff. It's so beautifully executed that you never tire of targeting and killing. The ingenious bit is that if you can see the enemy, even if Jean-Luc can't, all visible bad guys can be targeted from the safety of cover.

You never tire of targeting and killing!



Boxes, vehicles, bunkers and other convenient means of hiding from the enemy are strewn throughout every level, but sooner or later you have to break into open ground. This is where the forward tumble comes into its own. By pressing A while moving in a crouch, Jean-Luc performs a perfect combat roll. More impressive is the way he can reload or change weapons simultaneously, adding immeasurably to the excitement and tension. The manual camera system, as we mentioned earlier, is awkward at best, but learning to use it to your advantage is crucial. It's the only way to pick out potential targets and maintain constant vigilance. This is made brutally evident on later levels when enemy soldiers appear from all kinds of hidden areas.

Snipe

Another disappointing aspect of *WinBack* is the paltry weapon count. Other than the default pistol, shotgun and automatic rifle, the only additional pick-ups are C4 explosives, a silenced pistol and a rocket launcher – this hardly competes with likes of *Goldeneye* or *Metal Gear Solid*. The game itself is pretty huge though, consisting of four reasonably detailed regions, which are split into various sub-levels. Things tend to look a little muddy in places, but the character animations more than re-dress the balance.

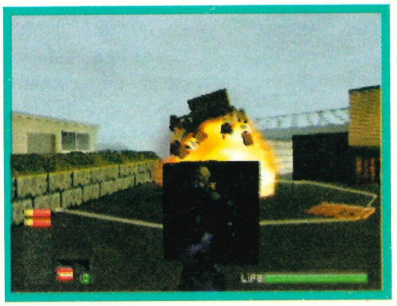
Rounding off *WinBack* is the fairly engaging two, three and four-player deathmatch mode. Unfortunately the game engine doesn't suit the frantic demands of a deathmatch – all that hiding behind stuff doesn't really work when all you want to do is blast everyone around you!

WinBack strips away all the intricacies of *Metal Gear Solid* and lowers the weapons count from *Goldeneye*, but what remains is a slightly flawed, but eminently playable tactical espionage shoot-'em-up. Lock 'n' load! ■

2nd opinion

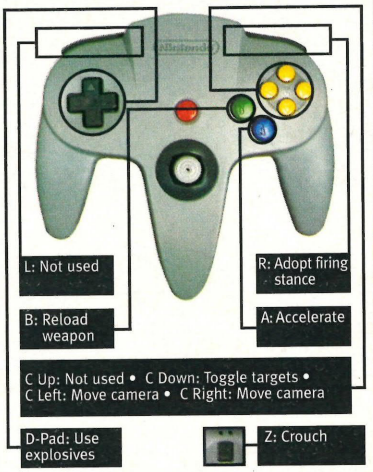
WinBack is surprisingly tough, but a lot of this is down to the camera and targeting system. It's great for sneaking up on people, but if someone jumps Jean-Luc unexpectedly, he's knackered! This lets down a tense and quite cleverly-designed game. ANDY MCDERMOTT

Rating 4



64 Bottom Line

Controls



Alternatives

Goldeneye: Nintendo
Reviewed: Issue 5, 95%
Rainbow Six: Take 2
Reviewed: Issue 34, 92%

Rating

Graphics 4
Audio 4
Gameplay 5
Challenge 5

Overall

88%

Soundbite

Enormously addictive. You just don't want the killing to stop!



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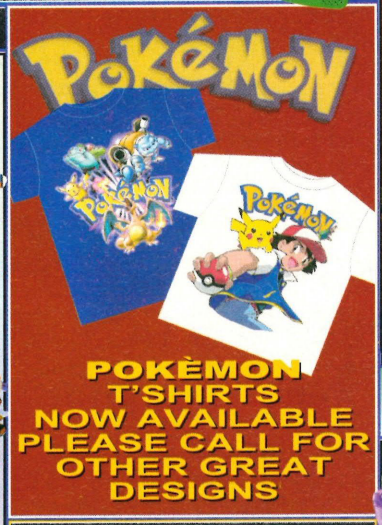


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cheat central

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

XPLORER
THE ULTIMATE CHEAT CARTRIDGE

Sponsored by Xplorer 64 from Blaze

Cheat Central is now sponsored by Blaze, and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64 MAGAZINE readers every issue! To enter, just answer this question:

"Who is Fox Mulder's partner?"

Send your answer to *Xplorer (34) compo* at the usual address, to arrive before 31 December!

BATTLETANX: GLOBAL ASSAULT

For sheer carnage you can't get any better than this blaster. For more mindless destruction and a secret level, read on...

Custom Gang

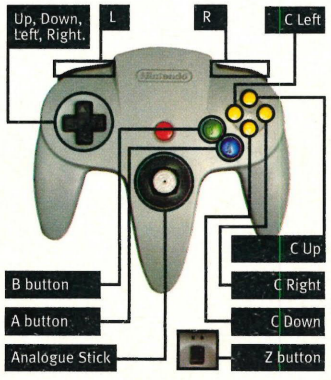
To get a hold of the M2 Hydra tank in multiplayer, enter the passcode **TRDDYBRRKS**.

Secret Level

Enter **WRDRB** at the passcode screen.



Pad at a glance



GAUNTLET LEGENDS

Troubled by demons and scared by ghosts? Read on!

Falconess

Go to the bonus stage in the castle world and get 50 of the coins there to unlock the Falconess on the Character Select screen.

Jackal

At the end of the second level on the ice world, climb up the two sets of crates until you reach the top, where you should find a trapdoor in a dead end. Collect 50 coins to unlock the Jackal.

Minotaur

On the fourth mountain level find and hit every switch before heading to the area with the exit where you will find a door with a skull on it which should now open. Go inside and collect 50 coins and you will be able to unlock the Minotaur.

Tigress

Enter the first town level, flick all of the main switches and head towards the portal. Before you reach it, you'll find a hill with Death on it. Flick the switch he guards and follow the direction it points to, where you will find a trap door guarded by zombies. Enter and collect 50 coins to unlock the Tigress.

Sumner

Collect all of the shards and beat Scorn once to open the doors to the next area. When you get to the exit turn left and follow the wall to a gate. Enter and collect 50 coins to unlock Sumner, the great wizard who runs the castle!

Poison Apples

To turn poison apples to good apples, simply throw a potion at them.

Weapon Upgrade

If you manage to upgrade your character to level 10, their weapon will grow in size and do much greater damage. This also works for levels 75 and 99.





DUKE NUKEM: ZERO HOUR

Want some new cheats for this great game? Come get some!

Extra Characters

Spruce up your multiplayer game by finishing the one-player game. Each level completed adds a new character to select.

First Person & Action Modes

Finish the one-player game to get a first-person mode (similar to that in *Duke Nukem 64*) and the Action mode, which will make all your shots one-hit kills.



Free Health

If you find a fire hydrant in the game, stand next to it when you shoot it, then hold down **A** to regain all your health.



ARMY MEN: SARGE'S HEROES

Those little plastic fellows have got their very own game and it looks like there are no ends to the ways in which you can manipulate their helpless bodies!

Cheat Codes

Enter the following codes at the Password screen.

All Characters	ALCHR
All Characters In Multiplayer	VRCLN
All Weapons	NSRLS
Weird Colours	CLRSMN
Invincibility	MMRTL
Invisibility	DNLVSKSF
Giant Mode	IVNLRG
Infinite Continues	CNTN
Full Ammo	MMLVSRM
Level Select	DNSTHMN
Mini Mode	DRVLLVSMM
Debug Info	THDTST



Character Select

Enter the following codes at the password to play as the following characters in the one player game.

General Plastro	PLSTRLVSVG
Tin Soldier	TNSLDRS
Vicki	GRNGRLRX

Teleport

If you hold down **R, L and C Down** at any point in the game you will be teleported to where you started on the level.

Cycle Weapons Backwards

Hold down **Z** and hit **B** to cycle backwards through your arsenal.

Level Passwords

Attack	LNLGRMM
Spy Blue	TRGHTR
Bathroom	TDBWL
Riff Mission	MSTRMN
Forest	TLLTRS
Hoover Mission	SCRDCT
Thick Mission	STPDMN
Snow Mission	BLZZRD
Shrap Mission	SRFPNK
Fort Plastro	GNRLMN
Scorch Mission	HTTTRT
Showdown	ZBTSRL
Sandbox	HTKTTN
Kitchen	PTSPNS
Living Room	HXMSTR
The Way Home	VRCLN



HOT WHEELS

We might not have been sent a copy of this game for review yet (which doesn't bode too well, considering it's already on sale!) but that hasn't stopped us bringing you these cheats! Highlight Options on the main menu and then enter the following codes.

Drive Tow Jam Car

C Up, C Down, Z, R, C Left, C Right, C Up, C Down

Mirror Mode

Z, R, Z, Z, R, Z, Z, Z

Night Race

C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right

Stealth Mode

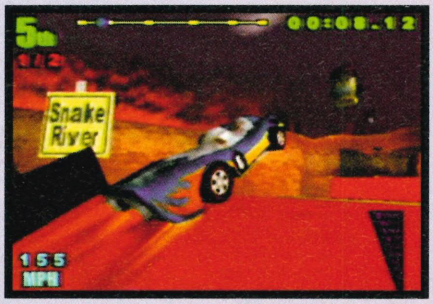
C Left, Z, Z, C Up, C Left, R, C Down, C Up

Unlimited Turbo

C Right, Z, C Up, C Down, R, C Left, Z, C Right

Wireframe Mode

C Up, Z, C Down, C Left, C Up, Z, C Down, C Left





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PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098170
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XPLORER 64 — THE ULTIMATE CHEAT CARTRIDGE

XPLORER CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 72 and try to win one?



http://www.x-plorer.co.uk

BANJO-KAZOOIE

Special: Don't Use	3FFFFFF0002
Infinite Lives	E88EC0BD5961
Infinite Health	E88EC0B5596F
	E88EC0BB5959
Infinite Air	E88EC0C259B6
Infinite Gold Feathers	E88EC0A559B6
Infinite Red Feathers	E88EC0A159B6
Infinite Eggs	E88EC09959B6
Infinite Jiggies	E88EC0FD59B6
Infinite Notes	E88EC09559B6
All Notes	EB595756595A
	DB94B62D5FC4
Infinite Skulls	E88EC0F959B6

BODY HARVEST

Infinite MG Ammo	E85AD8CD5922
Infinite TS Ammo	E85AD8DB59B6
Infinite TNT	E85AD8D1595B
Body Count Always o	C85AD8EE595A
Use only ONE of the following:	
Surreal Mode	821593530080
Evil Adam Mode	82052AFD0002
Fat-Legged Alien	8213FD030001

DIDDY KONG RACING

Special: Don't Use	3FFFFFFF0002
All Balloons	E876D7D3598C
Enable All Cheats	C8615182504F

F-ZERO X

Infinite Lives	E861DA7F5955
Infinite Energy	C8829EA09C78
	C8829EA49C78
Infinite Time	C8829E18595A
Continuous Turbo	ED82A4F8598F
	E882A07B59AA
Always 1st	C8829E165959

GOLDENEYE

Special: Don't Use	3FFFFFFE005C
Dam Level Codes	
Infinite Health	C85FF63490DA
Infinite Ammo	E85FFEE95957
Facility Level Codes	
Infinite Health	8309D7DC3F80
Infinite Ammo	8209DF970007
Run, Surface A & Depot Level Codes	
Infinite Health	830C07DC3F80
Infinite Ammo	820C0F970007
Bunker A, B & Silo Level Codes	
Infinite Health	8309AFDC3F80
Infinite Ammo	8209B7970007
Frigate Level Codes	
Infinite Health	830ADBDC3F80
Infinite Ammo	820AE3970007
Surface B Level Codes	
Infinite Health	830CCFDC3F80
Infinite Ammo	820CD7970007
Statue Level Codes	
Infinite Health	830AC7DC3F80
Infinite Ammo	820ACF970007
Arch, Cav, Cradle, Egyp Level Codes	
Infinite Health	830B3FDC3F80
Infinite Ammo	820B47970007
Streets Level Codes	
Infinite Health	830BDFDC3F80
Infinite Ammo	820BE7970007
Train, Jungle, Control Level Codes	
Infinite Health	830A77DC3F80
Infinite Ammo	820A7F970007
Aztec Level Codes	
Infinite Health	830973DC3F80
Infinite Ammo	82097B970007
Make sure you have the Cheat menu active in the game for the following:	
All Guns	820585930001
Bond Invisible	8205859A0001
DK Mode	8205859C0001
Enemy Rockets	820585AC0001
Unlimited Ammo	8205859B0001
Invincible	820585920001
Paint Ball Mode	8205859F0001
Tiny Bond	8205859E0001
Turbo Mode	820585A80001

ISS '98

10 Goals	E870D9535964
Home Team o Goals	E870D953595A
Away Team 10 Goals	E870ECCF5964
Away Team o Goals	E870ECCF595A
Max Character Create Points	
	ED9463465959
	E894634659BB

LYLAT WARS

Infinite Lives	E86C935F59BB
Infinite Bombs	E86BF25D5955

MARIO KART 64

Only select ONE of the following:

Single Bananas	82165FBD0001
Multi Bananas	82165FBD0002
Single Green Turtle	82165FBD0003
Multi Green Turtles	82165FBD0004
Single Red Turtle	82165FBD0005
Multi Red Turtles	82165FBD0006
Spiked Turtles	82165FBD0007
Lightning Bolt	82165FBD0008
Exploding Blocks	82165FBD0009
Invincible	82165FBD000A
Invisible	82165FBD000B
Turbo Boost	82165FBD000C

QUAKE II

Special: Don't use	3FFFFFFF0002
Infinite Health	E87E79CD59B6

ROGUE SQUADRION

Infinite Lives	E8675D48595B
Infinite Shields	E867D1B359FF
	C867D1B2595A
Infinite Missiles	E8661D565958

SUPER MARIO 64

Infinite Lives	E886EB3359B6
Infinite Energy	C886EB32614F
Infinite Hat	C886EB3A504F

TUROK 2: SEEDS OF EVIL

Activate Cheat Menu	C86869D4504F
	C86869D2504F

WCW VS NWO REVENGE

Enable All Characters	E85C592B594F
No Time Out	E863694C5966
Maximum Spirit	E8635F8759B6
Aluminium Baseball Bat	830F1C500000
	E86373A6595A
Baseball Bat	830F1C500101
	E86373A6595A
Chair	830F1C500202
	E86373A6595A
Table Piece	830F1C500303
	E86373A6595A

WWF WARZONE

Enable Cheat List	C867F9D0695A
	C867F9CE584F
	C867F9D4795A
	C867F9D2904F

ZELDA: OCARINA OF TIME

Infinite Rupees	C865DB5C5C37
Infinite Health	C865DB585A9A
All Equipment	C865DBC4C8C7
All Quest Status Items	C865DBCC894F
	C865DBCA504F
Infinite Beans	E865DBA6596A
	E865DBBE59BB
Infinite Bombs	E865DB9A595C
	E865DBB25982
Infinite Bombchus	E865DBA45961
	E865DBBC59BB
Infinite Deku Nuts	E865DB9B5959
	E865DBB359BB
Infinite Deku Sticks	E865DB9C595A
	E865DBB459BB
Infinite Magic	E865DB55598A
Infinite Slingshot Bullets	E865DB9E5958
	E865DBB6598C
Have Fairy Bow	E865DB99595B
Have Lens Of Truth	E865DBA7595F
Have Fire Arrow	E865DBA05956
Have Ice Arrow	E865DBA2595E
Have Light Arrow	E865DBAC596C
Have Din's Magic	E865DB9F5955
Have Farore's Magic	E865DBA1595D
Have Nayru's Magic	E865DBAB596B
Have Silver Scale	E865DBC6595C
Have Golden Scale	E865DBC65956
Have Bullet Bag(50)	E865DBC6591A
Have Boomerang	E865DBA75960
Have Fairy Ocarina	E865DB9D5957
Have Ocarina Of Time	E865DB9D5962
Have Megaton Hammer	E865DBA55969
Have Hookshot	E865DBA35964
Have Longshot	E865DBA35963
Have Quiver	E865DBC75959
	E865DBC65956
Infinite Arrows	E865DBB1598C

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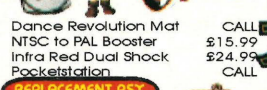
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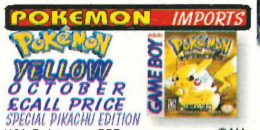




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Take your place on the paper podium that is... ScoreZone!

It looks like the *Quake II* Time Trial Challenge we set in issue 30 was too tough for you, because so far no-one has managed to accomplish it! As a result, this issue we're setting you a new challenge for EA's *Knockout Kings*. If anyone does manage to complete all the *Quake II* time trial levels then send in the proof, because we're leaving that challenge open – surely one of you can manage it?

Ultimate Player award this month goes to Jon Burrows from Queensland in Australia who has obviously spent some time honing his skills on *Goldeneye* to get some fantastic times – and his *Banjo-Kazooie* scores are pretty darn good too. A Top Drive wheel from Logic 3 is on its way to you now, Jon!

Remember, you don't have to limit yourself to games that are already listed in the Scorezone – we're always looking for new scores on new games! So if you've got outstanding results on games like *Star Wars Racer*, *World Driver Championship*, *Roadsters*, *Knockout Kings*, or anything else that provides proof of excellence, then send them in to us!

ENTER THE ZONE!

Follow these easy steps to achieve 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
- List all your scores on a sheet of paper along with your name and address
- 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

Banjo-Kazooie

Spiral Mountain
0:02:17 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford

Mumbo's Mountain
0:04:44 Jon Burrows, Queensland
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

Treasure Trove Cove
0:08:29 Jon Burrows, Queensland
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

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

Clankers Cavern
0:08:31 Jon Burrows, Queensland
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

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

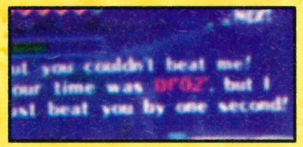
Rusty Bucket Bay
0:13:30 Kevin Seeney, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

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

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

Legend Of Zelda



Biggest Fish
24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cookham
24 Pounds Gareth Haynes, Droitwich
23 Pounds Leigh Maddox, Cheshunt
23 Pounds David Park, Hebburn

Marathon Race
1:02 Philip Longhurst, Sudbury
1:02 David Ryan, Derby
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands
1:08 David Park, Hebburn

Horse Race
0:46 Mark Nicol, Western Australia
0:46 Michael Tokarz, New South Wales
0:47 Matthys ten Ham, The Netherlands
0:47 Philip Longhurst, Sudbury
0:47 Tammy Harris, Birmingham

Horseback Archery
2000 points Mark Nicol, Western Australia
2000 points Matthys ten Ham, The Netherlands
2000 points Christopher Ryan, Derby
1920 points David Ryan, Derby
1810 points Tammy Harris, Birmingham

Graveyard Race
0:53 David Ryan, Derby

Stars

Island
0:45:48 Luke Kemp, Sevenoaks
0:46:76 Jeffrey Van Der Aa, The Netherlands

Ski
1:04:84 Jeffrey Van Der Aa, The Netherlands
1:09:48 Luke Kemp, Sevenoaks

Rally
0:53:44 Jeffrey Van Der Aa, The Netherlands
0:55:84 Luke Kemp, Sevenoaks

Canyon
0:51:12 Jeffrey Van Der Aa, The Netherlands
0:51:84 Luke Kemp, Sevenoaks

Mountain
1:11:44 Jeffrey Van Der Aa, The Netherlands
1:13:36 Luke Kemp, Sevenoaks

Water
0:46:04 Jeffrey Van Der Aa, The Netherlands
0:47:92 Luke Kemp, Sevenoaks

Pipe
1:24:24 Luke Kemp, Sevenoaks
1:28:52 Jeffrey Van Der Aa, The Netherlands

Blade
0:58:36 Luke Kemp, Sevenoaks
0:59:24 Jeffrey Van Der Aa, The Netherlands
0:59:59 Andy Murray, Bournemouth

Aztec
0:53:32 Luke Kemp, Sevenoaks
0:54:17 Joss Sweeny, Southampton
0:58:12 Martin Hurley, Bournmeouth

Wetrix

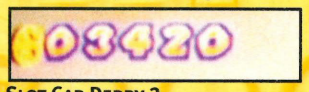
Classic
137278925 James Ellis, Pinner
48104283 David Baker, Great Knowley
42171264 Christine Allum, Rickmansworth
22994050 Ned Pendleton, Brackley
14948238 David Park, Hebburn

Pro
7504833 Ned Pendleton, Brackley
1216438 David Park, Hebburn
644326 Mans Ericsson, Sweden

Mario Party

Shy Guy Fly
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood
0:07:60 Jeffrey Van Der Aa, The Netherlands

Slot Car Derby 1
0:26:86 Tammy Harris, Birmingham



Slot Car Derby 2
0:34:20 Anthony Hooley, Breaston

Top Gear Rally

Coastline
02:25:83 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

Strip Mine
02:01:80 Andrew Wetherell, Sandhurst
02:04:20 Chris La Rosa, Hundelton
02:08:76 Michael Tokarz, New South Wales
02:43:03 Chris Dunn, New Leake
02:52:79 Jason Larosa, Pembroke



Jungle
03:24:50 Gavin Deadman, Biggin Hill
03:29:74 Chris La Rosa, Hundelton
03:38:90 Michael Tokarz, New South Wales
04:15:73 Chris Dunn, New Leake
05:10:74 Jason Larosa, Pembroke

Mountain
03:59:70 Gavin Deadman, Biggin Hill
04:11:05 Chris La Rosa, Hundelton
04:52:82 Chris Dunn, New Leake
06:13:83 Andy Green, Kent
06:29:16 Kuljit S Athwal, Dundee

Desert
03:53:54 Gavin Deadman, Biggin Hill
04:02:57 Chris La Rosa, Hundelton
04:45:18 Chris Dunn, New Leake
05:56:59 Andy Green, Kent
06:05:43 Kuljit S Athwal, Dundee

Shadows Of The Empire

Ambush At Mos Eisley
00:35 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:05 Paul Nicholls, Coventry
01:22 John Brennan, Bicester
01:37 Luke Kemp, Sevenoaks

Rendezous On Barkhesh
05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester

The Search For The Nonnah
03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry

The Jade Moon
01:02 Richard Dunn, New Leake
01:36 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:45 John Brennan, Bicester

Defection At Corellia
09:09 John Brennan, Bicester

The Liberation Of Gerrard V
04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

Imperial Construction Yards
01:51 Richard Dunn, New Leake
02:27 John Brennan, Bicester

Moff Seerdon's Revenge
04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

Assault On Kile II
01:55 Richard Dunn, New Leake

Battle Of Hoth
03:18 Danny Dunn, New Leake

Prisons Of Kessel
07:36 Richard Dunn, New Leake
09:01 John Brennan, Bicester

Battle Above Taloraan
02:02 Danny Dunn, New Leake
06:18 John Brennan, Bicester

Escape From Fest
06:21 John Brennan, Bicester

Blockade On Chandrila
05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

Raid On Sullust
01:43 Richard Dunn, New Leake

The Battle Of Calamari
02:37 Richard Dunn, New Leake

Rescue On Kessel
0:24 Richard Dunn, New Leake
0:34 John Brennan, Bicester
0:37 Paul Nicholls, Coventry
0:41 Oliver Lonsdale, West Bridgeford

The Deathstar Trench Run
01:54 Richard Dunn, New Leake
01:58 Ben Webster, Millbridge
02:16 John Brennan, Bicester

Yoshi's Story

37424 Danny Dunn, New Leake
37081 Anthony Hooley, Breaston
35998 Richard Dunn, Boston
35460 Bonny Qvistorff, Copenhagen
34956 David Park, Hebburn

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia
49 yellow gems James Ryland, Yandina, Australia
47 yellow gems Robert Gallagher, Southampton
46 yellow gems John Dick Uddingston

F-1 WGP Fastest Laps

Albert Park, Australia
0:35:08 Sam Doyle, Glossop
0:41:68 Chris Dunn, New Leake
0:53:05 Neil Jarman, Cottingham
0:53:69 Jan-Erik Spangberg, Sweden
1:03:61 William Steed, Greenhithe

Interlagos, Brazil
0:39:24 Chris Dunn, New Leake
0:46:65 Neil Jarman, Cottingham
0:47:40 Jan-Erik Spangberg, Sweden
1:00:52 Kristoffer Thorbjornsen, Kirkcaldy
1:01:69 Alan Dundas, Arbroath

Buenos Aires, Argentina
0:38:63 Chris Dunn, New Leake
0:46:75 Jan-Erik Spangberg, Sweden
0:48:25 Neil Jarman, Cottingham
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy
1:05:26 Alan Dundas, Arbroath

Imola, San Marino
0:43:72 Chris Dunn, New Leake
0:55:05 Neil Jarman, Cottingham
0:55:37 Jan-Erik Spangberg, Sweden
1:06:96 Kristoffer Thorbjornsen, Kirkcaldy
1:08:40 Alan Dundas, Arbroath

Monte Carlo, Monaco
0:42:68 Chris Dunn, New Leake
0:51:03 Neil Jarman, Cottingham
0:51:69 Jan-Erik Spangberg, Sweden
1:00:68 Sean Devereux-Cooke, Witham
1:00:89 Alan Dundas, Arbroath

Barcelona, Spain
0:47:79 Chris Dunn, New Leake
0:51:61 Jan-Erik Spangberg, Sweden
0:58:04 Neil Jarman, Cottingham
1:08:08 Kristoffer Thorbjornsen, Kirkcaldy
1:09:19 Alan Dundas, Arbroath

Montreal, Canada
0:37:80 Chris Dunn, New Leake
0:45:47 Neil Jarman, Cottingham
0:45:48 Andy Green, Sittingbourne
0:48:69 Jan-Erik Spangberg, Sweden
0:58:89 Alan Dundas, Arbroath

Magny-Cours, France
0:34:54 Chris Dunn, New Leake
0:45:51 Andy Green, Sittingbourne
0:46:81 Jan-Erik Spangberg, Sweden
0:48:53 Neil Jarman, Cottingham
0:58:53 Alan Dundas, Arbroath

Silverstone, Great Britain
0:39:19 Chris Dunn, New Leake
0:49:64 Jan-Erik Spangberg, Sweden
0:54:35 Neil Jarman, Cottingham
1:01:25 Alan Dundas, Arbroath
1:01:92 Matthys ten Ham, The Netherlands

Hockenheim, Germany
0:43:48 Sam Doyle, Glossop
0:46:12 Chris Dunn, New Leake
0:48:92 Andy Green, Sittingbourne
1:02:45 Neil Jarman, Cottingham
1:03:54 Jan-Erik Spangberg, Sweden

Hungaroring, Hungary
0:44:12 Chris Dunn, New Leake
0:45:29 Jan-Erik Spangberg, Sweden
0:46:67 Neil Jarman, Cottingham
0:48:64 Andy Green, Sittingbourne
1:00:84 Chris Devereux-Cooke, Witham

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
0:52:77 Neil Jarman, Cottingham
0:53:36 Jan-Erik Spangberg, Sweden
1:04:40 Alan Dundas, Arbroath

A1-Ring, Austria
0:41:04 Chris Dunn, New Leake
0:43:28 Jan-Erik Spangberg, Sweden
0:49:16 Neil Jarman, Cottingham
0:55:93 Matthys ten Ham, The Netherlands
0:56:84 Alan Dundas, Arbroath

Nurburgring, Luxembourg
0:43:55 Chris Dunn, New Leake
0:47:77 Jan-Erik Spangberg, Sweden
0:49:37 Neil Jarman, Cottingham
1:02:20 Jon Quarrie, Stapleford
1:02:95 Sean Devereux-Cooke, Witham

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
1:04:25 Neil Jarman, Cottingham

Jerez, Europe
0:48:09 Chris Dunn, New Leake
0:50:20 Jan-Erik Spangberg, Sweden
0:54:40 Neil Jarman, Cottingham
1:05:44 Alan Dundas, Arbroath
1:05:58 Jon Quarrie, Stapleford

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

Goldeneye

Facility – 00 Level!
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
1:00 Magnus Smith, Burra Isle
1:06 Stephen Hill, Maidstone
1:07 Matthew Stevenson, Bournemouth

Byelomorye Dam
0:55 Jon Burrows, Queensland
0:56 James Hurst, Surrey
0:56 Matthys ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:57 Zack King, Surrey

Facility
0:40 Jon Burrows, Queensland
0:45 Richard Dunn, New Leake
0:52 Magnus Smith, Burra Isle
0:54 Matthys ten Ham, The Netherlands
0:54 Stephen Hill, Maidstone

Runway
0:23 Jon Burrows, Queensland
0:24 Michael Williams, Exeter
0:25 Mike Geisler, Australia
0:25 Matthys ten Ham, The Netherlands
0:25 Sam Doyle, Glossop

Surface 1
1:01 Magnus Smith, Burra Isle
1:05 Jon Burrows, Queensland
1:07 Danny Dunn, New Leake
1:09 Matthys ten Ham, The Netherlands
1:11 Matthew Stevenson, Bournemouth

Bunker 1
0:19 Jon Burrows, Queensland
0:20 Matthys ten Ham, The Netherlands
0:21 Andrew Joules, Weston-Super-Mare
0:22 Tammy Harris, Birmingham
0:22 Antonio Debs, Tripoli

Launch Silo
1:10 Jon Burrows, Queensland
1:12 Richard Dunn, New Leake
1:20 Stephen Hill, Maidstone
1:22 Matthys ten Ham, The Netherlands
1:25 Antonio Debs, Tripoli

Frigate
0:25 Magnus Smith, Burra Isle
0:29 Jon Burrows, Queensland
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone
0:34 Adam Tucker, Great Yarmouth

Surface 2
0:54 Jon Burrows, Queensland
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands
0:58 Paul Nicholls, Coventry

Bunker 2
0:25 Jon Burrows, Queensland
0:26 Danny Dunn, New Leake
0:29 Richard Dunn, New Leake
0:31 Michael Williams, Exeter
0:31 Andrew Joules, Weston-Super-Mare

Statue Park
2:31 Jon Burrows, Queensland
2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:39 Raymond Burton, Stocksbridge
2:39 Neil Friedman, Whitefield

Military Archives
0:17 Jon Burrows, Queensland
0:18 Richard Dunn, New Leake
0:20 Matthew Stevenson, Bournemouth
0:20 Matthys ten Ham, The Netherlands
0:21 Michael Williams, Exeter

Streets
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:17 Matthys ten Ham, The Netherlands
1:17 Andrew Joules, Weston-Super-Mare
1:17 Antonio Debs, Tripoli

Depot
0:23 Jon Burrows, Queensland
0:24 Richard Dunn, New Leake
0:29 Matthys ten Ham, The Netherlands
0:30 Sam Doyle, Glossop
0:30 Antonio Debs, Tripoli

Train
1:26 Matthys ten Ham, The Netherlands
1:26 Jon Burrows, Queensland
1:32 Richard Dunn, New Leake
1:32 Antonio Debs, Tripoli
1:34 Sam Doyle, Glossop

Jungle
1:07 Matthys ten Ham, The Netherlands
1:08 Jon Burrows, Queensland
1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop
1:16 Andrew Joules, Weston-Super-Mare

Control Centre
3:40 Jon Burrows, Queensland
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

Water Caverns
1:06 Matthys ten Ham, The Netherlands
1:06 Jon Burrows, Queensland
1:08 Danny Dunn, New Leake
1:08 Antonio Debs, Tripoli
1:09 Jon Quarrie, Stapleford

Cradle
0:40 Jon Burrows, Queensland
0:42 Matthys ten Ham, The Netherlands
0:46 Stephen Hill, Maidstone
0:47 Andrew Joules, Weston-Super-Mare
0:49 Richard Dunn, New Leake

Aztec Complex
1:35 Jon Burrows, Queensland
2:07 Richard Dunn, New Leake
3:08 Sam Doyle, Glossop
3:11 Andrew Joules, Weston-Super-Mare
3:14 Magnus Smith, Burra Isle

Egyptian Temple
0:50 Jon Burrows, Queensland
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

Beetle Adventure Racing

Coventry Cove
4:50:26 Paul Nicholls, Coventry
4:51:56 Andrew Stanger, Wyton
5:53:17 Stewart Loughton, Lincoln
4:55:06 Matthys ten Ham, The Netherlands
4:58:78 John Brennan, Bicester



Mount Mayhem
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton
5:07:81 John Brennan, Bicester
5:13:34 Gavin Deadman, Biggin Hill
5:18:14 Jeffrey Van Der Aa, The Netherlands

Inferno Isle
7:01:69 Andrew Stanger, Wyton
7:11:03 Gavin Deadman, Biggin Hill
7:34:58 Paul Nicholls, Coventry
7:41:45 Jeffrey Van Der Aa, The Netherlands
7:45:88 John Brennan, Bicester

Sunset Sands
5:50:66 Andrew Stanger, Wyton
6:21:16 Paul Nicholls, Coventry
6:29:37 John Brennan, Bicester
6:41:24 Gavin Deadman, Biggin Hill
7:02:52 Jeffrey Van Der Aa, The Netherlands

Metro Madness
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton
6:34:58 Paul Nicholls, Coventry
7:00:84 Tom Cordrey, Ripon
7:03:53 Matthys ten Ham, The Netherlands

Wicked Woods
4:12:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wyton
4:45:60 Jeffrey Van Der Aa, The Netherlands
4:54:38 Gavin Deadman, Biggin Hill
4:56:61 John Brennan, Bicester



Micro Machines 64 Turbo

The Main Course
00:15:45 Chris Cox, Cambridge
00:15:97 Jeffrey Van Der Aa, The Netherlands
00:16:62 Ned Pendleton, Brackley

Love Triangle
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge
00:42:35 Jeffrey Van Der Aa, The Netherlands

Beware Of The Dog
00:35:86 Ned Pendleton, Brackley
00:39:45 Jeffrey Van Der Aa, The Netherlands

Crash And Fern
00:22:06 Ned Pendleton, Brackley
00:23:19 Jeffrey Van Der Aa, The Netherlands

Destruction Dirtbox
00:30:01 Ned Pendleton, Brackley
00:32:23 Jeffrey Van Der Aa, The Netherlands

Brake-Fast Bends
00:33:76 Ned Pendleton, Brackley
00:41:31 Jeffrey Van Der Aa, The Netherlands

Calculator Risk
00:25:97 Ned Pendleton, Brackley
00:28:85 Jeffrey Van Der Aa, The Netherlands

Wipeup
00:36:67 Ned Pendleton, Brackley
00:38:65 Jeffrey Van Der Aa, The Netherlands

Tanks Alot
00:27:67 Ned Pendleton, Brackley
00:28:32 Jeffrey Van Der Aa, The Netherlands

Baguette Balance
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge
00:23:56 Jeffrey Van Der Aa, The Netherlands

Trucker's Luck
00:24:32 Ned Pendleton, Brackley
00:32:27 Jeffrey Van Der Aa, The Netherlands
00:42:22 Debbie Blanco, Uddingston
00:56:15 Martin Hurley, St Helens

Bikini Blazer
00:25:05 Ned Pendleton, Brackley
00:27:43 Jeffrey Van Der Aa, The Netherlands

Pebble Dash
00:25:70 Ned Pendleton, Brackley
00:25:94 Jeffrey Van Der Aa, The Netherlands

Beached Buggies
00:19:68 Chris Cox, Cambridge
00:21:66 Ned Pendleton, Brackley
00:22:59 Jeffrey Van Der Aa, The Netherlands

Right On Cue
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley
00:24:65 Jeffrey Van Der Aa, The Netherlands

Rack 'N Roll
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley
00:49:05 Jeffrey Van Der Aa, The Netherlands

Pulling Power
00:39:58 Ned Pendleton, Brackley
00:41:87 Jeffrey Van Der Aa, The Netherlands

Stinky Sinks
00:22:31 Ned Pendleton, Brackley
00:23:52 Jeffrey Van Der Aa, The Netherlands

Sand Blaster
00:35:42 Ned Pendleton, Brackley
00:37:59 Jeffrey Van Der Aa, The Netherlands

Swerve Shot
00:06:85 Chris Cox, Cambridge
00:12:03 Ned Pendleton, Brackley
00:12:11 Achillies Zanettis, Kenton
00:52:39 Jeffrey Van Der Aa, The Netherlands

Breakfast At Cherry's
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley
00:24:13 Jeffrey Van Der Aa, The Netherlands

Destruction Dirtbox
00:30:01 Ned Pendleton, Brackley

Formula X
00:31:18 Ned Pendleton, Brackley

Learning Curves
00:34:17 Ned Pendleton, Brackley
00:38:29 Andy Murray, Bournemouth

Mario 64

2088 coins Ingvar Gunnarsson, Iceland
2072 coins Adam Scott, Rugby

Cruis'n USA

Grand Canyon
1:37:60 Paul Murray, Tranmere

1080° Snowboarding

Air Make
21450 William Armstrong, Victoria

Half Pipe Trick Attack
147734 Adam Tucker, Great Yarmouth
111339 Chris Webb, Abbeydale
110389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn

Crystal Lake Trick Attack
124445 Chris Webb, Abbeydale
110310 Adam Tucker, Great Yarmouth
104442 Tom Grigg, Alresford
91937 Jon Burrows, Queensland
90417 Ryan Stevenson, Aberystwyth

Crystal Peak Trick Attack
139506 Adam Tucker, Great Yarmouth
117429 Chris Webb, Abbeydale
100885 Tom Cuthbert, Alresford
97291 Jon Burrows, Queensland
89063 Ryan Stevenson, Aberystwyth

Golden Forest Trick Attack
123218 Adam Tucker, Great Yarmouth
103902 Chris Webb, Abbeydale
91118 Jon Burrows, Queensland
76876 Ryan Stevenson, Aberystwyth
74732 Danny Dunn, New Leake

Mountain Village Trick Attack
154503 Adam Tucker, Great Yarmouth
135769 Chris Webb, Abbeydale
132313 Adam Charlton, Huntingdon
103773 Ryan Stevenson, Aberystwyth
84669 Danny Dunn, New Leak

Deadly Fall Trick Attack
224498 Chris Webb, Abbeydale
142217 Adam Tucker, Great Yarmouth
133069 Ross Toad, Arbroath
124286 Ryan Stevenson, Aberystwyth
89378 Josh Bilton, Chipperfield

Dragon Cave Trick Attack
143015 Chris Webb, Abbeydale
127294 Adam Tucker, Great Yarmouth
94856 Ryan Stevenson, Aberystwyth
84653 Richard Dunn, New Leake
62966 Kevin Seeney, Bury St Edmunds

Crystal Lake Race
1:01:21 Adam Tucker, Great Yarmouth
1:02:73 Danny Dunn, New Leake
1:03:03 Jon Burrows, Queensland
1:03:06 Magnus Smith, Burra Isle
1:03:19 Chris Webb, Abbeydale

Crystal Peak Race
1:26:63 Adam Tucker, Great Yarmouth
1:27:21 Danny Dunn, New Leake
1:27:78 Chris Webb, Abbeydale
1:28:40 Magnus Smith, Burra Isle
1:28:40 Jon Burrows, Queensland

Golden Forest Race
1:18:57 Adam Tucker, Great Yarmouth
1:19:66 Chris Webb, Abbeydale
1:19:82 Danny Dunn, New Leake
1:20:12 Jan-Erik Spangberg, Sweden
1:20:42 Jon Burrows, Queensland

Dragon Cave Race
1:24:10 Adam Tucker, Great Yarmouth
1:25:76 Danny Dunn, New Leake
1:26:52 Chris Webb, Abbeydale
1:26:92 Jon Burrows, Queensland
1:27:25 Magnus Smith, Burra Isle

Mountain Village Race
1:27:10 Adam Tucker, Great Yarmouth
1:30:15 Danny Dunn, New Leake
1:30:28 Chris Webb, Abbeydale
1:30:51 Adam Charlton, Huntingdon
1:31:14 Chris Atkins, Walkington

Deadly Fall Race
1:06:84 Adam Tucker, Great Yarmouth
1:07:94 Chris Webb, Abbeydale
1:08:21 Danny Dunn, New Leake
1:08:44 Magnus Smith, Burra Isle
1:08:64 Jon Burrows, Queensland

Best Contest Score
379302 Chris Webb, Abbeydale
214377 Danny Dunn, New Leake
186274 Ryan Stevenson, Aberystwyth
159195 Edward Nugent, Reading
146907 Chris Atkins, Walkington

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
01:11:91 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
01:16:26 Stacy Needham, Bicester
01:22:73 Kevin Seeney, Bury St Edmunds
01:23:25 Richard Dunn, New Leake
01:30:61 Tammy Harris, Birmingham
01:39:56 John Brennan, Bicester

Haunted Woods
00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeney, Bury St Edmunds
00:57:41 Jon Quarrie, Stapleford
00:57:91 Tammy Harris, Birmingham

Frosty Village
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:35:41 Tammy Harris, Birmingham

Everfrost Peak
01:25:26 Richard Dunn, New Leake
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds
01:37:03 Jon Quarrie, Stapleford
01:39:35 Sion Griffiths, Aberystwyth

Snowball Valley
00:44:10 Stacy Needham, Bicester
00:5340 Richard Dunn, New Leake
00:56:85 Tammy Harris, Birmingham
00:57:62 Kevin Seeney, Bury St Edmunds
01:01:56 Raymond Burton, Stockbridge

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
01:39:10 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, Netherlandso
01:33:90 John Dick, Uddingston

Wave Race

Sunny Beach
0:57:863 Adam Tucker, Great Yarmouth
1:00:782 Alan Dundas, Arbroath
1:05:552 Magnus Smith, Burra Isle
1:05:765 Mark Bonnes, East Kilbride
1:05:956 Gavin Deadman, Biggin Hill

Sunset Bay
1:00:144 Adam Tucker, Great Yarmouth
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

Drake Lake
1:06:908 Adam Tucker, Great Yarmouth
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

Glacier Coast
1:19:942 Adam Tucker, Great Yarmouth
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

Port Blue
1:24:704 Adam Tucker, Great Yarmouth
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

Southern Island
1:05:837 Adam Tucker, Great Yarmouth
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

Twilight City
1:44:321 Adam Tucker, Great Yarmouth
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

Marine Fortress
1:18:853 Adam Tucker, Great Yarmouth
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

Mario Kart 64

Luigi Raceway
00:43:73 Adam Tucker, Great Yarmouth
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle
00:49:64 Richard Dunn, New Leake
01:10:98 Jeffrey Van Der Aa, The Netherlands

Moo Moo Farm
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alvaston
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester

Koopa Troopa Beach
01:24:04 Adam Tucker, Great Yarmouth
01:27:81 Alan Dundas, Arbroath
01:27:99 Ross Toad, Arbroath
01:28:56 Mick Smith, Worcester
01:28:83 Jamie Eccles, California

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
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle
00:53:62 Jon Burrows, Queensland
00:54:01 Taty Luostarinen, Finland

Wario Stadium
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake
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
01:20:74 Adam Tucker, Great Yarmouth
01:28:19 Jon Burrows, Queensland
01:29:94 Jeffrey Van Der Aa, The Netherlands
01:32:06 James Allsopp, Alvaston

Royal Raceway
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland
01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, New Leake

Kalamari Desert
01:09:01 Adam Tucker, Great Yarmouth
01:23:84 Jon Burrows, Queensland
01:29:45 James Eyre, Donington Le Heath
01:37:22 Alan Dundas, Arbroath
01:46:92 Charles Nuttall, Oldham

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
04:04:92 Adam Tucker, Great Yarmouth
04:07:89 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:18:57 Charles Nuttall, Oldham
04:40:18 Rob Pierce, Salisbury

Banshee Boardwalk
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:04:64 Charles Nuttall, Oldham

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, New Leake
00:56:32 Kevin Seeney, Bury St Edmunds

Sherbet Land
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California

Bowser's Castle
01:20:90 Adam Tucker, Great Yarmouth
01:58:95 Jon Burrows, Queensland
02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:09:91 Charles Nuttall, Oldham

Toad's Turnpike
01:45:53 Jon Burrows, Queensland
01:46:27 Adam Tucker, Great Yarmouth
01:46:63 James Allsopp, Alvaston
01:47:19 Alan Dundas, Arbroath
01:57:79 Danny Dunn, New Leake

Top Gear Rally
Coastline
02:25:83 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

Strip Mine
02:01:80 Andrew Wetherell, Sandhurst
02:04:20 Chris La Rosa, Hundelton
02:08:76 Michael Tokarz, New South Wales
02:43:03 Chris Dunn, New Leake
02:52:79 Jason Larosa, Pembroke

Jungle
03:24:50 Gavin Deadman, Biggin Hill
03:29:74 Chris La Rosa, Hundelton
03:38:90 Michael Tokarz, New South Wales
04:15:73 Chris Dunn, New Leake
05:10:74 Jason Larosa, Pembroke

Mountain
03:59:70 Gavin Deadman, Biggin Hill
04:11:05 Chris La Rosa, Hundelton
04:52:82 Chris Dunn, New Leake
06:13:83 Andy Green, Kent
06:29:16 Kuljit S Athwal, Dundee

Desert
03:53:54 Gavin Deadman, Biggin Hill
04:02:57 Chris La Rosa, Hundelton
04:45:18 Chris Dunn, New Leake
05:56:59 Andy Green, Kent
06:05:43 Kuljit S Athwal, Dundee
06:12:21 Andy Murray, Bournemouth

Star Wars: Rogue Squadron

Ambush At Mos Eisley
00:35 Richard Dunn, New Leake
01:01 Ben Webster, Millbridge
01:05 Paul Nicholls, Coventry
01:22 John Brennan, Bicester
01:37 Luke Kemp, Sevenoaks

Rendezous On Barkhesh
05:10 Paul Nicholls, Coventry
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Ian Lawlor, Churwell

The Search For The Nonnah
03:31 Richard Dunn, New Leake
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry
05:06 Ian Lawlor, Churwell

The Jade Moon
01:02 Richard Dunn, New Leake
01:36 Paul Nicholls, Coventry
01:50 Ben Webster, Millbridge
02:02 Ian Lawlor, Churwell
02:45 John Brennan, Bicester

Defection At Corellia
03:12 Ian Lawlor, Churwell
09:09 John Brennan, Bicester

The Liberation Of Gerrard V
02:23 Jason Lloyd Parsons, Llangoed
04:04 Richard Dunn, New Leake
04:39 John Brennan, Bicester

Imperial Construction Yards
01:51 Richard Dunn, New Leake
02:27 John Brennan, Bicester
02:31 Ian Lawlor, Churwell

Assault On Kile II
01:55 Richard Dunn, New Leake
05:55 Ian Lawlor, Churwell

Rescue On Kessel
00:24 Richard Dunn, New Leake
00:34 John Brennan, Bicester
00:37 Paul Nicholls, Coventry
00:41 Oliver Lonsdale, West Bridgeford
03:32 Ian Lawlor, Churwell

Prisons Of Kessel
07:36 Richard Dunn, New Leake
09:01 John Brennan, Bicester
10:03 Ian Lawlor, Churwell

Battle Above Taloraan
02:02 Danny Dunn, New Leake
03:47 Ian Lawlor, Churwell
06:18 John Brennan, Bicester

Escape From Fest
06:21 John Brennan, Bicester

Blockade On Chandrila
04:48 Ian Lawlor, Churwell
05:11 John Brennan, Bicester
05:25 Richard Dunn, New Leake

Raid On Sullust
01:43 Richard Dunn, New Leake
02:54 Ian Lawlor, Churwell

Moff Seerdon's Revenge
04:08 John Brennan, Bicester
05:50 Paul Nicholls, Coventry

The Battle Of Calamari
02:37 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
02:16 John Brennan, Bicester

Blast Corps

Diamond Sands
1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

Oyster Harbour
2:55:5 Mark Nicol, Western Australia

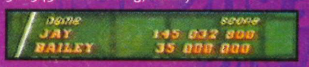
Simian Acres
0:14:5 Mark Nicol, Western Australia

Moon
2:23:0 Mark Nicol, Western Australia

Venus
2:21:5 Luke Sutton, Australia

Tetrisphere

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



Puzzle
4:44 Gavin Brennan, Claremorris

Chameleon Twist

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

Ant Land
09:27 Robert Gallagher, Southampton

Turok

Training Level
2:12 Michael Williams, Exeter
2:17 Michael Farrelly, Zimbabwe
2:20 Richard Dunn, New Leake
2:23 Fiaz Farrelly, Zimbabwe
2:33 Ben Webster, Millbridge

Vigilante 8

Survival Mode
99:56 with 180 kills Ian Lawlor, Churwell
84:02 with 115 kills Ben Andrew, St Ives
71:55 with 121 kills Paul Nicholls, Coventry
47:56 with 69 kills Alex Cadby, Weston-Super-Mare

Extreme G

City 1
1:45:65 Ian Lawlor, Churwell
2:02:98 Jon Burrows, Queensland
2:03:91 Sam Doyle, Glossop
2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerton

City 2
3:07:66 Jon Burrows, Queensland

City 3
1:58:36 Jon Burrows, Queensland

Desert 1
1:59:60 Ian Lawlor, Churwell
2:00:95 Jon Burrows, Queensland
2:02:88 Michael Williams, Exeter

Desert 2
1:54:70 Jon Burrows, Queensland

Desert 3
2:27:18 Jon Burrows, Queensland

Space Station 1
1:44:58 Ian Lawlor, Churwell
2:06:30 Jon Burrows, Queensland

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

Space Station 3
2:49:41 Jon Burrows, Queensland

SCOREZONE CHALLENGE

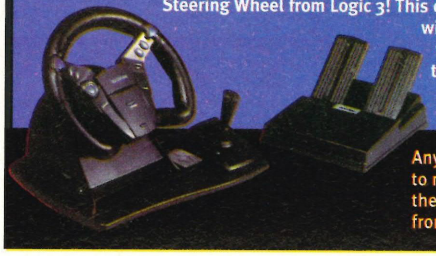
Become The Champ!

Yes, your task this month is to become champion of the world! We'd like you to fight your way to the top of the ranks in EA's ace pugilistic punch-'em-up, *Knockout Kings*. So get to your corner and come out fighting!



THE ULTIMATE PLAYER!

There can be only one! Well, only one a month anyway. Every issue, the Scorezone gamer who triumphs over all comers to pick up the coveted accolade of the Ultimate Player wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously) but also works with the PlayStation and the now antique Sega Saturn so it's perfect for anyone flirting with more than one format.



Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

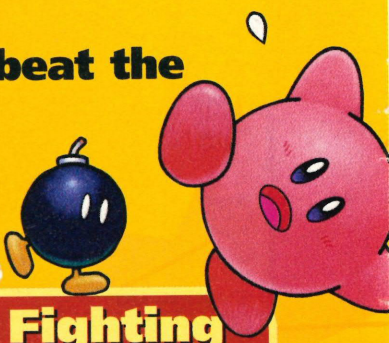
Written by: Martin Mathers

Super Smas



Fed up with the Pokémon? Now you can beat the crap out of them!



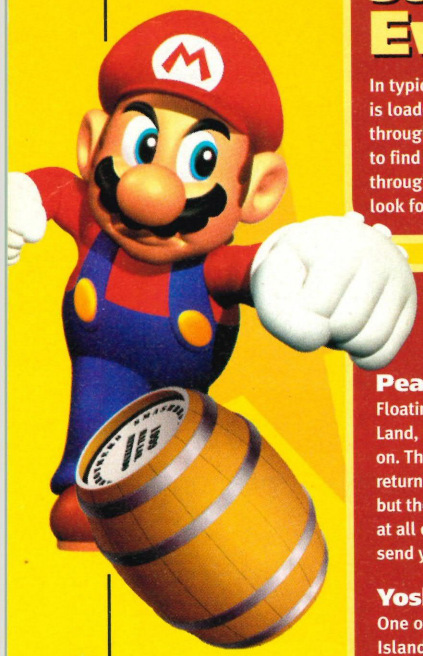


Secrets, Secrets, Everywhere!

In typical Nintendo fashion, *Super Smash Brothers* is loaded with extra goodies to find as you play through the game. Do you think you're good enough to find them all? We've given you the lowdown throughout this guide so you know exactly what to look for!

Secret Fighting Stage

Once you've opened up all the secret characters, you'll be able to go for the super-secret fighting stage. Just complete the game on any setting with every single fighter *and* play a Vs mode battle on each fighting arena to access the Mushroom Kingdom – a homage to the very first *Mario* game!



Battle Arenas

Peach's Castle

Floating high in the clouds above Mushroom Land, Peach's Castle is quite a tricky stage to stay on. The two blocks at the sides offer a chance to return to the main platform if you're thrown off but the moving ledge beneath should be avoided at all costs. One slight error of judgement could send you hurtling to your doom!

Yoshi's Island

One of the smaller stages of the game, Yoshi's Island is a tough level to keep your footing on. The raised platforms give you a chance to get away from the narrow ground section but if you get thrown off, you'll have to rely on the cloud ledges on the outside. Don't stand still for long though – they disappear after a brief time!

Congo Jungle

A weird mixture of moving platforms and static ledges, the best place to be in the jungle is on the ground level. If you do happen to get knocked into the abyss below, there's a handy Barrel Cannon moving underneath that you can use to launch yourself back up. Grab any items from the ledges above and then make the most of them!

Planet Zebes

The futuristic and dangerous setting that is Planet Zebes makes the ideal location for Captain Falcon's fights. Remember to watch out for that molten acid below!

Dream Land

Kirby's stage is simplistic as the little pink cutey himself – there's only three small raised ledges to jump between besides the wide ground platform. You'll have to watch out for the tree in the background when battling near the edge though. Occasionally it blows a puff of wind out that send you flying off the stage altogether!

Hyrule Castle

A good place to start for the beginner, Hyrule Castle offers little in the way of danger with its wide platform and raised ledges. Be careful when fighting too near the edges or you could be blown off by the tornadoes that occasionally appear – the sloped roof on the left can also be a deathtrap to the unprepared fighter.

Sector Z

Set on the back of the Great Fox spacecraft, this stage can be deceptive with a long slope up to the right, leading to a massive drop onto the main engines. You can use this area to recover after being launched off the ship before jumping back up to the top level. Watch out for the Arwings flying overhead though – every so often they fire off a volley of laser shots that can blow you clean away!

Peach's Castle

Being one half of the Mario Brothers, Luigi uses the same fighting arena as Mario.

Planet Zebes

One of the most unpredictable stages in the whole game, Planet Zebes is not a nice place to be. It's a real mess of platforms with several floating ledges hanging above a massive pit of molten acid and this is where the problem lies. The acid level rises and falls erratically meaning that the whole stage can disappear at any time! Sticking to the upper levels is a good idea...

Saffron City

There is a lot here that can cause problems to the inexperienced fighter. Using the moving platforms on the left needs to be timed just right to prevent falling, while the large number of gaps make moving about safely tricky. The worst thing is the large Pokémon hut in the middle though – the Pokémon that randomly appear from it can cause havoc if they're not avoided!

Saffron City

Being a Pokémon, there's only one place that you'll find Jigglypuff. High among the towers of Saffron City, the cute little creature waits for anyone that wants to take him on!



sh Brothers

Mario

Profile

Everybody who knows about games knows Mario! One half of the Super Mario Brothers, he's saved Princess Peach and her Mushroom Kingdom from the clutches of the evil Bowser so many times we've lost count!

Advantages

- Mario's throwing abilities make him a good fighter for people who like to play up close. His Giant Swing throw can throw opponents into the abyss.
- There's a good chance of recovery if you're thrown off the platform – Mario's double jump abilities and his Super Jump Punch give him a large jumping range.
- Many of his moves provide multiple hits on their own without having to worry too much about following up each attack with another strike.

Disadvantages

- Despite having several combo attacks, causing major damage with Mario can be tough. His Jumping attacks are below-par compared to the other fighters as well.
- Using the Fireball to attack opponents is tough as it's quite slow and can be dodged easily, even at close range.
- He's not the fastest of characters to choose from – even when he's dashing, Mario still plods along at a below-average pace.



Mario's Moves

Standing Attacks

Single Jab: A
Punch/Kick Combo: A, A, A
Head-butt: Up + A
Uppercut: Up, A
Double Leg Spin Kick: Down + A
Single Leg Spin Kick: Down, A
Big Fist Punch: Forward + A
Low Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Backflip Kick: Up + A
Vertical Drill Kick: Down + A
Horizontal Drill Kick: Forward + A
Rear Thrust Kick: Back + A

Special Attacks

Fireball: B or Forward + B
Mario shoots his patented Fireball out at anything in front of him. It can be sped up by hitting the direction before firing it.

Super Jump Punch: Up + B
With his fist outstretched, Mario flies into the air and delivers a series of hits to those nearby.

Mario Tornado: Down + B
Spinning on the spot, Mario hits any close opponents with a flurry of punches before launching them into the air.

Throws

Single Swing Toss: R, Forward
Giant Swing: R, Back

Yoshi

Profile

Mario's best buddy and sidekick since the early days of the SNES, Yoshi has since become more of a main character in his own right. From go-karting to platform romping, Yoshi has done it all... including fighting!

Advantages

- Of all his attacks, the best one is his Swallow and Spit throw. Not only does it stun the enemy but also sends them flying off into the distance.
- Getting up into high places is no problem with Yoshi – his double jump lets him fly up high into the air.
- Thankfully, most of Yoshi's close-up attacks can do an awful lot of damage. This is good for people who prefer their fighting to be up-close and personal .

Disadvantages

- Yoshi's not exactly the fastest fighter on the block. He can keep up with the average guys, but don't expect him to go toe-to-toe against Captain Falcon!
- Despite his double jump being exceptional high, he has NO triple jump. This can lead to problems coming back from a big hit so take care!
- They might be explosive, but Yoshi's egg projectiles are practically useless! You'll need to be standing beneath your opponent or have a very good aim to really cause some damage with these.



Yoshi's Moves

Standing Attacks

Single Kick: A
Twin Kick Combo: A, A
Head-butt: Up + A
Nose Flip: Up, A
Front to Rear Tail Attack: Down + A
Low Tail Slash: Down, A
Ram Charge: Forward + A
Low Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Flying Head-butt: Up + A
Panic Attack: Down + A
Aerial Tail Slash: Forward + A
Rear Thrust Kick: Back + A

Special Attacks

Egg Lay: B
Using his long tongue to grab hold of a nearby opponent, Yoshi swallows them whole and then traps them inside an egg. You can attack them while they're trapped in there!

Egg Throw: Up + B
Producing an egg from thin air, Yoshi throws it into the sky. The egg's arc will be higher if you hit rather than hold Up as you throw.

Hip Drop: Down + B
Yoshi launches himself into the air and drifts forward before throwing himself into the ground at a tremendous rate. Don't do it too near the edge!

Throws

Swallow and Spit: R, Forward
Reverse Swallow and Spit: R, Back

Donkey Kong

Profile

All of a sudden, the N64 has been hit by a flood of Kong-related games! With his other outing, *Donkey Kong 64*, about to arrive on the shelves, the future certainly looks bright for Nintendo's favourite monkey!

Advantages

- Obviously, Kong is the most powerful character in the game. His sheer brute strength is enough to force opponents off the platform with a single move!
- His big arms mean that he can strike opponents from a distance, giving more room to steer clear of close range fighting.
- When Kong tries to pick up barrels and boxes, he can still move around rather than being rooted to the spot.

Disadvantages

- If you're looking for a slow character, you've found him. His clumsy size means that keeping out of the way of projectile attacks is a tough task.
- Like Mario, Kong's jumping attacks leave a lot to be desired. Airborne fighting is not his strong point so keep him on the ground whenever possible.
- Very long distance attacks are impossible with Kong – unless you're throwing items at the opponent, he has nothing to attack with.

Donkey Kong's Moves

Standing Attacks

Sucker Punch: A
One-Two Combo: A, A
Double Hand Slap: Up + A
Fly Swatter: Up, A
Splits Twirl: Down + A
Low Swipe: Down, A
Big Slap: Forward + A
Thrusting Fist: Forward, A

Jumping Attacks

Spin Punch: A
Airborne Fly Swatter: Up + A
Twin Feet Thrust: Down + A
Cannonball Fist: Forward + A
Reverse Foot Stomp: Back + A

Special Attacks

Wind-Up Punch: B to wind up, hit B again to punch
The most powerful move in the game, this punch pretty much guarantees victory. The longer you leave it, the harder it hits the opponent.

Monkey Hurricane: Up + B
Although it only connects once, Kong does serious damage by spinning around with both his fists outstretched. Gliding is possible if it's done in the air.

Kong Earthquake: Down + B
Kong creates a mini-earthquake around him by slapping his hands on the ground. Anyone nearby feels more than a tremor!

Throws

Fireman's Carry: R, Forward (hit R to throw)
Judo Toss: R, Back











Even More Surprises!

If you complete all of the bonus levels ('Break The Targets!' and 'Board The Platforms!') with every one of the 12 characters, you will be able to access the Sound Test mode from the options. It's isn't anything particularly special but it's still nice to find it!

Kirby's Moves

Standing Attacks

Light Jab: A
Twin Punch Combo: A, A
Lightning Punch: A repeatedly
Backflip Kick: Up + A
High Kick: Up, A
Twirling Feet: Down + A
Low Kick: Down, A
Thrust Kick: Forward + A
Middle Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Cartwheel Spin: Up + A
Vertical Drill Kick: Down + A
Horizontal Drill Kick: Forward + A
Rear Thrust Kick: Back + A

Special Attacks

Vacuum Swallow: B to suck in, Down to absorb
Using his huge mouth to swallow nearby opponents whole, Kirby can then absorb an attack from that opponent and use it against them by pressing B!

Attacks Absorbed:
Mario/Luigi: Fireball
Yoshi: Egg Lay
Donkey Kong: Wind Up Punch
Kirby: No effect
Link: Boomerang
Fox: Laser Blast
Samus: Charge Shot
Pikachu: Thunderjolt
Ness: PK Fire
Captain Falcon: Falcon Punch
Jigglypuff: Jigglypunch

Final Cutter: Up + B
After leaping into the air with a sword that magically appears from nowhere, Kirby crashes to the ground and sends a wave of energy straight ahead of him.

Stone: Down + B (hit B to change back)
The most useful move ever: using this in the air sends Kirby diving at the ground in a tight stone form, causing pain to anyone waiting below. It also makes you invincible!

Throws

Kirby Crusher: R, Forward
Rolling Judo Flip: R, Back

Kirby

Profile

He's pink, he's round and he bounces on the ground... yep, that's Kirby! We've been promised a *Kirby* game on the N64 for ages now and finally he's arrived! If you master his strange fighting style, he actually turns into one of the best fighters here...

Advantages

- Kirby's small and speedy, making him perfect for people who like to dash in and lay down a few punches before running away again.
- The fact that he can inflate himself and jump numerous times means that recovering from a particularly hard knock off the edge is a doddle.
- The Stone attack is the best move in the whole game! Using it on a crowd of opponents from high above can cause mayhem if you land just right...

Disadvantages

- Because he is mostly made of air, Kirby is extremely easy to hurt. Just a few clean punches will raise his damage meter dangerously high so be on the defensive !
- The Vacuum Swallow, while handy, can be a pain in the neck – if you accidentally absorb an ability that you don't want, you'll have to waste time getting rid of it!
- If you get surrounded by opponents, there's no good way of getting out of there. You'll just have to block a lot and hope that they go away!



Link

Profile

Life seems to be one big circle for poor old Link. As soon as he saves the land of Hyrule from the evil Ganon's grasp, the nasty old wizard is at it again! Looks like it'll be a long time before he manages to get any rest...

Advantages

- Most of Link's moves can affect a wide range, meaning that any opponents that stray too close are likely to feel the taste of his sword!
- Link's throws are good to use simply because they have great power and can be used to get close-in fighters away from you.
- If you're feeling boxed in by your opponents, use the Spin Blade Attack and clear some room so you can get out of there!

Disadvantages

- Link's weakest ability is his jumping – you'll want to end all his fights quickly because if you wind up being thrown off the edge, you've got little chance of making it back.
- Because several of his moves deliver multiple hits, missing can leave you incredibly vulnerable to attacks (especially from the rear).
- When it comes to using his Special Attacks, Link seems to be a little out of his depth. The boomerang takes ages to recover if it misses and the bombs are imprecise and damaging to anything they touch.





Link's Moves

Standing Attacks

Weak Blade Strike: A
Triple Blade Attack: A, A, A
Blade Blur: A repeatedly
Overhead Slash: Up + A
Overhead Triple Blade Attack: Up, A
Low Strike: Down + A
Front to Rear Slash: Down, A
Medium Blade Strike: Forward + A
Heavy Blade Strike: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Upward Sword Lunge: Up + A
Downward Sword Lunge: Down + A
Turning Blade Slash: Forward + A
Twin Rear Kick: Back + A

Special Attacks

Boomerang: B or Forward + B
After throwing out his trusty boomerang directly ahead, it returns and catches any unwary opponents on its way back.

Spin Blade Attack: Up + B
Using his magical powers, Link charges his sword with energy and then releases it in a whirling fury of sharpened metal. This does serious damage!

Bomb:

Down + B to light it, hit A to toss it
Another of Link's favourite little toys, the bomb can cause some major damage to anyone nearby when it explodes... including Link himself!

Throws

Hookshot Front Kick: R, Forward
Hookshot Super Kick: R, Back



Fox's Moves

Standing Attacks

Forward Jab: A
Combo Punch: A, A
Rapid Fire Kicks: A repeatedly
Backflip Kick: Up + A
High Kick: Up, A
Aerobic Splits Kick: Down + A
Foxtail Strike: Down, A
Kung Fu Kick: Forward + A
Medium Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Vertical Flip Kick: Up + A
Vertical Drill Kick: Down + A
Horizontal Jump Kick: Forward + A
Rear Splits Kick: Back + A

Special Attacks

Laser Blast: B
Whipping out his trusty blaster, Fox lets loose a nasty plasma round that stretches across the screen and damages anyone in its path.

Fire Fox Thrust: Up + B (use stick to direct thrust)
By charging up his Boot Thrusters for a brief second, Fox can fly high into the air and smack anyone nearby as he goes. Direction can also be added to the thrust if necessary.

Reflector: Down + B
Fox's shield is difficult to time but can be used to reflect any oncoming projectiles back at the opponent that threw it. If you mis-time it, the results can be disastrous!

Throws

Front Cyclone Toss: R, Forward
Hell's Cartwheel: R, Back

Fox McCloud

Profile

Following the death of his father at the hands of the evil magician Andross, Fox dedicated his life to the defence legions of his home system of Lylat. He'd claim he works for the freedom of the galaxy but we're sure that revenge features in there as well...

Advantages

- Fox's major strong point is his speed – using his dash, he can easily outrun any projectiles that are thrown his way. Just don't run off the edge!
- If you're thrown off into the abyss, getting back onto the platform is made easier thanks to Fox's Fire Fox Thrust. It can be directed left or right as it goes upwards for an exact landing.
- Desperate times call for desperate measures – if you need to lay down some extra damage, just use the Laser Blast. It's fast, deadly and really hard to avoid!

Disadvantages

- Using some of Fox's special moves is a test unto itself. Not only is his Deflector incredibly tough to use properly, the Fire Fox Thrust can be seen coming a mile away!
- As a balance against his good speed, Fox is one of the weaker characters. All of his moves do only a small amount of damage; close combat is definitely not his strongpoint!
- Mastering Fox is really tough. You should only try to do it if you've got the patience of a saint and hate all the other (far better) characters!



Samus Aran

Profile

Samus is one of the toughest bounty hunters in the whole universe and guess what? She's a girl! Having spent most of her life hunting down the Metroid species across various planets, she's taking a vacation... to kick Mario's little Italian butt!

Advantages

- It can be tough to use in a frantic situation but Samus' Flamethrower is a powerful weapon. Used correctly, you can wipe opponents out in moments!
- The fact that Samus's throw uses her grappling beam means that you can catch opponents from quite a distance and still throw them across the other side of the screen.
- With the best jumping capabilities of all the characters, getting out of tight spots is easy (as long as there's a ledge above to escape to).

Disadvantages

- Even though many of Samus' air attacks are powerful, she finds it hard to strike people below her. Take real care when going for aerial assaults!
- The Bomb move is totally useless – opponents can see it coming a mile away and all they have to do is jump to avoid the explosion.
- The same can be said of her throw. It might have good range, but it's easy to dodge and leaves her open to attack for ages!



Samus Aran's Moves

Standing Attacks

Light Jab: A
Blaster Smash: A, A
Flamethrower: Up + A
Overhead Splits Kick: Up, A
Two-leg Low Kick: Down + A
Low Kick: Down, A
Blaster Thrust: Forward + A
Roundhouse Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Vertical Drill Kick: Up + A
Gun Punch: Down + A
Aerial Flamethrower: Forward + A
Rear Thrust Kick: Back + A

Special Attacks

Charge Shot: B to charge, hit B again to fire
Like Fox, Samus has a blaster that can be used at any time. The only difference is that you can vary the strength of the blast by charging it for longer.

Screw Attack: Up + B
Samus' trademark attack. Jumping into the air, she creates an electric field around her as she spins. This will cause massive damage to anyone that is nearby.

Bomb: Down + B (hit B to change back)
Curling into a ball, Samus can roll back and forth dropping bombs. Don't roll off the ledge into the acid below though!

Throws

Grappling Beam Toss: R, Forward
Overhead Grappling Beam Toss: R, Back

Pikachu

Profile

Pika-pika! Everybody's favourite Pokémon finally stops being all cute and cuddly to take out some of his pent-up aggression! He's got a volatile temper and an electrifying personality... quite literally!

Advantages

- Pikachu's speed and size are a major advantage for the cuddly Pokémon. It means that fighters that like to dash in and out without being hurt are in luck!
- The crawling abilities of the Thunderjolt give Pikachu a chance to hit people who think they're out of reach from harm.
- Mastering the Burst Strike is tricky but if you get used to making two jumps, it can come in handy in a tight scrape or for recovering from a big hit.

Disadvantages

- Pikachu's small size makes him very susceptible to large amounts of damage. His bad defence means that he can be knocked off very easily.
- The localised nature of Pikachu's attacks means that close combat is often the only option. Considering how weak he is, this isn't always a good idea!
- Speed and size are balanced off against the fact that Pikachu isn't very strong. His basic attacks only cause minimal damage, even when used constantly.

Pikachu's Moves

Standing Attacks

Pika-Head-butt: A
Backflip: Up + A
Twin Kick: Up, A
Low Double Kick: Down + A
Tail Strike: Down, A
Double Kick: Forward + A
Pulse Shock: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Tail Spin: Up + A
Vertical Electrical Drill: Down + A
Horizontal Electrical Drill: Forward + A
Rear Thrust Kick: Back + A

Special Attacks

Thunderjolt: B
Great for catching opponents unawares. Not only does it move quickly and cause serious damage but it keeps going along the ground and up walls until it hits something.

Burst Strike: Up + B (hold a direction for a double attack)
Handy for times when you need to move fast, the Burst Strike makes Pikachu travel a short distance instantaneously. Use it twice to travel twice as far!

Lightning: Down + B
Using one of his many electrical attacks, Pikachu calls down a bolt of lightning from the skies above. Anyone within range of him at the time is in for a real shock!

Throws

Overhead Volt Throw: R, Forward
Rear Volt Throw: R, Back

Challenger Approaches!

The last few characters have many advantages over the basic fighters which can be used to come out on top in most battles. Of course, you will only be able to lead them into the fight if you can unlock them!

Hidden Fighters

When you first visit the Character Select screen, you'll notice that four of the boxes are filled with static. If you watched the intro carefully, you'll have seen four shadows appear near the end – these are the secret characters that can be opened up as you play through the game. To get them all, you'll need to meet certain criteria – when you do, you'll be faced with a new challenger after the final battle...

Luigi

Go into the Bonus One Practice mode and complete the 'Break The Targets!' bonus game as all ten of the basic characters. Luigi will challenge you after you finish the last one.

Jigglypuff

Play through the game on any setting, continuing as many times as you like. Jigglypuff will challenge you after you beat the Master Hand.

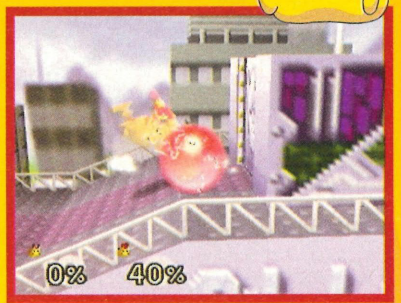
Captain Falcon

Play through the game on any setting, continuing as many times as you like but reaching the end in less than 20mins. You'll get the 'Speed King' bonus once you beat the Master Hand and then have to fight Captain Falcon.

Ness

The toughest of them all to get. Complete the game on the Normal setting with three lives *without* continuing. If you manage it, Ness will challenge you after you beat the Master Hand.





Luigi

Profile

Being forgotten by many people hasn't done much for Luigi's confidence – despite having more talents than his older brother, Mario is still favoured by most. His day will come, however... just you wait and see!

Advantages

- Although his moves seem identical to Mario, Luigi is actually the powerhouse of the pair. His moves do nearly twice as much damage as his brother!
- Recovering from big hits isn't a problem as his jumping abilities are second to none. The extra height on his jumps comes in very handy.
- Taking a cue from Ken in *Street Fighter*, Luigi has powered up some of his moves to the point of setting his opponents on fire. Hadoken!

Disadvantages

- People who hate playing as Mario won't like Luigi one little bit: his playing style is virtually identical!
- Despite being a bit of a beefy guy, Luigi loses a considerable amount of speed because of his strength. Don't expect to outrun Mario with him...
- Luigi's a bit of a one-hit wonder when it comes to doing damage: his punches might hurt but you won't be able to keep opponents close afterwards.

Luigi's Moves

Standing Attacks

Basic Jab: A
Punch/Kick Combo: A, A, A
Big Head-butt: Up + A
Uppercut: Up, A
Double Leg Spin Kick: Down + A
Single Leg Spin Kick: Down, A
Big Fist Punch: Forward + A
Low Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Backflip Kick: Up + A
Vertical Drill Kick: Down + A
Horizontal Drill Kick: Forward + A
Rear Thrust Kick: Back + A

Special Attacks

Boomerang: B or Forward + B
The only difference between Mario and Luigi's Fireballs is that while Mario's travels downwards, Luigi's flies straight ahead for better accuracy.

Super Jump Punch: Up + B
Identical to the Super Jump Punch used by Mario, only more powerful: you can send opponents flying and even set them on fire!

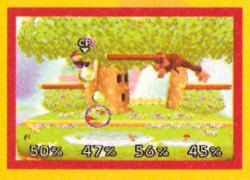
Luigi Tornado: Down + B
Similar to the Mario Tornado in every way except that instead of causing lots of multiple hits for minor damage, it connects only twice and really hurts!

Throws

Single Swing Toss: R, Forward
Giant Swing: R, Back



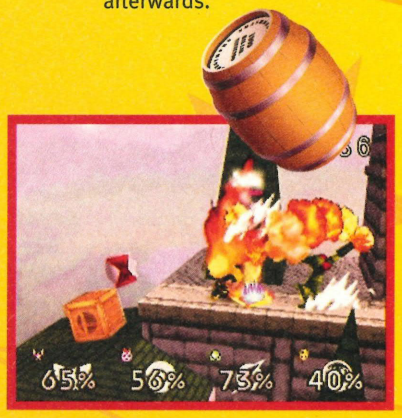




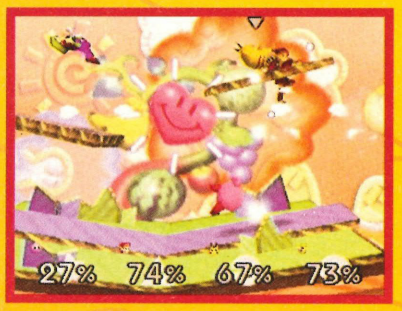












Ness

Profile

We're willing to lay money on the fact that most of you won't know who Ness is. Just so you know, he's a super-smart child genius who lives on a distant planet and fights monsters. Ooh, how exciting.

Advantages

- His Psychic Jump means that opponents will find it hard to hit you as you land after it: they won't know where you're going to land!
- If you can get the hang of timing it right (and convince opponents to throw things at you), you can get your energy back really quickly with Ness' PK Shield.
- Ness' PK Fire is wonderful for stopping opponents in their tracks. Give them a burst of it to immobilise them for a short while.

Disadvantages

- Of all the characters in the game, Ness is definitely the hardest to master. His moves can be unpredictable and dominating in a fight certainly isn't easy.
- The floating abilities of his jumps work both ways: you'll need to know exactly where you want to land to have any chance of jumping safely.
- Ness' biggest disadvantage is his speed. He's slower than British Rail after a downfall of leaves – don't try to outrun opponents!

Ness's Moves

Standing Attacks

Basic Jab: A
Punch/Kick Combo: A, A, A
Vertical Yo-Yo Strike: Up + A
Vertical Push: Up, A
Horizontal Yo-Yo Strike: Down + A
Low Kick: Down, A
Home Run Hit: Forward + A
Medium Kick: Forward, A

Jumping Attacks

Two-footed Aerial Kick: A
Head-butt: Up + A
Vertical Stomp: Down + A
Forward Push: Forward + A
Rear Kick: Back + A

Special Attacks

PK Fire: B
A short psychic shot of fire is thrown out by Ness. Anything caught in the path of it is going to be flame-grilled in seconds!

PK Thunder: Up + B
A powerful burst of electricity is released from Ness' body – once it's on the move, you can guide it about by using the stick to reach its target!

PK Shield: Down + B
Ness' PK Shield works in the same way as Fox's Deflector by stopping any oncoming projectiles. Instead of reflecting them, it absorbs them and so reduces your damage meter!

Throws

Psychic Push: R, Forward
Overhead Psychic Toss: R, Back

Captain Falcon

Profile

The champion of the *F-Zero* race track, Captain Falcon has grown tired of collecting race trophies. He wants something with a bit more challenge which is why he's here, fighting to be the champion of this tournament as well!

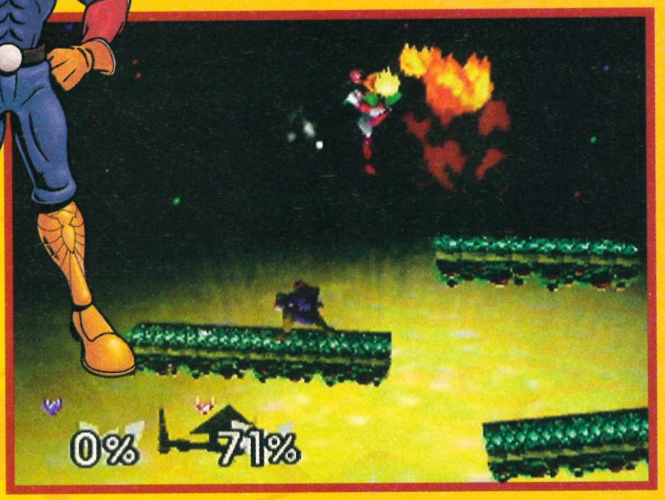


Advantages

- Like Samus, who shares the same fighting arena, Captain Falcon is great when it comes to jumping. Reaching the highest platform isn't a problem for him!
- His other big advantage is speed – the Captain is as fast here as he is on the racetrack. Use him to run rings around all of the other fighters!
- If if connects properly, the Falcon Punch can devastate opponents in seconds. Use it wisely and knock them out of the park!

Disadvantages

- Long distance attacks are nigh-on impossible as most moves can only be used in close combat.
- The time it takes for the Falcon Punch to charge up can be used by opponents to get out of the way – most annoying when you're trying to hurt them!
- If you get caught off guard, it'll probably be the end of you – Captain Falcon might be fast but he gets hurt rather easily if trapped in a corner.



Captain Falcon's Moves

Standing Attacks

Swift Jab: A
Punch/Kick Combo: A, A, A
Turbo Punch: A repeatedly
Falcon Uppercut: Up + A
Axe Kick: Up, A
Spinning Sweep: Down + A
Low Kick: Down, A
Blazing Kick: Forward + A
Medium Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Backflip: Up + A
Vertical Thrust Kick: Down + A
Twin Jump Kick: Forward + A
Rear Fist: Back + A

Special Attacks

Falcon Punch: B
It takes a moment to charge it up but once it's ready, Captain Falcon can create a giant flaming bird in front of him and dash forward to cause some very serious damage!

Falcon Dive: Up + B
Best used in the air, the Falcon Dive is handy for taking out opponents who like to get in close. Just thrust up and then land on their heads!

Falcon Kick: Down + B
Using his leg as a weapon, Captain Falcon thrusts forwards in a burst of flame and takes out any opponent stupid enough to come too close!

Throws

Falcon Slam: R, Forward
Falcon Super Kick: R, Back

Jigglypuff's Moves

Standing Attacks

Light Jab: A
Twin Punch: A, A
Jigglybutt: Up + A
Reverse Axe Kick: Up, A
Aerobic Splits: Down + A
Low Kick: Down, A
Thrust Kick: Forward + A
Roundhouse Kick: Forward, A

Jumping Attacks

Basic Aerial Kick: A
Slap: Up + A
Vertical Drill Kick: Down + A
Aerial Twin Kick: Forward + A
Rear Jump Kick: Back + A

Special Attacks

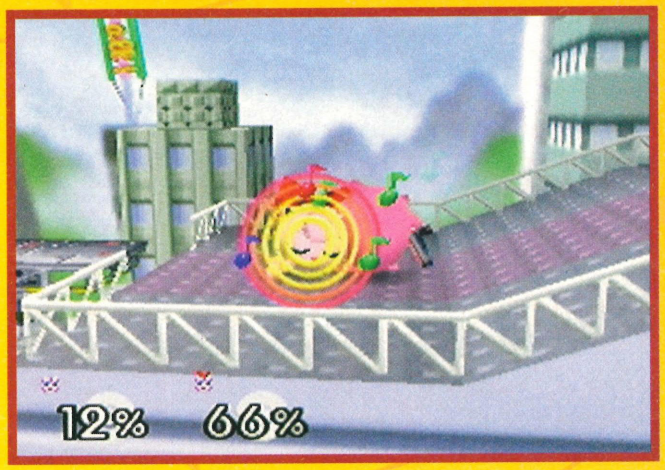
Jigglypunch: B
Putting all his strength behind him, Jigglypuff takes a breath and then dashes forward with one massive punch to any nearby opponents.

Naptime: Down + B
A tough move to use: if you're close enough to an opponent, Jigglypuff throws them high into the air. If not, he'll fall asleep and leave you wide open!

Karaoke: Up + B
Handy if you want to daze your opponents. Sing them a little song and they'll fall asleep for a time, leaving you free to slap them about a bit!

Throws

Waltz Toss: R, Forward
Bouncing Toss: R, Back



Jigglypuff

Profile

Another Pokémon who wants to be loved as much as Pikachu, Jigglypuff will do anything to get attention. His singing might be impressive but don't listen to it for too long or you might just wind up falling asleep!

Advantages

- Jigglypuff's Karaoke is a very useful move because it can be used at any time. Just when an opponent thinks they've got you, send them to sleep with it!
- He might look weak but the Jigglypunch is a huge move. Use it often to catch out opponents who don't consider you a threat!
- Much like Kirby, Jigglypuff can inflate himself like a balloon and perform multiple jumps. This makes recovering from big hits incredibly easy.



Disadvantages

- Close combat is the order of the day for Jigglypuff as he has no means for making long distance strikes. Be careful when getting too close!
- Jigglypuff's Naptime move is totally useless as it's nearly impossible to get it right. Falling asleep on the battlefield is not a good idea!
- Being a small and tiny Pokémon, you'd be right to expect that Jigglypuff is easy to push around. His defence is so low it's practically non-existent!

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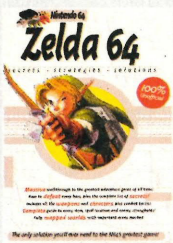
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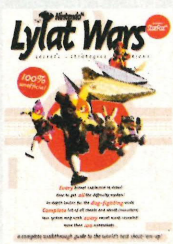
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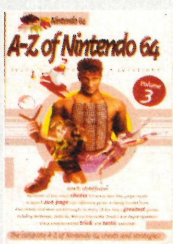
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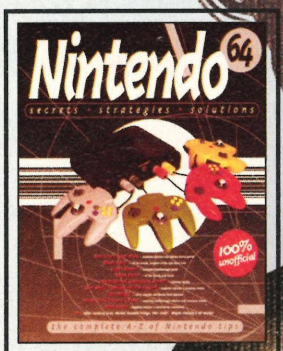
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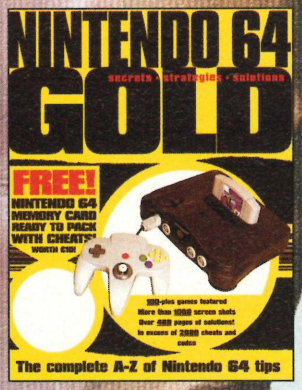
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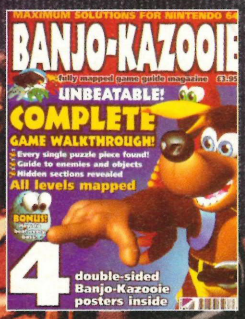
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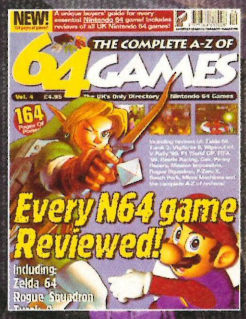
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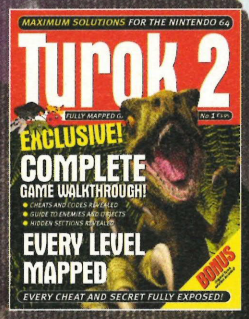
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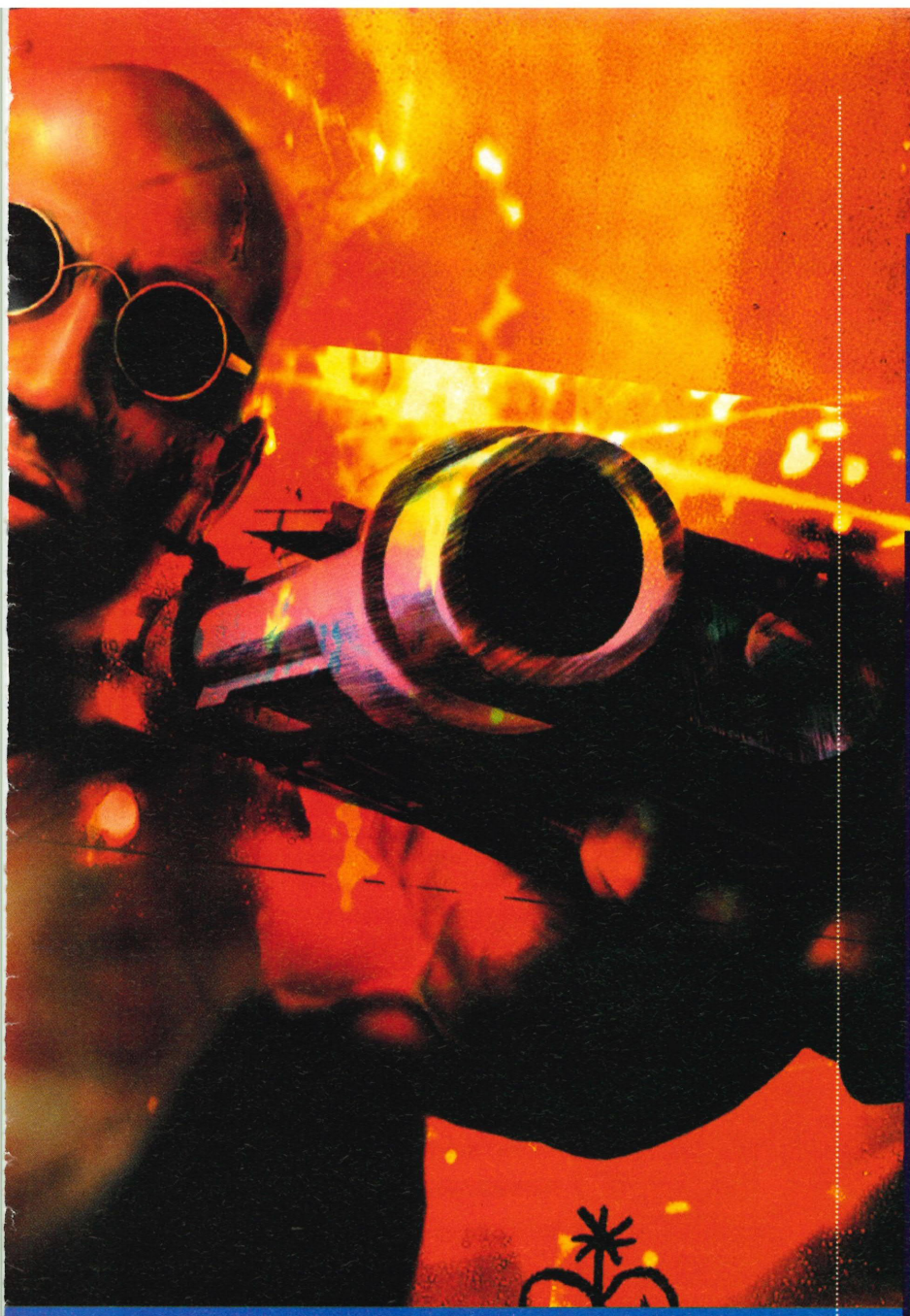
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64 MAGAZINE GOLD MEDAL AWARD

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

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!

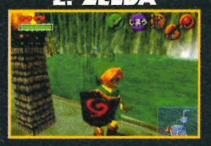
Game Name	Company						Issue	Score	Comment
1080° Snowboarding	*Nintendo*	1-2		●		●	17	82%	*The best snowboarding game on any machine!*
40 Winks	GT Interactive	1-2	●	●	●	●	32	80%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●			29	59%	Mediocre movie licence 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 rip-off.
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.
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	90%	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	83%	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-orientated 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!
Command & Conquer	Nintendo	1		●	●	●	30	90%	Graphically updated and still ultra-playable strategy game.
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!
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	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1		●		●	33	90%	Thoroughly mad and highly entertaining platformer.
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, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	●	●	●	●	30	90%	Slightly faster sequel, but not really a big advance.
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.
Flying Dragon	Interplay	1-2	●	●		●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
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.

OUR TOP TEN

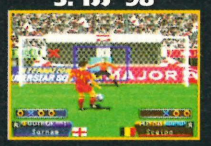
1: GOLDENEYE



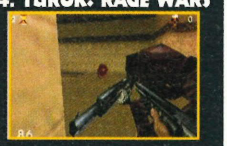
2: ZELDA



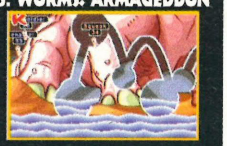
3: ISS '98



4: TUROK: RAGE WARS



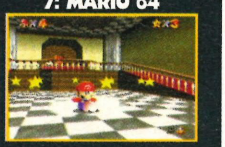
5: WORMS: ARMAGEDDON



6: F-1 WGP



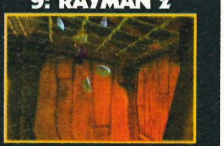
7: MARIO 64



8: JET FORCE GEMINI



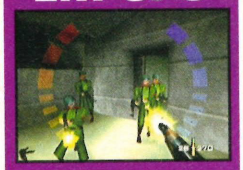
9: RAYMAN 2



10: QUAKE II



64 TOP SHOOT-'EM-UPS



1	Goldeneye	95%
2	Quake II	93%
3	Star Wars: Rogue Squadron	92%
4	Jet Force Gemini	91%
5	Turok: Rage Wars	90%

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
GASP!! Fighters' Nextreme	Konami	1-2	●	●		●	21	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	●	●	●		33	82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	●			●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	●	●		●	33	73%	Competent but utterly unoriginal platform sequel.
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.
Hybrid Heaven	Konami	1-2	●	●	●	●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Iggy's Reckin' Balls	Acclaim	1-4	●	●		●	17	83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2		●	●	●	33	84%	Oddly compelling fishing sim, but not for everyone.
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.
J-League Perfect Striker 2	Konami	1-4	●	●			31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3					14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4		●		●	33	91%	Huge all-action adventure game.
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.
Knockout Kings 2000	EA Sports	1-2	●	●		●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
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.
Madden '99	EA Sports	1-4	●	●			31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2				●	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4		●		●	29	88%	Tremendous golfing fun with Mario and pals.

TEST OF TIME

Normally, Test Of Time covers games from a single issue. Unluckily, this isn't practical for the late spring/early summer issues, because there weren't enough games to review! To compensate, we're cramming issues 26, 27 and 28 together in the hope of getting a reasonable number of titles together for the retro treatment...



DUKE NUKEM: ZERO HOUR

GT • £44.99 • Original Rating: 90%

Even though it was reviewed way back when, *Zero Hour* only came out a couple of months ago. Luckily time has been kind – it's still a very playable (and quite funny) mindless carnage-a-thon.

89%



RAMPAGE UNIVERSAL TOUR

GT • £39.99 • Original Rating: 70%

Utter, utter, utter,

Game Name	Company						Issue	Score	Comment
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.
Michael Owen's WLS 2000	THQ	4		●		●	31	91%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	●	●		●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	●	●			30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4	●	●		●	33	73%	Oddball bowling game set on alien planets.
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.
Monster Truck Madness	Take 2	1-4		●		●	31	70%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	●	●		●	19	80%	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.
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!
Ogre Battle 64	Nintendo	1					31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
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.

64 MAGAZINE TOP ADVENTURE GAMES



1	Zelda	96%
2	Silicon Valley	87%
3	Castlevania	85%
4	Hybrid Heaven	81%
5	Mystical Ninja	80%

64 MAGAZINE TOP PLATFORM GAMES



1	Rayman 2	94%
2	Super Mario 64	92%
3	Shadow Man	92%
4	Banjo-Kazooie	90%
4	Earthworm Jim 3D	90%

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 Micro Machines Turbo 64 90%
3 F-Zero X 90%
4 F-1 World Grand Prix II 90%
5 Roadsters 87%

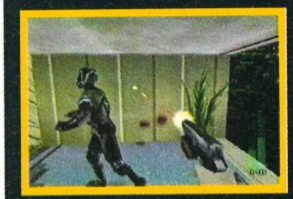
64 TOP SPORTS GAMES



1 ISS '98 95%
2 ISS 64 93%
3 Michael Owen's WLS2K 91%
4 FIFA '99 91%
5 Knockout Kings 2000 90%

Game Name	Company						Issue	Score	Comment
Pilotwings 64	Nintendo	1	●			●	1	76%	Slow but intriguing flight sim [of sorts] with lots to do.
Pokémon Snap	Nintendo	1					32	88%	Strange but compelling photo-safari game.
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 footy 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.
Quake II	Activision	1-4	●	●	●	●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
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	25%	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.
Rayman 2: The Great Escape	Ubi Soft	1	●	●	●	●	33	94%	Graphically gorgeous platform game with a lot of challenge.
ReVolt	Acclaim	1-4	●	●	●	●	30	90%	Genuinely enjoyable radio-controlled car racer.
Roadsters	Titus	1-4	●	●	●	●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	●			●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rugrats Scavenger Hunt	THQ	1-4					30	44%	Tedious board game based on the cartoon series.
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.
Shadowgate 64	THE Games	1	●			●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1	●	●	●	●	30	92%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1	●			●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1	●				12	60%	Japanese text-filled version 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	64%	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	42%	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.
Star Wars: Rogue Squadron	Nintendo	1		●	●	●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2		●	●	●	28	82%	Very fast, but too easy to provide long-term excitement.
Superman	THE Games	1-4	●	●		●	30	14%	Truly appalling game with no playability at all.

64 MAG'S MOST WANTED



PERFECT DARK

It's the game that everybody wants to play, but can't. Will the insanely high level of anticipation ultimately lead to disappointment? Actually, we don't think so.



ZELDA GAIDEN

We would call it by its official UK name, *The Legend Of Zelda: The Continuing Saga*, but we can't fit that into the title box. Could be even better than the original.



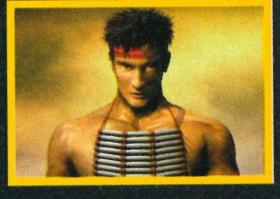
DRAGON SWORD

Hack 'n' slash action comes to the N64, and unlike, say, *Mace: The Dark Age* it looks like it'll be done properly this time around. Might be one to watch out for in the coming months!



ISS MILLENNIUM

ISS '98 is, for many, the ultimate football game, to the point that Konami is basically competing only with itself! Can the best be made any better? We'll see...



TUROK 3 OBLIVION

Although it's still quite a way off, the massive speed and framerate increases on display in *Turok: Rage Wars* over *Turok 2* bode extremely well for the Indian's next adventure!

Game Name	Company						Issue	Score	Comment
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.
The New Tetris	Nintendo	1-4	●			●	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1	●	●		●	31	87%	Amusing platformer that's somewhat on the easy side.
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.
Turok: Rage Wars	Acclaim	1-4	●	●	●	●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
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.
Vigilante 8	Activision	1-4	●	●	●	●	25	85%	Aggressive car-based battle game set in the Seventies.
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 jet-ski 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.
WCW Nitro	THQ	1-4	●	●			31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	●			●	16	85%	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.
Worms: Armageddon	Infogrames	1-4				●	33	94%	Simple but fantastically playable invertebrate combat.
WWF Attitude	Acclaim	1-4	●	●		●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4	●	●		●	17	86%	Decent wrestler, now superseded by WWF Attitude.
X62	Acclaim	1-4	●	●		●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Yoshi's Story	Nintendo	1		●		●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 MAGAZINE TOP PARTY/PUZZLE



1	Bust-A-Move 2	91%
2	Bust-A-Move 3DX	90%
3	Puyo Puyo Sun 64	87%
4	Wetrix	86%
5	Lode Runner	82%

64 MAGAZINE TOP STRATEGY/SIMULATION GAMES



1	Command & Conquer	90%
2	Premier Manager 64	85%
3	Blast Corps	80%
4	Ogre Battle 64	77%
5	Pilotwings	76%

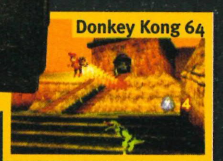
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Rayman 2
Re-Volt
Shadow Man
South Park
Star Wars Racer
Star Wars: Rogue Squadron
Top Gear Overdrive
Turok 2: Seeds Of Evil
Turok: Rage Wars
Vigilante 8
WWF Attitude





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South Park Rally
Starcraft 64
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Top Gear Rally 2
Win Back
Turok 3: Oblivion
Vigilante 8 2: Second Offense



64 MAGAZINE

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South Park Rally

Kickin' ass one more time! Cartman, Kenny and co prepare to race – will the potty-mouthed pre-teens leave Mario eating their dust?

98

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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!

Mail Address
64 MAGAZINE,
Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955
email: 64mag@paragon.co.uk
Subscriptions: subs@paragon.co.uk
URL: http://www.paragon.co.uk/n64
Chat: http://www.paragon.co.uk/chat.html

Managing Editor
Nick Roberts

Editor
Andy McDermott
(64mag@paragon.co.uk)

Senior Staff Writer
Roy Kimber (royk@paragon.co.uk)

Contributors
Martin Mathers, Tom Sargent, Ben Lawrence, Mark Hattersley, Nerys Coward, Ian Dean

Designer
Mark Shufflebottom
(markjsb@paragon.co.uk)

Senior Production Editor
Louise Wells

Production Editor
Karen Hollocks

Online Manager
Stuart Wynne (ssw@paragon.co.uk)

Online Editors
Snehal Noorani, Gavin Cloggie, Ryan Cooper

Advertising
Advertising Manager
Felicity Mead (01202 200224)
felicity@paragon.co.uk

Classified Ad Manager
Alan Walton (01202 200226)

Advertising Sales Executives
Emma Bedford (01202 200223)
Claire Endean (01202 200254)

A full colour press pack is available on request

Advertising Production:
Dave Osborne, Jo James
Jane Evans, Lorraine Troughton

Production and Distribution Bureau Manager
Chris Rees

Scanning/prepress
Liam O'Hara

Circulation Manager
Tim Harris

Marketing and Licences
Marketing Manager
Monica Casal-Guerra

International Account Executive
Catherine Blackman (cathb@paragon.co.uk)
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235

Chiefs
Production Director
Jane Hawkins
Advertising Director
Peter Cleal
Circulation and Marketing Director
Kevin Petley
Editorial Director
Damian Butt
Art Director
Mark Kendrick
Finance Director
Trevor Bedford
Managing Director
Mark Simpson

Special thanks to:
Department 1: (0171) 916 8440
The Joypad: (01202) 311611
Software Box: (01202) 684642
Project K: (0181) 508 1328
Simon@Rare, Amy@Take 2, Steve@Titus, Asam & Fay@THQ, Nick & Lidia@EA, Louise@Ubi Soft, Jeremy@Acclaim

Subscriptions
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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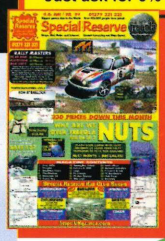
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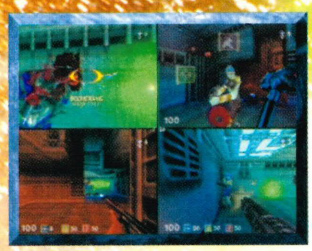
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