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64 MAGAZINE

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PAGE 50 RIDGE RACER



WORLD EXCLUSIVE!

Daikatana

Massive first review of this 'intelligent' first-person shooter!

TONY HAWK'S SKATEBOARDING

Catch some seriously 'phat air'!

HYDRO THUNDER

Take to the water for some high speed action!

Toy Story 2: Buzz Lightyear to the Rescue Complete solution!

PLUS INSIDE:

TRACK & FIELD Get ready to hammer those joypad buttons!

RES EVIL ZERO More survival horror about to hit the N64!

TUROK 3 He's back and he's even better!

TARZAN This looks fabulous!

64 magazine • issue 38 • daikatana • ridge racer 64 • hydro thunder • tony hawk's skateboarding • tarzan • aidyn cronicles • turok 3

WHIP HIM
IMPRESS YO



The third coming

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OUT AND UR MATES.



64 MAGAZINE

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A new captain at the helm!

Daikatana

It's been a long time in coming but it's finally here and we got it before the PC boys!



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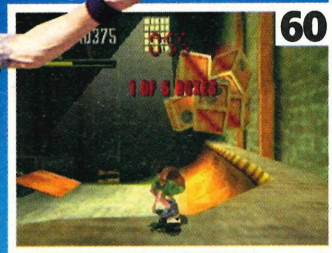


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Hydro Thunder

If racing on roads ain't your 'thang' then take to the water for some wet 'n' wild powerboat shenanigans!

Tony Hawk's Skateboarding





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The first skateboarding game on the N64 and it's one of the hottest things we've ever seen!



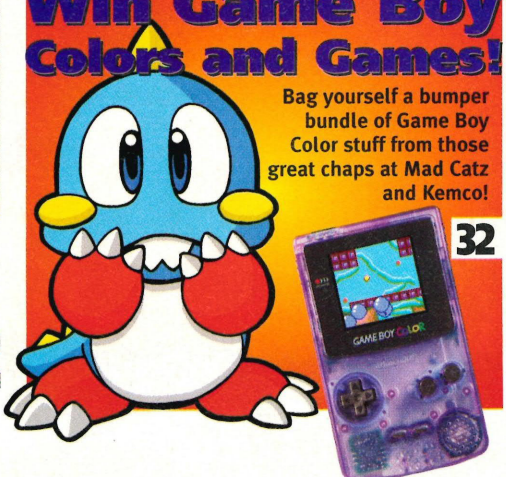
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We've cracked it wide open! Check out our complete, step-by-step walkthrough!

Toy Story 2

Win Game Boy Colors and Games!

Bag yourself a bumper bundle of Game Boy Color stuff from those great chaps at Mad Catz and Kemco!



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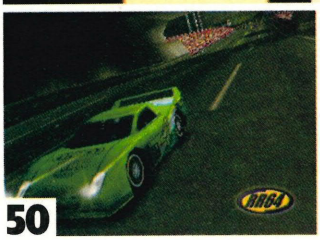
64 Magazine Issue 38 2000

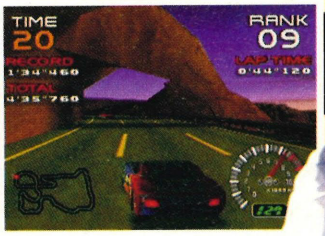
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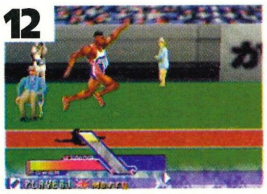
Ridge Racer 64

Fed up with PlayStation owners boasting that they've got all the best race games? Check this out!





50



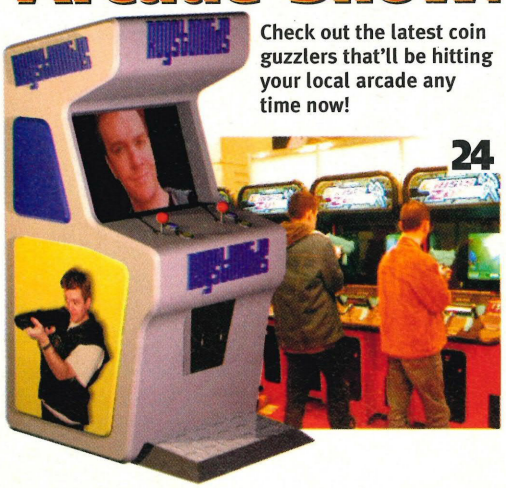
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Athletics comes to your Nintendo – give your fingers a decent workout!

International Track And Field 2000

64 Mag Goes To The Arcade Show!

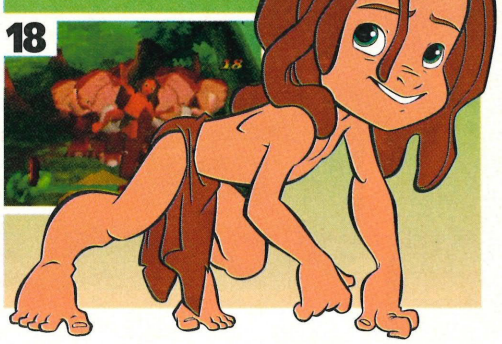
Check out the latest coin guzzlers that'll be hitting your local arcade any time now!



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Tarzan

Disney's latest movie receives an N64 make over and it's looking pretty darn gorgeous!



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Use our coloured section headings to find the pages you want. Fast!

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EDITORIAL
ALL CHANGE!

Little did I imagine when I left 64 MAGAZINE for pastures new that barely three months later I'd be back sitting in Andy's chair and in control! I have to admit it wasn't a difficult decision to make – it took me all of about five seconds to consider the offer when it was made – should've held out for more money I suppose, ah well! Anyway, despite what a lot of people are saying about the N64 (and I think even Andy was beginning to think the same way towards the end) I reckon that the N64 has still got an awful lot to offer its loyal fans and that's why it's so great to be back. No one can argue that the console isn't approaching the end of its natural life as Project Dolphin moves ever closer, but in the meantime we've got a lot of excellent games on the way! Basically it's like this: think of the last few years as the 'learning period' for N64 developers. We've had good games, we've had bad games, but every game has shown us something new and special about the N64 (even if it's only that games really can be so bad that you'd pay someone not to make you play it – you know who you are *Carmageddon 64*!) However, travesties of nature like that SCI dud aside, we're now in a position where programmers and designers have just about probed every secret that the N64 has to offer and thus we have every right to expect that the games which are due to appear on the N64 in the coming year are going to be the cream of the crop and well worth waiting for. They should keep us going well into the launch period of the Dolphin and beyond! And of course 64 MAGAZINE will be here to see it, giving you the most up-to-date news, the most accurate and fair reviews and generally letting you know what a great console the N64 is and will continue to be! For my first issue in the 'big chair' I thought I'd give you guys something special, so hence we're proud to present the first ever, world exclusive review of *Daikatana*! Of course we've got loads of other stuff too including *Ridge Racer 64*, *Tony Hawk's Skateboarding* and a complete guide to *Toy Story 2*. Oh... and there's also our brand new 'Not Nintendo!' section at the back where we cover anything that we reckon is particularly cool but not necessarily N64-related. Suffice to say: stick with 64 MAGAZINE – it's been great so far and this year it's gonna get even better!

Roy Kimber, Deputy Editor

the 64 showcase

news peripherals rumours • hot items of interest

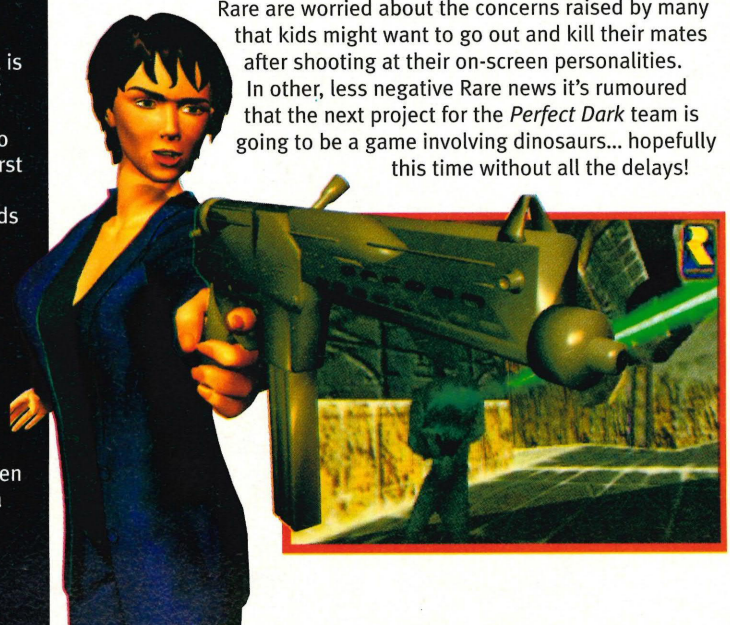


PERFECT DARK SLIPS AGAIN!

The unthinkable happens one more time!

Not two days after talking to THE Games and receiving a solemn promise that the release date of May 19 was a definite and if the game slipped again then it wouldn't be by 'more than a couple of days', we discovered that – to everyone's horror – the release date for *Perfect Dark* had now moved to June... and worse than that: 30 June! That's practically July! We've been assured that this is the absolutely final never-going-to-change release date, but after the last few months... well let's just say that we've got all our fingers crossed!

We also reported to you last issue the exclusive news (which our so-called rivals apparently still haven't picked up on) that *Perfect Dark* was no longer going to feature the option to map in your faces with the aid of a Game Boy camera. Rare has now confirmed that the option was dropped for moral reasons rather than technological setbacks. Ever conscious of increasing violence within our society, Rare are worried about the concerns raised by many that kids might want to go out and kill their mates after shooting at their on-screen personalities. In other, less negative Rare news it's rumoured that the next project for the *Perfect Dark* team is going to be a game involving dinosaurs... hopefully this time without all the delays!

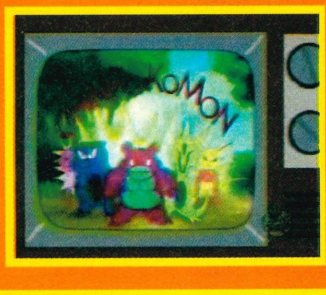


SOUTH POKE

Pokémon comes to South Park

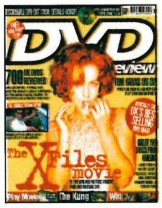
An episode of *South Park* recently shown on Sky One was all about a 'stupid pointless Japanese craze' apparently sweeping the US called Chin Poko Mon – sound familiar? In the episode the kids can't figure out why they have an urge to collect all the toys but do it anyway, become brainwashed and start speaking fluent Japanese! Perhaps those Mexican Catholics are right! Unfortunately Channel 4 is repeating the old series at the moment so it'll be a while before this episode hits the screens of anyone who doesn't have Satellite or Cable.



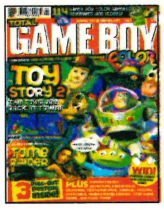


ALSO FROM FROM PARAGON PUBLISHING...

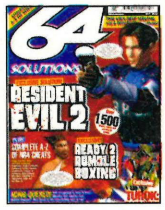
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TOTAL GAME BOY COLOR
Issue 7 ISSN: 1464-5904 £1.99
Things just go from strength to strength on Game Boy! Nintendo have now announced their tech specs for Game Boy Advance and the Game Boy Color games are coming thick and fast! This issue we review *Toy Story 2* and *Rayman* and have exclusive shots of *Tomb Raider*!



64 SOLUTIONS
Issue 17 ISSN: 1464-5904 £3.95
What do we want? Blood and lots of it! We've got all the goriest solutions right here this month, such as a full guide to *Resident Evil 2*, a complete dissection of *Turok: Rage Wars* and all the moves for *Ready 2 Rumble*. With the conclusion of our *Donkey Kong 64* guide too... it's groovy baby!





OFFICIAL: POKEMON IS EVIL!

The Mexican Roman Catholic Church has blamed Pokémon for violence and abnormal behaviour amongst children... stop laughing this is serious! A weekly Mexican publication blamed the cartoons and Manga, for apparently 'inciting violence and sexual perversion' from its fans. So there you go – you have been warned!

PROBLEMS WITH OGRE SPEAK

Ogre Battle hits the language barrier

Wargame fans won't be happy to hear that *Ogre Battle* has been put back in the States because of problems with translation. It's apparently taking longer than was anticipated for all the Japanese text to be converted and the game isn't expected in the US now until August. What does this mean for us? Well the game hasn't even been confirmed for the UK thus far so if you're waiting to crush some green skins don't hold your breath just yet.



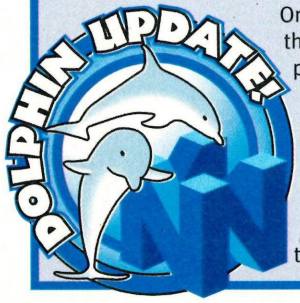
DON'T CALL ME BABE!

Pamela Anderson on your N64!

Ubi Soft has signed a deal which will bring us a Pamela Anderson game based on her current smash-hit – but incredibly dire – *VIP* television show. For those of you lucky enough never to have seen the show, Pam plays a high-profile bodyguard protecting an assortment of customers. With lame plotlines and an approach to realism which makes the *A-Team* look like a documentary series, we've just got to hope that the videogame is better!

The latest news and rumours about Nintendo's next console...

Despite sarcastic comments from all sides Nintendo are sticking to their guns and swear that the Dolphin will be out before the end of the year across the world. Sceptics out there will be shocked to hear that Dolphin chip producers IBM have already met their targets – producing over 1,000,000 copper chips in the past four months. Of course there may not be any games available to play on the machine when it's released, but that's beside the point!



One shocking piece of news about the Dolphin this month is that Nintendo have apparently patented trademarks for a variety of motion sensor controls. This could mean that there is a tilt pack add-on heading our way from the big N or that the official Dolphin controller will utilise state of the art motion sensors! Let's hope it's the latter.

Rumours abound from various companies that we've spoken to that the sought-after Dolphin development kits have already started arriving at some of the big games development houses. An industry insider claimed that high-profile names like Core Design had received kits, while other companies confirmed that they've been promised them very soon and may well have already got their hands on one when you read this. One source who asked not to be named, claimed that when the Dolphin kit was delivered to his company by the end of the first day everyone was so impressed with it that the PS2 Dev kit found itself left all on its lonesome in a corner!



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Gamewatch

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1-8 Whitfield Place, London W1P 5SF.
Tel: (0171) 916 8440

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, so that you'll be able to avoid those 'only in Japan' moments of gloom!

• Release dates are subject to change without notice. That's software companies for you, always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late!

RELEASE DATES

APR-MAY 2000

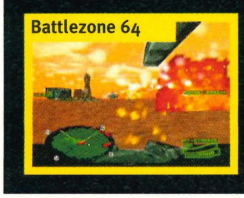
Battlezone 64	UK	Apr
Daikatana	UK	21 Apr
F1 Racing Championship	UK	May
Hydro Thunder	UK	Apr
ISS Millennium	UK	May
International Track & Field	UK	Apr
Jeremy McGrath Supercross 2000	UK	7 Apr
NBA In The Zone 2000	UK	Apr
Pokémon Stadium	UK	7 Apr
Ridge Racer 64	UK	7 Apr
Tarzan	UK	Apr
Taz Express	UK	17 May
Tony Hawk's Skateboarding	UK	Apr
Win Back	UK	May
Zelda: Mask Of Mujula	Jap	Apr

JUNE ONWARDS

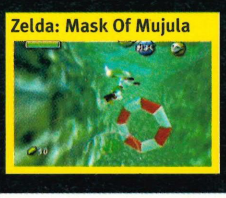
Banjo-Tooie	UK	Oct
Blues Brothers 2000	UK	Jul
Conker's Bad Fur Day	UK	Dec
Cruis'n Exotica	UK	Jul
Daikatana	UK	Jul
Donald Duck	UK	Dec
Duck Dodgers	UK	Jun
Eternal Darkness	UK	Nov
Excitebike 64	UK	16 Jun
Hercules: The Legendary Journeys	UK	Jul
Kirby 64	UK	Aug
Mario Party 2	UK	2 Jun
Mickey's Racing	UK	Nov
Perfect Dark	UK	30 June
Pokémon Attack	UK	Nov
Pokémon Snap	UK	Sep
Ready 2 Rumble 2	UK	Nov
Riqa	UK	Nov
Rush 2049	UK	Oct
SR3K	UK	Jul
Starcraft 64	UK	Jul
Super Mario RPG	UK	Oct
Turok 3: Shadow Of Oblivion	UK	Sep
Wacky Racers	UK	Jun
Zelda: Mask Of Mujula	UK	Nov

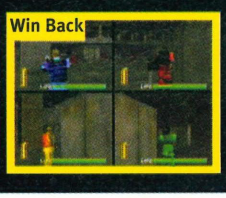
TO BE CONFIRMED

1080° Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000
Airport Inc	UK	2000
All-Star Baseball 2001	US	2000
Alone In The Dark 4	UK	2000
Animaniacs Ten Pin Alley	US	2000
Army Men: Air Combat	UK	2000
Asteroids Hyper 64	UK	2000
Bassmasters 2000	UK	2000
Batman	UK	2000
Bomberman 2	Jap	2000
Caesar's Palace	US	2000
Cenzo's Carnival Adventure	US	2000
Custom Robo (64DD)	Jap	2000
Derby Stallion 64	Jap	2000
DethKarz	UK	2000
Die Hard	US	2000
Doshin The Giant (64DD)	Jap	2000
Earthbound	UK	2000
Extreme Sports 64	UK	2000
FIA Formula 1	UK	2000
Fighters' Destiny 2	UK	2000
Fire Emblem 64	Jap	2000
F-Zero Xpansion (64DD)	Jap	2000
Ghouls & Ghosts	Jap	2000
Grand Theft Auto	UK	2000
Harvest Moon	UK	2000
Jeff Gordon XS Racing	US	2000
Jest	UK	2000
Jungle Emperor Leo	Jap	2000
Kobe Bryant 2	US	2000
Madden 2000	US	2000
Magic Flute	Jap	2000
Mega Man 64	Jap	2000
Metal Gear	Jap	2000
Mickey Racing	UK	2000
Mini Racers	UK	2000
Mother 3	Jap	2000
Namco Museum	UK	2000
NBA Live 2001	US	2000
NFL Blitz 2000	US	2000
Nightmare Creatures II	UK	2000
Ogre Battle 3	US	2000
Polaris Snocross	US	2000
Power Rangers Lightspeed Rescue	US	2000
Puma Street Soccer	UK	2000
Quest 2	US	2000
Rally Masters	UK	2000
Resident Evil Zero	Jap	2000
Rev Limit	UK	2000
Robocop	US	2000
Rollerball	US	2000
Ronaldo Soccer	UK	2000
Rugrats In Paris	US	2000
Scooby Doo	UK	2000
Shadow Man 2	UK	2000
Sim City 2000	UK	2000
Sim City 64 (64DD)	Jap	2000
Snowboard Kids 2	UK	2000
Space Invaders	UK	2000
Speed	US	2000
Spider-Man	UK	2000
Spooky	US	2000
Spy Hunter	US	2000
Sydney Olympics 2000	US	2000
Tetris Attack	UK	2000
Thornado	US	2000
Thrasher: Skate And Destroy	US	2000
Tony Hawk's Pro Skater	US	2000
Top Gun	US	2000
Turok 3: Shadow Of Oblivion	UK	2000
Untitled Rare Game	UK	2000
Ura-Zelda (64DD)	Jap	2000
Velocity	US	2000
Wild Waters	UK	2000
The World Is Not Enough	UK	2000
WWF Smackdown	UK	2000
X-Men	UK	2000
The Young Olympians	US	2000


Battlezone 64


Tarzan


Zelda: Mask Of Mujula


Win Back


Banjo-Tooie


Daikatana

WIN! 10 COPIES OF BATTLETANX: GLOBAL ASSAULT

Battletanx: Global Assault is a fantastic game as you'll all know from our review of the game last issue (what do you mean you didn't read it? Shame on you!) In the game you get to travel the world, meeting all sorts of interesting people and destroying their prized national monuments. The first *Battletanx* was good and with improved graphics, more tanks and even more multiplayer options this one's just fabulous!

If your bank balance is looking a little sad though and you can't afford to shell out the readies for a copy of this superb game, then today just might be your lucky day. 3DO has rather generously given us 10 copies of its tank combat title to give away. All you've got to do is answer the following question which will be incredibly easy if you did read the review last issue, but a little bit trickier if you didn't...

How many different kinds of tank are there on offer in Battletanx: Global Assault?



Stick your answer on a postcard or the back of a sealed envelope and send it to: "I Wanna Destroy The World Compo", 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS to reach us no later than 20 April 2000. Good luck tank fans!

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64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Magazine Score
1	1	Resident Evil 2	Capcom/Virgin	94%
2	3	WWF Wrestlemania 2000	THQ	93%
3	2	Toy Story 2	Activision	82%
4	4	Super Mario 64	Nintendo	92%
5	–	Legend Of Zelda	Nintendo	96%
6	9	F-Zero X	Nintendo	90%
7	8	Bomberman Hero	Nintendo	49%
8	10	Donkey Kong 64	Nintendo	93%
9	5	Star Wars: Rogue Squadron	Nintendo	90%
10	6	Waialae Country Club Golf	Nintendo	15%

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 39, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS!*

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When I'm 64



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Final Fantasy Fan

Dear 64 Magazine,

I enjoy reading your magazine but lately a lot of the game types that I like haven't been selling. I like games like the hot selling *Final Fantasy* series. I've been waiting for a game like that to come on the market for the N64 but I've just been disappointed for three years.

Could you find out, or if you already know, could you reply in a section of your next magazine please, if you know about a game like *Final Fantasy* coming out on the N64 market.



Also I have *Zelda: The Ocarina Of Time* and what I'd like to know is: is the sequel going to be different in some ways or is it just going to be a copy of the original big time Nintendo hit?

Matthew Thatcher, Queensland, Australia

It's safe to say that the *Final Fantasy* series won't be appearing on the N64 at this stage in its life. One of the reasons that the games never made it in the past, may have been that until recently Sony had an exclusive contract to publish Squaresoft's (they of *Final Fantasy* fame) products in Europe. That's not to say that the *FF* series might not yet make an appearance on the Dolphin, although we should warn you that it's already been confirmed that three more *Final Fantasy* games (taking them up to 11) will appear on the PlayStation2. N64 RPG fans are going to have to content themselves with titles like *Hybrid Heaven* and the forthcoming *Aidyn Chronicles*. And no, we're fairly sure *Zelda 2* won't just be a copy of the first game!

A Rubbish Gamer Writes...

Dear 64 Magazine,

I'm writing for two reasons. Firstly I would like to comment on the hardness of N64 games. I'm sad to say I own *Mortal Kombat Trilogy* on the N64. During the 'good old days' of the Mega Drive I had every *Mortal Kombat* game and found them fairly easy but now I can't even complete *Mortal Kombat Trilogy* on novice let along champion!



Games like *Command & Conquer*, *Mario 64*, *Battlezone* and *Quake 2* all seem sufficiently harder on the N64 than on the PC or PlayStation.

It's a well-known fact that manufacturers make games easier for the Americans, does this mean I'm a rubbish player? Or that manufacturers consider N64 owners to be more intelligent than PlayStation owners? I'm so stuck on my games that each month I'm trying to win an Xplorer cartridge from you.

Secondly I, like many other 64 Magazine readers, have noticed how much attention the PlayStation gets even though the N64 is better. I think this is partly because the games are cheaper and easier on the

PRIZE WINNER

STAR LETTER

Who's A Failure?

Dear 64 Magazine,

I am writing to you to ask why everyone – even N64 owners themselves – are describing the N64 as a failure? As you stated last issue the N64 has a user base of 1.6 million in the UK! How anyone can describe this achievement as a failure is beyond me. Obviously the N64 has not been as successful as the PSX but then again, nothing else has, ever. The N64 has some of the greatest games known to man: *Goldeneye*, *Zelda*, *ISS*, *Jet Force Gemini*, *Turok*, etc and I think the fact that the N64 is produced by the computer games company with the least marketing sense in the world, Nintendo, is testament to how good the machine is. So in other words, let's appreciate what we've got: a bloody good console!

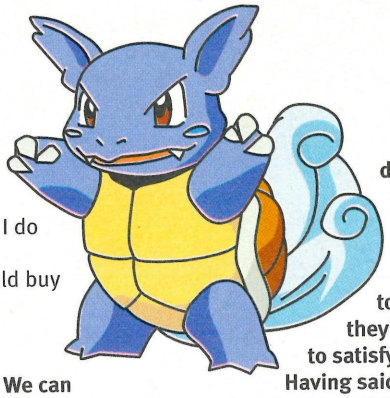
PS What has happened to Royston J Kimber?

Jonathan Magill, Esher, Surrey

Quite right Jonathan! To say that the N64 is a failure is to take a very black and white view of the market: ie: PlayStation wins, N64 loses. In actual fact the N64 is a hugely successful machine which is approaching the end of its natural life as the next generation consoles approach. That's not to say that the N64 is dead by any means! We still have many very promising titles on the horizon and there's life in the old black plastic lump yet, plus as you point out – if the N64 has managed to do this well with what does seem to be slightly less than over-the-top marketing, well, just think how many it might have sold had things been different! In Nintendo's defence though it's probably fair to say that the price and quality of the games have the N64 targeted at a more discerning gamer. If you want thousands of games many of which are good but many others having been created in about a month which are thus complete pants then you buy a PlayStation. If you want hundreds of games the majority of which are superbly playable (*Superman* and *Carmageddon 64* excepted!) then you buy an N64! It's a case of quality over quantity and even then 1.6 million is a fairly hefty quantity!

Oh... and Royston J Kimber's been away for a bit – but as you'll no doubt be aware by now: he's back!



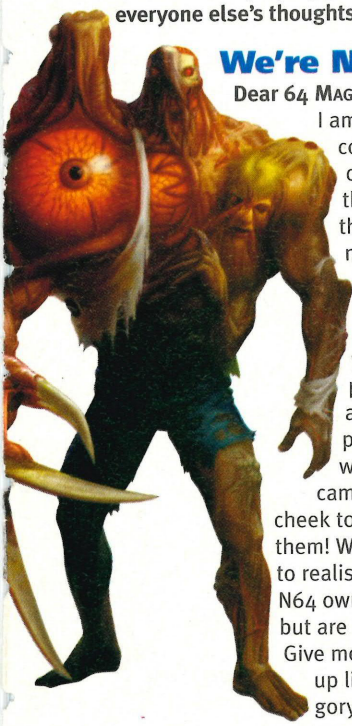


PlayStation and so it appeals to the younger generation. I'm not worried about the N64 phasing out of shops but I do think Nintendo should bring out a really brilliant game that non-N64 owners would buy an N64 for.
J Donnellan, Oldham

Hello! *Goldeneye? Zelda? Perfect Dark?* We can tell you for a fact that *Goldeneye* alone resulted in several people in the Paragon offices buying an N64. Having said that the PlayStation 'gets more attention' as you put it (presumably you mean in the mainstream media – it's not like we mention it much), because it's been around longer and more people own one – simple as that.



As for games being too hard – well here at 64 MAGAZINE we have for a long time lamented the fact that games these days are far easier than they were in the 'good old days' (the real 'good old days' being the era of the BBC Micro, the 48K ZX Spectrum and the Commodore 64). In those days a game cost you a fiver and would keep you going for months, whereas now a game costs 40-odd quid and if it lasts 50 hours it's considered big! We reckon you might just be a bit rubbish at playing games – what are everyone else's thoughts on the difficulty issue?



We're Not Kids!

Dear 64 MAGAZINE,

I am sure I'm not the only concerned N64 owner out there worried about the age of the audience that Nintendo are marketing their new games to. I am fed up with games like *Pokemon Snap* where you go around taking pictures of cute little animals – I would much prefer it if you shot them with a shotgun not a camera – and they have the cheek to charge 50 quid for them! When are Nintendo going to realise that the majority of N64 owners aren't six-year-olds but are teenagers like myself? Give me a good old shoot-'em-up like *Goldeneye* or a nice gory game like *Resident Evil 2* any day!
James Roberts, Cuckfield

Hmm... '*Pokémon Massacre*'... interesting idea! Not sure that Nintendo will go for it though. As for age, it's probably a bit of a generalisation to say that the majority of N64 owners are teenagers – our mail-bag alone shows a far more diverse readership stretching across most age ranges. What Nintendo really needs to do is to make sure that they've got enough titles to satisfy gamers of all ages. Having said that – you want *Goldeneye* and *Resident Evil 2*? Doesn't the N64 already have those games?

Pokémon Problems

Dear 64 MAGAZINE,

I am writing to you in the hope that you can help me. I have tried to obtain a copy of the *Official Pokémon Master Guide* magazine for my son, from several major retail outlets without success.

I would be grateful if you could tell me whether you can send me a copy and if so how much it costs.

Thanking you in advance.
Shirley Linch, Surrey

We had a quick look at the magazine you mentioned Shirley and quite frankly it's not all that hot! However, we just so happen to have produced our very own Pokémon title, *Total Games Guide To Pokémon* which (as it says on the front) is the essential guide to all things Pokémon! It's on sale in all good newsagents for the bargain price of £1.95, but since we're so nice at 64 MAGAZINE we're sending you a copy totally gratis. Happy Pokémon chasing!

Project X

Dear 64 MAGAZINE,

Not long ago I came across a mysterious article on something called the X-Box. As I read through I discovered that it would be the fastest console to come out yet. It would have extremely good graphics and be compatible with some PC games. Yet as another loyal Nintendo follower I dismissed the idea as destined to fail. After the shock PlayStation gave Nintendo I felt that Nintendo may have an unexpected rival. If possible could 64 MAGAZINE check on this so that we can all be prepared?



Yours most aware,
Tyler Allen, Hammersmith

The X-Box is a highly secret project, which looks like being Microsoft's attempt to enter into the console market. Up until very recently it was just a rumour, but its existence has now been confirmed by none other than Bill 'I've got a lot of cash' Gates. As for being the fastest console or having the best graphics – well if it's going to go up against Dolphin and PS2 then the X-Box is gonna have to be pretty damn good! Watch out for a possible feature on Microsoft's baby in a future issue of 64 MAGAZINE.

After A Job

Dear 64 MAGAZINE,

Do game companies care about their customers these days? I'm ten years-old and my ambition is to become a game designer, so I've written to many game companies asking for their advice on how to get into the games industry.

Electronic Arts wrote back about five days later with a satisfying collection of tips and a booklet to help me plan my own game idea. Midway were next to reply and they gave me a few useful tips. GT Interactive's reply came two days later and they told me to write to a company called Interactive Selection, but all they did was tell me that I should get myself a PC with access to the Internet. They said that I could get some tips on how to get into the game industry there! Cheeky, isn't it?

THE Games gave me Rare's address and a copy of the official Nintendo magazine which I threw in the bin. Games companies really don't care about what their customers think, do they? They just want to make loads of money. THE thought that they could shut me up with an official magazine just because I'm a child.

Is it worth writing to Rare or are they just going to give me a useless reply?
Alex Clarke, Manchester

We do feel that perhaps you're being a little harsh on the games companies Alex (except maybe THE – we're fairly sure that sending copies of *ONM* is forbidden by the Geneva convention). Er... anyway, it sounds like you got a fairly good response, especially when you consider that these companies get bombarded every week with thousands of letters from people demanding free stuff (a large number from Mike alone!) The fact is that there is no easy way to get into the games industry aside from hard work and perseverance. First though, decide what you want to be. 'Games designer' covers a wide range of jobs from writing and storyboarding through programming to playtesting. And don't dismiss the Internet so easily. There's a lot of useful information out there, you've just gotta find it! (That was a 64 MAGAZINE public service announcement.)

CONTACT 64 MAGAZINE

By email: 64mag@paragon.co.uk

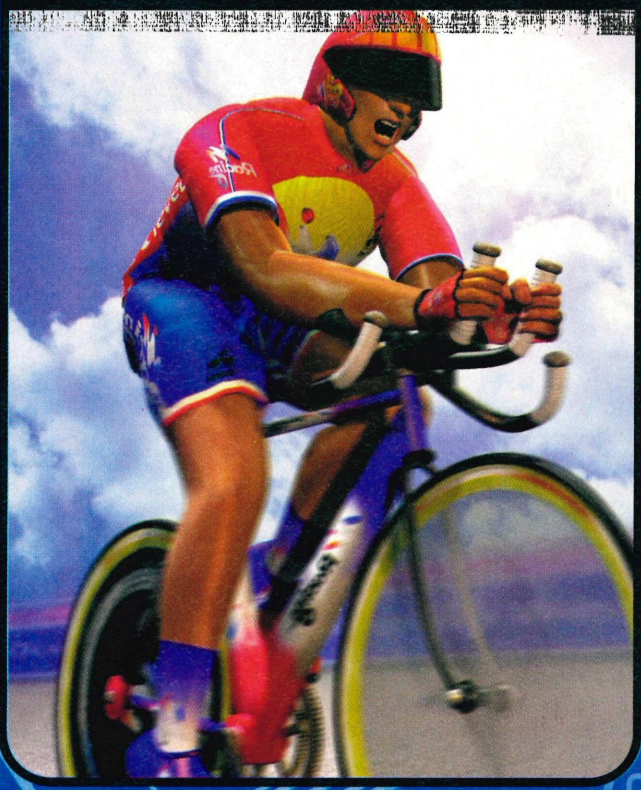
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Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

64 sight

See the games of tomorrow today!

12 International Track & Field 2000
14 Resident Evil Zero
16 Aidyn Chronicles
18 Tarzan
20 Turok 3: The Shadow of Oblivion
22 NBA In the Zone 2000



Internationa

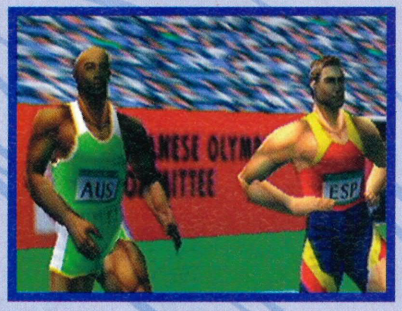
The old-fashioned frantic button-basher returns.

Arcade classic *Track and Field* was renowned throughout the world for its overnight production of blistered fingers and arthritic thumbs, not to mention broken joysticks! The old arcade machines may have been left to die in the dusty corners of your local arcade but *Track and Field* is coming back with a vengeance. Get the buckets of ice and packs of frozen peas ready to cool those thumbs and fingers all over again because this game is more addictive than any class A drug!

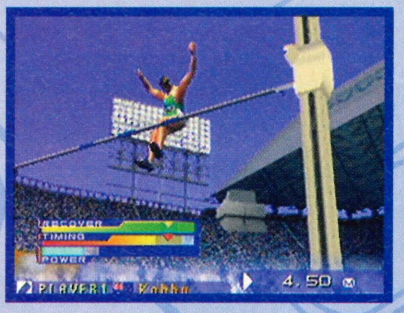
For those of you not old enough to know the original *Track and Field* the idea is as simple as they come. You take control of super athletes from 12 countries across real events using a grand total of three buttons to control their movement! Take for example the hurdles: from the firing of the gun you have to madly tap C Left and C Right repeatedly while using Z to jump each time you reach a hurdle. As well as the hurdles you get shot-put, pole vault, 100 metre dash, discus, long jump, high jump, javelin and swimming to name but a few. Even the

INTERNATIONAL TRACK & FIELD 2000

Publisher:	Konami
UK Release:	April



▲ Australia leads through sheer style alone in the all-new line-dancing event taking place at the Olympic stadium.





▲ Come on, put a bit more muscle into that hammer! It isn't even going to be getting off the ground at this rate!

I Track And Field 2000







▲ Like the original *Track and Field* you need to remember to breath on the swimming events or your athlete could come to a grisly end.

notoriously difficult hammer throw has returned to annoy you once more!

It was this simplicity that made the original game so addictive and fun, especially when battling against your mates. A two-player mode is fortunately something which has been kept in for this updated *International Track and Field 2000* version. What has been changed for this instalment however is the graphics. These have been brought slap bang up to date with a 3-D makeover. The N64 version looks stunningly gorgeous with some superb high-res action courtesy of the expansion pack. To finish the modern look off it also features some lovely motion-captured animation.Look out for this retro remake next month. ■





▶ One of the British competitors hears a distant cry and jumps into the air, flying off into the sunset to save a damsel in distress.

Run Away!

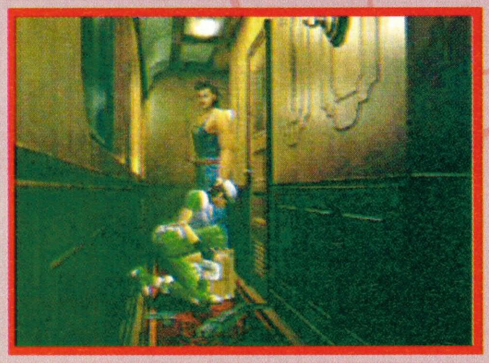
After you have finished each of the events you can watch an instant replay of your illustrious efforts. Check out the blur on the runners' legs in this screenshot – anyone would've thought they were being chased down by the hounds of hell!

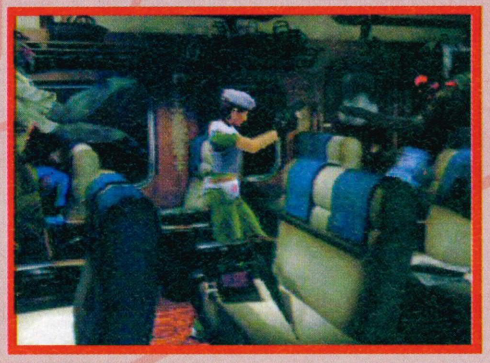














Resident Evil Zero

The dawn of the dead!

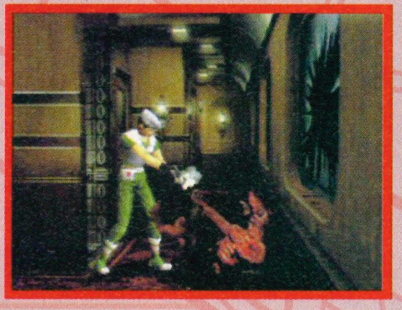
If you're just about getting over playing *Resident Evil 2* then don't relax yet because the king of survival horror is coming back to scare you all over again. In an exclusive N64-only game you get to play out the events leading up to the original STARS outing in the first *Resident Evil* title which was such a hit on the PlayStation. The prequel not only helps to clear up the story behind the events of the first game but also provides an insight into the beginnings of the evil Umbrella corporation.

The main character in the game is Rebecca Chambers. Fans of the series will know her as the rookie STARS member from the first game that you had to save if you played as the character of Chris Redfield. As you can see from the screenshots the first part of this game is set on a train. If this sounds a little too simple for you then don't worry because Capcom is promising that this will be the most difficult *Resident Evil* game to date! For starters the item box system allowing you to save ammo and health has been removed from this next instalment. Needless to say that *Resident Evil Zero* has some suitably devious puzzles and some all-new monsters as well as the trademark flesh-eating zombies. There are also other – as yet unconfirmed – characters to control in the game and some new non-player characters who provide help for you as you go. Tear out your eyes and keep them glued to 64 MAGAZINE for future news on *Resident Evil Zero*! ■



▼ What do you mean you haven't got a ticket? Pay the price or suffer the punishment of my revolver zombie scum!

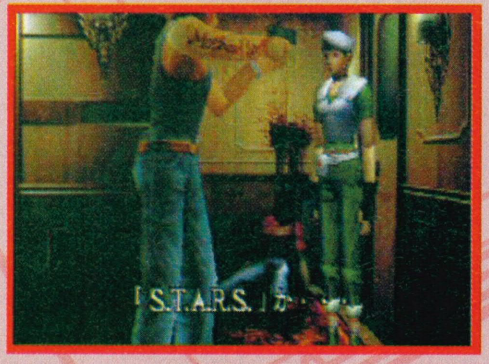


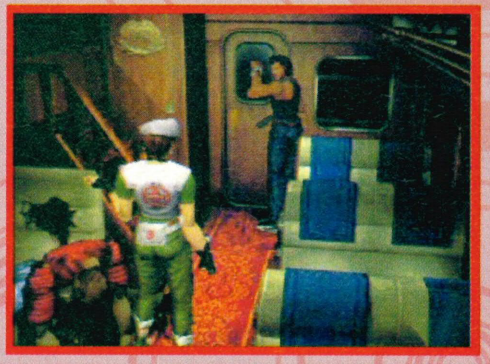


▲ Rebecca empties a clip into a zombie who has just smashed his way in through a window – the vandal!

RESIDENT EVIL ZERO

Publisher:	Capcom
UK Release:	TBC







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FIFA '98
FIFA '99
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops '99
F-Zero X

G–K

Gauntlet Legends
Gex
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L–P

Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
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Mario 64
Mario Golf
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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
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Q–U

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V–Z

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Aidyn Chronicle

An RPG on the N64? Let the chronicles begin...





If you are a devoted N64 owner then this may come as quite a shock, so you'd better sit down. As we speak an RPG is being developed for none other than the Nintendo 64 itself! For those of you who play nothing other than N64 games this may take a bit of explaining: You see RPG stands for Role Playing Game! Not since the appalling attempt that was *Quest 64*, has there been a proper good old fashioned dungeons and dragons RPG on our beloved machine.

is going to put an end to this drought and the way things are looking it should set Quest 64 firmly in its place! In the game you play an orphaned kid called Alaron who has been adopted by the king and trained up to be a living, breathing knight. A bit curious about his parentage Alaron sets off into the world of Aidyn to discover his roots which could take some time as Aidyn consists of 19 different locations. These including towns, seaports and mountain ranges and are packed with Aidyn's three different races and many varied societies.

It goes without saying that you need to be careful of the company you keep in this game. Sticking true to classic RPG form, one of the best things about *Aidyn Chronicles* is that you get to choose your party of three characters from an impressive selection of ten. First up is Brenna a master thief and like Alaron an orphan taken in by the king (is this King kind or what?) Then there's Abrecan the loyal captain of the guard and expert swordsman. Next up is the alchemist Godric, muscleman Arturo, expert tracker Becan and poet Baird. To finish your selection you have alchemist Rheda with a passion for healing, another thief called Keelin and Donovan, the archetypal swashbuckling hero.

Not only does this choice of characters offer great aesthetic variety, but every single one of them also has his or her own story line and dialogue! This being an RPG they all also have their own sets of statistics and special skills which come in handy at separate points in the adventure. Basically don't expect your average thug to know how to pick a lock or your run-of-the-mill thief to excel in a sword-fight. Of course the generic experience points gained can be spent on improving attributes, but wizards still remain the best magic casters. In case you're wondering there are over 50 magic spells in this game for you to use and abuse!

Battle in the game is turn-based but surprisingly not only do you have full control over each of the four characters but you can also move each of them

▼ All together now: He's behind you!" Nope, don't think that's gonna help the situation any – must be the hair covering his ears!





AIDYN CHRONICLES: THE FIRST MAGE

Publisher:	THQ
Developer:	H2o Entertainment
UK Release:	TBC



▲ The land of Aidyn has some nippy snow environments ready to explore, you may want to put some warmer clothes on though!



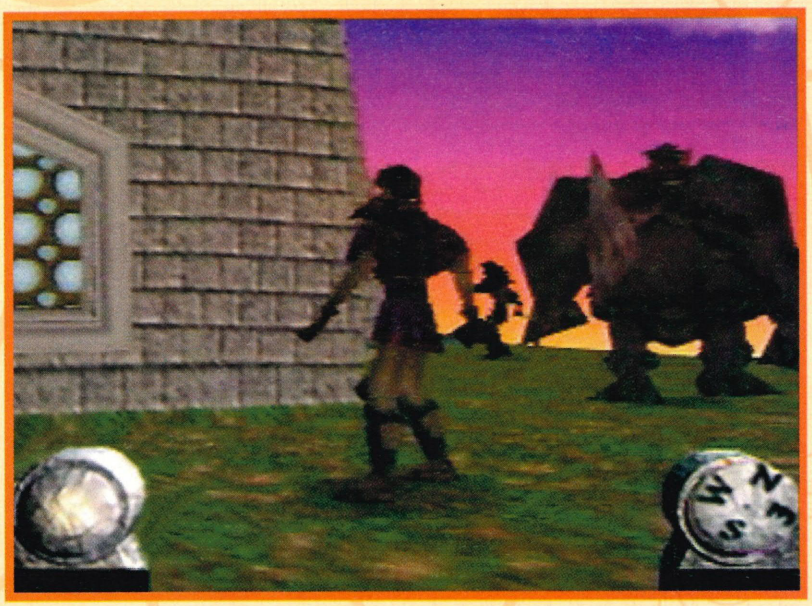




s: The First Mage



around the screen during combat. So although you have to let the bad guys get their shots in there's nothing to stop you jumping behind a boulder for cover. Each character also brings their own skills to the battle, so if you're the evasive type, pick a thief who will quite happily stab someone in the back. The bad news is that British RPG fans might also be caught from behind, because *Aidyn Chronicles* hasn't yet been confirmed a UK release. Cross your fingers and keep your eyes on 64 MAGAZINE for further updates. ■



▶ Look he may be brandishing a sword and everything but he does look a bit of a girl, wearing that skirt and sporting long wavy hair!





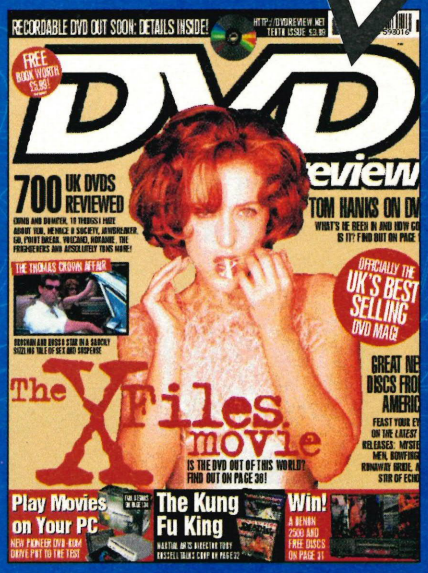
Welcome To The Jungle

Where would any self respecting fantasy RPG game be without a few mythical creatures thrown into the mix? *Aidyn Chronicles* has an entire menagerie of animals to interact with. Let's hope a few of them can be tamed – you don't want to be on the wrong side of that beak!





DVD review



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Tarzan

Aaaaaaaaaa-wooooooooooo-aaaaaaaaaaaaah!

▼ One of the levels in the game is an elephant stampede, where little Tarzan must keep ahead of the pack or get squashed!

The story of Tarzan is one of the most recent in a long line of classic tales to get the Disney treatment. The movie itself is colourful, funny and musical and that more or less describes the game too! As in the film you join Tarzan when he's just a little tyke, learning to survive in the hostile jungle. After a few stages he then grows up and you take charge of a bigger, badder, more macho vine-swinger – although the gameplay stays more-or-less the same. Tarzan himself is a fairly versatile chap and can swing from vines, climb cliffs and 'tree surf' (if you've seen the film you'll already know about this – our loin-cloth clad hero basically slides along tree branches.) Also you can pound on the ground (handy for uncovering hidden bonuses) and power jump on certain rather bouncy animals and plants.

Although the game is basically a fairly linear side-scrolling platformer, developer Eurocom has made interesting use of the 3-D landscape to ensure Tarzan isn't just wandering in the same direction all the time. He comes in and out of the screen and the landscape moves so that it seems as if he's off in all directions. If you've played





▲ Here we have a fully-grown Tarzan setting out to... erm, conquer the jungle (or something). When Tarzan's bigger, everything else seems smaller!

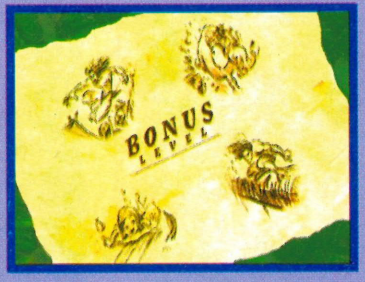
TARZAN

Publisher:	Activision
Developer:	Eurocom
UK Release:	21 April

Mini-game Madness

Scattered throughout every level of the game are sketches (four per level). Find all four pieces on a level and you get access to a special bonus stage where there are no bad guys, only lots of lovely goodies for you to collect.





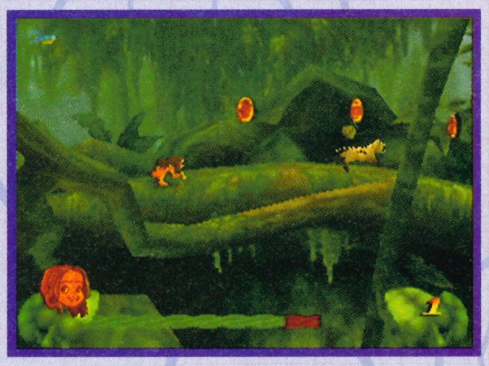














▲ **He runs, he jumps, he... somersaults? Tarzan can get a bit more of a bounce by making use of certain animals and plants.**

Mystical Ninja 2 then you'll have some idea what we're on about. Just like in that game athough the path Tarzan must take is fairly fixed, he is able to wander down various tracks that branch off from the main path leading to bonus items, extra health, etc.

To say that this game is gorgeous would be doing it a disservice. It's absolutely outstanding! The game designers have obviously worked long and hard on the graphics and the result is a game which is amazingly easy on the eye. The jungle is lavishly detailed and packed with small creatures like lizards, birds and monkeys some of which are there to hinder you and others that are just there to make the game look nice! Which brings us on to one strange point. Surely Tarzan is supposed to be friends with the animals? In this game you've got the cutest, most cuddly, most fuzzy collection of creatures you're ever likely to meet outside of a petting zoo and yet Tarzan has to stab them, slash them or smack them with fruit! Surely Tarzan's enemies should be fearsome beasts, slavering from their respective mouths? You feel almost guilty as you hack at the colourful little frogs or lob fruit at the cute jungle cats, particularly the ones that cry when you hit them! Maybe one of the game's graphic artists got mugged by a herd of delinquent hamsters as a child or something...

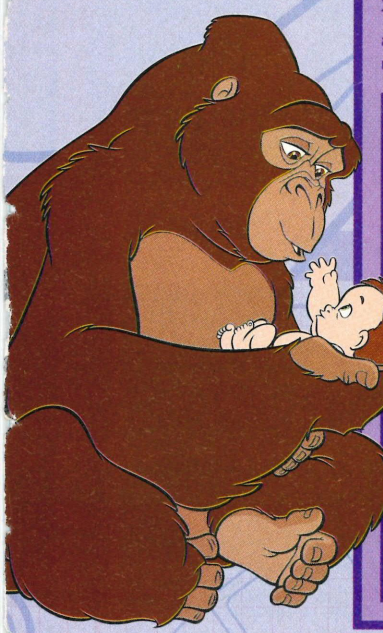
Cruelty to cute and cuddly creatures aside, the sound in this game is surprisingly good too, particularly so for an N64 title. Eurocom has managed to cram absolutely oodles of speech into the game and the music's not bad either! This is definitely one game that looks set to do the N64 proud, so watch out for our full review next issue! ■





Gorillagram

At certain points in the game (fairly frequently on the first stage) you find a gorilla icon. Grab this and Tarzan's friend Terk (she's a gorilla) comes running up and offers you some (usually fairly useful) advice. Isn't that nice?









Turok 3: The Shadow Of Oblivion



Oblivion is on the way!

After a quick stop off at the galactic battles that were the *Rage Wars*, Turok is returning once more to save the entire universe! The story goes something like this. When dinosaur hunter and all round good guy Turok destroyed the Primagen's lightship in *Turok 2*, he also unwittingly managed to annoy somebody. This wouldn't have been so bad had the 'somebody' in question not been a huge cosmic entity known as Oblivion who has been feeding off of the universe since the beginning of time! Apparently Oblivion got a little grazed by the destruction of the lightship and is consequently acting like a very large bear with an extremely sore head! This is of course where Turok comes in, because as the holder of the Light Burden he is the only one who can defeat Oblivion and he needs your help to do it!

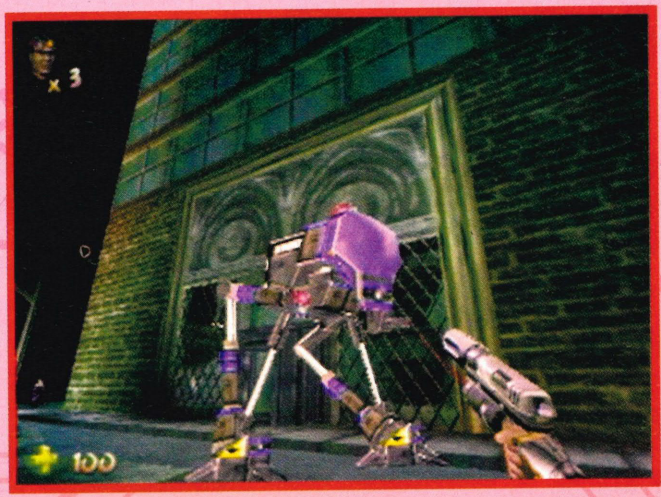
Spanning 20 levels and covering such new locations as underwater military bases and futuristic *Blade Runner*-style cities, *Turok 3* has you playing as not only the Indian dino-hunter himself but also as another hitherto unseen character. You see, apparently Turok is not the sole holder of the Light Burden, instead he shares the responsibility with someone called Danielle Fireseed – a sister perhaps?

As you might expect this isn't the only new feature in the game: *Turok 3* also includes the option of saving at any point during gameplay, contains 24 upgradeable weapons and presents you with 40 different enemies! To top it all off *Turok 3: Shadow Of Oblivion* also includes 48 unique multiplayer maps as well as some all new multiplayer games like 'Colour Tag'. Expect *Oblivion* to arrive on the N64 this coming September! ■

TUROK 3

Publisher:	Acclaim
Developer:	Acclaim
UK Release:	September

▼ Please put down your gun! You have ten seconds to comply. You have nine seconds to comply. You have eight seconds...





▲ A futuristic SWAT team makes an appearance in the fourth *Turok* game, let's hope their guns are firmly trained on the enemy!



▲ Turok performs an impromptu head amputation with the aid of one of his trusty all-purpose dinosaur-slaying weapons.







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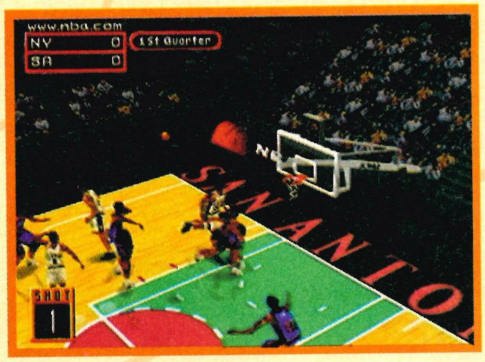
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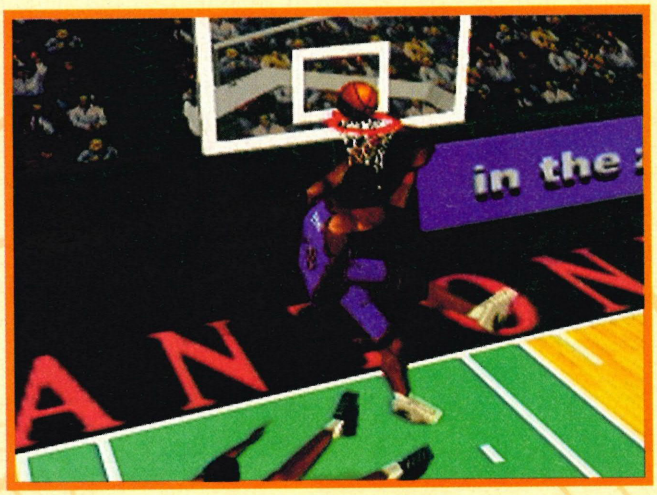
Get in the zone!

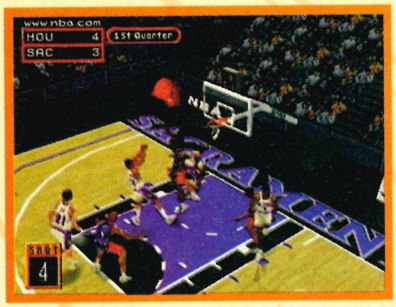
One of these days the basketball game buying public are going to wake up, realise they have fifty NBA games on their shelf already and have second thoughts. Until that apocalyptic day, when the smell of coffee wafts through the air it looks like these games just aren't going to stop coming! So for all you gullible shoppers out there, here comes an all new update of *NBA In The Zone*.

Running true to form this 2000 instalment offers updated stats, updated players, slightly better graphics, better animations and... a cherry on top. The cherry for this cake is an all new 'create a player' option – not very original you say? Well this isn't just your usual 'slap a silly head on a fat body' mode. Instead you'll get to create, train and follow your alter ego through the NBA! Plus if you do well in the 'Success Mode' your stats even increase!

Another new addition to *In The Zone 2000* are the tactical plays. Before a match you can assign a variety of tactics to different sets of button combinations. Hitting those buttons during play sends your players off in the predetermined formation, ready to make the play. For those who don't want such complications you'll be pleased to hear that the game can also be played using just two buttons. If these new bells and whistles get your pulse racing and your Nike Air pumped up, then keep an eye out for the full review next issue. ■

▼ No basketball game would be complete without replays and *In The Zone 2000* has loads of them.



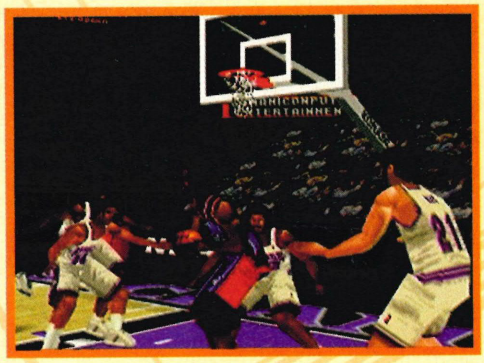


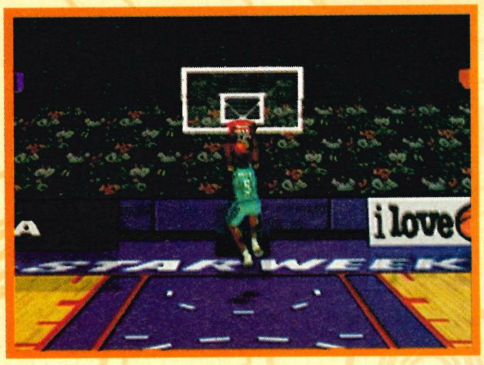
▲ The crowd watch with anticipation as the ball makes its way to the basket – unfortunately this one missed by a hair.

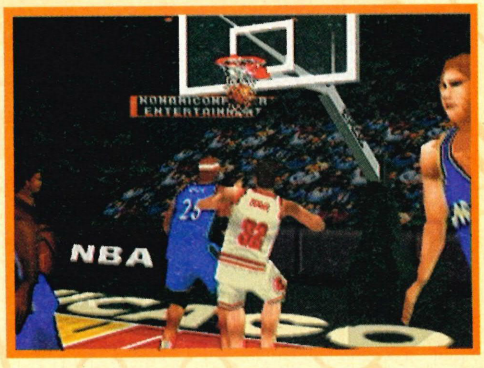
NBA IN THE ZONE 2000

Publisher: Konami
UK Release: March



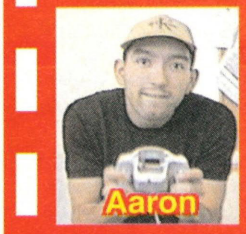


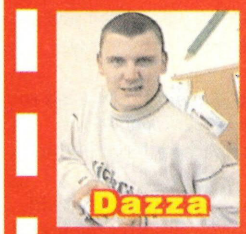


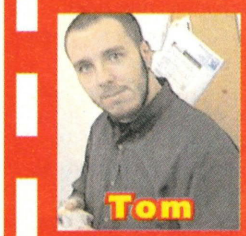


the boyz with the toyz

the official Dreamcast dealers and fanatical Dreamcast gamers









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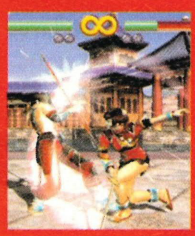
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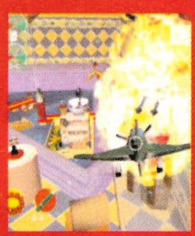
Right, I want five games for my Dreamcast....*how much friend?* *ha ha*
(laughs) - Well, I'd advise you to look at our 'friends options'..
Option One is five games for £165 to your door *or*
Option Two is three games for £105 to your door.
With those you do make very noticeable savings.

Actually, joking aside Dazza.. I will take five games.....
(laughs) - Sure, you know the number. 020 7237 3342.

Dreamcast.







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In their office, the Dreamcast is on all day. - All four have a combined age of 95.
Dazza & Liam frequently have frantic UEFA Striker battles. *(Dazza is current champ)*

Written by: Roy Kimber

64 Magazine Goes T



ATEI Arcade Show 2000

Every year Earls Court plays host to a trade show the like of which London has never seen (well okay, the like of which London has never seen since the same time last year – happy?). Amusement Trades Exhibition International (ATEI) is the annual Arcade Games show and it's where all the hot new machines that manufacturers hope to have appearing in your local arcades later in the year get their first airing.

The main purpose of the show is for buyers from all over the world to go along and see the games so that they can decide if they want to stock them. Thus the majority of the show's visitors are serious suited business-types who wander around a positive Aladdin's cave of free play arcade action looking – if truth be told – often a little bored.

This year though there were a few extra people in attendance at ATEI because Roy and a small team of Paragon journos managed to bypass the security and get into the show, where they found some mouth-wateringly good games on display!

Let loose in the cavernous hall of Earls Court, Olympia our intrepid adventurers tried to sample every game possible in the limited time they had available to them, which bearing in mind that all the games were set on infinite credits and thus rather tricky to stop playing once you'd started, was no small task!

As they wandered around the show our illustrious journos would pause in front of likely-looking games for as long as possible without drawing attention to themselves. Then to allay any suspicions that they might in fact not actually be traders looking to buy but instead just journalists out for a little fun, one member of the party would announce rather loudly something along the lines of: "Hmm, I like it! Put me down for 40 of them" and everyone would then scurry off before the dealers could make them sign anything.

Using this rather daft technique our group managed to make its way through the entire show, trying out all the best games and quietly laughing at the businessmen in their smart suits who looked extremely uncomfortable as they tested out the latest offerings from arcade giants like Namco and Sega. What follows is what Roy and the others picked out as the highlights of the show. They weren't necessarily the biggest games, or even the newest because many of the games on show have probably already reached your local arcade, but the games featured on the following pages are quite simply the ones that everyone agreed were the most fun to play!

▲ It's a *Time Crisis 2* machine and it's set on free play! You'd think that this bloke would be a little more excited by that, wouldn't you?

▲ What's going on? These aren't arcade games! ATEI was packed with the toy distributors that sell the prizes for the 'lucky grab' machines.



▲ Budding snipers try their hand at Konami's rather excellent *Fatal Judgement: Silent Scope 2.*

o The Arcade Show!

RUSH 2049

Midway's latest driving game is a real cracker that combines excellent handling and some breathtaking tracks with spectacular jumps and lots of time-saving short cuts. This sequel to *San Francisco Rush* and the far more impressive *Rush 2* offers a choice of six different cars, each of which has its own unique look and feel. Fans of the previous two games which have both been turned into N64 titles will be glad to know that the mad high-flying action which made both *SF Rush* and *Rush 2* such fun to play has been retained for *Rush 2049*, while the graphics and speed have been improved. As the title of the game suggests *Rush 2049* is set in the future so if anything the tracks are even more outlandish and jam-packed with hidden features than in the previous two games! *Rush 2049* also has an added feature that the previous two titles didn't – the inclusion of a password check-in system which records your performance and makes it possible for you to continue with your game at a later date. The best news is that an N64 conversion of this top title can be expected to arrive sometime later on in the year!





▲ Like it's predecessors *Rush 2049* handles just beautifully and contains all sorts of cool hidden short cuts.





▲ You get a choice of six different futuristic-looking cars to race with and they all look pretty darn impressive! Fancy taking this one for a spin?





▶ To spice up the day a little Midway were running *Off Road Thunder* contests. The winner of each race got a free T-Shirt... ooh!



Off Road Thunder is large and loud. At the arcade fair there seemed to be no shortage of willing gamers.

OFF-ROAD THUNDER

Off-road trucking is apparently a really big thing in the States but it's never really taken off over here for some reason – possibly something to do with the fact that some of the US trucks are so big that there's nowhere in Britain with enough space to accommodate them! Previous monster truck games haven't exactly rocked the world but it has to be said that this one is looking pretty darn tasty. The control system for one thing is rather excellent and really lets you get a good feel for the track. Every circuit is pretty wild and there's good variety in the scenery, plus each of them is also packed with crazy *San Francisco Rush*-style jumps. While it's not the most original game in the world *Off Road Thunder* is well-worth a blast!

CRISIS ZONE

Hot on the heels of *Time Crisis* and the rather imaginatively named *Time Crisis 2* comes *Crisis Zone*. The previous machines were both tremendous fun and so this was one game that grabbed our attention immediately. Like the games that came before it *Crisis Zone* gives you a gun and a foot pedal which lets you duck into cover to avoid enemy shots, but this time around instead of a measly pistol you're armed with a seriously deadly machine gun! The action is fast and furious and the graphics are quite simply superb. Practically everything on the screen can be destroyed and it's incredibly satisfying cutting a swath through beautifully detailed shops and restaurants in pursuit of your opponents. *Crisis Zone* is a fantastic game that just kept us coming back for more. We want this game now!





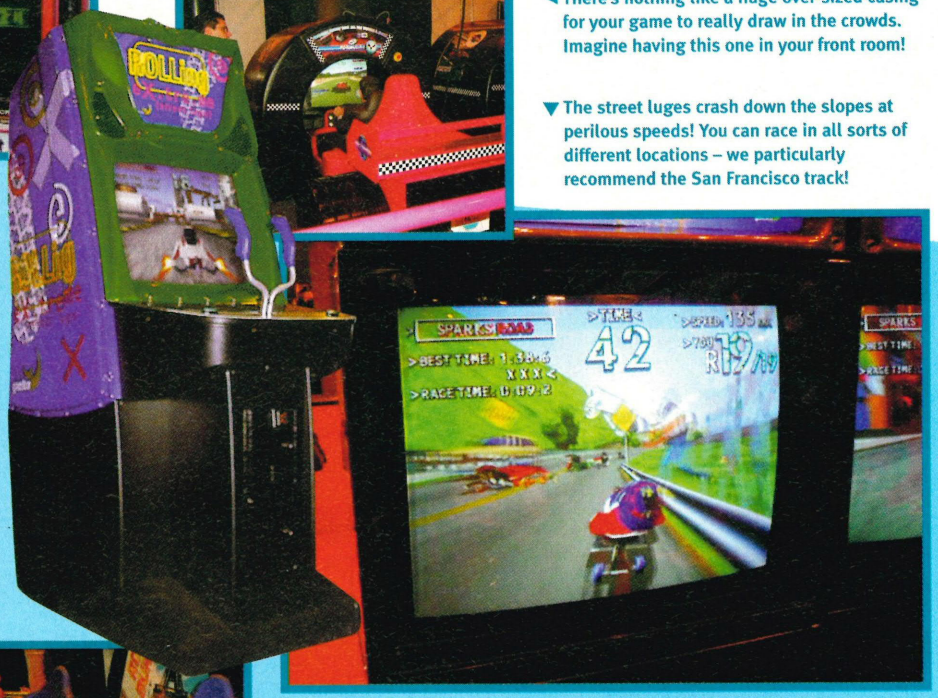
◀ 64 MAGAZINE's Deputy Editor takes aim... and misses everything! If it hadn't been for the *Quest For Fame* game Roy would never have left!

▲ There were plenty of *Crisis Zone* machines for either single-player or link-up play. But we couldn't get the other people off them!

◀ There's nothing like a huge over-sized casing for your game to really draw in the crowds. Imagine having this one in your front room!

▼ The street luges crash down the slopes at perilous speeds! You can race in all sorts of different locations – we particularly recommend the San Francisco track!





▲ What's the deal with all these fishing games that have become so popular? What's wrong with just shooting stuff?



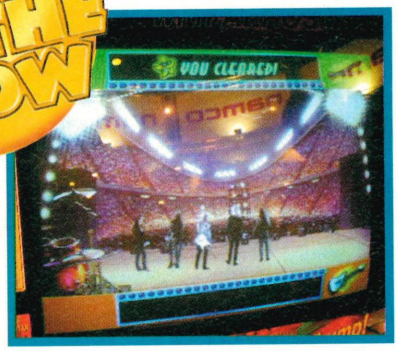
▶ Okay, so the control chair does look a little weird, but take our word for it, once you're sitting in it the whole thing is absolutely brilliant!

ROLLING EXTREME

This rather strange-looking game instantly grabbed our attention due to the weird control chairs. It turned out to be a racing game based around the ultra-fast sport of street luging, with a bit of fighting and some tricks thrown in for good measure. Once you've got comfortable and gotten over the peculiar control method you soon find yourself hightailing it down the urban slopes at ridiculous speeds! This is a game that would be great to see on the N64 because it's tremendous fun however it must be said that the sitting position and the unique control method contributes an awful lot to the overall excitement. It probably just wouldn't be the same playing it with an ordinary joypad while sitting on a comfortable sofa!

GAME OF THE SHOW





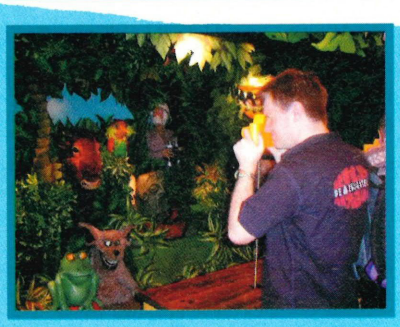
▲ Proof if proof were needed that Roy really is a top guitar player! Well... top when all you need to do is strum in time to the music anyway!

◀ Roy gets on down to the sound of... well, of himself! All together now: 'Play that funky music white boy'!

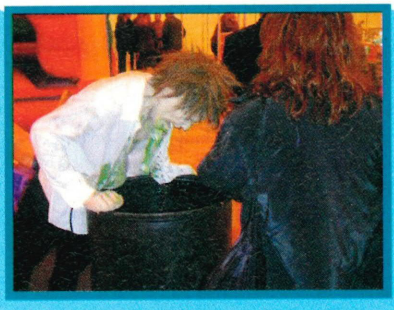
◀ Anyone for tennis? Just about every sport you could think off had some kind of representative arcade machine!



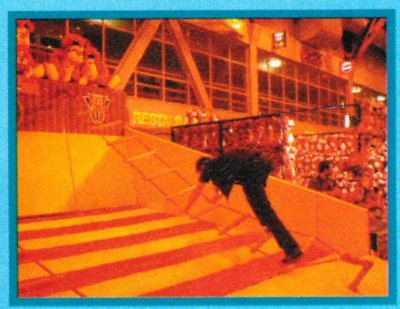




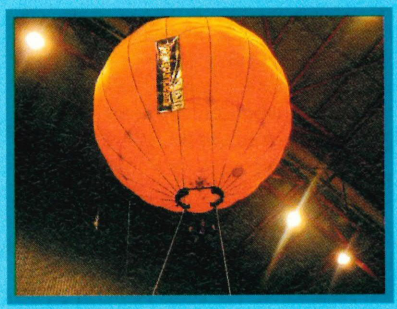
▲ This game involves taking pictures of strange-looking animals, until they squirt water at you! It's not a patch on *Pokémon Snap* though!



▲ And here we have... a novelty vomiting man! If you're into this you can just hang around near any Bournemouth pub on a Saturday night!



▲ Climbing this ladder looks incredibly easy but it's designed so that anyone bigger than a child finds it almost impossible!



▲ This is the 'Parabounce'. It's kind of like a bungee only you're strapped to a balloon and you go up instead of down – very weird!

AEROSMITH: QUEST FOR FAME

Once in a century a game comes along that quite literally takes the world by storm. Whether or not *Quest For Fame* will be that game is doubtful but it had Roy absolutely hooked from the moment he played it. The gameplay is simplicity itself – use the guitar and/or drum controllers to play along with musicians on screen. Start in a bedroom, work through a garage to a bar, then to a music school and finally if you're good enough, you get to play live on stage with Aerosmith! After discovering that drummer Russell just couldn't make the grade Roy quit the band and went solo on the guitar, refusing to leave until he'd played with Aerosmith and won, much to the chagrin of several German buyers who were itching to get a go! We're 'Living On The Edge' baby!



▲ *World Kicks* is a very odd-looking machine but once you get the hang of it it's great for some novelty footie fun.

WORLD KICKS

This new football game from Namco has gone one step further than previous footie offerings by including a ball attachment which allows you to physically pass or shoot the ball and also perform various tricks like roll backs. Although it can be a little confusing at first you find that you soon get the hang of the basic manoeuvres and then it's footie action all the way! This isn't really a game that you could ever convert for the home console market but it is nevertheless thoroughly entertaining and perfect if you fancy a knock about against a mate at your local arcade.

FUN & GAMES AT THE FAIR

While we were in the 'Big Smoke' we stopped in at the Fair Show which was just next door to ATEI. There we had a go at a few of the vaguely silly activities which can usually be found on village greens and abandoned cow fields when the fair comes to visit. On offer for the day we found water pistol games, camel racing, ladder climbing and even Parabouncing – the all-new way to go up in the world! Needless to say that with all the new arcade games sitting just next door we didn't hang around in here for too long but it was fun all the same!

Written by: Roy kimber

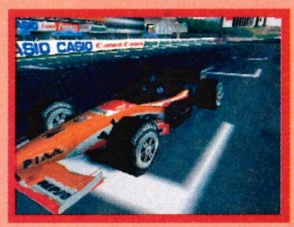


64 Magazine's Canad

Hey Good Looking!

When you take a good look at some of the cars in this game, the level of detail is just superb! You can almost smell the engine oil and hear the cheering of the crowd...








We take you behind the scenes on Ubi Soft's forthcoming motorsport game, F1 Racing Championship.

Monaco Grand Prix (formerly *Racing Simulation Monaco Grand Prix*) was the second F-1 game from Ubi Soft and it was a major improvement on their previous effort – the rather dull *F1 Pole Position*. Now the French-based game-meister is about to re-enter the F-1 Racing scene, with the sequel to *Monaco Grand Prix*, *F1 Racing Championship*.

The game has been in development since April last year, with the work split between centres in Casablanca, Morocco and also in Canada. It was to the latter country, home of the Mounties and people who say 'yah' a lot, that 64 MAGAZINE went to get the low-down on what's shaping up to be a top new N64 racing title!

F1 Racing Championship features the real teams, drivers and cars from the 1999 F-1 season and promises to bring N64 owners 'all the thrill and challenge of the real competition'. Improvements over the original *Monaco Grand Prix* game include:

- An official licence – hence the inclusion of all the genuine drivers and cars.
- An all new 'Driving School' mode (Maureen not included!)
- The addition of a new Arcade Checkpoint mode for those who like their gameplay to be more 'fun' than simulation.
- All-new 3-D pit crew animations.
- Redesigned menus.
- Some hot new sound effects.

Like *Monaco*, *F1 Racing Championship* allows either one or two players to race against each other and promises some ultra-realistic car behaviour the like of which has never been seen in an N64 racing game. To get a more personal insight into what's gone into the game we cornered Mathieu Ferland, the Department Manager at Ubi Soft...



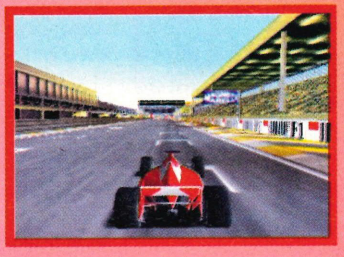


ian Adventure!

Look At It This Way...

To try and satisfy as many different playing tastes as possible *F1 Racing Championship* offers a range of different in-game views. These include three 'behind car' perspectives, a cockpit interior and an 'on the nose' option.





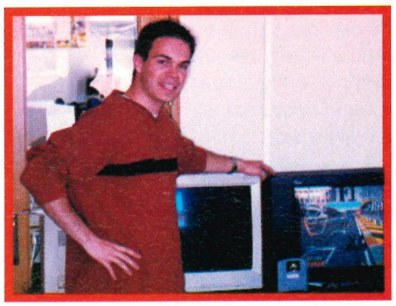














▲ Two players can race against one another in either a vertically or horizontally split screen. Prepare to eat melted rubber buddy!





64 Tell us about the team working on *F1 Racing Championship*.

Mathieu Ferland: We have a team of 25 people working in Morocco on F1 Racing Championship and one of our main aims is to create a game for Formula One fans. We started out with the Monaco Grand Prix engine and then started to evolve it into what we have today.

64 What are the major differences between the new game and *Monaco Grand Prix*?

MF: We have added more 3-D graphical effects. You can see this when you hit opponents on the track. Now the car reacts in a much more realistic way. Instead of simple movement along one axis – up and down – that most car games have, our cars can twist and turn. The game is constantly calculating the effect of 11 physical forces on the car, giving our sim a unique feel.











▼ Things can get a little bit busy on some of the bends, as cars jostle for position – just like in the real thing!

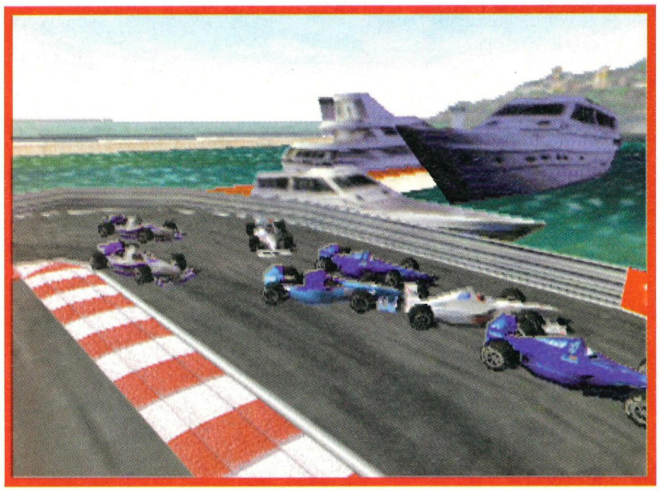
There is of course the official licence too. *Monaco Grand Prix* has fake team and driver names but this time the game has all the correct data for the 1999 season. We have used actual driver and team data to improve the AI in the game. When you come up against real-life drivers like Michael Schumacher and Damon Hill, they will actually drive as they would in real life because we've rated them all for skill, aggression and speed!

64 Are there more graphical improvements?

MF: Yes, we've added a new 3-D animation engine that allows us to create a pit-stop mini-game. As you drive into the pits you're presented with the team working around your car. The the faster you tap the joypad buttons, the faster your pit-stop will be. Though the track data has come from *Monaco Grand Prix*, we've improved the look of the game by adding 50 new lighting effects. The tracks have colour washes to give them atmosphere – yellow in Brazil and blue in Canada and the cars have reflective surfaces. The overall look and feel is much more authentic.

64 You've certainly been busy enhancing the original *Monaco* game, any other surprises?

MF: We've added lightning and thunder effects to some of the tracks to give a more accurate feeling of racing in those countries, there's also a special heat effect when all the cars are sitting on the starting grid and a whole new track to race around – Malaysia. The sound effects have been improved, because we've sampled actual F-1 cars!

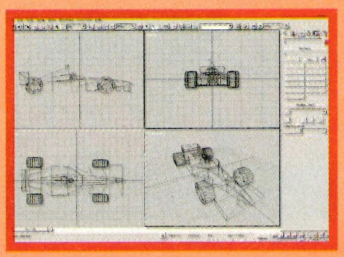


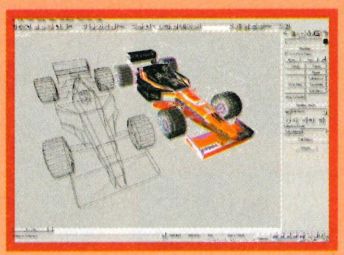


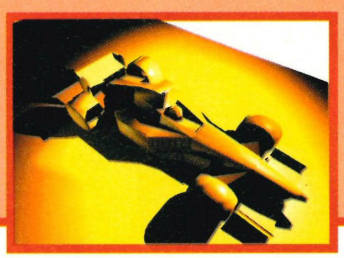
▲ Things don't always go to plan in a Formula One race! This mess will mean precious seconds lost for all concerned.

The Technical Bit...

All the cars in the game are designed on paper first then modelled using 3D Studio Max. They start life as wireframe models and then the 'skins' are added. At the same time, simple solid computer models are used to calculate the light sourcing and shadows. They make it all look so easy!





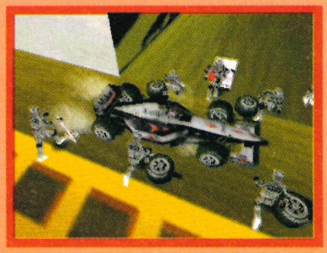


It's The Pits!

The development team behind *F1 Racing Championship* are very proud of their pit-stop feature and from what we've seen they've got every reason to be! The fact that you have some control over the pit timing is a great idea and it makes a change from other driving games where you simply just sit back and watch as your car is worked on.







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Grab A Gam

Right everyone, listen up! For a long time we've thought that the idea of an N64 magazine giving away N64s to its readers as competition prizes is a little daft because – well let's face it, you probably wouldn't be reading the mag if you didn't already have one, would you? And that's why we haven't given away the perfectly-formed lumps of black plastic as prizes before (well... not very often anyway).

But then the other day, we were chatting with our friends at Kemco and Mad Catz over a few halves of shandy and someone came up with a great idea... you may already have an N64, but you haven't necessarily got the N64's little brother – a Game Boy Color – have you?

That's why 64 MAGAZINE in association with Kemco and Mad Catz is giving you lucky lot the chance win three – count 'em, three – bumper bundles of Game Boy Color goodies! You'll get yourself a Game Boy Color (obviously), a copy of the fantastic *Bubble Bobble Classic*, a copy of *Top Gear Rally 2* (the sequel to *Top Gear Rally* believe it or not), a copy of *Bugs Bunny Crazy Castle 4*, a Mad Catz Game Boy pack and a Mad Catz Game Boy link cable!

So basically you're getting everything that you could possibly need to start you on the road to pure Game Boy Color heaven!

To be in with a chance to win one of these fabulous bundles all you've got to do is answer the following three questions correctly and then complete our tie-breaker. The three most original tie-breaker answers drawn after the closing date will win themselves everything listed below!



The Questions!

1: What's the name of Bub's brother in Bubble Bobble? (The clue is in the title!)
A: Bob
B: Brian
C: William

2: Bugs Bunny is famous for his love of one specific vegetable. Which one?
A: Potato
B: Radish
C: Carrot

3: Top Gear Rally is based on which exciting sport? (Okay... we don't want to make things too difficult!)
A: Show-Jumping
B: Rallying
C: Swimming

Win A Game Boy Color And Loads Of Cool Stuff!

The Tie-Breaker!

In no more than 40 words, complete the following sentence...
64 MAGAZINE is the greatest, coolest, most grooviest magazine in the entire Universe because...

Send your answers to: Gimme A Game Boy Color Compo!, 64 MAGAZINE, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS to reach us no later than 20 April 2000. Late entries will be used to create a papier-mâché sculpture of Mike's head!

What You Get!

The ultimate hand-held: A Game Boy Color (rrp £60)
Arcade standard *Bubble Bobble Classic* (rrp £24.99)
GBC Racer *Top Gear Rally 2* (rrp £24.99)
Cartoon capers with *Bugs Bunny Crazy Castle 4* (rrp £24.99)
The essential Mad Catz Game Boy pack (rrp £19.99)
The Mad Catz Game Boy link cable (rrp £9.99)



e Boy Color!



Bugs Bunny Crazy Castle 4

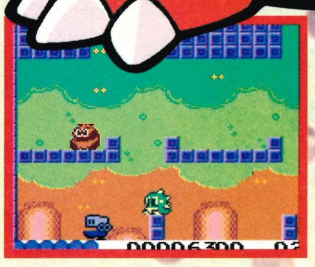
Bugs is back for yet more crazy cartoon capers in the fourth game of this popular series! When a game has spawned as many sequels as this it's either because it's got great gameplay and people just can't enough of it – or because it's a well known franchise and someone's trying to milk it for everything they can get. Fortunately, with *Crazy Castle 4* the former is the case. Thus what you get is a superb platform game with great graphics and addictive gameplay. It'll keep you battling through with Bugs and his crazy cartoon pals for quite some time to come!







Bubble Bobble Classic

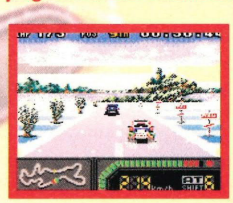




Way back in the mists of time when Spectrums and Commodores roamed the Earth and did battle with mythical Dragon 32s, there was an arcade game called *Bubble Bobble*. Now Game Boy Color owners can experience a little piece of videogame history for themselves with *Bubble Bobble Classic*! Take on the role of a small bubble-blowing dragon called Bub, as he sets out to save the life of his brother by wading through level after level of manic beasties to find the 'Moon Water'! This version has all the fun of the first game from the super-cute graphics to the hectic gameplay and it even has the original mega-catchy theme tune playing throughout – a must for all Game Boy Color owners!

Top Gear Rally 2

When we saw that the first *Top Gear Rally* game was coming out on the Game Boy it has to be said that we snorted derisively. After all, race games on the Game Boy Color? What next? A game that's not a flight sim, an epic strategy game or a first-person shooter on the PC? Anyway, *Top Gear Rally* proved that racing games can work on Nintendo's top hand-held and *Top Gear Rally 2* promises more of the same – only better! Obviously we're not talking *Ridge Racer* here, but the programmers have made clever use of the Game Boy Color's (admittedly) limited graphical talents. This is a racer which harks back to the 'good old days' of gaming, when graphics were functional and the gameplay had to be faultless. *Top Gear Rally 2* features 17 different cars, random weather conditions over 32 stages, has a built-in rumble pak and you can even play against a friend via the Game Boy link cable. Gentlemen, start your engines!









Mad Catz Game Boy Pack

If you've got a Game Boy Color then you'll want one of these – which of course you won't need to worry about if you win our competition, because we're including one with the package! The Mad Catz Game Boy pack contains a multi-link cable, a handy light magnifier and some rather nifty stereo headphones. All this is bundled in a special carry pack with dividers for storing your games and extra compartments to carry all your Game Boy Color accessories – there's even room for Game Boy printer stuff!

64 Magazine Top Ten Game Boy Color Games!

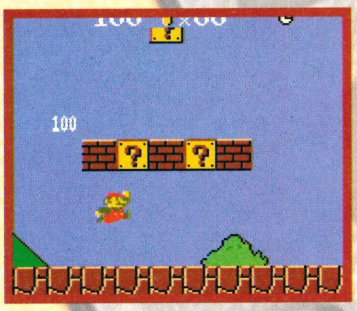
Since we're giving you lot the chance to win yourself a Game Boy Color this issue thanks to those generous chaps at Mad Catz and Kemco, we thought you might need some help on what games to buy to go with your colourful hand-held console. So here for your delectation is 64 Magazine's list of the top-ten recommended Game Boy Color games based on how they scored in our sister magazine Total Game Boy Color! And in no particular order they are...

Super Mario Brothers Deluxe

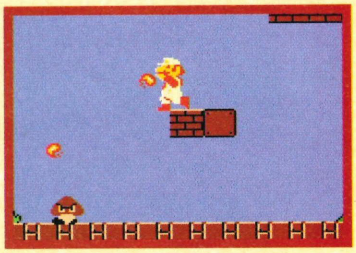
Super Mario Bros Deluxe is a souped-up version of the original *Super Mario Bros* from the NES. One or two players using two Game Boy Colors and a Game Link cable get to take control of Mario and Luigi for some serious platform fun.

All 32 levels from the original game are included in this version plus eight new ones designed specifically for the Game Boy Color. Every level can be played in original 1985 classic mode plus Nintendo have added a special challenge setting, where the object is to collect five red coins and uncover the hidden Yoshi egg from every level. To hinder our flat-capped heroes there are all sorts of hidden obstacles and opponents like Boo and Bowser to confront. Help for our heroes comes in the form of mushrooms, fire flowers and invincibility stars.

The gameplay in *Super Mario Bros Deluxe* simply can't be faulted and graphically the GBC version is almost identical to the original NES incarnation. Quite simply, *Super Mario Bros Deluxe* is a top game and one that no Game Boy Color owner should miss out on. Get out and buy yourself a little piece of videogame history!







TOTAL GAME BOY COLOR
Publisher: Nintendo
Reviewed: Issue 3
Score: 95%

Conker's Pocket Tales

Yes, it's a Rare game on the Game Boy Color! All right, calm down. *Conker's Pocket Tails* is the GBC companion to *Conker's Bad Fur Day*, which is ironic since we're still waiting for that N64 title! Instead of fobbing us off with just another platform game (let's face it, there are enough on the Game Boy Color already) Rare have taken the characters from the N64 game and put them into a role-playing scenario. The result is something that plays a lot like *Legend of Zelda: Link's Awakening*.

This idea has been taken further though: *Conker's* has a wide range of inventive sub-games to keep you interested and every corner is packed with secrets to discover. The basic idea of the game is to rescue Conker's girlfriend Berrie from the clutches of Evil the Acorn whilst finding our squirrel hero's stolen birthday presents along the way. Conker must work through all kinds of scenarios before he can be reunited with his girlfriend and there's so much to do that this game should keep you occupied for many happy hours to come!





▲ Go inside the different buildings to find puzzles that Conker needs to solve. Here he needs to move blocks to open a door.



TOTAL GAME BOY COLOR
Publisher: Nintendo
Reviewed: Issue 3
Score: 92%

MARIO GOLF



It's more than nine years since Mario last graced the (monochromatic) greens of the original Game Boy classic, *Golf* and in the interim the game has never been bettered. So we were more than a little excited at the prospect this GBC title. Particularly when we heard that Camelot – developers of the rather ace *Mario Golf* on the N64 – had been given the task of cramming the N64 version into one tiny 16 Megabit cartridge! Astonishingly Camelot has achieved the impossible and brought Mario and his chums to the miniature fairway with real class and all the fun and excitement of its bigger brother.

All the elements of the N64 title are here, from the adventure mode to a easy-to-learn but tricky to master control interface with the result that *Mario Golf* is a sports sim like no other. It doesn't matter whether or not you like golf. If you enjoy great videogames, you'll love this.





▲ This hole is a par five, which means that there's probably not much chance of you achieving a 'hole in one'.



▲ When each shot is played a little picture pops up to show you how the ball lies, so you can judge which club you'll need.



▲ Fluff your approach shot and you're left having to waste a vital shot chipping the ball onto the putting green.

TOTAL GAME BOY COLOR
Publisher: Nintendo
Reviewed: Issue 6
Score: 97%

DUKE NUKEM

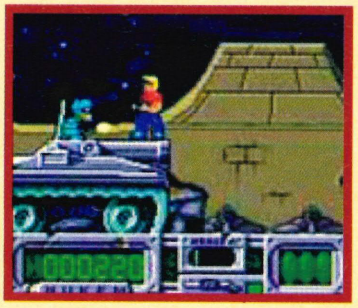
If you've got an N64 then by now you've heard of 'The Duke'. *Duke Nukem* on the Game Boy Color takes the form of a 2-D platform adventure and the plot behind the game is one which will be familiar to most regular gamers. Aliens have decided to invade the Earth (as usual) and this time they made the rather foolish mistake of messing with Duke Nukem while they were about it!

Duke starts off with a gun and not much else and he needs to explore the various levels, finding keys, passcards and weapons and offing aliens along the way. Aside from that it's pretty much business as usual as Duke jumps and blasts his way through the alien hordes.

Graphically *Duke Nukem* looks good on the Game Boy Color and a lot of the humour of the previous *Duke* games has been kept. There *are* a lot of platform games available on Nintendo's hand-held however the crisp graphics, responsive controls and addictive gameplay make this one a title that every GBC platform fan should own. Try it out or we'll send the Duke round!

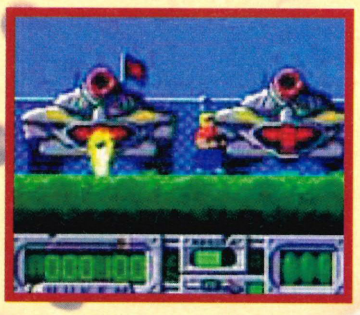








▲ Duke comes up against a rather nasty-looking gun on this level. Fortunately the bad guy's aim isn't too good!



▲ The Game Boy Color version of *Duke Nukem* may be in 2-D but it still retains the great humour of the other games.

TOTAL GAME BOY COLOR
Publisher: GT Interactive
Reviewed: Issue 3
Score: 90%

REVELATIONS: THE DEMON SLAYER

Ever fancied yourself as a bit of an adventurer? If the answer's 'yes' then you're gonna love *Revelations: The Demon Slayer* which is an incredibly polished Game Boy Color RPG.

Apparently on the fifth planet in a galaxy far, far away (wait a minute! That sounds familiar!), there lives a race of good human-like beings with strange, mystical powers who are being hassled by the forces of evil. That's where you come in.

It's up to you to restore peace to the land by fielding an adventure party and defeating the evil monster hordes. Each time you fight you earn experience points, the more you earn the harder your character becomes, both physically and magically.

You need to explore your environment, talking to the people you meet and completing a number of set objectives, so there is always stacks to do.

With over 100 different weapons and magical spells and more than 100 monsters for you to take on in combat this game is a must for GBC RPG fans!



▲ Helpful advice from one of the local shopkeepers. What a caring chap! Or is he just out for a quick buck?



▲ They need a hero! He's got to be strong and he's got to be fast and he's got be fresh from the fight! Er... sorry.







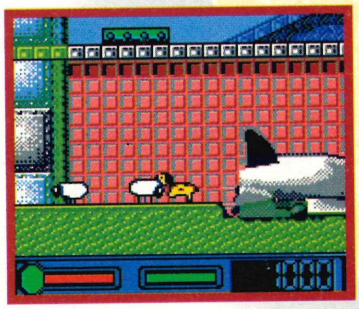
▲ The game starts with your character's graduation ceremony. Now you're qualified to go kill some monsters!

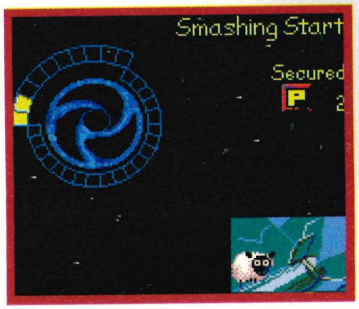
TOTAL GAME BOY COLOR
Publisher: Altus
Reviewed: Issue 5
Score: 91%

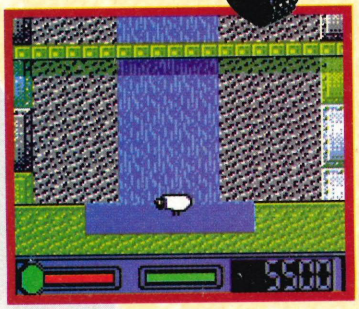
SPACE STATION: SILICON VALLEY

Space Station: Silicon Valley came out for the N64 not that long ago and now it's reached the Game Boy Color! The story is the same as in the original with Evo the microchip searching for parts to his robot body whilst trying to fix his master's space craft. Evo can take control of any of the many animal robots on the station – once they're dead that is – and thus you get to control such strange beasts as Roger the Sheepdog, Flossy the Sheep, polar bears, elephants and all sorts of other feathered and furry folk!

It's great fun to be able to leap around each level changing species at will as every animal you become has different skills and control functions and it is crucial to master these in order to complete every task. Much care and attention has obviously been taken over the graphics, making this a charming and engrossing buy. Dive into the Technicolor world of *Space Station: Silicon Valley*!



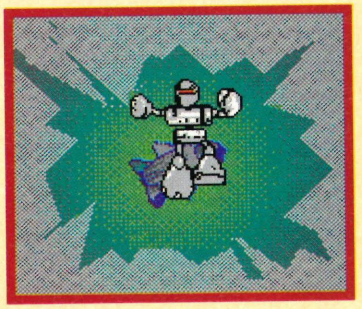




▲ Something that is not widely known is that robot sheep float much better than any other animal robots... clever!



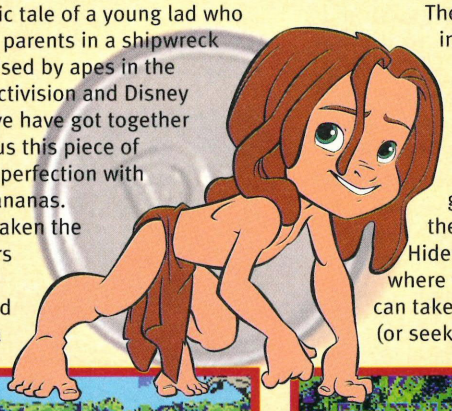
▲ Each time you take over the body of an animal you can check their statistics. This dog is of fairly average class.



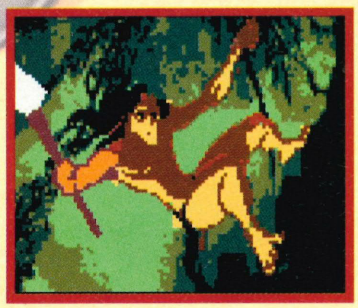
TOTAL GAME BOY COLOR
Publisher: Take 2
Reviewed: Issue 5
Score: 92%

TARZAN

The latest Disney cinema blockbuster to reach the Game Boy Color is *Tarzan*, the classic tale of a young lad who loses his parents in a shipwreck and is raised by apes in the jungle. Activision and Disney Interactive have got together to bring us this piece of platform perfection with added bananas. They've taken the characters from the movie and created a platform adventure game packed with secrets and extras that will keep you busy for ages!

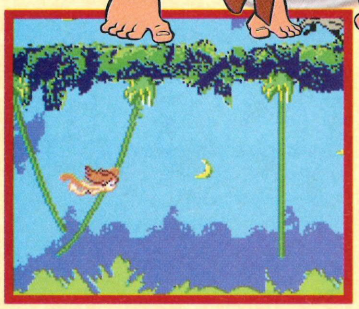


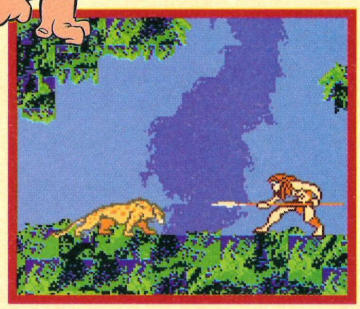
The cartridge is split into three sections. There's the main platform game, with four playable characters, loads of levels and cool graphics. Then there's the special Hide & Seek game, where you and a friend can take it in turns to hide (or seek). Lastly, for those lucky enough to have a GBC printer, there's a special paint and print section too! Disney Interactive have a rep for creating great portable versions of movie classics and they've come up trumps again with *Tarzan*!













TOTAL GAME BOY COLOR

Publisher: Activision
Reviewed: Issue 5
Score: 92%

IK 2000

Beat-'em-ups weren't always the flashy 3-D affairs that currently have console owners wetting themselves on a daily basis you know! Enter *IK+*, the greatest fighter ever produced on the old 8-bit Commodore 64 and ZX Spectrum computers. It was also the first ever 'made in England' title to go straight to number one in both the UK and the US!

Instead of pummelling opponents till they drop you can beat your enemy with one swift smack in the mouth. As in real karate you're awarded a whole or half point depending on the quality of your strike. The first fighter to get two points wins a bout.

IK2000 – the Game Boy Color incarnation of *IK+* – shuns the fist-flailing combos and over-the-top special attacks found in more recent beat-'em-ups and despite its simplicity it has an absolutely remarkable depth to its gameplay. The speed with which bouts can swing either way creates incredibly tense matches. *IK 2000* is quite simply fantastic!













TOTAL GAME BOY COLOR

Publisher: Studio 3
Reviewed: Issue 7
Score: 92%

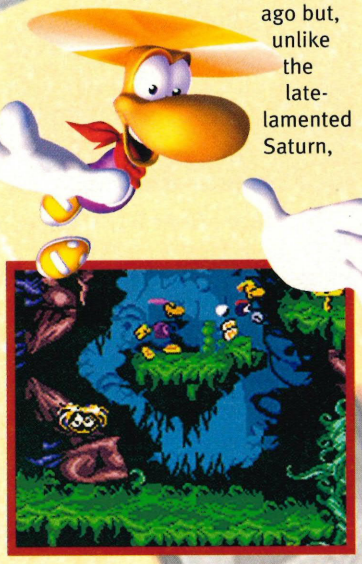
RAYMAN

If it is possible for a game that is less than a decade old to be called a classic, then the legendary Sega Saturn and PlayStation romp *Rayman* is one. Revolutionary graphics and superb gameplay kept oodles of gamers happy all those years ago but, unlike the late-lamented Saturn, *Rayman* himself is still going strong today in games like *Rayman 2: The Great Escape*. And now for the first time ever the original psychedelic adventure is available on the Game Boy Color.

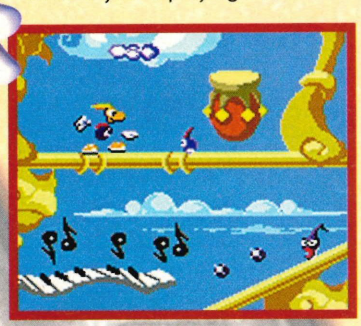
And what an adventure it still proves to be! The graphics and gameplay are just as vibrantly compelling as ever and this game is so faithful to the original versions that you find it hard to believe you're playing a hand-held game at all! With a full and funny story line, a choice of six languages and many hidden bonuses besides, there's never been a better excuse to start swinging on the Game Boy!







▲ Rayman hasn't got any arms or legs! So he's 'armless' and 'legless' – just like Mike after he's been to the pub!



▲ Rayman is undeniably one of the most detailed characters to appear on the Game Boy Color so far.



TOTAL GAME BOY COLOR

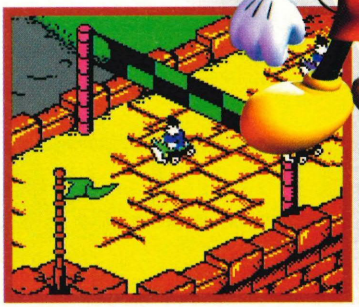
Publisher: Ubi Soft
Reviewed: Issue 7
Score: 92%

MICKEY'S RACING ADVENTURE

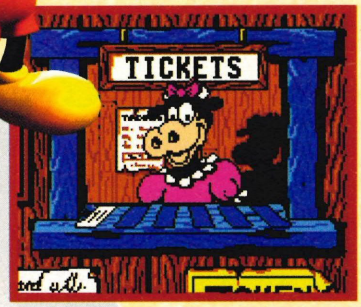
Mickey and his chums Minnie, Donald, Daisy, Goofy and of course, Pluto are soaring into the 21st Century with this terrifically huge new adventure. And who do we have to thank for this epic offering? Yup, it's another great Rare game!

It seems our Disney chums are about to take part in the annual carnival when nasty Pete comes along and steals all the floats! The only way you can get on with the show is to race him and his cronies to become the ultimate rodent racing champion!

Mickey's Racing Adventure involves not only a compelling RPG-type adventure and 21 amazing high-speed racing tracks, but also a different brain-draining puzzle for each contender. This variety of gameplay means that this title has twice as much to offer as any other GBC game and the fun doesn't stop there! Numerous bonuses including an email function, various hidden race modes and a Game Boy Printer facility make *Mickey's Racing Adventure* quite simply the best Game Boy Color game so far!



▲ At the end of the day what *Mickey's Racing Adventure* is all about is ultimately winning races!



▲ This girl is a right cow! She's fairly helpful though as she sells you special tickets that you can't get elsewhere.







TOTAL GAME BOY COLOR

Publisher: Nintendo
Reviewed: Issue 7
Score: 98%

ONLY £3.99!

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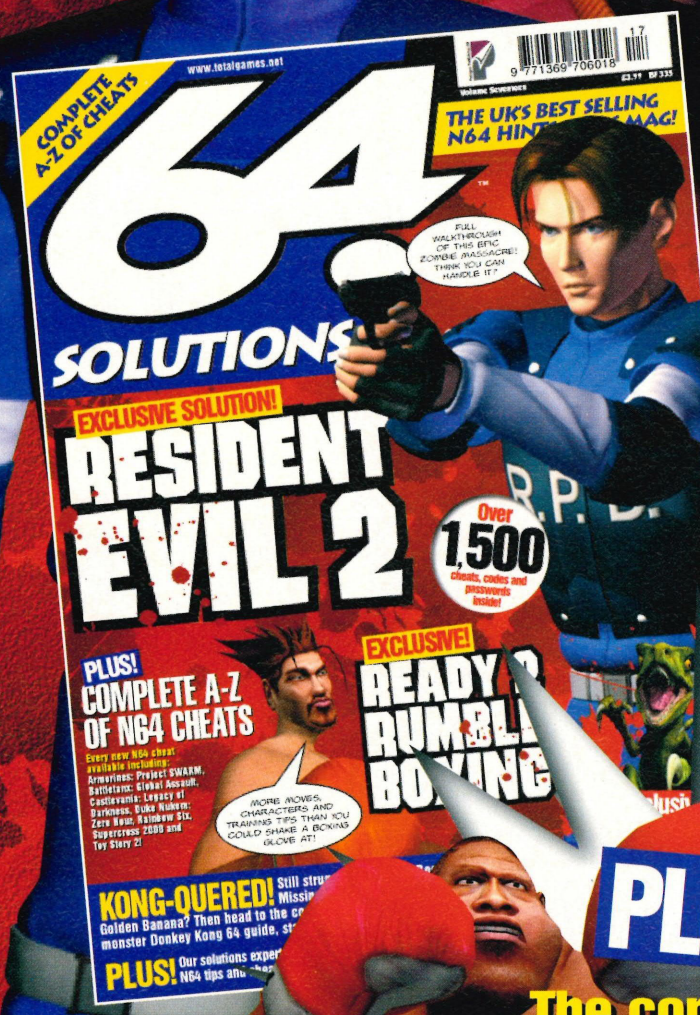
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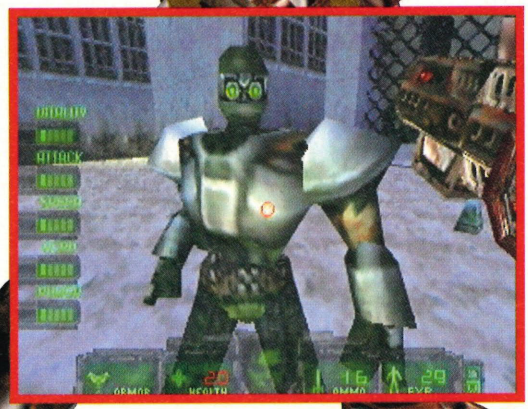
64 MAGAZINE reviews



One of the most hotly anticipated games of this year and we got it first! Aren't we just the coolest?

page 42





DAIKATANA

Those Boxes Explained!

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

Ninfo

PLAYERS
The number of people who can play the game.

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

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

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

$64,000 Question

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

Memory Options

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

PAL Performance

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

Supplied By

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

64 Magazine Rating

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

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



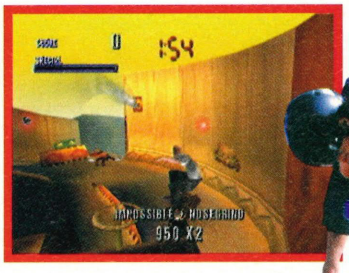
50 **RIDGE RACER 64**
It's finally here and it's fabulous!

56 **HYDRO THUNDER**
Speed! Boats! Water! Wetness!

60 **TONY HAWK'S SKATEBOARDING**
Catch some sick air!

UK UPDATE

64 **WINBACK**
Now PAL N64 owners can win too!





Final Score

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

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

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

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

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

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

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

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

64 Magazine Bottom Line

Controls



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

Alternatives

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

Rating

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

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

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

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

Overall %

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

Soundbite

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

Written by: Roy Kimber

64 MAGAZINE SIZZLER

Da







$64,000 Question

- ⊕ Huge gorgeous-looking levels
- ⊕ Loads of weird enemies
- ⊕ Varied level designs
- ⊕ Fairly complex plot
- ⊕ More to it than your average shooter
- ⊕ Massive array of weapons
- ⊖ Slightly laboured cut-scenes
- ⊖ Enemy graphics look a little dated

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Kemco
Developer:	Ion Storm
Game Type:	First person shoot-'em-up
Origin:	Japan
Release:	21 April
Price:	£39.99

The plot of Daikatana twists around all over the place!

Enter a world of advanced technology, incredible magic and a bloke called Superfly!

Daikatana

The time is the future. The place? Japan. Our story begins in a small house where a solitary warrior is practising his – for want of a better word – callisthenics. His fitness routine is interrupted by someone at his door, a mysterious old man who tells him that the world he knows, the world that the warrior has grown up in, has not always been this way. Apparently an evil man called Mishima has taken possession of an ultra-powerful sword called the Daikatana and used it to go back through time and change history. And guess what? It's up to you to put things to rights!

Thus begins a game which is best described as a cross between *Quake II* and recent RPG-esque affair *Hybrid Heaven*. You take on the role of the hero, Hiro. And yes, that does make him 'Hiro the Hero' which is a little unfortunate, but then names don't really seem to be this game's strong point – one of the characters is called 'Superfly' for crying out loud!

Daikatana comprises 16 different levels which are grouped into four 'episodes'. As you probably already guessed from the time-travel plotline, each episode takes place in a different time-zone as your character gets thrown backwards and forwards in history in search of the fabled Daikatana. If you thought that the *Back To The Future* movies had a few time-paradoxes then get ready for a lot more, because the plot of *Daikatana* twists around all over the place! For instance you actually find the sword that you're seeking by the end of the first episode (level four) only to be confronted by the evil boss Mishima who also has a Daikatana – and it's the same sword! Confused? You will be!

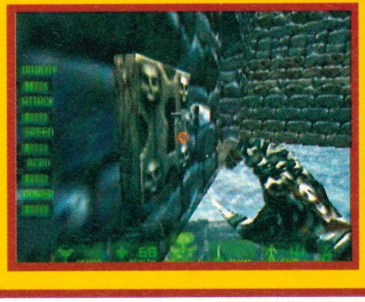
Gameplay in *Daikatana* is first-person (as in *Quake II* and *Turok*), viewed through the eyes of the warrior Hiro. As you progress through the game you come across two other characters, Mikiko – trained since birth to wield the Daikatana – and the aforementioned Superfly, a huge bald guy who... well, who's big and has no hair! These two characters join you on your quest for the Daikatana but you don't actually get any direct control over them. Sometimes they wander around with you – although presumably they're strapped to your back or something because no matter how much you turn around you never see them – while at other times they wander off on their own to explore. When they do this you usually find them hanging around by some puzzle or other to offer help and advice – or not – as they see fit.

I've Got The Key...

Some of the puzzles are of the more mundane type. This one for instance just involves finding the right key for the door. Once you've got it all you need to do is stick it in the right hole!

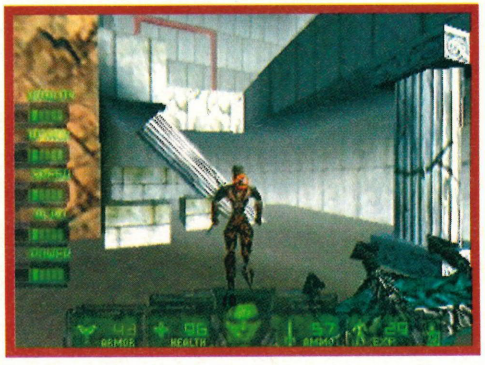
















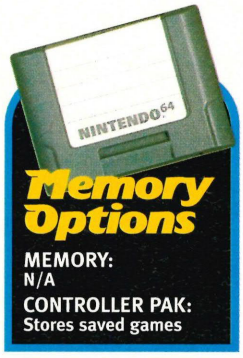
▲ This archer is obviously trying to confuse us with his acrobatics – but we're still gonna blast him when he stops hopping about!

Swords 'N' Sorcery

As previously mentioned, this game is pretty much a cross between *Quake II* and *Hybrid Heaven*. All the combat is first-person and there are a massive 22 different weapons to use on the various guards, mutants and various mythical creatures that you encounter on your travels. Unlike the *Quake* games though, being quickest on the trigger in *Daikatana* isn't necessarily the route to success. This is because in addition to the armed and aggressive characters that you meet in the levels of the game you also come across many unarmed individuals who are basically NPCs – non player characters – like those you would find in an RPG.

Not every NPC that you meet is going to be friendly though and at times it does become necessary to 'terminate' certain individuals to obtain their full co-operation – or rather to rob them of whatever important object it is that they are holding. This means that usually it has to be a case of experimentation – talk to the people first and then if they don't co-operate introduce them to the business end of your favourite weapon. Obviously you can choose do this the other way around, but it's rather difficult to make someone 'spill the beans' when they are sprawled in a gooey heap on the ground! In *Daikatana* trial and error is most definitely the order of the day!

If you like your action first-person... get yourself a copy of Daikatana.



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Stores saved games

▼ This hovering 'bot has four guns and follows you around, so it's a good idea to waste it fairly quickly before it bothers you.

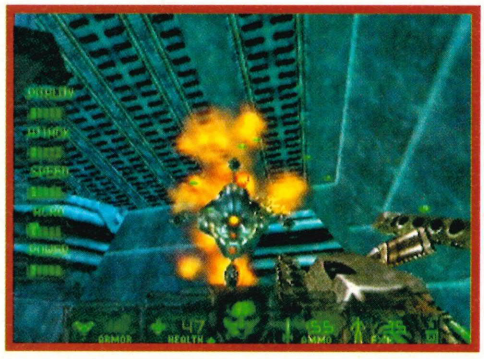
Many of these people are unimportant and are just there to give the game some atmosphere, but several are extremely vital to your mission so you need to talk to all of them. Every NPC is different and must be interacted with in a specific way if you want to progress. There are people who give you essential objects and keys if you talk to them nicely; then there are other characters who perform important tasks like working the control consoles of lifts. If you go a little nuts and start mowing down everything that moves then you often find you come to a lift or door that simply won't open because you just 'offed' the poor guy whose job it was to make the thing work!

Lookin' Good!

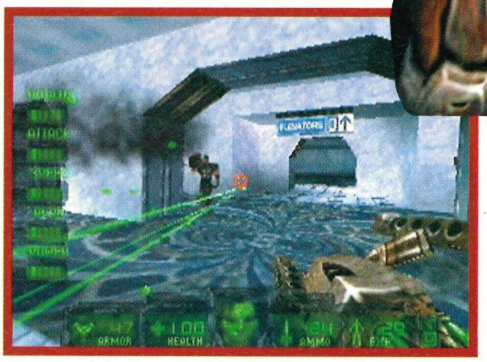
Graphically *Daikatana* is kind of a two level affair. Basically you can divide the graphics into two categories: character graphics and background graphics. The background graphics are – it's pretty fair to say – very nice indeed! *Daikatana* makes great use of the expansion pak to produce some gorgeous high-res landscapes and scenery but even without the expansion the backgrounds still look excellent. There is an impressive mixture of scenary and locations over the four main stages. The first episode is a mainly techno world, with lots of metallic greys, advanced computer monitors and flashing neon signs. Other levels include snowy medieval villages, Greek-style temples and palaces and even the famous Alcatraz prison, there's plenty of variety. None of the levels looks too samey which makes the game much more pleasant to play. Unfortunately the character animations aren't quite as impressive. That's not to say that they're bad by any means. And it should be made clear that there are tons of different characters in this game too. The problem is that this title has obviously been in development for some time and the graphics for the characters now look a little dated. Up close a lot of the enemies for example look a little rough and the explosion animations are fairly basic and a little repetitive.

All that said though, the overall look of the game is a fairly impressive one. The weapons themselves all have extremely good animation and work in a variety of different ways rather than just being variations of different machine guns. Plus if you do play this game in high-res then you'll be hard-pushed to fault the visuals for crispness and clarity.

In addition to the various NPCs that you meet in *Daikatana* there are also a number of different puzzles to be completed on each level. While these are







Disgruntled Employees

Evil Mishima may be able to travel through time and change history as he sees fit, but he's got an awful lot to learn about employee relations! You meet all sorts of workers on the early levels of *Daikatana* and they all seem rather fed up at first! As you go further though they seem to cheer up a bit so presumably the deeper you progress into Mishima's organisation the more money you get paid!











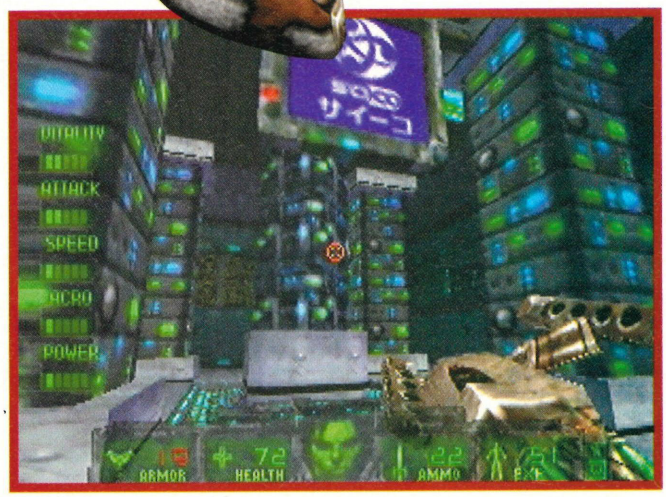
▲ You don't actually get to use the rather groovy *Daikatana* until right at the end of the game. The guy you're up against here is Mishima, but even after you beat him things ain't over!

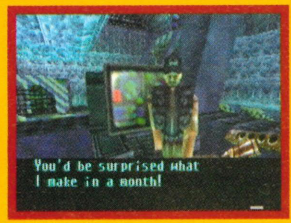


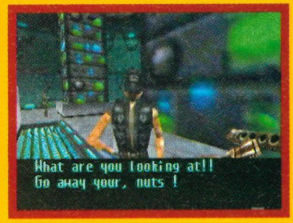


▲ Because Mishima has been back in time and meddled with history he now owns a huge global corporation – the rich git!

▼ This hovering robot said nasty things to us... so we killed it! Robots are fairly common on the first few levels but pretty easy to destroy.







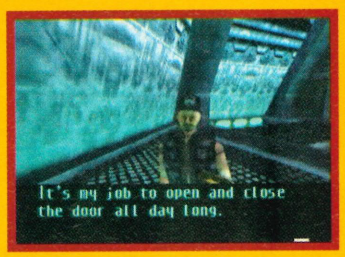


Wot No Key?

This puzzle is fairly simple and yet ever so easy to cock up if you're too quick on the trigger!



You come to a door but the panel that opens it won't allow you access. What do you do now?



Wander back the way you came and you meet this chap whose job is to open doors!



Resist the urge to kill him, follow him down the corridor... and he opens the door for you!









never incredibly complex, a lot of them are nevertheless a little more involved than just finding a key or pressing a switch. Lots of the tasks involve manipulating various areas of your environment – pushing things, shooting things and so on. You won't need a fantastically high IQ to complete them, but it does add important variety to the gameplay.

The controls in *Daikatana* are one of the most impressive set-ups to be seen in a first-person shoot-'em-up so far. Your character is fairly versatile and it's difficult to say why, but for some reason it's a lot easier to move and aim in this game than in others like *Turok 2*. The controls are very similar to Acclaim's recent hit but the handling just feels a lot smoother and far more responsive.

RPG-Esque

Now it's already been mentioned that *Daikatana* shares elements of gameplay with *Hybrid Heaven*, and while character-interaction is one of those elements it's not the only one. When you first begin the game you might think that your character moves fairly slowly. And he does – relatively – but there's a reason for this. Down the left side of the screen there is a list of stats: vitality, attack, speed, agro and power. Each of these has five levels as indicated by the five green blocks underneath them. Although *Daikatana* isn't an RPG, just like in that style of game as you successfully complete sections your statistics increase and you become a more effective character. They're all interlinked so that while speed is fairly self-explanatory, attack, agro and power all affect your character's offensive capabilities as well as influencing other factors too – like the damage that he takes from enemy shots.

As you progress through the game you get messages that let you know when one of your stats has increased. It's safe to say that the text hasn't been directly translated though. It's difficult to imagine the Japanese with their reputation for politeness sticking in a message like: "Your attack skill has increased, now go and kick butt!"

Multiplayer Mayhem

The stats play an important part in the *multiplayer* version of *Daikatana* too. Up to four players can compete in two different games, one a standard deathmatch affair and the other a kind of treasure hunt. Whenever you make a kill in deatmatch mode – as in the one-player game – one of your attributes increases. This has the rather interesting effect of making the person with the most kills faster and stronger than the people he terminates. This could be viewed as a little daft because it means the most talented player basically ends up with an all-conquering super-powerful character!

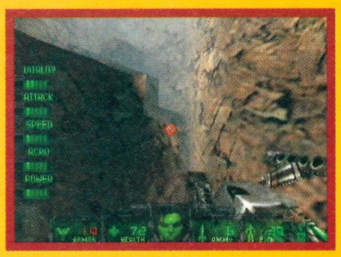
The second multiplayer game is a little different than ones we've seen in this kind of game in the past. The object of the game is to collect five different coloured jewels. Now you'd think that this would mean you'd all just be running around the level as fast as possible and whoever found five gems of a specific colour first would win, wouldn't you? The catch though is that there are only five gems in total and once someone has picked one up they don't relinquish it until they die. This means that while there is an initial

Daikatana has an awful lot going for it.



Rock 'N' Roll!

When you start on this level you can't get very far before you get a little stuck...



This ledge is too high for you to jump up to and yet you've got to reach it in order to progress... what do you do?



Looking round you notice that there is a large boulder balanced precariously on another ledge. Could this be any use?



Sure enough, if you climb up to the boulder and give it a shove it tumbles down and you can use it to get a leg up!

Hardware Heaven!

You certainly couldn't accuse *Daikatana* of being stingy with the weaponry – you get to use absolutely tons of it! The hardware ranges from laser-weapons to antique crossbows. Just take a look at this lot...


Sidewinder


Shock Wave


C4 Vizatergo


Shot Cycler


Ion Blaster


Disc Of Daedalus


Venomous


Poseidon Trident


Hammer


Sunflares


Silver Claw


Bolter


Ballista


Stavros Stave


Wyndrax's Wisp


Nharre's Nightmare


Glock 2020

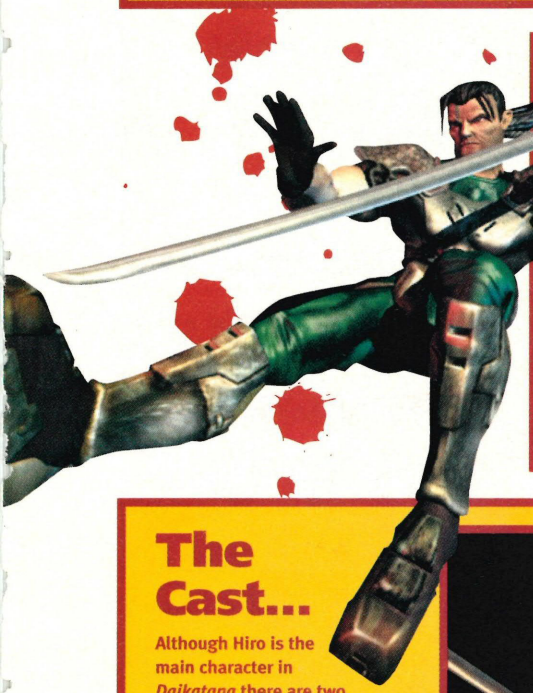

Kineticore


Meta Maser


Novabeam


Rip Gun


Slugger







▲ The Disc Of Daedulus – as you can pretty much guess from the name – flies when you throw it. It comes back to you unless it hits an enemy soldier.

The Cast...

Although Hiro is the main character in *Daikatana* there are two other warriors who join him on his quest. You meet them early in the game and they lend a hand from time to time if you need it. Each person has their own reasons for helping you... but can you trust them?


Hiro is the guy who initially sets out to find the sword. He's big, he's bad and he can carry an awful lot of weapons.


The daughter of the old man who sends Hiro on his quest, Mikiko can apparently wield the sword like no other!


Probably the most mis-named character ever in a videogame, Mishima tortured him and now Superfly wants revenge!

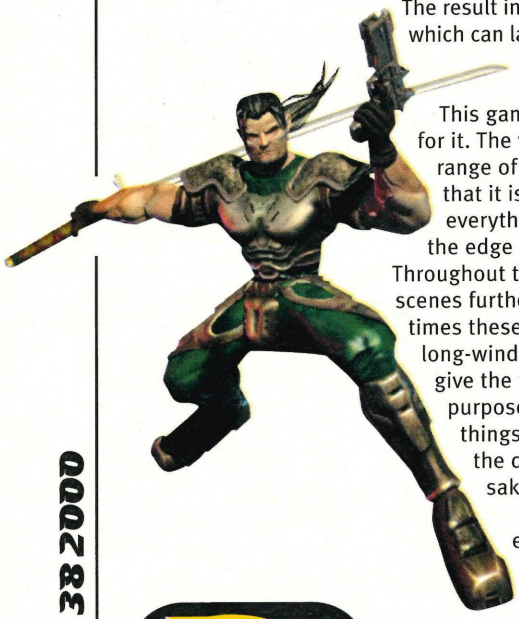




▲ This skeletal figure obviously hasn't been getting enough to eat! He is however still pretty fit and very dangerous.



scramble to find the jewels at the beginning of a game, once all the gems have been collected it becomes a case of hunting the players with the stones and trying to defend yourself at the same time. This can mean that loyalties change as players combine forces to gang up on any player who manages to gather a number of the jewels. The closest thing to this style of gameplay is an old 8-bit title called *Spy Vs Spy*. In that game two players had to gather a number of different objects from various rooms in order to win and had to steal some of those objects from each other. The result in *Daikatana* is a game which can last for absolutely ages!



Ain't It Cool?

This game has an awful lot going for it. The variety in the levels, the range of weapons and the fact that it isn't just a straight 'kill everything' shoot-'em-up gives it the edge over other similar titles. Throughout the game various cut-scenes further the plot and while at times these scenes can be a little long-winded they do nevertheless give the whole thing a sense of purpose – ie: you're not killing things and wandering through the different levels just for the sake of it.

Daikatana might not be everyone's cup of tea – *Quake* fans might not like all the cut-scenes and the fact that you have to use your brain, while serious RPG fans will probably find that the puzzle-solving and character-interaction elements don't go quite as far as they might like. However what Daikatana does offer is a different type of game and one that we haven't really seen before on the N64. It's great fun to play in one-player with a lot of depth to the gameplay and the multiplayer is good enough to keep you going even after you've completed the single-player mode – which incidentally isn't very easy to do! If you like your action first-person then go out and get yourself a copy of *Daikatana*. If you've stayed clear of games like this up till now because you've always felt that they were a bit mindless, then now's your chance to get your hands on a seriously enjoyable shoot-'em-up which requires more than just a little bit of thought to play. What are you waiting for? Get down to your local software store now! ■



▲ Superfly is a big bloke... and yet he's scared by something called a 'Buboid'. What a complete and utter wimp!



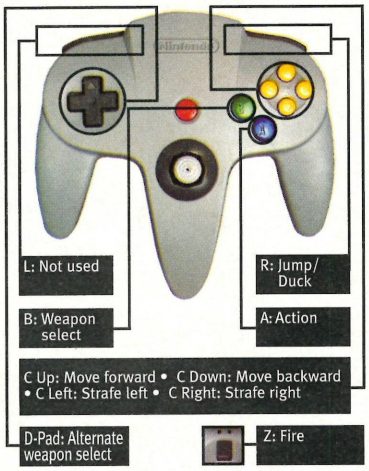
2nd opinion

If you're looking for action with a bit of storyline thrown in for good measure then you can't go wrong with *Daikatana*. The graphics leave a little to be desired but the gameplay is more than enough to keep your hand firmly on the blade. **Mike Richardson**

Rating 4

64 Magazine Bottom Line

Controls



Alternatives

Quake II: Activision
Reviewed: Issue 30, 93%
Turok 2: Acclaim
Reviewed: Issue 21, 85%

Rating

Graphics 4

Audio 3

Gameplay 5

Challenge 4

Overall %

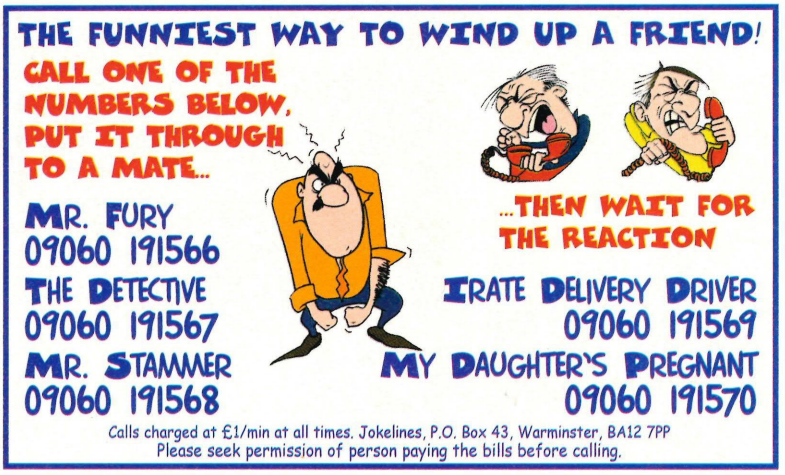
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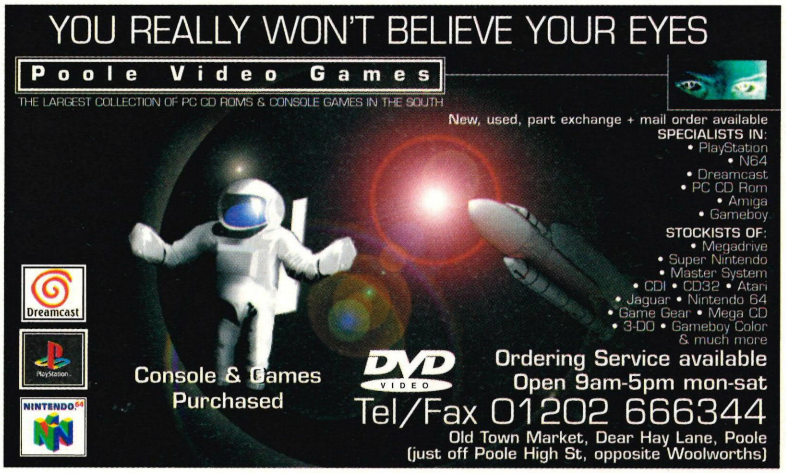
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Written by: Mike Richardson

Ninfo

PLAYERS

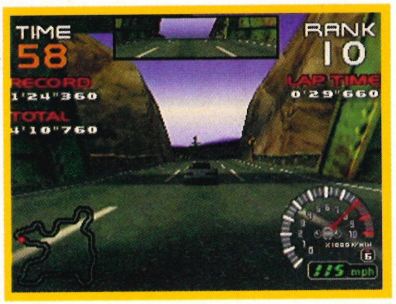
EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	Nintendo
Game Type:	Racing
Origin:	US
Release:	7 April
Price:	£49.99

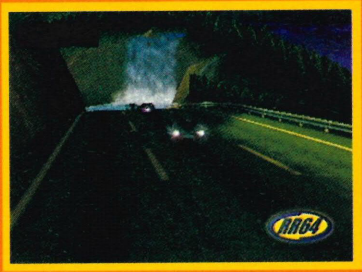






Tripping The Light Fantastic

One of the best things in this game are the lighting effects you get on the night tracks and in the tunnels. Check out the blur on the tail lights every time you move!







Memory Options

MEMORY:
Saves three game slots and best times

CONTROLLER PAK:
N/A

Unless you've had your head buried in the sand for the past few years you'll know that the *Ridge Racer* series is a big thing on the PlayStation. Well now like *Resident Evil*, *Fighting Force* and *Destruction Derby* the N64 has its very own Namco arcade racing title: *Ridge Racer 64*. It's long overdue, but was it worth the wait? Hasn't *Ridge Racer* become old hat now? Has it hell! Like a fine piece of Stilton this game has matured to perfection, becoming a game that N64 owners can be truly proud of.

The lighting on the dusk levels in particular looks great...

Not only do you get all the original *Ridge Racer* and *Ridge Racer Revolution* tracks but there are also four brand new circuits to tear around. Add to this a four-player game and 25 gorgeous cars and you can tell that this is not a sloppy conversion done to make Nintendo a fast buck. Being a devil-may-care race-driver constantly pushing your car to its limits is what this game is all about... and what fun it is too!

From the moment you put the pedal to the metal at the start of the first race you know that you're in for the ride of your life. In fact if this game were a car it would be a Lamborghini! There are no slow races to ease you in on *Ridge Racer 64*, it's break neck action from the word go. What's even cooler is that as you progress through the game and unlock more cars and tracks the game just gets faster! Needless to say memorising every corner of each track is essential for getting anywhere near to pole position in this game.

B-Ridge

If you've played any of the previous PlayStation incarnations of *Ridge Racer* before, then you'll already be familiar with the tracks. The courses from *Ridge Racer* and *Ridge Racer Revolution* have been recreated corner for corner in this version. It's not only the tracks that have been reproduced though, because you even get the trees, buildings and landscape thrown in for good measure. All these levels have been lavished with improved up-to-date graphics to keep up with the sheer quality of the four all-new N64-only courses.

Quality is certainly one thing that this game is not short of. Each and every one of the nine huge tracks looks stunningly crisp on screen and if you have got time to take your eyes of the road there are loads of little details to appreciate. We're not just talking the obligatory airships here either, because the lighting effects really do have to be seen to be believed! The lighting on the dusk levels in particular looks great but it's the blurred tail lights on the cars themselves which really gives this game



$64,000 Question

- ⊕ Blindingly fast gameplay
- ⊕ Crisp Graphics
- ⊕ Four players
- ⊕ Loads to do
- ⊖ Frame rate can be slow
- ⊖ Annoying music

Buckle up and get ready for the drive of your life!

Ridge R



▲ Just seconds later the poor hardworking *Ridge Racer* cameraman found out just what 'hazard pay' was all about.



64 MAGAZINE SIZZLER

REAL RACING ROOTS '99

acer 64



On most of the *Ridge Racer* tracks a huge plane complete with slip streams flies over the track – is there an airport near here?





Before you start each race you get to choose exactly which cheesy dance music track you want to listen to. Sadly none is not an option.



There's no spot advertising from Coca-Cola or anyone else like that in this game – all the billboards show the *Ridge Racer* babe.

As you try to pass one of the cars a few sparks fly off the side to let you know that you're cutting things a little too close.





an edge. As if you really needed a greater feeling of speed in the game! The headlights on the night levels also look superb, but annoyingly you don't get a pool of light in front of the car – something which could've helped on the darker stages. Instead you only get to see the headlights on the cinematic replays, after the race is over!

F-Ridge

Other little details that stand out in *Ridge Racer 64* include the burning tyres on the road. Perform a simple power slide and your wheels start smoking more than Cancer Man in the *X-Files*. Not only do you leave long black tyre marks on the road, but the streaks from your vehicle and other cars remain on the road surface. This serves to warn you where things went a bit pear-shaped on the previous laps. Unfortunately kicking the car out into a powerslide is a little too easy in this game, a problem that's not unique to the N64 version. Those who have played *Ridge Racer* before will know exactly what to expect.

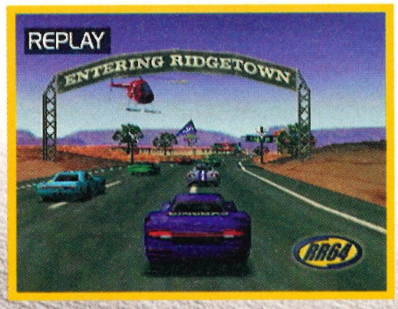
Be warned: the worst thing you can do in this game is to take your finger off the accelerator – this is after all an arcade racer not a realistic driving simulation! If you step off the juice for even a second whilst turning you automatically begin to career into an over-the-top arcade powerslide. This makes the cars a nightmare to control around difficult corners, because mastering the powerslide is far from easy. It can feel as if someone has poured oil onto the corners! This may all add to the arcade experience, but it does mean that you'll need to practice before you can maintain a controlled drift.

you're in for the ride of your life!

▶ The last thing you want when you're battling it out head-to-head for first place at high speeds is a chopper flying in to have a look!



▼ It's like driving home on the motorway after a long day at work – just push the pedal to the floor and barge through the middle!



▲ You are now entering Ridgetown. On the left you can see a few deserted buildings and on the right, er... more deserted buildings!





▲ If the car starts to slide out this drastically it's either as a result of clever driving skills or something going horribly wrong!

Contenders Ready?

Apart from *F-Zero X* racing games have struggled to keep the speed up in four-player, right? Well, *Ridge Racer 64* puts an end to that! The four-player mode is excruciatingly fast and just as much fun as the single-player game.





Ridge-D

The playability has been improved for this N64 incarnation of the *Ridge Racer* series and to keep the fans happy Nintendo have included three different control styles in the game. The handling options from the original *Ridge Racer* and *Revolution* games have been included along with an all-new control style. So basically you've got three games in one! Once you get used to the controls then caning it along the tarmac shouldn't be a problem.

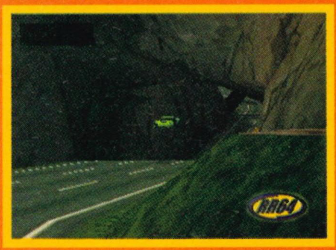
The only thing that's likely to get in your way are the other racers, something which they do have an annoying habit of doing. This problem is especially noticeable on the thinner areas of track where overtaking is practically impossible and hitting other cars only results in you losing speed! This may be an arcade racer but precision driving is still necessary – perhaps even more so than in other race games – because hitting the sides results in serious speed loss. This wouldn't be so bad if it weren't for the fact that invisible walls mark the kerbs so riding on the grass verges is never a viable option.

Uno-Ridge-Inal

It's when you do crash into the sides that this game hits its first big hurdle,

Let's Go Round Again

If you are the kind of person who usually skips replays, don't! Hold on and check out some of the superb *Gran Turismo*-style affairs.



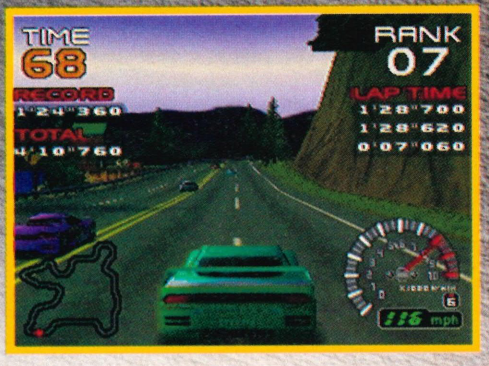
Has anyone got a parachute? It might be time to hit the eject button!



The replays come complete with sweeping cameras to give them a glossy look.







▲ It's when the sun shines on hot evenings like this that you wish you were driving a convertible.

Supplied by:
Control Zone
Contact info:
(01590) 677144

the sound effects. Picture the scene: you're cruising along a road quite happily listening to the pleasing hum of your engine. Suddenly you lose control and slide out into the barrier. If you've got a tin can around the house then hit it with a spoon, because that's the sound effect you get! What's that you say? You can cope with that? Well you have to listen to it every single time you hit a surface, whether it's rock, sand or metal! If you were annoyed at crashing, you're gonna be even more annoyed after hearing this dull clanking sound!

This being a racing game you also get some suitably cheesy upbeat dance music to help drone out the poor quality sound effects. The music isn't exactly awe-inspiring but it does serve *Ridge Racer* adequately, giving you an extra sensation of speed. Lastly, you get the compulsory arcade commentary, which can get a tad repetitive and annoying. Overall though it helps to create the right effect and it can be helpful at times, telling you when you're on the finishing straight and more importantly if you're closing on the leader. Annoyingly, this is the only confirmation you get that you're anyway near first place and it would have been nice to know how far away the race leader was at all times as that would have allowed you to better plan your racing strategy.

The best racing game on the N64 to date!

Por-Ridge

The most disappointing thing about *Ridge Racer 64* is the frame rate, which is dodgy to say the least. The weirdest thing is that this drop in frame rate only occurs when playing the game in the behind car view and not in the nose-cam position. Considering that the bonnet view runs much faster and features a wing mirror while remaining super smooth, the sluggishness of the behind car view is surprising. It's not that the drop in frame rate with your car on screen makes the game unplayable, but it's a shame, letting the tyres down on an otherwise perfect sports car title.

If you can sacrifice not being able to look at your own car then there's no reason why you won't love this game. It even saves to cart so you don't have to buy a new controller pack. Ladies and gentlemen the race has finished and we have a winner! This is the best racing game on the N64 to date and a fine example of the N64's power. All we need now is a good fighting game! ■



Go Faster Stripes

Before you start each race you can change the colours on your car to practically anything you want, including some garish luminous colours!





▲ If you're not too sure how you're looking, take a glance up at one of the screens showing the race, hmm... not my best side!





▲ Thankfully these paper-thin barriers are made out of rock hard steel, otherwise you'd now be swimming with the fishes.





Chaaarrge!

Every three tracks or so you are given the chance to win a car to add to your garage collection in Car Attack mode. This involves a gruelling one-on-one head-to-head race with the car that you'd like to win. Not easy considering that the newer cars are usually the quicker ones!





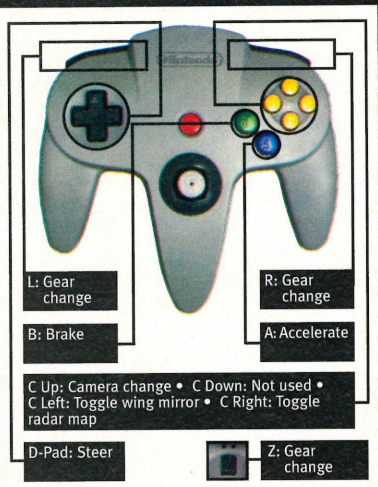
2nd opinion

What can I say? This is easily the best version of *Ridge Racer* on any console to date and it really shows what the N64 can do! Although it's a little jumpy in four-player it's still great fun and the one-player mode is just fantastic! Take this one for a spin today! **Roy Kimber**

Rating

64 Magazine Bottom Line

Controls



Alternatives

Roadsters: Titus
Reviewed: Issue 33, 86%
F Zero X: Nintendo
Reviewed: Issue 17, 90%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

94%

Soundbite

The definitive Ridge Racer game!

Written by: Mike Richardson

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Midway
Developer:	Eurocom
Game Type:	Racing
Origin:	UK
Release:	April
Price:	£39.99



▲ New York appears to be experiencing a slight flooding situation at the moment – someone must have left their taps running!



▶ Okay, so the boats are pretty tough but can they take a hot burst of lava from an exploding volcano? Let's hope so!

More explosive action than a cheap car chase!

Hydro T









$64,000 Question

- ⊕ Bright colourful levels
- ⊕ Fun boats
- ⊕ Fast arcade gameplay
- ⊕ Completely fog free
- ⊖ Water can look dodgy at times
- ⊖ No boat statistics
- ⊖ Terrible multiplayer

hunder

Super-fast high-powered speedboat racing comes to the N64

Super-fast high-powered speedboat racing comes to the N64 and while this may not be life on the open seas, it sure is fun. In fact there are no 'open seas' in this racing game – all of the tracks are either set inside confined arenas or around water-covered cities. Perhaps not the most intelligent of places to take a huge petrol guzzling wave rider but these aren't your everyday run-of-the-mill paddleboats! Let's just say you're not going to find one of these monsters on *Baywatch* as all of the boats, complete with transforming parts, are placed firmly on fictional waters.

The reason for this mad over-the-top racing with silly boats? Well *Hydro Thunder* is a port of a popular arcade game of the same name. Suffice to say that if you're looking for *Wave Race*-style realism then turn your back now because this game is all about turbo power-ups, sci-fi style boats and mad jumps leading into impossibly long drops. Having said that the water isn't half bad – the problem is that it isn't terribly good either!



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves best times and any unlocked options

Evian

When racing around any of the tracks you notice that the water is about as consistent as a cheap one-armed bandit. On one section of the track you find yourself racing along water with gorgeous reflections of the surrounding scenery. Better still you have a clear view of your boat's behind as it jumps through the waves. A few minutes later though and you're tearing across what can only be described as mud with your boat disappearing as it goes under the waves. At times like this it feels as if you're playing *Rapid Racer* on the PlayStation – the water can be that opaque. Despite this the colourful scenery and the fast gameplay provides more than enough of a distraction from the dank watery effects. This may be a conversion of an arcade game, but the emphasis still remains very much on perfect racing. With perseverance you will crack the 13 levels in just a few weeks. However, to do this you need to make sure that you're taking the fastest route each time and collecting every single power-up.

Highland Spring

The challenge lies in not only remembering the corners, but also knowing where each of the power boosts are located. Collect a boost and your chosen boat turns transformer, sprouting extra engines and extending wings – an impressive touch which makes a change from the eventless power-ups in other games. One of the weirdest things in *Hydro Thunder* is the fact that you are the only person who can collect the

Robots In Disguise...

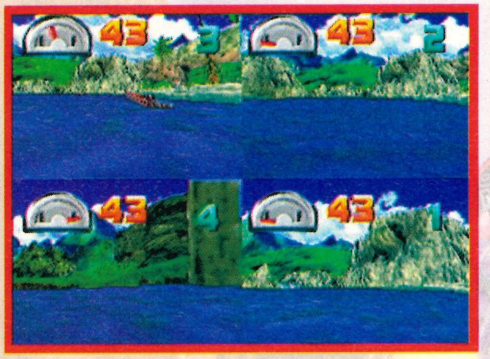
Collect a boost power-up and your craft transforms itself with go faster stripes. Best of all is this *Batman*-style craft which sprouts wings and a huge booster!













▲ Just two more laps to go and four more places to catch. Now seems a good time to make use of those extra boosts!

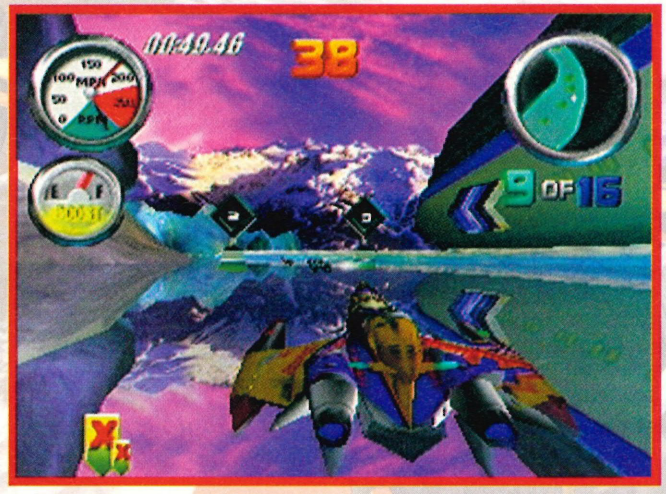
boosts – if the computer does happen upon them they remain untouched waiting for you to pick them up! Quite how the CPU players get the times they do without the power-ups is a mystery not even Columbo could unravel!

Of all the boats on offer you find yourself going for the same two or three again and again. It's not that any one is better than the others because they all control differently but instead it comes down to a simple choice of personal preference. Each one of the 13 handles well enough but annoyingly there are no statistics with which to compare them, even though there were in other versions of the game! Trial and error points the way to which are faster and which handle better, but for once this is a game not dominated by the fastest craft. A boat with good handling stands just as much chance as any of the faster boats and even the bizarre bonus boats you are awarded later on don't dominate the runnings.

For once this is a game not dominated by the fastest craft!



▼ Get the feeling you're racing across a shaving mirror? Can water give you a reflection of digital TV quality?



Vitesse

The speed factor doesn't make much difference in the single-player game but it does mean that the multiplayer games are going to be close every time. Unfortunately it's only worth bothering with the two-player mode because the four-player runs at truly unplayable speeds. To make matters worse in four-player mode the camera remains in a fixed position on the nose of the selected boat. This view that makes the one-player game seem faster still doesn't make up for the slow speed and at times you find yourself wanting to get out and push! If you do get out though, make sure you look around because this game has got some stunning 'fog free' scenery.

The graphics aren't exactly the best you're ever going to find but the scenery is far from dull. While playing this game you race through flooded New York streets, past *Dracula*-style castles complete with bat swarms and down a dry aqueduct in Greece. Every single one of the tracks is covered in loads of bright details which help keep interest levels high. For example on the New York Disaster level you get taxi cabs on the streets under the water.

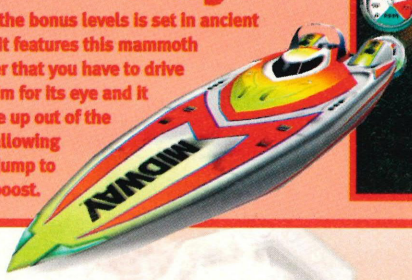
Perrier

One of the best things about *Hydro Thunder* is that there are loads of other boats on the water which aren't racing against you. These include police boats, with cops that shout at you to pull over, as well as yachts, rowing boats, gondolas and the odd jetski – a dig at *Wave Race* perhaps? The attention to detail doesn't end there either! You also get a radar which shows each and every corner. This may not sound like much but watch it as you enter a tunnel or a cave and the radar goes all fuzzy as it loses its signal!

As you might expect from a game like this the sound effects and music have average written all over them. Yet again though Eurocom have added that little bit extra, even including some Star Wars quotes! That said, even the computer screaming 'stay on target' can get a little repetitive. *Hydro Thunder* is a highly enjoyable game that unfortunately gets let down rather heavily by the appalling four-player mode which races like it's on treacle. This is a real shame considering that the one-player game can be finished fairly quickly as it reduces the overall longevity. However it's still a great game and if you're after an insane wet 'n' wild high-powered racer then take the plunge and try this one out. ■

The Evil Eye

One of the bonus levels is set in ancient Egypt. It features this mammoth monster that you have to drive over. Aim for its eye and it will rise up out of the water allowing you to jump to a free boost.









Competition

Do you fancy riding the waves in a high-powered boat? Well now you can because Midway are offering you the chance to win your very own copy of *Hydro Thunder*. To win one of five copies just finish this simple sentence. The funniest entries will win!

"If I had a speedboat I would..."

Send entries to 'Give Me Thunder' at the usual address by 23 April.





▲ This course is a creepy place to be holding a racing event, so keep your crucifix close to hand 'cause that castle looks scary!



▲ Incoming! One of the opponents gets flipped over, nothing to do with the fact that he was just rammed at all – honest guv!

Chumdinger

Finish all the bonus levels and you are awarded four bonus boats. These include a small version of the Titanic, an armed response boat complete with soldier, (who shoots at people!) and a hoverboat. Best of all though is the Chumdinger, a small fishing boat with a bloke and his dog in it. Whenever you pass another craft the little dog turns its head and barks at them!









2nd opinion

Now this is what we call messing about on the river! One of the best racing games on the N64 to date, *Hydro Thunder* kept us going for ages, as we tried to get all those Bonus boats! If you can get over the really disappointing multiplayer mode, this rocks! **Martin Mathers**

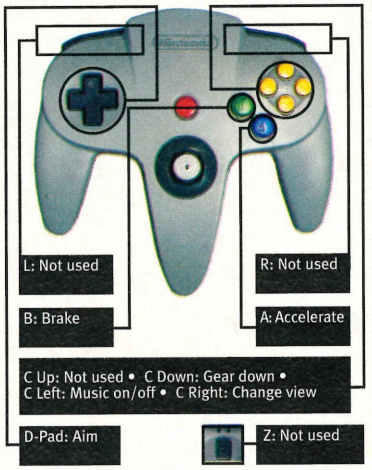
Rating 4



▲ Okay, he's bigger than you, but you can still put up a good fight, think of David and Goliath – you'll probably lose of course, but try anyway!

64 Magazine Bottom Line

Controls



Alternatives

Wave Race: Nintendo
Reviewed: Issue 1, 83%
Diddy Kong Racing: Rare
Reviewed: Issue 7, 84%

Rating

Graphics 5
Audio 3
Gameplay 4
Challenge 2

Overall

88%

Soundbite

A good water-based racer let down by the multiplayer.

Written by: Mike Richardson

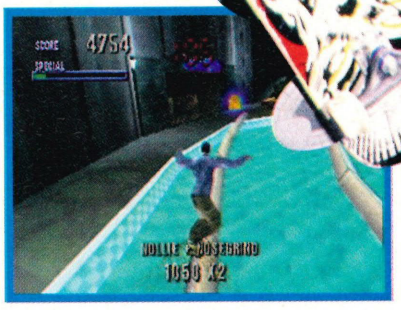




◀ Bob Burnquist shows his skills by masterfully stepping off the skateboard in mid air, now that's just showing off!

▼ The end of the Mall level has an open garden area, there are some excellent long ledges along the sides just waiting to be tricked on.





Tony Hawk's Skateboarding

Get ready for some mad big airs and lots of sick grinds!

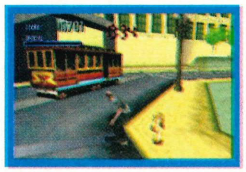
Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Activision
Developer:	Neversoft
Game Type:	Skateboarding
Origin:	US
Release:	24 March
Price:	£39.99



What better full-time job is there to have than a professional skateboarder? (Being a full-time videogame player perhaps? – Roy) Not only do you get to spend your whole life doing what you enjoy most but you get paid to do it! Of course there's always a chance that you'll fall down and break your neck when a trick doesn't go the way you planned. So why bother taking that risk when you can become a pro from the comfort of your own home with Tony Hawk! The sceptics amongst you may think 'where's the adrenaline in that?' Well, *Tony Hawk's Skateboarding* is not only one of the most enjoyable N64 games to date, but it's guaranteed to get your pulse racing!

Impossible

Already immensely popular on the PlayStation and soon to be heading onto the Game Boy, *Tony Hawk's* is guaranteed to rock the N64 market. You get all the tricks, courses, official pro stars and unbelievably all the music too! Yes, for once an N64 game featuring loads of real-life music tracks complete with lyrics. A total of eight tracks from the likes of Goldfinger, The Dead Kennedy's, Suicidal Tendencies and Primus are included to set the mood for those skating moments. One drawback to the music however is that the tracks have been edited slightly. This means the songs are a lot shorter than normal and play on a loop. This isn't a major setback because let's face it, some music is better than none and as your time on each level is limited monotony never becomes a problem.

Because each stage has a time limit the game flows along at a cracking pace. improving playability. Not that the object of the game is to get to the finish line mind you! No, to win you have to perform in nine open environment courses. Levels range from street courses to skate parks and even an Area 51/Roswell stage! Each of these have their own tasks which need to be completed before access to higher levels can be awarded. Most levels offer five challenges but the game also includes special championship events where you are skating against fellow pros in a tournament. These levels in particular can be more fun than the street courses, if only because of the cheers and boos you get from the crowd as you attack the ramps and rails.

Finger Flip

There are plenty of tricks and turns to wow the crowds with and the fact that they can all be linked together means that there is no end to the variety. Tricks are displayed on screen as you do them. More points are awarded if you try to do different things with the course. On one level It is possible to fly off a ramp and land a grind on a rail hanging from the ceiling! This may be a skating simulation but you can push the players in the game beyond any imaginable human possibilities. Of course the more dangerous the trick the more likely you are to end up sliding across the floor in a twisted heap.

If anything does go wrong it's entirely your own fault because the game handles superbly. Once you're used to the controls they become second nature, which means you can concentrate on perfecting those tricks. If you do mess up you don't get the points and the displayed trick name tumbles off the bottom of the screen like broken teeth. The superb sound

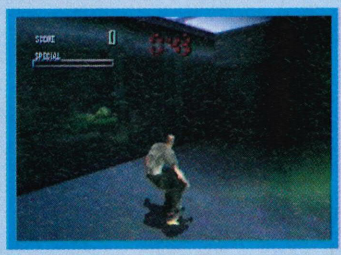
Go Big

With a few taps of the C Buttons and some careful timing you can link an obscene amount of tricks together to give yourself some truly massive scores. With a bit of practice six trick links like this one and better aren't impossible!



The Truth Is Out There

The final stage on *Tony Hawk's* is a skate competition which takes place at Roswell – an area renowned for its alien history. Hidden rooms off this skate park hold a flying saucer and even a little green man who lies on an operating table.





Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves career progress

$64,000 Question

- ⊕ Easy to use smooth controls
- ⊕ Loads of tricks
- ⊕ Superb music
- ⊕ Fun two player mode
- ⊕ Lots to do
- ⊖ Can get repetitive

A superb example of the kind of games the N64 can produce









It's a long way down so make sure you land right, though you'd think that pro skaters are bound to have good medical insurance!

A drained swimming pool on the School level is the perfect venue for practicing all of your aerial acrobatics.







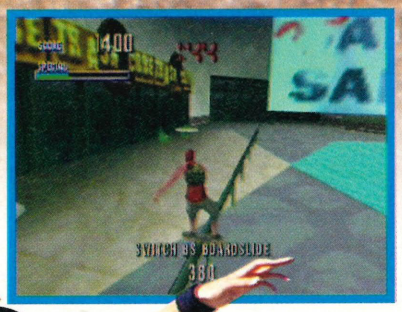


Hidden character and donut muncher Officer Dick, defies gravity by flying through the air on the Downtown Level.



Watch out for that car! Remember to look both ways before crossing the road, you're not the only person out there you know.



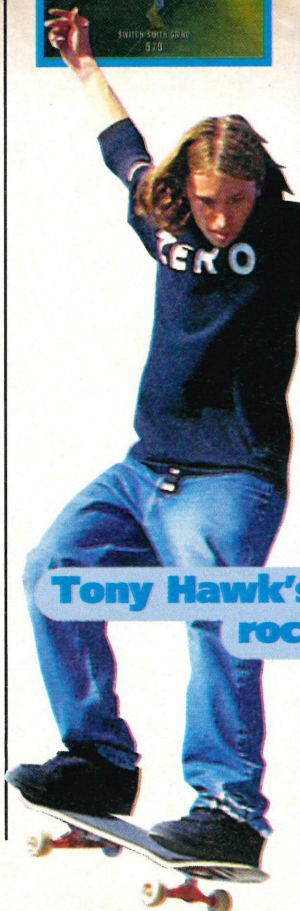




If you want to catch some huge air the vert ramp is the only way to go, get enough speed and you can link loads of tricks together.



Steam blows out of the pipes in the distance, as Tony Hawk opens one of the valves on the Downhill Jam stage.



effects mean that you really do feel the pain of your chosen skater when things go wrong.

Nose Grind

Another feature which makes this game stand out is the range of official skaters that you get to choose from. This isn't a one man show by any means and in addition to Tony Hawk himself you get to play as Bob Burnquist, Chad Muska, Elissa Steamer and many more. Including the hidden cop skater you get 11 people to choose from all of whom have their own official board designs. To make sure each of them maintains their originality and style they all also have their own special signature moves. This though doesn't stop the game from getting a little repetitive at times. Sure enough there are plenty of tricks, levels, characters and things to do but after a while it can all get a little too samey. Fortunately there is always the highly enjoyable two-player game to turn to.

Tony Hawk's is guaranteed to rock the N64 market.

There are three games on offer in two-player mode, the first of which is a standard trick attack but the others warrant hours of play all on their own. The second game is called 'Graffiti' and the idea of this split-screen game is to do tricks on ramps and rails to turn them your colour. Areas of the selected park can then be stolen back from your opponent by them performing better tricks. Graffiti battles can be intense to say the least, especially when the clock is ticking down and the scores are level pegging.

Stalefish

The final two-player game is, for some unknown reason, called 'Horse'. In this game each player takes it in turns to perform a trick on a particular place in a level, the idea being to show off against your mates. Fail to beat your friend's score and you are awarded a letter of the word 'horse'. Get all the letters and you are branded a Horse or in other words: a total loser! This game can become a really great laugh once you get into it, especially as the word can be changed to anything you want.

All in all *Tony Hawk's Skateboarding* is a superb example of the kind of games the N64 can produce and a prime example of how much life there is left in Nintendo's excellent console. Even if you're not a skateboarding fan this title won't fail to amaze you so grab yourself a copy of it and get out there and grind those rails! ■

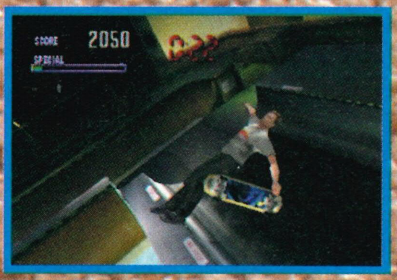


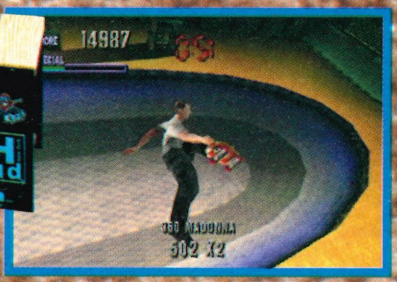
Assume The Position

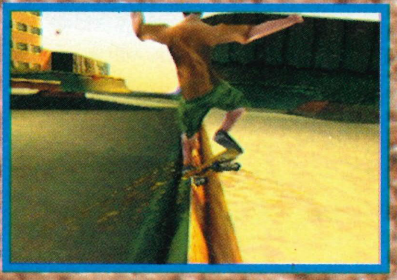
The final hidden character in the game is a police officer – well what skating game would be complete without one? He may be an overweight bloke with donut designs on his board but he can trick it with the best of them. His special 'assume the position' move has him putting his hands behind his head ready to be cuffed!











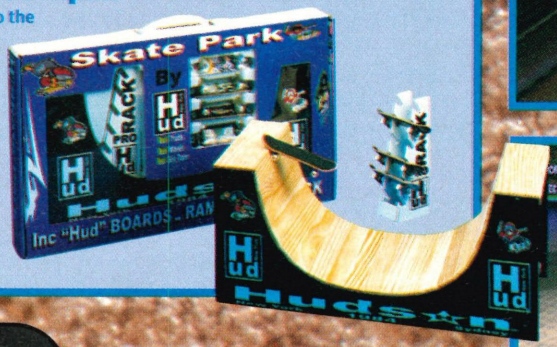
Win Your Own Skate Park!

If you fancy giving skateboarding a try but don't want the cuts and bruises then look no further. These finger board kits are perfect for skate dreamers and pros who want to practise when it's raining. We've got three to give away and all you need to do to be in with a chance to win one is answer this simple question:

What is Tony Hawk most famous for?

A Nice board artwork.
B His baggy trousers.
C A 900° spin.

Send all entries to the usual address to reach us by 20 April or if you can't wait for the competition to be drawn call Storm Communications on (01494) 670444 to order your own set.



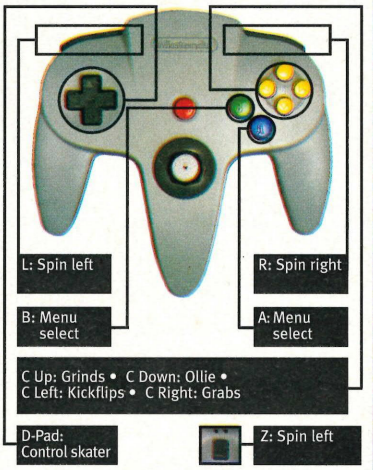
2nd opinion

Oh. My. God. When this first came out on that 'other' console we don't talk about, it was one of the most played games in the office. Now it's on the beloved N64 and it's better than ever! Don't like skateboarding? It doesn't matter – go and buy this right NOW! MARTIN MATHERS

Rating

64 Magazine Bottom Line

Controls



Alternatives

1080° Snowboarding: Nintendo
Reviewed: Issue 17, 82%
Airboarder: Human
Reviewed: Issue 14, 73%

Rating

Graphics

Audio

Gameplay

Challenge

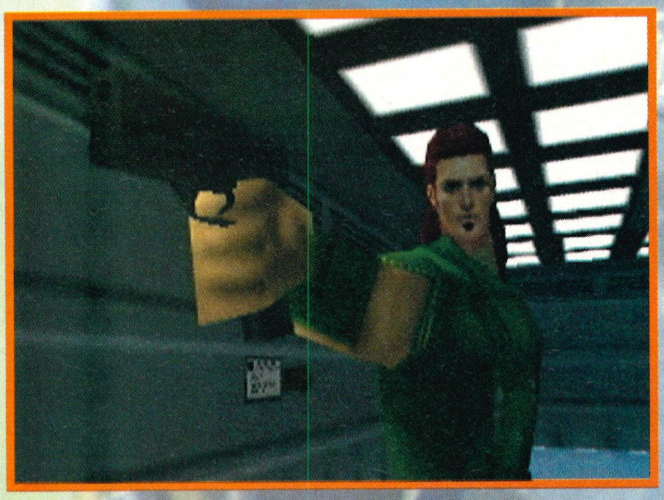
Overall

93%

Soundbite

A radical adrenaline-filled roller coaster ride of a game.

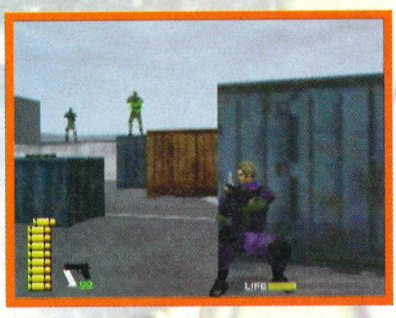
Written by: Mike Richardson











▲ Dodge this! Winback's cut-scenes are full of action and dramatic cinematic poses from the in-game characters.

Winback: Covert Operations

Terrorists are threatening the world again!

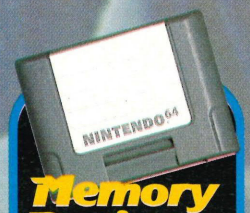
Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher:	Virgin interactive
Developer:	Koei
Game Type:	Shoot-'em-up
First reviewed:	Issue 34 (US)
Release:	5 May
Price:	£44.99



Memory Options

MEMORY: N/A

CONTROLLER PAK: Saves game progress



PAL Performance

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

No noticeable slowdown or distracting borders.

Never Hit A Girl

The first major boss that you come up against in *Winback* is Lila who has an itchy trigger finger and a gun pointed right at you. This lady in red also has a rather maniacal laugh that reminds us of Xenia Onatop!





The military being the sloppy, disorganised people that they are they've managed to let a highly destructive satellite fall into terrorist hands – d'oh! Now – you probably won't be surprised to learn – it's up to you to save the day. How come no-one ever releases a game where you get to play the power hungry terrorist instead of the heroic do-gooder? Anyway, you take on the role of SCAT agent (excuse me, the organisation is called SCAT?) Jean-Luc Cougar and in a twist that not many other games can boast: you only have two hours to complete your mission! The reason? In two hours time the satellite will be fully charged and ready to launch an attack.

A mix between Metal Gear Solid and Time Crisis!

decorum and tact is definitely the order of the day. If you do run into a room expecting to end all life contained therein the odds are you'll end up coming out in a designer black sleeping bag with a zip up the middle! If anything, this game is a mix between PlayStation games *Metal Gear Solid* and *Time Crisis*! You spend most of your time diving between areas of cover which you then emerge from to take pot shots at the bad guys, a system that works surprisingly well.

Picture the scene: you arrive in a warehouse, spot a couple of guards and immediately dive for cover behind the nearest crate. From here you can pop out from your hiding place in a variety of dramatic stances to take carefully aimed shots at the enemy before swinging back into cover. The auto targeting and some gorgeous animation means that you never get bored of wasting the opposition. Of course at

Hide Hide Hide!

This addition of a time limit makes an already exciting game literally buzz with adrenaline. For starters this isn't your usual run-of-the-mill 'storm in and kill everything' game – a little more



2nd opinion

I found the camera in *Winback* to be a little on the annoying side but apart from that, this game is great! The stealth and combat elements are excellent and really do rival those in *Metal Gear Solid*. Okay, so it's obviously not *Perfect Dark* – but it'll do for now! **ROY KIMBER**

Rating 4N 4N 4N 4N 3N



▲ Thank God those fences are still working! The last thing you want are some raptors running around making life more difficult.

times you have to test your skills on open ground but it doesn't take more than a couple of hits before you're crawling across the floor counting the seconds until you die.

Kill Kill Kill!

It's when you're out in the open that you realise the game isn't suited to anything other than the 'sneaking around stealthily' approach. It's not that the controls are awkward – it's just that they aren't designed for all-out mad bullet-spraying combat. Matters aren't helped any by the annoying camera angles that the game has a habit of throwing at you. These can always be fixed at any time with a tap of the C-Left or C-Right buttons but you don't want to be playing around with the camera while you're trying to vanquish evil henchmen.

At first this doesn't seem like much of a problem because the enemy AI takes a while to kick in but as the game becomes more difficult the camera just becomes more annoying. Like any game this is something you can get used to though, especially when it's a game as playable as *Winback*. This title is genuinely fun to play and well worth getting, especially if you want something to pass the time until *Perfect Dark* arrives! ■

▼ Jean-Luc catches up with one of his buddies early on in the mission – just in time to see him get picked off by a sniper!



Tools Of The Trade

You may be on your own when it comes to saving the world but fortunately you have at your disposal an array of death-dealing thundersticks.



One of the best weapons in the game is the room clearing shotgun...



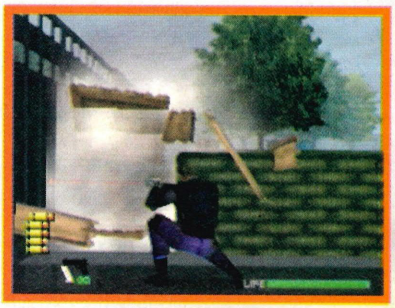
...with a pull of the trigger you can quite happily take down three or more.



Today Jean-Luc is sporting the latest in fashion accessories: a rocket launcher...

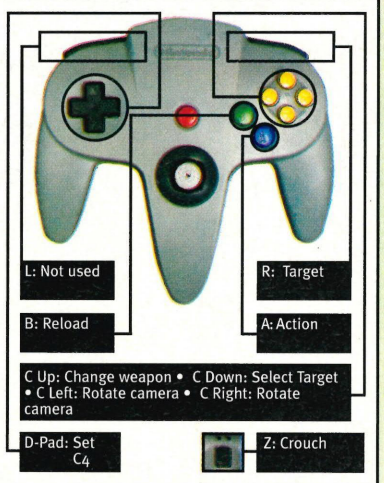


...perfect for unwinding after a long day of executing unwanted terrorists.



64 Magazine Bottom Line

Controls



Alternatives

Fighting Force 64: Crave
Reviewed: Issue 29, 62%
Mission: Impossible: Infogrames
Reviewed: Issue 18, 48%

Rating

Graphics 4N 4N 4N 3N 3N

Audio 4N 4N 4N 4N 3N

Gameplay 4N 4N 4N 4N 4N

Challenge 4N 4N 4N 4N 3N

Overall 86%

Soundbite

Addictive if slightly flawed espionage shoot-'em-up.

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 database of cheats at http://www.totalgames.net

XPLORER
THE ULTIMATE CHEAT CARTR.

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:

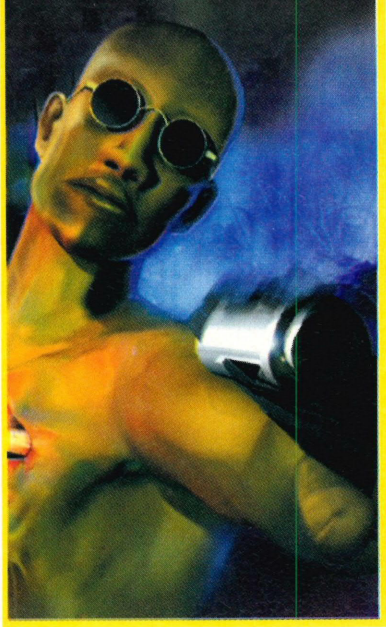
"Which member of the 64 Mag team recently left?"

Send your answer to *Xplorer (38) compo* at the usual address, to arrive before 20 April 2000!

SHADOW MAN

Play As Deadwing

Enter the playhouse and make your way to the room with the pool table, kill the creature you find there and then jump up onto the table to activate the cheat. The Book of Shadows then appears in the inventory, which will allow you to play as Deadwing.



MARIO PARTY 2

You're invited to the party of the year and someone's spiked the punch bowl with cheats!

Bowser Land

To access the final hidden board – Bowser Land – simply finish all of the other levels. Be warned though the banks on this level work in completely the opposite way to the ones on the other stages, so landing on one results in you losing money.

Mini-Games

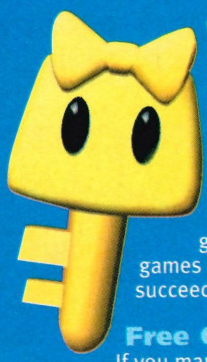
Before you can buy any of the four-player, two-on-two or three-on-one mini-games you'll need to have played them in the main game at least once. When this is done they are available on the menu to buy.

Item Mini-Games

Once you've bought all the mini-games the Coaster Mini Game opens up. Complete this on the normal setting to buy all of the item mini-games.

Battle Mini-Games

If you managed to beat the Coaster Mini-Game on normal a harder difficulty becomes available. Complete it again on this setting and you should then be able to buy all of the battle mini-games.



Hidden Mini-Games

To open up the hidden mini-games, play the normal mini-games in the Mini-Game Park and succeed in them.



Free Coins

If you manage to roll more than one of the same number you're awarded free coins. Use the red mushroom to get a double and receive 10 coins or use the gold mushroom and get a triple to receive 50 coins!

Taunts

You can heckle the other players whilst playing by simply tapping the **L** button.



ECW HARDCORE REVOLUTION

Add some silly cheats to your ECW wrestling to soften up that serious gameplay.

Silly Cheats

Finish career mode successfully with any of the following wrestlers to activate the desired cheat:

Big feets	Balls Mahoney
Big hands	Jason
Big head	Rhino
Custom textures	Tommy Dreamer
Big Ego	Chris Chetti
Fat man	Spike Dudley
Hangman	Sal E Graziano
No head	Taz
Little head	Roadkill
Random head	Louie Spicolli

Hidden Wrestlers

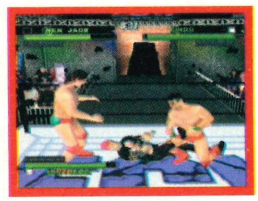
Achieve the following and you will unlock the relevant hidden wrestlers:

Bill Alfonso	Finish career mode with Rob Van Dam
Joel Gertner	Finish career mode and win the Acclaim belt
Joey Styles	Finish career mode and win the Acclaim belt
Judge Jeff Jones	Finish career mode with Mike Awesome
Louie Spicolli	Finish career mode and win the Acclaim belt

ECW world heavyweight belt

Taz	Finish career mode and win the ECW world heavyweight belt
The Shiek	Finish career mode and win the ECW world tag team belt
Beulah McGillicutty	Finish career mode and win the ECW world tag team belt
Tommy Rich	Finish career mode and win the ECW world TV belt
Cyrus The Virus	Finish career mode and win the ECW world TV belt
Jobbers	Defend and win the ECW world heavyweight belt five times





TONY HAWK'S SKATEBOARDING

To get loads of points you'll need to know all the special moves, so here's the list in full:

Andrew Reynolds
Backflip ▲, ▼ and C ▶
Heelflip to Bluntside ▼, ▼ and C ▲
Triple Kickflip ◀, ◀ and C ◀

Bob Burnquist
Backflip ▲, ▼ and C ▶
One-footed Smith ▶, ▶ and C ▲

Bucky Lasek
Fingerflip Airwalk ◀, ▶ and C ▶
Kickflip McTwist ▶, ▶ and C ▶
Varial Heelflip Judo ▼, Up and C ◀

Chad Muska
360 Shove-it Rewind ▶, ▶ and C ◀
Frontflip ▼, ▲ and C ▶
One-foot 5-o Thumpin' ▶, ▼ and C ▲

Elissa Streamer
Backflip ▲, ▼ and C ▶
Primo Grind ◀, ◀ and C ▲

Geoff Rowley
Backflip ▲, ▼ and C ▶
Darkside Grind ◀, ▶ and C ▲
Double Hardflip ▶, ▼ and C ◀

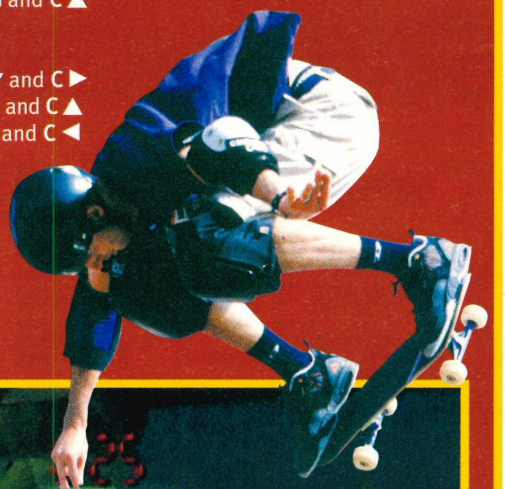
Jamie Thomas
540 Flip ◀, ▼ and C ◀
Frontflip ▼, ▲ and C ▶
One-footed Nose Grind ▲, ▲ and C ▲

Kareem Campbell
Casper Slide ▲, ▼ and C ▲
Front Flip ▼, ▲ and C ▶
Kickflip Underflip ◀, ▶ and C ◀

Officer Dick
Assume the Position ◀, ◀ and C ▶
Neckbreak Grind ◀, ▶ and C ▲
Yeeeehaw Front Flip ▼, ▲ and C ▶

Rune Glifberg
Christ Air ◀, ▶ and C ▶
Front Back Kickflip ▲, ▼ and C ◀
Kickflip McTwist ▶, ▶ and C ▶

Tony Hawk
900 ▶, ▼ and C ▶
540 Board Varial ◀, ◀ and C ◀
360 Flip to Mute ▼, ▶ and C ◀
Kickflip McTwist ▶, ▶ and C ▶





TWISTED EDGE: SNOWBOARDING

Get radical on the slopes with these gnarly cheats... dude!

Sound Cheats

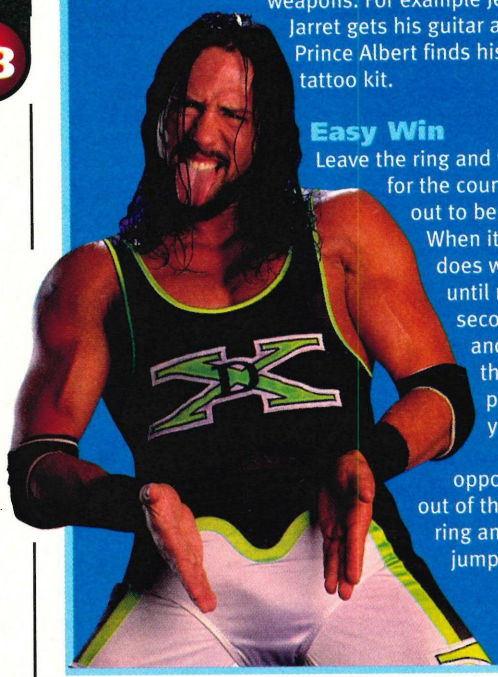
At the sound options menu adjust the speech, music and sound effects volumes as shown then highlight 'SFX Volume' and press the following buttons for the required cheat. Only one may be activated at a time:

Cheat	Speech	Music	SFX	Music Test	Buttons
Art boards	On	5	1	3	C ◀ and C ▲
Boss board	Off	6	3	4	C ◀
Midway board	On	8	4	5	C ◀
All boarders	Off	4	1	2	C ▶ and C ▼
Little boarder	On	7	7	5	L
Naked boarder	Off	6	4	6	C ◀, C ▶ and R
Easy tracks	On	7	2	6	L
Normal tracks	Off	3	5	6	R
Hard tracks	On	5	2	4	Z
Long credits	Off	2	2	3	C ▲ and Z
Stunt credits	On	1	3	7	C ▼ and Z
Mirror tracks	On	7	6	6	L and R
Night mode	On	2	8	5	Z and C Up
Grow	Off	8	7	5	Z and C ◀
Ant	On	1	6	1	Z and C ▶
Board only	Off	7	5	2	Z and C ▼
Midway mode	On	2	4	3	Z and L
No Board	On	0	8	4	C ▲, C ◀ and C ▶
Helium	Off	0	7	1	C ◀, C ▲ and C ▼

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INTERACTIVE TELECOM
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
CHEAT MASTER
PROBABLY THE BEST CHEATS & TIPS SERVICE IN THE WORLD
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL
PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098024
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098170
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA or call CUSTOMER SERVICE: 0800 1982784
Check out our new web site at www.cheatsunlimited.com

WWF WRESTLEMANIA 2000

If men in tights is your type of thing, then these codes are for you!



Collect Weapons
Leave the ring and press **C Up** next to the crowd to collect each character's special weapons. For example Jeff Jarret gets his guitar and Prince Albert finds his tattoo kit.

Easy Win
Leave the ring and wait for the count out to begin. When it does wait until nine seconds and then pull your opponent out of the ring and jump in. Time this right and your opponent will be counted out instead of you, giving you a win by default!

Skull Belt
To get Austin's smoking skull belt for use in the create a wrestler screen ,win the Road to Wrestlemania game with Austin. If you loose a match return to the match listings screen then press **B** and exit out to reset the match you just lost.

Unmask Kane
If you've ever wondered what Kane looks like simply go to the edit player option, choose Kane and then remove his mask.

Manager Help
If your wrestler is the first person in the ring hold **C Up, C Down** and **Z** on controller three to give control of the manager to that port. If your wrestler is the second person in the ring hold **C Up, C Down** and **Z** on controller four to give control of the manager to that port. This cheat only works in single-player matches.

Hidden Characters
To play as any of the hidden characters perform the following tasks:

Cactus Jack	On Road to Wrestlemania you must defend the hardcore title three times.
Jim Ross	Finish Road to Wrestlemania with any of the characters
Jerry Lawler	Finish Road to Wrestlemania with any of the characters
Paul Bearer	Finish Road to Wrestlemania playing as the Undertaker
Shawn Michaels	Win and successfully defend the WWF title on Road to Wrestlemania
Stephanie McMahon	Finish Road to Wrestlemania with Test

Steal Taunts
Spin the stick counter clockwise to perform one of your opponent's taunts.

Steal Finishing Moves
While your attitude meter is flashing strong,π grapple your opponent then press the stick in any direction whilst holding **A** and **B** to perform your opponent's finishing move.

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 66 and try to win one?



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

BANJO-KAZOOIE

Special: Don't Use	3FFFFFFF0002
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 0 Goals	E870D953595A
Away Team 10 Goals	E870ECCF5964
Away Team 0 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 SQUADRON

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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"Whether you want to enhance in-game sound effects of Resident Evil 2 or pump out some tunes from Wipeout 3, this makes the whole experience that much more involving" **9/10, EXTREME PLAYSTATION**

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64 MAGAZINE score zone

IN ASSOCIATION WITH Logic 3

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

March has proved to be a bit of a dry month with very few new scores coming in – are the top scores on these pages the very best of the best? This month we have a 64 MAGAZINE Scorezone first as two winners walk away sharing the Ultimate Player accolade. Congratulations go to David and Christopher Ryan from Derby for their more than adequate times on *Goldeneye* and *Wave Race*. A steering wheel is en route to you two – no fighting over it now!

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

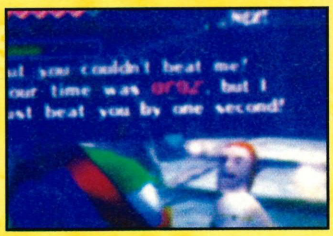
- Include an SAE if you want your photos/videos back.

New Games Needed!

We're all getting just a little bored of seeing scores for the same games time and time again, so we'd like to see a few new ones coming in! That's not to say that we don't still want scores for the others – if you reckon you can still shave a few seconds off of times for the classics like *Goldeneye* and *Mario Kart 64* then go for it by all means! However, we'd also like to see some scores and times for more recent titles like *Mario Party 2*, *Battletanx: Global Assault*, *Cyber Tiger*, *Roadsters*, *Star Wars Racer*, *Quake II*, *Jet Force Gemini* and the *Donkey Kong 64* arcade games. Get out there and get playing!



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
0:46	David Ryan, Derby
0:47	Matthys ten Ham, The Netherlands
0:47	Philip Longhurst, Sudbury

HORSEBACK ARCHERY

2000 points	Mark Nicol, Western Australia
2000 points	Matthys ten Ham, The Netherlands
2000 points	Christopher Ryan, Derby
2000 points	David Ryan, Derby
2000 points	Jan-Erik Spangberg, Sweden

GRAVEYARD RACE

0:53	David Ryan, Derby
0:59	Tammy Harris, Birmingham

Donkey Kong 64

RAMBI ARENA

182	Anthony Hooley, Breaston
164	Iain Stronach, Norway

ENGUARDE ARENA

250	Anthony Hooley, Breaston
165	Iain Stronach, Norway

JETPAC ARCADE GAME

31060	Anthony Hooley, Breaston

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

1080° Snowboarding

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

AIR MAKE

21950	Tammy Harris, Birmingham
1450	William Armstrong, Victoria

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
132411	Debbie Blanco, Viewpark

Banjo-Kazooie

Spiral Mountain
0:02:17 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:58 Michael Ilioski, Australia
0:03:31 Christopher Ilioski, Australia

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
0:09:16 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden

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
0:13:53 Jan-Erik Spangberg, Sweden
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:22:41 Niall Hickey, County Waterford

Gobi's Valley
0:12:44 Jan-Erik Spangberg, Sweden
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

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
4:49:50 John Dick, Uddingston
4:54:12 Martin Hurley, St Helens

Mario 64

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

Cruis'n USA

Grand Canyon
1:24:73 Domonic Winslow, Braypark
1:37:60 Paul Murray, Tranmere

Quake 64

Map 1: The Slipgate Complex
0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeney, Bury St Edmunds
0:31 Karl Watt, Shetland

Map 2: Castle Of The Damned
0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

Map 3: The Necropolis
1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter



Map 4: Gloom Keep
0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:49 Michael Williams, Cardiff
0:55 Karl Watt, Shetland



Map 5: The Door To Chthon
0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

Map 6: House Of Chthon
0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeney, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

Map 7: Ziggurat Vertigo
1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

Map 8: The Ogre Citadel
0:35 James Eyre, Leicester
0:53 John Brennan, Bicester
0:58 Raymond Burton, Stocksbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland

Map 9: The Crypt Of Decay
1:12 John Brennan, Bicester
1:18 Raymond Burton, Stocksbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford
1:26 James Eyre, Leicester

Map 10: The Wizard's Manse
1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stocksbridge

Map 11: The Dismal Oubliette
1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:16 James Eyre, Leicester
5:48 Jon Quarrie, Stapleford

Map 12: The Underearth
0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stocksbridge

Map 13: Termination Central
0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stocksbridge
1:20 James Eyre, Leicester

Map 14: The Vaults Of Zin
0:37 James Eyre, Leicester
0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stocksbridge

Map 15: The Tomb Of Terror
0:33 James Eyre, Leicester
1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stocksbridge

Map 16: Satan's Dark Delight
2:07 John Brennan, Bicester
3:00 Kevin Seeney, Bury St Edmunds

Map 17: Chambers Of Torment
0:43 James Eyre, Leicester
0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stocksbridge

Map 20: The Elder God Shrine
0:37 John Brennan, Bicester
0:40 James Eyre, Leicester

Map 21: The Palace Of Hate
0:47 John Brennan, Bicester
0:37 James Eyre, Leicester

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

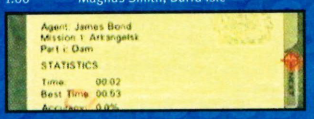
Map 23: Azure Agony
1:25 James Eyre, Leicester
1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stocksbridge

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

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

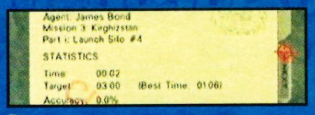
Goldeneye

Facility – 00 Level!
0:51 Arif Mollah, Rochdale
0:53 David Ryan, Derby
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
1:00 Magnus Smith, Burra Isle



Byelomorye Dam
0:52 David and Christopher Ryan, Derby
0:53 Arif Mollah, Rochdale
0:53 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent

Facility
0:40 Jon Burrows, Queensland
0:43 David Ryan, Derby
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
0:45 Arif Mollah, Rochdale
0:51 James Eyre, Leicester



Runway
0:23 Jon Burrows, Queensland
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby
0:25 Matthys ten Ham, The Netherlands
0:25 Arif Mollah, Rochdale

Surface 1
1:01 Magnus Smith, Burra Isle
1:03 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:05 Jon Burrows, Queensland
1:06 Luke Sutton, South Australia

Bunker 1
0:18 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:20 Matthys ten Ham, The Netherlands

Launch Silo
1:02 David Ryan, Derby
1:06 Arif Mollah, Rochdale
1:06 James Eyre, Leicester
1:09 Luke Sutton, South Australia
1:10 Jon Burrows, Queensland

Frigate
0:25 Magnus Smith, Burra Isle
0:29 Jon Burrows, Queensland
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone
0:32 Arif Mollah, Rochdale

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
0:57 Arif Mollah, Rochdale

Bunker 2
0:22 Arif Mollah, Rochdale
0:22 David Ryan, Derby
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby

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

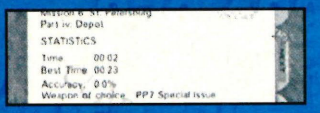
Military Archives
0:16 David Ryan, Derby
0:17 Jon Burrows, Queensland
0:17 Chris Stuart, Peterhead
0:17 Arif Mollah, Rochdale
0:17 Christopher Ryan, Derby

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
0:22 David Ryan, Derby
0:23 Jon Burrows, Queensland
0:23 Chris Stuart, Peterhead
0:23 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia

Train
1:04 Arif Mollah, Rochdale
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands
1:26 Jon Burrows, Queensland

Jungle
1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale
1:08 Jon Burrows, Queensland
1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop



Control Centre
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:51 Arif Mollah, Rochdale
3:52 Richard Dunn, New Leake
4:23 Matthys ten Ham, The Netherlands

Water Caverns
1:06 Matthys ten Ham, The Netherlands
1:06 Jon Burrows, Queensland
1:06 Arif Mollah, Rochdale
1:06 David Ryan, Derby
1:08 Danny Dunn, New Leake

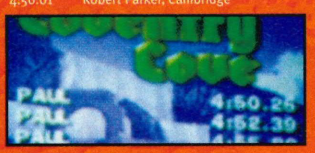
Cradle
0:40 Jon Burrows, Queensland
0:42 Matthys ten Ham, The Netherlands
0:46 Stephen Hill, Maidstone
0:46 Arif Mollah, Rochdale
0:47 Andrew Joules, Weston-Super-Mare

Aztec Complex
1:10 Chris Stuart, Peterhead
1:10 David Ryan, Derby
1:18 Arif Mollah, Rochdale
1:18 James Eyre, Leicester
1:35 Jon Burrows, Queensland

Egyptian Temple
0:50 Jon Burrows, Queensland
0:50 David Ryan, Derby
0:54 Arif Mollah, Rochdale
0:55 Matthys ten Ham, The Netherlands
0:58 Darren Sadler, Wisbech

Beetle Adventure Racing

Coventry Cove
4:42:98 Martin Van Duuren, Holland
4:43:70 Matthys ten Ham, The Netherlands
4:48:61 Jan-Erik Spangberg, Sweden
4:50:26 Paul Nicholls, Coventry
4:50:01 Robert Parker, Cambridge



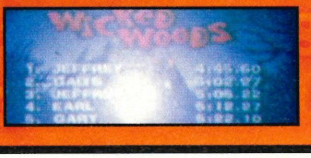
Mount Mayhem
4:45:85 Matthys ten Ham, The Netherlands
4:47:65 Martin Van Duuren, Holland
4:50:03 Jan-Erik Spangberg, Sweden
4:53:52 Paul Nicholls, Coventry
4:54:69 Andrew Stanger, Wyton

Inferno Isle
6:29:06 Martin Van Duuren, Holland
6:33:09 Jan-Erik Spangberg, Sweden
6:36:24 Matthys ten Ham, The Netherlands
7:00:95 Robert Parker, Cambridge
7:01:69 Andrew Stanger, Wyton

Sunset Sands
5:11:50 Matthys ten Ham, The Netherlands
5:14:26 Martin Van Duuren, Holland
5:43:17 Robert Parker, Cambridge
5:50:66 Andrew Stanger, Wyton
6:00:96 Jan-Erik Spangberg, Sweden

Metro Madness
5:43:46 Martin Van Duuren, Holland
5:50:98 Matthys ten Ham, The Netherlands
6:12:53 Jan-Erik Spangberg, Sweden
6:19:76 John Brennan, Bicester
6:25:48 Andrew Stanger, Wyton

Wicked Woods
3:42:02 Jan-Erik Spangberg, Sweden
3:54:11 Matthys ten Ham, The Netherlands
3:56:50 Martin Van Duuren, Holland
4:12:46 Paul Nicholls, Coventry
4:14:42 Andrew Stanger, Wyton



F-Zero X

Mute City
1:14:764 Richard Dunn, New Leake
1:17:106 James Eyre, Leicester
1:18:608 John Brennan, Bicester
1:18:578 Richard Mardell, Highambury
1:25:393 Kevin Seeney, Bury St Edmunds

Silence
1:05:357 Richard Dunn, New Leake
1:05:537 James Eyre, Leicester
1:11:828 Jeffrey Van Der Aa, The Netherlands
1:12:263 James Eyre, Donington Le Heath
1:12:483 John Brennan, Bicester

Sand Ocean
1:04:106 Richard Dunn, New Leake
1:08:121 James Eyre, Leicester
1:08:518 John Brennan, Bicester
1:16:836 Jeffrey Van Der Aa, The Netherlands
1:17:610 Richard Mardell, Highambury



Devil's Forest
1:12:321 Richard Dunn, New Leake
1:16:266 James Eyre, Leicester
1:18:305 John Brennan, Bicester
1:19:718 Richard Mardell, Highambury
1:23:068 Jeffrey Van Der Aa, The Netherlands

Big Blue
1:22:983 Richard Dunn, New Leake
1:29:318 John Brennan, Bicester
1:38:912 James Eyre, Leicester
1:38:695 Ned Pendleton, Brackley
1:43:057 Valter Lindgren, Sweden

Port Town
1:25:739 James Eyre, Leicester
1:26:553 Richard Dunn, New Leake
1:27:346 John Brennan, Bicester
1:35:030 Richard Mardell, Highambury
1:37:298 Valter Lindgren, Sweden

Sector Alpha
1:11:875 Richard Dunn, New Leake
1:13:925 James Eyre, Leicester
1:15:561 John Brennan, Bicester
1:18:265 Richard Mardell, Highambury
1:24:478 Jeffrey Van Der Aa, The Netherlands

Red Canyon
1:13:313 Richard Dunn, New Leake
1:16:271 James Eyre, Leicester
1:18:100 John Brennan, Bicester
1:19:755 Neil Friedman, Whitefield
1:20:080 Richard Mardell, Highambury

Devil's Forest 2
1:15:319 Richard Dunn, New Leake
1:18:547 James Eyre, Leicester
1:19:348 John Brennan, Bicester
1:28:558 Valter Lindgren, Sweden
1:30:729 Jon Quarrie, Stapleford

Mute City 2
1:06:274 Richard Dunn, New Leake
1:11:485 James Eyre, Leicester
1:14:024 Richard Mardell, Highambury
1:15:398 John Brennan, Bicester
1:21:892 Jeffrey Van Der Aa, The Netherlands

Big Blue 2
1:01:978 James Eyre, Leicester
1:03:132 Richard Dunn, New Leake
1:07:024 Jeffrey Van Der Aa, The Netherlands
1:07:047 John Brennan, Bicester
1:09:395 Neil Friedman, Whitefield

White Land
1:26:437 Richard Dunn, New Leake
1:32:414 John Brennan, Bicester
1:41:502 Jeffrey Van Der Aa, The Netherlands
1:47:591 Jon Quarrie, Stapleford
1:48:374 Valter Lindgren, Sweden

Fire Field
1:12:820 Richard Dunn, New Leake
1:18:032 John Brennan, Bicester
1:18:456 James Eyre, Leicester
1:25:173 Valter Lindgren, Sweden
1:26:497 Neil Friedman, Whitefield

Silence 2
1:27:111 James Eyre, Leicester
1:29:615 Richard Dunn, New Leake
1:35:995 John Brennan, Bicester
1:41:278 Jeffrey Van Der Aa, The Netherlands
1:43:688 Ned Pendleton, Brackley

Sector Beta
1:31:773 Richard Dunn, New Leake
1:39:107 John Brennan, Bicester
1:47:293 James Eyre, Leicester
1:52:794 Valter Lindgren, Sweden
1:53:381 Ned Pendleton, Brackley

Red Canyon 2
1:26:876 Richard Dunn, New Leake
1:34:695 James Eyre, Leicester
1:36:998 John Brennan, Bicester
1:47:876 Jeffrey Van Der Aa, The Netherlands
1:49:232 James Eyre, Donington Le Heath

White Land 2
1:07:148 Richard Dunn, New Leake
1:12:474 John Brennan, Bicester
1:13:703 James Eyre, Leicester
1:15:553 Jeffrey Van Der Aa, The Netherlands
1:17:777 Ned Pendleton, Brackley

Mute City 3
1:28:805 Richard Dunn, New Leake
1:43:646 John Brennan, Bicester
1:49:024 Ned Pendleton, Brackley
1:50:252 Neil Friedman, Whitefield
1:50:495 Jeffrey Van Der Aa, The Netherlands

Rainbow Road
1:30:122 Ned Pendleton, Brackley
1:57:525 Richard Dunn, New Leake
2:05:518 John Brennan, Bicester
2:23:351 Jeffrey Van Der Aa, The Netherlands
2:24:457 Richard Mardell, Highambury

Devil's Forest 3
1:10:599 James Eyre, Leicester
1:14:348 Richard Dunn, New Leake
1:19:894 Richard Mardell, Highambury
1:20:437 John Brennan, Bicester
1:24:273 James Eyre, Donington Le Heath

Space Plant
1:48:750 Richard Dunn, New Leake
1:57:356 John Brennan, Bicester
2:07:901 James Eyre, Leicester
2:12:010 Valter Lindgren, Sweden
2:13:827 Jeffrey Van Der Aa, The Netherlands

Sand Ocean 2
1:31:967 Richard Dunn, New Leake
1:34:143 James Eyre, Leicester
1:36:747 John Brennan, Bicester
1:43:939 James Eyre, Donington Le Heath
1:44:200 Jeffrey Van Der Aa, The Netherlands

Port Town 2
1:37:582 James Eyre, Leicester
1:46:127 Richard Dunn, New Leake
1:47:396 Jon Quarrie, Stapleford
1:54:904 John Brennan, Bicester
1:57:346 Richard Mardell, Highambury

Big Hand
2:09:511 Richard Dunn, New Leake
2:17:050 John Brennan, Bicester
2:33:121 Neil Friedman, Whitefield
2:34:353 Richard Mardell, Highambury
2:36:628 Ned Pendleton, Brackley

Death Race Mode
0:21:643 Magnus Smith, Burra Isle
0:27:692 Richard Dunn, New Leake
0:43:025 Kevin Olding, Muscliffe
0:46:962 Neil Friedman, Whitefield
0:49:911 Andy Murray, Bournemouth
0:58:134 MartinHurley, St Helens

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
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

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
01:02:25 Daniel Hooley, Breaston

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
01:49:36 Jan-Erik Spangberg, Sweden
01:52:10 Rob Pierce, Salisbury

Crescent Island
01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:31 Kevin Seeney, Bury St Edmunds

Hot Top Volcano
00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:10:35 James Eyre, Leicester
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury

Greenwood Village
1:16:26 Stacy Needham, Bicester
1:22:01 Jan-Erik Spangberg, Sweden
1:22:73 Kevin Seeney, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:27:24 James Eyre, Leicester

Haunted Woods
00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeney, Bury St Edmunds
00:54:95 Jan-Erik Spangberg, Sweden
00:55:66 Anthony Hooley, Breaston

Frosty Village
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:30:11 Anthony Hooley, Breaston
01:35:41 Tammy Harris, Birmingham



Everfrost Peak
01:19:88 James Eyre, Leicester
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

Snowball Valley
00:44:10 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:85 Tammy Harris, Birmingham

Boulder Canyon
01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:34:11 James Eyre, Leicester
01:36:30 Kevin Seeney, Bury St Edmunds

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
01:41:55 Jan-Erik Spangberg, Sweden

Spacedust Alley
01:28:83 James Eyre, Leicester
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

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
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

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
01:31:66 Jan-Erik Spangberg, Sweden

Snowboard Kids

Rookie Mountain
0:26:43 Rob Pierce, Salisbury
0:26:56 Kevin Seeney, Bury St Edmunds
0:26:60 Chris Dawson, New South Wales
0:26:63 Kenneth Dundas, Arbroath
0:26:90 Philip Longhurst, Sudbury

Big Snowman
1:37:23 Kevin Seeney, Bury St Edmunds
1:37:43 Rob Pierce, Salisbury
1:38:56 Philip Longhurst, Sudbury
1:39:30 Jay Scott, Fort William
1:41:26 David Dennison, Welwyn Garden City

Sunset Rock
1:34:80 Philip Longhurst, Sudbury
1:35:23 Kevin Seeney, Bury St Edmunds
1:37:63 Jay Scott, Fort William
1:38:50 Rob Pierce, Salisbury
1:40:56 John Brennan, Bicester



Night Highway
1:29:36 Kevin Seeney, Bury St Edmunds
1:31:43 John Lambregts, The Netherlands
1:31:20 Chris Dawson, New South Wales
1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath
1:33:00 John Dick, Uddingston
1:33:01 Andy Murray, Bournemouth

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

Dizzy Land
1:35:83 Kevin Seeney, Bury St Edmunds
1:36:20 John Lambregts, The Netherlands
1:36:43 Rob Pierce, Salisbury
1:36:83 Philip Longhurst, Sudbury
1:37:33 Jay Scott, Fort William

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

Silver Mountain
01:45:63 Kevin Seeney, Bury St Edmunds
01:45:80 John Lambregts, The Netherlands
01:46:16 Philip Longhurst, Sudbury
01:46:63 Jan-Erik Spangberg, Sweden
01:46:86 Kenneth Dundas, Arbroath

Ninja Land
0:22:93 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:73 Philip Longhurst, Sudbury
0:23:93 Kevin Seeney, Bury St Edmunds
0:24:50 Kenneth Dundas, Arbroath

Animal Land Trick Score
5520 Robert Gallagher, Southampton
4484 Kevin Seeney, Bury St Edmunds
4352 Joe Young, Bickerton
2780 Mike Hutton, Kingswear
2704 Mike Brear, Wirral

Shadows Of The Empire

Battle of Hoth
0:02:07 Matthew Stevenson, Bournemouth
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia
0:04:27 Hans Lafeber, The Netherlands

Escape from Echo Base
0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth

The Asteroid Field
0:03:16 Matthew Stevenson, Bournemouth
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:19 Sebastian Pantrey, Goudhurst
0:04:27 John Dick, Uddingston
0:04:45 Martin Hurley, St Helens

Mos Eisley and Beggar's Canyon
0:01:41 Magnus Smith, Burra Isle
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands

Imperial Freighter Suprosa
0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

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

Xizor's Palace
0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Lafeber, The Netherlands

Mario Kart 64



Luigi Raceway
00:36:91	Arif Mollah, Rochdale
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

Moo Moo Farm
01:16:55	James Eyre, Leicester
01:18:74	Arif Mollah, Rochdale
01:19:26	Adam Tucker, Great Yarmouth
01:20:51	James Allsopp, Alvaston
01:21:45	Alan Dundas, Arbroath

Koopa Troopa Beach
01:23:17	James Eyre, Leicester
01:24:04	Adam Tucker, Great Yarmouth
01:24:48	Arif Mollah, Rochdale
01:27:81	Alan Dundas, Arbroath
01:27:99	Ross Toad, Arbroath

Frappe Snowland
00:25:33	Arif Mollah, Rochdale
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

Mario Raceway
00:18:80	Arif Mollah, Rochdale
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

Wario Stadium
00:18:84	Arif Mollah, Rochdale
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

Choco Mountain
0:57:96	James Eyre, Leicester
01:00:56	Richard Dunn, New Leake
1:02:98	Arif Mollah, Rochdale
01:20:74	Adam Tucker, Great Yarmouth
01:28:19	Jon Burrows, Queensland

Royal Raceway
01:24:49	Arif Mollah, Rochdale
01:27:43	Adam Tucker, Great Yarmouth
01:47:73	Jon Burrows, Queensland
01:55:76	James Eyre, Leicester
01:57:53	Mick Smith, Worcester
01:59:27	Martin Hurley, St helens

Kalamari Desert
01:01:43	Arif Mollah, Rochdale
01:09:01	Adam Tucker, Great Yarmouth
01:20:65	James Eyre, Leicester
01:23:84	Jon Burrows, Queensland
01:29:45	James Eyre, Donington Le Heath

Yoshi Valley
00:34:83	Stacy Needham, Bicester
00:34:88	Aaron Norris, Western Australia
00:35:19	Danny Dunn, New Leake
00:37:64	Arif Mollah, Rochdale
01:05:34	Matthys ten Ham, The Netherlands

Rainbow Road
04:04:92	Adam Tucker, Great Yarmouth
04:04:70	Arif Mollah, Rochdale
04:07:89	Jamie Eccles, California
04:15:95	Alan Dundas, Arbroath
04:18:57	Charles Nuttall, Oldham

Banshee Boardwalk
00:58:76	Jon Burrows, Queensland
01:20:52	Adam Tucker, Great Yarmouth
01:47:28	Arthur Van Dalen, The Netherlands
01:53:66	James Eyre, Leicester
01:54:64	Arif Mollah, Rochdale

Donkey Kong's Jungle Parkway
00:28:81	Arif Mollah, Rochdale
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

Sherbet Land
01:35:89	Jon Burrows, Queensland
01:41:19	Adam Tucker, Great Yarmouth
01:43:24	James Eyre, Leicester
01:44:20	Arif Mollah, Rochdale
01:51:69	James Eyre, Donington Le Heath
01:53:24	Alan Dundas, Arbroath

Bowser's Castle
01:20:90	Adam Tucker, Great Yarmouth
01:58:95	Jon Burrows, Queensland
02:02:79	James Eyre, Leicester
02:03:39	Arif Mollah, Rochdale
02:04:44	Kenneth Dundas, Arbroath



Toad's Turnpike
01:43:33	Arif Mollah, Rochdale
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

Star Wars: Rogue Squadron

Ambush At Mos Eisley
00:35	Richard Dunn, New Leake
00:45	Arif Mollah, Rochdale
00:56	Jan-Erik Spangberg, Sweden
01:01	Ben Webster, Millbridge
01:03	Chris Handley, Notts

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

The Search For The Nonnah
03:29	Arif Mollah, Rochdale
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
01:15	Jan-Erik Spangberg, Sweden
01:18	Arif Mollah, Rochdale
01:36	Paul Nicholls, Coventry
01:50	Ben Webster, Millbridge

Defection At Corellia
07:29	Jan-Erik Spangberg, Sweden
08:10	Arif Mollah, Rochdale
09:02	Chris Handley, Notts
09:09	John Brennan, Bicester

The Liberation Of Gerrard V
02:23	Jason Lloyd Parsons, Llangoed
04:04	Arif Mollah, Rochdale
04:04	Richard Dunn, New Leake
04:04	Jan-Erik Spangberg, Sweden
04:21	Karl Jobst, Australia

Imperial Construction Yards
01:51	Richard Dunn, New Leake
02:12	Arif Mollah, Rochdale

02:22 Philip Munt, Surrey
02:27	John Brennan, Bicester
02:31	Ian Lawlor, Churwell

Assault On Kile II
01:55	Richard Dunn, New Leake
02:39	Arif Mollah, Rochdale
05:55	Ian Lawlor, Churwell

Rescue On Kessel
0:24	Richard Dunn, New Leake
0:24	Jan-Erik Spangberg, Sweden
0:31	Karl Jobst, Australia
0:34	John Brennan, Bicester
0:37	Paul Nicholls, Coventry
0:41	Oliver Lonsdale, West Bridgeford

Prisons Of Kessel
07:36	Richard Dunn, New Leake
08:47	Arif Mollah, Rochdale
09:01	John Brennan, Bicester
10:03	Ian Lawlor, Churwell

Battle Above Taloraan
01:58	Arif Mollah, Rochdale
02:02	Danny Dunn, New Leake
02:24	Jan-Erik Spangberg, Sweden
03:47	Ian Lawlor, Churwell
06:18	John Brennan, Bicester

Escape From Fest
05:29	Arif Mollah, Rochdale
05:29	Karl Jobst, Australia
06:21	John Brennan, Bicester

Blockade On Chandrila
04:48	Ian Lawlor, Churwell
05:10	Arif Mollah, Rochdale
05:11	John Brennan, Bicester
05:25	Richard Dunn, New Leake

Raid On Sullust
01:25	Arif Mollah, Rochdale
01:43	Richard Dunn, New Leake
02:54	Ian Lawlor, Churwell

Moff Seerdon's Revenge
04:01	Arif Mollah, Rochdale
04:08	John Brennan, Bicester
05:50	Paul Nicholls, Coventry

The Battle Of Calamari
02:37	Richard Dunn, New Leake
03:07	Jan-Erik Spangberg, Sweden
03:11	Arif Mollah, Rochdale

Battle Of Hoth
02:49	Jan-Erik Spangberg, Sweden
03:16	Arif Mollah, Rochdale
03:18	Danny Dunn, New Leake

The Deathstar Trench Run
01:54	Richard Dunn, New Leake
01:56	Jan-Erik Spangberg, Sweden
01:58	Ben Webster, Millbridge
01:58	Arif Mollah, Rochdale
02:16	John Brennan, Bicester

Turok

Training Level
2:12	Michael Williams, Exeter
2:17	Mikhael 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

Fighter's Destiny

Record Attack: Fastest
0:20:60	Gavin Deadman, Biggin Hill
0:20:91	Ben Atkinson, Newcastle-Upon-Tyne
0:33:82	Jan-Erik Spangberg, Sweden
0:35:25	Jon Quarrie, Stapleford
0:36:19	Nicholas Davies, Longfield

Record Attack: Rodeo
7:44:55	James Eyre, Leicester
6:58:30	Nicholas Davies, Longfield
5:26:35	Jon Quarrie, Stapleford
2:55:24	Paul Culshaw, Welwyn Garden City
2:18:74	Keith Cooper, Edgbaston

Record Attack: Survival
229 wins	Russell Murray, Bournemouth
101 wins	Gavin Deadman, Biggin Hill
100 wins	James Eyre, Leicester
93 wins	Nicholas Davies, Longfield
63 wins	Paul Culshaw, Welwyn Garden City

Tetrisphere

Rescue
259549700	Joel Smith, Springwood, Australia
145032800	Jay Scott, Fort-William
107614300	John Lambregts, The Netherlands
82047300	Gavin Brennan, Claremorris
78621700	Barbet Koolmees, The Hague, Holland

Chameleon Twist

Jungle Land
03:11	Luke Sutton, South Australia
03:15	Robert Gallagher, Southampton

Ant Land
09:27	Robert Gallagher, Southampton

Star Wars: Episode One Racer

Boonta Training Course
01:53:851	Luke Sutton, South Australia
01:55:455	Martin Hurley, St Helens
01:59:323	Andy Murray, Bournemouth

Stars

Island
0:45:20	Luke Sutton, South Australia
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

Aztec
0:47:52	Luke Sutton, South Australia
0:53:32	Luke Kemp, Sevenoaks

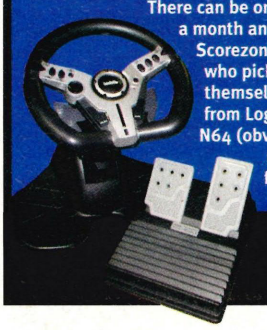
SCOREZONE CHALLENGE

Lock and load, it's zombie fragging time! Your challenge this month is to get the fastest possible completion time for Scenario A of *Resident Evil 2* – playing as the lovely Claire Redfield.



THE ULTIMATE PLAYER!

There can be only one! Well, only one a month anyway. Every issue, the Scorezone gaming champion who picks up the coveted accolade of 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: Adam Boussada

Toy Story 2:

Buzz Lightyear To The Rescue!

Woody has been toynapped and it's up to his old pal Buzz to rescue him! Altogether now: "To infinity... and beyond!"





Contols

Analogue Stick	Control Buzz
B Button	Fire laser
A Button	Jump/Double jump
C-Down	Spin attack
Z Button	Lock onto target
R Button	Visor mode

Items

These are the items you need to look out for while you're trying to rescue Woody!

Green Laser

The Green Laser supercharges Buzz's normal laser, thus allowing him to destroy enemies with a single blast. This weapon has a limited charge so try to save it until you really need it!



Coins

You'll find these hidden around the various levels. You need to collect 50 of them to get a Pizza Planet token. Coins are also often left after you've shot an enemy so hunt 'em down if you're a few short.



Buzz

Find this green token and you get an extra life. These handy items reappear whenever you exit and then re-enter a level, so if you repeatedly do this you'll effectively give yourself an infinite supply!



Pizza Planet Tokens

Your main objective in the game is to collect these tokens. You need to find at least one to proceed to the next level. To complete the game totally you need all 50 Tokens.



Battery

After Buzz has taken a few hits he'll be a bit low on energy, so collect a battery to partially refill his bar. Like the Buzz tokens these power-ups also regenerate when you leave a level giving you a limitless supply.



Special Items

By collecting parts of Mr Potatohead you can gain access to the secret equipment scattered throughout the game. Once acquired the equipment becomes available on every level. There are five items to find.

Energy Shield

Get this useful item from Andy's House. The Energy Shield protects Buzz against all forms of injury from slime to laser beams. It's normally used to cross impassable areas.



Disk Launcher

The Launcher is found on the Under Construction level. This weapon fires homing disks at enemy creatures. It is effective at long range, even against shielded creatures.



Rocket Boots

Found in Al's Toy Barn, the boots give Buzz a temporary burst of speed. This can be useful when negotiating obstacle courses or competing in time challenge events.



Grappling Hook

Search the Elevator Hop for this handy device. Once collected use the lock-on button to target the red markers, then launch a hook to hoist Buzz up and over any obstruction.

Levitation Boots

Get the Levitation Boots from the Airport Infiltration level. The boots give you limited hovering ability for 20 seconds. Use them to reach otherwise unexplorable areas.



Special Moves

Glide

If you need to get a bit more distance on a regular jump then press and hold the A button. Buzz deploys his plastic wings and can float for a few seconds.



Laser

Buzz's laser is deadly to enemy toys and larger objects can be destroyed by supercharging the laser. Hold down B to charge up the energy bar then unleash it at your target.



Spin

The spin attack has multiple uses. It can destroy enemies and deflect projectiles. Like the laser, it can also be charged up by holding down the C Down button.



Lock On

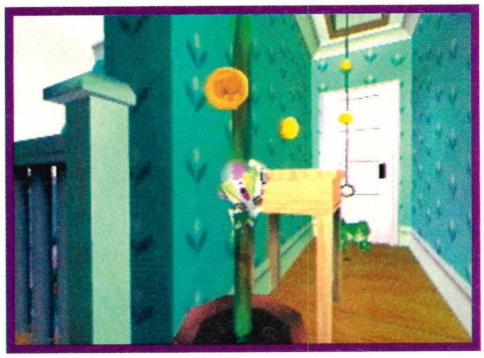
For particularly tricky targets Buzz's visor view comes in handy. Enter the visor view by pressing R, then hold the Z button to lock onto your target. The visor view can also be used to look around a room.

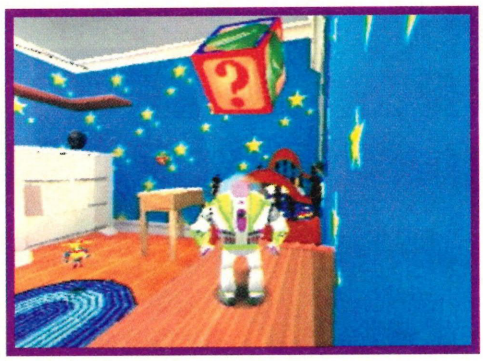


Power Jump

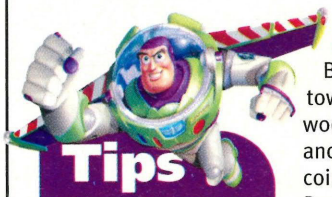
Press A to jump then tap C Down whilst in the air. This causes Buzz to land heavily. As well as being a useful weapon this move can be used to bounce on objects and activate switches.







Level 1: Andy's House



Tips

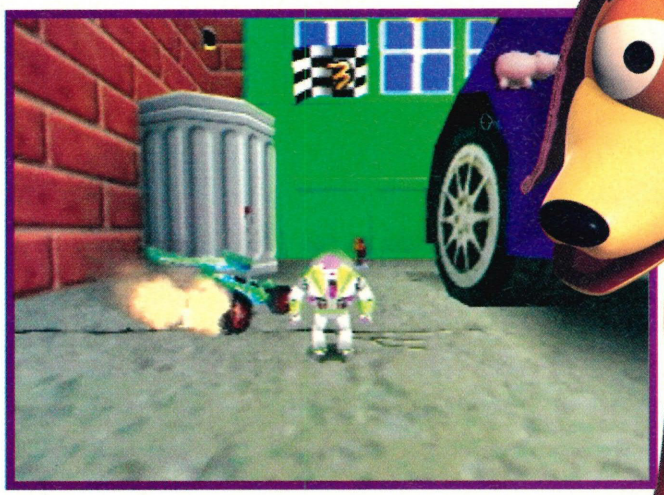
Low on energy and lives? No problem! Simply return to the first level of the game and grab the two lives you find there. You can repeat this action as many times as you like!

Andy's Room

Buzz starts off in Andy's room. Head towards the desk and leap onto the wooden block. Then jump to the chair and from there onto the desk. Grab the coins and jump to the shelf on the left. Run left again and push the book from the shelf. Leap across the gap and onto the bed. Glide over to the desk then jump to the open drawer and climb up to the desk above. Grab onto the pole and shimmy up to the shelf, then grab hold of the zipline to get to the cot. Use visor mode to lock on and destroy the catches on the cot. Jump out of it and leave the room by the now open door.

Robot Rampage

Take the right turn. Shimmy up the plant stem. From there jump to the wire and into the loft. Push the small box forward along the red line. Jump to the box and then to the centre platform to attack the robot. When it starts towards you, run away. After a while it pauses to recharge. You can then hit it with a single laser blast. To save time charge up your laser while you are running, then when the robot stops you can hit him with a powerful blast.



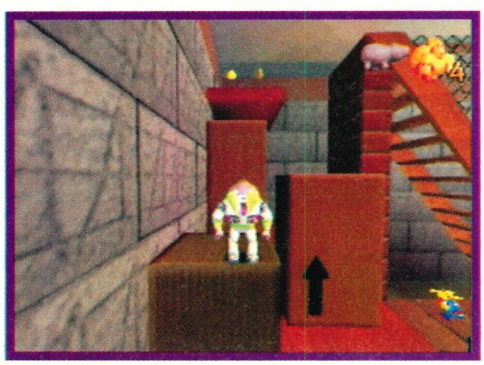


Losing Sheep

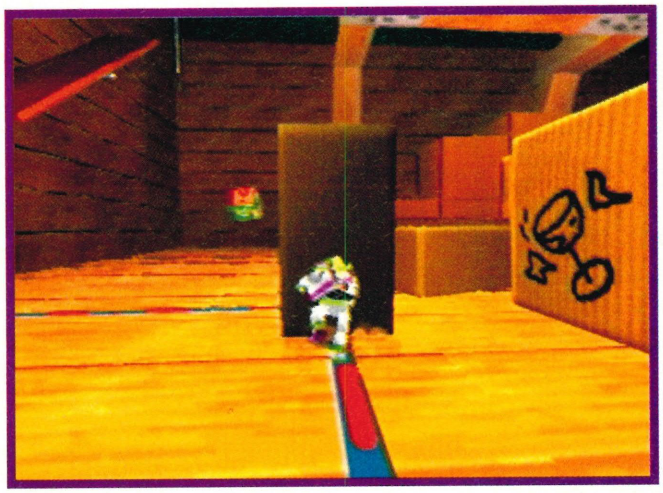
Drop down to the box that you pushed. Shove it over to the far wall. Climb up the shelf and jump on top of the boxes. Make your way to the joists overhead. Leap to the pipe then onto the main joist. From there move to the window and collect the sheep. Drop down from the loft and head down the stairs. Proceed to the living room, jump onto sofa and collect the coins. Then head for the armchair in the corner and perform a power jump to bounce across the room. Cross over the shelves to the right and grab the second sheep. Now head over to the next shelf to get another coin. Head left and down the small stairs to the kitchen. Push the box to the high chair to reach the work surface. Dodge the flames from the cooker. Make your way to the top of the fridge. Jump to the top of the cupboards and push the scales off the end. Now power jump onto the scales and glide across the gap to grab the sheep from the far side.

Potato

Go back to the stairs and take the steps to the cellar. Leap over the green gunge and talk to Mr Potatohead. Go back to the living room and power jump onto the chair again. Note that Hamm is on the sofa. From the high ledge











Tips

Use the target mode to look around the levels. It gives you a close-up view of where you'll need to go.

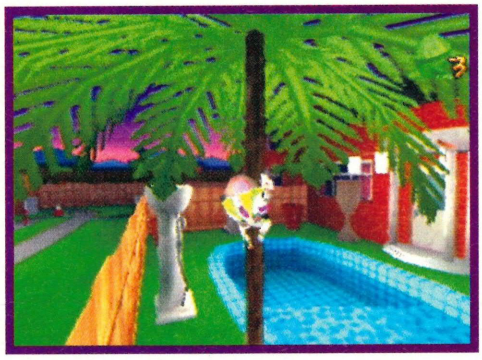
drop onto the white railing and collect the ear that is under the ledge. Give it to Potatohead. You can now use the Energy Shield. Grab the Shield from the basement and cross the slime. Climb onto the plank with nails in it. Leap up to the boxes above. Make your way over to the zipline in the corner and slide down it to get another sheep. Now return to the Energy Shield.

Going Higher

Collect the Shield and retrace your steps. Instead of grabbing the zipline turn around and jump to the high ledge behind you. Push the box off the ledge. Arrange all three boxes so that you can reach the top shelf then climb them to retrieve another token. Exit the cellar and climb up the stairs. At the foot of the large staircase leading to the upstairs is the cat-flap. Jump through it to enter the garage. Find the small car and race it around the garage. Keep ramming the car to slow it down. Once it's been beaten a token is awarded.

The fifth and final sheep is in the garage. Leap onto the exhaust pipes and climb to the top of the room. Dodge the saw blades. Continue across the swing bars and over the car. The sheep is in the far corner. Take all five sheep back to the lady on the kitchen table for the last Pizza Planet







Level 2: Andy's Neighbourhood



MIA

Talk to the Sergeant on the steps of the house. He asks you to find five of his team. Soldier number one is in the garden. Search the holes and wait for the flare to appear. Stamp on the soldier as he launches the flare to destroy a hole. When all the holes are destroyed the first soldier gives up.

Soldier two is on the second swing near Rex. Opposite the set of swings is a small gap in the fence. Walk through here to get to the swimming pool. Climb the chair on the right. Leap across the plants and pots. Cross over to the plank of wood. Push the plank and climb the plant opposite. Make your way over the flagpoles to the plant at the end of the garden. Soldier three is at the top of the final plant.

Soldier four can be found near the red car, through the gap in the fence next to the buggy. Power-jump on both of the red buttons next to the car to lower the jack. Climb on top of the car and power jump on the boot to fly across to the washing machine in the corner. Push the plank down and jump onto the clothesline. Slide down the line, jumping between the lines to avoid the clothes and make your way to the peg basket at the end to find the soldier. The last remaining soldier is on the main tree just above Hamm. Climb up to get him and return to the Sergeant on the steps for a token.

Hamm On Five

Once you have 50 coins, go to the race track and climb the swings. Scale the tree to find Hamm on a branch.

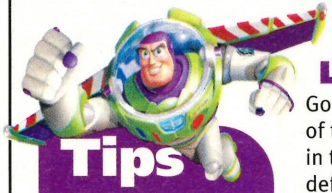
Beat The Buggy

The buggy is tough to defeat on this level but it can be done! Walk to the





race track and then challenge the buggy. Leap the obstacles and the muddy pools to avoid slowing down. Stay in front of the car and ram it so it stops. Do this for three laps to get a token. An easier way of beating the buggy is to get the Turbo Boost from Al's Toy Barn and return to the level later on.



Tips

The double jump allows Buzz to reach far-off ledges. Press the jump button once, then as he reaches the apex, press it again to get maximum air.

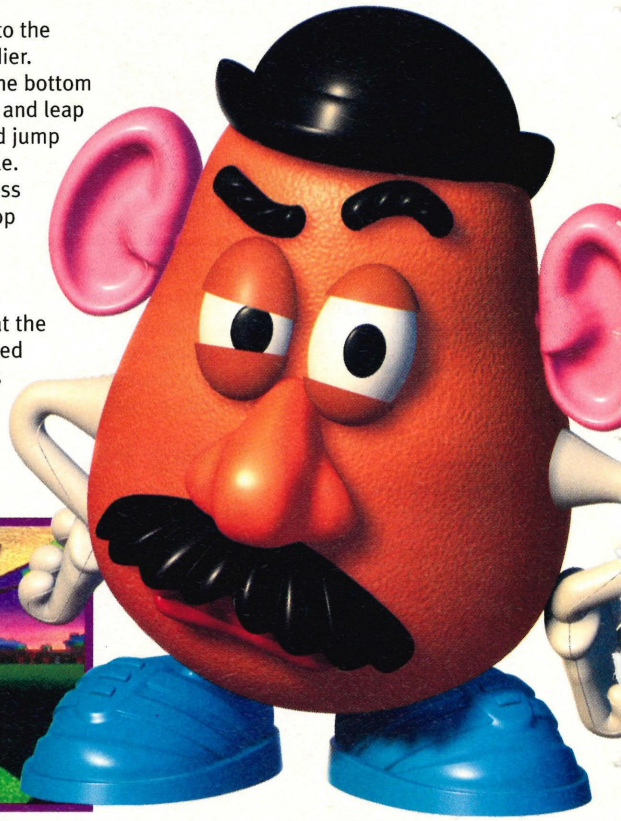
Love A Duck

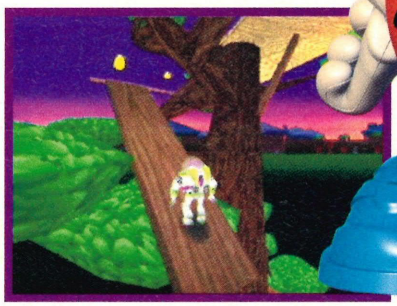
Go to the swimming pool. In the centre of the pool you can see a token floating in the air. To get to it walk over to the deflated duck, power jump on the foot pump rapidly until the duck is fully inflated. Now it will drop into the pool. From the edge of the pool jump onto the duck. Use a power jump to bounce high into the air and retrieve the token.

High As A Kite

Go back to the swings and climb the tree. Move past Hamm and up to the place where you found the soldier. Continue up the tree. Walk to the bottom of the plank of wood. Run up it and leap off the end. Ignore the rope and jump the gap next to the wooden pole. Scale the second plank and cross the gap. Climb up to the very top of the treehouse. Time to take down the kite!

Stand in the centre of the treehouse platform. Take aim at the Zurg kite and fire a supercharged laser blast at it. It's difficult, as you'll need to stay in the centre of the platform to avoid being swept off it. Once it is down a token is awarded.



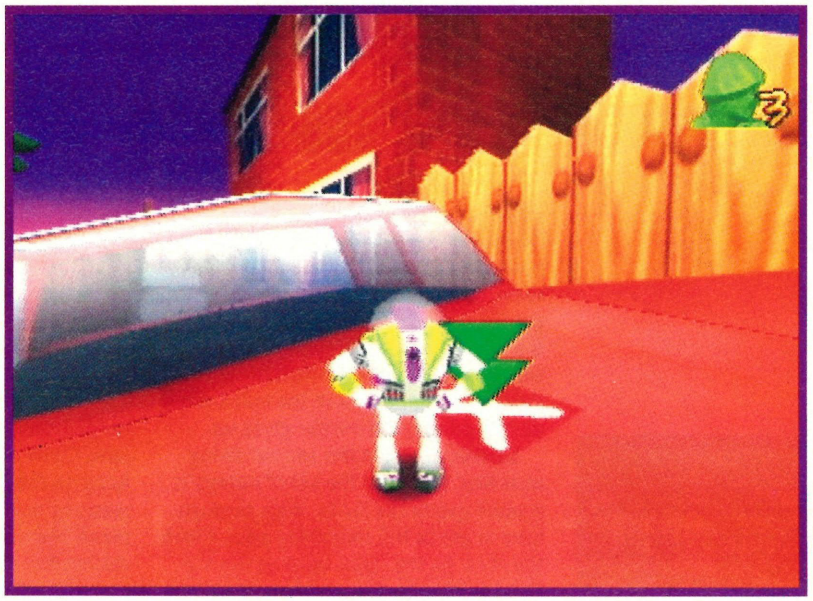


Level 3: Bombs Away

The first boss is a doddle. We don't know who's flying the biplane but they'd better get down to Specsavers and purchase some bifocals. Charge up the laser and use the R button to target the incoming plane. Hold the Z button to lock onto it and unleash a blast. If you hit it the plane will spin out of control and begin another attack run. If you miss don't worry as the bombs usually go wide of the mark. Keep targeting and shooting the plane until it crashes and burns.









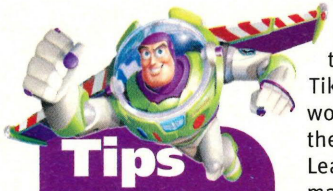
▲ Remember your first school lessons on primary colours? Well they could come in handy here, for this paint mixing puzzle.

Level 4: Construction Yard

Little Tikes

Walk left to the pallets in front of the workers' hut. Talk to the Foreman and he asks you to find his five missing Tikes. The first can be found in the wheelbarrow next to your starting point. Push the grey concrete block to the wheelbarrow and jump inside. Tike two is hidden inside the workmen's hut. Enter the hut through the green door at the top of the steps. Leap over the slime-ridden floor and make your way to the chair. From there jump to the desk. Climb the pole and leap over to the grey drawers: the Tike is on top of them.

Make your way to the bulldozer to find Tike three. He's standing next to the seat. Activate the dozer scoop by power jumping on the button inside the cabin. Jump into the scoop when it lowers then leap over the girders. Make your way round the girders to find Tike four. Continue to the top of the construction. Ignore the boss and walk along the top of the yellow crane to find the final Tike.



Tips

During the race challenges, the opposing cars come to a dead stop if they hit Buzz. You can use this to your advantage by deliberately blocking their progress.



Potato Parts

Halfway up the central construction is Mr Potatohead's Ear. Return it to him and he gives you access to the Disk Launcher. Mr Potatohead can be found to the left of the hut.

Painting Puzzle

Enter the hut and go over to the chair, leaping the green slime. Climb onto the cabinet and drop onto the first drawer when it opens. Leap up to the top of the cabinet where the Tike was. Leap the gap and jump over to the cube: activate it to get information about paint. You have to mix three colours: purple, orange and green. To mix purple, push the grey paint pot underneath the red nozzle and power jump on the button. Do the same with the blue nozzle. Push the pot back to its start point to activate the colour. To mix orange, activate the red and yellow nozzles. For green, add blue and yellow paint. Once all the colours are lit, a token is awarded.

Slinky's Challenge

Cross the wet cement at the base of the construction and talk to Slinky the dog. He asks you to find five Spanners in 60 seconds. The spanners are located above the wet cement. Use small jumps to cross the cement quickly and retrieve the Spanners. Return them to Slinky within the time limit to earn another token.

Drilla Killa

Getting to the Drilla is a tougher task than actually beating him! Climb onto the dozer's scoop to get to the girders. Walk left. Dodge the moving drills and the rivets. Make your way to the lever. Power-jump onto it. Leap onto the moving beam to your right. Run to the end of it, then get onto the right-hand red girder as it rises. Continue round the next set of girders until you reach another switch and power jump on it. Walk forwards to the stripy bit of girder then leap onto the moving beam. Leap onto the next moving beam and from there to the red girder opposite. Walk over to the hooks on chains and make your way across them. Jump over to the final switch. Activate it and ride the two beams to the top. Leap over to solid ground. Climb the wooden strut.

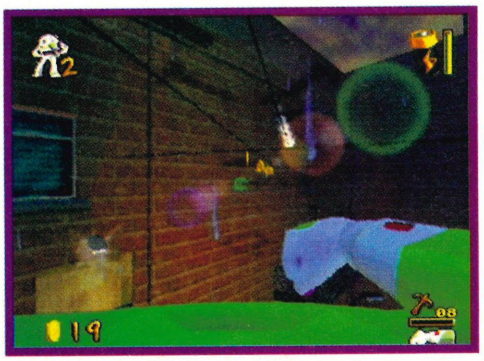
You now face the Drilla. If you need energy or disks then check out the corners of the roof. To defeat the Drilla lock on using the Z button then hold down A to pepper him with disks. This gets you a token.

Hunting For Hamm

With 50 Coins in your possession start looking for Hamm. Check out the yellow generator next to the wheelbarrow where you found one of the Tikes.







Level 5: Alleys And Gullies



Tips

The double jump allows Buzz to reach distant ledges. Press the jump button once then as he reaches the limit of his leap, press it again to get maximum air.

Balloon Ride

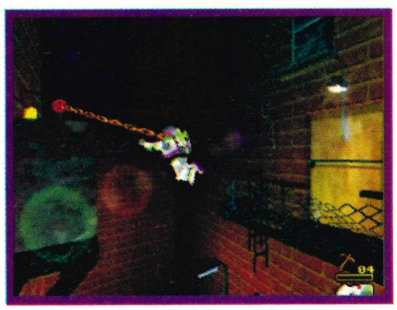
Take the right turn and jump up onto the bin using the boxes. Slide down the wire ahead, but be wary of the electric charge travelling down it. Leap onto the skip and pass through the gap in the fence. Use the box to leap up onto the melon stand opposite and then jump across to the sliding planks of wood on the right. Leap onto the small wooden table to grab the disks for the Disk Launcher. Go back onto the melon stand. Use the Disk Launcher to destroy the small robot with a shield and then jump over to where it was standing. Cross over to the small red button and power jump on the button to activate the fan. Drop onto the table below and then grab the balloon string as it floats up. Land on the bin and collect the first token.

Slinky's Bones

Go back to your start point walk in the opposite direction, to the end of the alley. Push the plank down and shove the box across the water and against the fence. Scale the box and jump through the gap in the fence. Cross over to Slinky who's on the centre island by using the floating debris. Talk to him and he asks you to recover five bones in 30 seconds. There's a catch: each bone is above the water. One wrong move and you have to do the whole thing again. This task is easier than it looks though. Use a single jump to reach each bone then quickly tap A to get more air and return to the platform. If you miss a bone just press A to double-jump back to the platform and try again. Once all the bones have been handed over, Slinky gives you another token.

Duck Patrol

Near your start point is a small plastic duck swimming in the rain water. It asks you to rescue five Ducklings from around the level. The first is on top of the canopy near the umbrella where Hamm is hiding. At the end of the street near the balloon is a watery hole. Duckling two is down here along with an Extra Life. Duckling three is over by Slinky the dog. From his platform look to the right, leap across the hole in the wall near the two coins and drop down the gap to get the duckling. Duckling four is hidden in one of the windows just before you get to the Clown. The final Duckling is lying in the guttering, opposite the entrance to the Clown.



▲ You need to get the grappling hook from the elevator level before you can scale the buildings in the alley.

Clown

You can't reach the Clown until you get the Grappling Hook from Level 10 (Elevator Hop). Once you have it head for the purple dumpster. Collect the Grapple and use it on the dumpster. Climb the ladder to reach the fire escape. Use the Grapple to get up the edge then ride the zipline to the opposite building. Use the Grapple to reach the next handrail. Walk along the rail and use it to cross to the next zipline, above the window. Slide down the line and then climb onto the next handrail. Grab the high ladder to get to next level. Jump on the rail. Ride the zipline. Continue working your way to the top until you reach a drainpipe. Scale the pipe, grab the overhead wires and make your way to the far drainpipe. Shimmy up and jump into the guttering on the left-hand side. Enter the tunnel at the end to face the Clown.

Stay ahead of the Clown and use charged laser beams to destroy him. The Clown is faster than you so change directions at random intervals to stop him catching up. Collect the token from his red nose.

Hambrella

Underneath the umbrella near to where you recovered the first token is Hamm. When you have 50 coins go and talk to him to get another token.

Level 6: Slime Time

This is the first boss which actually requires some beating. The Slime bounces around the area trying to crush Buzz. Wait until he jumps then run in the opposite direction to avoid him. Occasionally the Slime stands still and launches a homing fireball at Buzz. It lasts for about four seconds – so just stay ahead of it.

To defeat the Slime use your laser on rapid fire. The Slime shrinks each time you hit it. You need to shrink it back into its can before it hurts you seriously. The Slime grows back quite quickly so you need to hit it repeatedly. The fourth time the Slime is canned it dies.









Level 7: Al's Toy Barn

Mr Potatohead's Part

Make your way onto the first checkout counter. Talk to Mr Potatohead and he'll ask you to find his next missing body part. Get on top of the cash register to the left. Double-jump across the gap to reach the counter opposite. From there go to the next till and leap onto the zipline. Quickly double-jump off the line and onto the third checkout. Grab the missing piece and go back to the first checkout. Mr Potatohead then gives you access to the Rocket Boots.

Chicken Lickin

Walk down the second aisle and talk to the Chicken. Jump onto the skateboard then bounce on the trampoline. Leap left and grab the zipline. Slide down the line and grab the first Chick. Return to the Chicken and he'll challenge you again: this time for a token.

Here Chicky Chicky

Walk down the first aisle towards the basketballs. Climb onto the counter. Jump through the bike. Scale the rope and leap through the bicycle wheels. Jump to the ledge with the skateboard. Get the second Chick. Ride the board through the slime and push the box to climb up to the hatch. Get Chick three and drop down into the main store. Run over to the rodeo machine on the right. Power jump on the lever to start it. Jump to Potatohead's counter and collect the Rocket Boots. Use them to reach the Supermarket trolley on the other side of the slime. From there make your way over to the rodeo machine and leap on it. This should propel you into Chick four.

The last Chick is hidden in the room with the boxes, opposite the office. You'll need to access the Levitation Boots from Level 13 (Airport Infiltration) to get it. In other words you'll have to come back later in the game to complete this task. When you have the boots, hover over the pile of boxes and you'll find the last Chick.

In A Hamm

Once you have 50 coins enter the office and climb on the table. Hamm is sitting on top of it waiting for your well-earned coinage.

Office Hours

From Hamm leap onto the small desk. Collect the disk from the Launcher and aim at the padlocks on the drawers. Shoot them off and the drawers start opening and closing. Leap over to the drawers and use them to reach the ledge above. Collect the token from here.

Walk The Dinosaur

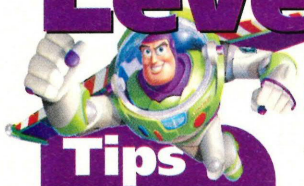
Enter the box room opposite the office. Climb up to the ledge near Rex. Talk to Rex and he tells you about the monster. Make sure you have full ammo for the Disk Launcher and then hop into the ventilation shaft to the left. Drop down the rope and then use the Z button to lock onto the Dinosaur. Unleash a disk and he becomes invulnerable for a few seconds, so run off before he can hit you with a fireball. Repeat this method of attack until the beast is vanquished and you can then collect the last Pizza Planet token.







Level 8: Al's Space Land



Tips

When falling from a great height press the jump button and push in a direction. This helps Buzz control his descent and improves his manoeuvrability.

Buzz Off

Grab the Green Laser power-up and then go towards the moveable box. Shove it against the other boxes, then climb up to the mobiles. Leap from wire to wire to make your way to the Alien and collect him. Leap from the mobile over to the two boxes. From there enter the moonscape. The Buzzmobile attacks with homing missiles. Use the green laser to inflict damage on him then circle the buggy. Leap the missiles as they come towards you and use Buzz's spin attack to shield him. Once the Buzzmobile is toast you get a token.



Grab Hold Of This

Return to your start point and enter the aisle marked 'Arcade'. Leap onto the cup to get up the nearest machine. From the top of the machine cross to the end of the aisle. There should be a grabbing machine containing a token at the end. Leap to this machine and power jump onto the button. This moves the crane horizontally. Press the button again to move it vertically. Stand at an angle so you can see the shadow of the crane and line it up with the token.

Space Race

Go down the third aisle. Climb the boxes to reach the top shelf and have a few words with the UFO. He challenges you to a race. You basically have to slide along the ziplines to outrun the UFO. You have to jump from line to line. If you fall off it's back to the start for Buzz! Luckily the lines are marked. All you need to do is jump when you reach the red patch in order to grab hold of the next zipline. Once you reach the end a token is awarded.

Alien

After getting the first Alien go over to the arcade. Get on top of the blue machine next to the grabber. From there jump to the top of the ball machine. Drop down the hole in the top of it to the balls below. Jump over to Alien two and add him to your collection. Return to the start point and go down the first corridor. Leap on to the boxes. From there cross the swing poles and get to the top of the shelf. Start jumping from shelf to shelf and make your way to the Energy Shield. Collect it and jump down. Run along the aisle until you come to a set of stacked boxes. Scale these. Grab the overhead ropes. Slide along them then drop onto the box containing Alien three. From there continue along the tops of the boxes to reach Alien four. The last Alien is hidden at the end of the zipline race.

Pigs In Space

Just before you get to the fourth Alien, drop down the gap between the boxes. Hamm is down here waiting for your 50 coins.

Level 9: Toy Barn Encounter

This boss is quite tough. Shoot his body repeatedly to cause one of the six capsules surrounding him to detach. Once seperated a capsule spills enemies into the arena. Defeat these then target the body of the Craft again. Keep doing this until all the capsules have been destroyed. Now the Craft comes after you using its homing laser. Lock onto it and fire a charged laser beam, then run away until it stops flashing. Keep doing this until the Craft is destroyed.





Level 10: Elevator Hop



Tips

Some creatures reflect Buzz's laser beams. Either spin into them or do a power jump to take them out.

Potato Parts

About-face and enter the small alcove to talk to Mr Potatohead. He asks you to find his next missing body part. Walk to the flooded electrical room. Move to the left of the first bar, jump and swing across the bars. Climb to the machines and make your way round the top of the room. Grab the red zipline. Cross to the other side of the room. Grab the missing piece and the first Clockwork Mouse. Return to Potatohead and collect the Grappling Hook.

Towering Inferno

Use the Grappling Hook to head up the ventilation shaft taking care to avoid the deadly flames. Run through the shaft killing all the enemies you find. Grab Mouse two beside Rex on the left-hand side and then continue to the top of the shaft. Talk to Papa Mouse. Climb on the seat then leap over to the console. Now power jump on the buttons to line up the wire. The colour of the wires moved is indicated on each button.

Tips

Keep the laser charged when Buzz is running about. Then when you run into an enemy toy it can be destroyed with a single blast.



Tips

Don't forget that Buzz's spin attack can be used to deflect enemy projectiles. This is particularly useful when facing the bandits on the final level.



Once the wire is connected the lift doors slide open. Collect the token from the doors. Power-jump on the lower switch to activate the fan, this makes getting back to the top much easier.

Mouse Hunt

Collect the third Mouse from the wall of the lift shaft. Make your way to the top of the shaft by riding the top of the lifts and jumping from platform to platform. Collect Mouse four from here. Power-jump on the switch to activate the lower fan. Go back to Papa Mouse. Get on top of the console and grab the final Mouse from the ceiling. Give them to Papa Mouse for a token.

Spider

Travel to the top of the lift shaft using the tops of the elevators. Jump into the hole to the right of the shaft. Here you face the Spider Monster. This guy is very hard to beat. He fires web balls that stick to the floor and injure Buzz. He also has a flame-thrower that's quite lethal at close range. Taking care to avoid the gaping hole in the floor, circle the Spider and hit him with charged laser bursts. Periodically the fans at the base of the area blow both of you into the air. When this happens move Buzz towards the wall. Keep shooting the Spider until he drops revealing a token.

Shaft

At the top of the lift shaft there is a ventilation duct. Talk to the Mouse within. Drop down the shaft as quickly as you can. Use the jump button to avoid the gaps in the pipe. Beat the token to the bottom and grab it when it comes down.

Fried Hamm

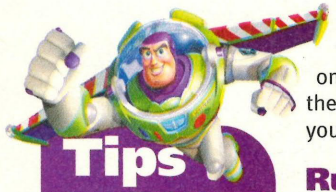
With 50 coins in your possession the hunt for Hamm begins. Think back to the start of the level. That's right, you passed him in the electrical room when you went looking for Mr Potatohead's missing body parts. Drop some coins in his slot to get the final token.







Level 11: Al's Penthouse



Tips

By charging up Buzz's spin attack you can steer him like a top into enemy toys. Remember though that when Buzz stops spinning he'll be dizzy for a few seconds.




Horse Course

Walk over to the Horse and have a few words. He asks you to collect five Horseshoes in 30 seconds. The first Shoe is in plain view. The next is to the right. Follow the trail of Shoes onto the sofa until you have all five then go back to the Horse and collect your first Pizza Planet token.

Runaway Train

Turn left from your start point and walk over to the moveable box. Shove it through the door on the right and move it forwards next to the train. Leap onto the train and use the Cube. Collect the Rabbit then jump over to the train track. Move along the track to the first switch and then power jump onto the box. Use the three track switches to move the train into the dead-end siding then head to end of the track and push the box there along to the rear of the large train. Get on the box and leap to the train roof. Power-jump onto the red button there to deactivate the cannon and collect the next token.

Bandit Bailey

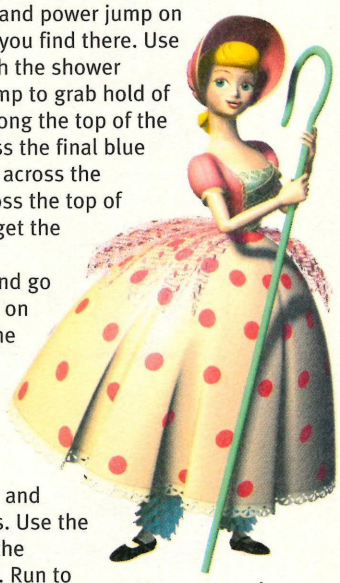
Go to the lower box and push it back out of the room . Shove it round the corridor into the next room along. Jump up to the table above. Walk along and push the next box. Continue over to the TV and grab the energy from the top. Jump back to the boot and get on top of it. Use it to reach the cupboard above. Collect Rabbit two from the top of the cupboard. Power jump on the red button to deactivate the cannon. Continue along and drop into the sand box. Run to the red button at the end and power jump on it to deactivate the second cannon.

The Bandit himself is easy to defeat. Stay at a distance and use your spin move to deflect the cannonballs he fires then shoot him with the laser. Once he is destroyed you will collect the next Pizza token.

Bunny Wunnies

Go back to the living room and get onto the sofa. Leap to the table then on to the handrail. Cross the rail and jump onto the fireplace. Scale the lampshade opposite. Climb to the high shelf. Leap onto the lights and use them to cross the gap. Power-jump on the red button. Double-jump over to Rabbit three.

Move to the living room table and target the red lock to the right of the fireplace. Shoot it then pass through the tunnel. Enter the bathroom. Jump onto the top of the bath. Power-jump on the blue switch and then quickly jump onto one of the floating sponges. Cross over to the sink and power jump on the blue button you find there. Use sponges to reach the shower door. Double-jump to grab hold of the door. Run along the top of the shower and press the final blue button. Go back across the sponges and cross the top of the cabinets to get the fourth Rabbit.



Walk to Rex and go through the gap on his left. Shoot the lock off the fridge door and use the shelves to reach the kitchen table. Jump from there and run to the scales. Use the scales to reach the cupboard above. Run to the cannon, then to the lights. Cross the lights quickly so Buzz doesn't fall. Step on the red button to knock out the cannon, then proceed to the final Rabbit. Jump onto the kitchen table and return the Rabbits to Jessie.

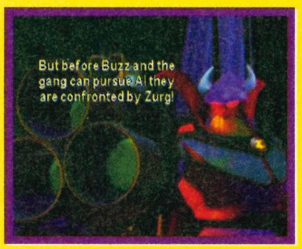
Hot Tub

Got 50 coins? Enter the bathroom and jump into the tub to find Hamm.

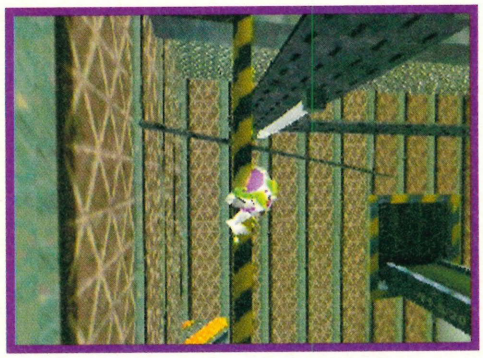
Level 12: Evil Emporer Zurg

Zurg is armed with a ball-firing gun. The yellow balls are unguided and can only hit Buzz if he stands still for too long. The green balls are homing and chase Buzz around the map until they run out of power or are deflected by his wings.

Zurg is immune to your laser blasts. The only way to defeat him is with the spin attack. Wait for Zurg to hover close to the ground then use a supercharged spin move to knock him senseless. Zurg has to be hit about ten times before he finally succumbs.





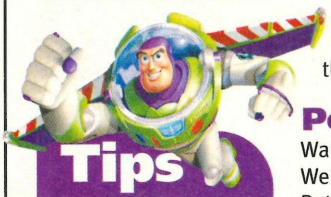


Level 13: Airport Infiltration



Tips

You need at least 40 Tokens to face the final boss. If you haven't got them then talk to Rex and make sure that you've completed all the challenges.



Tips

If you need more coins to give to Hamm then try destroying enemies. Most of them leave behind a coin when they explode.

Weight A Moment

Walk round the corridor and power jump onto the blue cases to reach the conveyer belt above. Jump on top of the brown case and use it to leap to the pole. Swing over the pole to get to the next belt. Do the same here and jump off the third belt when it takes you into a new area. Talk to the Weight-lifter in the corner. You now have to find five Weights in 60 seconds. The first is to the left of the Weight-lifter. The second is in the plane room next to it. Return to the room with the Weight-lifter. Run to the conveyer belt and climb the box. Collect the third Weight. Drop down and walk under the conveyer. Collect the fourth Weight by the snake. Enter the next room to find the final Weight.

Potato Wedges

Walk to the luggage room near the Weight-lifter. Here you find Mr Potatohead. Walk to the plane room (the other room adjacent to the Weight-lifter), go to the conveyer belt and push the wheel. Jump onto the wheel to reach the belt. Use the belt to get over to the wing. Walk to end of the wing and jump onto the next wing. Leap over to the ledge. Collect the missing piece and return it to Mr Potatohead to get the Levitation Boots.



Prospector

Climb the stack of suitcases in the room. Collect the Levitation Boots and hold A to make Buzz rise. When he can go up no further move to the left of the cases to continue upwards. When the Boots run out jump over the conveyer belt containing the Prospector.

This dude is immune to laser blasts so use your spin attack to destroy him. The Prospector strikes with a flaming brand: jump to avoid it. Once this bearded gibbon has been toppled you can collect the Token.

Plane Crazy

Return to the ledge where you found Mr Potatohead's missing part and jump to the platform above. Swing across the pole and climb up the next set of ledges. Jump from pole to pole until you reach the Levitation Boots. Use them to glide to the top of the plane but watch out for the blast from the engine. Collect a token from the end of the plane's nose.

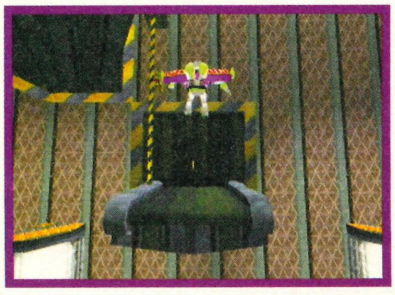
Tike Airways

In the plane room is a small plane with a Tike pilot. He asks you to find his five Passengers. The first is near the start of the level. On reaching the conveyer belt with the blue suitcase power jump onto it to get up to the high ledge. Make your way across the tops of the machines using the light fittings to get the Tike. Tike two is hidden above the Prospector boss. Jump onto the blue case at the end of the belt. Bounce to the ledge above. Scale the pole and leap to the wire. The Tike is standing on the ledge. Tike three is in the plane room. Climb to the ledge where you found the piece of Mr Potatohead and leap to the level above. Continue upwards until you reach the vertical stripy poles. See those jet engines on the wall? Well the Tike is on the top one. Leap to the poles next to the engines and climb up to reach the Tike.

The fourth Tike is hidden on the ledge beneath the Levitation Boots on the dismantled plane. Look down from the ledge then jump carefully onto him. The final Tike is the killer. In the Weight-lifter room get back on the conveyer belt. Power-jump onto a blue case and use it to reach the belt above. Do the same on the next two belts. Leap the gap in the next belt and keep going up. When you reach the top, jump and grab onto the horizontal bar. From there get to the platform next to the wire. Slide down the wire to the Tike. This is easier on paper than it is in practice.

Pig Can Fly

When you leap on the X-ray machines to get the first Tike turn left instead of right. Hamm is on top of the office. Give him 50 coins.

Level 14: Tarmac Trouble





Blacksmith

On the roof of the building in zone seven is the blacksmith. Get over to him by sliding on the wings of the plane. Jump towards the aerial and prepare to do battle. The Blacksmith attacks with his hammer in much the same way as the previous Prospector boss. The blue shockwave he creates homes in on Buzz so use your double-jump to stay clear. Buzz's spin attack is the only way to deal with this moustache-wearing freak.

Hamm

Hamm is in zone five next to the slime pool. Deliver him 50 coins for to get a token.

Tike's Missing Luggage

In zone three is a Tike trolley. He is missing five sets of luggage. The first Case is hidden in Rex's trolley between zones one and two. Climb into the driver's cab to find it on the seat.

The second Case is on top of the plane. Use the windsock to reach it. Walk to the end of the plane wing. Leap over to the conveyer belt near zone six. Collect Case three from on top. Case four is bouncing around zone four. Get back on the plane's wing. Look for the zone eight marking. Leap from the plane onto the block marked with an '8'. The final Case is here.

Slinky

In the middle of the airport next to the windsock is Slinky. Leap across the poisonous grass to reach him. He will challenge you to run across the path and get back to the tarmac without jumping or touching the grass. If you manage to do this a token will be awarded. You will have 65 seconds to complete the task.

Helicopter

Use the zipline at the end of Rex's trolley to reach the light area. Jump on the pole to get to the roof. Now for the puzzle. You must get the lights at the bottom to match the lights at the top. Turn off the green bulb and light the yellow one. Step on the far right button and the second button from the left. Climb up to the helipad and collect the token.







Level 15: The Final Showdown

In this final boss battle Buzz faces three enemies: the Prospector, the Bandit and the Blacksmith. They all share the same energy bar and attack simultaneously. As before, staying on the move is essential. Attack the Blacksmith first as he is the most dangerous. Spin into him about seven times and he drops. Next go after the Prospector using the spin attack. The Bandit is the easiest to defeat: deflect his shots with your wings then counterattack with a spin or two.



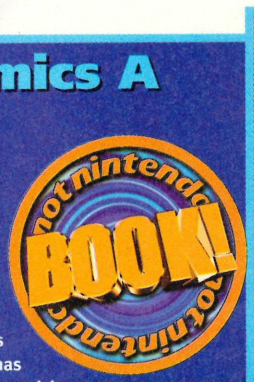


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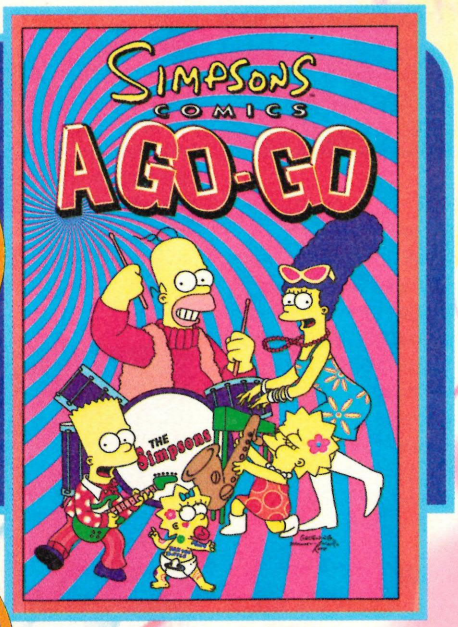
not ninten

Welcome to a whole new section of 64 MAGAZINE! We know that you can't possibly spend every minute of your waking day using your N64 (well... all right, most of you can't) and so we thought it was time that the contents of 64 MAGAZINE reflected this. That's why from now on this little area of the mag will be dedicated to movies, books, toys, gadgets and anything else that we think looks interesting – or to put it another way: anything Not Nintendo!

Simpsons Comics A Go-Go



You'd be forgiven for thinking that *The Simpsons* – which has to be one of the funniest TV programmes ever – might not translate well to comic form. Thing is: if you thought that then you'd be wrong! *Simpsons Comics A Go-Go* is a collection of various *Simpsons* comic issues and it's absolutely brilliant! The writing is easily as good as the cartoon itself and every page has endless visual gags crammed into each frame giving you the chance enjoy lots of little details that you'd probably miss in the cartoon. Available now at £7.99 from Titan Books *Simpsons Comics A Go-Go* is a must for all fans of the series and if you've never seen the cartoon then let this book get you hooked!







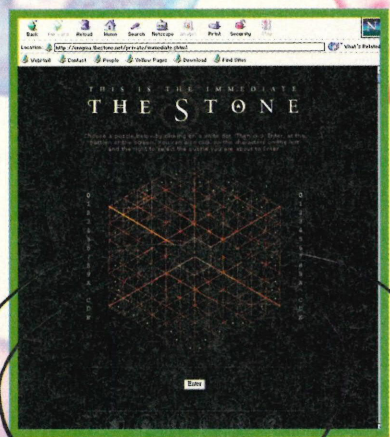
Alien Head Birth Pod

Sometimes you find yourself liking something in defiance of logic. Quite why the Alien Head Birth Pod should be in any way attractive is beyond comprehension! It's slimy, it's gross, it's twisted, it's... fantastic! Each pod contains an alien head, two alien foetuses and some amniotic gel. The concept behind it is that you fold the foetuses and gel into the head and then sit back and watch as the head gives birth. And yes, it is as grim as it sounds! But that hasn't stopped the Alien Heads from becoming one of the most sought-after items in the 64 MAGAZINE offices. The Alien Head Birth Pod from H Grossman costs £2.99 and can be found in all good toy shops now!

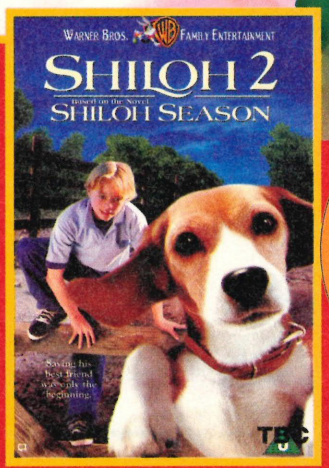
The Stone



It comes in an arcane pyramidal box. It's black with a unique six symbol pattern on it. The Stone is a mysterious pendant that grants you access to the an Internet site called The Immediate which contains all manner of strange, mind-bending puzzles. Having taken the US by storm The Stone is now available over here and, well... it's great! Basically once you've got your Stone (which in itself is pretty cool simply as a fashion accessory) you can then access the website with its dedicated chat areas. Here you can exchange clues with other puzzle freaks, learn more about the mystery of The Stone and search for your 'Stonemate' (every Stone has an identical twin and if you find the person with the pair to yours you are then able to access more complex puzzles together). Apparently The Stone is popular with many Hollywood celebrities so you might find yourself swapping puzzle clues with your favourite movie star! The Stone costs £14.99 and you can check out more info on it at www.thestone.net.









Shiloh 2

If you like your movies with dogs in them, then look no further than Warner Bros *Shiloh 2*. *Shiloh 2* follows the adventures of a dog – Shiloh – and his new owner Marty Peterson who rescued the pup from abusive owner Judd Travers. Unfortunately the rather unfriendly ex-owner wants to take Shiloh back! Cue a bizarre campaign by Marty to prove that nasty old Judd Travers isn't really as bad as he seems, as he tries to make sure that he, Shiloh and the mean-spirited Travers all live happily ever after! Heart-warming entertainment for film-fans of all ages!

Virtual Reality Boxing

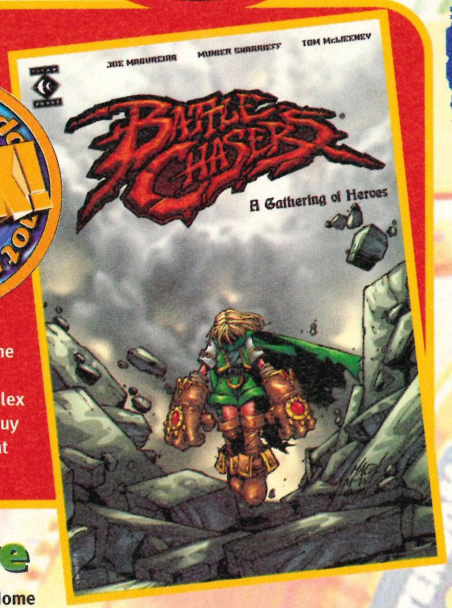
Virtual Reality Boxing is the first in the Virtual Reality World series from H Grossman. The game consists of a headset, battery pack and gloves which give you the chance to play a boxing videogame in a rather unique way. Rather than slapping buttons to fight, you punch – for real! The VR headset shows you an opposing boxer who reels with every punch that you throw. Before you get too excited though we have to warn you that graphically this game isn't that hot – it's about the same standard as one of the old *Game & Watch* titles that Nintendo used to produce. Basically what you've got here is a novelty game which is amusing for a while and great to watch someone else playing (get your mates to try it then sit back and watch them flailing at thin air!) It's a nice idea – just don't expect a VR version of *Ready 2 Rumble*! *Virtual Reality Boxing* retails at £39.99. Call 0141 613 2525 for stockists.



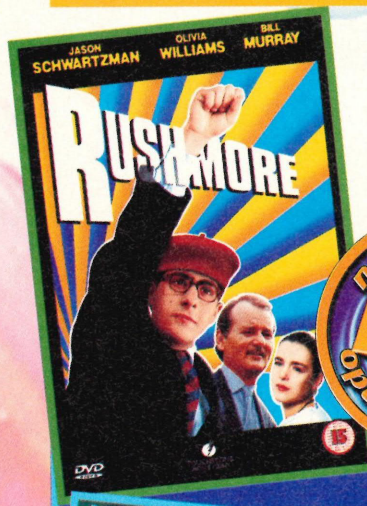
Battle Chasers: A Gathering Of Heroes

notnintendo BOOK!

Battle Chasers is a fantasy graphic novel set in a world where magic and technology exist side by side. The plot centres around a group of colourful characters: Gully – a small girl with magical gloves; Knolan – a powerful mage; Garrison – the greatest swordsman ever; Calibretto – a war golem and Monika – a gorgeous, deadly thief. This book charts the coming together of the unlikely band of heroes, united by the mysterious disappearance of Gully's father Aramus. With a complex story and absolutely fantastic artwork this should be a definite buy for fantasy and sci-fi fans alike. *Battle Chasers* is available now at £10.99 from Titan Books.



Rushmore



notnintendo DVD!

Rushmore from Touchstone Home Video is a black comedy about a gifted yet unruly teenager called Max Fischer (played by Jason Schwartzman) who attends the elite Rushmore Academy. Max manages to juggle editorship of the school paper and captaincy of various societies with a flair for causing enough trouble to keep him under constant threat of expulsion. Everything's going fine in his life until Max develops a crush on teacher Miss Cross (Olivia Williams), who just happens to be the object of affection for wealthy steel tycoon Mr Blume (Bill Murray). *Rushmore* is a great movie which manages to be both funny and touching at the same time and it's in the shops now for the recommended retail price of £14.99.

Spawn: Devastation

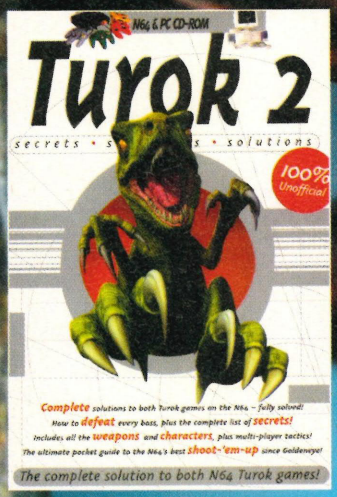


notnintendo BOOK!

If you're a graphic novel fan – or for that matter a movie fan – then you've probably heard of Spawn. Originally an elite black-ops agent, Spawn found himself in Hell after being ruthlessly murdered at the behest of his former boss. After making a deal with the Demonic forces in charge of the underworld Spawn then returned to Earth with superhuman powers where he was supposed to fight for the bad guys in a war between Heaven and Hell but – as fans will know – he rebelled and started using his powers for good (well... sort of). *Spawn: Devastation* pushes the storyline even further as the tangled web of Spawn's current and previous lives begins to draw tighter and he's forced to take drastic action. It's weird, it's gruesome and it's required reading for all graphic novel enthusiasts. Available now at £9.99 from Titan Books.

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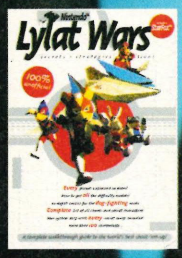
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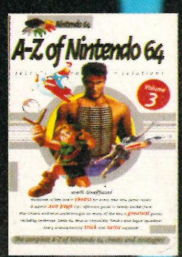
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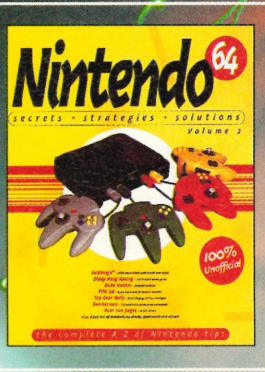
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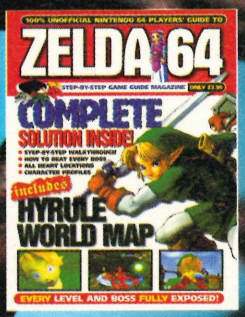
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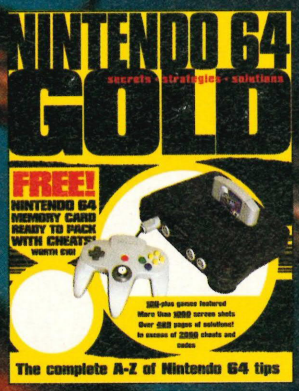


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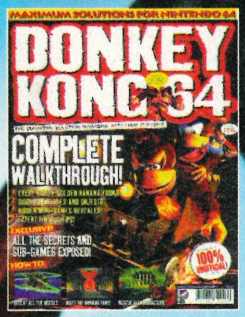
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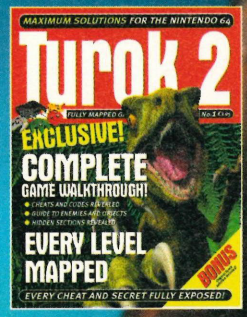
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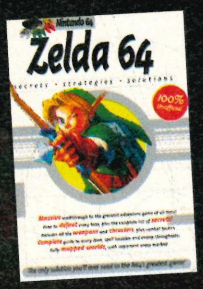

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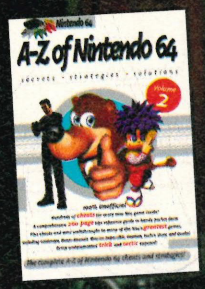

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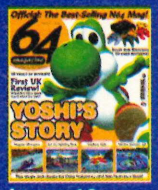
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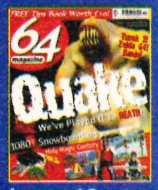
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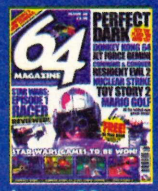

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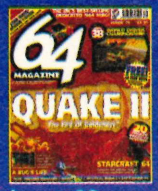

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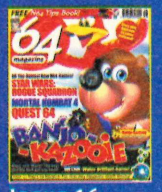
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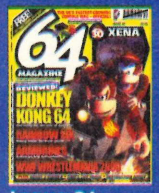
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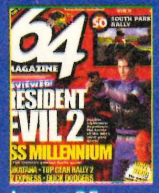
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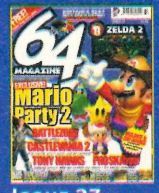
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nindex



90% and above

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

95% and above

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

NINDEX KEY

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

GENRE	DESCRIPTION
ADVENTURE	Games involving exploration and problem-solving
BEAT-'EM-UP	Fighting games, rather obviously!
PARTY/PUZZLE	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!

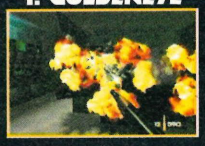
Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, thus allowing you to compare different games at a glance.

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 each month and every issue 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 then this is where to look!

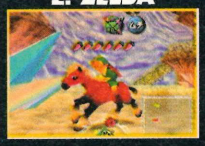
Game Name	Company						Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●		●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●		●	29	52%	Mediocre movie licence 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.
Armorines: Project Swarm	Acclaim	1-4	●	●	●	●	34	81%	Turok-based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4	●	●	●	●	35	74%	Decent 3-D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4		●		●	36	42%	Hard-to-play and unnecessary Asteroids update.
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.
Bassmasters 2000	THQ	1-2	●	●			36	84%	Surprisingly playable fishing game.
Battletanx	3DO	1-4	●	●			26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4	●	●			37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	●	●	●	●	37	79%	Graphically disappointing but fun shooter with a mixing of strategy
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.
Carmageddon 64	SCi	1-2	●	●		●	35	4%	Yes, four percent. The worst N64 game ever!
Castlevania	Konami	1	●			●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	●	●	●	●	37	86%	Very similar to the first game but great fun all the same!
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.
Chef's Luv Shack	Acclaim	1-4				●	34	69%	South Park version of Mario Party – more a renter than a buyer.
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 second-worst game on the N64 after Carmageddon!
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!
Cyber Tiger	EA Sports	1-2	●	●		●	37	83%	A fun little golf game with some nice features!
Dark Rift	Vic Tokai	1-2	●			●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4	●	●		●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4	●	●		●	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4		●	●	●	34	93%	Huge platform adventure that's like Banjo, only more so.
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.
ECW Hardcore	Acclaim	1-4	●	●			37	64%	Rather disappointing wrestling game not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4		●		●	36	67%	Slow and clumsy golf sim.
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.

OUR TOP TEN

1: GOLDENEYE



2: ZELDA



3: ISS '98



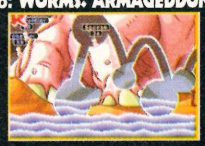
4: TUROK: RAGE WARS



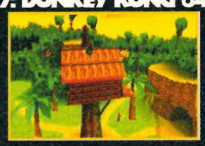
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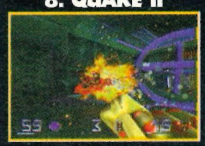
6: WORMS: ARMAGEDDON



7: DONKEY KONG 64



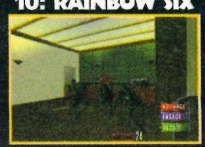
8: QUAKE II



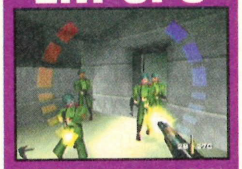
9: VIGILANTE 8 2



10: RAINBOW SIX



64 TOP SHOOT-'EM-UPS



1	Goldeneye	95%
2	Quake II	93%
3	Vigilante 8: Second Offense	92%
4	Rainbow Six	92%
5	Star Wars: Rogue Squadron	92%

64 TOP FIGHTING GAMES



1	WWF Wrestlemania 2000	93%
2	Super Smash Bros	87%
3	WWF Warzone	86%
4	Mortal Kombat 4	86%
5	Xena: Warrior Princess	85%

Game Name	Company						Issue	Score	Comment
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	89%	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.
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.
Hot Wheels Turbo Racing	EA	1-2	●	●		●	35	65%	Easy and rather dull kid-oriented racer.
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!

TEST OF TIME



Issue 32 finds itself dragged kicking and screaming into the hindsight spotlight this month with its world exclusive cover game the first title under the microscope. How will our trio of now aging games fare? Read on to find out...



40 WINKS

GT Interactive • £39.99 • Original Rating: 80%

It appears that we may have been a little over excited about our exclusive on this because playing it six months or so on, *40 Winks* just doesn't have the same appeal. The characters still look cute but it's just not much fun! Destined to gather dust.

69%



HYBRID HEAVEN

Konami • £49.99 • Original Rating: 81%

This RPG-esque adventure impressed us fairly well when it first came in and to be honest nothing much has changed! The summing up described it as "a good game which could have been great if not for minor flaws" and this still stands. Not bad!

81%



RAT ATTACK

Mindscape • £34.99 • Original Rating: 80%

Rat Attack has a very retro feel about it but the totally bizarre madcap arcade gameplay keeps you coming back for more time after time. Multiplayer mode guarantees that this is one game which is difficult to put away and so it keeps its score!

80%

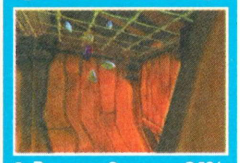
Game Name	Company						Issue	Score	Comment
Lode Runner	Infogrames	1		●		●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	●	●	●	●	34	76%	Simple, kid-oriented racer with customisable cars.
Let's Smash	Hudson	1-4	●				21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	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.
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.
Mario Party 2	Nintendo	1-4		●			37	81%	More of the same, so if you liked the original...
Michael Owen's WLS 2000	THQ	4		●		●	31	90%	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				●	16	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	54%	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	85%	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 Jam 2000	Acclaim	1-4	●			●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	●	●		●	36	78%	Ordinary basketball game with a few nice gimmicks.
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.

64 TOP ADVENTURE GAMES



1 Zelda	96%
2 Resident Evil 2	94%
3 Silicon Valley	87%
4 Castlevania 2	86%
5 Castlevania	85%

64 TOP PLATFORM GAMES



1 Rayman 2	94%
2 Donkey Kong 64	93%
3 Super Mario 64	92%
4 Rocket: Robot On Wheels	91%
5 Shadow Man	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 11

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

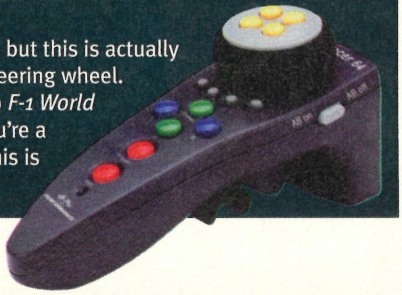


Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having 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 WLS 2000 90%
4 NFL QBC 2000 90%
5 Knockout Kings 2000 90%

Game Name	Company						Issue	Score	Comment
NHL Quarterback Club 2000	Acclaim	1-4	●	●	●	●	34	90%	The best American football game you can buy.
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.
Nuclear Strike 64	THQ	1	●	●	●	●	36	83%	Slightly dated, but still exciting, helicopter blast.
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.
Paperboy	Midway	1	●	●			34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4	●	●		●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1	●			●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
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.
Rainbow Six	Take 2	1-2	●			●	34	92%	Excellent, complex and tactical first-person shooter.
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.
Ready 2 Rumble	Midway	1-2	●	●		●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1		●	●	●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4	●	●	●	●	30	80%	Genuinely enjoyable radio-controlled car racer.
Road Rash 64	THQ	1-4	●	●	●	●	34	79%	Looks hideous, but plays surprisingly well.
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!
Rocket: Robot On Wheels	Ubi Soft	1		●		●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure 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.

64 MAG'S MOST WANTED



PERFECT DARK

It just keeps moving backwards! Currently stuck on 30 June, surely it can't go back any further? Rare wouldn't go and do that to us, would they? Well... would they?



ZELDA: THE MASK OF MUJULA

The first game was outstanding but hideously delayed. Are we gonna have to wait as long for this one to arrive too?



ISS MILLENNIUM

Let's face it, N64 footie fans are going to buy this one regardless of how good it is so maybe we should look on it as reassuring that they want to get everything 'just so' before release.



BANJO-TOOIE

Come on Rare, we're waiting for you! Everything we've seen so far predicts that this sequel will be a cracker, but when's it going to finally arrive? You'll know as soon as we do!

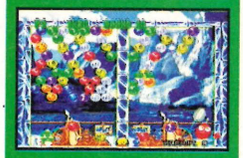


TUROK 3

Acclaim have just officially acknowledged its existence but they're being strangely reticent as to details beyond a handful of screenshots and some background. Let's face it though: it's gonna be huge!

Game Name	Company						Issue	Score	Comment
Shadow Man	Acclaim	1	●	●	●	●	30	90%	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.
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.
South Park Rally	Acclaim	1-4	●	●		●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
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.
Supercross 2000	EA Sports	1-2	●	●	●	●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	●	●		●	30	14%	Truly appalling game with no playability at all.
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.
Super Smash Brothers	Nintendo	1-4				●	24	87%	Mario and friends hit each other. Top four-player fun.
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.
TGR 2	Kemco	1-4	●	●		●	36	76%	Unexciting and frustrating rally racer.
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	77%	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.
Toy Story 2	Activision	1	●	●		●	36	82%	Decent film conversion adventure.
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.
Vigilante 8: Second Offense	Activision	1-4	●	●	●	●	36	93%	Gun-toting, wheel-spinning sequel.
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.
WinBack	Koei	1-4	●	●			34	88%	Almost an N64 Metal Gear Solid, but slightly flawed.
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	77%	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.
WCW Mayhem	EA	1-4	●	●		●	34	74%	Feeble crack at a wrestling game.
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.
WWF Wrestlemania 2000	THQ	1-4	●	●		●	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	●	●		●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4		●	●	●	34	85%	Fast and enjoyable mythological beat-'em-up.
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%

64 MAGAZINE TOP BAD GAMES



1	Carmageddon	4%
2	Clayfighter	8%
3	The Glory Of St Andrews	10%
4	Superman	14%
5	Waialae Country Club	15%

64 MAGAZINE

NEXT ISSUE

Tarzan

We take to the jungle with Disney's animated ape-man for a full review of this gorgeous-looking platformer!

98

Next issue we'll be bringing you a special review of the N64 game that's been two years in development and is finally finished, but which you're never going to be able to play! Confused? All will be revealed on 20 April...









PLUS! *Perfect Dark, International Track And Field, Harvest Moon, Polaris Sno Cross, NBA In The Zone 2000, Big Mountain 2000, Fighters Destiny 2, Super Bowling and Taz Express.*

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64 MAGAZINE

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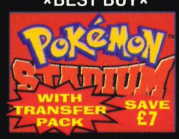
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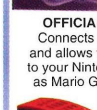
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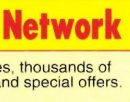
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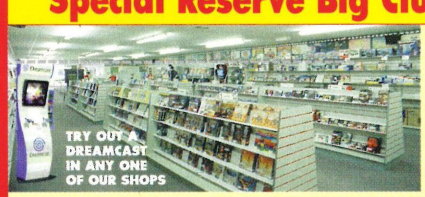
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