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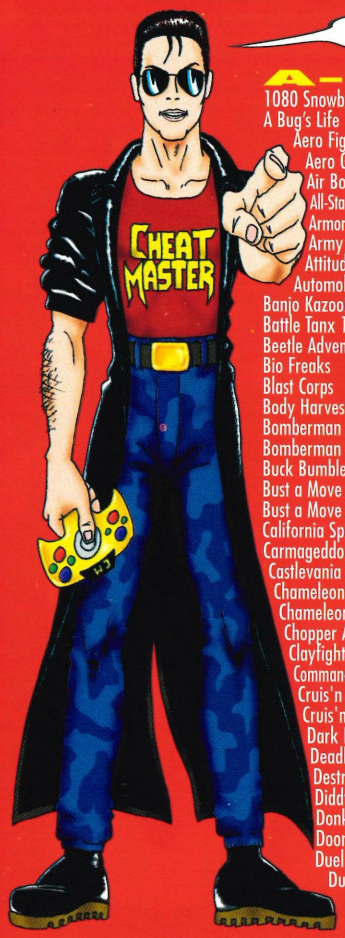
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Bomberman Hero
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Bust a Move 2
Bust a Move '99
California Speed
Carmageddon
Castlevania Series
Chameleon Twist
Chameleon Twist 2
Chopper Attack
Clayfighter 64
Command & Conquer 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duel Heroes
Duke Nukem 64
Duke Nukem: Zero Hour
Earthworm Jim 3D
ECW Hardcore Revolution
Extreme G 1,2
F1 Pole Position
F1 World Grand Prix
FIFA Series
Fighters Destiny
Fighting Force 2
Flying Dragon
Forsaken
Fox Sports College Hoops '99
F-Zero X

G-K

Gauntlet Legends
Gex
Glover
Goeman's Great Adventure
Goemon Series
Goldeneye
Golden Nugget 64
GT 64 Championship Edition
Hexen
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Jet Force Gemini
Jikkyou World Soccer France '98
J-League 11 Beat '97
Ken Griffey Jnr's. Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Knockout Kings 2000
Kobe Bryant in NBA Courtside

L-P

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Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: K.G.Jr
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Penny Racers
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Premier Manager 64
Pro Baseball King
Puyo Puyo Sun 64

Q-U

Quake 2
Quake 64
Quest 64
Rainbow 6
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Ready 2 Rumble
Revolt
Resident Evil 2
Road Rash 64
Roadsters
Robotron 64
Rugrats
Rush 2 Extreme Racing USA
S.C.A.R.S 4
San Francisco Rush
Shadowman
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
South Park Rally
Space Dynamites
Space Station:Silicon Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squadron
Super Cross 2000
Super Mario
Super Robot Spirits
Super Smash Brothers
Superman
Tetrisphere
Tonic Trouble
Top Gear Overdrive
Top Gear Rally
Toy Story 1 & 2
Triple Play 2000
Turok 1 & 2
Turok Rage Wars
Twisted Edge Extreme Snowboarding

V-Z

Vigilante 8: Second Offence
Virtual Chess 64
Virtual Pool 64
V-Rally '99 Edition
Waialae Country Club
War Gods
Wave Race
Wayne Gretzky's 3D Hockey
Wayne Gretzky's 3D Hockey '98
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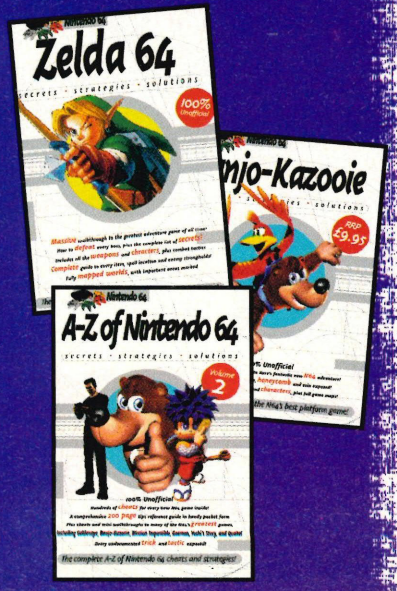
Mario Kart



1080° Snowboarding

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Turn to page 90 to subscribe!

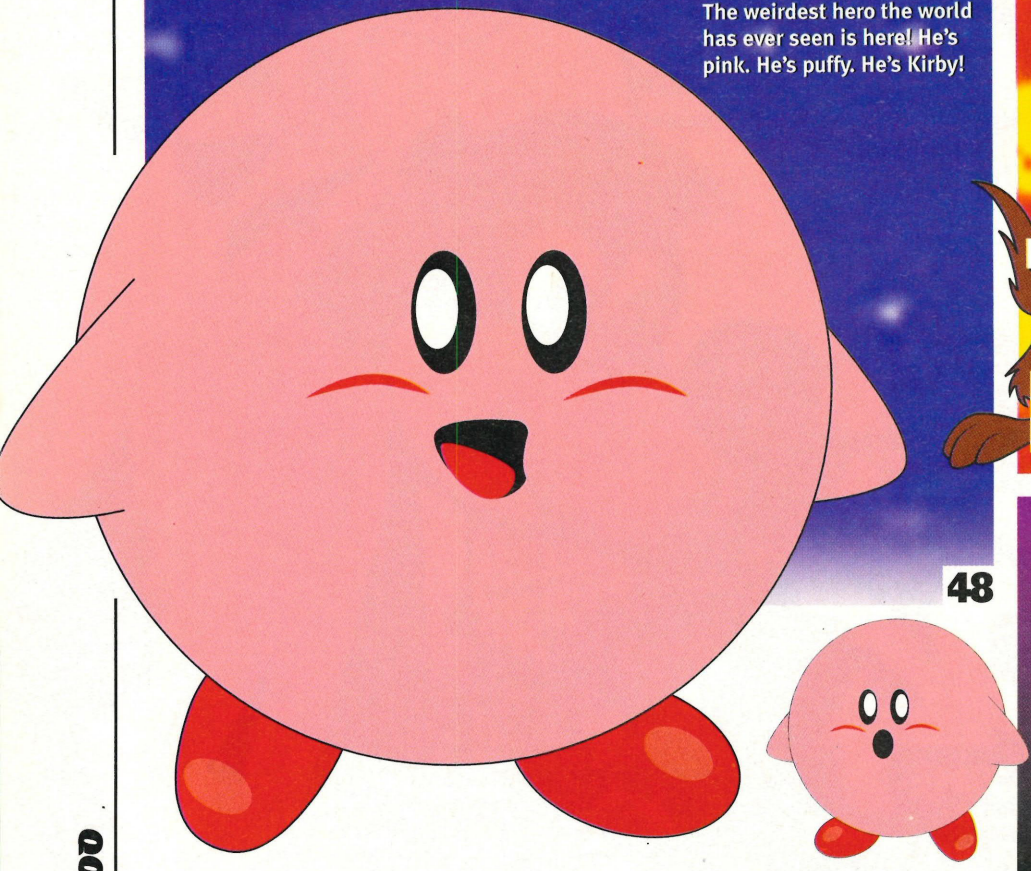
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64 contents

Gimme hope Joanna, Gimme hope...

Kirby 64: The Crystal Shards

The weirdest hero the world has ever seen is here! He's pink. He's puffy. He's Kirby!



48



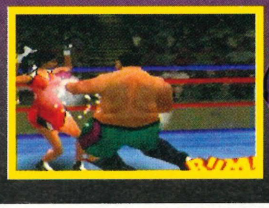
54

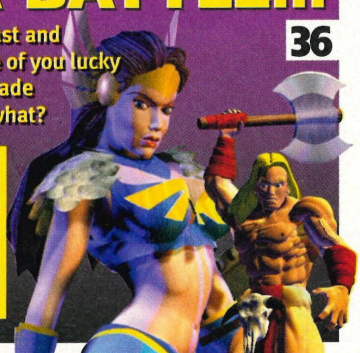
TAZ EXPRESS

Get into a spin with that loveable Tazmanian Devil Taz, as he gets himself a change of career...

LIFE'S A BATTLE...

We delve into Midway's past and persuade them to give one of you lucky lot a *Gauntlet Legends* arcade machine! Are we good or what?

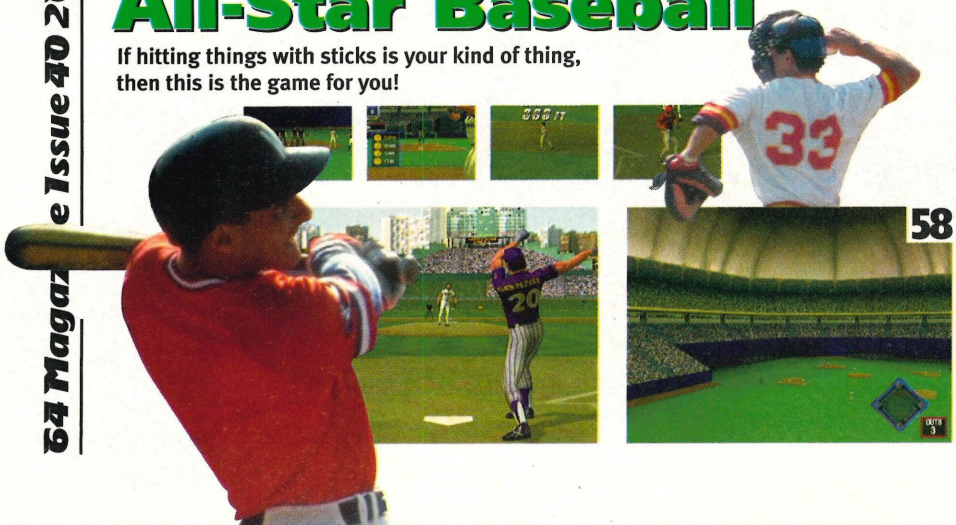




36

All-Star Baseball

If hitting things with sticks is your kind of thing, then this is the game for you!



58





12

Get your motor running and burn away with the third game in the *Rush* series... it's lookin' good!

SAN FRANCISCO RUSH 2049

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or email us: 64mag@paragon.co.uk
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Turok 3: Shadow of Oblivion

22

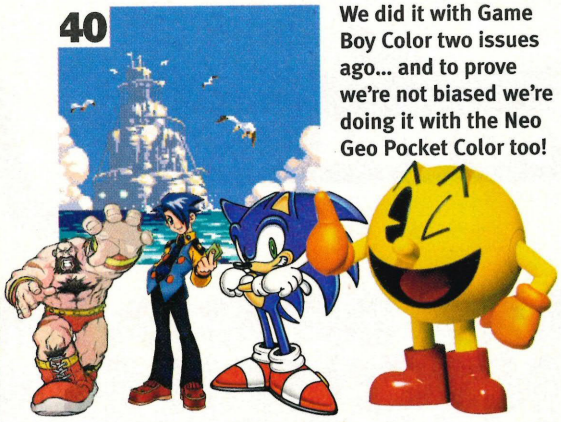




Turok's back... but not for long! Confused? Then check out our in-depth feature on Acclaim's next masterpiece!

64 MAGAZINE'S Top Neo Geo Pocket Colour Games!

40



We did it with Game Boy Color two issues ago... and to prove we're not biased we're doing it with the Neo Geo Pocket Color too!

70



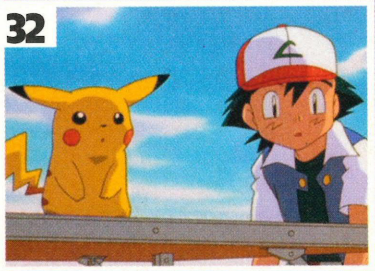
Getting that sinking feeling? Then you need our fully-mapped guide to Midway's wet 'n' wild racer!



Pokémon: The First Movie

We went to the National premiere of the movie that all you *Pokémon* freaks have been waiting for! Oh yes, we did!

32





Quick Search...

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

64SIGHT

San Francisco Rush 2049	12
Stunt Racer 64	16
Banjo-Tooie	18
Mario Tennis	18
Transformers	19
Hercules	20

FEATURES

Turok 3: Shadow Of Oblivion	22
Pokémon: The First Movie	32
Life's A Battle...	36

REVIEWS

Kirby 64: The Crystal Shards	48
Taz Express	54
All-Star Baseball 2001	58

GAME BUSTERS

Cheat Central	62
Scorezone	66
Hydro Thunder	70

REGULARS

64 Showcase	06
When I'm 64	10
Not Nintendo!	84
Special Offers	88
Subscriptions	90
Nindex	92
Next Issue	98



EDITORIAL DESIGN CHANGES!

This issue saw yet more changes in the 64 MAGAZINE team line-up! This time it was a game of musical designers. Off shuffled Mark "The Masked Renderer" Shufflebottom to new Paragon launch *Shop@Home* (boo!) but before Mark's chair could get cold, in popped our new designer Nicky Bartlett (hurrah!) Fresh from doing battle with the Web-heads in the Internet department, Nicky quickly proved to be easily Mark's match. So much so that when Mark wandered over after a week 'just to check that everything was okay' (we know he was home-sick really) he was met with resounding cries of "Everything's great thanks, better than ever in fact!" and slumped of looking rather dejected (only kidding Mark, you know we luv ya!) You may notice that this issue we're a little thin on reviews but this is due to a few rather nasty slips in scheduling (we'll have *F1 Racing Championship* next month if I have to drive to France and pinch it myself!) however, hopefully you'll be happy with some of the things we've come up with in the meantime. After all, it's not every issue that you get the chance to win your very own arcade machine! This month also saw everyone in the office doing quite a bit of travelling: I snuck up to Acclaim to get some inside info on the rather gorgeous-looking *Turok 3: Shadow Of Oblivion* while we finally unchained Mike from his desk so that he could go to London for the celebrity premiere of *Pokémon: The First Movie*. It's just a shame that the premiere took place after the film had opened across the country! In other news... we've been getting lots of letters in support of *Dragon Sword* since the feature last issue so keep them coming – we're going to pass them all on to the person at MGM in the US who's responsible for binning the game (we have her name!) If any other developers have games that they feel shouldn't have been cancelled, feel free to send them down too and we'll let everyone see what they're missing. The N64 isn't dead yet, it's just that there are a few marketing executives who are a little soft in the head – let's show 'em that they're wrong! Anyway, it only remains for me to welcome you to yet another issue of 64 MAGAZINE – keep on reading the best N64 mag on the market – you know it makes sense!

Roy Kimber, Deputy Editor

the 64 showcase

news peripherals rumours • hot items of interest

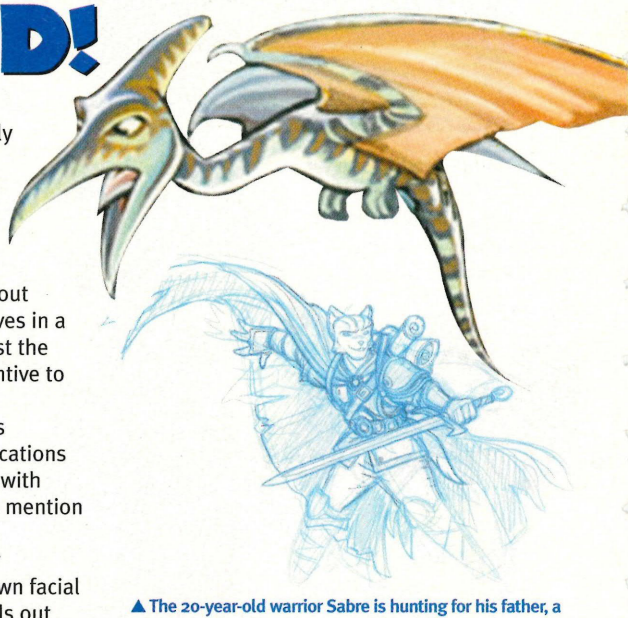


RARE DINOSAUR UNCOVERED!

Rare has finally put the rumours to rest and officially announced its next N64 game, an epic prehistoric adventure called *Dinosaur Planet*. Nothing whatsoever to do with Disney's forthcoming movie of a similar name (it's called *Dinosaur*) this game follows the exploits of friends Sabre and Krystal who embark on a journey to the Dinosaur Planet. Of course it isn't all just about happy travelling campers, because they soon find themselves in a battle against an evil force that threatens to destroy not just the planet but the entire universe too! Now if that isn't an incentive to become a hero then we don't know what is.

This game is going to be massive to say the least! Rare is promising stunning landscapes and exotic locations all of which run in real-time complete with complimentary weather effects. Not to mention a couple of sidekicks who follow you throughout the game and fifty other characters all of whom have their own facial animations and speech! What stands out most of all about this game though, is the fact that there are two separate adventures, one for each character! You probably won't be surprised to hear that *Dinosaur Planet* is coming on a mammoth 512MB cart which – like *Perfect Dark* – is going to require the Expansion Pak to play. The game is already in its final year of development so cross your fingers, think positive thoughts and pray for a Christmas release!



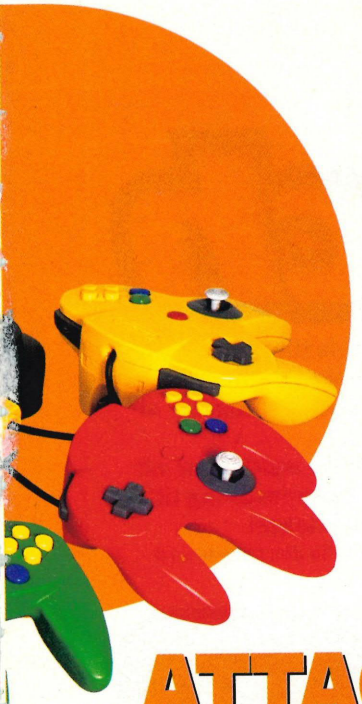


▲ The 20-year-old warrior Sabre is hunting for his father, a great wizard called Randorn who mysteriously disappeared following the death of Sabre's older brother.



▲ Orphaned at the age of six, Krystal was adopted by a wandering old man who she now follows on his travels. Oh, and that man just happens to be called Randorn!





A-MAZE-ING NEW GAME

What is it with developers turning their attention to the opposite sex? Anyone would've thought they were obsessed or something! Now to accompany Mia Hamm on the N64 we have *Ms Pacman*! Yet another arcade classic is soon to be reborn in glorious 3-D and Namco of *Namco Museum 64* fame is the name behind it. Those of you lucky enough to have played the import version of *Museum* will know that Namco included the original *Ms Pacman* on the retro collection cart, but a glance across these screenshots should be enough to confirm that quite a few changes have been made on the original! A quest game with some fiendish puzzles, new ghost types and weapon pick-ups are just some of the many improvements for the N64 remake. Let's hope it gets a UK release!





GIRLS WITH BALLS!

Going for the metaphorical throat of the niche market Silicon Dreams and Digital Creation Studios are currently developing a women's football game for the N64! Not yet confirmed for release over here the title is sponsored by none other than Mia Hamm. For those of you who don't know, Mia is a world champion footy player in the US National Team who helped her fellow Americans through to a gold medal in the Olympics, no less!

ATTACK! ATTACK!

Those forever cute, super-friendly pocket monsters which seem to have more fame and media focus on them lately than any Hollywood star could dream of, are coming back for another run at the N64. With *Pokémon Snap* and *Pokémon Stadium* still flying off the shelves faster than a speeding Charizard, rumours are now circling that the forthcoming Game Boy title *Pokémon Attack* is also going to be hitting the N64! In other great Pokémon news the latest game *Stadium* managed to boost hardware sales by 35% – selling forty-two thousand units of the game in the first two days of release alone!

THE PERFECT TRAILER

By the time you read this *Perfect Dark* will be out in America and thousands of people across the world will be playing with Joanna Dark... er, if you see what we mean! Obviously the UK still has a while to go until they get Rare's latest masterpiece but you know what they say: 'good things come to those who wait'. To make the wait a little less infuriating check out these pictures of the *Perfect Dark* TV advert which is currently screening across America. You get to see just a little bit more of the lovely Joanna than you do in the game as she wakes up for a hard day dealing with those evil corporations! So much for her not being marketed as an object of lust for pre-pubescent males!





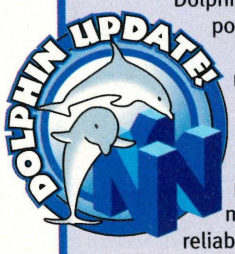




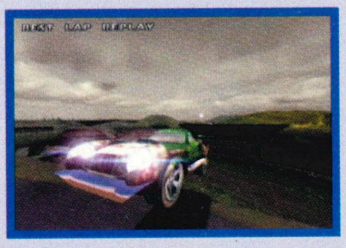
The latest news and rumours about Nintendo's next console...

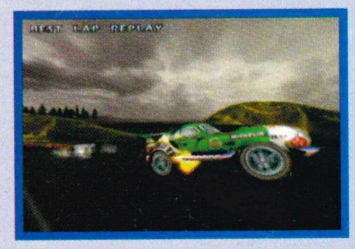
In shocking news this month, Nintendo have decided not to show anything on the Dolphin at computer trade show E3. Instead they've decided to focus solely on the N64. The first showing of the console will now be in August at the Spaceworld show in Japan, but that doesn't mean that we have no news for you on the next generation console – far from it in fact!

The latest big news on the Dolphin is that it is more than likely to be using T&L technology. Confused? Well, with T&L the Dolphin would be able to feature a separate 'Transformation and Lighting' board, unlike the PlayStation2 which has to accomplish this through the main processor. Basically this means that a hell of a lot of strain is taken off the main Dolphin processor allowing it to concentrate on other things. The potential this has is literally mind blowing!



Another big rumour floating around is that the Dolphin may come with some sort of microphone and ear-piece head-set to allow interactivity with the games. Bizarrely Sega of America's development VP commented on this new feature when talking about the new motion sensor pads which we told you about last issue and which are now looking increasingly more likely! From a slightly more reliable source though, Nintendo President Hiroshi Yamauchi confirmed that the console is definitely going to feature a three-dimensional high-definition version of *Pokémon*. Ubi Soft has also confirmed that it is planning *Rayman 3*, a game based on *Disney's Dinosaur* licence and maybe even *Tarzan* and *Batman* games for the console too!





Other good news is that more and more Dolphin games are surfacing and this month we have some info on a racing game from Climax Studios. Titled *Stunt Driver* the game is – funnily enough – about stunt racing around some massively over-the-top adrenaline-filled tracks. Boasting realistic physics, real-time weather effects, six modes of play, realistic damage, track editor and in-game animation it certainly sounds promising. Check out these work in progress screens...

Gamewatch

When you want to find out what games you're going to be able to play on your N64 in the future, then this is the only place worth looking! This comprehensive list shows you all of the upcoming N64 games that we know about, along with their expected release dates (where known). The Gamewatch section is also updated every month so you can be sure of getting the most up-to-date information when you check in here!

To make it easier for you to find out that all-important date for whatever Nintendo blockbuster you happen to be waiting for, all of the UK N64 releases are highlighted in yellow to stop you getting too excited when you spot some fabulous awe-inspiring title which looks likes it's about to be released next month, only to find that you're actually looking at the Japanese release!

- Release dates are subject to change without notice. That's unfortunately the software companies for you: always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late! (And let's face it, sometimes it can even be longer than that... *Perfect Dark* anyone?)

RELEASE DATES

MAY-JUNE 2000

Daikatana	UK	May
Duck Dodgers	UK	Jun
F1 Racing Championship	UK	May
ISS Millennium	UK	May
International Track & Field	UK	June
Jeremy McGrath Supercross 2000	UK	May
NBA In The Zone 2000	UK	May
Perfect Dark	UK	30 June
Taz Express	UK	May
Win Back	UK	May

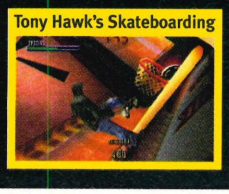
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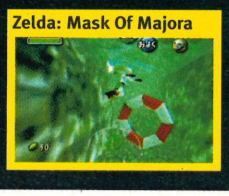
Banjo-Tooie	UK	Oct
Blues Brothers 2000	UK	Jul
Conker's Bad Fur Day	UK	Dec
Cruis'n Exotica	UK	Jul
Daikatana	UK	Jul
Donald Duck	UK	Dec
Eternal Darkness	UK	Nov
Excitebike 64	UK	Sept
Hercules: The Legendary Journeys	UK	Jul
Kirby 64	UK	Aug
Mario Party 2	UK	Sept
Mickey's Racing	UK	Nov
Pokémon Attack	UK	Nov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

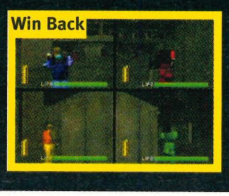
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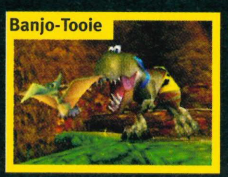
1080° Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000
Airport Inc	UK	2000
All-Star Baseball 2001	US	2000
Alone In The Dark 4	UK	2000
Animaniacs Ten Pin Alley	US	2000
Army Men: Air Combat	UK	2000
Asteroids Hyper 64	UK	2000
Bassmasters 2000	UK	2000
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
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


Tony Hawk's Skateboarding


Zelda: Mask Of Majora


Win Back


Banjo-Tooie


Daikatana

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Once upon a time there were sweets called *Opal Fruits*. These were delicious, juicy, fruity chews and all the children in the land loved them. Then change came... *Opal Fruits* became *Starburst* and everyone was content because they were still great. Then along came *Starburst Joosters*, a new sweet with all the fruity taste of the original. Where is all this leading you ask? Well yet another new sweet has just hit the streets: *Starburst Factor X*!

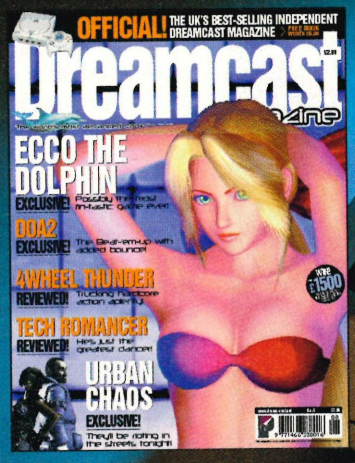


Factor X contains a variety of different sci-fi themed goodies: Millennibugs, Jelly Beings, Mallow Ships, Rockets and Asteroids. We've had some in the office and – without meaning to sound to corny – they're simply out of this world! But don't take our word for it! Fifteen lucky 64 MAGAZINE readers can bag themselves a box of *Factor X* (each containing 36 packets!) by answering the following simple question...

Which upcoming action movie has 'X' in the title?
A: "The Xylophone Mystery"
B: "The X-Men Movie"
C: "Dial X For Enquiries"

Mark your entries: "Who needs teef anyway?" and send them to the usual address, they should reach us no later than 15 June 2000.

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09

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64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Magazine Score
1	-	Pokémon Stadium	Nintendo	88%
2	-	Army Men: Sarge's Heroes	3DO	74%
3	-	Star Wars Episode 1 Racer	Nintendo	82%
4	-	The New Tetris	Nintendo	80%
5	2	WWF Wrestlemania 2000	THQ	93%
6	-	Rainbow Six	Take 2	92%
7	9	Star Wars: Rogue Squadron	Nintendo	90%
8	6	F-Zero X	Nintendo	90%
9	1	Resident Evil 2	Virgin/Capcom	94%
10	5	The Legend Of Zelda	Nintendo	96%

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 40, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth BH1 2JS!*

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When I'm 64

10



Got something you want to get off your chest? Then write to us and let other gamers know what you think!

STAR PRIZE

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

STAR LETTER

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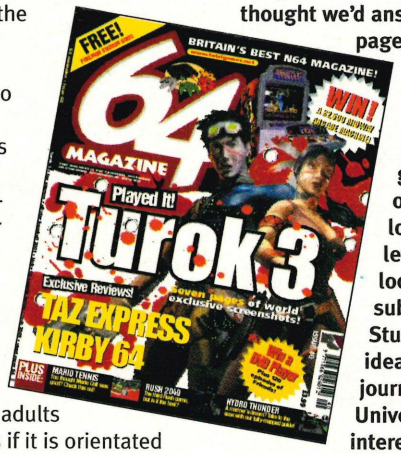
Would-Be Journo

Dear 64 Magazine,

To whomever it may concern, I am a fifteen-year-old boy from London and it is my ambition when I get a job to be a journalist, or a critic. It would be my dream to work for a magazine such as 64 Magazine, to review games and write features. Of course, I realise this is probably many young people's idea of Heaven, but I am really interested in this line of work. I currently have a Web site on the Net on which I review films that are out in the UK each fortnight.

I have heard that it is extremely difficult to get into the media industry and you need exceptional A-levels. Is this true and what are the best subjects to study for A-level if you want to write for magazines? Are there any tips you could give me on being successful in journalism? And finally, I have one last question. Obviously the journalists working on 64 Magazine are adults and your magazine looks as if it is orientated towards children. On certain games, I am sure adults would have a different view on the quality of it to teenagers. Please do not take this the wrong way. I am sure everyone working on the mag is very competent and is capable of detecting whether certain games would be better for younger or older audiences, and this is reflected in many of your reviews but I would very much like to offer my opinion on any games you may need a second opinion on. I would just really like to have some practice for when I am older and be of help to your magazine.

Joe Prytherch, London.



We get a lot of letters like this one Joe, so we thought we'd answer you through the letters page – hope you don't mind. To answer your question: yes, it is fairly difficult to get into the media industry owing to the number of people who want to get in compared to the number of jobs available! If you're looking to do journalism after A-levels then you should definitely look at English as a potential subject, and something like Media Studies can come in handy too. The ideal would be to go on to a related journalism degree (Bournemouth University runs a good one if you're interested) although this isn't necessarily essential. At the end of the day if you've got the talent and are willing to keep trying then you've got a good chance of making it – offering to work for free to

PRIZE WINNER

STAR LETTER

Every Cloud...

Dear 64 Magazine,

I've been with you since issue 21 (*Zelda/Turok 2* kind of era) and I would like to raise three points.

1. Extreme pat on the back for the 'Not Nintendo' section, a very original and interesting idea, although I suggest you tell us about your 'Not Nintendo' interests – let us get to know you better.
2. *Perfect Dark* – WAIT! Before you burn my letter, just hear me out. The new delay (June 30) is a GOD-SEND. My A-levels will shortly be casting a shadow on my – at the moment – relaxed life. An addictive, 'never let go of the control pad' game is not really what I need as it will undoubtedly halt all forms of revision, give me three 'U's and a job as a telephone sanitiser. Fate has shone a light on my path through life, with June 30 being the day of my last exam (not that I believe in fate).
3. We always hear about USA, Japan and obviously the UK, but do we ever hear about the rest of Europe? No. Do they have consoles or do they just beat each other with baguettes every day? When do they get Nintendo games? Do they pay the same as us? What language do they get the games in? And do they get all the games we do? It's just something I ponder about.

PS: Sorry for starting a sentence with 'And'.

Hugh Martin, Monmouthshire.

First off, thanks for the feedback on the Not Nintendo pages – Roy started dancing round the office chanting 'I told you so' when he read your letter (as it was his idea). How does everybody else feel about the new section?

As for *Perfect Dark* – you make a very valid point Hugh. Revision for exams is hard enough without having something as downright addictive as Rare's new shooter to distract you! That said though: don't forget to relax while you revise! If you do nothing but cram constantly you can do more harm than good, so don't overdo it. Good luck!

We're fairly sure our Euro chums don't beat each other with baguettes every day – they're too busy blockading ferry ports! As a rule they get N64 games at pretty much the same time we do. They pay in their own currency of course (ho ho). Most games come in a selection of languages (usually at least English, French and German) so the European versions aren't usually different. Though the continent doesn't always get all the games that we do – Germany for instance is very strict on 'violent' games. Oh... and sometimes it is okay to start a sentence with 'And'!

gain experience is more or less mandatory to begin with though! If you'd like to send us sample reviews then we'd be happy to look at them, and that goes for anyone else too. We might even print some of them in a future issue of *64 Magazine*. Oh... one tip though: when writing to publications for jobs or experience, try and find out the editor's name and address your letter to him rather than 'to whom it may concern' – it's a lot more personal and shows that you've done your homework! As for our staff being adults – how adult can you really be if you play videogames for a living?

Nintendo All The Way

Dear 64 Magazine,

I am not an ass kisser when I say that your magazine is by far the best on the market at the moment. I think that it's a pity that Andy, Nick and Roy (yes, even Roy) have left, but from what I have seen so far I think that the new team definitely have the ability to keep up the high standard of work.

Anyway the reason I wrote in is to air my views on the PlayStation versus the N64 (and the Dolphin for that matter). I know that a lot of people have been saying that when PS2 comes out the N64 will be wiped out. I disagree. I think that if Nintendo get rid of their cute and cuddly image and market their games carefully, then they have more than a chance to regain their place as the world's number one games producer that they rightly deserve. What I suggest is this: Goodbye Mario and Luigi. Goodbye effing Pokémon. Hello *Resident Evil*, hello *Silent Hill* (both originally PlayStation games). If Nintendo do this then they are definitely going to attract loads more users.



Chris Cox, Cambridge

So what you're basically saying then Chris is that the Dolphin should be... a PlayStation? While it's true that the N64 does need more games like Silent Hill and Resident Evil, don't dismiss Mario and Pokémon so easily! The best thing about the N64 is that it offers something for everyone. While bottom-bouncing on mushrooms and collecting hundreds of tiny monsters might not be everyone's cup of tea... well, neither is blasting zombies and solving complex puzzles necessarily! Oh by the way... we've got a PlayStation2 in the office and frankly the games that we've seen so far for it are a tad underwhelming to say the least!



Millennium Angst

Dear 64 Magazine,

I am writing merely to re-enforce a point that has been made over and over again. Take a look at the Games of the Millennium that you published in Issue 37. Out of the Top 100 only eight games were unique to the N64. This only highlights the lack of new games that are being brought onto the N64. Although needless to say, three of those eight were in the Top 20. We need fresh blood in the way of games. *Perfect Dark* will keep people occupied for a while, so lets hope publishers of N64 games use that time wisely and come up with some new ideas. While on the subject of *Perfect Dark*: HURRY UP AND GET IT BLOODY WELL FINISHED!!! Sorry for that little outburst.

Alan Strange, Co Antrim



Phew, calm down Alan! We have to disagree with you though. Bearing in mind that the Millennium Games Awards covered every game on any format ever – including the absolutely huge PC market – and went back as far as classic titles like *Elite* on the BBC Micro, it's quite something to have eight N64-specific titles in the round-up. Especially when you consider that Nintendo has always gone for quality rather than quantity. Plus there's the small fact that *Goldeneye*, an N64-only game, made the number one spot as the best game of the Century! That wiped the smiles of many of the staff members on magazines dedicated to other formats in the Paragon offices, we can tell you! Oh... and by now you'll presumably know that *Perfect Dark* is finished – and we've played it! Nyah ha ha!

Bit Of A Worrier

Dear 64 Magazine,

First I would like to say that I am sorry that Andy McDermott is leaving to go to *DVD Review* but hopefully the new editor will be just as good. I am worried companies such as Rare and EA will start making games for next-generation consoles such as PlayStation2 and Dolphin and forget the N64. I hope the console has some time left in it.

James Benson, Merseyside.

Don't panic James! Companies *are* now working on games for next-generation consoles, but that doesn't mean they've given up on the N64! Acclaim for instance are working on far more than *Turok 3*. Stay tuned for more news soon. Oh... and Andy may be gone but he's not forgotten!



A Neo-Luddite Writes...

Dear 64 Magazine,

I have a problem. I have got an N64 and 11 games and I am not happy. I used to have a Super NES with only five games and I was happy. The problem is that Nintendo are trying to ride to victory on Pokémon and other "toys". Whatever happened to the days when a line, a brickwall and a ball made a great game? Nowadays all the producers care about is graphics. I think that if Nintendo are to capture the market they should stop trying to make more powerful machines and concentrate on making games for an already great one. It really makes me mad when I have to shell out 250 dirhmas [Dubai's currency] for a game and it turns out to be something that I could have designed with a sheet of paper. If Nintendo have all this money then maybe they should concentrate on providing more games for the market and not glorified toys. So come on Nintendo, get your act together!

Ghassan Sakhnini, Dubai



Blimey, 250 dirhmas! Is that a lot then? It does seem to be the case that Pokémon has pretty-much polarised the N64 gaming community – everyone either loves 'em or loathes 'em! To say that all the developers (we assume that's who you're referring to) care about is graphics is a little unfair though. Yes, some games are blatantly sold on their looks, but there are still some damn hot games out there with gameplay that easily rivals those with, er... lines, walls and balls (not sure that one's the best example to back-up your argument with by the way). Oh, and don't forget that duff games aren't a new invention – although we reminisce about plenty of classic titles, every gaming format in history has had more than its fair share of pants offerings!

CONTACT 64 MAGAZINE

By email: 64mag@paragon.co.uk

By Post:
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Paragon Publishing
Paragon House
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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 San Francisco Rush 2049
16 Stunt Racer
18 Banjo-Tooie
18 Mario Tennis
19 Transformers
20 Hercules



San Fran

Get ready to feel the rush for a third time!

It's all gone driving crazy here at 64 MAGAZINE this month with the ace *Stunt Racer* and top sequel *Rush 2049* coming to park in the office. If you haven't given much thought to the *Rush* arcade racing franchise in the past, it's time to sit up and pay attention because this game is looking hot! As with the other games before it, *San Francisco Rush 2049* is based on a popular arcade game of – surprisingly – the same name. But if you have played the arcade version then you won't have seen all that this game has to offer, because the cart has been stuffed better than a Turkey on Christmas Eve!

As well as the four tracks from the arcade you also get another two new tracks to speed around. Now if six doesn't sound very many don't worry because the various backward and mirrored options effectively give you four different versions of each track! And this being a *Rush* game the circuits are also packed with copious amounts of shortcuts that are just waiting to be uncovered. A word of warning though... the usual flyovers,



RUSH 2049

Publisher:	Midway
Developer:	Atari Games
UK Release:	October







cisco Rush 2049



▼ Not for the faint hearted, there are some obscenely long drops off big ass ramps in *Rush 2049* – just don't look down!

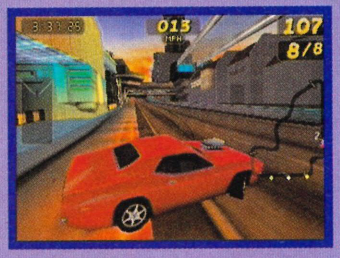






Yeeeee-Haw!

One of the best cars in the game – if a little too difficult to handle – is this snazzy-looking *Dukes of Hazard*-style machine. It has a major tendency to powerslide too easily though!





▼ If you don't manage to right yourself before you land – odds are you'll end up a pile of burning, twisted metal on the floor!



▲ You think you've heard of big lava lamps! Imagine how much these things would cost – let alone how long they'd take to heat up!

▼ These hideously bright green arrows on the floor give your car a huge boost of speed and they usually come just before a hard corner!

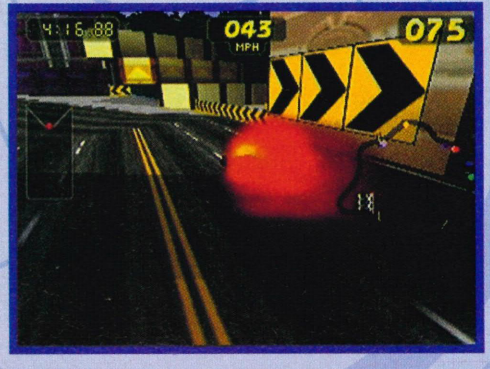
ramps and tunnels are there for only the very brave!

Aiming for a shortcut is one thing but actually making it is quite another because this game is just so damned fast! Your situation isn't helped any by the fact that quite a lot of the 'short cuts' have moving doors in front of them. The in-game animations don't stop there though because as you race through the futuristic cityscapes monorail cars and aeroplanes shoot by just above your head! It's the little touches like this which can make an already stunning game look quite breathtaking at times – that is if you have the time to take your eyes off of the track!

One of the biggest improvements from the previous *Rush* games is the















multiplayer mode which has been taken to the max! You can still only play the main races in two-player mode but with four pads you can now pick up and play the immensely fun stunt and battle games. So if you do ever get bored of the high octane racing you can try out some aerial acrobatics or simply blow your mates to kingdom come *Vigilante 8*-style!

Whilst *2049*'s predecessor *Rush 2: Extreme Racing* did have a stunt track thrown in for good measure, it didn't give its cars wings! Yes, it's true, with a simple tap of the Z button in mid-air, any one of the chosen ten cars sprouts a set of wings which can be used to give you more control. This makes the stunt mode a hell of a lot better than the 'hit-and-hope-you-land-on-your-wheels' affair found in *Rush 2*. On each of the four new stunt tracks you can now spin to your heart's content, or at least until you hit the floor! Best of all though, the wings can be used in races to help you out with difficult to reach shortcuts.

▼ Getting your wings out is what this game is all about – they come in very handy for stabilising yourself before landing.

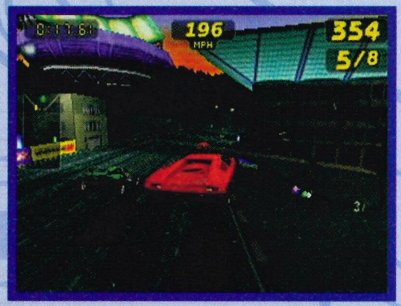


▲ Either someone's let off a couple of distress flares or there are two racers who are in desperate need of an aspirin right about now.

All new to *Rush 2049* is the obstacle course game. This basically involves you trying to get from point A to point B while being assailed from all sides. Your life is made a misery on this level by swinging pendulums and moving platforms which try to throw you off the sides. Add to all this a paint and body shop for the car customisation freaks and it looks like *San Francisco Rush 2049* is going to give a whole new meaning to N64 arcade racing fun. ■

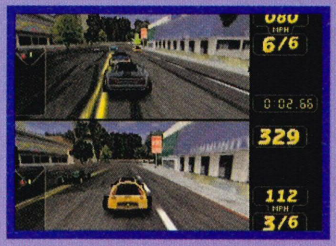




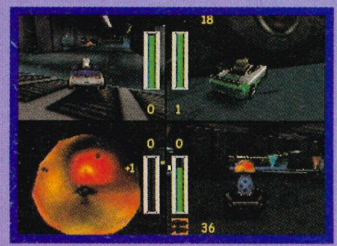


Let Battle Commence!

The most appealing thing about this game is the sheer variety of multiplayer games on offer. As well as the normal race mode you also get to play around in the stunt and battle arenas with your mates. Just perfect!







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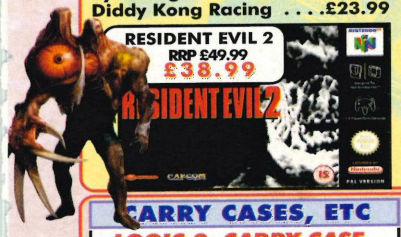
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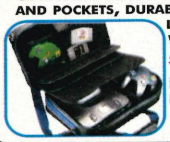
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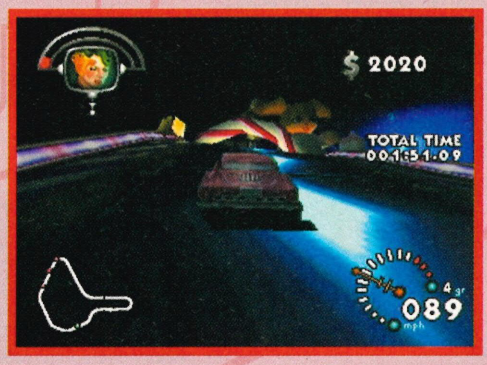
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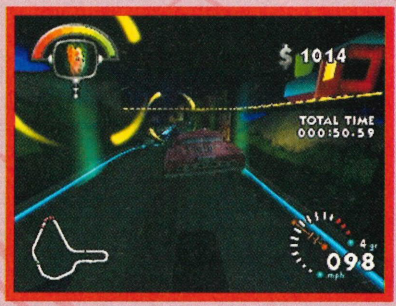


Stunt Racer 64

In the future there is only stunt racing.

Running along a similar vein to the *Rush* franchise, *Stunt Racer 64* is all about mad futuristic completely over-the-top stunt racing. Which is strange, because the blood that pumps along this vein comes from none other than the serious racer *World Driver Championship*! The fact that Boss Games have used an upgraded version of the *World Driver* engine means that you get a great arcade racer with realistic handling!





▼ Quick, slam on the brakes there's an intimidating stuffed toy rabbit climbing up onto the track!

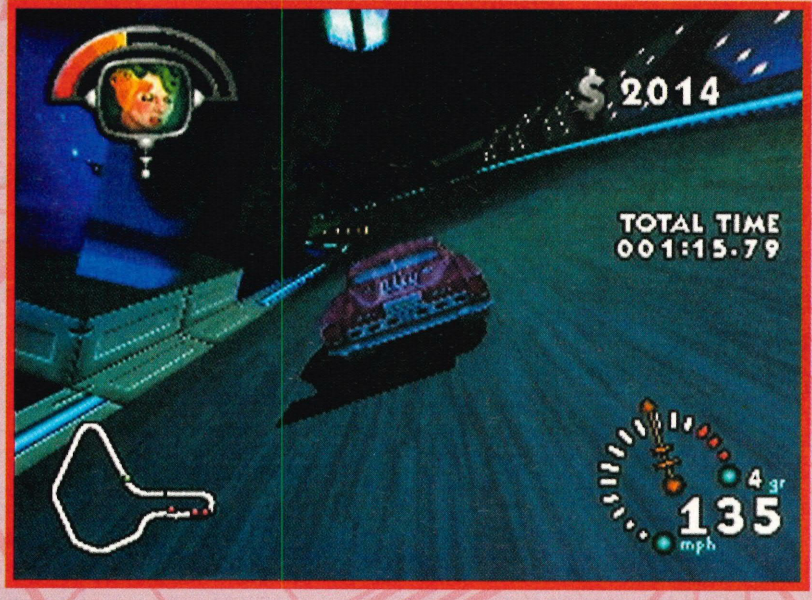


STUNT RACER 64

Publisher:	Midway
Developer:	Boss Games
UK Release:	July

Originally titled *Stunt Racer 3000*, the game is looking great, largely thanks to the *World Driver*-style graphics. Imagine the crisp clean graphics of that Midway game, set in a futuristic world where anything goes and you get the idea! Set in the year 3000 and beyond, the game features 12 colourful rollercoaster-style suspended tracks which loop and twist through themed arenas.

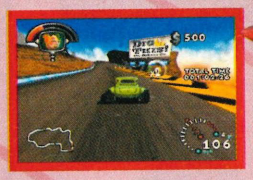




The main game in *Stunt Racer* is the competition mode, which is split into five different leagues. Races take place round by round and once you've finished each set and beaten a boss car you move onto the next league. Fortunately, the game isn't as simple or as easy as that though, because you really need to upgrade your car and



▲ When you use a turbo power-up your car gets this strange glowing trail effect, colour co-ordinated to your chosen car.

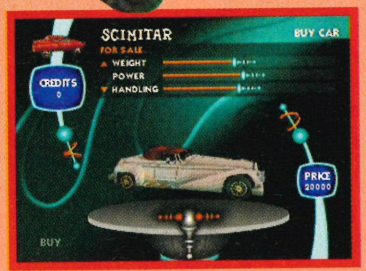



▲ Okay, so performing a Flare Left trick is all very well and good, but there's no way that this car is going to land on any track!

Super Fuzz

As well as the usual futuristic-looking taxi cabs and the like, you get the all important police car to play around with. What game would be complete without one? This one's even called 'Superfuzz'!





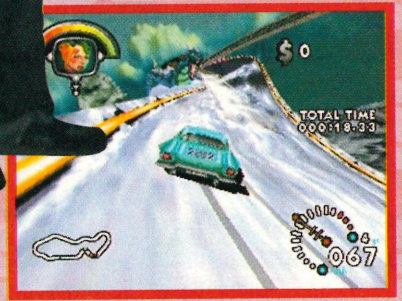


race as hard as possible to get anywhere in *Stunt Racer 64*.

All twelve starting cars and the five hidden Boss cars can be upgraded till your ears almost start to bleed from the sheer speed of the whole thing. Once you've modified each car to the full you get a *Vigilante 8: Second Offence*-style overhaul which completely changes the appearance of the vehicle! This is where the stunt element comes in, because the only way to get big money to upgrade your car is to pull off as many tricks as possible.

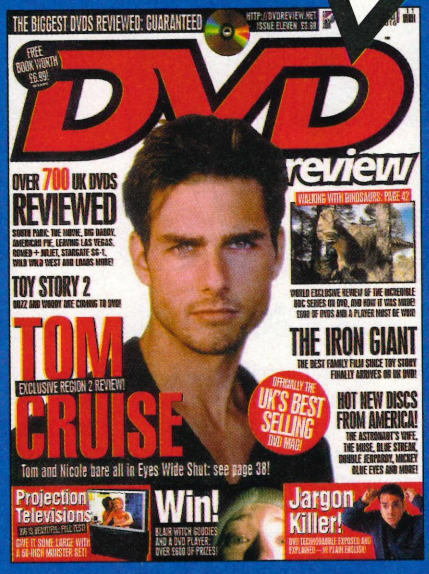
Spin the car on all axes through one of the many money rings hanging in mid air and you're rewarded with some shopping cash. Obviously the idea is to link as many spins together as possible to rake in the money. The whole trick thing may sound a bit pointless in a racing game but *Hot Wheels* showed that it can work successfully. The best thing about this game is that unlike *Hot Wheels* there is a good racing element as well, not to mention the ability to turn on the track! Look out for the full review of *Stunt Racer* next issue. ■





▲ A heavy coating of frost on the track means that grip isn't as good as it might be... that ice-breathing dragon won't help any either!

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Mario Tennis

Anyone For Tennis?



▼ Just imagine playing the age-old game of tennis with some classic characters like Wario!



The people who brought you *Mario Golf* are trading in their clubs for racquets to bring you a fabulous tennis game, starring the world's favourite moustachioed plumber! It's not only the old familiar Nintendo characters who are going to be fooling around on the courts though, because *Mario Tennis* stars a brand new player. The oddly named Waluigi is an evil version of Luigi dressed in a snazzy purple costume!

As with *Mario Golf* you get the same serious gameplay mixed in with that all-important over-the-top fun. Best of all though, the game lets you play four-players on the screen at once – we can't wait to smash a serve or two in a doubles match! The game is set to showcase to the crowds at E3 this month so look out for more on it in 64 MAGAZINE very soon!



▲ Waluigi is a brand new character addition to the Nintendo hall of stars. This evil version of Luigi has an upside down L on his cap!



▲ Mario smashes the ball over the net, let's hope there are loads of over-the-top power moves in this game.



MARIO TENNIS

Publisher:	Nintendo
Developer:	Camelot
UK Release:	TBA

Banjo Tooie

A Little Bird Tells Us...





▲ Needless to say, the puzzles in *Banjo Tooie* are even more devious than the original.

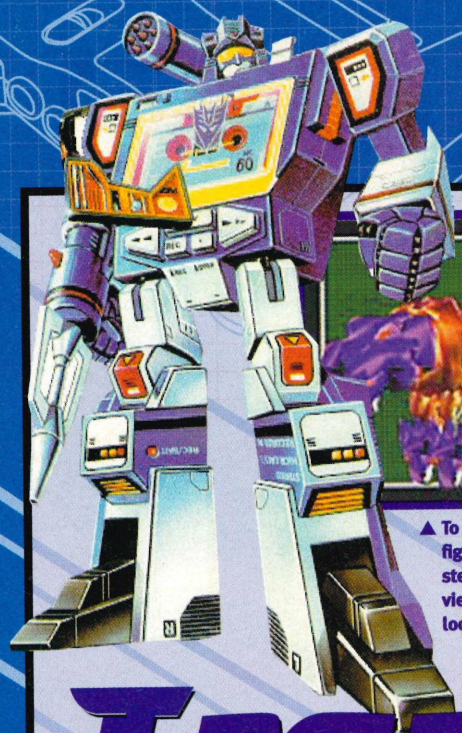
▼ The rather nice looking Mumbo with new improved graphics is actually available as a playable character!

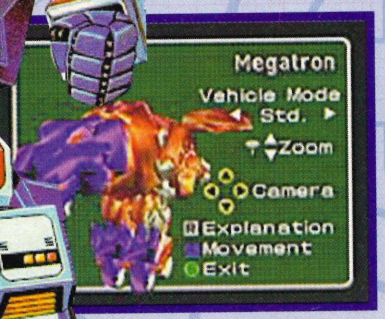


Some more screenshots and tasty information have surfaced on the imaginatively named bear and bird sequel, *Banjo Tooie*. Spanning eight huge worlds stocked with a variety of mini-games, the upcoming Rare title now features a selection of multiplayer games! This means if you ever get bored of wandering around the gorgeous levels and trying out all those new moves with Banjo and Kazooie then you can battle with your mates. This is of course on top of the improved textures and real time lighting, not to mention the fact that Banjo and Kazooie can now split up and mad mage Mumbo is available as a playable character! It goes without saying that this game is going to be huge when it comes out and just think of all those lovely secrets you'll be able to open up in the original game too!

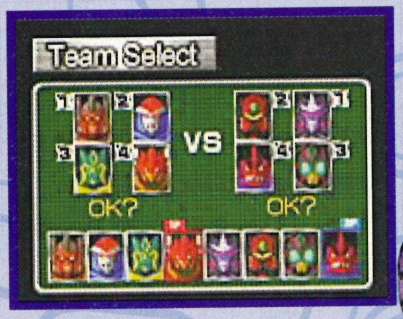
BANJO TOOIE

Publisher:	Nintendo
Developer:	Rare
UK Release:	October





▲ To take a break from the fighting in the game, you can step into the Transmetals viewing gallery and take a look at your robots.



TRANSFORMERS

Publisher: Hasbro Interactive
Developer: BAM Entertainment
UK Release: TBA



Transformers: Beast Wars Transmetals

Robots In Disguise!



▲ There's a grudge to settle and these two bots are about to solve it in the old fashioned way... with a showdown!

▼ If you hit the A or B button during play your chosen mechanoid magically changes into a different form.







There's a new era of transforming metal hulks just itching to rip anything that gets in their way to pieces and they're awaiting your command! A fighting game for kids, the rather lengthily titled *Transformers: Beast Wars Transmetals,* features the all-new 21st century Transformers. Gone are the days of Decepticons and Autobots, these new toys have not just two, but three different forms: robot, vehicle and beast – hence the name *Beast Wars*!

Based on the computer-generated cartoon and strictly aimed at kids this fighter is going to be as simple as the first question of *Who Wants To Be A Millionaire?* Suffice to say that combos and tactical play is far from the order of the day, as battles are based mainly upon weapon firing and toe-to-toe slug-fests!

The game features 11 Transmetal Transformers all of whom have their own individual vehicular, beast and robot forms as well as unique transformation animations. *Transformers: BWT* features the usual arcade, Vs and team battle modes and a few other elements which have been added to give it that all important replay value. In a *Track and Field*-style 'hammer the buttons' race you can go head to head with a friend across 100 or 200 meters! If you fancy something a little less strenuous then you can play the 'Disc Hunter' game which basically involves you and one other robot fighting it out to see who can collect the most discs as they fall from the sky. Most amusing of all however is the 'Showdown' game, in which two robots go head-to-head cowboy-style. The first to react to the 'draw' command wins! Lock your lasers on 64 MAGAZINE for more news.









Hercules: The legendary journey

A monster of a game!

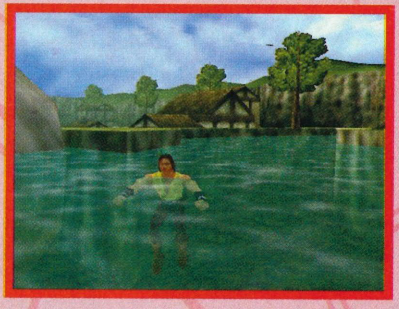
With a *Xena* game already on the shelves from Titus, it was inevitable that the muscle-bound hero Hercules wouldn't be that far behind. Fortunately for you fans though, this isn't going to be just another beat-'em-up with TV characters in it. This time it's a whole action adventure thing complete with a storyline! (Oooh...)

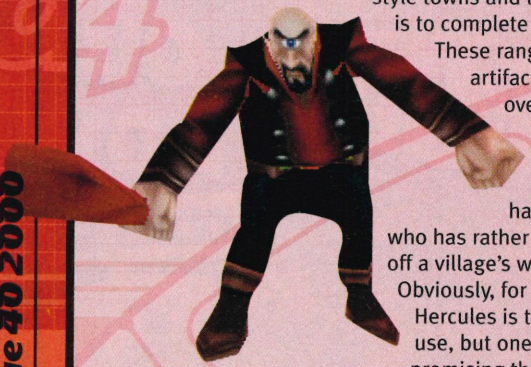
Most of the levels are set in arena-style towns and lairs where the object is to complete a number of quests. These range from finding artifacts to killing any huge oversized mythological creatures which may be hanging around! On one level you have to kill a Cyclops who has rather unsociably blocked off a village's water source.

Obviously, for a task like this Hercules is the perfect chap to use, but one of the most promising things about this game is that you can switch between three different characters as you need to. As well as Hercules, there's the nimble Iolus, who has an extended jump and horse-woman Serina, who can pick off enemies at a distance with her bow. To access all areas of the game you need to switch between the three as often as possible. This game is already looking a lot more playable than *Xena* – you can even pick up trees and rocks to attack the enemy with, and if that isn't appealing we don't know what is! The legend begins in July... usual production delays not withstanding! ■

▼ Hercules takes a break from battling and tries his hand at chatting up a mysterious girl who is wandering the streets.





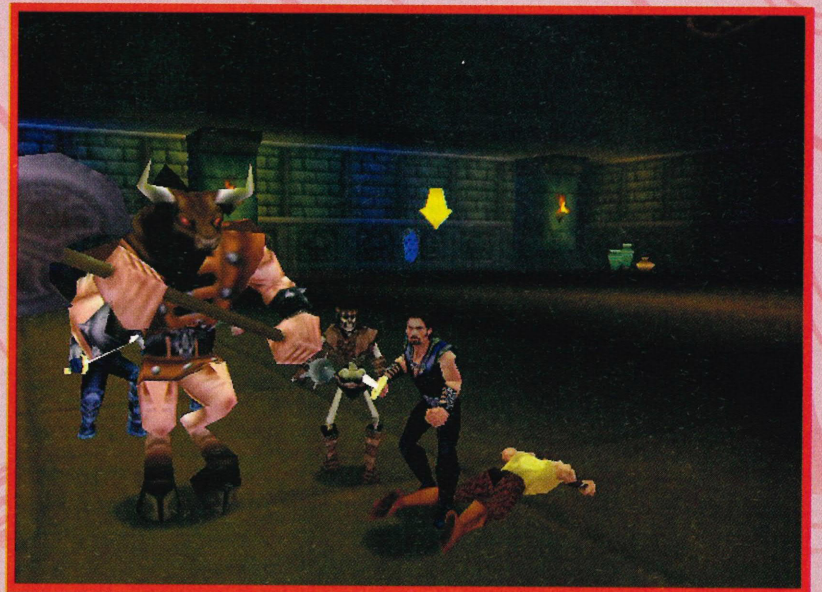


▼ Serina is available as a playable character in *Hercules* – you need her bow to play sniper, picking off enemies at range.



HERCULES: THE LEGENDARY JOURNEY

Publisher:	Titus
Developer:	Player 1
UK Release:	July



▲ Hercules tries to hide from the oncoming bad guys by lying on the floor, unfortunately he's doesn't seem to be quite camouflaged enough!

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Written by: Roy Kimber

Turok 3: Shad

It's all change as the Light Burden passes to a new Turok generation!

In the beginning there was the game. And the game was *Turok*. Unfortunately the N64 being fairly near the start of its life poor old *Turok* suffered from many problems. There was the problem of the fog, which pervaded every facet of the game, turning huge open fields into little blurry caves and thus drastically reducing the fun. Then there was the hideous jumping which seemed to comprise about 90% of the gameplay – hideous because one slip often meant death and jumping in 3-D is jolly difficult! Even the patented 'staring at the ground'™ method of jumping didn't make the game any more enjoyable because let's face it – who wants to spend the whole time





▲ How's this for a gratuitous gore shot? *Turok 3* promises to be easily as bloody as its predecessors!

▼ Eeeek! Blimey that was scary! He just appeared out of nowhere – er... nice doggy?







▲ Oh dear, this can't be good. Apparently in the future the cockroaches are going to be rather more of a problem than they are now!

Déjà Vu...

Turok 3 sees a return to the 'Lost Lands' of the first *Turok* game. This means you get to play through levels which – if you've played the first game – you'll already be familiar with! Except that of course this time around the graphics are considerably more impressive and there's a hell of a lot less fog!



The start of the first level in the original game – not much going on!

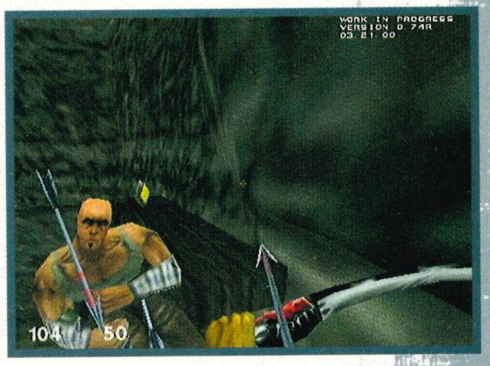


The first level second time around, *Turok 3*-style – looks better already!

ow of Oblivion







▲ This level requires you to make your way to the front of a speeding train, both inside the carriages and along the roof!

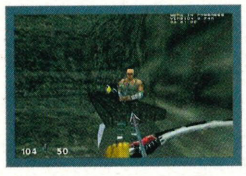


▲ Move over *Robocop*, there's a new ED209 in town! This is one of the police walkers – it looks even better when you see it moving!

staring at their feet? Then came *Turok 2: Seeds Of Evil*. Hotly anticipated, this mammoth sequel comprised six huge sprawling levels and was a definite improvement over the original, however it too suffered from a few problems. The famous fog for instance was still about – albeit not quite as drastic as before. A major problem with *Turok 2* was the fact that due to the massive size of the levels the gameplay quickly got boring – run down immensely long corridor, kill monster, open door, run across massive room, kill monster, open door, run down another long corridor... you get the idea. *Seeds Of Evil* was still a great game, it just lacked... something.



▲ Mental note to self: before leaping onto subway tracks remember to make sure that there aren't any huge speeding trains approaching!

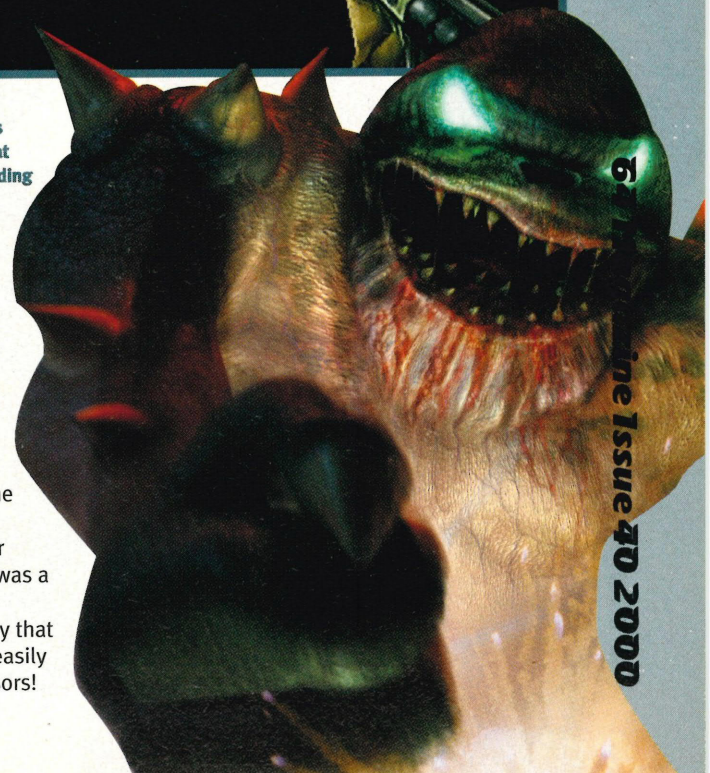






▲ Right, that's fixed his wagon – now to scalp him... oh hang on, he's already bald! Damn bunch of spoilsports...

The next *Turok* title to arrive was the rather unusual *Turok: Rage Wars*. It was unusual because the gameplay was entirely based on deathmatch levels. Although this sounded rather daft in theory, in practice it quickly became clear that the game designers had done their homework – *Rage Wars* was a tremendously addictive experience! It's fair to say that in terms of gameplay it easily surpassed it's predecessors!





Night Vision, Night Vision... You Know How To Do It!

It wouldn't be a first-person shoot-'em-up these days if it didn't have a night vision option now, would it? The one in *Turok 3* is actually pretty darn impressive, with all warm-blooded objects... erm, that is to say: people, showing up in nice orange and red colours.







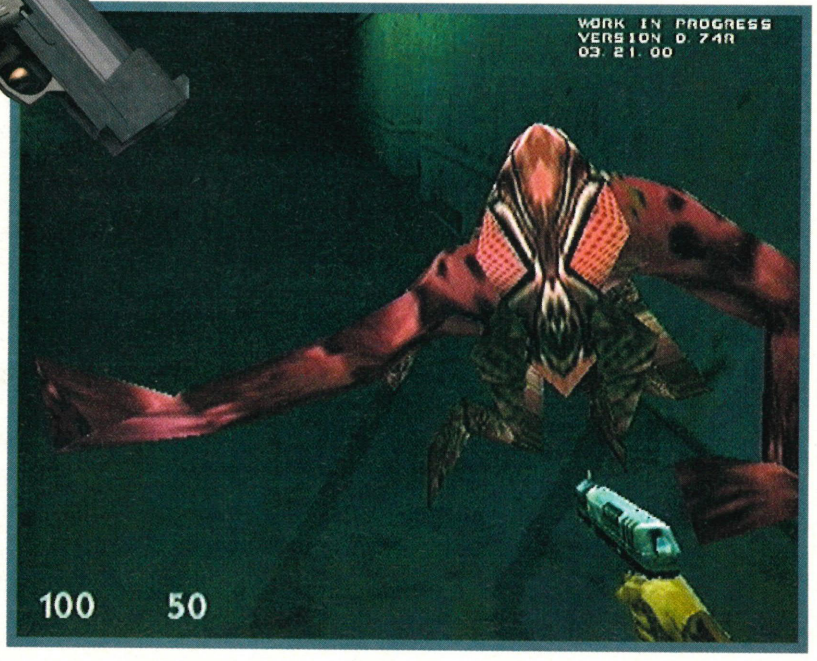
Is this the end of Joshua, hero of *Turok 2*?

This rambling reminiscence brings us to the fourth game in the *Turok* series: *Turok 3: Seeds Of Evil*. Er... which doesn't make a great deal of sense unless you look closely at the *Rage Wars* storyline – see rather than being part of the whole ongoing saga of *Turok* (saving the Universe from ultimate evil, killing the bad guys, bringing down the price of petrol and so on) *Turok: Rage Wars* was kind of a side adventure which had our hero Joshua Fireseed taking part in an ancient competition.

Turok 3 brings the storyline back on track and begins with something of a shock – it starts with the death of our hero Joshua! After witnessing the seemingly indestructible Indian hero's rather unfortunate demise it's time for the new heroes to take over – these being Joshua's erstwhile son and daughter, Joseph and Danielle Fireseed. The big question of course has to be: is this the end of Joshua, hero of *Turok 2*? Or does the fact that the storyline involves time-travel suggest that perhaps he might not have left the series for good...?

Now if you've played the previous two *Turok* games then the background to this story shouldn't be a surprise.







Bring On The Bow!

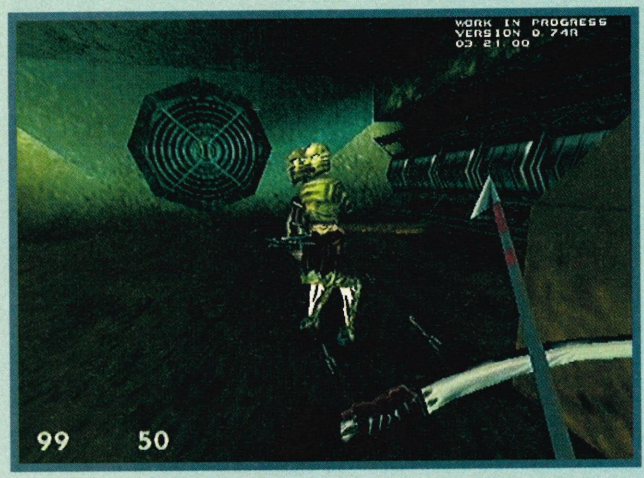
Even with all the high-explosive hardware that we got to handle in the past couple of games, by far the most satisfying weapon had to be the good old fashioned bow and arrow – and it's back!



▲ So that lary guy in the sewer tunnels is giving you some grief is he?



▲ Introduce him to the business end of an arrow and he soon changes his tune!







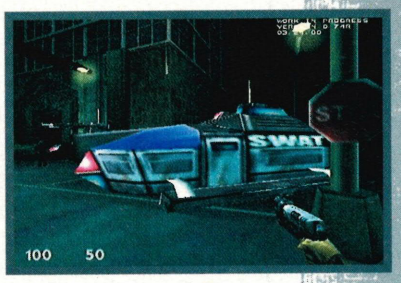
▲ This tunnel looks far too similar to the almost endless ones in *Turok 2* – thankfully it's not very long though.

Basically at the end of the first game when the original Turok destroyed the dastardly Campaigner he inadvertently freed the rather nasty and even more powerful Primagen – hence the need for Joshua Fireseed (the then new Turok) to go on a quest against this new galactic threat. Well anyway, it turns out that by defeating Primagen and destroying his Lightship, an even more powerful, even more evil entity called Oblivion was disturbed. Which of course means that now Danielle and Joseph Fireseed, the new Turoks on the block, have to once more uphold the family tradition of saving the Universe from destruction. Phew... it's never just a straight-forward 'kill the bad guys and go home' kind of thing, is it?

Turok 3 features more than 20 levels which span five distinctly different environments, including an underwater military base, the ruins of a futuristic metropolis and a visit to the place where it all started in the first *Turok* game – the wild wilderness of the Lost Lands.



▲ It's always a good idea to keep an eye on what's going on above you. This drop ship deposits troops on a nearby roof-top.



▲ In the future police cars will be a darn sight more impressive than they are today! You can keep your panda car constable!

When you compare *Shadow Of Oblivion* to the first *Turok* game though, aside from the inclusion of updated versions of some of the levels, it looks very different – the fog for one thing is almost completely absent (hurrah for that) and there are very few dinosaurs in evidence on most stages. The majority of monsters instead come in the form of

Uncovering Acclaim...

Because *Turok 3* is still fairly early on in its development phase Acclaim is being very careful about letting game code out of its custody. And so to get a good look at the game 64 MAGAZINE had to travel up to Acclaim's London headquarters in the rather snobby area of Kensington. When you see the outside of the offices it looks more like a clothes shop than a multinational games corporation and this image is further enhanced by the fact that the ground floor of the building is indeed taken up by a clothing store! Inside however the story is a different one. The reception area is incredibly posh (although the framed photograph of Chris Tarrant is a little unnerving) and the whole building positively bustles with activity. We were met (eventually) by everyone's favourite PR guy Jeremy Chubb, and whisked off up to their rather swish game demo area.



The lesser-spotted PR Executive. Natural habitat: the bar. Most likely to say: "The code's in the post!" Least likely to say: "This new game is actually a bit rubbish to tell the truth..."



This is where you're greeted by the friendly Acclaim receptionists... and thrown out on your ear if you haven't got an appointment.

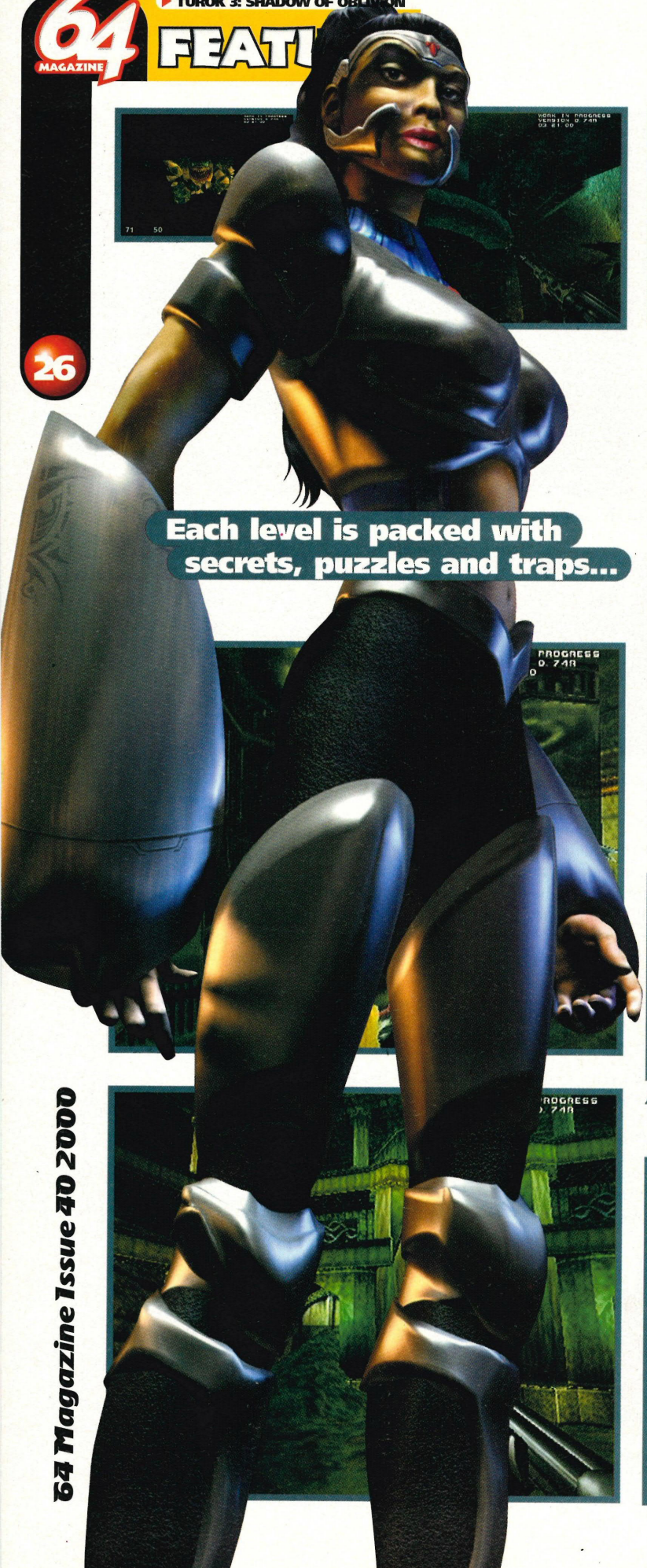


The place where the Acclaim chappies demo all their new software – it's got more consoles than your average Electronics Boutique!

Subliminal Messages...

There's something slightly sinister about one of the computer monitors in this game! When you approach it some slightly blurry text is flickering across the screen too rapidly to read clearly. However, if you freeze the picture then the following message is apparent: "Tell your friends to buy this game. Give us Your Money." If that's not an attempt to influence malleable young minds then we don't know what is!







Each level is packed with secrets, puzzles and traps...

mutants, cyborgs, aliens and in the guise of various security forces like the futuristic LAPD. From what we've seen so far, it also appears that the game designers have finally learned their lesson from the previous two games. Gone are the ridiculously tricky 3-D jumps, gone too the stupidly long corridors with nothing much happening. Instead each level is packed with secrets, puzzles, tricks, traps and violent opponents to challenge your gaming skills. In fact the whole thing looks like nothing so much as an N64 variation of the fantastic PC title *Half Life* – which can only be a good thing!

Graphically everything is also much improved – sharp, colourful graphics make up each level and the degree of detail is impressive to say the least! Cut-scenes have been blended cleverly into the general gameplay too, in order to really increase the atmospheric feeling of danger and surprise as you battle







▲ It's the law! The fuzz! The rozzers! The boys in blue! The pi... Okay, I think that's enough slang right there thanks very much!



▲ Hello... okay men, he's big, he's ugly but we can take him! Don't shoot until you see the whites of his... teeth? Uh-oh... this isn't good!

Hot Stuff!

One of the levels contains rather a lot of fairly hot molten lava. At the end of the stage you encounter a rather impressive-looking boss... top tip: flamethrowers just make him mad!

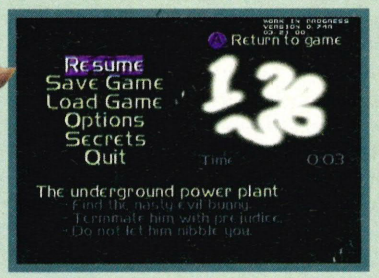






Fluffy Bunnies?

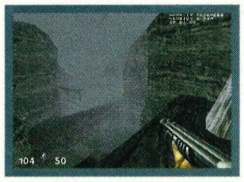
Your mission objectives can be accessed from the pause menu. At this stage of the development they're not quite finalised and often contain whatever text the programmers felt like putting in at the time. These ones for instance read as follows:



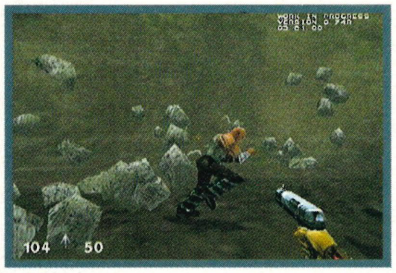
- FIND THE NASTY EVIL BUNNY.
- TERMINATE HIM WITH PREJUDICE.
- DO NOT LET HIM NIBBLE YOU.

Personally we reckon that these should stay the mission objectives – they're far more amusing than the sort of waffle you usually end up with in this kind of game!

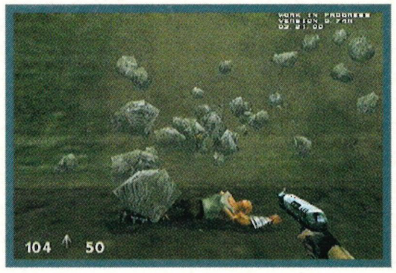




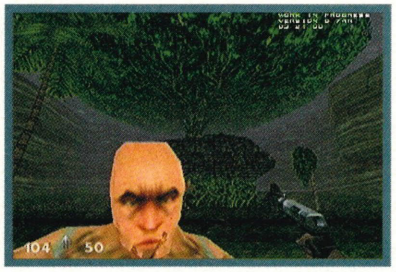
▲ There is still fog on some levels but it's greatly reduced compared to the previous two games. Check out the view!



▲ Monsters and unfriendly guys with guns aren't the only hazards you have to face in *Turok 3*, as this guy found out. "Watch out..."



▲ "...for the rocks!" Oh dear, too late. Say what you like about guns, it's hard to beat an avalanche for sheer stopping power!





How Big?

The game code for *Turok 3* is rather huge to say the least – it currently comes on three different carts! We're reliably informed however that this mammoth chunk of programming will be squeezed onto a single cartridge for the final game... which is a relief!

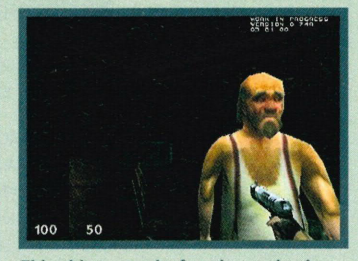




▲ Aaaaagh! This guy is incredibly strange and not at all friendly either. He's also got two heads to just our one. Time to make good use of that assault rifle methinks!

A Helping Hand...

Throughout the game you encounter various non-monster type characters, some of whom can give you handy help when it comes to opening locked doors or finding your way...



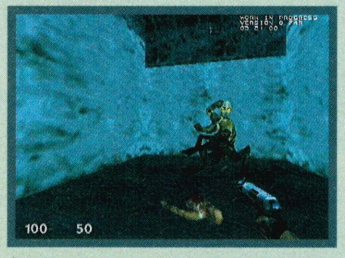
This old guy can be found cowering in fear in a storeroom.



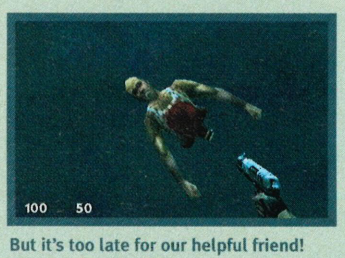
With a little persuasion though he agrees to show you where to go.



However at the top of this ladder something grabs him.



Rushing in the direction of the screams you blast this ugly monster.



But it's too late for our helpful friend! The moral: don't help people with guns.



▲ Ah Darth Pointy-Head! We meet again... this time your strange triangular eyes will not protect you! Prepare to die!



▲ Halt or I'll shoot! Er... that is, I'll shoot again. Sorry about that, itchy trigger finger you know, it's these new gloves...

through each level. For those who like their hardware, *Turok 3* promises 24 different weapons all of which are upgradeable. Thankfully we've got some decent projectile weapons this time around too – energy weapons are all very well but they just don't have the same feel as a high-powered carbine ejecting shells ten times a second. New guns you can expect to see include the Stealth Rifle, the Inferno Cannon (yes please!) and the rather ominous-sounding Eviscerator.

There are more than 40 bad guys promised for this fourth *Turok* game and as you can see from the screenshots some of them are pretty darn impressive! Of course, the single-player mode was only one part of *Turok 2* and you can expect even more multiplayer action in this game, which looks all the more promising thanks to what the game designers learned programming *Rage Wars*. 48 unique maps are on the cards, with eight different playing modes including Blood Lust, Monkey Tag, Capture the Flag and Colour Tag.

Now you might be wondering exactly what the point of having two different main characters is – and we're going to tell you. Each of the two Fireseed siblings has different strengths and abilities. Joseph, for example, has a grappling device much like the longshot in *Zelda* and this means that he can reach certain places that his sister can't. Because of this, the choice of which character you use on which level becomes very important as you play through the game and you can expect to find yourself needing to visit most levels with both of the heroes in order to unlock all the secrets and ultimately find everything that you need to defeat Oblivion. Quite a task awaits you!

Already *Turok 3: Shadow Of Oblivion* is shaping up to look like a fantastic game, which is great news because frankly with the completion of *Perfect Dark* it was looking like that might be about as far as the N64 could go. Thankfully, *Turok 3: Shadow of Oblivion* has the potential to become another of the console's landmark games. With the addition of all sorts of features which we haven't even mentioned yet, including the rather spiffy thermal night vision, this game could well turn out to be better than the previous three *Turok* titles put together! ■

Mad Mutant Monsters!

As with *Turok 2*, *Turok 3* has a range of rather massive boss monsters that you encounter at various stages of the game.



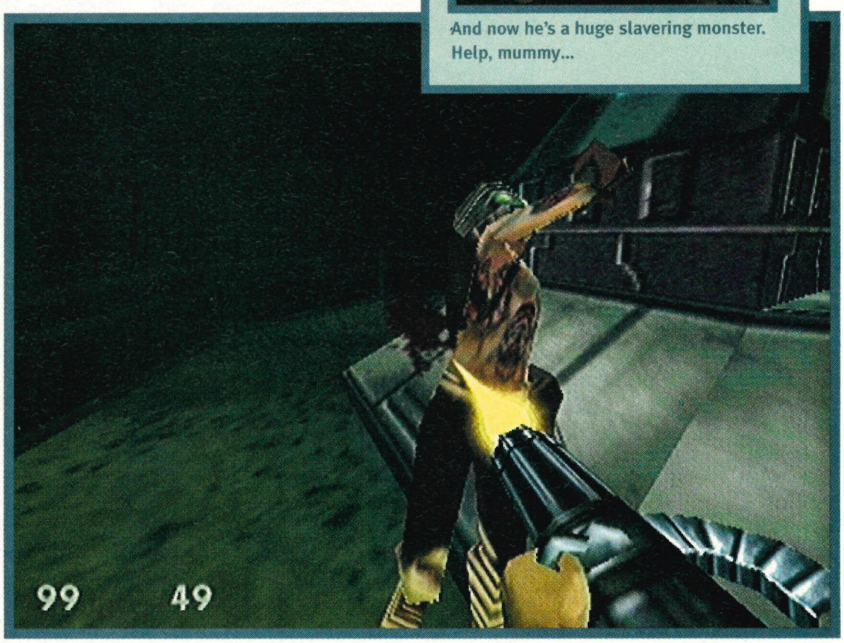
This guy doesn't look too dangerous, does he? He's just a little crab...



Er... at least that's what he looked like a second ago...



And now he's a huge slavering monster. Help, mummy...



▲ Come on then! Reckon you can use match this rapid-fire minigun with just your bare hands do you? Someone should have explained how things worked before they let you out of bad guy school!



64 MAGAZINE

READER SURVEY

Win £100 to spend on games!

Right you ugly lot! We've decided that we want to know more about our readers (don't ask us why – we're just nosy, that's all) and so we've got a few questions for you. Obviously we know that none of you like doing something for nothing and so we've gone and pinched £100 worth of vouchers from Electronics Boutique that we'll give to the first of you lucky lot who has their survey drawn out of the 64 Magazine hat! So... all you have to do is complete the following survey and you could have enough moola to buy at least two N64 games at EB – more if you go for second-hand ones!

1. Last time you checked, how old were you?

7 or under ❑
8-9 years old ❑
10-11 years old ❑
12-13 years old ❑
14-15 years old ❑
16-17 years old ❑
18 or over ❑

2. Right, difficult one this... are you a male (boy) or a female (girl)?

Female ❑
Male ❑

3. Now we know that you all buy 64 Magazine every month but how often do you purchase magazines on the following subjects? (tick all that apply)

	Weekly	Monthly	Bi-monthly	Less frequent	
PlayStation	❑	❑	❑	❑	
Dreamcast	❑	❑	❑	❑	
Nintendo 64	❑	❑	❑	❑	
Game Boy	❑	❑	❑	❑	
Football	❑	❑	❑	❑	
Skating/Boarding	❑	❑	❑	❑	
Other sports	❑	❑	❑	❑	
Comics	❑	❑	❑	❑	
Film	❑	❑	❑	❑	
Music?	❑	❑	❑	❑	
DVD	❑	❑	❑	❑	

4 What do you think is a reasonable price for a magazine? (Bearing in mind that we can't just give 'em to you for free – we've got to make a living you know!)

Less than £1 ❑
Between £1.00 - £1.50 ❑
Between £1.50 - £2.00 ❑
Between £2.00 - £2.50 ❑
Between £2.50 - £3.00 ❑
More than £3.00 ❑

5. Okay... now what 's your most fave TV programme?

.....
.....

6. And who would you say is your most favourite person on TV?

.....
.....

7. What's your favourite band/kind of music?

.....
.....

8. Do you have a favourite football team? Who? (If not, don't worry – we know not everyone is obsessed with football!)

.....
.....

9. What's your favourite label for clothing and accessories?

Nike ❑
Calvin Klein ❑
Adidas ❑
Kappa ❑
Other (please specify) .....
.....
.....

10. Which brand of mobile phone do you like best?

Motorola ❑
Nokia ❑
Ericsson ❑
Siemens ❑
Other, (please specify) .....
.....

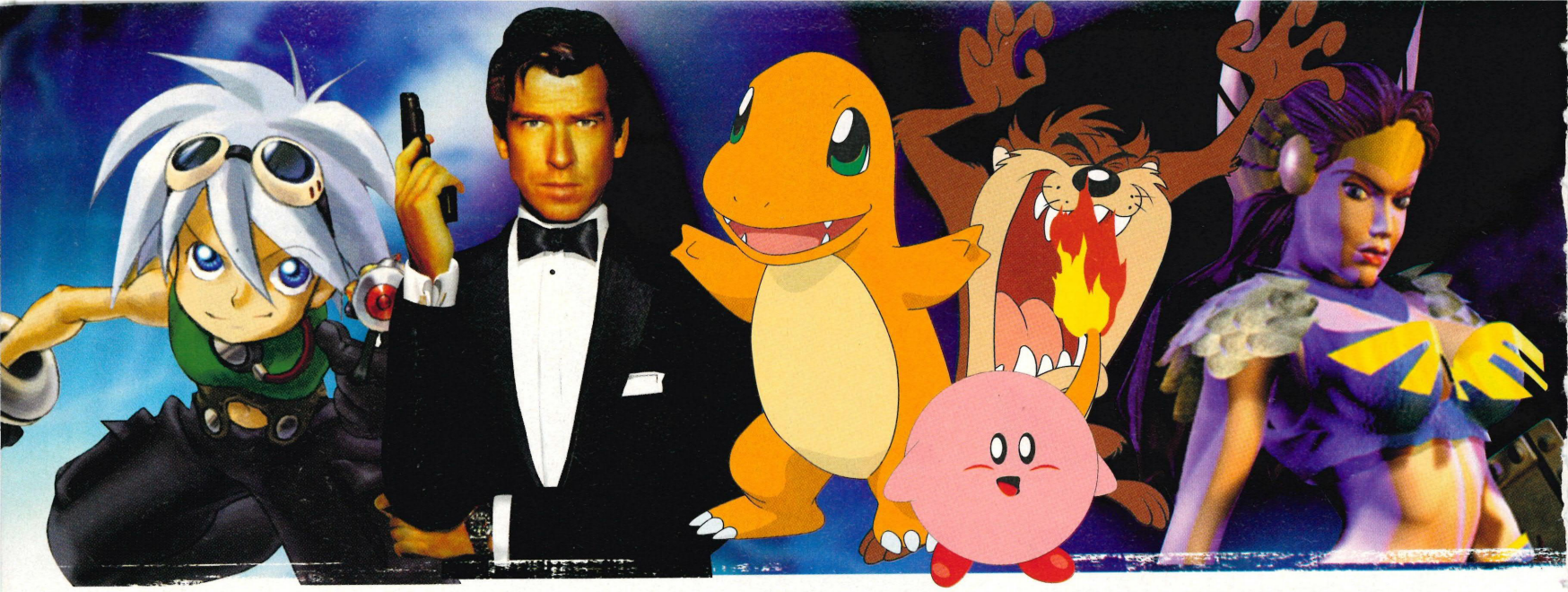
11. Everyone likes sweets, don't they? What's your favourite brand?

Mars ❑
Snickers ❑
Kit Kat ❑
Polos ❑
Other (please specify) .....
.....
.....

12. Which of the following items do you have at home (tick all that apply)

PlayStation ❑
Dreamcast ❑
Nintendo 64 ❑

WIN! £100 WORTH OF GAME VOUCHERS! WIN! £100 WORTH OF GAME VOUCHERS!



Game Boy ❑
Mobile phone ❑
Skateboard/Inline Skates ❑
Mountain bike ❑
Computer ❑
DVD player ❑
MiniDisc Player ❑

13. If you ain't got one yet, which of these things do you want the most? (tick only one!)

PlayStation ❑
Dreamcast ❑
Nintendo 64 ❑
GameBoy ❑
Mobile phone ❑
Skateboard/Inline Skates ❑
Mountain bike ❑
Computer ❑
DVD player ❑
MiniDisc Player ❑

14. Assuming that you don't spend all your time on your N64 – how much time each week do you spend on the following?

	Less than 1 hr	1-3 hrs	3-5 hrs	More than 5 hrs
Playing team sports	❑	❑	❑	❑
Skateboarding	❑	❑	❑	❑
Watching sports (on TV or live)	❑	❑	❑	❑
Playing computer games	❑	❑	❑	❑
Watching TV	❑	❑	❑	❑
Watching films	❑	❑	❑	❑
Listening to music	❑	❑	❑	❑
Reading books	❑	❑	❑	❑
Reading magazines	❑	❑	❑	❑
Shopping	❑	❑	❑	❑
Surfing the Internet	❑	❑	❑	❑
Going out	❑	❑	❑	❑

15. If you surf the Internet, what do you look for?

Music ❑
Sports ❑
Games ❑
Homework help ❑
Naughty pictures ❑
Other (please specify) .....

16. How much money do you earn each week (through allowances or jobs)?

Less than £5 a week ❑
£5 - £15 a week ❑
£16 - £25 a week ❑
£26 - £35 a week ❑
More than £35 a week ❑

17. What's your favourite Nintendo game?

.....

18. What's your favourite Animal?

Dog ❑
Cat ❑
Elephant ❑
Hamster ❑
Echidna ❑
Other (please specify) .....

19. What's the answer to the meaning of life, the Universe and everything?

Don't know ❑
42 ❑
Video games ❑
Can I phone a friend? ❑
Other (please specify) .....

20. If you were a fish, what kind would you be?

.....

Name: .....

Address: .....

City: .....

Post Code: .....

Tel. Number (incl. area code): .....

E-mail: .....

Once you've answered all the questions, put this page in an envelope(no stamp necessary) and send it to: 64 MAGAZINE Reader Survey, Paragon Publishing, Freepost BH1255, Bournemouth, BH1 2TA

All entries must arrive by 10h June 2000.

From time to time you may be sent news about exciting new products and opportunities that are of interest to you. If you do now wish to receive such information please tick this box. ❑

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RESIDENT EVIL DELUXE FIGURES

These have to be the ultimate Resident Evil figures. Featuring characters and monsters from all four games (including Codename Veronica) these figures - made in Japan are huge and fantastically detailed . Each human character comes packaged with a monster. Most of the monsters stand almost eleven inches high - with the humans standing about nine inches tall. Each come in gigantic full colour boxes which look big enough for a small TV. Prices whilst comparitively high in no way reflect the scarcity of these figures. We will have under 50 sets of each. All sets come with component of another creature which can only be assembled when you've bought them all. So if you want the ultimate Biohazard collectible call now.



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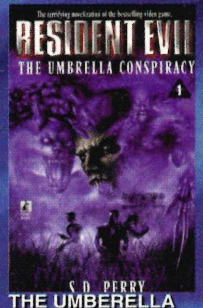
IMPORT

RESIDENT EVIL ADVENTURE SERIES BOOKS 1 TO 4

All new adventures set in the worlds of the various Resident Evil games. Follow the members of S.T.A.R.S. (Special Tactics & Rescue Squad) as they encounter the aggressive DNA-altering virus, Umbrella has engineered to create its living weapons.

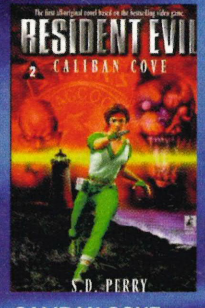
IMPORT

BOOK 1



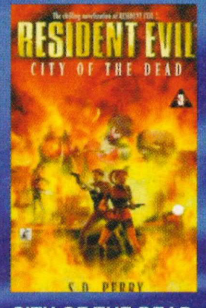
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CAT NO. A5226
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BOOK 2



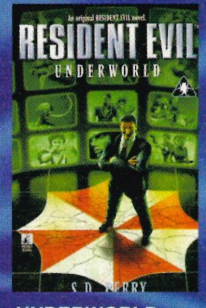
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BOOK 3



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BOOK 4



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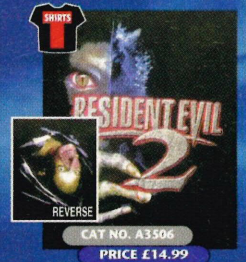
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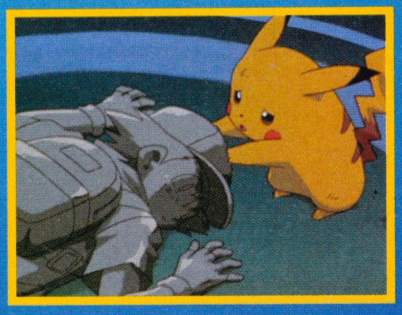
Written by: Mike Richardson

Pokémon: The First

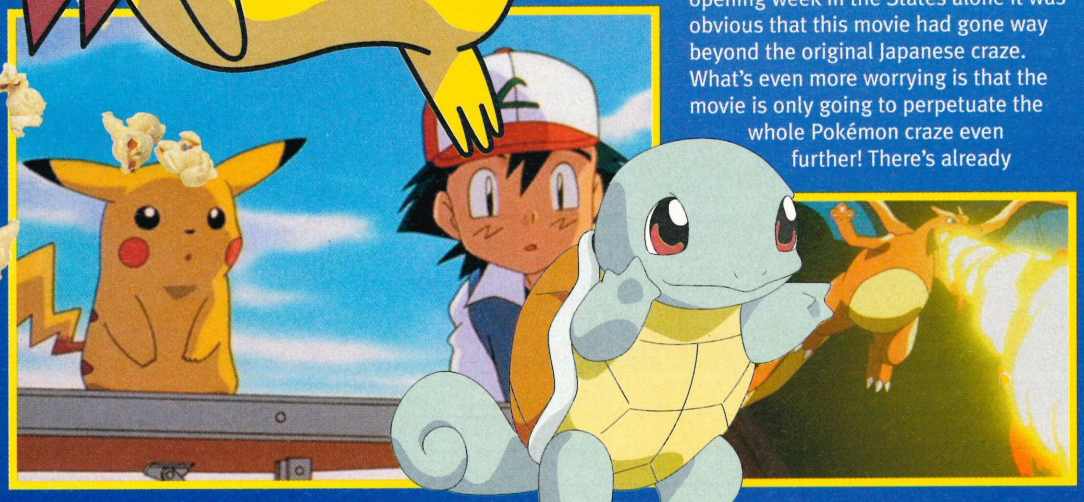
A ten foot tall Pikachu!

Giant Pikachus wondering the streets of London and dark clouds forming over the Odeon Kensington? It could mean only one thing: the first ever feature-length *Pokémon* movie had finally arrived ready for screening on UK Shores. Our staff writer Mike Richardson made his way up to London to see this 'so called' movie premiere and find out what all the fuss was about. We say 'so called', because the event took place two days after the film was released nationally! But then who cares? If *Film 2000* supremo Jonathan Ross was there then it must have been the real deal!

Grossing fifty million dollars in its opening week in the States alone it was obvious that this movie had gone way beyond the original Japanese craze. What's even more worrying is that the movie is only going to perpetuate the whole Pokémon craze even further! There's already another film in the works and the current Game Boy *Gold* and *Silver Pokémon* games have sold over five million in Japan alone! If you're not a fan of Pokémon then now is the time to lock your doors and draw the curtains, because Pokémon fever is heading your way! Way before the event had even started, screaming kids with their



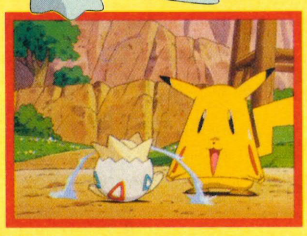
▲ Pikachu runs over to find his trainer has popped his clogs! Don't worry though kids, the film does have a happy ending.

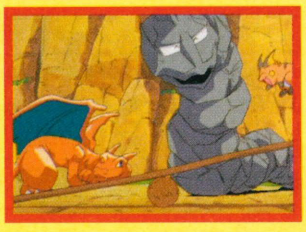




We're All Going On A...

The short film *Pikachu's Vacation* has all the Pokémon getting together in a big friendly group at a Pokémon summer camp! Highlights include a screaming baby Pokémon and saving Charizard from a sticky situation.







Movie

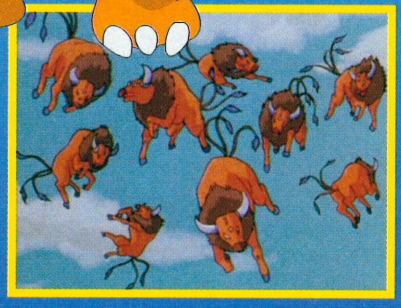




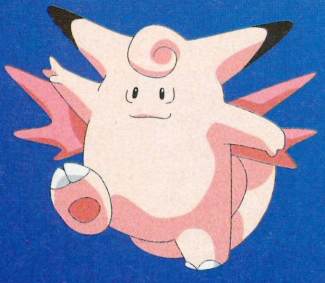
▲ We're guessing that any guy who can deflect a huge laser beam with a flick of the wrist has more than one card up his sleeve.







▲ You've heard of raining frogs, well how about raining bulls? These could do considerably more damage than a slippery amphibian!



▼ Help me Obi Wan Kenobi you're my only hope! The Pokémon trainers receive their invitation to the greatest battle of all time.

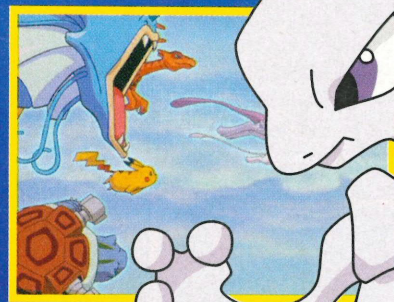
confused parents were gathering outside the cinema. All of them just waiting to get a touch, or even just a glimpse of entertainers in gigantic Pokémon costumes. Charizard, Pikachu, Meowth and Poliwhirl were not the only individuals drawing the crowds, because Mr Ishihara also made a surprise showing. For those not in the know, he is the man behind the Pokémon collectable trading card game!

The stars didn't even end there! Jonathan Ross, Samantha Janus and Martin Kemp all turned out for the film with respective kids in tow. A packed cinema waited with anticipation as the curtains drew back and the pre-film short story *Pikachu's Vacation* began.

This was the point where groans and moans started to circle the entire theatre as we all had to suffer the pain that was *Pikachu's Vacation*. Much like the cartoons only dosed with a hell of a lot more sickly sugar, this mini short was designed to give the uninitiated an insight into the world of Pokémon.

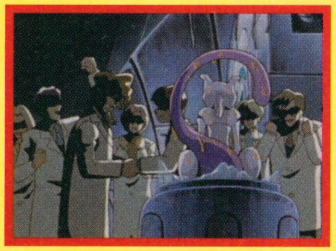
This it managed to do, but in the process it also made more than one or two brain cells drop dead from sheer boredom. If you haven't seen the Pokémon cartoon then it's probably advisable to turn up late to the cinema and avoid this short completely. The only reason it's so bad is because none of the human characters appear in it and the average Pokémon has a limited vocabulary to say the least! Let's just say you should take your time choosing your sweets or buying your popcorn before you go in.

One thing the *Pikachu's Vacation* short does do is lower your standards

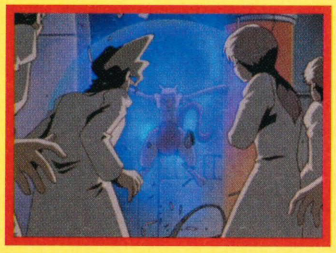


I Want To Break Free

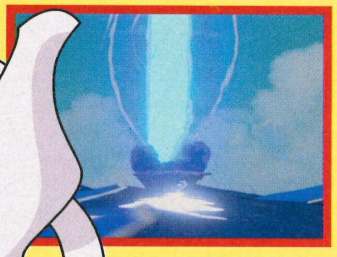
An impressive opening before the titles for *Pokémon: The First Movie* shows the birth of the world's greatest Pokémon, Mewtwo.



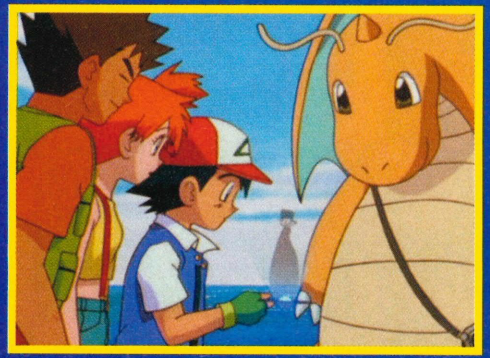
Mewtwo looks on in anger as his creators – a bunch of scientists – celebrate their genetically modified Pokémon creation.

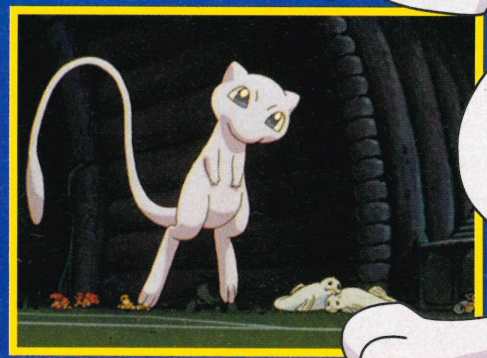


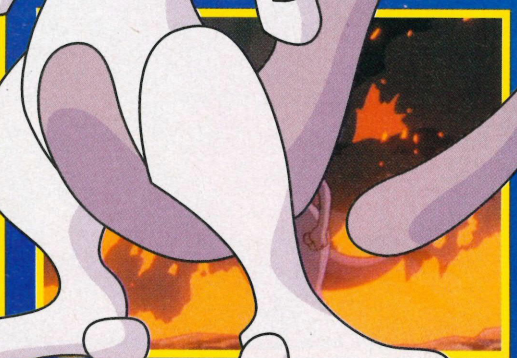
Annoyed at his creators and determined not to be a slave to humans, Mewtwo gets a little bit angry and...



...completely destroys the island on which the scientists live! Don't worry though... Mewtwo survives.





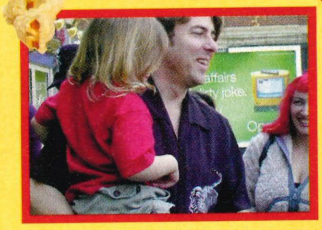


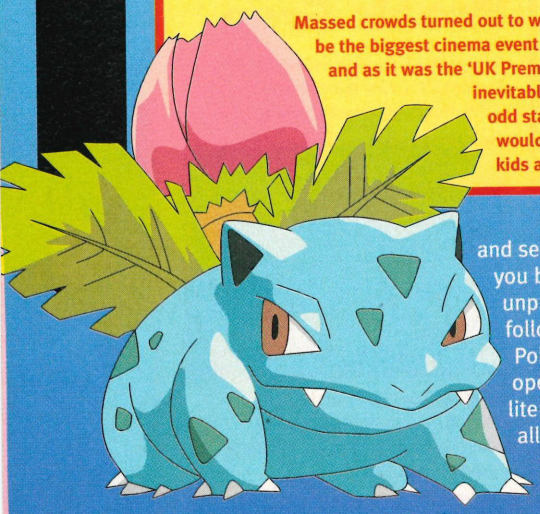
Poké Mania

Massed crowds turned out to what has to be the biggest cinema event in history and as it was the 'UK Premier' it was inevitable that the odd star or two would bring their kids along!









and senses to such an extent that you become completely unprepared for the movie to follow. This may only be a Pokémon cartoon but the opening really does quite literally blow you away! Forget all you've seen Pokémon-wise on TV, because this can only be described as high quality Manga-esque action.

The story for the movie goes something like this: Human scientists have been fiddling around with Pokémon DNA and have created the ultimate Pokémon, Mewtwo who revolts on his creators!

The opening shows this Mew hybrid escaping from captivity and destroying the labs on the research island. A few explosions later and the scene is set for what is a surprisingly gripping story (excuse me? Roy) which leads to a climactic showdown between Mew and Mewtwo. It's amazing what a decent performance you can get from monosyllabic cartoon creatures!

After such an explosive start and a gripping build-up it's surprising how much of a let down the finale of *Pokémon: The First Movie* actually is. Fair enough you get a massive battle between loads of Pokémon, but the conflict does drag on a bit! To make matters worse, the narrative begins to moralise unconvincingly as the movie reaches its climax. Suffice to say, if you didn't already know that everyone on this planet is an equal and that fighting is wrong then you will by the time the final credits roll!

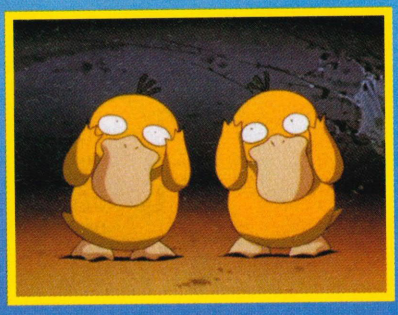
If you're a devoted fan of Pokémon then odds are you've probably seen this film a couple of times already. On the other hand, if you've still to catch the craze then make sure you do go and see it! It may not have all the Pokémon in it and the short introductory film *is* a bit poor, but it's so much better than the cartoon series. Besides, Pokémon really does work amazingly well on the big screen, even if watching it results in you dreaming of giant Pikachus for weeks-on-end afterwards! ■

▼ Is it a bird? Is it a plane? No, it's Mew and Mewtwo having a huge aerial battle in the film's grand finale! Superpoké!

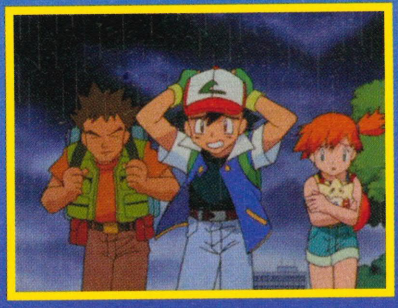




▲ Ash gets delusions of grandeur and charges Mewtwo – not the wisest of moves considering the latter is the strongest being on the planet!



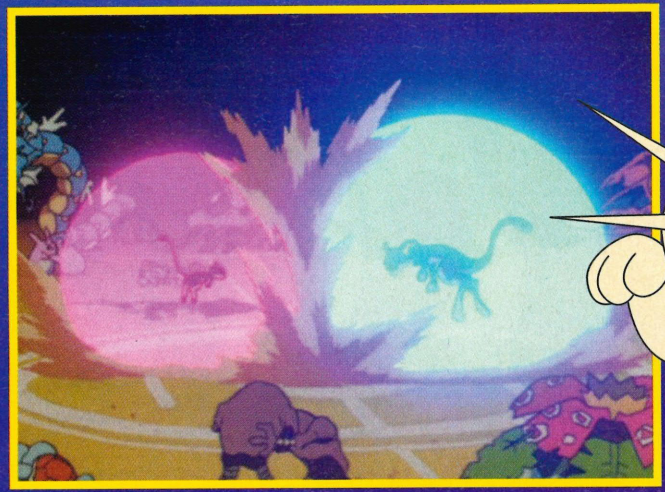
▲ Either you've had a bit too much to drink before going into the cinema or that there is a Psyduck clone!







▼ Mew and Mewtwo confront each other in heated battle to see who is the most powerful. The answer? Watch the film!





Not Enough?

What's that you say? *Pokémon: The First Movie* isn't enough Pokémon for you? Well in that case (you disturbed person, you) you'll be pleased to hear that there is already another movie on the way, which rather unsurprisingly is going to include some new Pokémon!



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Written by: Mike Richardson

It's American. It's been making great arcade games for years. It could only be... Midway!

Life's A Ba

WIN! YOUR VERY OWN GAUNTLET LEGENDS ARCADE MACHINE FROM MIDWAY!

Employing 2,500 people in the US alone, Midway Games is one of the biggest producers of arcade and home entertainment games in the world. With *Stunt Racer 64* and *Rush 2049* on the way and 20 games already under their belt on the N64 they are also a strong supporter of the Nintendo black box. Like any company though, they've had their fair share of ups and downs as you'll see as 64 MAGAZINE takes you on the rollercoaster of a ride that is Midway games... oh, and they've chucked us an arcade machine to give away – anybody want it?





Mortal Kombat Trilogy

Reviewed: Issue 3
64 MAGAZINE score: 62%
Midway's first N64 outing was with the classic *Mortal Kombat* franchise. *Trilogy* was about one thing and one thing only: gore, gore and more gore (isn't that three things? – Roy) As well as all the usual fatalities you could now perform over- the-top brutalities and animalities! This may not have been fighting heaven but let's face it, it's the N64 we're talking about!



Wayne Gretzky's 3D Hockey

Reviewed: Issue 5
64 MAGAZINE score: 82%
With smooth crisp graphics and fast gameplay *Wayne Gretzky's Hockey* made quite an impact on the offices when it arrived. As well as being all serious and statistic-filled it also gave the arcade sports buffs all the enjoyment they could ever want. Being able to make the back of the net burst into flames when you score is always going to be a good thing in our books!



Mace: The Dark Age

Reviewed: Issue 7
64 MAGAZINE score: 76%
Yet another gory fighter, *Mace* is still actually one of the better beat-'em-ups on the console – and that's saying something considering how long it's been out! Full of nice touches including 3-D interactive arenas and 'intelligent' armour detection this even had a training dummy called Spanky!

Mortal Kombat Mythologies: Sub Zero

Reviewed: Issue 9
64 MAGAZINE score: 75%
Taking an original slant on the fighting game, Midway came up with a beat-'em-up platform hybrid based on none other than the *Mortal Kombat* series. Extremely hard and intensely gory this was an impressive game to play and had some truly breathtaking backgrounds... if a slightly dubious plot!

San Francisco Rush

Reviewed: Issue 9
64 MAGAZINE score: 75%
Finally stepping away from the fighting games genre once all the blood had been used up, Midway turned its attention to converting hit arcade racer *San Francisco Rush*. Fun to play and quite simply the maddest, most colourful racer of it's time, *Rush* had more air grabbing opportunities than your average flight simulator!

Cruis'n USA

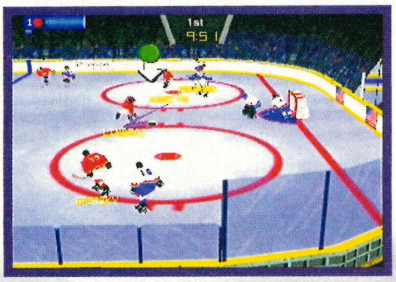
Reviewed: Issue 10
64 MAGAZINE score: 25%
Oh dear, oh dear, oh dear! The less that's said about this game the better. Where the *Rush* franchise is fantastically fun this game on its own quite happily balanced the scales out! The coin-op was much better.

Wayne Gretzky's 3D Hockey '98

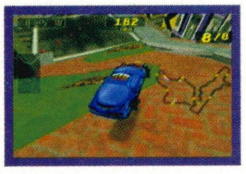
Reviewed: Issue 10
64 MAGAZINE score: 85%
Following up on its success of the original *Wayne Gretzky* Midway released a '98 update complete with all the usual trimmings like updated players names and stats. Also improved were the computer drones AI – no more were goals to be scored with such ease! Midway obviously thought they were on to a good thing here because...

Olympic Hockey '98

Reviewed: Issue 12
64 MAGAZINE score: 75%
Looking very, very similar to *Wayne Gretzky's '98*, *Olympic Hockey* had the same crisp graphics and fast gameplay.



ttle...



This time however there were international teams on offer instead of just the usual American and Canadian teams. Needless to say, this wasn't the favoured hockey game of the 64 MAGAZINE team!



Rampage World Tour

Reviewed: Issue 13
64 MAGAZINE score: 80%
Based on a classic arcade game, this comical city-levelling game was literally lapped up by retro gamers who flocked in from all sides desperate to regain their youth! Revamped and reworked this game was still as playable as the original with a new danger or two thrown in to make your destructive fun that little bit more difficult.

Quake

Reviewed: Issue 13
64 MAGAZINE score: 88%
This port of a popular PC title of the same name was and still is an immensely fun game to play. It may have suffered from the problem of only being two-player, but nailing your mates has quite literally never been so much fun! Eerie sound effects, superb lighting and gore-packed gameplay made this a 64 MAGAZINE favourite.





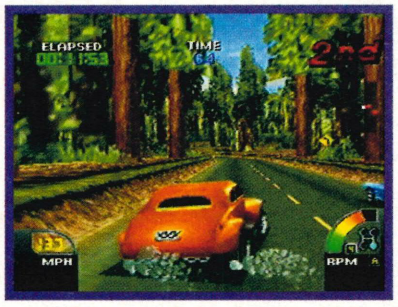
Bio Freaks

Reviewed: Issue 15
64 MAGAZINE score: 82%
Co-developed with Saffire this intelligent beat-'em-up proved to us once again that the N64 was not just a kid's console. Full of weapons, violence, layered arenas and severed limbs, this fighter still remains one of the best on offer. The stunning backdrops and varied moves really did make this game stand out from the pack.



Cruis'N World

Reviewed: Issue 18
64 MAGAZINE score: 24%
Surely something was learnt from the lesson that was *Cruis' n USA*? Er... no. Despite obvious graphical improvements this game was just as much of a pain to play as the first one, let's just hope Midway gets its act together if it decides to release *Cruis' N Exotica*.



Mortal Kombat 4

Reviewed: Issue 19
64 MAGAZINE score: 86%
A massive improvement over *Mortal Kombat Trilogy* the fourth installment of the classic bloody series turned the game all 'pseudo 3-D'. A new sidestep now gave this previously 2-D game an entirely new dimension to play with. This may have been flogging a dead horse but it was still loads of fun!

NFL Blitz

Reviewed: Issue 22
64 MAGAZINE score: 85%
NFL Blitz remains the choice of American Football fans after a short, sharp arcade fix. If you wanted serious play you went for *Madden* but if you wanted fun, then this is where you looked. Porting the title across from the arcade machine and simplifying an otherwise complicated game made it extremely playable.

Rush 2: Extreme Racing

Reviewed: Issue 22
64 MAGAZINE score: 80%
Taking the original game and making it even better still is always a good place to start on a follow-up title and Midway did this and went further still, making an even more playable arcade racer. Bigger jumps, more explosions, extra secrets, better car control and all-new over-the-top tracks made this one a dream to play!



Rampage 2 Universal Tour

Reviewed: Issue 26
64 MAGAZINE score: 70%
The mutants were back but this time they had a purpose! Yes the classic 'save







the world from aliens' storyline! While this may have had the most unlikely plot in the world, it made for a hell of a lot more fun to play. You now had rendered monsters, gorgeous backgrounds and even more mutated characters to play with!



California Speed

Reviewed: Issue 26
64 Magazine score: 45%
Okay, so at least some effort was made this time! The *Cruis' N* was dropped to avoid nasty associations and the *Rush* driving engine was slapped into the game ready to go. Unfortunately it didn't quite work again and this came nowhere near being as playable as the *Rush* games!



Gauntlet Legends

Reviewed: Issue 33
64 Magazine score: 82%
Developed by Midway's Atari Games brand, this remake of a classic arcade game was almost guaranteed to score a hit – and it did! With its stunning 3-D make over and highly playable fighting-fantasy action this game had retro arcade fans positively drooling at the mouth. A lesson on how classic remakes should be done!

Ready 2 Rumble Boxing

Reviewed: Issue 34
64 Magazine score: 75%
Quite literally a hit across all console formats, this game gave the serious sport of boxing just what it needed: a punch of arcade adrenaline. Power moves, a superb first-person mode and a huge afro gave this game a look no-one would ever forget! This was definitely not a realistic simulation!



Gotta Wear Shades

So what's in store for Midway? Well *Rush 2049* and *Stunt Racer* are previewed this issue and *Cruis'n Exotica* is heading towards the arcades as we speak so expect to see a conversion of that sometime soon. If that's not enough then what about the four Dolphin games they're currently developing? The future's definitely looking bright for Midway and the N64!





At The Arcades

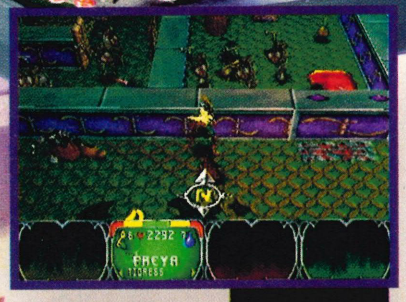
Midway make arcade games? You bet they do, check out this list...

1971	PHANTOM II	1977	M-4	1980	SPACE INVADERS DELUXE	1981	OMEGA RACE	1983	DOMINO MAN
1973	LEADER	1978	BLUE SHARK	1980	SPACE ZAP	1981	SOLAR FOX	1983	GALAXY RANGER
1973	WINNER	1978	CLOWNS	1980	WIZARD OF WOR	1982	BABY PAC-MAN	1983	GRANNY AND THE GATORS
1974	TV BASKETBALL	1978	SEA WOLF	1981	ADVENTURES OF ROBBY ROTO	1982	BLUE PRINT	1983	JOURNEY
1975	GUN FIGHT	1979	18 WHEELER	1981	BOSCONIAN	1982	BUMP 'N JUMP	1983	JR. PAC-MAN
1975	WHEELS II	1979	BOWLING ALLEY	1981	GALAGA	1982	BURGERTIME	1983	MAPPY
1976	280 ZZZAP	1979	DOG PATCH	1981	GORF	1982	KOZMIK KROOZ'R	1983	PROFESSOR PAC-MAN
1976	AMAZING MAZE	1979	GALAXIAN	1981	KICK	1982	SATAN'S HOLLOW	1983	SPY HUNTER
1977	BOOT HILL	1980	PAC-MAN	1981	KICK MAN	1982	SUPER PAC-MAN	1983	TAPPER
1977	DESERT GUN	1980	SPACE ENCOUNTERS	1981	LAZARIAN	1982	TRON	1983	WACKO
1977	DOUBLE PLAY	1980	SPACE INVADERS 2	1981	MS. PAC-MAN	1983	DISCS OF TRON	1984	10 PIN CHAMP









WIN YOUR OWN ARCADE MACHINE!

Well known for their arcade games, Midway have given gamers some classic titles over the years including the original *Gauntlet*, *Pac Man*, *Galaga*, *Burger Time* and *Spy Hunter* as well as all-new greats like *Gauntlet Legends*, *Off-Road Thunder* and *Rush 2049*! Check out the box on this page for the scarily long list of Midway arcade titles – just don't admit to remembering too many of them!

If all those games start to send a tingle down your spine then how would you like to win your very own *Gauntlet Legends* arcade machine to keep for ever in your very own home? Yeah... like we don't know the answer to that one! An arcade cabinet is surely the ultimate addition to any gamer's bedroom or lounge – just picture it sat next to your N64!

To win this delightful machine all you need to do is answer the following simple questions and fill in the tie-breaker in the most comical and amusing way you can think of!



QUESTIONS

1: Which of these is a character from the classic *Gauntlet* arcade game?

A Valkyrie
B Valiant
C Valium

2: What was the name of the hooded figure that drained all your energy if he touched you in *Gauntlet*?

A: Derek
B: Death
C: Robin Cook

3: Complete this classic line from the original Gauntlet game: "Green Elf is about to..."

A: Call for pizza
B: Die
C: Phone a friend

TIE BREAKER

I *really* need an arcade machine in my room because.....
.....
.....
.....

Send your entries to Midway Arcade Machine Compo, 64 Magazine, Paragon Publishing, Paragon House, St Peters Road, BH1 2JS. The closing date for competition entries is 15 June 2000 and the editor's decision is final – so no arguing!

1984	CRATER RAIDER	1986	MAX RPM	1989	ARCH RIVALS	1993	NBA JAM	1996	WAR GODS
1984	DEMOLITION DERBY	1986	MEGA MAN	1989	TRI-SPORTS	1993	NBA JAM TOURNAMENT	1997	MORTAL KOMBAT 4
1984	MR. VIKING	1986	NBA HANGTIME	1990	PIGSKIN 621 A.D.	1993	NFL FOOTBALL	1997	OFF ROAD CHALLENGE
1984	PAC-LAND	1986	STAR GUARDS	1990	TROG	1994	KILLER INSTINCT	1997	RAMPAGE WORLD TOUR
1984	ROOT BEER TAPPER	1986	RAMPAGE	1991	STRIKE FORCE	1994	REVOLUTION X	1998	NFL BLITZ '99
1984	SWAT	1986	ZWACKERY	1991	HIGH IMPACT FOOTBALL	1995	2-ON-2 OPEN ICE CHALLENGE	1999	CARNEVIL
1984	TIMBER	1987	SPY HUNTER II	1991	TERMINATOR 2	1995	KILLER INSTINCT 2	1999	HYDRO THUNDER
1984	TWO TIGERS	1987	POWER DRIVE	1991	TOTAL CARNAGE	1995	MORTAL KOMBAT 3	1999	NBA SHOWTIME - NBA ON NBC
1985	SARGE	1987	XENOPHOBE	1992	JUDGE DREDD	1995	ULTIMATE MORTAL KOMBAT 3	1999	SAN FRANCISCO RUSH 2049
1985	SHOOT THE BULL	1988	BLASTED	1992	MORTAL KOMBAT	1995	WWF WRESTLEMANIA	2000	CRUIS'N EXOTICA
1986	CRUIS'N WORLD	1988	MEGAMAN 2	1993	MORTAL KOMBAT II	1996	NBA MAXIMUM HANGTIME	2000	OFF-ROAD THUNDER

Top Ten Neo Geo Pocket Color Games!

Last issue we gave you a chance to win Neo Geo Pocket Colors, so this issue we thought it would be a neat idea to give you some idea of what sort of software you might think about buying for the machine. Therefore we proudly present for your edification (look it up if you're not sure!) the 64 MAGAZINE guide to the ten best Neo Geo Pocket Color games ever! Each game is marked out of five to give you some idea of how cool it is compared to the others, but to be honest they're all well worth a look! Sit down, lay back and feast your eyes on this little lot...

SONIC: POCKET ADVENTURE



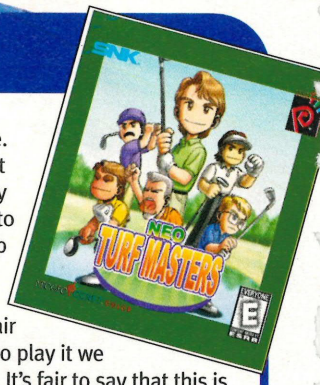
Sonic's back and he's never looked better! Yes, fresh from his 3-D adventures on the Dreamcast – which while fun were still not as addictive as the more traditional 2-D *Sonic* games – everyone's favourite hedgehog is back once again. What's more he's back on the 2-D format he feels most comfortable with. *Sonic: Pocket Adventure* is a dream of a game, which runs incredibly fast and really shows off the Neo Geo Pocket Color's capabilities. If you've played any of the previous *Sonic* outings on the Megadrive then you basically already know what to expect from this game – it's almost like having your very own hand-held Megadrive! If you've never played any of the old *Sonic* titles however... well, let's just say that you're in for a treat! And there's not really anything else that needs to be said about this game aside from that. The gameplay is simplicity itself: run as fast as possible, collect loads of rings, avoid the bad guys and pummel the bosses. The game is mostly a 2-D multi-directionally scrolling platform game, but there are also a few sections where you're running into or out of the screen in a pseudo-3-D arcade-kind of thing. *Sonic: Pocket Adventure* is most definitely a must-buy Neo Geo title, so grab a copy today!





Rating

NEO TURF MASTERS



Now golf as a sport has opinions in the 64 MAGAZINE offices fairly divided. Some see it as the best thing since the invention of the wheel – they spend every weekend they possibly can going out and playing it. Others meanwhile lean more towards the theory of golf as 'a good walk spoiled' and wouldn't be seen dead with a club in their hands. What everyone does agree on though is that *Turf Masters* for the Neo Geo Pocket Color is a pretty darn fantastic game! Graphically, it's incredibly good-looking – the courses are full of detailed fairways and realistic bunkers and the golfers are beautifully animated. Everything in the game is easy to understand, even if you have very little knowledge of the sport and the gameplay is surprisingly addictive considering how potentially boring the game itself can be. We wouldn't have initially picked this to be in the top ten but after being tied to a chair and forced to play it we got hooked. It's fair to say that this is easily one of the best sporting games around at the moment on any format – so you've really got no excuse for hanging about – go check it out!





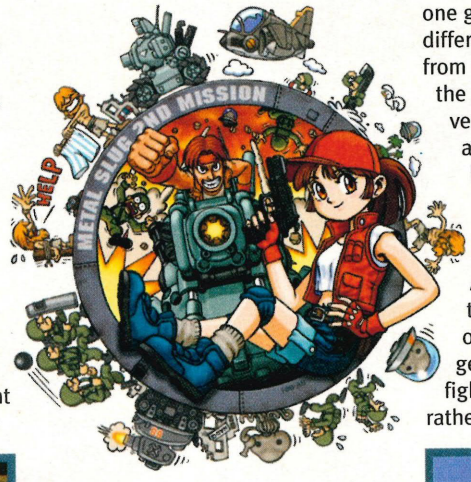


Rating

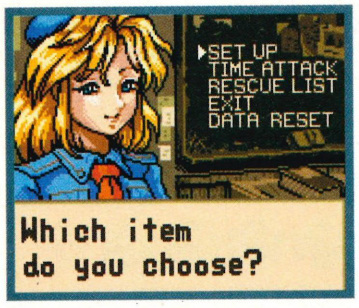
METAL SLUG: 2ND MISSION

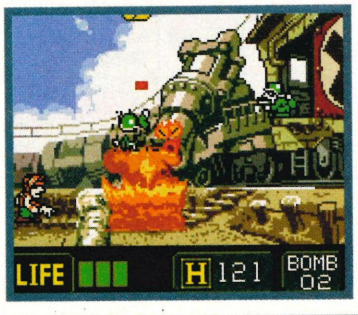
If you haven't got a Neo Geo then the chances are that you never played *Metal Slug 1st Mission*. The original game had you controlling a member of the elite Peregrine Falcons strike force and the sequel is more of the same. It's down to you to get them through numerous hazardous levels filled with enemy soldiers!

The storyline goes something like this... following the success of your first mission an evil combat squad code-named Phantom has taken a large number of government officials hostage. Now it's up to the 'PF Squad' to rescue them. To make matters worse, the enemy has apparently made contact with an alien race and thus is developing all manner of advanced weapons with which to subjugate the peace-loving nations of the world! This time around you can choose from two different characters, one boy and one girl – although there's little difference between the two aside from the graphics. Gameplay takes the form of a 2-D horizontally and vertically scrolling platform adventure, as our hero or heroine makes their way through level after level of action-packed warfare. One of the neatest things about *Metal Slug* is that in addition to playing on foot with a variety of different weapons, you also get to take control of a jet fighter, a versatile tank and a rather nifty attack sub. The bonus is that If one of these vehicles gets destroyed while you are using it then you don't die, instead you move to another stage where you can once again proceed on foot! *Metal Slug 2nd Mission* is a great arcade shoot-'em-up that offers hour upon hour of superb high explosive action!









Rating

DIVE ALERT: BECKY'S VERSION

The time: the distant future. The place: Earth.

Apparently, some time many years from now the planet is going to experience a huge catastrophe (so no surprises there then). As a result human beings have almost been wiped out and the last few live underwater in a collection of special habitats maintained by a central computer. As one of these survivors Becky must patrol the ocean depths in her Systematic Armoured Submarine (SAS) destroying automated robot subs to gain credits that will one day allow her access to the fabled last remaining dry-land human haven of Terra.

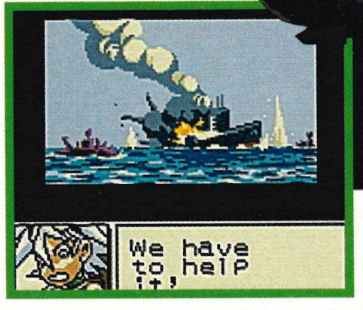
Dive Alert: Becky's Version is basically a simplified submarine simulation/strategy game. Your tasks include equipping and maintaining the SAS, battling with other subs and interacting with the various colourful characters that you meet along the way. The graphics for the action sections are fairly simplistic but the gameplay has considerable depth (excuse the pun) and there's an intriguingly mysterious storyline.

While *Dive Alert* probably won't be to everybody's taste – there's rather a lot of text to read for one thing – it is still a very interesting package. If you are looking for a game which is a little more involved than your average platformer or arcade puzzler, then this one makes for a particularly entertaining change of style. It's good to see SNK experimenting with different game genres!







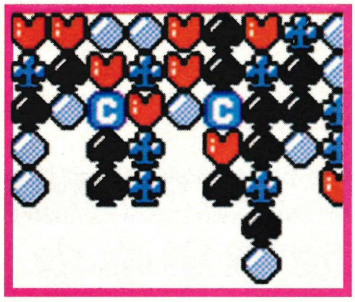


Rating

PUZZLE LINK 2

One of the things that you might notice about the Neo Geo is that it's got an awful lot of puzzle games! Not that this is necessarily a bad thing, because arcade puzzlers are great to pick up and play for short amounts of time – like when travelling on a train or sitting in a doctor's surgery or something. *Puzzle Link 2* is another in a long line of puzzle games that seems to have been influenced by *Pyu Pyu*. The concept is simple: lines of various differently shaped symbols move steadily down the screen towards you and you have to prevent them from reaching the line at the bottom by making them disappear. To get the symbols to vanish you simply link groups of the same type together. And it's as easy as that! When you make a set, any objects below it fall upwards and if they make even more sets they vanish too, so it's possible to create chain reactions with strategic play. The game starts off fairly simple but soon gets more complex as the groups become more difficult to link and the lines drop more quickly. An added feature is that you can play to win cards, and then when you've got enough, play a special card game. Like the aforementioned *Pyu Pyu*, *Puzzle Link 2* is insanely addictive and almost impossible to put down – get yourself a copy today and get hooked!







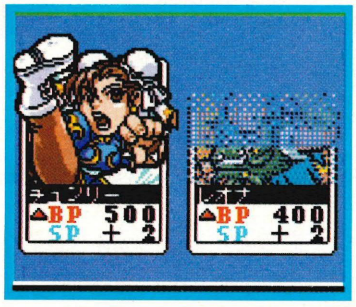
Rating

CARD FIGHTER'S CLASH

While the Game Boy Color is a fairly decent machine, it's fair to say that it's success is down to one thing: *Pokémon*. Well now something has arrived which potentially could do the same for the Neo Geo Pocket Color! *Card Fighter's Clash* has a lot in common with Nintendo's money-making masterpiece. Like *Pokémon*, *Card Fighter's Clash* involves collecting things. Like *Pokémon*, *Card Fighter's Clash* involves turn-based battles. And like *Pokémon*, *Card Fighter's Clash* fits the collecting and battling neatly into a fairly basic RPG-esque landscape. The object of the game is fairly simple. you must build up a collection of cards and become the Card Fighter champion. The gameplay is easy to learn but it gets more complicated as you become more experienced. Basically each card represents a character who has different strengths, weaknesses and abilities. Each turn you draw from a selection of your cards and decide whether to attack, back-up or defend, the object being to eliminate the other player by knocking their cards out of play and then reducing their hit points to zero. Each time you win you gain new, more powerful cards and in addition to the one-player game players can also go head to head against a friend via the link cable. Although it may not sound incredibly exciting on paper *Card Fighter's Clash* is incredibly absorbing and highly addictive – if you're playing on a train journey for instance, you'll find you've arrived before you know it – the time goes so fast! Look out *Pokémon*, there's a new game in town!







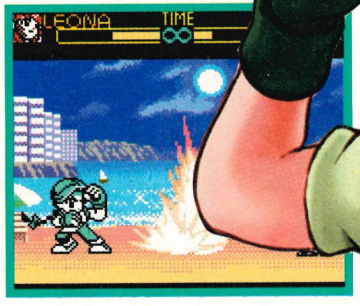


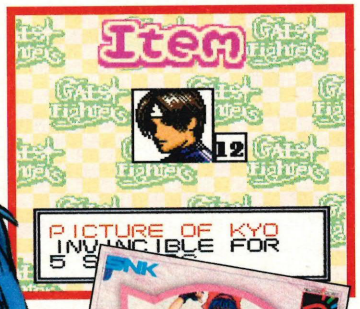
Rating

GALS FIGHTERS

With the fabulously cool control pad on the Neo Geo Pocket Color, the machine is just crying out for beat-'em-ups and so far it's not doing too badly. *Gals Fighters* is one such title which rather unusually involves contestants who all have one thing in common: they're girls! Whether this is an attempt to attract more female gamers to beat-'em-ups or just to satisfy the lustful imaginations of the geeky boy gamers isn't clear, but it doesn't really matter, because *Gals Fighters* is a top-class beat-'em-up. You have ten characters in total to choose from, two of them initially hidden. Gameplay modes consist of a one-player tournament, a two-player link mode and a training option which lets you practice the various moves. One feature of the game that is a little unusual is the inclusion of 'items' which the characters can win during the game and which can be used during matches to get the edge on opponents. Aside from that, *Gals Fighters* is pretty much a traditional beat-'em-up which is fast, responsive and a lot of fun to play. It doesn't have quite as much variety as the fantastic *Match Of The Millennium*, but if you want more than one fighting game then this should definitely be next on your list.









Rating

THE MATCH OF THE MILLENNIUM

There seem to be more and more cross overs in games these days, particularly beat-'em-ups. For example, you can currently pick up *Marvel vs Capcom* on the Dreamcast, a game where *Streetfighter* characters face off against Marvel Superheroes. Now the Neo Geo Pocket Color has jumped on the bandwagon with its own crossover game. The crossover here is once again the cast of the *Streetfighter* games, this time vs SNK's range of martial arts masters. There are eighteen characters in the game to start with, plus eight hidden ones who can be unlocked through tournament play. Each character has a wide range of moves and expressions and they each relate to the other characters differently. This means the cut-scenes (for cut scenes this game has) vary depending on who you're playing with. In addition to a number of different fighting modes, there is also an 'Olympic' option where you can take a team from either SNK or Capcom through a range of different events. These range from specially sequenced fights, through to a *Bust-A-Groove* style dancing competition! One of the coolest events though is a mini-game where Arthur, the hero from classic arcade games *Ghosts 'n' Goblins* and *Ghouls 'n' Ghosts*, must leap from platform to platform collecting bags of cash and avoiding a hideous hovering devil! It's amazing how much SNK has managed to squeeze onto one game cart and the Neo Geo's joypad really lends itself to this kind of beat-'em-up. If you have the link cable you can even play against a friend! Basically, if you like fighting games then make sure you don't miss out on this one!







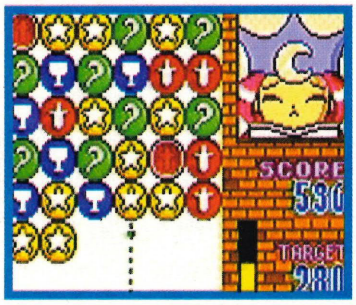


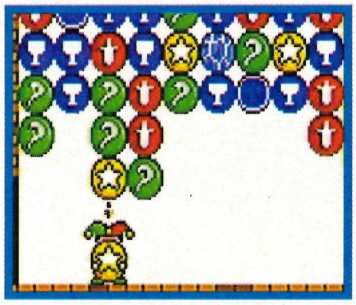
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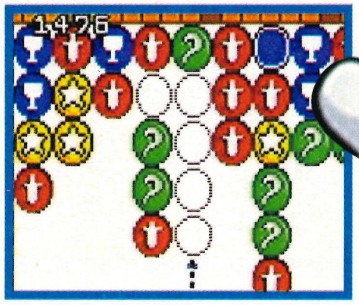
MAGICAL DROP POCKET

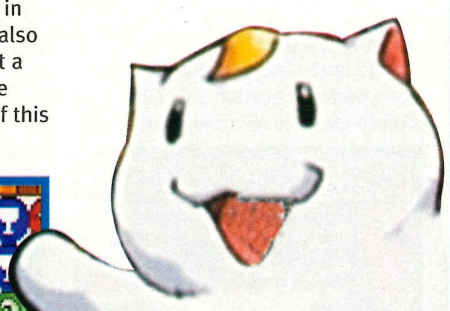


Magical Drop Pocket is another of the multitude of puzzle games that seem to be arriving on the Neo Geo Pocket Color by the boat-load. With so many similar-looking games all cropping up at more or less the same time, you'd be forgiven for expecting that maybe some of them would be a little on the naff side. Luckily, so far every arcade puzzler we've seen has been top notch! This one even has a dubious storyline to try and explain why you're doing what you are doing. Apparently you're taking part in a mystical kingdom's annual competition to win a special prize – the 'magical drop'. Thankfully, the game is far better than the plot. Once again lines of various coloured circles move steadily down the screen and you've got to make them disappear by forming lines and groups of the same colour. You do this by making the little man at the bottom of the screen collect balls of a certain colour and then ordering him to fire them back up the screen. As with other games of this type, *Magical Drop Pocket* is simple and incredibly addictive. The storyline dialogue between the various characters that you control is surreal – presumably something's been lost in the translation, either that or the people who wrote this game are very, very weird! If you're not amused by comments like 'I must be the one to stop you, for I am Death' (said with a cheerful, impish grin) then you can play in 'self-challenge' mode. There's also the opportunity to play against a friend with the link cable. If the puzzle games continue to be of this quality – then bring 'em on!

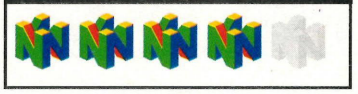




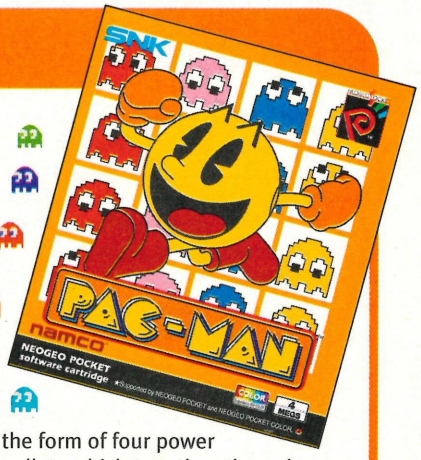




Rating



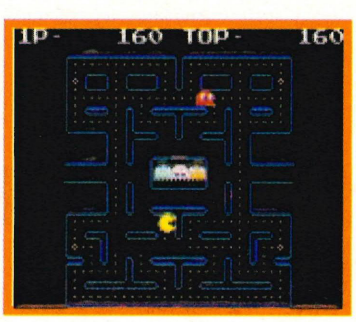
PAC MAN

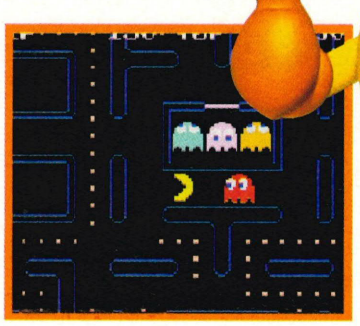


Do the names Blinky, Pinky, Inky and Clyde make your eyes mist over with nostalgia and bring back fond memories of blue-walled mazes, little yellow dots and potentially irritating plinky-plonky melodies? Yes? Then you're probably one of the thousands upon thousands of people who were among the first of what we now refer to as 'gamers'. *Pac Man* was the first real videogame celebrity – forget Lara, forget Mario, forget Sonic: this little yellow circular fellow had fans far and wide, his own cartoon and umpteen spin-off games long before any of today's digital heroes came on the scene. Not bad for a character who was originally just a yellow circle with a mouth!

While there have been numerous *Pac Man* games over the years, none of them have ever achieved quite the cult status afforded the original. Now though you can revisit that first arcade experience anywhere you want to, with this Pocket Color incarnation of *Pac Man*.

Gameplay is simplicity itself – simply guide our hero through maze after maze of arcade action, gobbling up the little dots and avoiding the unwanted attentions of the aforementioned-mentioned Blinky, Pinky, Inky and Clyde – the four ghosts that live in the maze. Each stage provides temporary ghost-busting protection in the form of four power pellets which turn the ethereal apparitions blue and allow Pac Man to eat them, but the duration of the pellets is very brief, so they need to be used sparingly. With a choice of full-screen or scrolling playing modes, this is the ultimate home videogame version of *Pac Man* – make sure you give it a try!







Rating



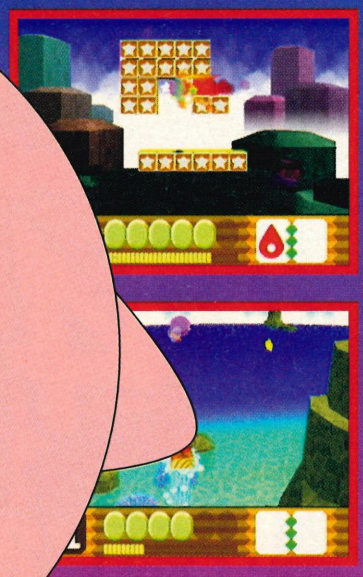
2 SUPER CONSOLES 4 FANTASTIC NINTENDO MAGAZINES!



Whatever your tastes in Nintendo gaming – we've got a magazine to suit you! Place your order at your local newsagent now!

REVIEWED THIS ISSUE!

64 MAGAZINE reviews



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?

page 48

That strange pink blob from Japan has got his own N64 game and it's easily one of the weirdest on the machine so far!

Kirby 64: The Crystal shards

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

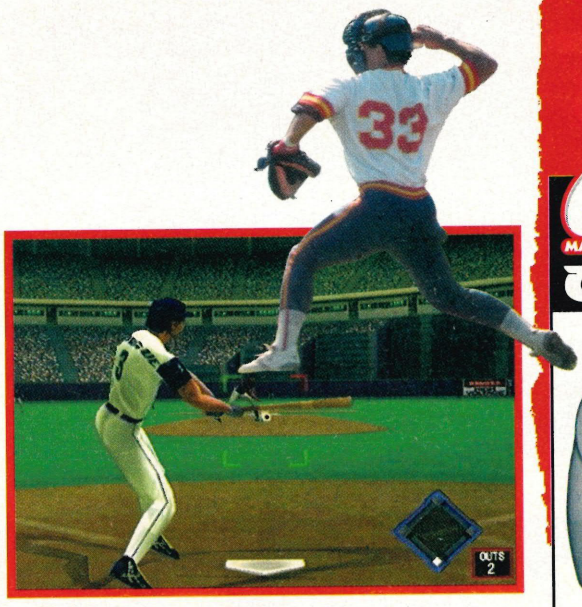
We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

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!



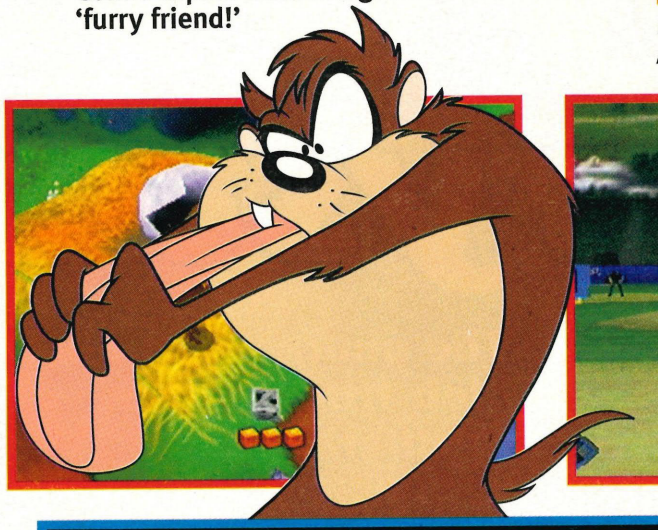


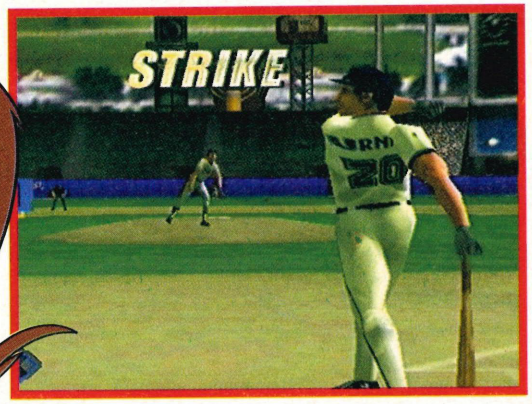
54 TAZ EXPRESS

Comic capers with Infogrames' 'furry friend!'

58 ALL STAR BASEBALL 2001

More 'rounders for blokes' from Acclaim...





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!

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

64 Magazine Bottom Line

Controls



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

Alternatives

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

Rating

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

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

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

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

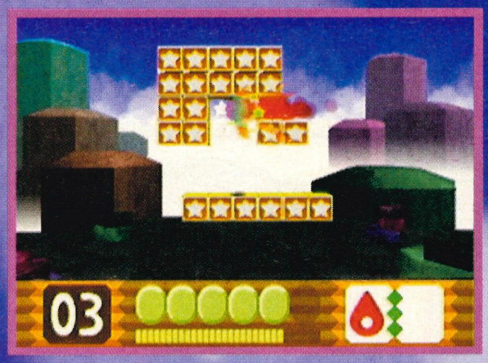
Overall %

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

Soundbite

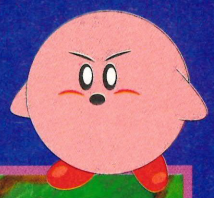
The game in a nutshell, for the truly lazy reader!

Written by: Roy Kimber









Kirby 64: The Crystal



Memory Options

MEMORY:
Holds three game saves

CONTROLLER PAK:
Not used

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Nintendo
Developer:	HAL Laboratories
Game Type:	Platform adventure
Origin:	Japan
Release:	Out now (Import)
Price:	£69.99 (given by importer)



The pink, amorphous blob from Smash Brothers gets his own N64 game!

▼ The spiked ball that you see in the upper-right corner of this shot is indestructible and can't be swallowed either – so don't try it!



The beautiful 3-D landscapes can be confusing at times...

$64,000 Question

- ⊕ Gorgeously detailed, colourful graphics
- ⊕ Kirby has a huge range of morphs
- ⊕ Imaginative enemies
- ⊕ Superbly addictive multiplayer
- ⊕ Very easy to get into
- ⊖ A little too easy to complete
- ⊖ Gameplay is very linear







▲ It's all aboard for a race down the river in what appears to be a very unseaworthy packing crate! Hold on Kirby!

Shards

Kirby has been long overdue on the N64. He first popped up at the Spaceworld show in Japan in 1995 in a very early version of a game entitled *Kirby's Air Ride* which was a kind of racer. Now, fully five years later the game has finally arrived on the Japanese market with a change of name and a complete design overhaul!



▲ Now from looking at this screenshot you wouldn't immediately think that *Kirby 64* was a 2-D platformer, would you?

Kirby 64: The Crystal Shards is a colourful platform adventure that plays very much like past Japanese cutesy hit *Yoshi's Story* in that it's a predominantly 2-D affair in which players must guide Kirby from one end of the level to the other safely, collecting various objects along the way. However, although the gameplay is 2-D, the game itself doesn't look at all two-dimensional!

Anyone who's old enough to remember an 8-bit game called *Nebulus* will find *Kirby 64* looking awfully familiar. That game was a linear platformer set in and around several towers. Unusually though it was the background which rotated whilst the central character stayed where he was – thereby creating the illusion of the character moving around the tower. *Kirby 64* takes this technique and expands upon it. Each level begins as a horizontally-scrolling section so that initially Kirby is simply moving from left to right. However, as you progress through the game the angle at which you're moving changes so that Kirby appears to be moving towards or away from the camera. Thus an illusion of depth is created even though you're still only able to move in two directions.

The beautiful 3-D landscapes can be rather confusing at times, precisely because they're so detailed – you find yourself eyeing up what appears to be the path ahead of you only to have Kirby suddenly branch off in a totally different direction and this can be disconcerting!

Better Than Furby!

Everything in the game starts off simple to begin with. This means that the backgrounds start fairly basic – with Kirby pretty much moving from left to right – and the monsters are all fairly slow and more or less harmless to all but the most incompetent player. It's easy at this point to dismiss the game as far too simple but in fact what these early levels represent is a kind of training section. Once you've completed the first world you soon begin to realise that the gameplay isn't as easy as it looks! As the landscape gets more convoluted, the monsters grow more aggressive and all sorts of hazards start appearing. Each level gradually becomes a puzzle in itself as you have to figure out the best way to get past each section with Kirby still intact.

Which brings us on to the pink puffball himself. Kirby, as anyone who's played any of his previous games – or indeed *Super Smash Brothers* on the N64 – will already know, is a big amorphous blob who looks pretty

Tickets Please!

At several points in the game you get to jump into a vehicle of some sort for a mad downhill run complete with all sorts of obstacles. Vehicles include a snow toboggan, a boat made from a hollowed-out log and the all-time classic runaway mine cart! It doesn't matter how well you do on these races though, because you're always thrown off at the end!



You're at the mercy of gravity on the downstream log run and need to watch for the several waterfalls lying in your path!



When you get near any obstacles in your path a bright yellow exclamation mark flashes on screen to warn you.

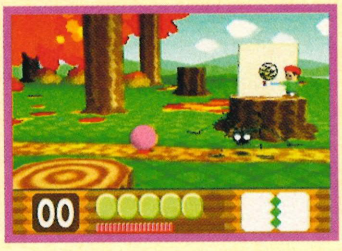


Indiana Jones eat your heart out! The mine cart run is actually the most difficult because you can quite literally fall off the track!

Call The Exorcist!

Fairly early on in the game one of your best friends is possessed by an enemy demon and begins to paint creatures who jump off the canvas and attack you! The creatures all look like they've been done in crayon!





Turkey Dinner?

The Rooster attacks you as you reach the top of the castle, first he throws black fireballs at you, then he tries to crush you with a huge hammer. Don't worry though, this is a friendly game and once beaten he becomes your friend and even helps you out at later stages of the game!







harmless on the face of things. However, he has a number of different powers.

The first is the power of flight. By holding his breath, Kirby can become lighter than air and can thus float for a short distance. By drawing in more and more air he can float higher to get up to hard-to-reach places. This comes in very handy for avoiding various monsters and on-screen traps.

Pink Power!

Kirby's most impressive ability though is that he is a polymorph. This means that he can change his shape at will... well, almost at will anyway. To facilitate his transformations, Kirby needs a basis for his change. This he gets by sucking various enemies into his mouth with his powerful breath and swallowing them. Once swallowed, Kirby assumes their power and can thus transform into all manner of different things, from a boulder, through a fireball to an electrically-charged power supply.

But Kirby's abilities don't end there. As well as swallowing enemies, the pink puff can also suck them in and then throw them at other bad guys. If he swallows them first and then decides to throw them they become a small circular crystal. Either way, if Kirby throws an enemy or a crystalised bad guy at another enemy, then a big power crystal is created and by sucking in and swallowing this, Kirby gains even more potent powers. Collect one rock power for instance and Kirby becomes a small boulder or a walking rock. Absorbe two rock powers and Kirby transforms into a huge boulder fully three times his normal size!



What's most impressive though, is that all of Kirby's powers can be combined. Mix a rock power with a fire power for instance and you get an all-new ability. By mixing powers from the various creatures that he encounters, Kirby can become a bow and arrow, a Swiss Army knife, a fridge, a drill and all sorts of other bizarre things which make great weapons. And this is one of the things which makes *Kirby 64* such a joy to play.



Depending on what stage you are on, certain transformations can really help you to get through. One stage for instance is a continuous puzzle where the ceiling is constantly rising and falling and you've got to move between little areas of safety. Because you really need to move quickly between safe areas, you need a transformation that lets you fly rapidly. Similarly on another level the enemies lurk in difficult to hit places but are vulnerable to a weapon which can drill through surfaces.

The sheer variety of different forms that Kirby can turn into is just brilliant!

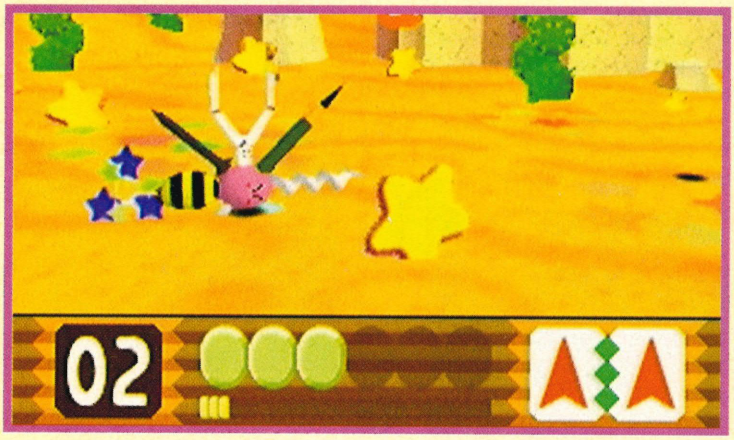
Blob-Tastic!

The sheer variety of different forms that Kirby can turn into is just brilliant. While the object of the game is obviously to get to the end of each stage, you find yourself spending hours just experimenting with Kirby's different transformations – so much so that you almost forget about trying to finish the level! Once you've got over the novelty though, you discover that these transformations actually come in handy.

There is a problem with this whole transformation thing though. Certain weapon combinations – once obtained – are extremely powerful and you find that with them some levels can just be walked through without any trouble at all. Similarly, some of the bosses – which have been carefully designed so that you must learn their patterns, absorb the things they throw at you and use them against them – can just be annihilated in less than a minute if you

Mighty Morphin' Kirby!

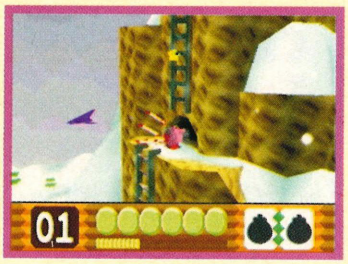
One of the novel abilities that Kirby has is the power of transformation. He can suck in various enemies and swallow them, thereby absorbing their particular talents.







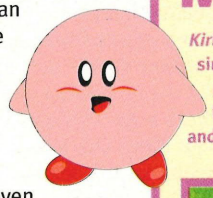






▲ Kirby does his Captain Nemo impression and recreates *20,000 Leagues Under The Sea*! Where are his water wings though?

happen to have a powerful weapon when you meet them. While this is very satisfying at first it does mean that you can get through the game pretty rapidly if you're not careful.



Puffed With Pride

Like *Yoshi's Story* though, even when you've finished this game there is still stuff to go back and do. The plot of the game – as you may have guessed from the title – has to do with a whole bunch of crystal shards. Basically somewhere far off in space there's a peaceful, happy world where everyone loves everybody else (the world's even shaped like a heart – it's that friendly) on which something has gone wrong. An evil blackness had descended on the planet and the fairy princess has taken the crystal which is at the heart of the

▼ Each level is depicted in colourful crayon and when you choose one everyone rushes off to find it. It's just so darn cute!



Manic Multiplayer Madness

Kirby 64 contains three different multiplayer games. On the face of it they look pretty simple and not really that exciting. When you play them however you soon realise just how mistaken you are! The three mini-games are great fun solo and just fantastic with three friends – plus each of them has four different levels of difficulty which offer new hazards and new, groovier playing areas!



Kirby Racing

This game is a fairly innocuous-looking race. Press the A and B buttons to make your character hop forwards either one or two squares. The trick is to avoid the hazards and pitfalls and be the first to the finish. Each new level gives you more obstacles to avoid and also increases the speed and skill of the CPU opponents until they're super-fast!



Kirby Catch!

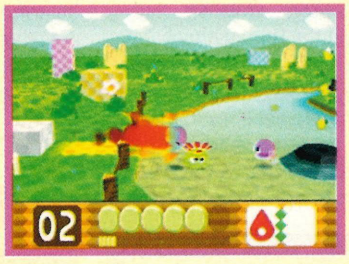
Another mad idea this one – you and three opponents have baskets with which you must catch the strange fruit which falls from the trees. You can barge other players out of the way or spin them round and the faster the fruit falls the madder it gets! On the later levels you need to watch for explosive fruit which knocks you over and empties your basket – weird!

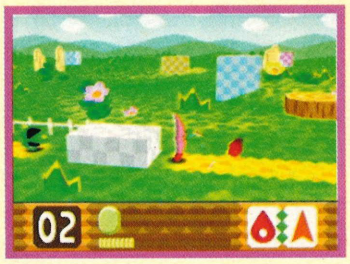


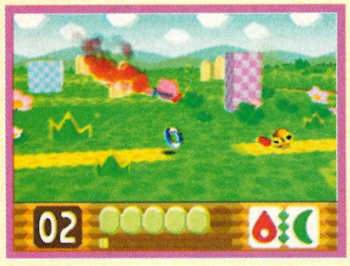
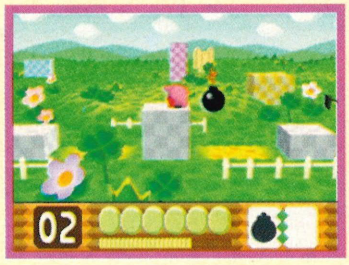
Kirby Madness!

This is the weirdest and most addictive of the three games. All four characters start on a square grid and can fire lines of colour across it which make blocks and anyone who's standing on them drop down. The idea is to trap opponents on your blocks so they fall and lose a life. Each time a character loses all their lives the playing area gets smaller and the action hots up!







Free Willy

The whale boss is one of the most infuriating to defeat because Kirby is such a pain in the butt to control underwater! How can one small pink blob have so much inertia! Worst of all you have to beat him twice!





▲ More underwater action here as Kirby encounters some submerged spiky balls (ooer). It's best to steer clear of them!

planet (whatever's wrong with a good old molten core?) and tried to escape into space with it. The blackness chases her and the crystal is shattered into many shards which you've got to recover. Defeating bosses gets you some shards, and others are just lying around. Still others though are in very difficult to reach places and some even seem to require you to have a special power before you can get them. This means that like *Yoshi's Story*, while it's possible to finish the level without getting all the shards, to fully complete the whole thing you have to go back to levels you've already been through and puzzle out how to collect them.



In addition to Kirby there are several other characters in the game, most of whom initially appear as bosses that you must first defeat because they're possessed by the darkness (of course). Once beaten though they become your friends and pop up from time to time to lend a helping hand – sometimes in the form of a health power-up or a shield, other times even offering Kirby a piggy-back ride! These characters also appear in the multiplayer mode. *Kirby 64* offers three different multiplayer games which can all be attempted with up to four players. These consist of a race, a catching competition and a strange painting contest on a square grid which is easily as addictive as the original multiplayer *Bomberman*! All three games have four levels of difficulty and with each new level the gameplay changes slightly, new hazards are added and the CPU opponents get that much better.

Morphin' Magic!

On the face of it, *Kirby 64* appears to be a game very much aimed at kids like *Yoshi's Story*, however unlike the latter title *Kirby 64* is incredibly good fun for older gamers too. The sheer variety of the things that Kirby can transform into provides some great humour and the multiplayer mini-games – while they look simple – are incredibly addictive and extremely hard to put down. Shouts of "Who's that bloody pink blob that keeps nicking my fruit?" rang across the office long after we should've all been hard at work on other things and it's safe to say that *Kirby 64* is going to be a game that will get a lot of use in the coming months.

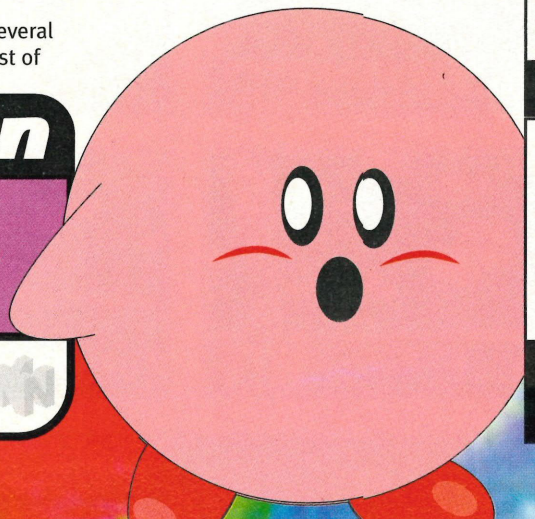
While the game is only available on Japanese import at the moment, it's one of those games where there's not a whole lot of Japanese text so the gameplay isn't spoiled. However, you're still probably better off waiting for the PAL translation to arrive because it's bound to be cheaper if nothing else. Whatever you do make sure that you don't miss out on this cracking title though! ■

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2nd opinion

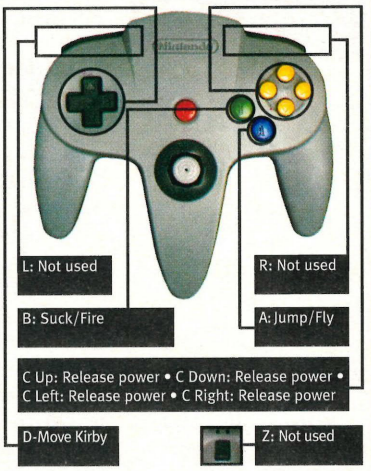
A highly polished game and immense fun to play, *Kirby 64* is stuffed with details and touches to make you smile. The only slight drawback to this game is that it can be finished a little too easily. One for kids and adults alike. MIKE RICHARDSON

Rating N N N N N



64 Bottom Line

Controls



Alternatives

Yoshi's Story: Nintendo
Reviewed: Issue 13, 79%
Mario Party 2: Nintendo
Reviewed: Issue 37, 81%

Rating

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

Overall %

86

Soundbite

Top surreal platform action!

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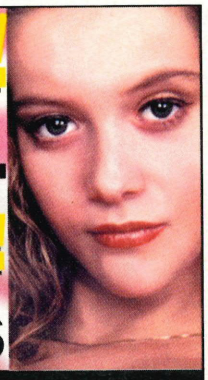
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Roadsters
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Rugrats: Scavenger Hunt
Shadowman
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Written by: Mike Richardson

Taz Exp

There's a big wind a comin'!



Memory Options

MEMORY:
Holds three saves

CONTROLLER PAK:
Not used

Ninfo

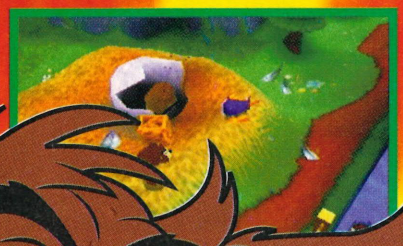
PLAYERS

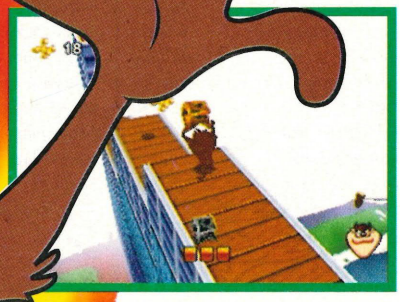
EXPANSION PAK

RUMBLE PAK

Publisher	Infogrames
Developer:	Zed Two
Game Type:	Platform
Origin:	UK
Release:	May
Price:	£39.99

▼ On the mountain level if you leave your crate unguarded for too long a huge eagle flies down and takes it off to its nest.

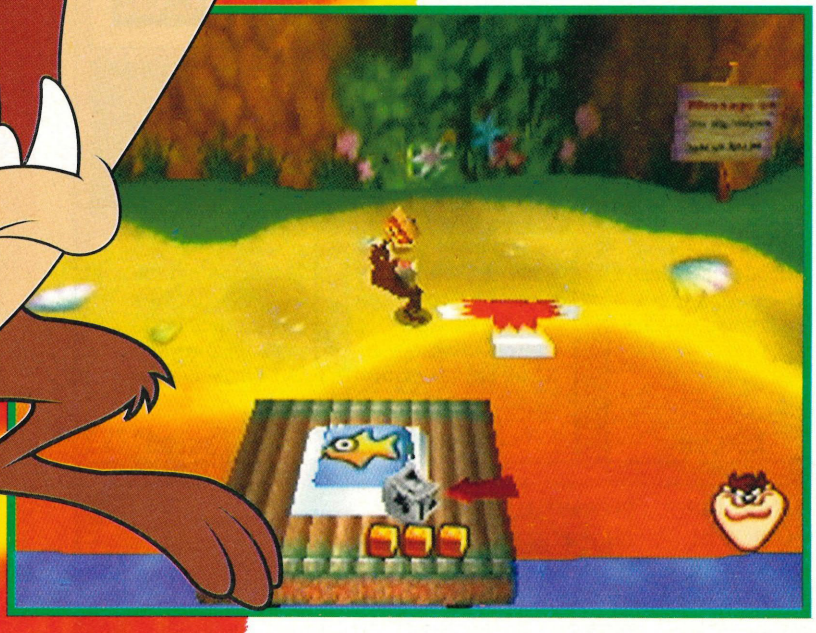


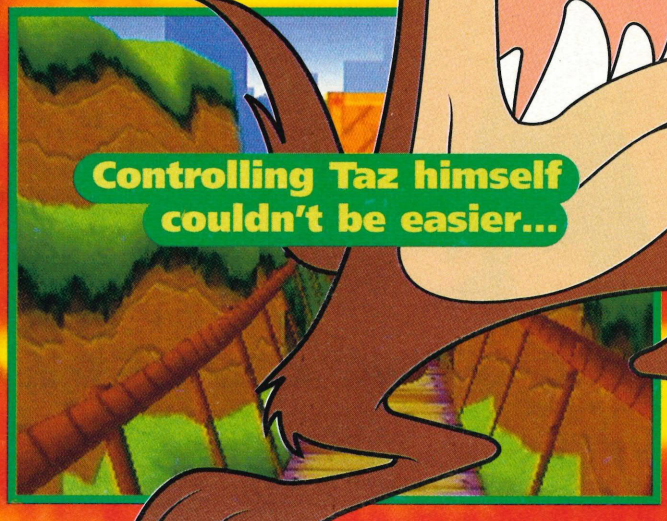


▲ Unfortunately at certain points in the game you have to suffer looking at huge open spaces like this, which is a pain.



▼ Scoffing oversized food is the only way to get health back in this game – some of the stuff even puts Roy's appetite to shame!



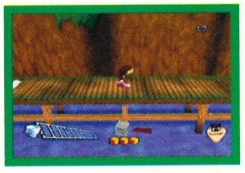


Controlling Taz himself couldn't be easier...

ress



▲ These cars sure have a thing against Tazmanian Devils and their driving is about as consistent as the controls in *Carmageddon 64*!





▲ One of the best things about this game is that you can destroy pretty much everything with your spin – scenery included!

Another famous screen cartoon hero makes a move onto the N64 and this time it's the one and only psychotic Tazmanian Devil. Rather unsurprisingly developer Zed Two has chosen to turn this licence into yet another platform game but unlike the big screen conversions of *Toy Story 2* and *A Bugs Life* this game actually throws in a few original ideas.

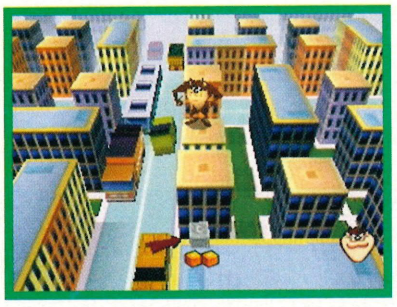
The objective in *Taz Express* is for you to deliver a crate across to the other side of your home island. You see apparently your equally spin-happy better half Mrs Taz has gone out and got you a job at the ACME postal service! God knows who the other candidates were but if they chose Taz to deliver a package safely then we probably don't want to know! Anyway this is where the originality comes in because instead of a set amount of health for Taz you have limited lives for the box. What this means is that in true 'toon style Taz cannot die but damage the crate and he's in serious trouble!

Puzzle-Taz-Tic!

This actually makes for some really addictive puzzle-filled gameplay as you cannot do half the things like jumping or spinning when you have the crate. So instead you need to work out a route through each of the themed levels without leaving the crate open to attack from the many dangers set there to



▼ Samurai robots chasing you and laser turrets opening fire? It's just another day in the life of Marvin the Martian's bizarre home planet!





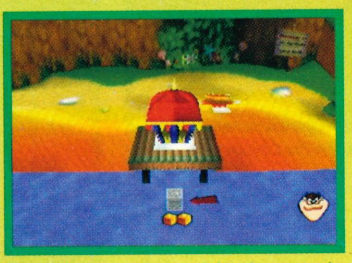


$64,000 Question

- ⊕ Original idea
- ⊕ Just like the cartoons!
- ⊕ Simple controls
- ⊕ Fun to play
- ⊖ Bad pop-up at times
- ⊖ Bland textures
- ⊖ Can get repetitive
- ⊖ No multiplayer

All Change!

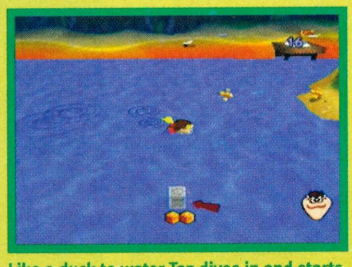
When you finally finish the game you are awarded a prize which can then be used when you go through the game a second time. This is essential for visiting some new, unseen parts of the game.



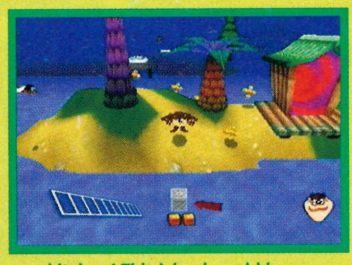
Find and step onto one of the change pads and a kiosk erects around Taz so that no one can see him getting changed.



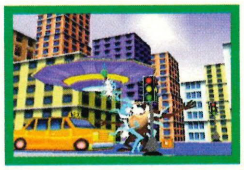
Oh yes, very fetching! A snorkel, mask, flippers and a rubber ring – everything a Tazmanian Devil needs to go swimming.



Like a duck to water Taz dives in and starts paddling out to sea, those flippers don't last long so dry land better come soon...



...and it does! This island would be inaccessible without the flippers and that purple door leads to a race mini-game!



▲ Marvin The Martian give Taz some shock therapy treatment which has some unfortunate side effects – it makes him ten stories tall!





▲ On the Coyote levels you have to race Road Runner-style along the screen to catch up with the wolf, who has stolen your crate.



▲ The last thing you want to happen is for your crate to become too damaged. After three knocks it disintegrates in a coloured haze.

▼ When Taz goes into a spin there isn't much that can stand in his way! Don't let Tazmanian Devils near your computer consoles!

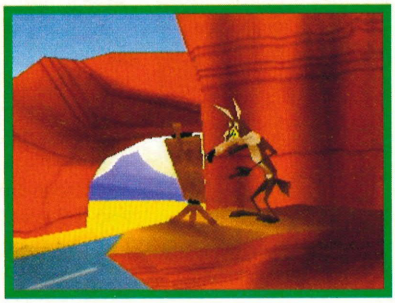
annoy you. On one of the levels you have to line up several catapults before dropping the crate onto them and then you can only wait and watch to see if all your work was in vain!

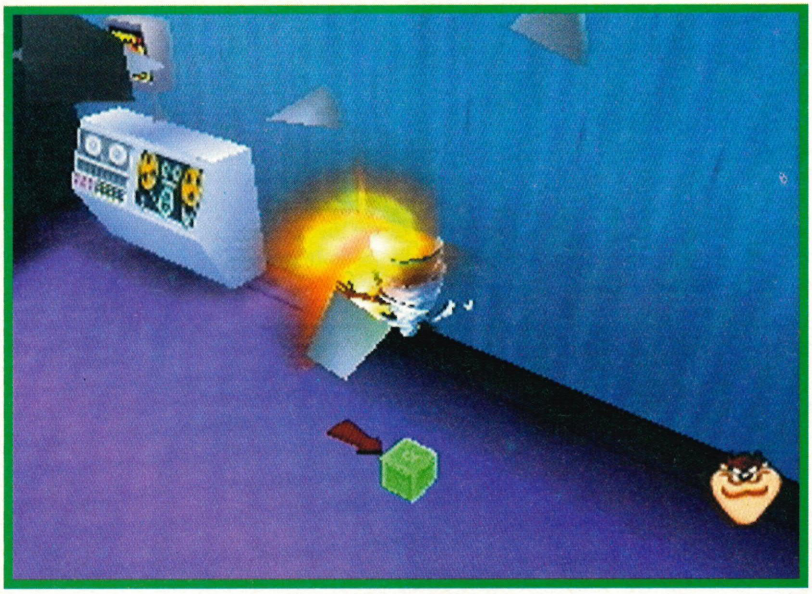
There are loads of puzzles in the game like this which don't exactly tax the old grey matter that much but which do provide a challenge. Just because you know how to do something in this game doesn't necessarily mean that you'll be able to actually do it! As well as all the normal stages in *Taz Express* you also get various bonus levels dotted around the game. These basically consist of a race against the clock to a finish line but as you might expect nothing's ever quite as simple as that. The mad ball of hair that is Taz gets to skate, fly and swim against the clock!

Go Gadget Go!

Depending on which of the three doors you choose to go through at the start of the game, at the end of the game you are awarded a bonus item. Now if you go through the game again you can use this item to access new areas of each level. This is a great way of getting some much needed replay value because you will have to go through the game more than a few times before you can finish it completely which is most definitely a good thing considering the lack of any multiplayer modes in *Taz Express*.

The animation in the game itself is very amusing. Whether it's Taz eating a giant pizza or him waving goodbye as he drowns, *Taz Express* looks like it could've come straight out of a Warner Brothers cartoon. This does suit the game extremely well but it can be a little too plain in places and you can't help but feel that the game needs to push the cartoon quality a little further. The levels luckily never become too monotonous and the colours are vibrant but the whole thing still needs just that little bit more...



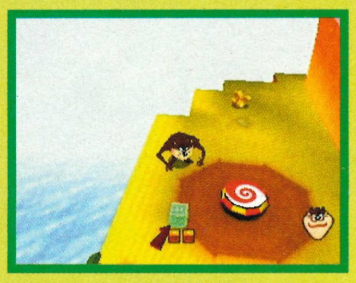




Chaotic Spinning

Another feature which suits the game well but still feels a little too weak is the sound. The noises that come out of Taz as he careers around the levels are superb. It's amazing how much character a few grunts, screams and groans can give to an on-screen animal! What do let this game down though, are the other sound effects which can seem a tad dull next to the main character's ranting and raving. Having said that the main focus of the game is on Taz and he does make enough noise for everyone as he wreaks havoc in each level.

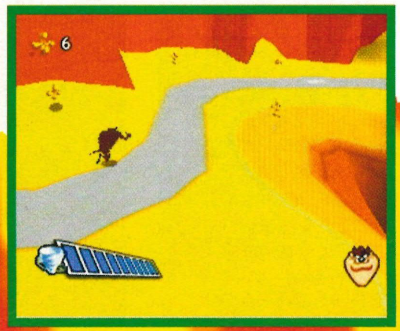
The idea in *Taz Express* may be to protect the crate but there's also a lot of fun to be had just destroying all that you come across in the levels! Laying to waste each area as you go through it and controlling Taz himself couldn't be



A Blur Of Teeth & Fur

If you don't have the space or the time to get up the speed needed to go into a spin, all you need to do is look for one of these spin pads. Step onto one and Taz automatically goes into auto-destruct mode, racing around the level. Be warned though – he's tricky to control!





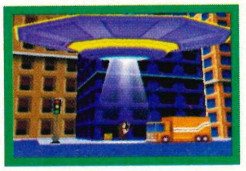


▲ Taz encounters a rather unfriendly bird thingy – they're a bit of a pain so feel free to just lob them into orbit!

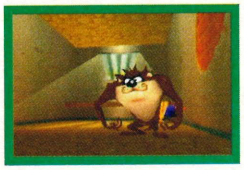
easier. All of the controls for our furry friend are accessed through the control stick and the A and B buttons. There's no memorising complex button combinations or special moves in this game – the emphasis instead is purely on enjoying yourself. The only thing which *can* be difficult to do is getting up enough speed to go into a spin but once you get the hang of this there's loads of fun to be had.

Comical Fogging

Thankfully you also get the option of being able to spin the camera around you on most of the levels. This is a God-send in some areas where the perspective is constantly changing and moments arise where you just can't see what's going on. For the most part *Taz Express* uses quite a high camera angle to show the action but when you do get the privilege of a low camera you can see why! Basically the game has quite bad pop-up and fogging. In some areas of the game all you get is a huge uninspiring plain white open space with a couple of platforms to jump across! Fortunately the high camera angle does hide this for the most part but when it doesn't, it really can spoil an otherwise colourful game. *Taz Express* is a fun platform puzzler which would benefit from a few refinements here and there but is otherwise very playable. Definitely a good one for the kids but with enough of a challenge to keep the older gamers infuriated! ■

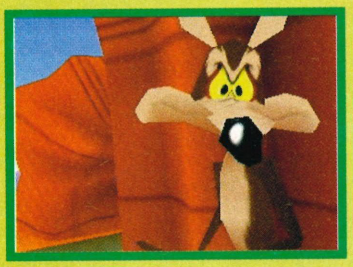


▲ Taz is being abducted by aliens! Where's Agent Mulder when you want him? And the gorgeous Dana Scully of course...



Familiar Faces...

Each of the worlds is themed around other Warner Brother characters who also make an appearance to provide the main challenge in each level. Marvin The Martian, Yosemite Sam and Wilie E Coyote all pop up at one time or another to try and thwart your delivery plans.



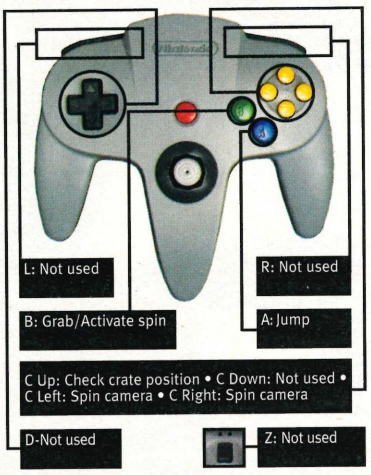




Makes for some really addictive puzzle – filled gameplay!

64 Magazine Bottom Line

Controls



Alternatives

Tarzan: Activision
Reviewed: Issue 39, 85%
Toy Story 2 Activision
Reviewed: Issue 36, 82%

Rating

Graphics

Audio

Gameplay

Challenge

Overall %

82

Soundbite

A fun platformer with good puzzle elements.

2nd opinion

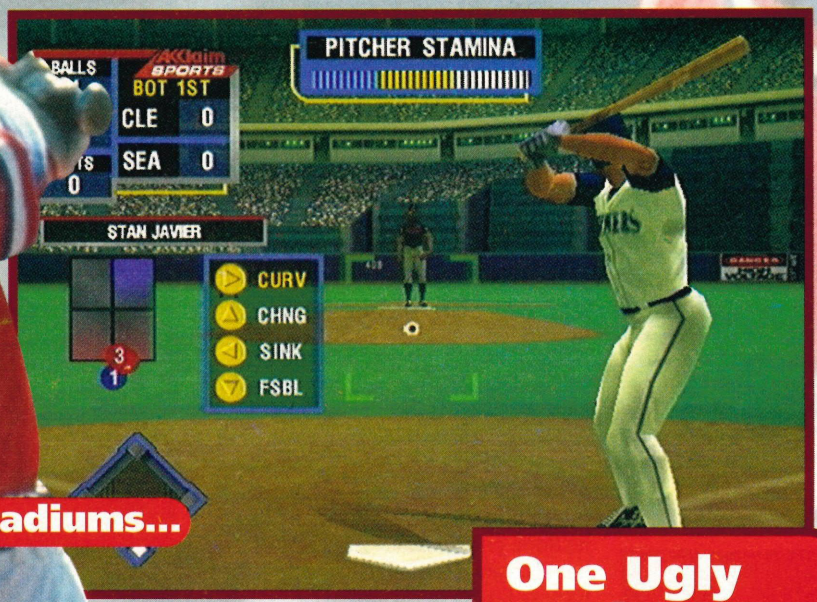
Taz Express is a very colourful game which is surprisingly good fun to play (the initial preview versions were a little dull to say the least!) While it's not in the same league as games like *Zelda* and *Perfect Dark* it's definitely worth taking a look – give it a try! ROY KIMBER

Rating

Written by: Mike Richardson

AllStar Bas

If you build it, they will come...



Memory Options

MEMORY:
N/A

CONTROLLER PAK:
Saves games and stats

An over the top game of rounders played in huge stadiums...

Ninfo

PLAYERS

EXPANSION PAK

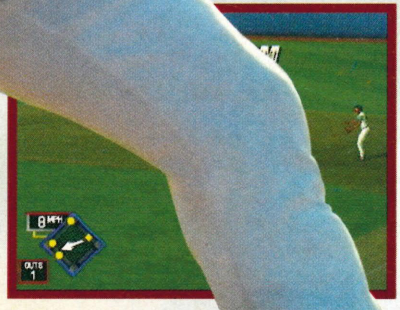
RUMBLE PAK

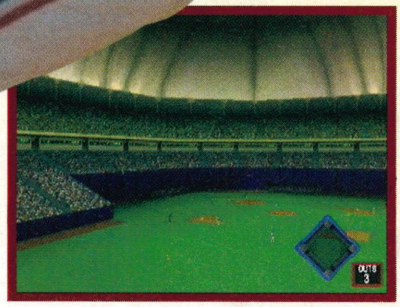
Publisher	Acclaim
Developer:	Acclaim
Game Type:	Sports sim
Origin:	US
Release:	Out now (import)
Price:	£44.99

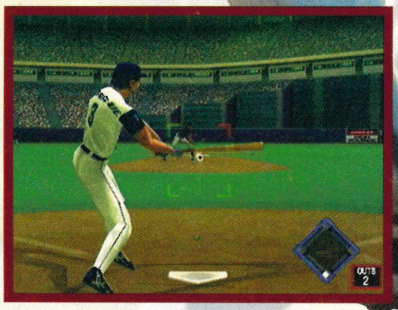
$64,000 Question

- ⊕ Fun to play
- ⊕ Sharp crisp graphics
- ⊕ Loads to do
- ⊕ Good controls
- ⊖ Can get repetitive

▲ Just check out the amount of information your pitcher gets before he makes his play – surely it's impossible not to get three strikes!







One Ugly Mother

Like practically every other sports game on the market now *All Star Baseball 2001* includes a 'create a player' option. You can in fact change virtually every detail about each player and make up an entire team to take into the league! We've made a face guaranteed to scare the other teams into submission!



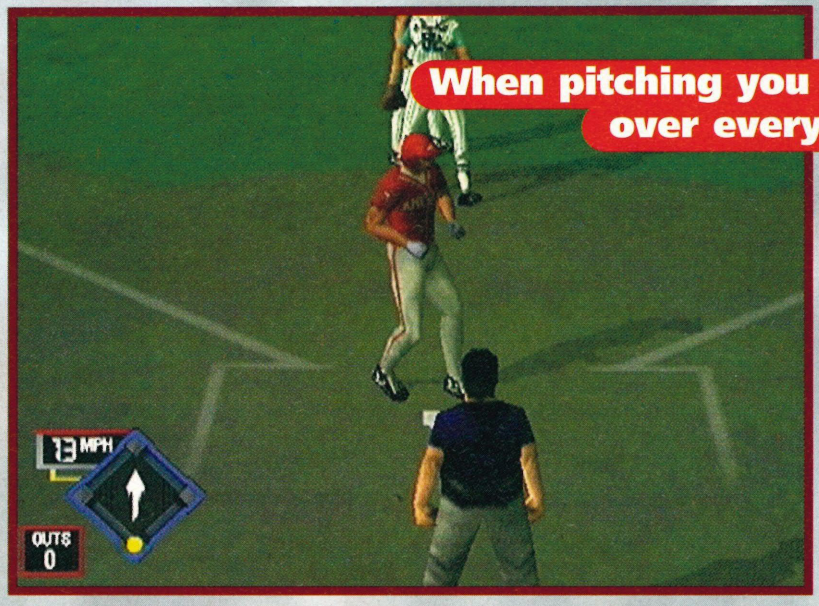


eball 2001



▲ Before each match the players get all patriotic and stand in line, hands on chest, honouring their national anthem.





When pitching you have control over every aspect of the ball...

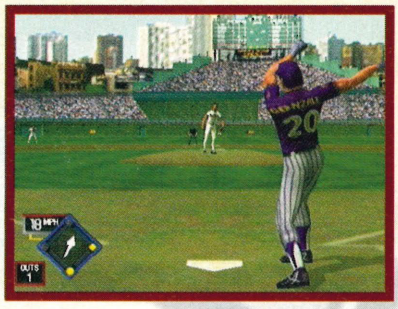
▲ If the players have the time to spare whilst running from base to base then they stop to do a little dance on each one – the ruddy show offs!

Unless you spend a lot of time sitting glued to Sky Sports then baseball is probably going to be pretty much a sport lost on you. In fact the closest you're likely to have come to it is either playing softball at school or committing serious crimes with an aluminium baseball bat! However, just because we Brits don't have that much of an interest in the sport (as a whole) that doesn't mean that you can't have some great fun playing this game. Just think of Baseball as an over-the-top game of rounders played in huge stadiums by blokes in pin-striped pyjamas! Anyone could enjoy themselves playing it!

The first thing that really stands out about this game is the graphical quality. There may be silly pin-stripe uniforms on some of the teams, but when each and every stripe is as crisp as this then it's just about forgivable. The lovely high-resolution graphics we've come to expect from the *All Star Baseball* series are here all present and correct. Nice player models, good lighting effects and faithfully recreated stadiums give you the full sporting experience and if you do know your baseball players then you'll even be able to spot them from the faces in this game! Plus of course you also get the obligatory updates of players and stats in *All Star Baseball 2001* to ensure maximum realism.

▼ Position your fielder near the orange mark on the ground and he automatically catches the ball! It couldn't be simpler.



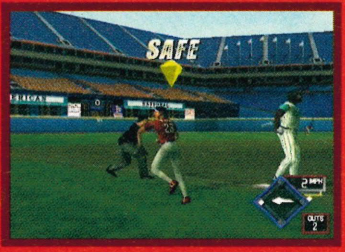


Major League

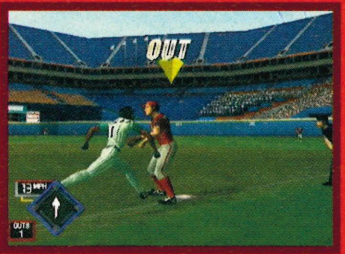
To give even more realism to the players there are some great animations in this game – and we're not just talking about 'player hits ball' here either. Get struck out and your batter storms from the pitch with his head low! More amusing still... if he gets really annoyed then he flings the bat across the floor in a fit of anger. A demonstration of just how

Shake It All About

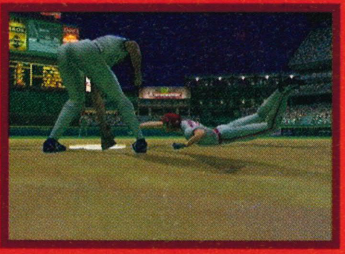
If you can get the ball to the bases quick enough when fielding then you can knock out one of the opposing team.



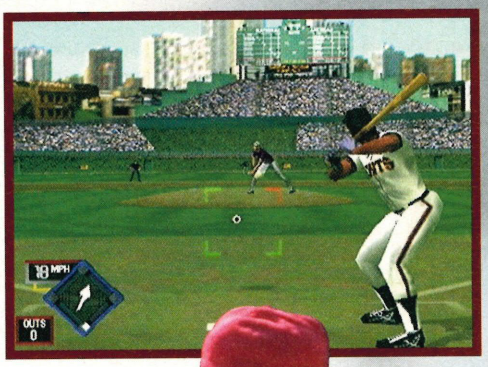
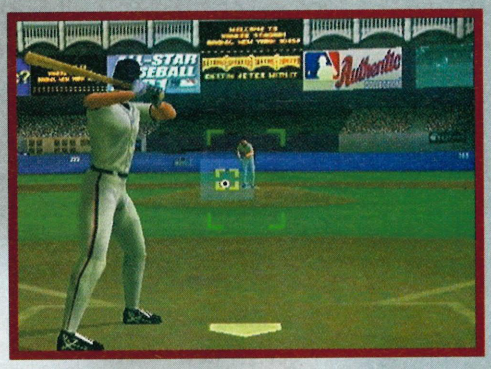
Unfortunately you weren't quick enough this time and the opposition manage to get a man to first base.



Now that's what we call close! Just one more step and this player would've made it onto the base.



There's always one who has to take it a little more seriously, if it's close to the line the players try to dive onto the base!


seriously the Americans take this sport! To top it off you get some equally smooth animations from the fielders as they try their utmost to thwart the opposing team and catch the ball.

If you're intent on getting a baseball game then get this one...

Unfortunately, this is something which is all too easy to do and if anything this is one of the let-downs of a game which is a little too simple to play. An intuitive control system is always a refreshing thing to see in any game but in *All Star Baseball* it does take some of the skill out of the play. Fielding and want to catch the ball? then position your player on the mark on the ground which shows where the ball is going to land! Fair enough this destination mark can be turned off but the point is you never drop the ball! Who do they think they are? Professional ball players? Similarly, when pitching you have control over every aspect of the ball apart from what power you throw it at. What this means is that you're guaranteed the fastest possible speeds for each type of throw.

Bull Durham

This is just a small grudge though, because otherwise it's a fun and simple to use control system. When pitching a ball you can choose from a massive list of different plays, as well as where you want to throw them and any aftertouch that you want to apply! The list consists of fastballs, curves, sliders, changeup, split finger, sinker, screwball, knuckleball, palm ball and spit ball! This is impressive enough but what's even more startling is the fact that when you are pitching against each player you get a small hint as to their weaknesses. Sectioned boxes show you which areas are best to pitch to and which kind of throws are best to use – very handy!

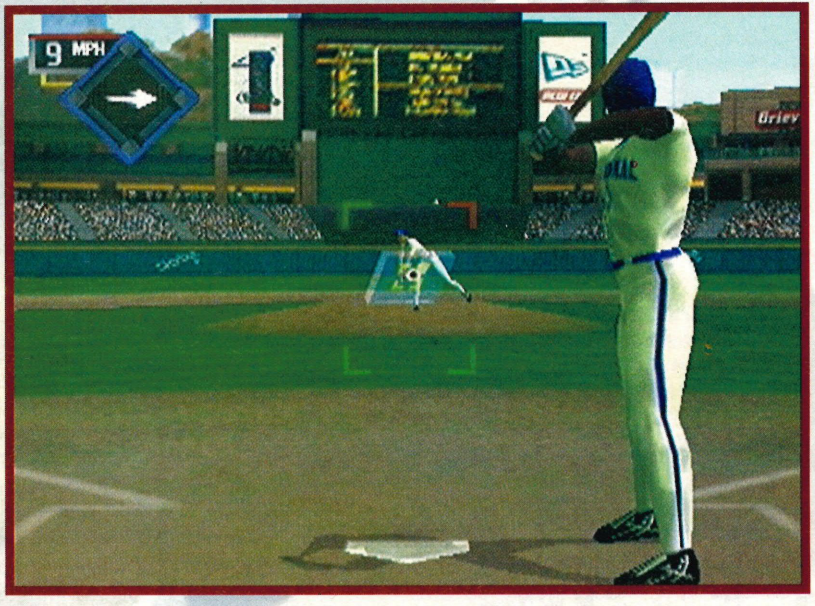
A League Of Their Own

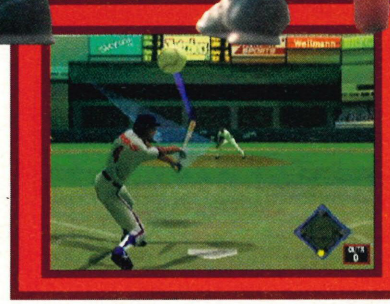
The easy to use controls don't end there though, because when batting you can choose exactly the direction you would



▼ When batting you can angle the blue square in the centre to whichever direction you'd like to hit the ball – aim high for a home run!

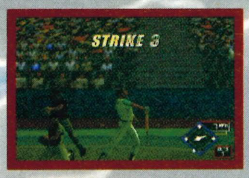




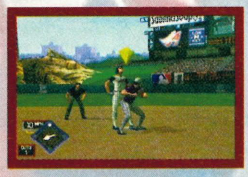


What Big Balls You Have!

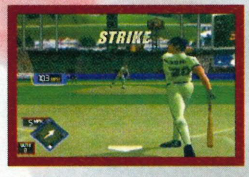
Enter BCHBLKTPTY as a code in the cheat menu and it makes the baseball turn into a huge beachball!



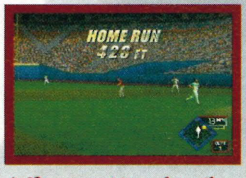
▲ He's not going to get very far holding the bat like that, obviously a rookie! No wonder he was struck out so easily!



▲ That fielder is quite obviously flirting with the runner on his base – at least there's no rivalry between the two teams then!



▲ Now that's a fast ball throw! Speeds of around 90mph are common but with the wind on your side you can get up to over 100mph!



▲ If you want to rack up the points the best thing to do is hit the ball out of the play area or even the stadium, for a home run!

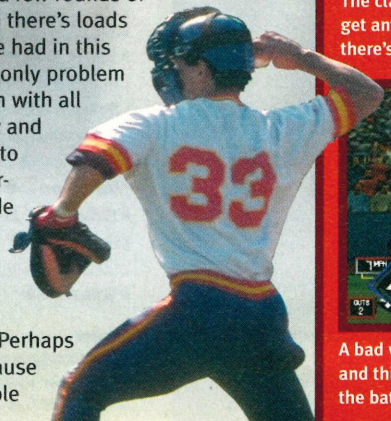
like the ball to go. Obviously this is going to be affected by what spin the pitcher has put on the ball but at least it gives you some kind of an idea. The batting is in fact the most difficult part of the game because you have to be extremely precise to hit the ball as it comes in – not an easy task when it's travelling at up to 100 miles per hour!

Fortunately, in arcade mode you don't need to worry too much about aiming for the ball because as long as your timing is right the ball will fly regardless! When you do hit the ball there is an immense feeling of aggressive release. You find yourself pushing down extra hard on the button to hit the ball despite the fact it doesn't make any difference in the game! It does feel good though and makes for superb stress relief! Just turn on your N64 and go straight into the hitting practice mini-game to vent any unwanted anger. The satisfying flurry of organ music after you hit a home-run makes the abuse of the pad all the more worthwhile.

Field Of Dreams

There's certainly plenty to do in this game! As well as the hitting practice you've got arcade mode, league mode, playoffs, management mode and the home-run mini-game. That's without even mentioning the fact that all can be with up to four players! This means if you ever convince three mates to partake in a few rounds of catch, then there's loads of fun to be had in this game. The only problem is that even with all this variety and the option to play in four-player mode this game can still get just a little too repetitive. Perhaps this is because of the simple control system or maybe it's because we're just not American. Whatever the reason – unless you're dedicated to your baseball this could get monotonous after a while.

Worst of all, if you already have *All Star Baseball 2000* then there is little reason to put your hand in your pocket for this game. Only die-hard fans of the sport would care about updated statistics and as the sport isn't that popular over here it's unlikely that there are that many big fans. This is probably the reason the game isn't getting a UK release. If you're intent on getting a baseball game then get this one but if you don't want the hassle of importing, stick with the *2000* version. ■



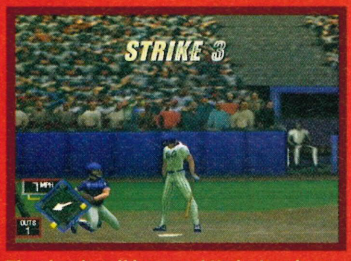
2nd opinion

Like the games that came before it this one is absolutely gorgeous to look at and surprisingly fun to play even if you don't know a whole lot about the sport (unlike most American Football games I could mention). Definitely worth taking a swing at! ROY KIMBER

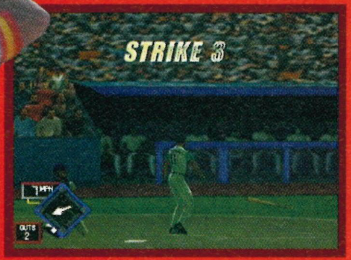
Rating 4

...And You're Out

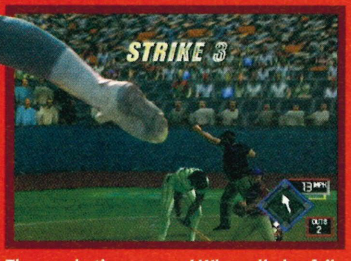
Miss three balls and get struck out and your player leaves the pitch, a tad miffed to say the least!



The classic sulking pose! He isn't going to get any sympathy from the coach though, there's no room for incompetent players.



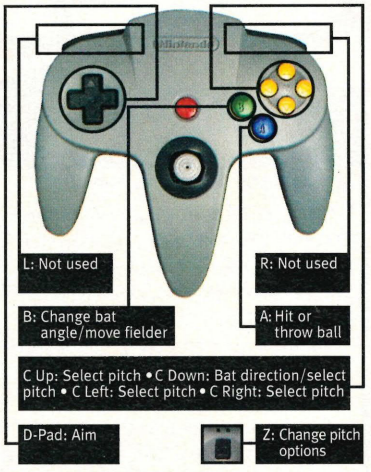
A bad workman always blames his tools and this guy is no exception as he flings the bat across the floor!



The psychotic response! When all else fails what is there left to do other than beat the very earth to death with your bat?

64 Magazine Bottom Line

Controls



Alternatives

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

Rating

Graphics 4

Audio 4

Gameplay 5

Challenge 3

Overall %

85

Soundbite

The best baseball game you can find on the N64!

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



Sponsored by Xplorer 64 from Blaze

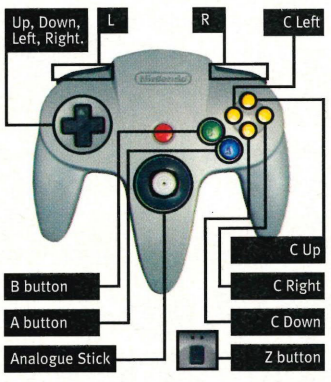
Cheat Central is now sponsored by Blaze and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64 MAGAZINE readers every issue!

To enter, just answer this question:

"What mark did we award Perfect Dark last issue?"

Send your answer to *Xplorer (40) compo* at the usual address, to arrive before 15 June 2000!

Pad at a glance



GOLDE

Now that *Perfect Dark* is shelf-bound, the kind boys at Rare have decided to finally release some push-button cheats for their classic first-person shooter, *Goldeneye*. Originally Rare told us that there were none, but they lied so here's the full list. To enter the codes hold down the corresponding shoulder button and then press either the D Pad or the C Button before releasing the shoulder button and then entering the next part of the code.





In-Game Cheat Codes

Enter these cheats at any point during normal gameplay:

Invincibility

L Button and ▼
R Button and C ▶
R Button and C ▲
L Button and ▶
L Button and C ▼
R Button and C ▲
L Button and ▶
R Button and ▼
L Button and ◀
L Button and R Button and C ▶

All Guns

L Button and R Button and ▼
L Button and C ◀
L Button and C ▶
L Button and R Button and C ◀
L Button and ▼
L Button and C ▼
R Button and C ◀
L Button and R Button and C ▶
R Button and ▲
L Button and C ◀

Maximum Ammunition

L Button and R Button and C ▶
R Button and ▲
R Button and ▼
R Button and ▼
L Button and R Button and C ▶
L Button and R Button and ◀
R Button and ▼
R Button and ▲
L Button and R Button and C ▶
R Button and ◀

Line Mode

R Button and C ▼
L Button and R Button and ▼
L Button and ▶
R Button and C ▲
L Button and R Button and C ▶
R Button and ▲
L Button and ▼
L Button and ▶
R Button and C ◀
R Button and C ▲

Invisibility

R Button and C ◀
L Button and R Button and C ▲
L Button and R Button and ◀
L Button and R Button and ▲
R Button and ▲
L Button and C ◀
R Button and C ▲
L Button and C ▼
L Button and R Button and ◀
R Button and ▶

Invisibility In Multiplayer

L Button and C ▲
L Button and R Button and C ◀
R Button and ▲
L Button and C ▶
R Button and C ◀
L Button and ▶
L Button and R Button and C ◀
L Button and C ▶
L Button and ▲
L Button and R Button and C ▼

Level Select Codes

Enter the following codes on the mission select screen. You must enter them in order to unlock each level one at a time – you cannot for example unlock Bunker 2 unless you've unlocked all the levels before it first. Be warned though, unlocking each level completes the level before it on Agent mode only!

Facility

L Button and R Button and C ▲
R Button and C ◀
L Button and ◀
R Button and C ▲
L Button and ◀
R Button and C ▼
L Button and C ▶
R Button and ▶
L Button and R Button and C ▲
L Button and ▶

Runway

L Button and R Button and ◀
R Button and ◀
L Button and C ▲
L Button and ◀
R Button and C ▲
R Button and C ▼
R Button andC ▶
R Button and ▶
L Button and ▼
R Button and C ◀

Surface 1

R Button and C ◀
L Button and R Button and C ▲
L Button and ◀
R Button and ▲
R Button and ◀
L Button and ▲
R Button and C ▼
L Button and ▶
L Button and C ▶
L Button and R Button and ▼

Bunker 1

L Button and C ▼
R Button and ▶

GOLDENEYE

L Button and C ▶
R Button and C ◀
L Button and C ▼
L Button and R Button and ◀
L Button and C ▶
L Button and R Button and ▲
R Button and C ▶
L Button and ▲

Bunker 2

L Button and ▼
R Button and ▼
L Button and R Button and C ▲
L Button and ◀
L Button and R Button and ▶
L Button and C ◀
R Button and ▶

R Button and ◀
R Button and C ▼
R Button and C ▲
L Button and ▼

Depot

L Button and ▼
L Button and ▼

L Button and C ▼
R Button and ▼
L Button and ▶
R Button and C ▶
R Button and C ▼
R Button and ◀
R Button and ◀
R Button and C ▲
R Button and ◀
L Button and R Button and C ▲

Caverns

L Button and ▼
R Button and C ▼
L Button and R Button and ▲
L Button and ▶
R Button and C ▲
R Button and C ◀
R Button and ▲
L Button and C ◀
L Button and ▲
R Button and C ◀

Cradle

L Button and R Button and C ▲
L Button and ◀
R Button and ▼
L Button and ▼
L Button and C ▲
L Button and ▼
R Button and ▶
R Button and C ▲
L Button and C ◀
R Button and ▶

Cheat Menu Codes

Enter the following codes on the cheat menu screen – a beep confirms correct entry with each code. Once entered return to the main menu then re-enter the cheat menu to see your chosen cheat just waiting to be selected.

Paintball Mode

L Button and ▲
C ▲
R Button and ▶

L Button and R Button and C ◀
L Button and ▲
R Button and C ▼
L Button and C ▼
L Button and R Button and C ▼
L Button and R Button and ▲
L Button and C ▼

Invincibility

R Button and ◀
L Button and ▼
◀
▲
▼
R Button and C ◀
L Button and C ◀
L Button and R Button and ◀
L Button and R Button and ▶
L Button and C ◀

DK Mode

L Button and R Button and ▲
C ▶
R Button and ◀
R Button and ▲
▲
R Button and ▶
▲
L Button and R
Button and C ▼

L Button and R Button and ▼
L Button and R and C ◀

2X Grenade Launcher

R Button and ▼
R Button and ▲
▶
L Button and R Button and C ▼
L Button and ▶
R Button and ◀
◀
▼
▲
R Button and C ▼

2X Rocket Launcher

R Button and ▶
L Button and ▲
▼
▼
R Button and C ▼
L Button and ◀

Silo

L Button and ▲
R Button and C ▼
L Button and ◀
R Button and ▼
L Button and C ◀
L Button and R Button and C ▶
L Button and C ▲
R Button and ▶
R Button and ▶
R Button andC ▶

Frigate

R Button and C ▲
L Button and ▼
R Button and C ▶
L Button and ◀
L Button and R Button and ▲
L Button and R Button and C ▼
R Button and C ▶
R Button and ▲
L Button and R Button and C ▼
R Button and ▲

Surface 2

L Button and C ▼
L Button and R Button and C ▶
R Button and C ▶
R Button and C ▲
R Button and C ◀
L Button and ▶
L Button and R Button and C ▲
L Button and C ▲
L Button and R Button and ▼
L Button and C ▶

L Button and C ▲
L Button and ◀
L Button and C ▼

Statue

L Button and R Button and C ▼
L Button and R Button and C ▼
L Button and ▶
L Button and R Button and ◀
R Button and ◀
R Button and C ▶
L Button and R Button and ◀
R Button and C ▲
R Button and C ▼
R Button and ▶

Archives

R Button and ◀
L Button and R Button and ▲
L Button and R Button and C ▼
R Button and ◀
L Button and R Button and C ▶
L Button and ◀
L Button and R Button and ▶
L Button and R Button and C ▼
L Button and ▲
R Button and C ▼

Streets

L Button and R Button and C ◀
L Button and C ▶
L Button and ▲
L Button and R Button and C ▼
R Button and C ▶
R Button and C ▼

R Button and C ▼
L Button and C ▶
L Button and R Button and ▶
R Button and C ◀
L Button and ▼
L Button and C ◀
L Button and C ▶
L Button and ▲

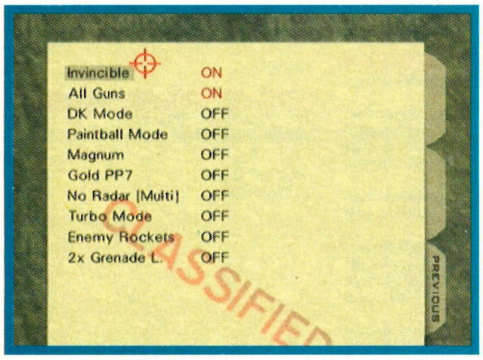
Train

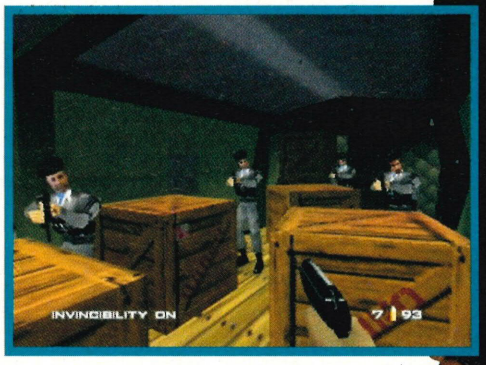
R Button and ◀
R Button and C ▼
R Button and C ▶
L Button and R Button and ◀
L Button and ▶
R Button and C ▼
L Button and ◀
L Button and R Button and C ◀
L Button and ▲
L Button and C ▲

Jungle

R Button and C ▼
R Button and ◀
L Button and R Button and ▲
R Button and ▶
R Button and ▼
R Button and ▼
R Button and ▲
R Button and C ◀
R Button and C ▲
L Button and R Button and ◀

Control Centre







CHEAT CENTRAL

L Button and C ◀
R Button and ▲
R Button and ▼
R Button and C ◀

Turbo Mode

L Button and ▼
L Button and C ▼
L Button and R Button and ▲
R Button and C ▼ ◀
R Button and ▼
L Button and C ▼ ▲
R Button and ▼
L Button and ▶

No Radar

R Button and ▲
C ▼
C ◀
C ▲
L Button and ▼
R Button and ▲
C ◀ ▶
R Button and ◀
R Button and ▶

Tiny Bond

L Button and R Button and ▼
R Button and ▼
L Button and C ▼ ◀

R Button and C ◀
L Button and R Button and C ▼ ▶ ▼
R Button and C ▼
R Button and ▶

2X Throwing Knives

R Button and C ◀
L Button and ◀ ▲
L Button and R Button and ▶ ▶
L Button and R Button and C ◀
L Button and R Button and C ◀
R Button and ▼
R Button and ◀
R Button and C ◀

Fast Animation

L Button and C ▼
L Button and C ◀
C ▼
C ▶
C ◀
L Button and R Button and ▶
C ▶
L Button and R Button and ▲

R Button and C ◀
L Button and ◀

Invisible Bond

L Button and R Button and C ◀
L Button and R Button and C ▼
L Button and C ◀
R Button and C ◀
R Button and ▶
L Button and R Button and ◀
L Button and ▶ ◀
L Button and R Button and C ◀
L Button and ▼

Enemy Rockets

L Button and R Button and C ▼
C ◀
R Button and C ▼
C ▼
C ▼
L Button and R Button and C ▼
L Button and R Button and ▲
C ▼
R Button and ▲
L Button and ▲

Slow Animation

L Button and R Button and ◀
L Button and R Button and ◀
L Button and R Button and ▼
L Button and R Button and ◀
C ▶
L Button and R Button and ▼
L Button and R Button and ▼
L Button and ▼
C ◀
C ▲

Silver PP7

L Button and ◀
L Button and R Button and ▲
L Button and ▶
L Button and R Button and ▲
L Button and R Button and C ◀
L Button and R Button and ◀
L Button and R Button and ▼ C ▼
L Button and R Button and ▶
L Button and R Button and ◀

2X Hunting Knives

R Button and C ▼

L Button and ▶
R Button and C ◀
R Button and ▶
L Button and R Button and ▶
L Button and R Button and ▲
L Button and ▼
R Button and ◀
L Button and ▶
L Button and C ◀

Infinite Ammo

L Button and C ◀
L Button and R Button and ▶
C ▶
C ◀
R Button and ◀
L Button and C ▼
L Button and R Button and ◀
L Button and R Button and C ▼
L Button and ▲
C ▶

2X RCP90

▲ ▶
L Button and ◀
R Button and ▼
L Button and ▲
L Button and C ◀
L Button and ◀
C ▶
C ▲
L Button and R Button and ▼

Gold PP7

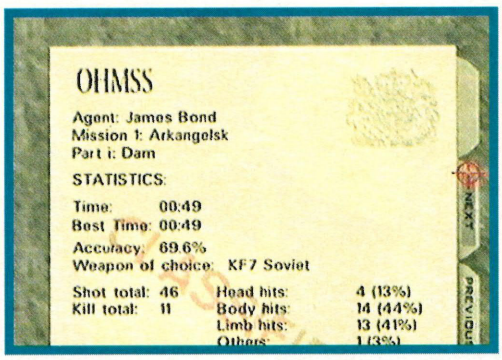
L Button and R Button and ▶
L Button and R Button and ▼
L Button and ▲
L Button and R Button and ▼ C ▲
R Button and ▲
L Button and R Button and ▶
L Button and ◀ ▼
L Button and C ▼

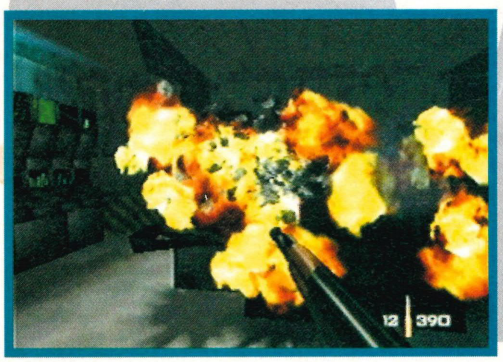
2X Lasers

L Button and ▶
L Button and R Button and C ◀
L Button and ▼
R Button and ◀
R Button and ▼
L Button and ▶
C ▲ ▶
R Button and ▶
L Button and R Button and ▲

All Guns

▼ ◀
C ▲ ▶
L Button and ▼
L Button and ◀
L Button and ▲
C ◀ ◀
C ▼







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 62 and try to win one?



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

BEETLE ADVENTURE RACING

Unlock All Cars	e8582249:5963
Unlock All Tracks	e8582245:5958
Unlock All Difficulties	e858224d:595b
Unlock All Cheats	eb685757:595a db5a2d55:5f5f
MultiPlayer Codes	eb5d5757:595a
Unlock All Circuits	db5a2d5e:5f5f

BUCK BUMBLE

Unlimited Lives	e0641528:59b6
Infinite Health	e863dc45:5963
No Bonus Countdown	e0641520:582a

DONKEY KONG 64

Infinite Health	c8d31ede:5956
Infinite Ammo	e8d31ed7:598c
All Characters	edd31ed7:595a
Infinite Crystal coconuts	c8d31eda:57f0
Infinite Camera Film	e8d31edf:5955
99 Coins for Donkey Kong	837fc896:0063
99 Coins for Diddy Kong	837fc8f4:0063
99 Coins for Tiny Kong	837fc9b0:0063
99 Coins for Lanky Kong	837fc952:0063
99 Coins for Chunky Kong	837fcaoe:0063

FORSAKEN

Infinite Bikes	e85a5564:59bb
Infinite Shield	ed6a3a68:5959 e86a3a68:596a
Infinite Hull	ed6a3a66:5959 e86a3a66:5969

JET FORCE GEMINI

Infinite Continues	e8608b47:595c
Juno Character codes	
All Weapons	c876dd14:d04f
Infinite Ammo	cb735756:595a db7cd724:5e41
Maximum Health	e876ddob:595e
Full Health when entering levels	e876dd06:599a
All Keys	c876de70:504f
Vela Character codes	
All Weapons	c876dd9a:d04f
Infinite Ammo	cb735756:595a db7cd7ae:5e41
Maximum Health	e876dd91:595e
Full Health when entering levels	e876dd94:599a
All Keys	c876ddf6:504f
Lupus Character codes	
All Weapons	c876de86:d04f
Infinite Ammo	cb735756:595a db7cd88a:5e41
Maximum Health	e876de7d:595e
Full Health when entering levels	e876de80:599a
All Keys	c876dee2:504f

MARIO GOLF

Special Code - Do Not Use	2c0b1920:0000
Unlimited Power Shots	c86318f4:6688 c86fcb50:6688
Unlock All levels	c8676242:6ae6
All Characters	c8627ef0:5956 c8627eee:5958 c8627ef4:5962 c8627ef2:5964 c8627ef8:595e c8627ef6:5955 c8627efc:5957 c8627e00:5963 c8627ef8:595d



RESIDENT EVIL 2

***Resident Evil* a little too hard for you? How about some zombie repellent?**

Invincibility

When the 'load game' screen appears press Down 4 times, Left 4 times, L, R 2 times, L, C Up then C Down. If entered correctly you will return to the main menu screen.

RAINBOW SIX

Pull the pin and open up some pain on those nasty world-threatening terrorists.

No Flash

Using flash bangs to stun the terrorists, turn on your night vision goggles to avoid the blurring you get when watching the explosions.

Infinite Grenades

When you throw a grenade, hold down Z until you have full power, release and then throw another grenade on full power immediately and you'll get 255 grenades! This also works with flashbangs.

SOUTH PARK RALLY

Unlock some hidden *South Park* characters, m'kay.

Hidden Characters

To unlock each of these *South Park* characters simply complete the following tasks:

MR GARRISON	Finish the Rally Days 2 race
MR MACKEY	Finish the Spring Cleaning race
BIG GAY AL	Finish the Pink Lemonade race
MEPHESTO	Finish the 4th July race
GRANDPA	Finish the Halloween race
JESUS	Finish the Christmas race
SATAN	Finish the New Years Day race
NED	Finish the 4th July race with Kyle
DAMIEN	Finish the Halloween race with Kenny
VISITOR	Collect two pot pies on the Memorial Day race
IKE	Collect the item from the Aeroplane wing on the Memorial Day race
TERRANCE & PHILLIP	Collect four gold cows on the Christmas Day race

Random Track Select

To get the random track selector complete the entire championship mode.



TONY HAWK

Pull off some righteous long grinds and rack up ridiculously high scores with these cheats.

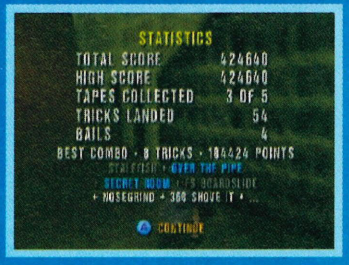
Perfect Balance

To ensure that you never fall off when grinding, pause the game, hold the L button and then press C Up, C Right, Left, C Right, Right, Up, Down.

Get All Tapes

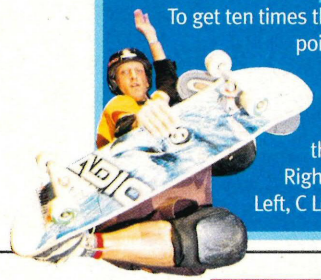
To instantly get all of the tapes off of a level, pause the game, hold the L button and then press C Right, Left, Up, C Up, C Up, Right, Down, Up.





Trick Multiplier

To get ten times the amount of points for each trick, pause the game, hold the L button and then press Down, Right, Up, Right, Up, Left, C Left.



Fast Animation

To increase the speed of your skater, pause the game, hold the L button press Right, Up, Down, Down, Up, Down.

Slow Animation

To decrease the speed of your skater, pause the game, hold the L button and press Down, Down, C Up, C Right, Left.

RAYMAN 2

Infinite Health	c86f1ca4:5970
Infinite Oxygen	c8639dd8:9ce8
Open All Levels	cb5a5756:595a
	db6d6e5e:4a49
Have All Cages	cb5b5756:595a
	db6d6d4e:4a49
Have All Yellow Lums	cb8d5756:595a
	db6d6dd6:4a49
	cb645756:595a
	dc6d6e6a:4a49
Invincible Rayman	c8716078:595a

ROGUE SQUADRON

Infinite Lives	e8675d48:595b
Infinite Shields	e867d1b3:59ff
	c867d1b2:595a
Infinite Missiles	e8661d56:5958
Unlock All Levels	e8675e83:59d0

SHADOW MAN

Infinite Bullets	c85bae8e:596a
Infinite Voodoo	e85bae7e:594f
	e85bae7d:594f
Infinite Air	e85bae72:59f1
Infinite Health	c85bae6e:786a
Infinite Shotgun Shells	c85bae81:5962
Have Calabash	e8575f45:5663
Have Flashlight	e8575aa5:6363
All Items	50001d20:0000
	e85759a5:5963

STAR WARS: EPISODE ONE RACER

Infinite Truguts	c8651e6e:504f
Always finish first	e86873e3:5959
All tracks	c8651e60:504f
	c8651e5e:504f
All Characters	c8651e6c:59cd
	8651e6a:504f

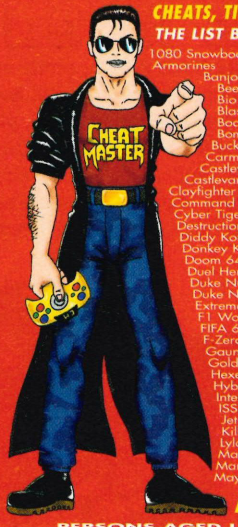
TUROK 2

Activate Cheat Menu	c86869d4:504f
	c86869d2:504f

WRESTLEMANIA 2000

Special Code - Do Not Use	2c0376e0:0000
Dummy Code for Trainer	e8965758:595a
All Characters Available	c85d44ae:504f

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1080 Snowboarding
Armorines
Banjo Kazooie
Beetle Adventure Racing
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64, Hero
Buck Bumble
Carmaggedon
Castlevania
Castlevania: Legacy of Darkness
Clayfighter 64
Command & Conquer 64
Cyber Tiger Woods Golf
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duel Heroes
Duke Nukem 64
Duke Nukem: Zero Hour
Extreme G 1
F1 World Grand Prix
FIFA 64, '99
F-Zero X
Gauntlet Legends
Golden Eye
Hexen
Hybrid Heaven
International Super Soccer
ISS '98
Jet Force Gemini
Killer Instinct Gold
Lylat Wars
Mario 64, Golf, Karts
Mario Party 1, 2
Mayhem: WCW
Micro Machines
Mission Impassible
Mortal Kombat: Trilogy
Ocarina of Time, Legend of Zelda
Pokemon Snap
Pokemon Stadium
Quake 2, 64
Rainbow 6
Rampage World Tour
Ready 2 Rumble Boxing
Revenge: WCW/nWo
Ridge Racer 64
Roadsters
Rogue Squadron: Star Wars
Rugrats: Scavenger Hunt
Shadowman
Shadows of the Empire
Snowboard Kids
South Park
Star Fox/Lylat Wars
Star Wars: Racer, Rogue Squadron
Super Mario
Super Smash Brothers
Tony Hawk's Pro Skating
Top Gear Rally
Toy Story 2
Turok 1, 2, Rage Wars
Vigilante 8 2nd Offence
WCW Mayhem
WCW Vs NWO Revenge
Winback: Covert Operations
Wipeout 64
World Cup '98
World Driver Championship
WWF Attitude, War Zone
WWF WrestleMania 2000
Zelda

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

There are obviously a lot of you out there this month who are getting some practice in for *Perfect Dark* because we've had quite a run on new *Goldeneye* times, some of them actually beating the current top scores! Unfortunately though, the new *Goldeneye* times just aren't impressive enough to earn the Ultimate Player accolade. Instead this month we ask you to bow down to Darren Harris from Birmingham for his unbeatable *Quake II* and *Star Wars: Episode One Racer* times plus some more than competent scores on loads of other games! Congratulations Darren – a wheel is winging its way to you 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 Peters Road
Bournemouth BH1 2JS

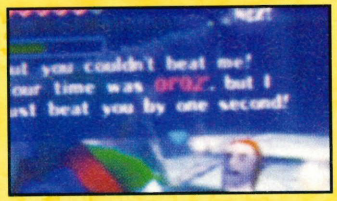
- Include an SAE if you want your photos/videos back.

New Games Needed!

With *Goldeneye*, *1080 Snowboarding* and *Mario Kart 64* pretty much at their high-scoring peak, Scorezone is in need of some new games! We want to see some scores coming in on as many new titles as possible, plus we'd like to see some new names appearing to challenge our regulars. So get going on games like *Mario Party 2*, *BattleZone: Global Assault*, *Quake 2*, *Jet Force Gemini*, *Donkey Kong*, *Tony Hawk's*, *Hydro Thunder*, *Asteroids* and *Ridge Racer*. Step up if you think you're hard enough – Scorezone needs you!



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

GRAVEYARD RACE
0:53 David Ryan, Derby
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham
0:59 Martin Hurley, St Helens

Wetrix

CLASSIC
137278925 James Ellis, Pinner
48104283 David Baker, Great Knowley
42171264 Christine Allum, Rickmansworth
22994050 Ned Pendleton, Brackley
14948238 David Park, Hebburn
14689112 Martin Hurley, St Helens
13119982 Andy Murray, Bournemouth

PRO
7504833 Ned Pendleton, Brackley
1216438 David Park, Hebburn
644326 Mans Ericsson, Sweden
623541 Andy Murray, Bournemouth
594211 Martin Hurley, St Helens
551228 Debbie Blanco, Uddingston
548999 John Dick, Motherwell

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
22100 Darren Harris, Birmingham
21950 Tammy Harris, Birmingham
21450 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

Banjo-Kazooie

Spiral Mountain
0:02:17 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
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
0:12:03 Darren Harris, Birmingham

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
0:19:26 Darren Harris, Birmingham
0:21:01 Richard Dunn, Boston

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

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
0:19:42 Darren Harris, Birmingham

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
0:20:17 Darren Harris, Birmingham

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
4:51:22 John Dick, Uddingston
4:59:31 Martin Hurley, St Helens
5:01:04 Andy Murray, Bournemouth

Quake II

Central Complex
1:45 Darren Harris, Birmingham
1:51 Alexander Cook, Leeds
1:56 Thomas Munn, Leicester

Communications Centre
0:47 Darren Harris, Birmingham
0:58 Thomas Munn, Leicester
0:59 Alexander Cook, Leeds

Intelligence Centre
1:33 Darren Harris, Birmingham

Mario Party

Shy Guy Fly
0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

Slot Car Derby 1
0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham

Slot Car Derby 2
0:34:03 Darren Harris, Birmingham
0:34:20 Anthony Hooley, Breaston

Micro Machines 64 Turbo

The Main Course
00:15:28 Jeffrey Van Der Aa, The Netherlands
00:15:45 Chris Cox, Cambridge
00:15:97 Jeffrey Van Der Aa, The Netherlands

Love Triangle
00:39:17 Jeffrey Van Der Aa, The Netherlands
00:40:02 Ned Pendleton, Brackley
00:40:30 Chris Cox, Cambridge

Beware Of The Dog
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

Crash And Fern
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

Destruction Dirtbox
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

Brake-Fast Bends
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

Calculator Risk
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

Wipeup
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

Tanks Alot
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

Baguette Balance
00:22:07 Jeffrey Van Der Aa, The Netherlands
00:22:71 Ned Pendleton, Brackley
00:23:00 Chris Cox, Cambridge

Trucker's Luck
00:22:95 Jeffrey Van Der Aa, The Netherlands
00:24:32 Ned Pendleton, Brackley

Bikini Blazer
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

Pebble Dash
00:24:93 Jeffrey Van Der Aa, The Netherlands
00:25:70 Ned Pendleton, Brackley

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

Right On Cue
00:19:29 Jeffrey Van Der Aa, The Netherlands
00:19:53 Chris Cox, Cambridge
00:19:85 Ned Pendleton, Brackley

Rack 'N Roll
00:47:36 Jeffrey Van Der Aa, The Netherlands
00:47:97 Chris Cox, Cambridge
00:48:41 Ned Pendleton, Brackley

Pulling Power
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

Stinky Sinks
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

Sand Blaster
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

Swerve Shot
00:06:85 Chris Cox, Cambridge
00:11:86 Jeffrey Van Der Aa, The Netherlands
00:12:03 Ned Pendleton, Brackley
00:12:11 Achillies Zanettis, Kenton

Breakfast At Cherry's
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

Destruction Dirtbox
00:30:01 Ned Pendleton, Brackley

Formula X
00:27:82 Jeffrey Van Der Aa, The Netherlands
00:31:18 Ned Pendleton, Brackley

Learning Curves
00:27:03 Jeffrey Van Der Aa, The Netherlands
00:34:17 Ned Pendleton, Brackley

Chemical Warfare
00:26:99 Jeffrey Van Der Aa, The Netherlands

Cheesy Jumps
00:14:12 Jeffrey Van Der Aa, The Netherlands

Cereal Killer
00:43:48 Jeffrey Van Der Aa, The Netherlands
00:49:23 Andy Murray, Bournemouth
00:52:34 Martin Hurley, St Helens

Wave Race

Sunny Beach
0:55:388 David Ryan, Derby
0:57:863 Adam Tucker, Great Yarmouth
0:58:142 James Eyre, Leicester
0:59:296 Luke Sutton, South Australia
1:00:782 Alan Dundas, Arbroath

Sunset Bay
1:00:029 David Ryan, Derby
1:00:144 Adam Tucker, Great Yarmouth
1:03:207 Luke Sutton, South Australia
1:03:925 Alan Dundas, Arbroath
1:09:152 Gavin Deadman, Biggin Hill

Drake Lake
0:57:965 David Ryan, Derby
1:06:908 Adam Tucker, Great Yarmouth
1:09:305 Alan Dundas, Arbroath
1:12:527 Gavin Deadman, Biggin Hill
1:12:902 Ross McKinstray, Arbroath

Glacier Coast
1:19:448 David Ryan, Derby
1:19:942 Adam Tucker, Great Yarmouth
1:29:522 Alan Dundas, Arbroath
1:36:655 Douglas Bonnes, East Kilbride
1:39:393 Charles Nuttall, Oldham
1:44:127 Martin Hurley, St Helens

Port Blue
1:23:733 David Ryan, Derby
1:24:704 Adam Tucker, Great Yarmouth
1:29:903 Charles Nuttall, Oldham
1:30:304 Mick Smith, Worcester
1:38:255 Ruaidhri Dunn, Enfield

Southern Island
1:00:106 David Ryan, Derby
1:05:837 Adam Tucker, Great Yarmouth
1:12:716 James Eyre, Leicester
1:13:497 Luke Sutton, South Australia
1:14:868 Darren Harris, Birmingham
1:17:721 Gavin Deadman, Biggin Hill

Twilight City
1:28:483 David Ryan, Derby
1:44:321 Adam Tucker, Great Yarmouth
1:46:449 Gavin Deadman, Biggin Hill
1:47:538 Ruaidhri Dunn, Enfield
1:48:406 Simon Blakeney, Basingstoke

Marine Fortress
1:15:165 David Ryan, Derby
1:18:853 Adam Tucker, Great Yarmouth
1:27:710 James Eyre, Leicester
1:27:854 Ruaidhri Dunn, Enfield
1:30:372 Gavin Deadman, Biggin Hill

Space Station: Silicon Valley

Walrace 64
0:44 Matthys ten Ham, The Netherlands

Give A Dog A Bonus
2:10 Matthys ten Ham, The Netherlands
2:14 Darren Harris, Birmingham

Evo's Escape
18200 Matthys ten Ham, The Netherlands
12200 Darren Harris, Birmingham

Punch Up Pyramid
4 rounds Matthys ten Ham, The Netherlands
4 rounds Darren Harris, Birmingham

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

Jet Force Gemini

Jeff and Barry Racing Track 1
27:80 Anthony Hooley, Breaston
32:08 Darren Harris, Birmingham

Jeff and Barry Racing Track 2
39:88 Anthony Hooley, Breaston
44:04 Darren Harris, Birmingham

Star Wars: Episode One Racer

Ando Prime Centrum
3:33:629 Darren Harris, Birmingham
3:33:500 Chris Perry, Cambridge

Beedo's Wild Ride
3:34:998 Darren Harris, Birmingham
3:35:652 Chris Perry, Cambridge

Boonta Training Course
01:53:644 Darren Harris, Birmingham
01:53:851 Luke Sutton, South Australia
01:54:023 Chris Perry, Cambridge

Executioner
5:00:653 Darren Harris, Birmingham
5:01:034 Chris Perry, Cambridge

Malastare 100
2:14:014 Darren Harris, Birmingham
2:25:364 Chris Perry, Cambridge

Mon Gazza Speedway
0:51:297 Darren Harris, Birmingham
0:55:894 Chris Perry, Cambridge

Scrapper's Run
2:26:855 Darren Harris, Birmingham
2:27:602 Chris Perry, Cambridge

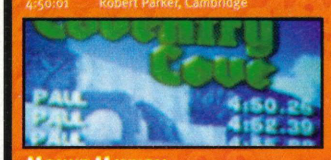
Vengeance
4:18:857 Darren Harris, Birmingham
4:22:203 Chris Perry, Cambridge

World Driver Championship

Rome B
01:43:04 Bjorn Bem, Wolverhampton

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
4:32:46 Paul Nicholls, Coventry
4:34:42 Andrew Stanger, Wyton



Goldeneye

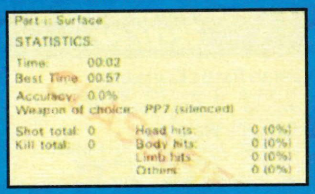
Facility – 00 Level!
0:48 David Ryan, Derby
0:51 Arif Mollah, Rochdale
0:55 Jon Burrows, Queensland
0:56 Richard Dunn, New Leake
1:00 Magnus Smith, Burra Isle

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
0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
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
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle
1:02 David Ryan, Derby
1:04 Arif Mollah, Rochdale
1:06 Luke Sutton, South Australia



Bunker 1
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:19 Christopher Ryan, Derby

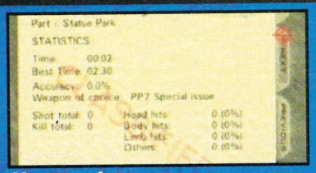
Launch Silo
1:02 David Ryan, Derby
1:06 Arif Mollah, Rochdale
1:06 James Eyre, Leicester
1:09 Luke Sutton, South Australia
1:09 Jon Burrows, Queensland

Frigate
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
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
0:20 David Ryan, Derby
0:22 Arif Mollah, Rochdale
0:23 Luke Sutton, South Australia
0:24 Christopher Ryan, Derby
0:25 Jon Burrows, Queensland

Statue Park
2:30 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
2:36 Lee Hancock, Fleet



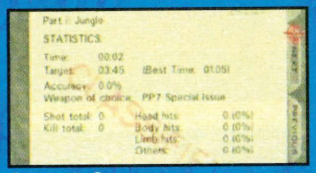
Military Archives
0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland
0:17 Chris Stuart, Peterhead
0:17 Arif Mollah, Rochdale
0:17 Christopher Ryan, Derby

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
0:22 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
1:21 Jon Burrows, Queensland
1:25 Luke Sutton, South Australia
1:25 James Eyre, Leicester
1:26 Matthys ten Ham, The Netherlands

Jungle
1:05 Jon Burrows, Queensland
1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale
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
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:06 Arif Mollah, Rochdale
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
1:08 David Ryan, Derby
1:10 Chris Stuart, Peterhead
1:16 Jon Burrows, Queensland
1:18 Arif Mollah, Rochdale
1:18 James Eyre, Leicester

Egyptian Temple
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:54 Arif Mollah, Rochdale
0:55 Matthys ten Ham, The Netherlands
0:58 Darren Sadler, Wisbech

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
01:11:85 Darren Harris, Birmingham

Windmill Plains
01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:47:56 Darren Harris, Birmingham
01:49:36 Jan-Erik Spangberg, Sweden

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
00:54:26 Darren Harris, Birmingham
00:54:95 Jan-Erik Spangberg, Sweden



Frosty Village
01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeney, Bury St Edmunds
01:27:20 Darren Harris, Birmingham
01:35:41 Tammy Harris, Birmingham

Everfrost Peak
01:19:88 James Eyre, Leicester
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds

Snowball Valley
00:44:10 Stacy Needham, Bicester
00:5340 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:10 James Eyre, Leicester
00:56:05 Darren 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
01:31:26 Darren Harris, Birmingham

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
01:15:77 Jeffery Van der Aa, Netherlands
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

Koopa Troopa Beach
01:20:86 Jeffery Van der Aa, Netherlands
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

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
00:18:32 Jeffery Van der Aa, Netherlands
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
0:46:08 Jeffery Van der Aa, Netherlands
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

Royal Raceway
01:19:75 Jeffery Van der Aa, Netherlands
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

Kalamari Desert
00:50:70 Jeffery Van der Aa, Netherlands
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

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
01:00:94 Jeffery Van der Aa, 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
00:52:31 Jeffery Van der Aa, Netherlands
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

Donkey Kong's Jungle Parkway
00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury

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
01:12:59 Jeffery Van der Aa, Netherlands
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



Toad's Turnpike
01:35:52 Jeffery Van der Aa, Netherlands
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

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
00:57 Darren Harris, Birmingham
01:01 Ben Webster, Millbridge

Rendezous On Barkhesh
05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Ian Lawlor, Churwell

The Search For The Nonnah
03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
04:11 Darren Harris, Birmingham
04:30 John Brennan, Bicester
04:36 Paul Nicholls, Coventry

The Jade Moon
01:02 Richard Dunn, New Leake
01:15 Jan-Erik Spangberg, Sweden
01:17 Darren Harris, Birmingham
01:18 Arif Mollah, Rochdale
01:36 Paul Nicholls, Coventry

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
08:31 Darren Harris, Birmingham
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
03:03 Darren Harris, Birmingham
03:47 Ian Lawlor, Churwell

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
05:05 Darren Harris, Birmingham
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
01:55 Darren Harris, Birmingham
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
03:20 Darren Harris, Birmingham

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

Fighter's Destiny

Record Attack: Fastest
0:18:12 Darren Harris, Birmingham
0:20:60 Gavin Deadman, Biggin Hill
0:20:91 Ben Atkinson, Newcastle-Upon-Tyne
0:23:64 Mark Hughes, Birmingham
0:33:82 Jan-Erik Spangberg, Sweden

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
100 wins Darren Harris, Birmingham
93 wins Nicholas Davies, Longfield

Blast Corps

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

Oyster Harbour
2:55:5 Mark Nicol, Western Australia
3:26:5 Luke Sutton, South Australia

Simian Acres
0:14:5 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

Moon
2:23:0 Mark Nicol, Western Australia

Venus
2:21:5 Luke Sutton, Australia

Donkey Kong 64

Rambi Arena
182 Anthony Hooley, Breaston
174 Jeffery Van der Aa, Netherlands
164 Iain Stronach, Norway

Enguarde Arena
250 Anthony Hooley, Breaston
215 Jeffery Van der Aa, Netherlands
165 Iain Stronach, Norway

Jetpac Arcade Game
655360 Jeffery Van der Aa, Netherlands
31060 Anthony Hooley, Breaston

Donkey Kong Arcade Game
19100 Jeffery Van der Aa, Netherlands

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
09:45 Cath Davies, Wigan

Vigilante 8

Survival Mode
99:56 with 180 kills Ian Lawlor, Churwell
84:02 with 115 kills Ben Andrew, St Ives

SCOREZONE CHALLENGE

For once we're actually going to invite you to cheat to achieve your scores! Yes, for this world first Scorezone challenge, we want you to get the most insanely high scores possible on *Tony Hawk's Skateboarding*. Turn the page to Cheat Central, slap on those trick multiplier and perfect balance cheats and get out and catch some big air!



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:
Paul Malinowski

Hydro Thunder

In the watery world of Hydro Thunder success is everything and to win you have to be super fast! So to help you along, this issue 64 MAGAZINE brings you a completely-mapped playing guide which will enable you to cruise to victory!

EASY – THUNDER PARK

Key

RED BOOST
Nine Seconds of boost power

BLUE BOOST
Four Seconds of boost power

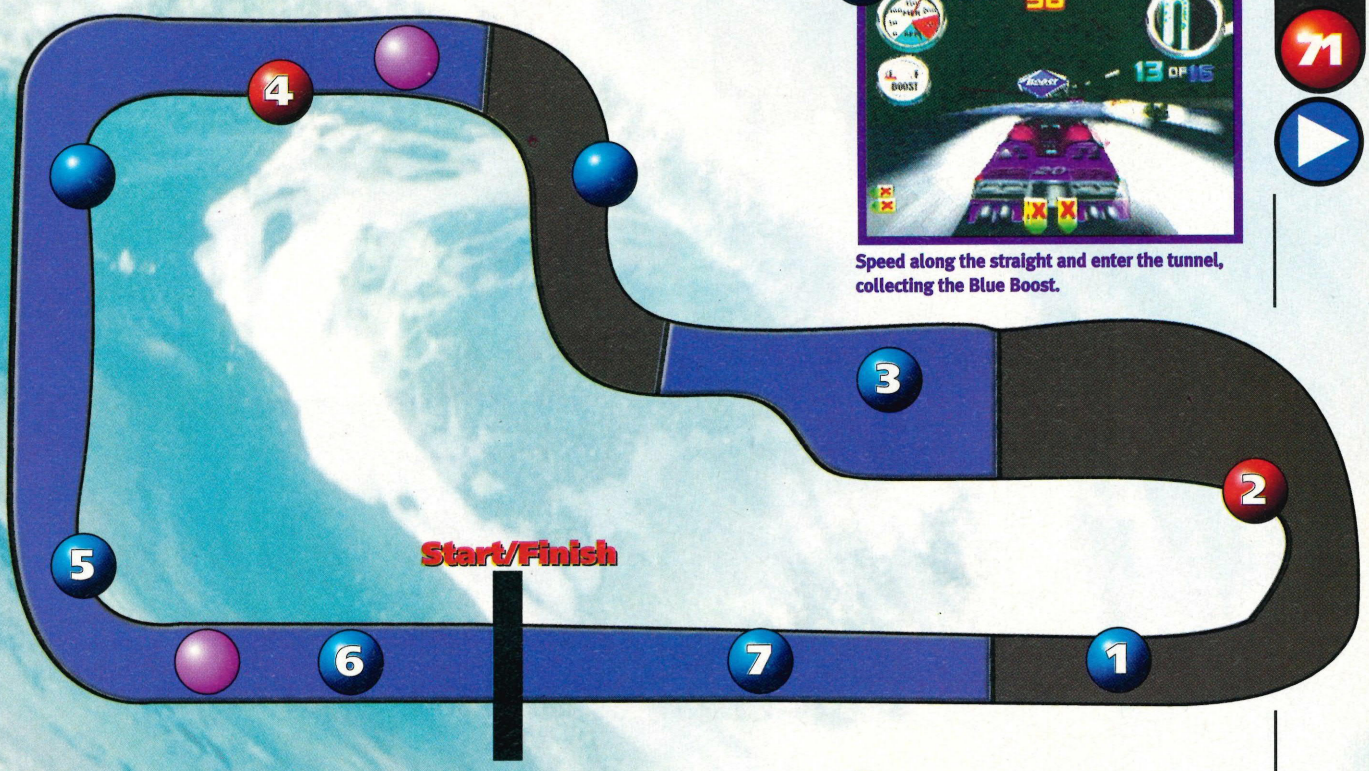
RAMP
Jump up, jump up & get down!

TUNNEL
Who turned the lights out?

I'm Invincible!

If you use your boost for long periods then your boat starts to flash white. This means that you are temporarily invincible and should be able to barge any other competitors out of your way. This leaves you free to burn off in a cloud of dust (well okay, a splash of water). Some of the boats have faster activation times than others.

The easiest of all the tracks. This is a basic, almost square competition circuit with sharp 90 degree turns and one large hairpin. There are no shortcuts here, so need to keep your head in order to win.





1 Speed along the straight and enter the tunnel, collecting the Blue Boost.



2 Take the U-turn in the tunnel sharply and then collect the Red Boost from the inside edge.



3 Head towards the Blue Boost, watch out though because it moves from side to side.



4 Speed through the chicane tunnel and launch up the ramp on the left to collect the Red Boost.



5 Take the next corner sharply and head for another moving Blue Boost.



6 On the home straight, launch up the left-hand ramp and grab the Blue Boost.



7 On the next lap around, Hydro-jump up and grab the Blue Boost.

EASY – LOST ISLAND

Set in the lush waters of a volcanic island, you find yourself cruising through many twists, turns and waterfalls. You even come across the ancient ruins of a lost civilisation, which are strewn along the length of this track.



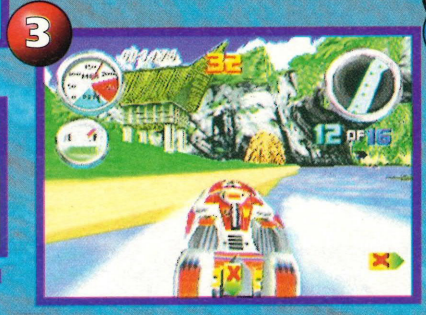
After the first corner, head for the waterfall and enter it.

Everybody Jump

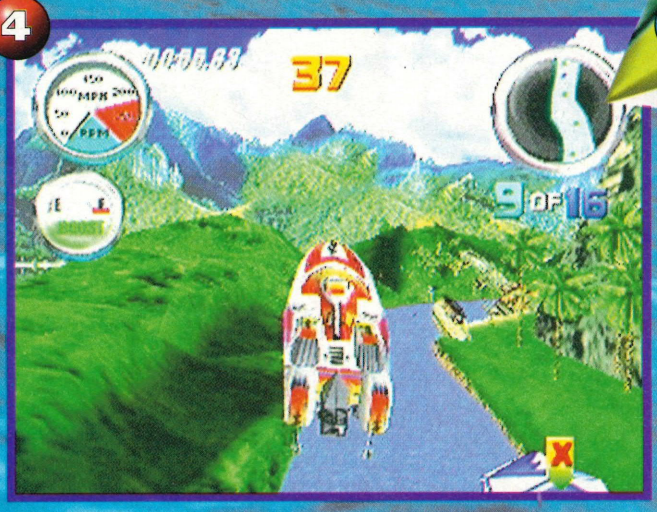
To Hydro-jump hold down the brake then release it and press the boost button. You must perfect this to reach power-ups and tunnels.



Go through the waterfall and you end up high above the main course. Grab the Blue Boost and speed off the end.



When you re-enter the track, there are two huts on the right. A secret Red Boost is behind them.



At the end of the secret tunnel, launch off the end to grab the Red Boost.



Speed along the course, watching out for the irritating Safari boat.



Inside the tunnel, launch up the central ramp and grab the secret Red Boost from the volcano.



Key

RED BOOST | BLUE BOOST | RAMP | TUNNEL | DROP | WATERFALL

EASY – ARCTIC CIRCLE

Choose the Right Boat

It's important to select the correct boat for the course that you're racing on. For example, if the track has lots of sharp bends then choose a boat which handles well. Sounds obvious really – and it is!

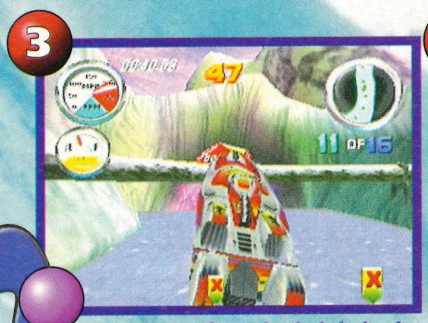
Race through the freezing cold waters and water-carved ice caverns of the Arctic. Polar bears and penguins are your spectators as you twist and turn your way to the finish line.



Around the first corner there is a large ramp on the right-hand side. Launch up it to clear the mountain.



Just as you exit the first tunnel, there is a hole on the right. Hydro-jump into it.



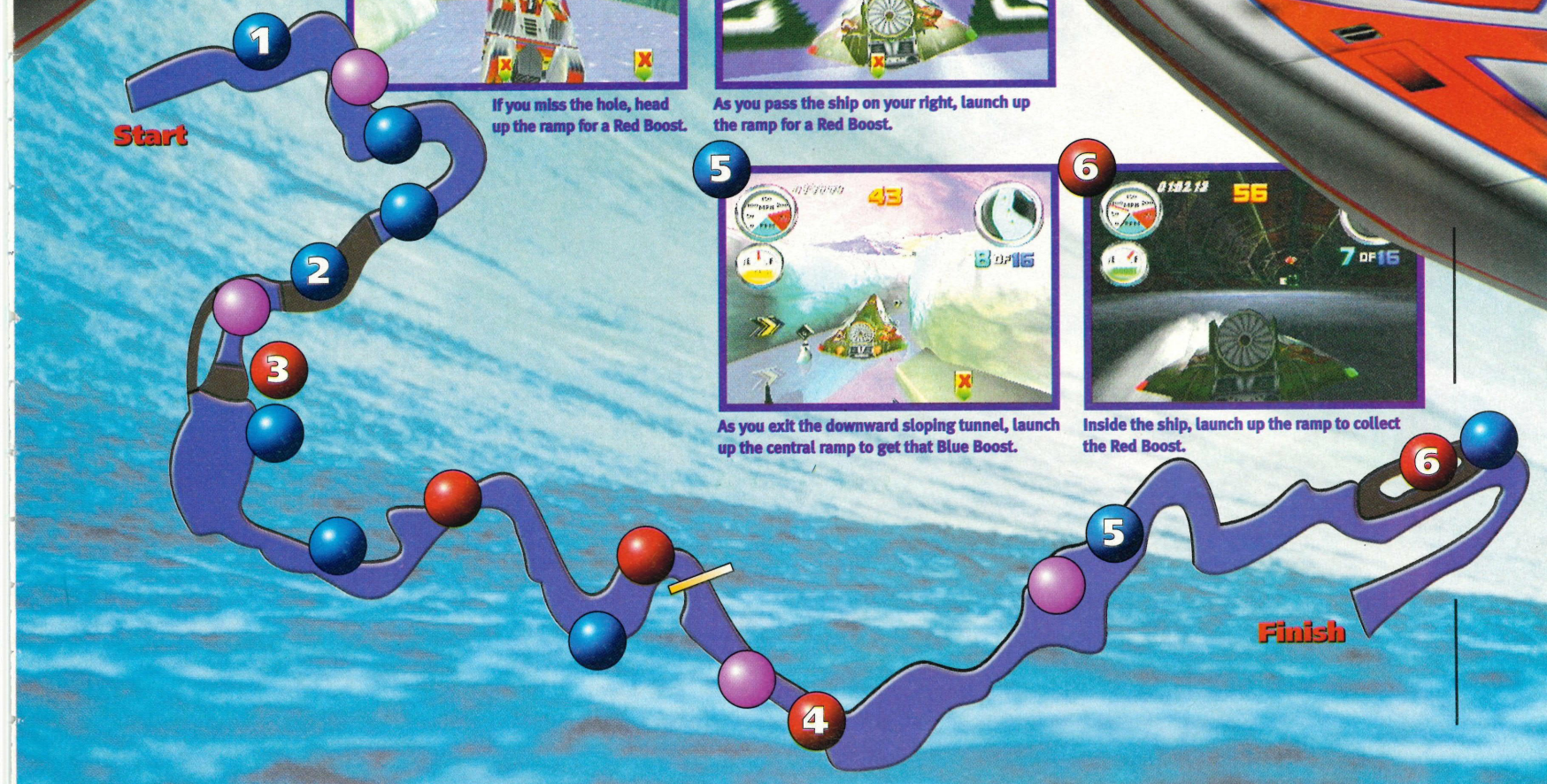
If you miss the hole, head up the ramp for a Red Boost.



As you pass the ship on your right, launch up the ramp for a Red Boost.

As you exit the downward sloping tunnel, launch up the central ramp to get that Blue Boost.

Inside the ship, launch up the ramp to collect the Red Boost.

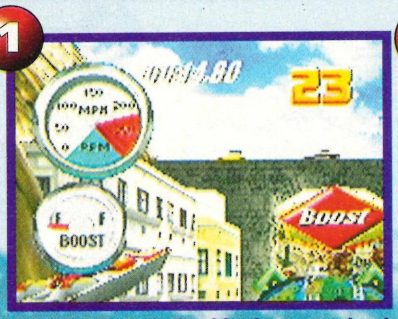


MEDIUM – GREEK ISLES

Takin' a Corner

As in all racing games you must take the 'racing line'. This means angling the boat so you turn as little as possible. Lay off the boosts when cornering, but when you straighten up – blast off again.

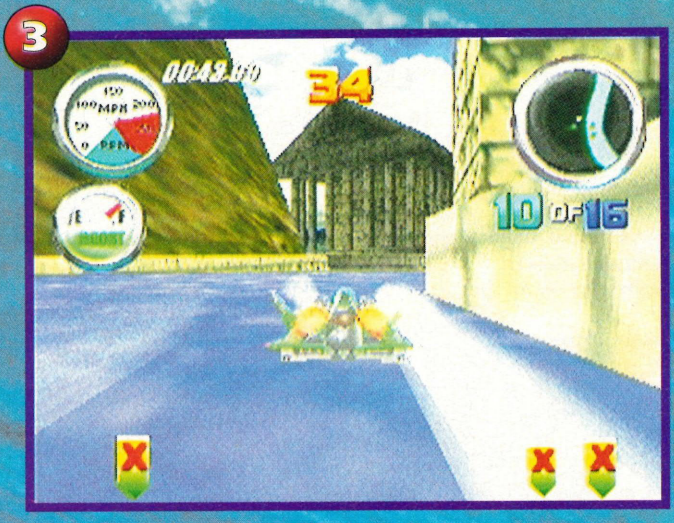
Winding its way through the ancient ruins and modern towns, the waters of the hot and sunny Greek Isles provide a fast and furious race, finishing up with an enormous downhill slide.



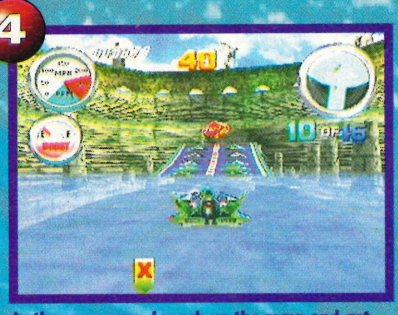
As soon as you start, head for the ramp and grab the Red Boost.



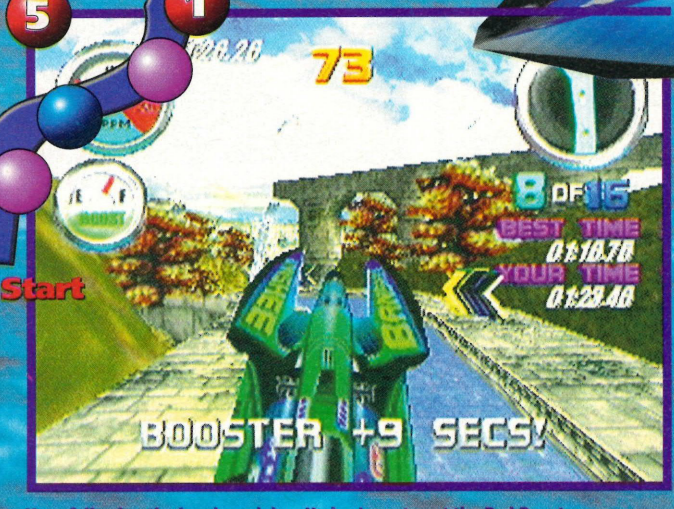
As you approach the aqueduct, go through the waterfall for a secret shortcut.



Race along the shortcut until it re-joins the main track.



In the open area, launch up the ramp and get that Red Boost.



Keep following the bends and do a Hydro-Jump to get the Red Boost.

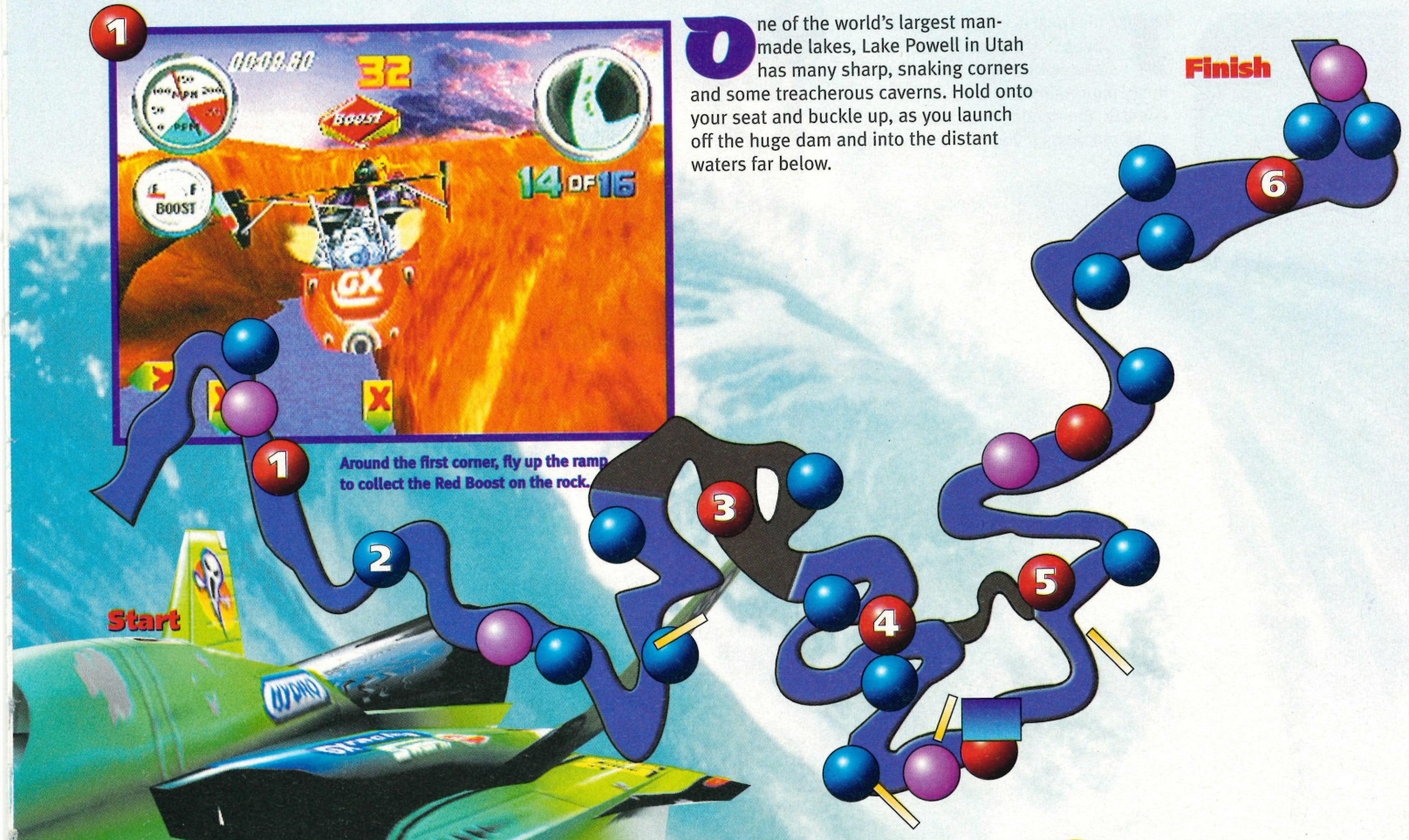


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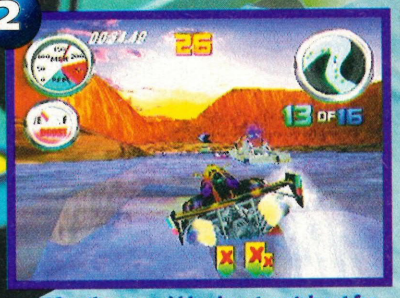
RED BOOST | BLUE BOOST | RAMP | TUNNEL | DROP | WATERFALL

MEDIUM – LAKE POWELL

One of the world's largest man-made lakes, Lake Powell in Utah has many sharp, snaking corners and some treacherous caverns. Hold onto your seat and buckle up, as you launch off the huge dam and into the distant waters far below.



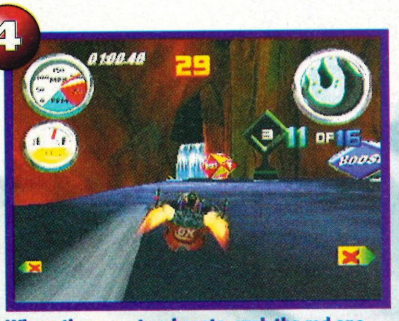
1 Around the first corner, fly up the ramp to collect the Red Boost on the rock.



2 After the second blue boost, watch out for the Utah Police.



3 Inside the first tunnel, turn sharply on the right to get the Red Boost.



4 Where there are two boosts, grab the red one and enter the waterfall.



5 At the end of the waterfall, boost up the ramp to collect the Red Boost.



6 Fire your boosters and launch up the central ramp of the dam to grab the Red Boost.

Giving you a Boost

It's vital that you grab and use as many of the boosts as possible. To win you need to be firing your boost for around 90-95% of the race. This might sound a lot, but if you can collect all the boosts on the track then it shouldn't be that tough. Here's what the coloured boosts give you:

RED BOOST:
Nine seconds boost

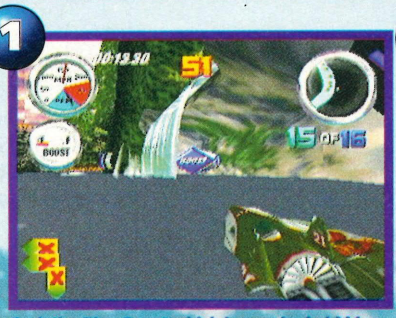
BLUE BOOST:
Four seconds of raw boost power.

MEDIUM – THE FAR EAST

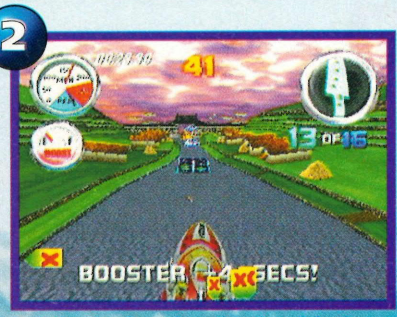
Miss Behave

Able to slice through the water like your mum's best kitchen knife, this is a great boat for twisting the easy & medium tracks.

This track is located on a river deep in the heart of China, winding through the high and misty mountains of this beautiful country. You need a fast boat and quick reactions if you are to succeed.



Grab the Blue Boost which is cunningly hidden behind the waterfall.



Grab the Blue Boost from the edge of the drop and launch up the ramp to get another two.

Boost up the central ramp to grab the high flying Red Boost.

Launch up the ramp to get an extra, precious Red Boost.

Start



In the penultimate tunnel, jump up to get the Blue Boost. Not far to go – you're nearly home and dry now!

Grab the Red Boost and launch up the ramp to the finish line.

Key

RED BOOST | BLUE BOOST | RAMP | TUNNEL | DROP | WATERFALL

HARD – SHIP GRAVEYARD

Like a floating junk-yard, the Ship Graveyard provides a tough and challenging race with its many shortcuts and dangerous turns. Race your way through the hulls of long forgotten ships and dark, shark-infested waters.



1 Make sure you grab the first Blue Boost and use it to get to the first checkpoint.



2 Inside the main tunnel, Hydro-jump off the drop and grab the Red Boost from the small ledge.



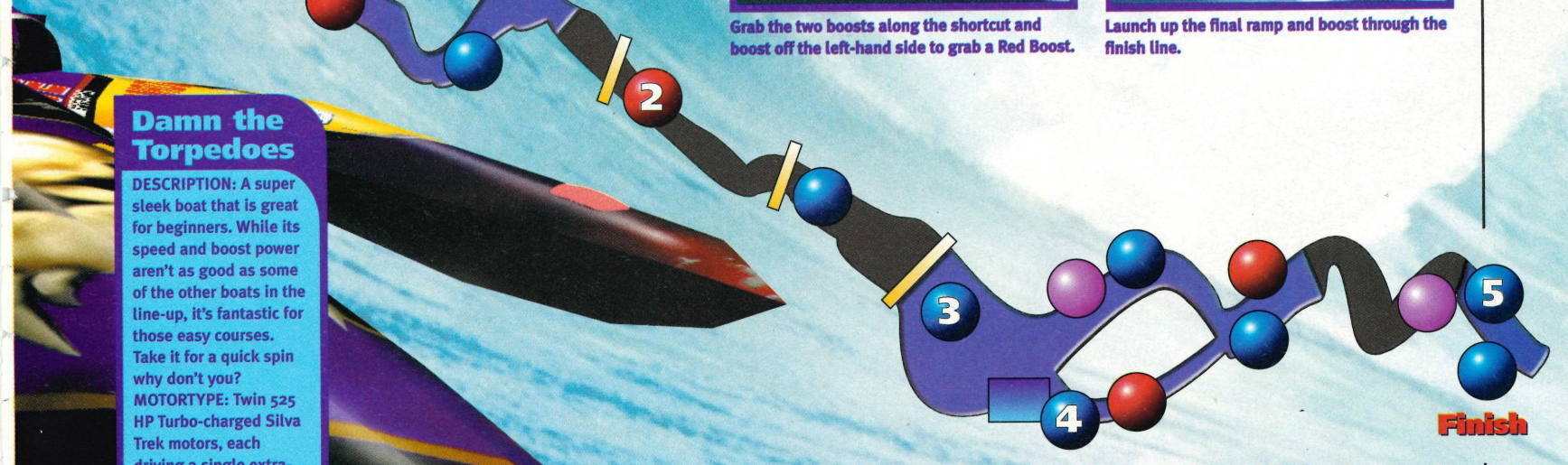
3 Hydro-jump off the large drop and grab the Blue Boost.



4 Grab the two boosts along the shortcut and boost off the left-hand side to grab a Red Boost.



5 Launch up the final ramp and boost through the finish line.



Damn the Torpedoes

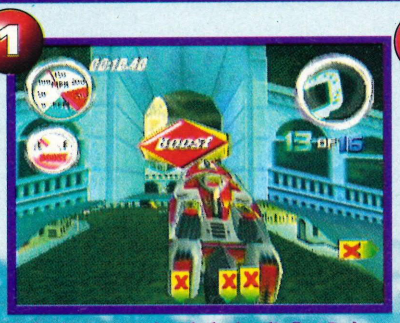
DESCRIPTION: A super sleek boat that is great for beginners. While its speed and boost power aren't as good as some of the other boats in the line-up, it's fantastic for those easy courses. Take it for a quick spin why don't you?
MOTORTYPE: Twin 525 HP Turbo-charged Silva Trek motors, each driving a single extra-large prop.
BOOSTER TYPE: Embedded twin Mega-rockets.
WHAT IT'S BEST FOR: Best for the easy courses as its speed and power aren't quite up to scratch for the later tracks, plus it's easy to get to grips with.

HARD – THE VENICE CANALS

Banshee Bashers

Lighter than most boats this jumps superbly, though it's easily knocked around. All-in all the Banshee is a fantastic all-rounder.

One of the most difficult tracks in the game, Venice Canals in a relentless and unforgiving race through the romantic and usually quiet canals of Venice. Painfully sharp turns and huge shadow-filled tunnels adorn this moonlit backdrop.



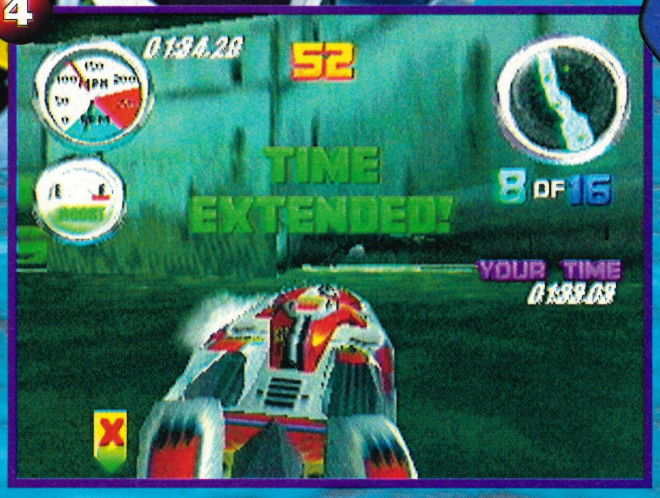
Hydro-jump up and grab the level's first Red Boost from the arch.



Where the track splits, head around to the left and grab the Red Boost.

Hydro-jump over the large wall to pick up another Red Boost.





On the first of the two U-bends, take the small shortcut on the left and grab the Red Boost.

Key

RED BOOST | BLUE BOOST | RAMP | TUNNEL | DROP | WATERFALL

HARD – N.Y. DISASTER

Shock! Horror! A gigantic meteor has annihilated the once-busy and bustling Big Apple. Race through the flooded streets and subways, while avoiding the NYPD. Filled with unexpected drops and turns, this one's a real battle for survival.



1 If you miss the secret tunnel, continue along the track and launch up the ramp for the Blue and Red boosts.



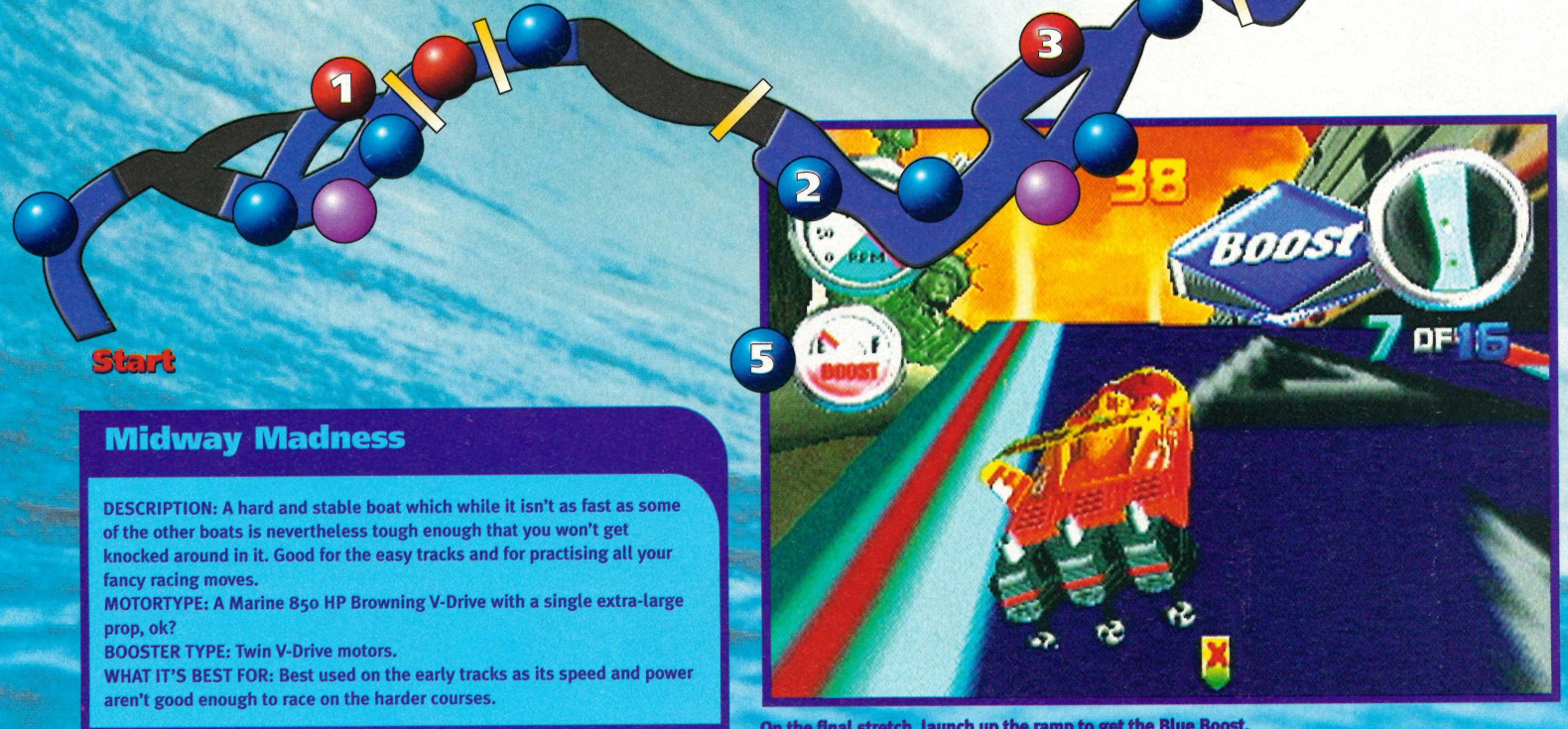
2 After the tunnel, Hydro-Jump up to grab the Blue Boost.



3 Where the track splits around a building, take the left-hand side for a Red Boost.



4 In the rather long subway tunnel, Hydro-Jump onto the platform for a Red Boost.



5 On the final stretch, launch up the ramp to get the Blue Boost.

Midway Madness

DESCRIPTION: A hard and stable boat which while it isn't as fast as some of the other boats is nevertheless tough enough that you won't get knocked around in it. Good for the easy tracks and for practising all your fancy racing moves.
MOTORTYPE: A Marine 850 HP Browning V-Drive with a single extra-large prop, ok?
BOOSTER TYPE: Twin V-Drive motors.
WHAT IT'S BEST FOR: Best used on the early tracks as its speed and power aren't good enough to race on the harder courses.

BONUS – CATACOMBS

It's not a nice place for the claustrophobic. Set in dark and mysterious caverns, there are many narrow passages, sharp corners and jagged rocks to look out for. There's danger at every turn!



Grab the first Blue Boost and charge it up.



Head through the two stone pillars for a hidden Red Boost.



Grab the hidden Blue Boost from the inside of the large corner then get ready for the next Red one.



Just before the final ramp, grab the Blue Boost and launch up the ramp (just for fun).



BONUS – HYDRO SPEEDWAY

Set at night, you race around another competition circuit, past the roaring crowds in a bid to become the champion. Take care on the multitude of sharp bends and manic chicanes.



Grab the first Blue Boost from the long straight.



Take the next corner sharply to get the Red Boost.



Hydro-jump to get the floating Blue Boost.



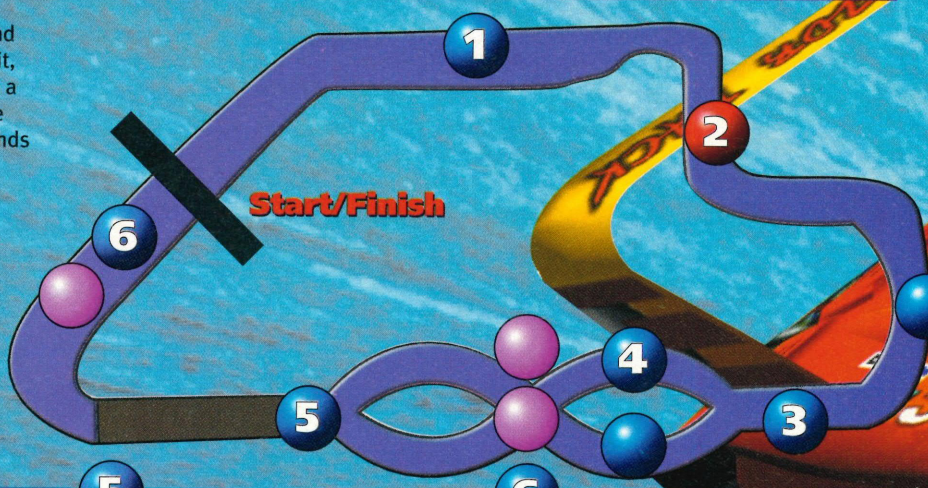
Take the left-hand path so that you can grab the Blue Boost.



In order to get the moving Blue Boost you must perform a well-timed Hydro-jump.



Launch up the ramp to reach and grab that vital Blue Boost.



BONUS – CASTLE VON DANDY

Razor Back

Extremely difficult to control and easily knocked off course, Razorback (which is the name of a type of pig, by the way) is a bit of a let down. However, if you can tame this wild beast, then it's a fast and furious ride to the finish. If you can control it, try Razorback on the medium/hard tracks.

Race your way through an old, abandoned castle in the highlands of Scotland. Motor around the narrow, crocodile-infested moats and waterways and if you like, smash through the castle windows (there's a shortcut there, you know!)

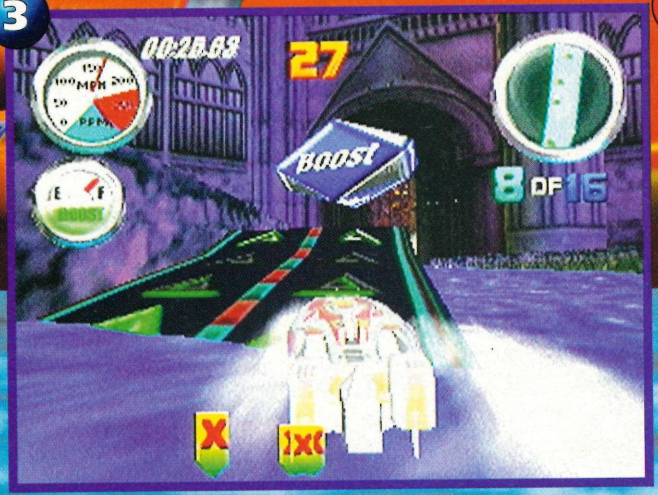


On the large corner grab the Blue Boost from the left-hand archway.



Launch up the ramp to get hold of another Blue Boost.





Launch up the next ramp too and grab the Blue Boost. Lets get this creepy crumbly stage out of the way.



Where there are two boosts, always grab the Red one.



On the final lap, go through the castle, grab the Red Boosts and blast up the ramp. You've won!

Key

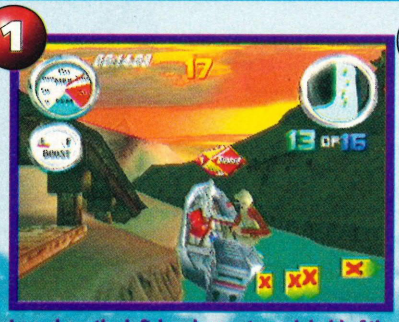
RED BOOST | BLUE BOOST | RAMP | TUNNEL | DROP | WATERFALL

BONUS – NILE ADVENTURE

Red Hazard

Fast, powerful and for experienced racers only. This flying saucer can't turn for love nor money but it travels at an astonishing hyperpace!

Winding its way through the treacherous waters of Egypt, Nile Adventure is by far the longest track in the game. It takes you through the crumbling ruins and darkened tombs of the ancient Egyptians. Watch out for sharp turns, falling statues and – of course – a one-eyed monster!



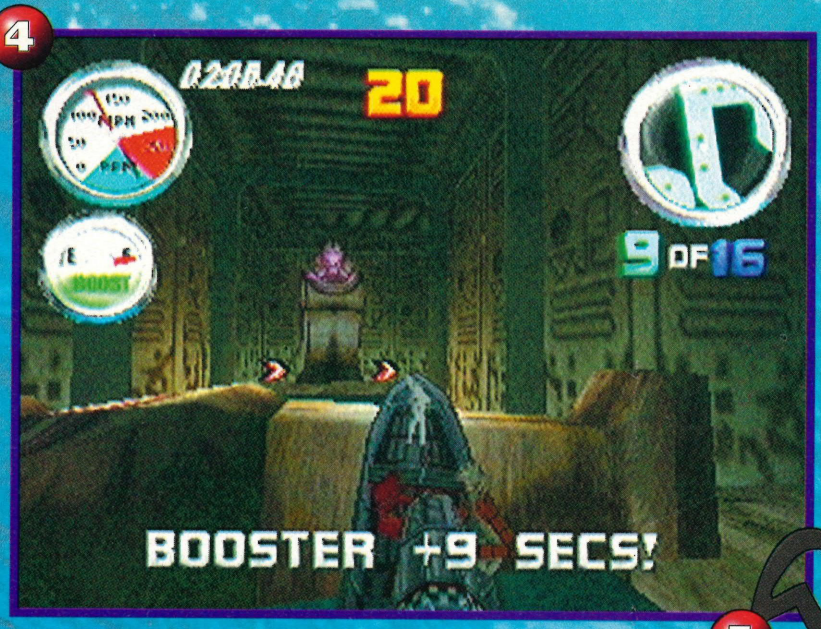
Launch up the left-hand ramp to grab hold of the Red Boost.



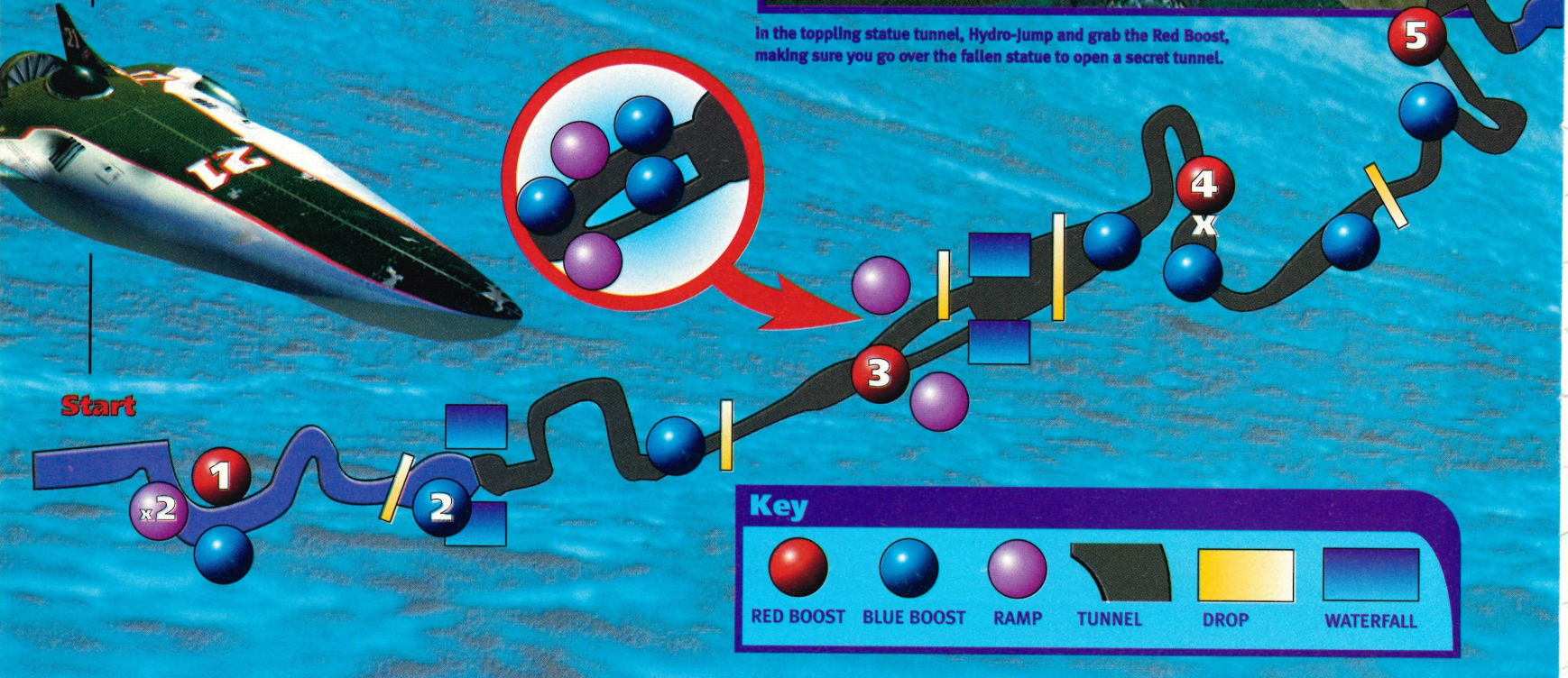
Before you enter the tunnels, Hydro-Jump up and grab that Blue Boost.



Where the track splits, Hydro-Jump up and race down the middle for a sneaky shortcut and a Red Boost.



In the toppling statue tunnel, Hydro-Jump and grab the Red Boost, making sure you go over the fallen statue to open a secret tunnel.



Key

RED BOOST | BLUE BOOST | RAMP | TUNNEL | DROP | WATERFALL

Finish

5



With the secret tunnel exposed, Hydro-jump into it and grab the Red Boost along the way.

7

6

Thresher Terror

DESCRIPTION: Looking like an evil version of 'Damn the Torpedoes' and named after an off license, this boat is very easy to control due to its heavy yet sleek design. Using its heavily-constructed framework, Thresher can easily knock other boats out of the way.
MOTORTYPE: Dual 800 HP Turbo-charged Wilson motors, each driving oversized props.
BOOSTER TYPE: Swivel-mounted harness with twin mega-rockets.
WHAT IT'S BEST FOR: It's not fast enough for the harder levels, try the earlier ones.

6



Grab the Red Boost and drop down onto the Egyptian stone record player. I wonder what they listened to on it?

7



Race through the tentacles of the one-eyed beast and launch off its eye to grab a Red Boost.

not ninten

Welcome to the Not Nintendo section. This is where we cover all the cool stuff that's just sitting out there waiting for you to discover it if you ever fancy a quick break from hammering away on your N64. This edition of Not Nintendo is particularly special as we're giving you a chance to win a Sony DVD player and 15 (count 'em: 15) *Friends* DVDs. Do we spoil you lot or what?

DRAGON: THE BRUCE LEE STORY

Bruce Lee lives! Well all right, no, he doesn't (not unless you believe that he faked his own death to avoid the crush of fame and is now living in a semi-detached in Staines, anyway). *Dragon: The Bruce Lee Story,* is a dramatised biopic covering the life, loves and death of the greatest martial artist of all time – Bruce Lee. Starring the incredibly convincing and almost unbelievably athletic Jason Scott Lee (no relation) this movie charts Bruce's life. It covers how he rose to fame, founded his own style of kung fu and challenged the racism and closed-mindedness of those around him. This action-packed DVD makes great watching and is packed with extras including two trailers, a featurette, a Bruce Lee interview, original storyboards, a Jason Scott Lee screen test, photos, production notes and outtakes. If you saw the movie in the cinema then there's still loads you haven't seen, if you missed it then take this chance to catch one of the best martial arts movies that you'll ever see!

not nintendo DVD!



STAR WARS TALES OF THE JEDI: THE SITH WAR

Star Wars is big. Flippin' big. It's probably fair to say that not even George Lucas could have foreseen quite how big it was going to be. There are those who say that the only relevant *Star Wars* stories are the ones in the films. We say different. We say: give us more! *Star Wars Tales Of The Jedi: The Sith War* is a graphic novel by Dark Horse, set around about the same sort of time as *Star Wars: Episode I*. It tells the story of an epic battle between the heroic Jedi and the evil Lords of the Sith – those who have sought the great but tainted power represented by the dark side of the Force. This novel ties in with a storyline that has been run in many of the text novels which preceded the *Episode I* movie and as such is a necessary read for all those *Star Wars* fans who want to learn more about the mysterious Jedi. Available now from Titan books priced £11.99.

not nintendo BOOK!





ABALONE

Abalone was apparently voted 'game of the decade' at the International Games Festival in Cannes and when you play it, it's easy to see why. This game is simplicity itself to play but an absolute bast... er, that is to say, extremely tricky to master. Each player starts off with 14 marbles – one player white, one player black – and the first player to knock six of their opponent's marbles off of the hexagonal playing board wins. Sounds simple? Well it's not! The trick is in the way the pieces move. You can move one, two or three marbles at a time in any direction and can push opponents marbles if the number you're moving is greater than the number being moved. Er... do you understand? No, probably not, but then neither did we until we started playing. Let's just say that this game is as addictive as *Goldeneye*, *Worms Armageddon* and *Tony Hawk's Skateboarding* all rolled into one! Give it a try and say goodbye to your free time! *Abalone* costs just £19.95 and can be ordered from Firebox on 0181 4411555 or by visiting their Web site at www.firebox.com.

not nintendo STUFF!



NOT NINTENDO!

POPSHOTZ FOAM DART GUN

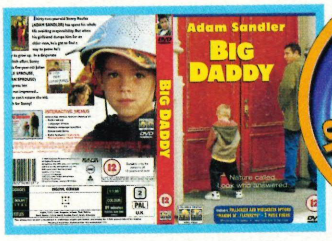


This is surely one of the most fun weapons that has come into the office in a long time! It looks fairly naff, but a rocket and three sucker darts can be attached and fired with a simple squeeze of the air-filled handle. Basically a cheap hand-held version of a Nerf gun, this little beauty is perfect for shooting your mates without fear of causing them harm! A pump handle may not sound very powerful to you, but trust us when we say that you can get quite a distance out of just a small fist-full of air! As it's all made of foam, you can also let off a few rounds indoors and the sucker darts are just perfect for nailing offensive TV celebrities! Just picture it: you're sat there watching *Kilroy* when an annoying member of the audience pops up and 'bam', they're instantly suckered in the head! The Popshotz gun is priced at £6 – point your browser to www.iwantoneofthose.com and add it to your cart now!

MINI MP5 SOFT AIR GUN

Alpha go, go, go! Tango down! Slap some batteries and a handful of pellets into this sucker and you've got your very own toy version of the *Rainbow Six* team's weapon of choice! Fully automatic, this MP5 throws out a flurry of pellets faster than you can say a very long unpronounceable word. It may not be up to the standards of the gas-powered soft air guns but at least you won't have to keep forking out for gas refills and when it's as cheap as this, who cares?! Save up a pile of cans or other suitable targets and you've got one of the best stress relief toys on the market. Better still – why not pin up a photo of an arch enemy to pepper with shots! If you're not sure about the safety of this gun don't worry because it comes complete with a handy safety catch to ensure no pellets go astray. Available from www.iwantoneofthose.com the MP5 is priced at £30. Just remember kids: toy guns: good, real guns: bad!

TITLE: BIG DADDY!



Adam Sandler is pretty well known as a top comedy actor from a number of different films. In *Happy Gilmore* he played a slightly deranged youngster who made a name for himself playing sport and hitting people and then in *The Waterboy,* he played a slightly deranged youngster who... er, made a name for himself playing sport and hitting people. In *Big Daddy* Sandler plays Sonny Koufax, a thirty-two year-old who's spent his whole life avoiding responsibility. When his girlfriend dumps him for someone more mature he searches for a way to show that he's grown-up and hits on a 'can't fail' plan: adoption. Thus he adopts five-year-old Julian (played by twins Cole and Dylan Sprouse). Things go slightly wrong though when Sonny's ex doesn't come running back and he finds he's stuck with the kid. This is a very funny movie – although it has possibly the corniest ending ever seen in a Hollywood film – with several great DVD extras including a featurette on the movie, music videos and trailers.

ELECTRONIC INTERACTIVE GIZMO

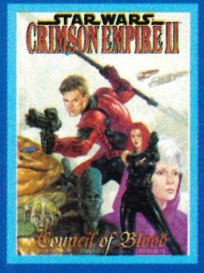
Yes, Gizmo is back! Only this time he loves the light and it doesn't matter at all if you feed him after midnight! If you were one of those people who after seeing that classic comedy horror movie *Gremlins* always wished that you could have a Mogwai of your very own, then wish no longer because now you can! Tiger Electronics – the people who brought us that other cute, furry thing: Furby – have had a new arrival, none other than Gizmo himself. Like Furby, Gizmo is fully-interactive with a vocabulary of around 200 words (which is more than most humans these days) and a variety of games and tricks. Sadly if you throw Interactive Gizmo into water he doesn't reproduce and he can't transform into a homicidal Gremlin, however he can communicate with Furby, Furby Babies and Furby's 'harder' cousin Shelby. Gizmo is available in all good toy stores, RRP £34.99.



STAR WARS CRIMSON EMPIRE II: COUNCIL OF BLOOD

notnintendo BOOK!

Not all the *Star Wars* comic-books deal with what we've come to think of as the 'good guys' – and *Star Wars Crimson Empire II: Council Of Blood* is one such title. *Council Of Blood* follows the adventures of Kir Kanos, the last of the Imperial Guards (they were the guys with the weird helmets and the red capes who hung around with the Emperor in *Return Of The Jedi*). He's on a mission to sort out anyone that he feels is a traitor to the late Emperor – er, which seems to be more or less anyone who tries to take charge of the remains of the Empire. This graphic novel is colourful and packed with action as Kir Kanos' private war against the new Empire collides with the Empire's own conflict with the recently formed New Republic and all sorts of carnage ensues. If you're one of those who always roots for the bad-guys in movies then this is definitely the comic-book for you, it's available now priced at £11.99 from Titan Books.



WCW PAY PER VIEW STARRCADE

notnintendo VIDEO!

If you like watching men jumping up and down on top of one another... then you're very strange! Or a wrestling fan. Either way you're going to be interested in *WCW Pay Per View Starrcade*. This star-studded wrestle-fest was filmed in December 1999 and has yet (at time of writing) to be shown on TV in the UK. A must for true fans, *WCW PPV Starrcade* is available now, RRP £14.99.



VICTORINOX SWISSCARD

notnintendo GADGET!

Okay... we've all heard of the Swiss Army Knife, right? That little red and silver thingumy which unfolds all sorts of different blades from saws to the strange hook-shaped little whatsit that you use to remove Boy Scouts from horses hooves (or something like that). Well now there's a new gadget on the block – the SwissCard. This credit card-shaped device weighs just 25g, fits neatly into a wallet and includes 10 handy tools for those all-important 'be prepared' moments of crisis. You get yourself a pen, some snazzy scissors, a pen-knife blade, a letter opener, some tweezers, a handy screwdriver, a nail file, a ruler, a toothpick and... er, a pin (well you never know when you'll need one!) If you want to ensure that you're never without your toothpick and other useful implements then pick up one of these from Firebox by ringing them on 0181 4411555 or popping along to www.firebox.com. Price £14.95.



EON ICE



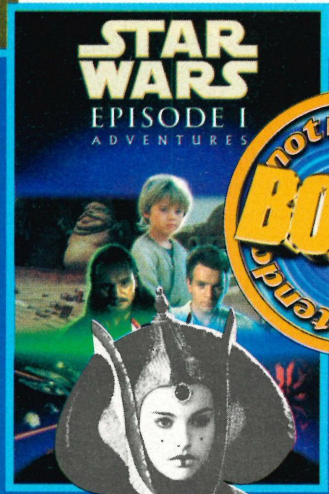
notnintendo GADGET!

Literally the size of a credit card this blinding torch is just simply too amazing for words – well it's pretty good anyway. With a quick press of a button on the top, this stylish translucent purple torch fires up two bright blue LED lights. Believe us when we say that they *are* bright, if you inadvertently shine it in your eyes you'll be seeing blue dots for a week afterwards (as Mike found out to his cost!) Not only is it waterproof and shockproof but the batteries will apparently last you for five years and beyond! Best of all though it fits snugly into your wallet – just perfect for finding the lock with your key after a fun-filled night out on the town! You can pick up the Eon Ice credit card torch from www.iwantoneofthose.com for the bargain price of just £8.

STAR WARS EPISODE I ADVENTURES

notnintendo BOOK!

We all know that *Episode I* provides the first part of the back-story to the three *Star Wars* movies that we all know and love, but what about the back story to *Episode I*? *Star Wars Episode I Adventures* covers the events and significant happenings that we never saw in George Lucas' latest epic production. For instance: how did Anakin come to be building his pod-racer? Basically this graphic novel deals with all the little details and interesting side-stories which couldn't be squeezed into the already packed movie script. The artwork for this book is particularly impressive and the stories – while short – are nevertheless worth reading. *Star Wars Episode I Adventures* is available now from Titan Books priced at £9.99.



WIN!!! SERIES 1-5 OF FRIENDS ON DVD!

(And we'll even throw in a DVD player to watch them on!)





To celebrate the release of the first five series of *Friends* on DVD on 29 May, Warner Home Video have rather generously offered the Not Nintendo section the entire set to give away! That's fifteen separate discs, comprising, not 10, not 20, not even 50... but 120 episodes of *Friends*! A staggering 44 hours of one of TV's funniest (if not *the* funniest) comedy series! What more could you ask for?

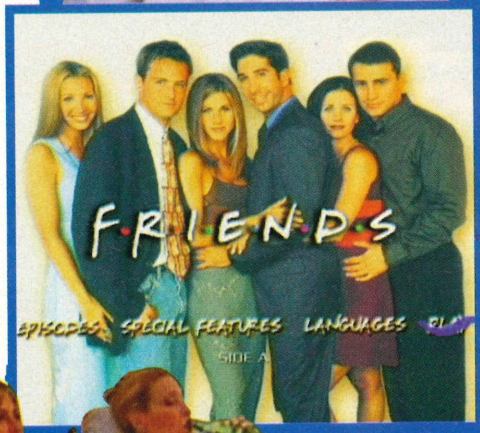
What's that you say? You don't have a DVD player yet? Well shame on you! No, even that isn't a problem. Warner Home Video obviously realise that not everyone who reads 64 MAGAZINE is going to have a DVD player (after all, it's not like we're a dedicated DVD magazine) so they've thrown in a Sony model DVP-S335 DVD player too!

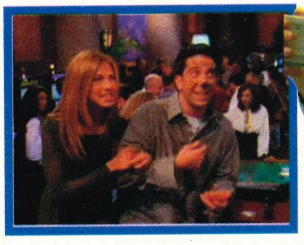


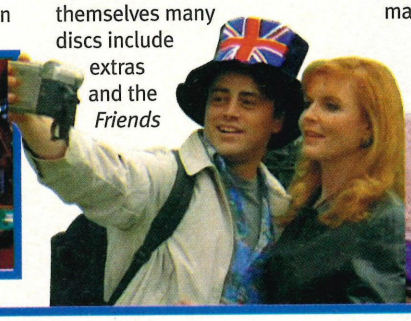


Just in case you've been living under a rock for the last few years, DVD is the latest, greatest way to watch movies at home. The digital picture format means that you always have crystal-clear picture quality, no matter how many times you watch your favourite shows! Of course, that's not the only cool thing about DVDs – in addition to the programmes themselves many discs include extras and the *Friends* DVDs are no exception. If you're the lucky winner then you can expect not only the 120 superb episodes but also the Rembrandt's music video, cast interviews, extra footage and great insights from the TV shows' creators!

If you're not lucky enough to win our competition then all 15 discs are in the shops from 29 May priced at £24.99. Which when you consider that there are eight episodes per disc – makes for darn good value!









Now... the big question? How do you win? Well, we figure that this is a prize that a real dedicated *Friends* fan would treasure and so we're going to test your *Friends* knowledge! To be in with a chance, simply answer the following four questions correctly...

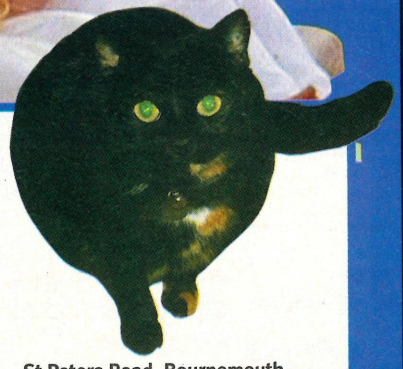
Question One: "What job did Rachel's husband-to-be Barry have? (The one she left at the altar.)"
A: Archaeologist
B: Dentist
C: Truck Driver

Question Two: "What was the name of Ross' bad-tempered, cross-dressing monkey?"
A: Marcel
B: Martin
C: Mike

Question Three: "Which famous American soap did aspiring actor Joey get a part in?"
A: *Cheers*
B: *Frasier*
C: *Days Of Our Lives*

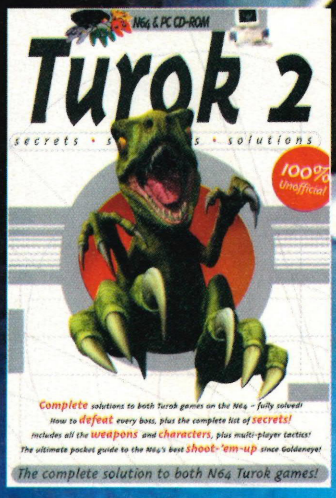
Question Four: "What good turn did Phoebe do her little brother?"
A: She got him some fake ID
B: She had his babies
C: She lent him 3 million dollars

Stick your answers on an interesting postcard and send them to 'I Want Friends!' Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS. Entries to reach us by 15 June 2000. Anyone sending late entries will be in trouble: we'll send the scary-assed cat round!



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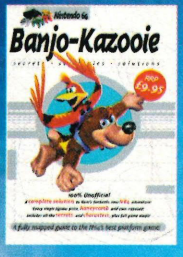


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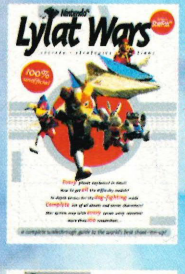
The complete solution to Rare's fantastic adventure. Every single jigsaw piece, honeycomb and note revealed. Includes all the secrets, all the characters and all the level maps too! Not bad!



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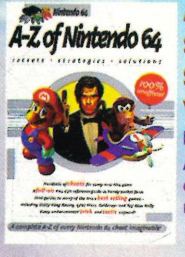
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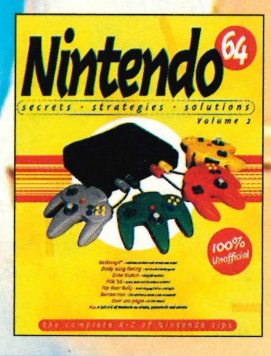
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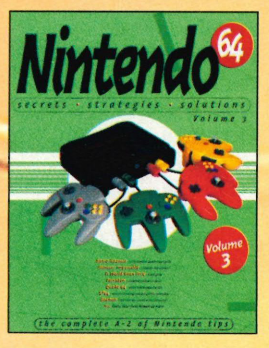
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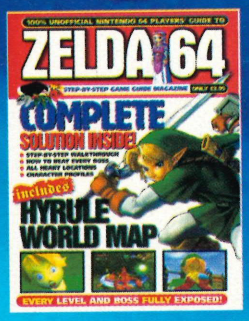
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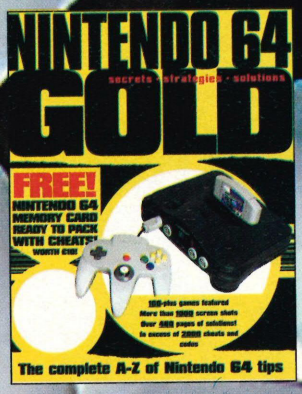
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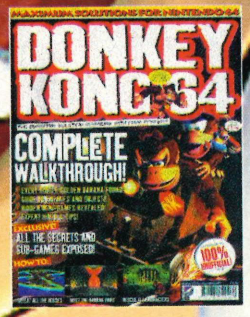
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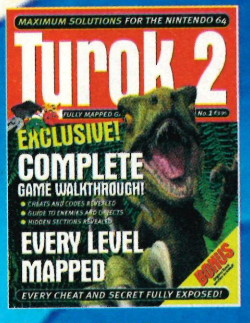
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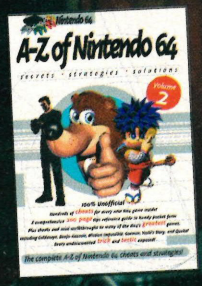


1080° Snowboarding

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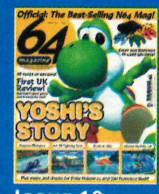
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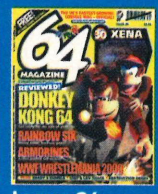

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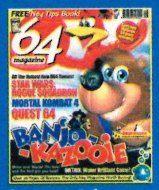
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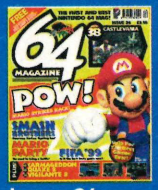
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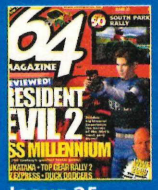
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nindex

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!



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 buyer's 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!

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

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!
Daikatana	Kemco	1-4	●	●	●	●	38	90%	An intelligent first-person shooter – whatever next!
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	87%	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.
F-1 World Grand Prix II	Nintendo	1-2	●	●	●	●	30	90%	Slightly faster sequel, but not really a big advance.

OUR TOP TEN

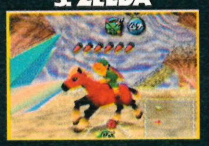
1: PERFECT DARK



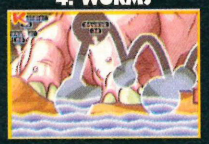
2: GOLDENEYE



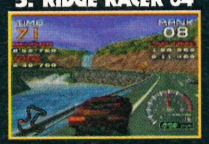
3: ZELDA



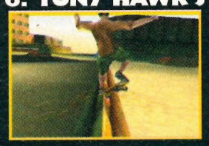
4: WORMS



5: RIDGE RACER 64



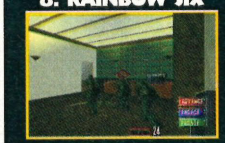
6: TONY HAWK'S



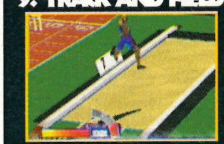
7: ISS'98



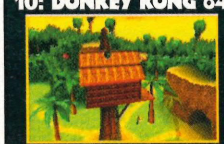
8: RAINBOW SIX



9: TRACK AND FIELD



10: DONKEY KONG 64



64 MAGAZINE TOP SHOOT-'EM-UPS



1	Perfect Dark	99%
2	Goldeneye	95%
3	Quake II	93%
4	Vigilante 8: Second Offense	92%
5	Rainbow Six	90%

64 MAGAZINE TOP FIGHTING GAMES



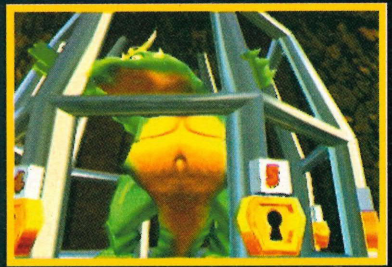
1	WWF Wrestlemania 2000	93%
2	Super Smash Bros	87%
3	WWF Warzone	86%
4	Mortal Kombat 4	86%
5	Xena: Warrior Princess	85%

Game Name	Company						Issue	Score	Comment
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.
Harvest Moon	Natsume	1					39	84%	Farming fun with this mad RPG – and it's pretty good!
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.
Hydro Thunder	Midway	1-4	●	●	●	●	38	88%	Another great N64 racing game, but this time with boats instead of cars!
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.
International Track and Field: Summer Games	Konami	1-4	●	●	●		39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
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	90%	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 34 was our *Donkey Kong 64* issue – just one of 15 games reviewed! (Those were the days.) There were quite a few high-scoring titles in that bunch, but the question is, do they still entertain as much as they used to?



DONKEY KONG 64

Rare • £59.99 • Original Rating: 93%

Rare's last masterpiece to hit the streets and it's still as good now as it was back then. In fact, the *Jet Pac* and original *DK* game hidden in the code almost justify raising the score! Not quite, but almost...

93%

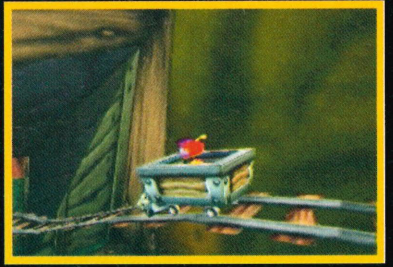


RAINBOW SIX

Take 2 • £39.99 • Original Rating: 92%

"Roger Blue Leader, going in now!" Oh the joys of pretending to be a top special forces officer! The only criticism of this game would be that it could do with a few more missions to keep the interest going. It's still fantastic fun to play though!

90%



ROCKET: ROBOT ON WHEELS

Ubi Soft • £44.99 • Original Rating: 91%

The personality of the main character and the superb variety in the puzzles has meant that *Rocket* consistently holds the interest. It still plays incredibly well, even when compared to *Donkey Kong 64*.

91%

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		●		●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	●	●		●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4		●		●	31	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 In The Zone 2000	Konami	1-4	●	●			39	70%	Another fairly average basketball game with a few nice ideas.
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.
NHL Quarterback Club 2000	Acclaim	1-4	●	●	●	●	34	90%	The best American football game you can buy.

64 MAGAZINE TOP ADVENTURE GAMES



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

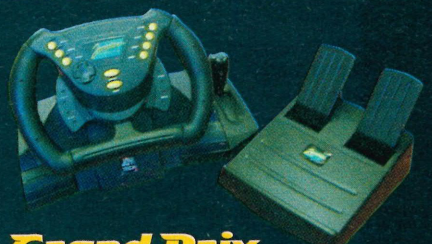
64 MAGAZINE TOP PLATFORM GAMES



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 II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

4 Meg Memory

DATEL • £29.99



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

Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to *F-1 World Grand Prix*, so if you're a Formula 1 addict, this is the one for you!



64 MAGAZINE TOP RACING GAMES



1	Ridge Racer 64	94%
2	F-1 World Grand Prix	94%
3	Micro Machines Turbo 64	90%
4	F-Zero X	90%
5	F-1 World Grand Prix II	90%

64 MAGAZINE TOP SPORTS GAMES



1	ISS '98	95%
2	Tony Hawk's Skateboarding	94%
3	ISS 64	93%
4	Michael Owen's WLS 2000	90%
5	NFL QBC 2000	90%

Game Name	Company						Issue	Score	Comment
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.
Perfect Dark	Rare	1-4	●	●	●	●	39	99%	The ultimate first-person shooter. If you ain't got it: buy it!
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.
Pokémon Stadium	Nintendo	1-4		●			39	88%	Batter insufferably cute monsters to death in gladiatorial-style arenas!
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	90%	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.
Ridge Racer 64	Nintendo	1-4		●			38	94%	The best version of Ridge Racer so far and the hottest racing game on the N64!
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.
Shadow Man	Acclaim	1	●	●	●	●	30	90%	Huge, engrossing and tough adult-themed adventure.

64 MAG'S MOST WANTED



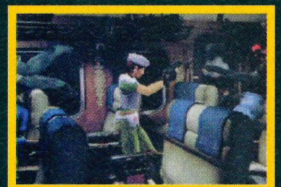
PERFECT DARK

Okay... we know that we reviewed this last issue! But the fact is that it's still not out in the UK as yet and everyone on the magazine wants their own personal copy! Roll on June 30!



ZELDA: MAJORA'S MASK

Yet another name change – but it's going to be here next issue! First *Perfect Dark*, now this! Life really can't get any better!



RESIDENT EVIL ZERO

How could you not get excited about this game? It's a totally original 'survival horror' for the N64! Bring it on!



BANJO-TOOIE

We tried to get our hands on this at the same time as *Perfect Dark* but unfortunately Rare's security proved to be far too resourceful – damn and blast it!

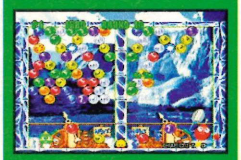


STARCRAFT 64

Oh come on now! When is this game going to turn up? It's not fair to keep N64 strategy fans waiting like this! What do we want? *Starcraft 64*! When do we want it? Soon as possible!

Game Name	Company						Issue	Score	Comment
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.
Tarzan	Activision	1	●	●	●		39	85%	Cute cartoon platform adventures with Disney's apeman.
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.
Tony Hawk's Skateboarding	Activision	1-2	●	●	●	●	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
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: Covert Operations	Virgin	1-4	●	●		●	38	86%	Top Metal Gear Solid-style action with an unfortunate camera.
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!
X62	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

98

The Legend Of Zelda: Majora's Mask

We've got it, we've played it... and hopefully by next issue we'll have worked out what the bloody hell we're supposed to be doing in it!







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Paragon House, St Peters Road,
Bournemouth BH1 2JS
Phone: (01202) 299900
Fax: (01202) 299955
email: 64mag@paragon.co.uk
Subscriptions: subs@paragon.co.uk
URL: http://www.paragon.co.uk/n64
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Managing Editor
Nick Roberts

Deputy Editor
Roy Kimber
(64mag@paragon.co.uk)

Staff Writer
Mike Richardson
(miker@paragon.co.uk)

Contributor
Paul Malinowski

Designer
Nicky Bartlett
(Grinner@paragon.co.uk)

Senior Sub Editor
Lou Wells

Sub Editor
Scott Anthony

Online Manager
Stuart Wynne (ssw@paragon.co.uk)

Online Editors
Snehal Noorani, Gavin Cloggie, Ryan Cooper

Advertising
Advertising Manager
Felicity Mead (01202 200224)
felicity@paragon.co.uk

Classified Ad Manager
Alan Walton (01202 200226)

Advertising Sales Executives
Emma Bedford (01202 200223)
Claire Endean (01202 200254)

A full colour press pack is available on request

Advertising Production:
Dave Osborne, Jo James
Jane Evans, Lorraine Troughton

Production and Distribution Bureau Manager
Chris Rees

Scanning/prepress
Liam O'Hara, Dom Eddy

Circulation Manager
Tim Harris

Marketing and Licences
Marketing Manager
Monica Casal-Guerra

International Account Executive
Catherine Blackman (cathb@paragon.co.uk)
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235

Chiefs
Production Director
Jane Hawkins

Advertising Director
Peter Cleal

Circulation and Marketing Director
Kevin Petley

Editorial Director
Damian Butt

Art Director
Mark Kendrick

Finance Director
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Managing Director
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The Control Zone (01590) 677144
Catherine & Angela@Planet, Emily@Konami, Mark@Titan Books, Simon@Bastion, Vicki@Activision, Louise@Ubi Soft, Andy@Rare, Dan@Cake, Ian@Interactive Studios, Julia@Storm and Sandra@THE Games

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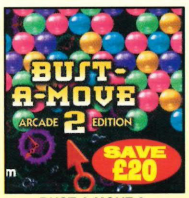


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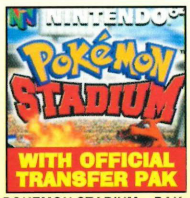


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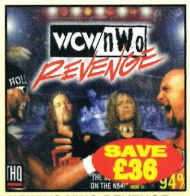
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