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64 MAGAZINE

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PAGE 58

PERFECT DARK

The UK version arrives!



WE'VE GOT IT!

ZELDA 2

LINK'S BACK AND HE LOOKS BETTER THAN EVER!

E3 REPORT

OVER 50 N64 GAMES REVEALED!

Nintendo's software line-up is stronger than ever before!

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EXCITEBIKE 64
Motorbike racing has never been so good!



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Possibly the most gorgeous-looking game ever seen!



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Rare proves that cute graphics don't have to mean it's a kid's game!



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Battle Tanx 1 & 2
Battle Zone
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Bust a Move 2 & '99

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WCW Nitro
WCW Vs NWO Series
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Wipeout 64
World Cup '98
World Driver Champ.
WWF Attitude
WWF War Zone
WWF WrestleMania 2000

X
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Zelda



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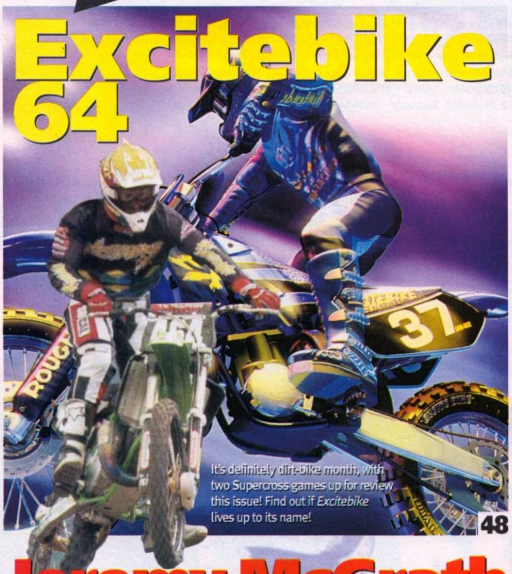
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Issue 41 2000

Excitebike 64



It's definitely dirtbike month, with two Supercross games up for review this issue! Find out if *Excitebike* lives up to its name!

48

Jeremy McGrath Supercross

The second of our featured motorbike games isn't quite up the standards of *Excitebike* – but then it's not that bad either!



58

Return of the Elf...



58

Praise be! Finally, the game that N64 owners have been waiting for hits the UK! And it's every bit as good as the US version!

PERFECT DARK

22

BEHIND THE MASK

Link returns in this world-spanning parallel-universe encompassing sequel to *Legend Of Zelda: The Ocarina Of Time*. Unfortunately at the moment it's only available in Japanese!







32

It's that time of year again where journalists the world over make their weary way to the hell-hole that is LA. We went, we saw, we made it back alive!

ESCAPE FROM LA

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Paragon House, St Peters Road, Bournemouth, BH1 2JS
or email us: 64mag@paragon.co.uk
or via our Web site at www.totalgames.net



Top Gear Hyperbike

12



The latest game in the *Top Gear* series sees the familiar four-wheelers being replaced with something faster and far cooler...

Ridge Racer 64

72

Last month it was racing on water, this month we bring you our fully mapped guide to the fastest game on four wheels!



Turning Japanese!

40



Every year the Tokyo Games Show exhibits all that's new in videogames from the 'Land Of The Rising Sun'. 64 MAGAZINE went over to have a look!

Dinosaur Planet

16



Proof if proof were needed that the N64 is far from extinct! Check out Rare's newly revealed masterpiece.

Probing the depths

42

64 MAGAZINE takes a closer look at the development of Nintendo's new baby so far... and it's looking good!



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

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EDITORIAL
MEOW!

Blimey, what a month this has been! We went to the E3 show in Los Angeles (affectionately known as the 'Seventh Level Of Hell' by all those journos who have to endure three days in what can best be described as a huge hot, noisy, cramped badly air-conditioned warehouse), we got our hands on the import version of *Zelda: Majora's Mask*, we sent Nick to the Tokyo Games Show (he did pretty much nothing but travel this issue) and of course we got our hands on more copies of *Perfect Dark*, which is the greatest game in the Universe – EVER – just in case you were still in any doubt. No more staff changes this issue at least, although there will be next month – sort of. See the powers that be here at Paragon have decided that after the past few months of filling Andy's chair on a stand-in basis (ie: as Acting Editor) it's about time that it was made more permanent. So as of next issue I get my life's ambition (well, one of them) and become Editor in name as well as deed of the masterpiece of journalistic prose that is: 64 MAGAZINE. Which means that now Mike and Nicky must worship the very ground that I walk on! All shall cower before me! The world will beat a path to my door! I am power incarnate! Er... but not till next issue. Oh well. In other news... 64 MAGAZINE popped along to Bournemouth University this month to cover (and take part in) a *Goldeneye* tournament organised by some of the students. You can expect our coverage of this next issue as we reveal just exactly what a combination of too much time on your hands, too much cash to spend on videogames and too much cheap beer can do to you! Oh... and if 64 MAGAZINE readers at any other Universities fancy organising a *Goldeneye* – or even a *Perfect Dark* for that matter – tournament then get in touch and we'll dig out a few prizes and come up and cover it so that you can show your local authorities exactly how you're putting your generous grants to such good use! (That was irony by the way before all the penniless students start writing angry letters.) Not a lot else to really say this issue except that the line-up of games at E3 was absolutely phenomenal and totally backed up what we've been saying about the N64 all along! Oh... and on a more personal note – I had a fantastic month, managing to get myself an incredibly cute Kitten (called Buffy) and a new girlfriend to boot!

Roy Kimber, Deputy Editor
(One More Time!)

the 64 showcase

news peripherals rumours • hot items of interest



NINTENDO ACCUSED OF PRICE FIXING

The European Commission has recently opened an investigation into possible price fixing by Nintendo Europe and seven of its distributors. They believe that a "cartel-like arrangement" has allowed Nintendo to keep prices artificially high in Europe. The commission believes that the European Nintendo market has been deliberately partitioned off from the rest of the world for unscrupulous profiteering purposes.

Nintendo and its distributors have two months to respond to the allegations but Nintendo has said it is "confident this will have no impact" and stated that it has "no such arrangements in Europe." If found guilty the European Commission has the power to fine the companies up to ten per cent of their annual global sales!

ETERNALLY DARK NIGHTS

Nintendo of America has just signed a partnership deal with Silicon Knights making them a long-term second party developer. This means that the Canadian company behind *Eternal Darkness* (shown on page 19) is now firmly established as a Dolphin developer.

GOTTA SUE 'EM ALL

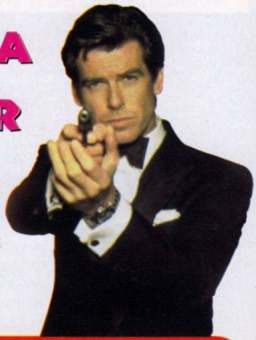
The singer of probably one of the most well known theme tunes in the world is suing several companies for unfair payment. Jason Paige was paid a measly $1500 for the use of his voice on the classic Pokémon jingle "Gotta Catch 'Em All". Amusing considering that it is now used all over the world on TV programs, adverts and in films! If successful Paige could receive millions of dollars in compensation.



HAS N64 EIGHTIES QUALITY GRAPHICS!

Namco has released its *Museum 64* on the retro-loving public in the US and now Midway is getting into the game with its *Greatest Arcade Hits Volume 1*. This collection of classic eighties games consists of *Joust*, *Defender*, *Robotron 2084*, *Root Beer Tapper*, *Sinistar* and *Spy Hunter* and is due for release in November in the 'States.

BECOME A GAMES DESIGNER



Not happy with the games being produced? Well how about designing your own! The University of Essex has just announced the launch of an Msc in Computer Games Engineering – the first course of its kind in the country. This 12 month full-time course for graduates enrols its first students in October. Call the University on 01206 872277 for more information.

STUNT RACER CRASHES

A couple of months back we told you *SR3K* had been given a name rehash to *Stunt Racer 64*, well now there's been a slightly more drastic change: it's been canned! The cancellation of the Midway game comes as quite a shock at such a late date. Oh well, at least with *Cruis' n Exotica* and *Rush 2049* there are other Midway racing games ready to take its place on the track.









JOHN ROMERO'S



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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

JUNE-JULY 2000

F1 Racing Championship	UK	July
Blues Brothers 2000	UK	July
Cruis'n Exotica	UK	July
Daikatana	UK	July
Duck Dodgers	UK	July
Hercules: Legendary Journeys	UK	July
International Track and Field	UK	June
Perfect Dark	UK	June 30
Taz Express	UK	June
Wacky Racers	UK	July

AUGUST ONWARDS

Banjo Tooie	UK	October
Conker's Bad Fur Day	UK	December
Donald Duck	UK	December
Eternal Darkness	UK	November
Excitebike 64	UK	September
ISS Millenium	UK	August
Kirby 64: The Crystal Shards	UK	August
Mario Party 2	UK	September
Mickey's Speedway	UK	November
Pokémon Snap	UK	September
Pokémon Puzzle League	UK	November
Ready 2 Rumble 2	UK	November
Riqa	UK	December
Rush 2049	UK	October
Starcraft 64	UK	September
Super Mario RPG	UK	October
Turok 3: Shadow Of Oblivion	UK	September
Zelda: Majora's Mask	UK	November

TO BE CONFIRMED

1080 Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000
Aidyn Chronicles: The First Mage	US	2000
Airport Inc	UK	2000
All Star Baseball 2001	US	2000
Alone In The Dark 4	UK	2000
Animaniacs Ten Pin Alley	US	2000
Army Men: Air Combat	UK	2000
Army Men: Sarge's Heroes 2	US	2000
Bassmasters 2000	UK	2000
Batman Beyond	UK	2000
Bomberman 2	Jap	2000
Caesars Palace	US	2000
Catroots	US	2000
Cenzo's Carnival Adventure	US	2000
Derby Stallion 64	Jap	2000
DethKarz	UK	2000
Dinosaur Planet	UK	2000
Earthbound	UK	2000
Extreme Sports 64	UK	2000
FIA Formula 1	UK	2000
Fighters Destiny 2	UK	2000
Fire Emblem 64	Jap	2000
Ghouls & Ghosts	Jap	2000
Harvest Moon	UK	2000
Hey You! Pikachu!	US	2000
Indiana Jones: Infernal Machine	UK	2000
Indy League Racing 2000	US	2000
Jeff Gordon XS Racing	US	2000
Jest	UK	2000
Jungle Emperor Leo	Jap	2000
Kobe Bryant NBA Courtside 2	UK	2000
Madden 2000	US	2000
Magic Flute	Jap	2000
Mario Tennis	UK	2000
Mega Man 64	Jap	2000
Metal Gear	Jap	2000
Mia Hamm Soccer	US	2000
Mini Racers	UK	2000
Mother 3	Jap	2000
Namco Museum 64	UK	2000
NBA Live 2001	US	2000
NFL Blitz 2001	US	2000
Ogre Battle 64: Lordly Caliber	US	2000
Paper Mario	UK	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
Roswell Conspiracies	US	2000
Rugrats In Paris	US	2000
Scooby Doo: Classic Creep Capers	UK	2000
Shadow Man 2	UK	2000
Sim City 2000	UK	2000
Snowboard Kids 2	UK	2000
Space Invaders	UK	2000
Speed	US	2000
Spider Man	UK	2000
Spooky	US	2000
Spy Hunter	US	2000
Star Wars: Battle For Naboo	UK	2000
Sydney Olympics 2000	US	2000
Tetris Attack	UK	2000
Thornado	US	2000
Tom and Jerry	US	2000
Top Gun	US	2000
Velocity	US	2000
Wild Waters	UK	2000
The World Is Not Enough	UK	2000
WWF No Mercy	US	2000
WWF Smackdown	UK	2000
X-Men: Mutant Academy	UK	2000
Young Olympians	US	2000


Resident Evil Zero


Starcraft 64


Zelda: Majora's Mask


Conker's Bad Fur Day


Banjo-Tooie


Excitebike

WIN!

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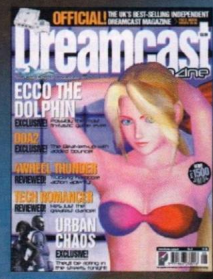




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64 MAGAZINE CHARTS

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This Month	Last Month	Game	Publisher	64 Magazine Score
1	1	Pokémon Stadium	Nintendo	88%
2	2	Army Men: Sarge's Heroes	3DO	74%
3	3	Star Wars Episode 1 Racer	Nintendo	82%
4	4	The New Tetris	Nintendo	80%
5	5	WWF Wrestlemania 2000	THQ	93%
6	6	Rainbow Six	Take 2	92%
7	7	Star Wars: Rogue Squadron	Nintendo	90%
8	8	F-Zero X	Nintendo	90%
9	9	Resident Evil 2	Virgin/Capcom	94%
10	10	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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Body Harvest
Bomberman 64, Hero
Buck Bumble
Carmageddon
Castlevania
Castlevania: Legacy of Darkness
Chameleon Twist
Clayfighter 63 1/3
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
F1 World Grand Prix
FIFA 64, '99
F-Zero X
Gauntlet Legends
Golden Eye
Hexen
Hybrid Heaven
International Super Soccer
64, '98
Jet Force Gemini
Killer Instinct Gold
Lylat Wars
Mario 64, Golf, Karts
Mario Party 1, 2
Mayhem, W:W
Micro Machines
Mission Impossible
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
Resident Evil 2, WCW/nWo
Ridge Racer 64
Roadsters
Rogue Squadron, Star Wars
Rugrats: Scavenger Hunt
Shadowgate 64
Shadows of the Empire
Snowboard Kids
South Park
Star Fox, Lylat Wars
Star Wars: Racer, Rogue Squadron
Super Mario 64
Super Smash Brothers
Tony Hawk's Pro Skating
Top Gear Rally
T-Zero X
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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When I'm 64

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Gimme Gimme Gimme!

Dear 64 Magazine,

Being in the gaming industry, you have access to all the early sneak preview versions of games. Thus with most games you are able to review an almost completed game or an early copy. I know that after you've reviewed these games they just collect dust on a shelf somewhere. One of my hobbies is comparing the beta states of games to the final version – I have all the Rareware games on the market and I was wondering if you have any Rareware beta copies of games just sitting around collecting dust. If they are not used by you, I would really appreciate it if you could send them to me as soon as possible. This would allow me to compare them and pique my unending curiosity. Any and all Rare games are great! If you can, could you send me any beta copies of games you've finished playing in your office? It would give me a great source of entertainment for weeks. Thank you!

Mitchell Kleiman, New Jersey, USA



This has to be the most original 'please can I have some free games' letter that we've ever had! So your hobby is comparing beta games to the finished versions is it Mitchell? Okay... To tell the truth though, we couldn't send you anything even if we wanted to. It's true that on some formats beta versions of games are given out like sweets, so that once a game has finally been reviewed you end up with a pile of half-finished code (PlayStation is a good example – some of the mags in the office have mountains of discs knocking around). With the N64 though, all previews are done from re-writeable EPROMs and as they're worth somewhere around £500 each – we have to send 'em back!

Storming Mad!

Dear 64 Magazine,

I paid a little visit to Interactive's Web site and found a wicked few pages on Team Storm's *Dragon Sword*. It does look absolutely spiffing. It seriously looks like the first decent game Interactive would've released. If they don't release it they will be making a big mistake. They have a bad image of the N64 market because they've been releasing games that may be good, but that no one is really interested in. Finally



quid on a game if you're going to finish it in the first few days of play! That said though, there are a lot of younger gamers out there (and some that are just a little less adept than others) so you do need a broad range of difficulty levels. You should all be pleased to hear that *Perfect Dark* offers the best of both worlds – play it on easy and you can zip through the first few levels no problem (which should make the young gamers happy) but the game quickly gets more difficult from there on in. There's also an ultra hard 'Perfect' setting for experienced gamers. Some people are just never happy though... on the day that the first *Zelda* game came out we had people phoning the office asking if we had a cheat that could let them finish the game!



PRIZE WINNER

STAR LETTER

A Not So Rubbish Gamer Writes...

Dear 64 Magazine,

Don't you just hate it when people write in moaning and complaining about the brilliant N64 and its games! I mean, N64 owners these days (not all of them, as some are N64 devotees like myself) just don't appreciate what they have – the best console ever! For example: J Donnellan, the rubbish gamer from Oldham. Just because he's crap at games he blames it on the games being too hard! I myself do like a challenge whilst playing on my N64 and think that there is a good variety of games for all ages (well, obviously all except J Donnellan) and suitably varied difficulty levels which is great for us brilliant gamers out there. People that have a problem with the N64 have problems themselves, as it is a superb console and always will be! And one last thing: it is definitely not dead!

Emma Doherty, Cleethorpes

We have to agree with you here Emma. As we stated back in issue 38 (the letter you're responding too) the difficulty of games on the N64 is an issue that we feel very strongly about. There's no point spending forty or fifty

Interactive Studios come up with something we've been dreaming about for years and the thick money men haven't got a clue what's sitting under their noses. Please enter their names in the Dead Pool.
PS: I have written to Nintendo and all the other magazines that feature the N64 about *Dragon Sword* – we must get this game in the shops. Let's make a storm for Team Storm!
Paul Forsythe, Cambridge

Hmm... not sure we'd agree with everything that you say about Interactive Studios Paul (we were rather keen on its 3-D arcade puzzler *Glover* for starters) however, we're glad that you feel the same way we do about *Dragon Sword*. And it's interesting that you mention the Dead Pool – to be honest we weren't aware that many of our readers even knew of it! Do you guys go through every page with a magnifying glass or something? We'll have to be careful what we write there from now on...

Stop Canning Games!

Dear 64 MAGAZINE,
I am writing to express my worries about the N64.Only last issue it was revealed that *Dragon Sword* was not going to come out on the ninny. The reason? Because the cost of mass producing *Dragon Sword* was expected to exceed the predicted profit. The consequence of this... another decent game going to waste. I think that *Dragon Sword* showed quite a lot of promise, as did *Harrier 2000*, *Wild Metal Country* and *Survivor: Day 1*. These potentially great games have been halted by the makers' unwillingness to lose money. I think that the companies making games must realise that 600,000 basketball (and countless other crap American sports) games are not going to make money, whereas the games I mentioned earlier would. The makers have to take a risk once in a while, rather than cowering in the corner and making yet another basketball game. Unless Nintendo and other game companies realise this soon, they are going to lose a lot of customers to the Dreamcast and Greystation 2.
Chris Cox, Email



We've had a fabulous response to our *Dragon Sword* feature so far, it just shows that you lot really know what you want (c'mon MGM, sort yourself out!) As far as the whole American Sports thing goes – we're with you all the way on that one Chris. At the risk of offending fans of the games – we'd welcome a few less basketball or American footy titles in return for a few decent platform adventures. Having said that though, these sports titles are what make the N64 such a big hit in the US of A (well... that and Pokémon) and the US market is one of the reasons that many software companies are still hanging in on the N64. So basically, we should be greatful to the American sports games for keeping the console economically viable, much as it pains us to say it!

Missed A Bit...

Dear 64 MAGAZINE,
I only have one question and it's about *Perfect Dark*. In your review you didn't mention the farsight gun and I was wondering: has that been taken out of the game too? 99% though, ppphhhhhaaaarrrr!
PS: Love the 'Not Nintendo' section, very original (no sarcasm, honest).
Jake Smart, West Midlands

Oh good grief! Ten pages of coverage and you're still not happy! Yes, we did manage to miss out the farsight gun, but no, it hasn't been taken out of the game! The truth is that even with the coverage we set aside for the review of *Perfect Dark*, there wasn't room to cover everything in the game and so a couple of features might have been neglected. The farsight gun had been given loads of publicity already in previews so we felt it wasn't as important as some of the features that you hadn't heard about yet. There were screenshots of the gun in action, but somehow they got left out at the design stage – d'oh! Glad you like the 'Not Nintendo' section though!

Smart Alec!

I now know what is wrong with the code for *Re-Volt* that you gave. At the end, you put C Right, when it should be C Up.
David Wickham, Email

Oops! Well spotted David. Sorry about that. The journalist responsible for this heinous error has been summarily executed – it won't happen again! (Probably.)

A Little Confused...

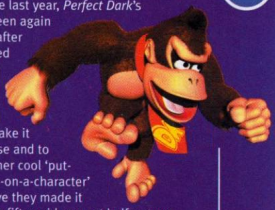
Dear 64 MAGAZINE,
My name is Mike Rhodes and my question is this: do you have any plans to release the new game *Soldier of Fortune* on the N64? I recently loaded a playable demo on my PC and thought it was great. But I prefer gaming on my N64 console as my TV is much bigger than my PC Monitor. I feel that this gives consoles the edge over PCs. I look forward to hearing from you,
Mike Rhodes, Email

Oh dear. Would you be one of those people who believes that we make all the games that we review in the magazine Mike? While that's a great idea because obviously we'd make an absolute packet, it's a little impractical. We find it enough of a struggle just turning out the magazine, let alone programming games in our spare time! As far as an N64 version of *Soldier Of Fortune* goes – we're not aware of one in the pipeline at the moment. This might change, but it's probably a good idea not to hold your breath.



On The Edge...

Dear 64 MAGAZINE,
I don't mean to be melodramatic, but frankly, I'm sick of the N64's game companies. *Conker's Bad Hair Day* was meant to come out three years ago and it still hasn't surfaced yet. It is apparently due for a 2000 release, but knowing the reliability of Rare, (who, fair play to them have been known to make superb games, but have probably never met a deadline in their lives) it will probably never arrive. And in all honesty, do we really need another cutesy platformer? With *Banjo Kazooie*, *Super Mario 64* and *Donkey Kong*, I hardly think so – so why on earth are Rare trying to finish this game at all? Rare have also sent me mad with frustration with *Perfect Dark*. Originally due for release last year, *Perfect Dark*'s release has been again pushed back after Rare postponed its release for six months. And why was it put back six months? To make it better of course and to create the rather cool 'put-your-own-face-on-a-character' option. So have they made it better? No! For fifty quid you get half a game, and the GB camera option has been dropped! Way-to-go Rare! If *Perfect Dark* scores anything less than 99%, I'm taking a trip to my local video games store to buy a Playstation, as I am fed up with the way Nintendo treats their customers. It makes me wonder, has any game actually ever been released on time?
Joe Prytherch, London



Release delays are annoying but then in the past games have been put out on time only to have huge bugs or elements missing due to the rush to get the title out. At the end of the day you've got to ask yourself: would you prefer a finished game a little late or an unfinished game on time? Oh... and *Conker's Bad Fur Day* isn't just another cutesy platformer!

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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!







▲ Do this in a real race and those bikes would be flying through the air by now, the riders nothing more than a twisted heap on the floor!

Top Gear

Biking goes hyper!



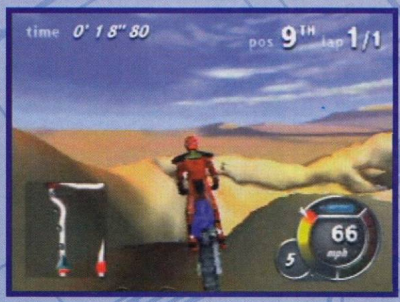
▼ These oddly coloured bright red and yellow orbs have to be collected whilst racing around the tracks if you want to get anywhere.



Have we all missed something? Does anyone know why motorbike games are currently the in-thing for game developers? It could be a weird leather and rubber fetish, but if it is, why aren't we that excited?! What's depressing is that all of these titles are concentrating on just one area of biking – supercross. Well, if you're a starved fan of this mud spraying sport then have no fear, because by the end of the year there will be four such games for you to choose from! One thing's for sure, the battle for first place is going to be very messy indeed, because one of the contenders *Excitebike* (reviewed this issue) is riding out of the Nintendo stable. We've already seen *Supercross 2000*, but what's *Top Gear Hyperbike* got to offer?

Well for starters *Hyperbike* is the only game to offer street racing, so if you do get bored of ploughing dirt then you can let it all hang out on the open road! Imagine opening up on the throttle whilst speeding through the streets of Florence – which is just one of the six

TOP GEAR HYPERBIKE	
Publisher:	Kemco
Developer:	Snowblind
UK Release:	TBC





▲ What? Travelling through the town centre at 168mph? It must be one of the Saturday night boy racers!











Hyperbike



▲ Obviously distracted by the rainbow in the background, this rider remains in twelfth place. Well it *is* pretty!







▼ If you're not happy with the colour of your brand new bike you can take it down to the spray shop to give it a custom paint job!



tracks in the game. Of course it's not all burning tarmac though, because you get to bump and fly over off-road tracks too. These include the sandy Egyptian Ruins and the muddy Redwood Forest. Unlike *Supercross*, these tracks are all fictional because the emphasis in this game is entirely on having fun!

To go with the mix of street and dirt tracks you also get an equal mix of



On And Off The Road!

When you switch between dirt and street modes you not only get to choose between different bikes, but the handlebar view changes too. High speed races feel a hell of a lot different when changing from a bulky sturdy sports bike to a flimsy motorcross machine.





Reality Bikes

This game may have an arcade slant with its power ups and over-the-top jumps, but the bikes are as real as they get. Featured manufacturers include Honda, Kawasaki and Yamaha.

















street and dirt bikes, plus the obligatory secret bikes that you need to unlock. Picking the best bike for the job is one of the key things about this game – there's no point taking a street bike through a desert track! To represent this in the game, the dirt and street modes both handle very differently, you'll have to get used to this though, because the championship mode mixes the two events together.

Street racing is a little more precise, but if you want some over-the-top action with huge jumps and wide open tracks then there's the dirt racing. Of course, you wouldn't be doing those jumps justice either unless you tried to pull off one of the many realistic stunts in the game. Performing stunts in *Hyperbike* also rewards you with turbos, thus allowing you to get even more air! There's always the danger of a bone-crushing crash, but, hey, what's a biker to do? You also get a trick attack mode which lets you practice all the stunts before you try them out for real, and when you do finally manage to pull one off, the rider lets out a celebratory cowboy 'yeehaw'!

▼ **Now you know what happens to people who show off ! If you've got the nerve, there are loads of tricks to be performed in this game.**



▲ **We've never seen a beach this deserted. Bournemouth beach gets people on it even when the rain is pouring down!**



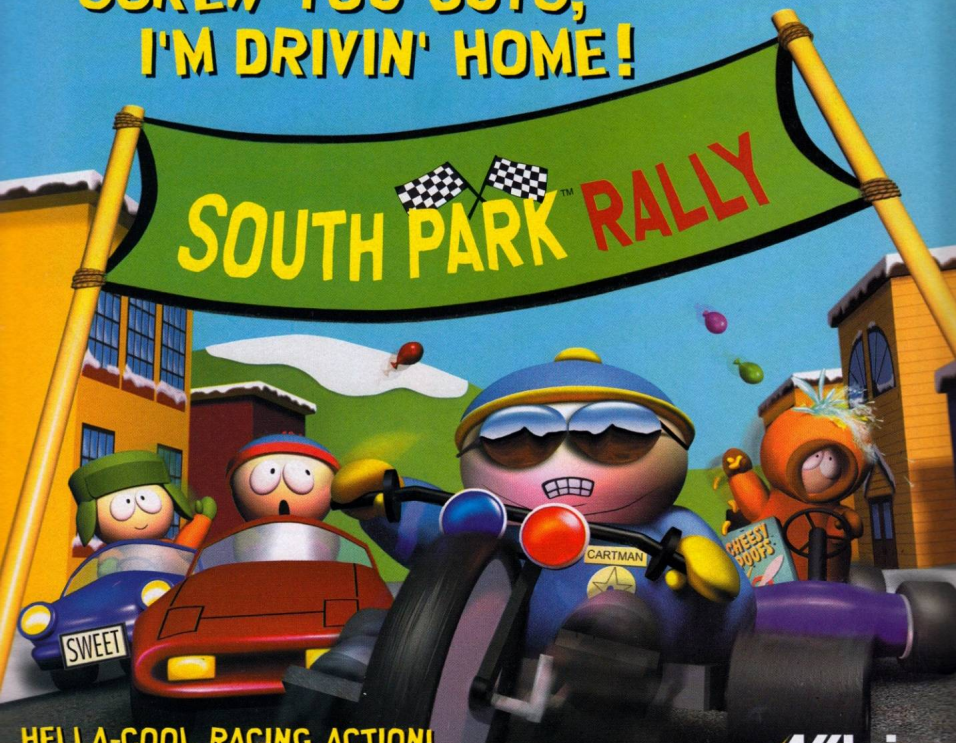
Another big feature of this game is the track editor which allows you to tweak and build your own tracks to add to the six default ones you get from the off. The facility in *Top Gear Hyperbike* is more user-friendly than most track editors, because you don't have to worry about slotting bits of track together until you get a loop. Instead, what you get here is an oval which you can twist and stretch to your hearts content to create the track! With no more need to worry about whether or not the track will meet up at the end (ie: 'cause it's always connected), you can concentrate on creating some devious corners!

As if all this wasn't enough the game also has a time attack mode, expansion pak enhanced graphics and the option to race it out four-player with your mates! If this hype's got your motor running then look out for the full review as soon as we get our hands on a finished copy of the game! ■



SCREW YOU GUYS, I'M DRIVIN' HOME!

SOUTH PARK™ RALLY

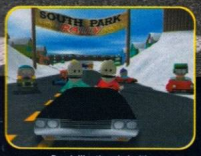


HELLA-COOL RACING ACTION!

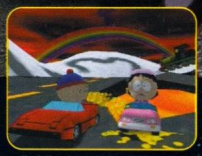
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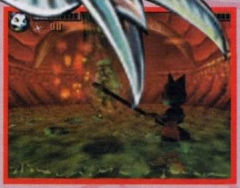




Dinosaur Planet







▲ Fortunately for you, the big dino decides to swallow you down without chewing – time to play baseball with his tonsils!



Pretty for a dino-rmous adventure!

As you read this *Perfect Dark* should be quite literally a matter of days away from hitting the shelves in the UK – and now there's a new epic Rare masterpiece to start salivating in anticipation over! *Dinosaur Planet* has finally reached its last year of development and things are already looking very impressive indeed.

Following the adventures of new characters, Sabre and Krystal, this – up till recently very secret – game is as big as the dinosaurs that feature in it. You see *Dinosaur Planet* comes on a 512Mb cart and you won't be able to play it without the Expansion Pak slapped into the front of your machine! Amazingly, the game features not just one but *two* complete adventures that draw together in a climactic ending as you play out both sides of the story. By the end of the game you'll have saved not only the world but also the entire universe from an ancient evil power!

Sabre is a warrior who starts off on a journey in pursuit of his father Randorn who vanished years earlier. Krystal on the other hand was orphaned at the age of six and taken in by none other than a legendary wizard called Randorn. Needless to say the cinematic cut scene-led story in *Dinosaur* should keep you gripped to the very end, particularly since – incredibly for an N64 title – the game also includes hours of speech to drive the plot. This means there's no need to concentrate on reading oodles of screens of text messages you might expect which are, in general, the bane of the adventure game genre.

DINOSAUR PLANET

Publisher:	Nintendo
Developer:	Rare
UK Release:	TBA

The Race Is On

It hasn't been confirmed yet as to whether or not *Dinosaur Planet* will include any multiplayer games. But if it does, then what better could there be than a downhill toboggan race?









▲ Now this is more like it, leisurely rowing down the river on a summer day. Shame there's a waterfall ahead!



▲ They're very pretty but it's probably not a good idea to touch them – unless of course you want to end up instantly barbecued!

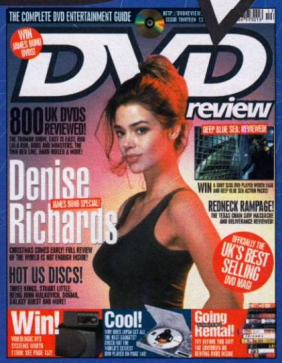


▲ Okay now, the sensible people among you should run like hell, because hang around and you could become a designer toothpick!

This game isn't all about serious story though, because where would a great adventure be without a couple of silly sidekicks to inject some humour! Among the 50 or so characters in this game are Cloudrunner Princess Kyte and Earthwalker Prince Tricky, who follow the heroes around. Several puzzles in the game require you to order these strange individuals to dig holes, recover items and even distract enemies. An easy control system means you can quite happily manage your items and spells with no trouble at all while at the same time ordering these guys to do your bidding. A quick glance across these pages should confirm that *Dinosaur* is shaping up to be a graphical treat. Glorious locations such as Warlock Mountain, Swapstone Hollow and Discovery Falls make up some of the best settings seen on the humble N64 to date. Best of all though, the entire game runs in real-time. This not only offers a realistic night and daytime system but impressive weather effects as well! 64 MAGAZINE will bring you the latest on *Dinosaur Planet* as soon as it hatches, but for the meantime savour these screenshots. Let the salivation commence!



DVD review



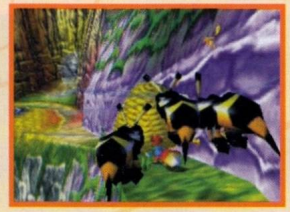
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◀ One of the puzzles in the game involves having to steal a bees' nest full of honey. Something the bees don't agree with!







▲ Conker vents his wrath on a cute teddy, who said the N64 was all about bottom-bouncing Italian plumbers?

Conker's Bad fur Day

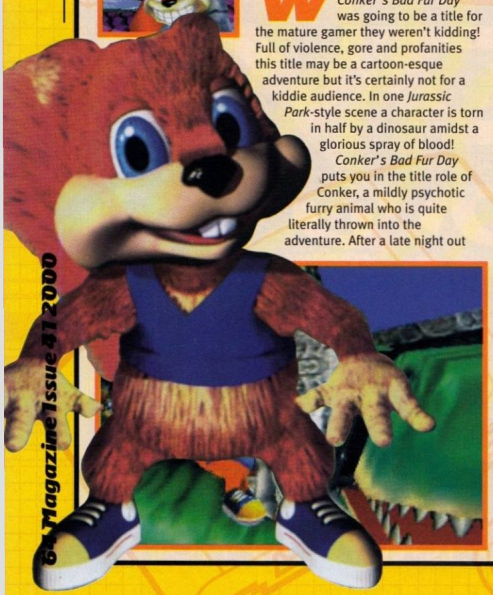


Hardcore Squirrel!

When Rare said that *Conker's Bad Fur Day* was going to be a title for the mature gamer they weren't kidding! Full of violence, gore and profanities this title may be a cartoon-esque adventure but it's certainly not for a kiddie audience. In one *Jurassic Park*-style scene a character is torn in half by a dinosaur amidst a glorious spray of blood!

Conker's Bad Fur Day puts you in the title role of Conker, a mildly psychotic furry animal who is quite literally thrown into the adventure. After a late night out with only a bad hangover to show for it, Conker is dropped behind enemy lines into a foreign world full of strange hostile creatures. Along the way he runs into a variety of strange characters, including none other than Death himself – and he's actually one of the friendlier individuals that our hungover hero comes across!

As is to be expected from Rare nowadays, the graphics in *Bad Fur Day* are top-notch and there are some stunning body and facial animations. It's amazing how angry one squirrel can be made to look! Keep an eye out for this seriously miffed squirrel, hitting an N64 near you around Christmas time!







▲ Either Conker's on a very bad trip or those bizarre cosmetics-covered seals are talking to him!

Bad To The Bone

Full of innuendoes, sarcasm, bad language and violence, this game has been rated M for Mature in America. It still remains to be seen whether it will receive a BBFC or just a plain old ELSPA rating when it's released over here.





CONKER'S BAD FUR DAY

Publisher:	Nintendo
Developer:	Rare
UK Release:	December





Eternal Darkness

It's dark outside...



▲ One of the characters you play in the game is a monk who has to contend with the people no-one expects – the Spanish Inquisition!

First shown at last year's E3, *Eternal Darkness* is a brooding gothic title which could quite possibly give *Resident Evil* a run for its money. Like the zombie-filled survival horror this game takes place in third-person but unlike Capcom's title this one has full 3-D environments with no fixed cameras!

The story for the game is massive to say the least. You play 13 different characters across a plot-line spanning 2000 years. The characters include a monk, a special forces commando and a medieval knight! All of these individuals are fighting against a powerful ancient species who are threatening the Earth and the mad cults who worship them. If you thought that *Resident Evil 2* and *Shadowman* were frightening, then you ain't seen nothing yet!

Odds are that this game will get a BBFC rating of 15 or above, if not for how scary it is then definitely for how bloody it is! The game allows you to draw on 2000 years of weaponry expertise to inflict all sorts of pain on your victims and one of the big things about the title is the insanity meter which constantly dogs your character. If you can't keep the hero mentally stable as you play through the adventure, then their sanity levels drop and weird things start to happen!

Eternal Darkness is already looking amazing visually and if the gameplay delivers the goods then it could be a huge success. Watch out for more on what could be the new king of horror.



▲ Not exactly someone you'd want to meet in a dark alley late at night – never trust anyone who glows with electricity!

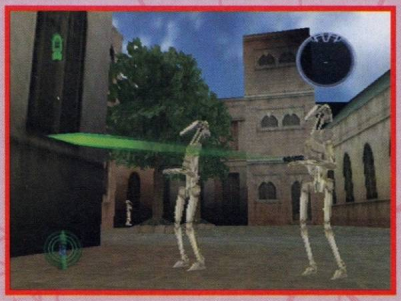


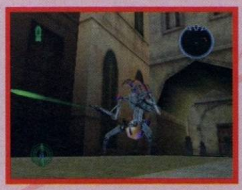
▼ Although the game uses the Expansion Pak, without it you still get these great textures and real-time lighting effects.



ETERNAL DARKNESS

Publisher:	Nintendo
Developer:	Silicon Nights
UK Release:	TBC





▲ If you've seen the film then you'll know that these guys mean business, don't remember them having a purple paint-job though – perhaps he's friendly! Er... then again, perhaps he isn't!

The story has only just begun...

Star Wars Episode One: Battle for Naboo



You know the story by now... the nasty Trade Federation is threatening the peaceful planet of Naboo and they've sent in the huge pile of overgrown electric can-openers that are the Neimoidians to take people hostage. While it takes place around the same time as the events in the recent movie, *Star Wars Episode One: Battle For Naboo* has an entirely different storyline. You play Lieutenant Gavyn Sykes, a young pilot who is just one of the many soldiers on the planet rebelling against the Trade Federation invasion.

Made by the same team that brought you *Rogue Squadron* this game features 16 missions set throughout Naboo and its surrounding space. Controlling ground, sea and air vehicles you have to fight against Federation battle droids, starfighters and even fully-armoured battle tanks! You get to pilot a variety of craft in your battle against the invaders, including an N-1 Starfighter, a heavily-armoured Battle STAP, a Gain Speeder and a stolen Trade Federation Gunboat! This game is already looking very impressive and if the gameplay and graphics come up to the standards of *Rogue Squadron* then it's guaranteed to be a hit. One of the most promising things about *Battle For Naboo* is that it has a dynamic difficulty setting, which means the better you are, the harder the game gets. So if you thought *Rogue Squadron* was difficult then you ain't seen nothin' yet! Let's just hope Jar Jar Binks doesn't make any kind of appearance, except perhaps as a target! ■



▲ This Naboo Starfighter can actually be unlocked as a hidden craft in previous *Star Wars* game *Rogue Squadron*!



▼ This craft looks like the sub that Obi Wan and Qui Gon use in *Episode 1* – but if it is, what's it doing out on dry land?



STAR WARS EPISODE ONE: BATTLE FOR NABOO

Publisher:	Nintendo
Developer:	Factor5/Lucasarts
UK Release:	TBA

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Sent to press 29/4/2000

Written by: Roy Kimber

Behind The

Unravelling the mysteries of the Legend Of Zelda sequel!





▲ Link – still in Deku form – comes face to face with a Skulltula! These nasty spidery things from the first game are back in force.



This game has a serious time limit!

It Begins...

Our story starts with a tired-looking Link trudging through the forest. Two fairies are lying in wait and they startle Epona, causing Link to fall and knock himself out. Next, from the mist, comes a figure in an ominous-looking mask. Unconcerned by Link's fate, the figure turns him over and takes his Ocarina! Link then wakes up and it seems that he has the drop on the Ocarina thief, but quick as a flash the skinny fellow leaps onto Epona and takes off!



Mask...



▲ Link isn't very happy about having to wear the Deku mask, but he doesn't half look cute with it on! Altogether: Aaaaaah!

It's fair to say that this issue we found ourselves with something of a dilemma. Having gained possession of an import copy of the Japanese version of the hotly anticipated sequel to *Legend Of Zelda: The Ocarina Of Time* – namely *Legend Of Zelda: Majora's Mask* – we had a serious decision to make. We could in theory have reviewed the game from this version, thereby being the first magazine in the UK with a review and thus guaranteeing huge sales and lots of smiling shopkeepers. However, upon playing the game we soon realised that there was no way we could fairly rate this title in its current form. While the graphics are not going to change and the gameplay will remain pretty much the same for the UK translation, the elements that made the first *Zelda* game such a joy were the storyline, the mini-games and the interaction with the myriad of characters. If you're playing the game in a language you don't understand, then you lose all this. We did toy with the idea of getting someone who could read Japanese to review it but since (as far as we're aware) the majority of you lot aren't fluent in the language it seemed a little pointless. So what we thought we'd do instead would be to bring you a massive feature on the game including our impressions, some of the secrets and our hopes for the UK version. And here it is...



▼ Before Link could climb this ladder he first had to burst the balloon which was blocking his way by using Deku spit – ugh!



Roy, Deputy Editor



"There was a great deal of anticipation in the office about this title when we first heard about it and so I was pretty excited to finally get a version of the game in the office. It quickly became clear from playing it that there was no way we could fairly rate it though, since our knowledge of written Japanese doesn't stretch much past the symbols for 'yes' and 'no'! Despite the communication problems you can get far enough into the game to appreciate that it's gonna be another fantastic Nintendo title. There's more than enough going on in the first town alone to keep you playing for ages – or at least until the moon crashes into the planet and wipes everyone out, anyway!

Like the first game there are loads of really neat little touches – such as the dog who doesn't like Link when he's in Deku form and keeps knocking him down – and the various mini-games that you can play if you've got the money. I really like the idea of being able to change into different forms, because it adds a whole new dimension of variety to the gameplay. However I'm not sure yet whether I like the whole three-day time limit thing but I'm reserving final judgement until we get the English language version. One thing's for sure though – it's looking very promising!"

▼ When you play hide 'n' seek with the kids in the town, one of them hides on top of a building and uses a chicken to escape you!





▲ When Link's nemesis emerges from the fog, to begin with all that you can see is the mask, which is pretty darn spooky!















▼ Just like in the first game, if you visit a fairy fountain you can get yourself some new powers and some useful items.

The first thing that you notice about *Zelda: Majora's Mask* is that it looks very similar to the original title (well okay, the first thing you notice is that it's in Japanese – but the similarity thing is definitely next on the list!) This means that if you're expecting some fantastically improved graphics and sound then you're going to be in for a bit of a disappointment. However, since the first *Zelda* game was none too shabby in the visual and audio departments, this one is looking pretty darn groovy.

The story begins with our hero Link, once again back to being a little boy following his generation-spanning adventures in *The Ocarina Of Time*, wandering through a misty forest on the back of young Epona (his horse).

An instant later Epona is startled by two fairies and Link tumbles to the ground, knocking himself unconscious. Then before you can say "Oy that's my horse and Ocarina you git!" a masked figure pinches his Ocarina and jumps onto Epona. Despite a brave attempt at wrestling Epona from the masked figure's grasp, Link eventually loses him and it's then that you take over.

The next few sections of the game are very linear in nature with not a lot for you to really do. You basically get to do a bit of running around before you come to another cut-scene, then a little more running before another cut-scene kicks in... and so on. The culmination of all this is a sequence where Link faces off against the masked horse-thief and ends up getting turned into a Deku Scrub for his trouble!





▼ This is definitely the most angry moon we've ever seen! Makes the face on Mars look positively friendly, doesn't it?



This is where the game really begins in earnest. A quick trip through a few tunnels (one of which just happens to be a portal to another world) a brisk jog up some stairs, a chat with the mask seller from the first game and you're in town! This is where the difference between *Zelda: Majora's Mask* and the first *Zelda* game becomes apparent: this game has a serious time limit!

As soon as you enter the town square, a small gauge appears at the bottom of your screen. If you

Link In WonderLand?

The initial storyline of *Mask Of Majora* bears a striking resemblance to the story of *Alice In Wonderland*. Okay, so there are no white rabbits, instead Link pursues a masked thief into a tunnel only to fall down an incredibly deep hole where he sees all sorts of strange things...







Russell, Contributor



"*Zelda: Ocarina of Time*, is possibly the greatest videogame ever made and the new challenge is even better! Loads of the first game's original features are still present, while lots of improvements have also been made, like the inclusion of real-time. Although the text is in Japanese you can still clearly make out what a great game this is, even if you do not have a clue where you are going or what to look for. The translation will take a few months to complete as the game is monstrously large, but we're all sure it will be worth the wait!"

Time Trouble!

Forget about wandering around aimlessly like you did in the first *Zelda* game, this time you're playing against the clock! You've initially got three days before the moon hits the planet and the end of each day is foreshadowed by a rather disconcerting shrinking of the screen!









Martin, Contributor



"After watching Roy struggle with the tons of Japanese text on show here, I'm glad I resisted the urge to go out and buy this immediately! Saying that though, it looks incredibly good – just as amazing (if not better) than the original game! The fact that you've only got a limited amount of time to complete the game seems to hurry things along – you won't have much time to hang around and explore from the looks of things! Being a massive *Zelda* fan, I'm really looking forward to this getting an English translation... come on Nintendo, hurry up!"

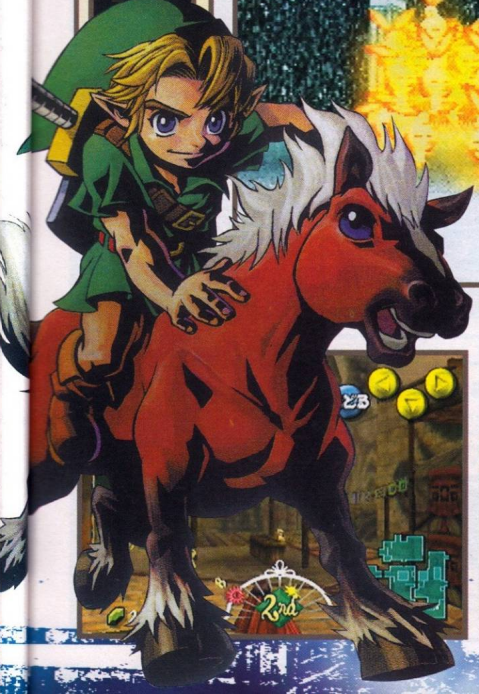
Who Is that Masked Man?

Later on in the adventure, once he has left the town, Link comes across a crudely drawn picture on an old tree. As he stares at the image, he gets a flashback sequence which shows the figure who took his horse. From the images it appears that the thief was originally quite a nice, happy little chap and that this all changed when he discovered the ornate mask that he now wears... what is its terrible secret?









▲ The fairies in *Majora's Mask* look a little different to the ones in *The Ocarina of Time*!



Flower Power!

One of the side-effects of Link's transformation into a Deku Scrub comes in rather handy. By standing on any of the peculiar flat flowers that he finds growing throughout the world and holding down the B button, Link is sucked into the plant and then fired up into the air where he gets a pair of flowers which rotate like helicopter blades and allow him to fly for short distances!



Forced Transmogrification!

Here's a top tip: if someone steals your horse and then runs off into a tree with him, it's not a good idea to give chase. Look at what happens to Link...



Dropping down a hole Link comes face to mask with the horse thief!



However, the masked figure seems unconcerned by Link's arrival.



Almost lazily, the nasty chap casts a mysterious spell...



Link's confused. What is happening to him?



Suddenly he finds himself surrounded by Deku Scrubs!



The Scrubs press in on our hero and he blacks out for a second...



When he comes to something feels different. He catches his reflection...



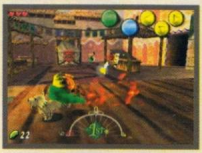
And to his horror finds out that he's been turned into a Deku Scrub!



Down Boy!

Barely has Link entered the town on the first day (having just been transformed into a Deku Scrub) when he comes across this very vocal dog. Apparently the animal doesn't much care for Deku Scrubs though, because he knocks Link down and proceeds to follow him, flooring the elf at every opportunity!









Flashback!

Ever get the feeling you've been here before? When Link manages to retrieve the Ocarina from the masked thief, he finds himself remembering things...



Could it be... it is! It's Link's old sweetheart, Princess Zelda, in glorious... er, black and white!



In his mind's eye, Link remembers Zelda presenting him with his treasured Ocarina...



...and teaching him the Song of Time! Handy when the moon's gonna hit it in about thirty seconds!



▲ This is the upstairs section of the town's Inn. Link needs to get up here at night but isn't allowed through the front door...

Alternative Instruments

The Ocarina is still a major part of the gameplay in this sequel, but there are now a few other instruments in the game too.

Depending on which form Link happens to be in, he produces various instruments from bongos to this rather cool Deku trumpet-type thing!







▲ Link can use many of the strange flowers in the town to fly, but to use this one he must first get this strange guy to move.



look upwards into the sky at this point you notice a big, angry-looking moon hovering above the town. In just three days time that rather large spaceborne lump of rock is going to crash into the planet! Of course... three days sounds like a long time, doesn't it? Except that three days game time roughly translates into about 45 minutes of real-time. As the gauge moves across the bottom of your screen all too quickly, you've got no time to lose if you don't want Link to end up in the N64 remake of *Deep Impact*!

First order of the day therefore is to recover the Ocarina, but of course there are plenty of other tasks for you to tackle first. The town in which you begin the game proper has plenty of places to visit and all manner of little tasks to perform. The most important thing for you when you first arrive is to secure yourself some weaponry because in three days time you need to confront the guy who stole your Ocarina and in his

Mike, Staff Writer



"After such an exciting start on the N64 with the original *Zelda*, it's safe to say that this Link adventure was a little over-anticipated! The hype was worth it though, because as soon as you switch on this cart you get a tingling down your spine as another epic masterpiece begins. Of course all this falls away faster than Alice down the rabbit hole because you soon realise that the Japanese text makes this game about as understandable as Quantum physics! On the plus side though, the game looks great and seems to offer as much of a challenge as the first one – if not more so because of the time limit! A lot of the characters and the sound effects have been rehashed from the first game, but perhaps that's a good thing? After all, if you're familiar with the original *Zelda* (And who isn't?) then you'll be able to jump straight into this the second you pull it from the box. We'll just have to wait and see what the storyline is like!"

Fairy Frolics

On the left side of the town map is a little area with some water running through it. If you come here during the day, there's a little fairy hovering over the stream. Catch him (or her – it's difficult to tell) and head to the Fairy Fountain elsewhere in town. Upon entering, the fairy you were carrying joins the others and causes a new massive fairy to appear (you may recognise her from the original Zelda). She grants you the power to fire bubbles in Deku form, which is essential if you want to get anywhere in the game!









Nick, New Contributor



"As soon as I laid eyes on this game all the excitement I felt when I played the original *Zelda* came back to me. The one thing I was looking out for was to see if the game still had all of the same characteristics and gameplay as the previous installment – and it does!

The thing that really appeals to me though, is the fact that the masks are back in it again and that this time they're a more integral part of the gameplay. Now whenever you put the mask on, you're able to do the moves of whichever character the mask represents, which is brilliant! There's no doubt... this one is gonna be big!"

Hide 'N' Go Seek!

One of the first puzzles in the game involves a game of Hide and Seek! It begins with a blatant act of child cruelty though...



This little kid is playing with a balloon which has an image of the Mask of Majora on it! Burst it and he gets very annoyed...



...and joined by four friends – challenges you to a game of Hide and Seek. Guess who's searching first?



Search the town and tag each boy to make him sit down. Some of them are in quite hard-to-reach places.



Once you've caught all the boys they line up and turn around to reveal a number on the back of their shirts...



...ke a note of this number and go ...he other little boy on the right ...own who is blocking an alleyway.



He asks you for a password to which you respond with the number that the five kids have just shown you...



...and the pint-sized guard grudgingly moves out of your way, allowing you access to another area!





▲ This cute little guy can be found in various locations. Presumably he's got some significance to your quest, but what?



▲ Remember this guy from the windmill in *Ocarina Of Time*? This time he only comes out at night and he's got a mask that you need.

Heavens Above!

If you can get past the little kid in the town, then you get access to an underground route which leads to the observatory. Here, if you speak to the old man, he allows you to use his telescope through which you can spot the guy who nicked your Ocarina! Keep watching and you then notice an object fall from the moon to land right outside the door – how fortuitous!











▲ Here he is... the masked thief. This guy is incredibly strange but has some powerful magical talents, so he's dangerous!



▲ Once you've managed to return Link to human form, you find that a lot of the characters in town treat him differently.







▲ The mask seller is definitely a little weirder than the was in the first *Zelda* game. He keeps [illegible] funny turns...

Deku Scrub form Link can't make use of his sword!

The answer to this puzzle is away with the fairies. As in the first game, if you explore your environment you eventually discover a fairy fountain and if you can persuade her to appear then the fairy bestows the power of spitting on little Deku Link which is an absolutely essential skill.

As in the first game, the days are divided into night and... erm, day. Depending on whether it's light or dark you run into different creatures in various places and at night-time the townsfolk pretty much stay indoors. This night and day puzzle element is even more important than in the first game because of the time limit. Unlike *Ocarina Of Time*, you can't just hang around waiting for it to get dark, because you've only got 72 hours before the untimely demise of the whole planet!

Assuming that you manage to obtain the abilities that you need to survive your confrontation with the masked man, you then get your Ocarina back and – using the Song of Time – can send yourself back to the start of the world, giving yourself another three days breathing space. But the clock just keeps on ticking! Needless to say, much of the game revolves around finding



After about a week of solid play we've barely scratched the surface of the whole thing...



▼ We thought at first that this was some kind of bomb-making manual but it seems to be some kind of diary instead!



ways to gain yourself more time and to prevent the sun from rising on day four – fail just once and it's goodbye Link!

Despite this pressing time limit there are still plenty of fun things to do and you should never find yourself getting overly stressed or bored.

Obviously, from the title of the game you've probably worked out that masks play a pretty big part in the whole adventure. In all there are a total of around 30 masks to collect in the game and they have a variety of different uses. Some of them act simply like ordinary masquerade masks, so that nothing special happens when Link puts them on – at least initially. Others however, are a little more unusual. For example there's the Deku Scrub mask, which Link gets when he manages to break the spell cast on him at the beginning of the game by the masked man. This mask and other similar ones like the Goron and Zora masks actually effect a physical change in Link when he puts them on. While wearing these masks our elven hero looks markedly different and takes on new abilities associated with the mask which are absolutely essential for making progress through the game. Essentially the masks replace the various tunics, shoes and weapons that Link collected in the first Zelda game. However, because the masks bring about an actual physical transformation it's a lot more fun.

There's absolutely loads still to discover in this game – after about a week of solid play we've barely scratched the surface of the whole thing (although to be truthful we'd probably have got a bit further if the game was in English). Rest assured that with titles of this quality on the way you can put to rest the ridiculous rumour of the N64 being on the way out – if anything it's stronger than ever! ■



▲ When Link pulled out this strange device, we weren't sure whether he was going to play a tune or launch a rocket attack!

All Change!

Once you've managed to break the spell which the masked figure cast upon Link, you get the Deku mask. From this point onwards it's possible to take it on and off at will...



Link needs to get up this ladder, but he can't get past the top in his normal form.



So it's time to make use of the Deku Scrub mask that our hero picked up a little earlier.



After a very spooky transformation sequence, Deku Link is ready and raring to go!

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Escape from

64 MAGAZINE REPORTS LIVE FROM E3!

It's hot, sweaty and 6,000 miles away from home – but each year we make the trek to Los Angeles to talk to people who live only a few miles up the road from the 64 MAGAZINE offices! Yes, like it or not, it's E3 time again. We travelled 'across the pond' to report back on the hottest Nintendo games ever seen!

E3 MAIN GAMES

Mickey's Speedway USA
Nintendo

The story for this game goes something along the lines of this: the weasels have stolen Pluto's diamond necklace and it's up to you to get it back! Quite frankly though – who cares? It's a Disney karting game from Rare so if that doesn't get you excited then nothing will! Surely *Mario Kart* can feel the impending doom *as Mickey's Speedway USA* rounds the corner.

As the title suggests this game is set in the good old United States of America. Of the five grand prix circuits on offer in the game each one is set in a different part of the US, for example, one of the tracks takes in the Grand Canyon. Like *Mario Kart* and *Diddy Kong Racing* the emphasis in this game is very much on having fun. The courses are littered with power ups and yes, you will be able to scupper your mates with projectile weapons in a four-player bout! *Mickey's Speedway USA* isn't due out over here until November but it's definitely going to be worth the wait.

First Impressions

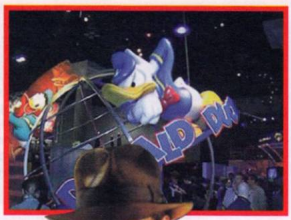
Another Rare classic? Well kind of... but the one thing that hits you in the face as soon as you start playing is that this is basically *Diddy Kong Racing* with different graphics and a few tweaks. Having said that it's also fast, fun and a good challenge. We jumped straight in at the start racing as good old Mickey Mouse himself. The Disney graphics and sound effects really boost what is already a very playable game and take it

N64 Games On Show

Aidyn Chronicles	THQ	Donald Duck	Ubi Soft	Mario Tennis	Nintendo
All-Star Baseball 2001	Acclaim	Eternal Darkness	Nintendo	Megaman 64	Capcom
Banjo-Toole	Nintendo/Rare	Excitebike 64	Nintendo	Mia Hamm Soccer	South Peak Interactive
Batman Beyond	Kemco	Fighter Destiny 2	South Peak Interactive	Mickey's Speedway USA	Nintendo/Rare
Big Mountain 2000	South Peak Interactive	Hey You, Pikachu!	Nintendo	Midway's Greatest Arcade Hits Vol 1	Midway
Cat Roots	Aun Entertainment	Indiana Jones and the Infernal Machine	LucasArts	Namco Museum 64	Namco
Conker's Bad Fur Day	Nintendo/Rare	Kirby 64: The Crystal Shards	Nintendo	NFL Blitz 2001	Midway
Cruis'n Exotica	Midway	Looney Tunes: Duck Dodgers	Infogrames	NFL Quarterback Club 2001	Acclaim
Dinosaur Planet	Nintendo/Rare	Madden NFL Football 2001	Acclaim	Ogre Battle	Atlus







LA!









to another level. If you're a cartoon racing game fan – it doesn't come much better than this – start getting excited now! Anticipation Rating: ****

Indiana Jones and The Infernal Machine Lucasarts

Based on the hit PC game of the same name this could be just what the N64 has been waiting for – its very own version of *Tomb Raider*! Admittedly, Indiana Jones has a little more stubble than Lara Croft but he was the first person to glamorise a profession that mainly involves shovelling dirt!

However, this game *is* a little more complicated than just digging up lost artefacts. Playing as Indy you learn that the Soviets have discovered information about an ancient machine that can open the door to a parallel dimension known as the Aetherium. Thus, Indy being the hero that he is, sets out on his biggest adventure yet. He must go around the world to find all the parts to the machine before the Soviets can.

This action adventure game takes you to the ancient ruins of Babylon, into the bowels of Teotihaucan Aztec temples and across the mountains of Kazakstan! On the way you partake in some white water rafting and even a bit of off-road jeep racing. Oh and this wouldn't be an





Featured This Issue

The big games at E3 that were just so huge we couldn't fit them on these pages! Look elsewhere in this issue for 64sights on:



Dinosaur Planet Nintendo
This secret Rare project was unveiled at the show and the game literally left people dumbstruck! *Page: 16*



Conker's Bad Fur Day Nintendo
Shocking all that saw it with its bad language and violence, *Bad Fur Day* is definitely for the adult N64 audience! *Page: 18*



Eternal Darkness Nintendo
Once thought a dying game, this horror adventure managed to amaze and delight eager onlookers. *Page: 19*



Star Wars Episode One: Battle For Naboo Lucasarts
At last *Star Wars* on the N64 again, it's been a while since the *Episode One Racer*. *Page: 20*

Paper Mario	Nintendo/Intelligent Systems	Scooby Doo! Classic Creep Capers	THQ
Perfect Dark	Nintendo/Rare	Star Craft 64	Nintendo
Pokémon Stadium	Nintendo	Star Wars Episode One: Battle for Naboo	LucasArts
Rally Challenge 2000	South Peak Interactive	The World is Not Enough	Electronic Arts
Ready 2 Rumble Boxing Round 2	Midway	Tigger's Honey Hunt	New Kid Co
Resident Evil Zero	Capcom	Tom & Jerry in Fists of Fury	New Kid Co
Roswell Conspiracies	Climax/Red Storm	Turok 3: Shadow of Oblivion	Acclaim
Rugrats in Paris: The Movie	THQ	WWF No Mercy	THQ
San Francisco Rush 2049	Midway	Zelda: Majora's Mask	Nintendo







Indy game if you didn't get to jump into a speeding mine cart, now would it? Keeping true to the films, this title also allows you to use a whip, something you can't say about a lot of other games! Other weapons include pistols, rifles, grenades and even bazookas! Featuring high-resolution graphics and impressive lighting this game is looking graphically stunning and the dungeons and temples promise to keep you locked away in your room for years!

First Impressions

One of the most impressive games on the Nintendo stand at E3, *Indiana Jones* was a joy to play. It does have a very *Tomb Raider*-esque feel with the lead character viewed from behind as he runs, jumps, searches, shoots and drives through the adventure. When you think about it things have come full circle – *Tomb Raider* was an Indiana Jones rip-off to start with!

A favourite section of ours was the jeep driving. The controls are tricky to start with, but once you get used to them it's really enjoyable, whizzing over rickety bridges and running over the bad guys. It looks like LucasArts have another winner on their hands!
Anticipation Rating: *****







Banjo-Tooie
Nintendo

If you haven't heard of this game by now, then where have you been for the past year? The show gave us an invaluable opportunity to see just how this game is shaping up and it's looking great! Especially, the sections where Banjo and Kazooie split up.

The moves remain the same as in the first game when they're together but apart it's a whole different ball game! Banjo without Kazooie can use his now empty backpack as a weapon or as an air storage device for underwater exploration! Kazooie without Banjo on the other hand becomes an aerial master who could put the Red Arrows to shame!



There's no word yet on how this game will interact with the original *Banjo Kazooie* but the word on the show floor was that it is likely to involve 'hot swapping' the carts! This would involve taking one cart out and replacing it with another mid-game! *Banjo Tooie* is due out over here in October.

First Impressions

More of the same – nuff said! We don't know what you were all expecting from *Banjo-Tooie*, but it really is just a remixed version of the original *Banjo-Kazooie* game. This was really to be expected though – especially as the new game is supposed to interact with the original title.

The similarity isn't a bad thing though – because you've got loads of new puzzles to sort out and terrain to explore. This is a 'must have' game!
Anticipation Rating: ****

Mario Tennis
Nintendo

Last year's E3 showed the world *Mario Golf*, this time Mario's taken to the court and swapped his club for a racket! Just like *Mario Golf* this game has realistic physics mixed with explosive action. As well as all the usual lobs and serves you can play some power shots to strike fear into your opponents. The earlier you get to where the ball is going to land the more power you can put into your shots!

Most comical of all though is the Bowser court which is suspended on chains above a fiery pit! As well as a moving court you have to contend with Koopa shells and other such nastiness being thrown at you. Full of multiplayer and solo fun this game is guaranteed to liven up an otherwise dull sport.

First Impressions

Stick Mario into any game and watch it sell! That's Nintendo's motto – and they're sticking to it! Underneath all the snazzy graphics and animation this came across as an average tennis game in the same mould as *Super Smash Tennis* from the old Super Nintendo days, only with Mario and his pals thrown in for good measure. There are lots of quirky things going on to spice the game up a bit and the dynamic camera angles as the character serve, lunge and run about really do add an element of excitement, but at the end of the day... it's only tennis!
Anticipation Rating: **



Resident Evil Zero
Capcom

We brought you an exclusive preview on this game a while back but this prequel to the famous horror series was looking better than ever at E3. Set before the very first game on the PlayStation, *Resident Evil Zero* gives an insight into the background surrounding the whole Raccoon City incident. Investigating a train crash, you play Rebecca, who originally featured as a STARS team rookie in the first game!

An amazing new feature that surfaced at E3 is a real-time zap system! A first for the *Resident Evil* games this allows you to switch between the two main characters at any point during gameplay. This should heighten the suspense no end on the game that is promising to be the most difficult and most terrifying *Resident Evil* game to date.

First Impressions

Wow, this game certainly looks good! In fact we would go so far as to say it's one of the most, if not *the* most, impressive *Resident Evil* game ever! We all know the gameplay involved, it's the quality of the graphics and the ingenious new features like the real-time zap that will really boost this version. We can't wait for the completed game to arrive!
Anticipation Rating: *****





Turok 3: The Shadow Of Oblivion
Acclaim

If you didn't buy our last issue with a mammoth feature on this game then you won't know that it's bigger and better than ever before. This latest time-travelling installment has got more blood, more enemies and more weapons than *Turok 2* even dreamed of! One thing it hasn't got though is Joshua Fireseed. Instead, taking his place for this game you have other family members Danielle and Joseph. Other new additions to the game include upgradable weapons, real-time cut scenes with speech and facial animation and more frequent game saves. This being a *Turok* game you also get loads of opportunities for killing your mates. In addition to the classic games such as Monkey Tag you now get Golden Arrow, Colour Tag, Arsenal Of War and Weapon Master multiplayer games! Look out for more on this one soon.

First Impressions

Fan-flippin'-tastic! We'd already played an early version of this at Acclaim and the E3 build looked even better. The lack of many dinosaurs doesn't detract at all from the gameplay and the range of other enemies more than make up for this anyway. As we stated in the feature last issue this game is very reminiscent of *Half Life* on the PC and as such it's tremendously atmospheric. The time travel element seems to work really well and we're positively salivating at the thought of finished code arriving in just a few months!

Anticipation Rating: *****









Mario Story
Nintendo

Shown as *Paper Mario* at the show, this game has already been retitled *Mario Story* for its Japan release. The RPG adventure kicks off after Mario receives an invite to a party at Mushroom Castle. The original name of *Paper Mario* comes from the fact that all of the well known characters appear in flat 2-D form! They are of course all set in a glorious 3-D world but as shocking as this may be, the game is a side-scroller! Despite this, Nintendo is promising that the game will be bringing a new gameplay experience to the public. The original *Mario 64* is still one of the best games on the N64 – who knows, perhaps this could top it?

First Impressions

What on earth is going on in this game? It uses a similar graphic style to *Yoshi's Story* but puts Mario and all the usual characters (Luigi, Koopa and Peach) from the *Mario* games into the starring roles – and they're all flat so they virtually disappear when they turn around! This special look is one that is uniquely Nintendo and although it doesn't exactly make the best use of the N64's graphical power – it is fascinating to watch! The game is a kind of a sequel to *Super Mario RPG* and uses similar role playing elements – *Mario Story* will certainly be a game to look forward to!

Anticipation Rating: ***



The World Is Not Enough
Electronic Arts

The name's Bond, James Bond! After an epic wait the suave and sophisticated secret agent is making a comeback on the N64. Shockingly though this title is being made not by Rare but by EA! Thankfully however like *Goldeneye* this is a 3-D first person shooter split into mission-based levels. There are ten levels in all based on scenes from the film and split into several objectives. Whilst on these levels you'll get to play with no less than 40 weapons and gadgets! So far this is looking amazing and – dare we say it – possibly even better than *Goldeneye*!

First Impressions

What can we say? It's another Bond game – and about time too! Thankfully this game is already looking much more impressive than the rather duff *Tomorrow Never Dies* which popped up on the PlayStation, and it does indeed look like it might be able to rival *Perfect Dark* for playability. It's time to don that tuxedo again and run around your house pretending that your clenched fingers are really a Walther P99!

Anticipation Rating: ****



Pokémon Puzzle League
Nintendo

Those Pokémon have got their tentacles into practically every market and now they're taking it one step further with *Pokémon Puzzle League*. The gameplay is like most other puzzlers: simple! Basically the idea is to match three blocks of the same colour to make them disappear. Of course the complexity comes when you start going for combos but the fun and basic gameplay should make this game a sure fire hit with Pokémon fans of all ages.

First Impressions

Come on... read between the lines! *Pokémon Puzzle League* is nothing more than a variation on *Tetris*, only with Pokémon graphics slapped on it! We've all seen the game before, but once you start playing you just get hooked all over again! The game is particularly playable as a two-player battle.

Anticipation Rating: ***



Mega Man 64
Capcom

Long overdue for the N64, the Mega Man is coming. Those traitorous scoundrels amongst you who own a PlayStation will probably already be more than familiar with the short guy in a metal suit. This game is in fact based on the *Mega Man Legends* game that was released on the PlayStation a couple of years back. Luckily for us Capcom have made a few improvements since then and *Mega Man 64* should be a delight to behold. Taking place in full 3-D, the graphics are a lot crisper than on the PlayStation version and you don't get the problems of dodgy clipping either! Slightly smaller levels also means better frame-rates and higher polygon counts. If you haven't experienced the Mega Man in action yet then this game should be the perfect excuse to give him a try!

First Impressions

Mega Man is one of those games which has held its appeal through numerous different format changes and from the looks of things it's going to be just as good on the N64. It's arriving a little later in the ninny's life then we'd have liked, but it's definitely a case of better late than never!

Anticipation Rating: ***









Hey You, Pikachu!
Nintendo

Have you ever wanted to truly play with an on-screen Pikachu? Well despite the fact that you may need psychiatric help now you can with *Hey You, Pikachu!* This may not be a title to catch everyone's attention but this is the first N64 game to use voice recognition. Yes that's right, by using the microphone that comes with the game you can talk to your very own Pikachu!

This ultimate advancement in cyberpet technology allows you to help Pikachu fish, cook, search for treasure and many other things. Other Pokémon such as Bulbasaur, Caterpie, Charmander and Squirtle are also in the game for Pikachu to interact with. Do well and you can earn friendship points but annoy Pikachu and he could run off! *Hey You, Pikachu!* hasn't been confirmed for a UK release yet but is due out in the US around Christmas time.

First Impressions

This game gives you the chance to shout at Pikachu – what more could any sane gamer want? Coming with its own microphone attachment and voice recognition software the technical marvel behind the game is quite amazing! In reality it's not quite as interactive as you might think, especially as the version on show at E3 was Japanese, so Pikachu spent most of his time just looking at us blankly! We're sure it will thrill Pokémon fans all across the UK though – if it ever comes out over here!

Anticipation Rating: ****



Batman Beyond: Return Of The Joker
Kemco

The Dark Knight creeps up on the N64 unnoticed but he's not quite the Gotham City hero you might be expecting. *Batman Beyond* is based on the cartoon series of the same name, which stars not Bruce Wayne but an all new futuristic hero who has donned the Dark Knight mantle. This is a good thing, because it means we get to play with his new gadgets including Dark Knight discs and a lovely pair of nunchakas!

Similar to *Fighting Force 64*, the gameplay basically involves fighting and takes place in a variety of locations. This includes the Gotham Aerospace Research centre, which the Joker and his clown gang have invaded. *Batman Beyond: Return Of The Joker*'s gameplay recalls the classic *Streets Of Rage* or *Double Dragon* games, as most of the action takes place on side-scrolling levels. Let's hope that Batman manages to better the last comic outing *Superman* – but let's face it that won't be difficult!









First Impressions

Wahey! 64 MAGAZINE are big fans of Batman and if you read our *Dragon Sword* feature a few issues ago, then you'll know that we're rather partial to progressive beat-'em-ups too, so this game went down a treat! However, we're reserving

Aldyn Chronicles
THQ

Could it be? Surely not? A proper RPG adventure on the N64! If there's one type of game sorely lacking on the Nintendo at present it's a decent RPG. In fact *Zelda* is probably the closest you can get to one at the moment! With ten different characters – four of whom are controllable during any one game – this title is big to say the least. Characters you can lead through the non-linear story include thieves, wizards, warriors, knights and even a pool! The game also includes loads of other colourful individuals who you will come across whilst wondering the world of this game, some friendly and others not! When battles do happen it's a mix of real time and turn-based combat which will hopefully please all RPG fans. If you're an RPG follower then cross your fingers and hope that this one gets a UK release as nothing's been confirmed yet.

First Impressions

After such rather dire attempts at N64 RPGing like *Holy Magic Century* this game was a pleasant surprise. The problem with RPGs as a whole is that they can get bogged down by being so huge and there being so much faffing around talking to irrelevant NPCs. So far though *Aldyn Chronicles* is looking a lot less dull than many games of this genre that we could mention and at the end of the day N64 RPG fans are probably going to love it regardless. Definitely one to watch.

Anticipation Rating: ***



Scooby Doo: Classic Creep Capers

THQ

Classic is the name of this Scooby Doo game and classic is just what it is – there will thankfully be no Scrappy Doo in this comic masterpiece! Featuring the original cast of Daphne, Freddy, Velma, Shaggy and Scooby this game is based on actual episodes from the original series. If like us you've been brought up on Scooby Snacks then don't worry because there are just enough original elements to make this 3-D adventure a tough challenge. In fact there's even one entirely new adventure to play through in *Classic Creep Capers*. Just imagine being able to control your favourite mystery hunting team through this and all the other episodes!

First Impressions

Scooby Dooby Doo, where are you? You've got some work to do now! Er... sorry, lost it a bit there! From the looks of things this game is going to be fairly interesting although we're still not sold on the plots being borrowed from the original cartoons – after all the bad guy is always 'crazy Mr Jones who runs the haunted amusement arcade' in a rubber mask! We're watching with interest though...

Anticipation Rating: ***





judgement until we get hold of the final code, because *Fighting Force* originally looked good and then turned out to be a bit of a disappointment. We're definitely waiting for this game with baited breath though... it can't fail, can it?

Anticipation Rating: ****



X Men: Mutant Academy

Activision

A game that seems like it's been in the works for an eternity now, *X Men: Mutant Academy* could put an end to those moans from fanatical beat-'em-up fans that the N64 hasn't offered them a lot so far. One shocking thing to see at the show was that this fighting game is actually not going to be in 2-D. Anyone who has played an *X Men* game before will know that this is a first for the mutant heroes. Here you get to play with Ice Man, Gambit, Storm, Wolverine and all the others rendered in glorious 3-D! The *X Men* fighting series has had quite a considerable amount of success on other platforms, let's hope it does the same on the N64!









First Impressions

Oh yes, now this is what we're talkin' about! If beat-'em-ups are your 'thang' then you should start salivating now because this game looks flippin' great! It's no great shakes in the cerebral challenge stakes but nevertheless it's shaping up to be a hit, particularly with the *X-Men* movie on the way. To rip off some car company's slogan: prepare to want one!

Anticipation Rating: *****













Ms. Pac-Man: Maze Madness
Namco

The last time Ms. Pac-Man made an appearance on the N64 was in her original 2-D form on *Namco Museum 64*. Well now she's back for more but this time Capcom has brought her bang up to date in glorious 3-D! On offer is a quest adventure game, new enemies and loads of new traps. Imagine trying to munch all those dots whilst negotiating collapsible bridges, breakable walls and jump pads! Best of all the original game is included as a hidden bonus!







First Impressions

Pac-Man in 3-D? Sounds a bit bizarre but it actually looked pretty good. Obviously the simplicity which was the draw in the original arcade game isn't present here but then games have evolved somewhat since then. We're not as excited about this as we are, say *Turok 3*, but from what we've seen so far it doesn't look half bad!

Anticipation Rating: ***

Polaris Snocross
Vatical Entertainment

Sponsored by Polaris, one of the biggest snowmobile manufacturers in the world *Polaris Snocross* is all about super-fast snow racing. There are 16 upgradable snowmobiles on offer with realistic handling and you can race across 10 different tracks. Like *Wave Race* there is the opportunity to show off with tricks if you want to, but at the end of the day this game is more about serious racing than anything else.

First Impressions

It's fast, it's furious and it seems like a lot of fun. We've had a lot of racing games for the N64 but this looks like being a little different. The handling of the snowmobiles makes for a different kind of game (in the same way that the jetbikes did in *Wave Race*) and as a result *Polaris Snocross* shows a huge amount of potential.

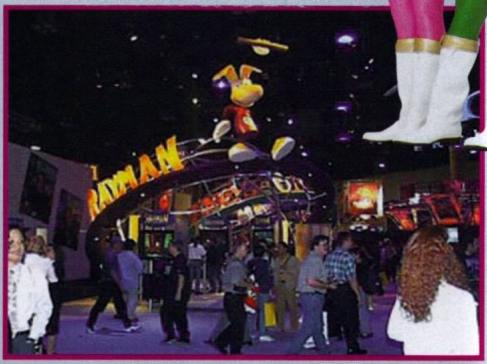
Anticipation Rating: ***

Power Rangers: Lightspeed Rescue
THQ

Hurrah – it's mighty morphin' time! Sarcasm aside the *Power Rangers* are apparently very popular – well they have reached their seventh series on TV! Aimed exclusively at a younger audience and *Power Rangers* fans, *Lightspeed Rescue* includes loads of stuff from the TV series.

All your favourite characters, vehicles, weapons and even monsters from the show feature in full 3-D in this game. Best of all you even get to play as the all-new Titanium Ranger from the seventh series











through the thirty levels on offer! To give this game the true authentic feel it even has actual character voices, music and sounds from the TV show. This will keep *Power Rangers* fans happy.

First Impressions

Okay, let's face it: the Power Rangers are pretty pants! For some reason though, they're incredibly popular (and it's sure as hell not for the acting!) The good news though is that this game looks like being a darn sight better than the television series so you probably won't have to be a fanatical Power Rangers enthusiast to enjoy it.
Anticipation Rating: **

Roswell Conspiracies: Alien Myths and Legends
Red Storm Entertainment

TV cartoon show-based games seem to be the next big thing and *Roswell Conspiracies* is just one of many. If you haven't heard of this cartoon yet then don't worry, because it hasn't even been broadcast over here yet! The game is due to come out around about the same time as the show itself. In this third-person action adventure game you play an agent working for the Global Alliance whose job it is to capture any aliens who have landed on the planet. Unlike *Men In Black* however you have to capture them, not blast them to bits! This is a game aimed at kids after all!



First Impressions

While playing *Roswell Conspiracies* in LA and chatting to the PR person looking after the game we realised that it is actually being created just 30 miles up the road from 64 MAGAZINE! If we can wangle it we'll get up there and bring you a full report very soon. The game has a special look and feel to it, capturing the cartoon perfectly – textures have been kept to a minimum with the flat colour perfect for a cartoon conversion. The movement is very smooth and from the short demo we played, the game looks very promising!
Anticipation
Rating: ****





The Best Of The Rest

There were far too many games at E3 to cover each one in detail, let alone play them all! Here's a run down of some more titles you can expect to see appearing over the next year:

Army Men Sarge's Heroes 2
3DO
A follow up to the successful *Army Men* franchise on the N64, although unfortunately there are no plans to release it over here yet.

Cat Roots
Nintendo
Looking very much like a computer game version of *Itchy and Scratchy*, this one appeared completely out of the blue on the Nintendo booth!

Donald Duck: Quack Attack
Ubi Soft
A mix between 2-D and 3-D platforming with Donald Duck and other Disney characters, all running around on the *Rayman 2* graphics engine.

Looney Tunes: Duck Dodgers
Infogrames
Starring Warner Bros' Daffy Duck this completely 3-D platformer, set in space, will be going beak to beak with Donald Duck.

Indy Racing 2000
SouthPeak Interactive
Continually racing around an oval circuit may not be the best idea for a console game but someone out there has decided to do it!

Madden NFL 2001
EA
More than just a rehash with updated stats and players, this American footy sim is stacked to the gills with upgrades.

Mia Hamm 64
SouthPeak Interactive
Mia Hamm is a famous American female footballer, if you're waiting for the next *ISS* game this may have to keep you going.

NFL Blitz 2001
Midway
Its predecessor never hit the stores over here and we can only cross our fingers and hope that this yearly update changes that.

Ogre Battle 64: Person Of Lordly Caliber
Atlus
The last time we heard about this strategy/RPG game it was being translated! Now it's looking better and is due out in the US soon.

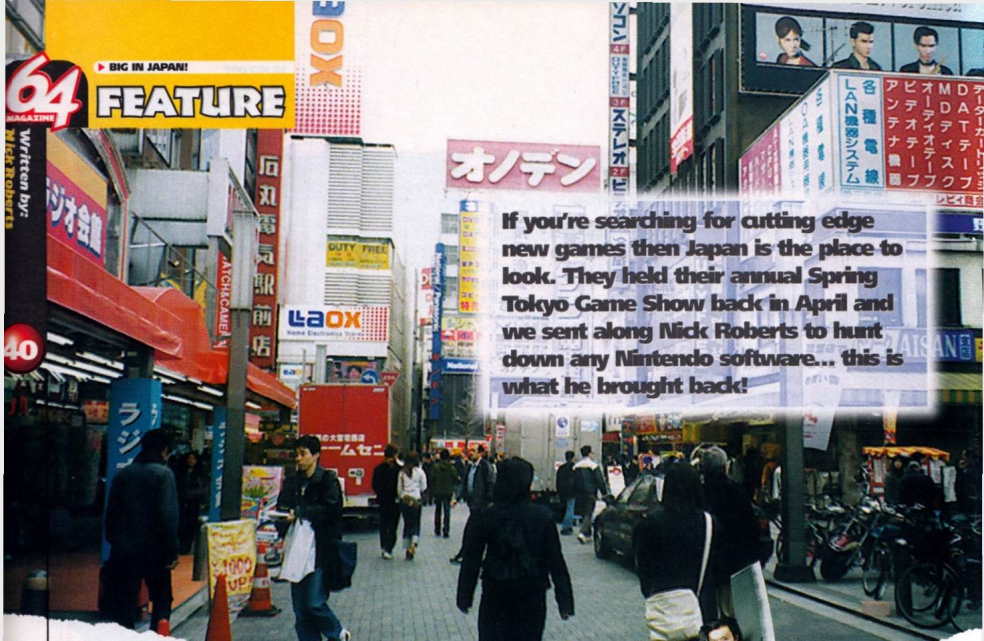
Rally Challenge 2000
SouthPeak Interactive
Looking like it's going to put all the other rally games firmly in their place, this officially licensed title plays like a dream.

Rugrats In Paris
THQ
Yet another *Rugrats* game from THQ this, featuring all the usual characters and plus an all new character exclusive to the *Rugrats In Paris* game.

Starcraft 64
Nintendo
If you don't know *Starcraft* then where have you been! On the horizon for ages this strategy game is now almost upon us.

Tom and Jerry
NewKidCo
Who better to have in a fighting game than the ever quarrelling cat and mouse? Themed arenas will be full of frying pans and the like.

WWF No Mercy
THQ
A follow up to the best wrestling game on the N64, with better graphics, more wrestlers and even more modes of play!



If you're searching for cutting edge new games then Japan is the place to look. They held their annual Spring Tokyo Game Show back in April and we sent along Nick Roberts to hunt down any Nintendo software... this is what he brought back!

Big in Japan!

They're all crazy at the Tokyo Game Show!

Let me break it to you gently... and try not to be too disappointed. There was a grand total of... one major N64 game on display at the Tokyo Game Show – that's if you don't count all the Japanese white-panty-girl-chasing games. This is mainly due to the fact that Nintendo hold their very own show in August called Spaceworld and are apparently saving all their best treats until then.









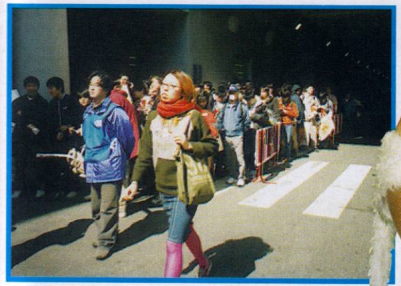




▲ This was the only N64 game of note at the show – however, it does look pretty darn superb!

So what was this outstanding game you ask? None other than *Resident Evil Zero* from Capcom – and it drew a bigger crowd than anything the show had to offer on PlayStation 2 or Dreamcast! As you will already know if you've read our previews, *Resident Evil Zero* is the definitive member of the *RE* series and it looks absolutely gorgeous! Of course the game was also showcased at E3 so there's no point in going into too much detail on the game here. Instead take a look at the pictures of the show around this page. The Japanese are obsessed with dressing up and Capcom had gone to all the trouble of finding *Resident Evil* costumes and getting people to charge around the stand, guns in hand. Fortunately (for us) there were no blood-crazed, brain-eating zombies to complete the illusion!

If that wasn't mad enough there was even a *Resident Evil* gun stand! Where else in the world would you be allowed to buy replica guns from a videogame but in Japan? (America perhaps? – Roy) We're not talking cheap plastic rip-offs here either – these are made from metal, have all the right bits and pieces and actually fire blanks! Believe me, holding the same machine gun or pistol as Rebecca from *Resident Evil* and firing it certainly brings home the violence in these games – they really knock you back! But it's pretty cool to have your own fake versions – just don't show it to anyone in a bank!







The Crrrrrazy Clothes Show!

The Tokyo Game Show is unlike any other show in the world for one simple reason – it's open to the general public! This means you can get a great feeling for what is hot on the street and you also get all the nutters coming out of the woodwork! The Japanese take their videogames very seriously and one of their biggest game-related pastimes, is getting dressed up as their favourite videogame characters!

Between the halls at the Tokyo Game Show they hold unofficial competitions for the best dressed game fan and amateur photographers line up to take souvenir snaps of these scantily clad girls – and boys! Just take a look at some of the pictures around this page – who would have thought that Pikachu would influence such a sight as the girl in the yellow mini-skirt with pointy ears and an umbrella! What about the little lady in a cat suit? We couldn't work out which game character she was supposed to be – answers on a postcard!





Written by: Mike Richardson

Probing The

The Dolphin so far...

On May 12 1999 at a conference in Los Angeles an announcement was made that sent tingling feelings down the spines of gamers across the world. Nintendo claimed that they were going to give the world a new console unlike any seen before and that the machine was code-named 'Dolphin'. Since then, Nintendo's next generation console has been one of the best kept secrets in the world.

What's In A Name?

Not only has Nintendo registered trademarks for sensory technology, but they've also registered the name 'Star Cube' in both Japan and the US. This could be a new game or even possibly the name of the Dolphin console itself! We showed you this picture of a purple star a while back and jokingly said it could be the logo or the machine – who knows... we could be right!



▲ If the name of the console is 'Star Cube', there's no reason why it couldn't look like this! It may be tacky but it's certainly original!

Title Defence Boxing

Developer: Climax Studios

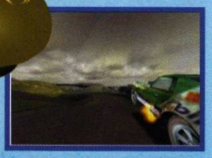
A realistic boxing simulation probably isn't the first thing you'd think of when laying down some titles for a new console, but this could be just what the Dolphin needs to sell itself to the older audience. For once we'll actually get a game which has a decent extensive commentary, something which is difficult to do currently in cartridge format.



Stunt Driver

Developer: Climax Studios

Where would a new console be without an over-the-top insane racing game with some rollercoaster tracks! *Stunt Driver* features arcade gameplay mixed with simulation style handling. Realistic physics, weather effects and car damage are just some of the many features in this game. It's even got a track editor built in!



Dolphin Technology

The console may be shrouded in secrecy, but what details that have surfaced about the hardware are very impressive indeed! We can always rely on Nintendo to come through and surprise the world, but if these specifications are anything to go by then the competition have a lot to be worried about!

CENTRAL PROCESSING UNIT (CPU)

Affectionately named the Gekko and made by none other than IBM, the CPU will consist of a 0.18 Micron 400Mhz chip utilising the latest copper technology. This may not be up to the standard of your latest Pentium IIIs but that's 100Mhz faster than the PlayStation2 and 200Mhz quicker than the Dreamcast!

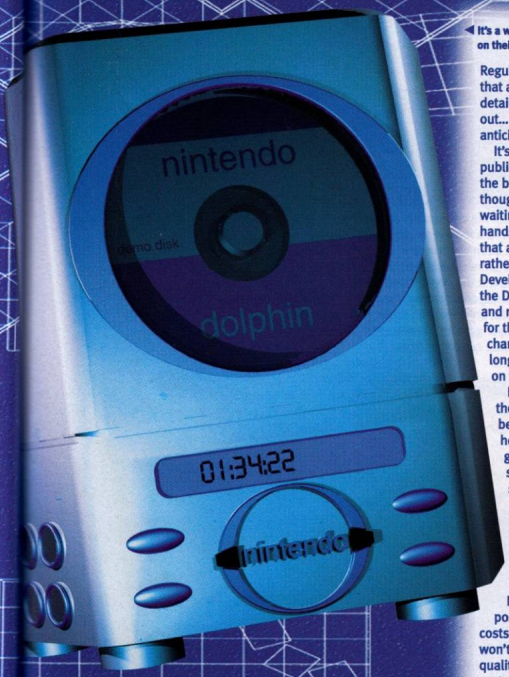
GRAPHIC PROCESSING UNIT (GPU)

This will be a custom 200Mhz ArtX chip with around 16 Megabytes of 1T-SRAM on board provided by MoSys. It will also feature S3 texture compression, allowing faster access and less need for blurring. Neither the PlayStation2 or the Dreamcast boasts memory on board with the GPU – what this means is that some of the work load can be taken off the main system memory thus freeing it up for more important things.

SYSTEM MEMORY

The actual amount of memory the Dolphin will have is yet to be confirmed, but the GPU will feature 16 Megabytes alone,

Depths



It's a well known fact that CD drives run better on their sides so how about an upright unit?

Regular readers of 64 MAGAZINE will know that after a year shrouded in mystery details have only slowly been seeping out... just enough to drag out the world's anticipation that little bit more!

It's not only you, the game playing public, who are getting excited about the big N's next attack on the market though. Game developers have been waiting with baited breath to get their hands on development kits and those that already have them seem to be rather impressed to say the least. Developers like THQ are predicting that the Dolphin games will be a lot cheaper and much quicker to produce than those for the PlayStation2 – a refreshing change from some of the ridiculously long waits that we've had in the past on the N64!

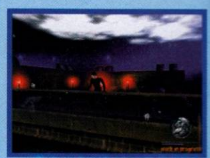
Even more promising than this though, is that Nintendo appears to be putting a lot more money into helping other companies develop games. At the moment the only second party company with full support from Nintendo which really stands out is Rare, but all of that is going to change. Dolphin developers Saffire, Left Field, Retro Studios, Factor 5 and Silicon Knights are all getting full second party support from Nintendo! With this and also the possibility of cheaper development costs, there's no reason why the Dolphin won't be positively flooded with high quality titles! There are also a lot of third party companies getting behind the console – Ubi Soft has six games planned for the Dolphin already!

Picassio

Developer: Promethean Designs

If you like the idea of becoming a professional art thief then *Picassio* is bound to get your pulse racing. Taking its cue from films like *The Thomas Crown Affair*, Promethean Designs' game casts you in the role of a cat burglar who has been hired by a rich art collector. All that remains is for you to acquire some of the most famous pieces of art in the world! From the Guggenheim to Tate Modern, you'll need to make use of James Bond-style gadgets and employ suitably stealthy tactics if you want to succeed. Combining elements of strategy, shoot-em-up, driving and adventure games, lets hope *Picassio* is more like *The Sting* than the *Antiques Roadshow*.







that's before you even consider the system memory! What *is* known is that the Memory Bus Bandwidth will be 3.2Gb a second, giving almost as good a transfer rate as a cartridge. This is the same as the PlayStation2's but over three times the transfer rate of the Dreamcast!

GAME FORMAT

The medium for the Dolphin will be a 4.7Gb DVD ROM equalling the storage capacity of the PlayStation2 and thrashing the Dreamcast, which only has a 1Gb capacity on the CD! There have also been rumours of Nintendo using DVD RAM which has 5.2Gb of storage space!

POLYGONS

The Dolphin is estimated to be able to cope with 20 to 30 million polygons a second, whilst the PlayStation2 can push around 20 million and the Dreamcast around 3 million. To give you an idea of just how huge this is, the N64 at the moment can only manage 150,000 polygons a second!



Rainbow Six: Urban operations

Developer: Saffire

Based on the PC game of the same name, this *Rainbow Six* game is one of the most promising titles on the horizon. Not yet officially confirmed, this game focuses on terrorist incidents in major cities throughout the world. Gone are the quiet hostage situations of the previous games – this time you'll be guiding your crack squad through crowded public environments!









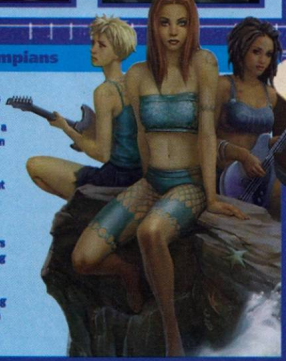

Another big change for Nintendo comes with a move into Internet gaming. It hasn't been confirmed what type of network connection the console will have yet, but the powers that be at Nintendo Japan including Shigeru Miyamoto, are very keen to get into multiplayer gaming. There's even talk of the console coming with an ear and



Young Olympians

Developer: Saffire

Based on the novels by David Wolverton, *Young Olympians* is a dynamic third person adventure game set against a mythological Ancient Greece backdrop. In the mission-based game there are five selectable characters who are the offspring from Greek gods! If this isn't enough for you, how about being able to play through the entire game in two-player!





▲ There's always the option of keeping a similar looking console and adding a CD on top.

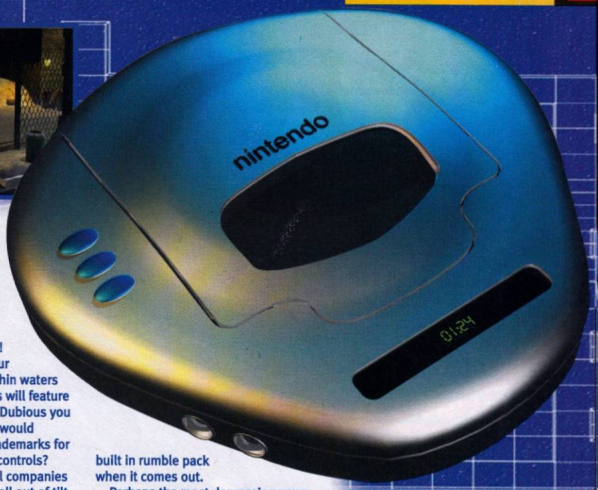
Game On

Everybody who's anybody is trying to jump on the Dolphin bandwagon and there's already quite an impressive library of games massing for the console! So here it is, the complete list of rumoured and confirmed games...

1080 2	Nintendo	Final Fantasy X	Square/EA	Lufia 3	Natsume	MTV Music	Codemasters
Army Men	3DO	Harry Potter	Nintendo	Mario	Nintendo	NBA Hangtime	Midway
Batman	Ubi Soft	HBO Boxing	Acclaim	Mario Kart	Nintendo	NFL Blitz	Midway
Dinosaur	Ubi Soft	International Track & Field	Konami	Metroid	EAD	Onimusha: Warlords	Capcom
Donald Duck	Ubi Soft	John Madden	EA	Mickey Mouse Adventure	Rareware	Outcast 2	Infogrames
Donkey Kong	Rare	Ken Griffey Jr. Baseball	Left Field	MLB	Midway	Picassio	Promethean Designs
Evil Twin	Ubi Soft						





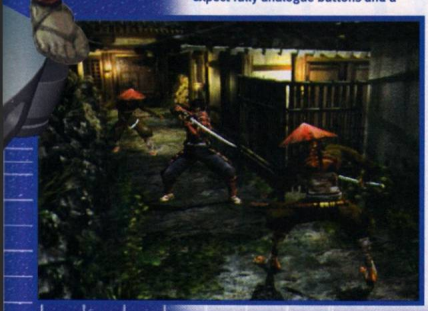


▲ Now that Nintendo are moving to a CD format, the opportunity is there for a stylish 'flat look' console!

mouthpiece set, which will allow you to talk to other gamers online as you battle against them! If this does come to pass then it's conceivable that the same hardware could also be used for voice recognition in some games!

Yet another strong rumour floating around in the Dolphin waters is that the game controllers will feature motion sensor technology. Dubious you might think... but why else would Nintendo have patented trademarks for a variety of motion sensor controls? Other third party peripheral companies seem to have done quite well out of tilt controllers, but they have always been hampered by the fact they're third party. Just imagine having an official Nintendo tilt joypad! Little is known about this top secret controller to date but you can expect fully analogue buttons and a built in rumble pack when it comes out.

Perhaps the most depressing news about the Dolphin is that it is unlikely to be able to play standard DVD movies despite the fact that it will have a DVD drive. Strangely, in Japan the company making the DVD drive, Matsushita, will produce a DVD player which will also play Dolphin games! So potentially there will be two or more versions of the console. Unfortunately, the Matsushita machine isn't planned for release over here, which means you won't get a Dolphin which plays normal DVD movies! The rumour is that Nintendo may well release their own movies for the system, but this would mean two different formats on the market which is a dubious proposition at best – just look what happened to Betamax video recorders! On the plus side though, the lack of a fully functioning standard DVD drive in the Dolphin should mean that it hopefully is going to retail for a fairly reasonable price. Tune in next month for the latest news on the console that's going to take the world by storm. ■



Robocop

Developer: Titus

Nothing more than whispers in the wind at the moment, this is highly rumoured as being a strong possibility for the Dolphin console. It's about time the futuristic tin man had another outing, it's been a while since Murphy's seen a console!



Play Action Football	Retro Studios	Robocop	Titus	Thornado	Factor 5	Zelda	Nintendo	Untitled action game	Sucker Punch
Pokémon	Nintendo	ShadowMan 2	Acclaim	Title Defence Boxing	Climax Studios	Chicken Run game	Interactive Studios	Untitled game	Eidos
Rayman 3	Ubi Soft	Star Wars Episode 2	Lucasarts	Too Human	Silicon Knights	Untitled adventure game	Nintendo	3 Untitled games	Lego Media
Rainbow Six: Urban Operations	Saffire	Stunt Driver	Climax Studios	Turok 4	Acclaim	Untitled ET game	NewKid	Untitled game	Sandbox Studios
Ready 2 Rumble 2	Midway	Super Mario RPG	Nintendo	VIP	Ubi Soft	Untitled basketball game	Retro Studios	Untitled game	Silicon Knights
Ridge Racer	Namco	Super Smash Brothers 2	HAL	Xtreme Games	Midway	Untitled RPG game	Retro Studios	Untitled game	Titus
Road to El Dorado	Dreamworks	Tarzan	Ubi Soft	Young Olympians	Saffire				

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

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!

Excitebike 64

Feel the wind in your helmet and the mud on your face as the N64 gets its third Supercross game – and it's definitely the best of the bunch!

$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 **JEREMY McGRATH SUPERCROSS**
More motorbike mayhem with Acclaim's off-road offering.





58 **UK UPDATE**
Rare's masterpiece finally reaches the UK – was it worth the wait? Well... duh!

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 well 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: Russell Murray

Memory Options

MEMORY: Yes
CONTROLLER PAK: No

The excitement is tremendous – let's get dirty!

64 MAGAZINE SMASH

$64,000 Question

- Fantastic 3-D engine
- Loads of cool tricks
- Footy on bikes!
- Great multiplayer modes
- High flying thrills!
- It's a motorbike game!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher:	Nintendo
Developer:	Left Field
Game Type:	Dirtbike Racing
Origin:	US
Release:	(import)
Price:	£49.99 (as given by importer)

Excite



A few years ago Nintendo produced a classic motorbike game for it's console of the time, the NES. *Excitebike* was a 2-D side-scrolling racing game which provided jumps and obstacles for you to tackle on a small squeaky motorbike. The gameplay was extremely addictive, which made up for the limitations of the old hardware and it was extremely popular with gamers of that generation.

At last *Excitebike* has returned and developer Left Field Studios have made an excellent job of bringing the classic racer into the 21st century. A totally new racing engine has been developed for this game, giving plenty of control and maintaining a good frame rate no matter how many other racers are on the screen. The action is all totally 3-D but in essence the gameplay is very similar to the 2-D version of old. The game may no longer be side-scrolling but you must still get the correct amount of speed up to ensure that you land on a downslope – hence maintaining maximum speed over the obstacles. Failing to control your motor over the various hazards results in a slow climb to the top of a hill or an extremely unpleasant accident.

Kick Start

The control system in this game is fairly complex but by using the training mode you soon learn how to get the best from your bike. Tricks like double-tapping the











Stunts 'R' Us

There are just loads of cool tricks and stunts which you can perform while in the air. By pressing C Down and moving the analogue stick, your biker can do No Handers, Nac Nacks and many other flashy tricks which look great on the post-race replay. Each rider also has their own unique stunt which earns you the highest marks.





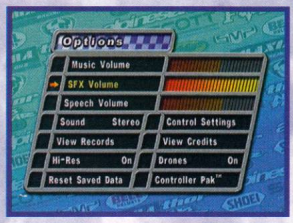


bike 64

▼ The controller setup is fairly easy to use and makes manoeuvring your bike around the course second nature. Use the training mode to learn how to use your machine!



▼ There are loads of game settings which you can control, allowing you to adjust the sound, difficulty and resolution. Absolutely everything is customisable!



▼ The multiplayer game is fast and frantic and the screen doesn't slow down whatever view mode you decide to use. Get ready for some action!









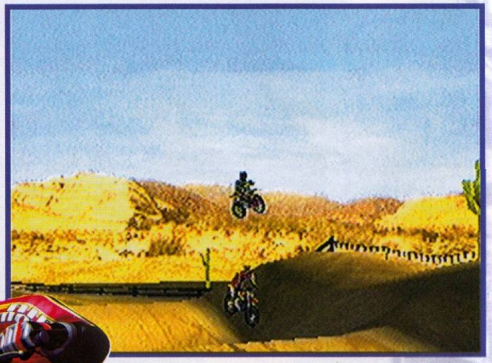
▲ You need to use your turbo to make it to the top of these huge jumps, but too much turbo makes your engine overheat!

Turbo at the top of a jump for extra distance and using the R button to turn sharp corners are vital if you want to win the championship seasons and open all the secret stages. At the end of each of the training sessions there is a small trial to test your skills and when everything is completed successfully, the original NES *Excitebike* becomes a playable feature. This of course meant that many hours in the office were spent reminiscing and playing this classic title, which still has plenty of appeal, even after all this time!

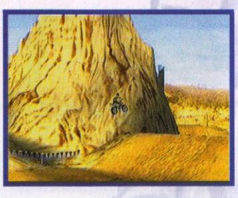
By completing the whole game a very special, totally amazing 3-D NES *Excitebike* game is unlocked. We think this may have been a canned SNES development

Football Fever!

Once you have started to win a few rounds of the championship a special football game is unlocked. This is a fairly similar idea to the footy game on *Buck Bumble*, only this time you must use your bike to nudge the ball towards your opponent's goal. This is only available as a multiplayer game but it's a top laugh!



▲ You can go for some massive air over the jumps if you take the right line and give the bike enough throttle!







All the tracks in the game game are superbly detailed...



▲ All the courses have a wide range of different obstacles, including tunnels, bridges and of course: water hazards!

but whatever the origin it's totally wild and offers multiple camera angles. These old-fashioned games certainly bring back memories and provide great entertainment for a while, but the N64 version is just far too enthralling to let these classics delay you for too long.

Into The Groove...

All the tracks in the game are superbly detailed and with over twenty different courses to choose from you'll be playing this game for ages. The humps and bumps are frequent, giving you plenty of opportunity to perform stunts. The tight corners make for an interesting race as well. Some of the more difficult tracks are awesome and feature tricky U-turns, handy shortcuts and huge canyon leaps where you fall a long way if you don't use the Turbo.



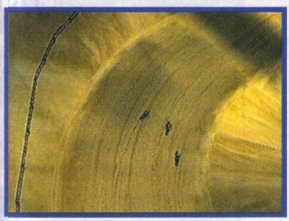
▲ The other bikers are absolute nutters and cut you up in order to make you crash. Avoid them at all costs!

Like its NES counterpart, *Excitebike 64*, also has a built in track editor which allows you to devise devious courses to race your friends on! There are also loads of multiplayer games included on this amazing cartridge along with several bonus games which can be opened by competing in the championship season. The bonus multiplayer modes on offer include a football game where you must use your bike to nudge a giant ball into a goal and the Hill Climb event, which requires you to try and get man and machine as high up the steep banks as humanly possible.

Six different riders are available to you, each with their own unique abilities and you can alter the colour of both the bike and rider. Three difficulty settings make the game steadily more difficult as you progress but to open the amazing Hill Climb you must win the ultimate Motocross challenge. The stunts are a











Original NES Classic

By completing the Training Tests, including all the stunts, you unlock the original NES *Excitebike* in full colour. If you practice hard and complete the Gold Championship Season, you then access an enhanced version of the NES *Excitebike* in 3-D with multiple camera choices.



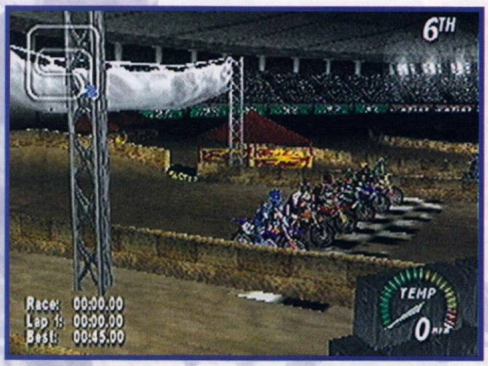






▲ Crashing into your opponents can result in a few nasty accidents! Keep clear of their rear wheels to avoid a nasty fall!





Excitebike 64 was a really pleasant surprise...



Track Editor

Just like the original *Excitebike*, the new game has a full-on Track Editor. Design tricky corners or lots of massive jumps and then race them for real against your friends. Only indoor courses are featured but it's still another nice extra to an extremely well-balanced game.

little more tricky to perform than those in *Wave Race* (er... isn't that a boat game? – Roy) but then you get much longer in the air on *Excitebike*. Each rider also has their own special stunt, but this can be more than a little tricky to pull off!

Top quality racing and performing massive crowd-pleasing stunts gets your heart pumping so fast you'll be dying to hop back on and hit the trail again!

No Fear

The graphics in *Excitebike 64* are excellent. Taking an enormous jump as you sear through the mountains literally takes your breath away, while the crashes almost bring tears to your eyes. The sound effects are reasonable and the commentator doesn't get too overly involved, leaving you to enjoy the buzzing of your bike.

There's a highly polished feel to this title and with Left Field already confirmed as a 'next generation' Nintendo developer, it's obvious that there will be plenty to look forward to on the Dolphin. We were amazed by the fluidity of the control and the way that the riders seem to glide effortlessly over the table tops. *Jeremy McGrath Supercross 2000* and EA's *Supercross 2000* are extremely shallow compared to this gem of a racer and it's lucky that both games came out before it, otherwise they wouldn't have sold very many copies!

Excitebike 64 was a really pleasant surprise and reminds all of us that the quality of Nintendo's games just keeps getting better, which can only be a good thing. Taking the time to have a good splash around in the mud proves highly entertaining and with such an array of wonderful indoor and outdoor courses you'll keep going for quite some time. The Expansion Pak has been used to add further polish to the graphics and increase the frame rate and after each race you can watch an optional replay where you can really enjoy the visuals.

Extreme Excitement

Excitebike 64 has taken motocross racing to the extreme. The thrill of riding the big jumps and sliding around the corners with one foot on the floor has been captured brilliantly, but unlike the real thing you can crash as many times as you like without causing yourself any fatal injuries. Motorbike games have never been the most popular genre in the past but then the choice has been only average compared with the many excellent car racers like *Ridge Racer* and *Roadsters*. Left Field however have redressed the balance, because the feel of this game is incredible and every second spent racing on the dirt is thoroughly entertaining. ■

2nd opinion

Although I enjoyed playing *Jeremy McGrath Supercross*, I have to admit that it's not a patch on this! The animation is super-smooth and the bikes handle brilliantly, plus you really get a feeling of speed as you tear around the tracks. Top-notch racing action! ROY KIMBER

Rating



64 Bottom Line

Controls



Alternatives

Supercross 2000: EA
Reviewed: Issue 35, 62%
Jeremy McGrath Supercross 2000: Acclaim
Reviewed: Issue 41, 79%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

94%

Soundbite

The best Supercross game on the N64!

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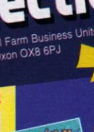
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Written by: Mike Richardson

Memory Options

MEMORY:
Not used

CONTROLLER PAK:
Saves game progress and custom tracks

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

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

Supercross season has arrived!

Jeremy McGrath Supercross 2000

The lack of fogging and pop-up is impressive to say the least!







$64,000 Question

- ⊕ Clear graphics
- ⊕ Four-player
- ⊕ Lots of tracks
- ⊖ Jerky controls
- ⊖ A little too easy
- ⊖ Tracks too similar
- ⊖ Not *Excitebike*!

The race is on for the best Supercross game and this month *Jeremy McGrath Supercross 2000* goes head to head with *Excitebike 64*. *Jeremy McGrath* is one of those games which harks back to the good old days of SNES racers. Now if you listen to Roy he'll tell you this is a good thing, but ask yourself this: could you cope with playing a game where the track turns more than the rider at the touch of the stick? At times it can make you feel like you're playing one of those really old racing games where the car just sat in one place all the time!



▲ A bloke called Buttons tries to make a move on your justly deserved first place, if this was *Road Rash* you could give him a slap!

Muddy Tyres

To begin with this does actually make the bikes handle really well. *Jeremy McGrath* is a lot more arcadey than EA's *Supercross 2000*, but for once this is a good thing. Where the EA biking game handled like it was stuck in the mud, this one could almost be walking on water (excuse me? – Roy). The problem comes when you realise that you can't make minor changes in your direction. This makes the handling of the game very jerky, unfortunately over-emphasising the fact that it's the track turning more than the rider! This becomes even more of a tragedy if you try to play the game with the camera fixed behind the rider. With the camera this low and your vision impaired it's easy to get disoriented and as a result you often find yourself riding into the walls!



▼ Sliding around the corners like this is the only way to get the best times – the closer your face is to the dirt the better!

However, fortunately there is a high camera angle which truly does save the game from becoming unplayable! In this old-style top-down view you can see far enough ahead to judge the corners and it's a big plus being able to figure out where your bike is on the track! The only slight drawback to this is that it makes the game a little too easy and speeding around the corners soon becomes second nature. After an hour of play in this view you'll be switching over to the Pro difficulty setting just for the challenge!



Oily Chains

Another drawback to this above-and-behind view is that you don't get to appreciate the impressive draw distance

Design For Life

If you're not happy with all the official riders you get in the game, then you can design your own rider from scratch. As well as selecting the colours, you can also choose your own name and number! Like everything else in *Jeremy McGrath* this saves to the Controller Pak, so you can take it round to your mate's house to play if you so desire.













▲ Get used to those trees – all of the outdoor tracks have exactly the same tree-scapes in the background, must be one big forest!





▲ If things start to get a little too crowded on the track it's not uncommon for riders to start coming off their bikes!



▲ All of the racers suddenly come to a standstill as a strange metal bar appears, stopping them in their tracks.

▲ Coming through! The first few corners of each race can get a little too overcrowded – it's just a blur of bikes and mud!

and just how crisp the graphics are in this game. The lack of fogging and pop-up is impressive to say the least – you still get the odd bit of dodgy clipping here and there, but what game doesn't these days? What really lets the graphics down like a punctured tyre is just how bland and uninteresting the tracks are. It's all very well having crisp graphics but when there's nothing to look at then what's the point?

Like *Excitebike* (reviewed this issue) this game features both outdoor and indoor tracks for variety. But unlike the Nintendo teacher, this pupil doesn't bother to take advantage of it. All of the outdoor tracks quite literally look the same! At least in *Excitebike* you get to race through quarries, woods and along roads. In this game all you get is the same tree-lined backdrop on each track and the odd parked car to liven up the race! On a plus point though, the outdoor tracks do give the opportunity for some massive hills and jumps which you don't find on the indoor tracks.



Smelly Leathers

If you're a fan of the sport of supercross, then you'll be pleased to hear that all eight of the indoor tracks are based on genuine circuits. Like the outdoor tracks, they still all look the same but at least you can pretend that you're racing around a real course! You also get all the officially licensed riders and their clothing. In addition to Jeremy McGrath, this includes the likes of Kevin Windham and Jimmy Button. If you're a devoted follower of the sport then no doubt these names strike awe and joy into your hearts... but we've never heard of them! And of course, just because the

Showing Off

Like all the other supercross games this one includes a stunt mode for you to release any pent-up aggression on! Several different arenas include bowls and huge tabletops. There's even a secret low gravity moon stunt course to be unlocked in the game if you're good enough. Of course, this is all just practice for the thrills of the main race – after all if you can't show off in front of the other racers then what's the point!



Tricky but not exactly the hardest of stunts to pull off – with a bit of practice you can land this one patting your stomach with your eyes closed.



Now we're talking! It takes a brave rider to throw half their body off to the side like this, just make sure there's time to get back on!



If you truly want to show off you have to try something like this. A mistake here could lead to a very messy ending!

A Long Way Down

Playing in this top-down view is the easiest way to ensure your bike makes it around the courses unscathed! From way up here you can spot the corners well before you get to them, allowing you to turn in early and ride the perfect racing line. It's almost like driving remote control cars!







▲ Check out this impressive view of one of the bigger outdoor tracks! From the top of the hill you can see every single corner!



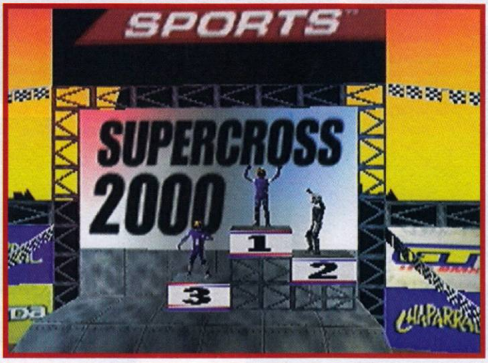
▲ In last place and everything's left to play for! Luckily it's only the first lap so with a bit of work a win should be easy.



▲ Huge jumps are what this game is all about – if you're feeling confident you can even try to pull off a stunt mid-race!



▲ These rumble strips have a tendency to slow your bike down big time, you need to get as much speed as possible on the run up.





One of those games which harks back to the good old days of SNES racers...

game's 'officially licensed' doesn't mean that it's any good! As well as all the tracks on offer in this game you can also create your own devious mud-spattered courses using the game's track editor. This is a nice touch but is a fairly short-lived thrill, as you can only create indoor tracks. What this means is that there's no opportunity for manufacturing over-the-top jumps and drops on a hilly outside track. Instead you're stuck with set pieces and can only position them at 90 degree angles! You can only be so inventive with this many restrictions and as a result track design can get a little repetitive.

Shiny Helmets

One thing this game does have to offer is top tunes – at least if you're into your Offspring anyway! Even if you're not, the audio suits the gameplay extremely well and gets the adrenaline pumping for the race at hand. You also get a note or two from the lesser known band Counterpoint, who won a competition to have their music featured in the game. At least there's something to distract you from the monotonous engine noise and limited commentary.

Jeremy McGrath Supercross 2000 is more playable than *Supercross 2000* but not up to the standard of *Excitebike 64*. This could've been a contender but if you're only going to buy one supercross game, then stick with Nintendo's. ■

2nd opinion

I have to admit that this game isn't as good as *Excitebike 64* however I really liked the retro feel of the whole thing, particularly when using the raised rear camera. Unlike Mike, I'm not sure that turning the track rather than the bike is such a bad thing either! ROY KIMBER

Rating 3

64 Bottom Line

Controls



Alternatives

Supercross 2000: EA
Reviewed: Issue 35, 62%
Excitebike 64: Nintendo
Reviewed: Issue 41, 93%

Rating

Graphics 4

Audio 4

Gameplay 3

Challenge 2

Overall %

79

Soundbite

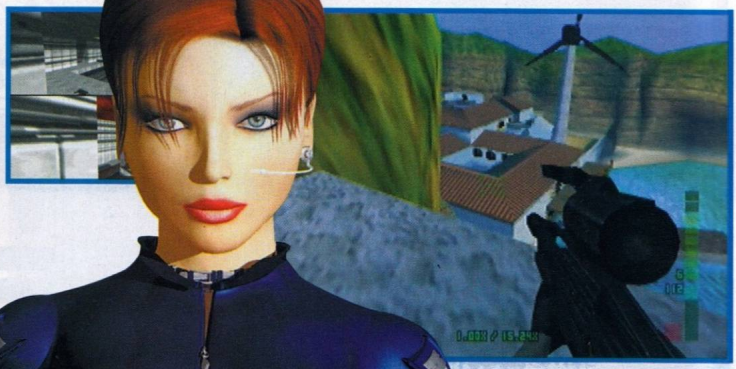
An above-average off-road biking game.



Memory Options

MEMORY:
Saves game status, challenges and multiplayer ratings

CONTROLLER PAK:
custom multiplayer characters











PAL Performance

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

Borders: Not so much as a hairline of black

Speed: Nothing really noticable

$64,000 Question

- ⊕ Superb graphics and lighting
- ⊕ Great sound effects
- ⊕ Gameplay to die for!
- ⊕ Far too much to do
- ⊕ Best multiplayer game to date
- ⊕ It's better than *Goldeneye*
- ⊖ Requires the Expansion Pak for one player game
- ⊖ Multiplayer slows down a little with four bots

Killing people has never been so much fun!







Perfect Dark



Perfect By Name...

You know that feeling you get when you've been waiting for something for so long and it just doesn't live up to the hype? It's called anti-climax. Take *Star Wars Episode One* for example, if you can honestly say that you enjoyed the film after the onslaught of the hype then you are clearly in need of psychiatric help! Thankfully Rare's latest title – possibly the most anticipated videogame ever – more than lives up to its advance publicity. *Perfect Dark* is worth all the hype that preceded it and then some – it most definitely is 'all that'!

This game was first mentioned in 64 MAGAZINE way back in issue 15 (14 if you include the rumour about *Goldeneye 2*!) and it has since been delayed more times than a Virgin commuter train. Now, in issue 41, the UK version of the game is finally here and the wait is almost over. In just a couple of weeks life as you know it will be over, as you are sucked ever deeper into the glorious futuristic world of Joanna Dark.

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Nintendo
Developer:	Rare
Game Type:	Shoot-'em-up
Origin:	UK
Release:	June 30th
Price:	£49.99

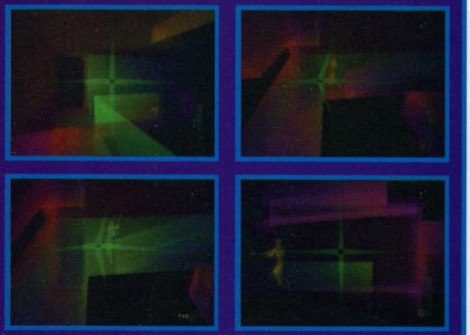


Better Than A Lottery Win!

The year is 2023 and you play Joanna Dark, a special agent working for the top secret organisation known as the Carrington Institute. Being the concerned operative that she is, Joanna decides to investigate the sinister dataDyne Corporation. Needless to say something is amiss and you soon find yourself travelling all over the world as you tackle the 17 missions in this game. Not to mention a trip into a secret Area 51-style location populated with Grey aliens! Like *Goldeneye*, each level in the game involves several different objectives which need to be finished before you can progress any further. The higher the difficulty setting the more objectives you get – the trials Joanna must overcome getting progressively more dangerous as you choose from Agent, Secret Agent or the ultimate: Perfect Agent!

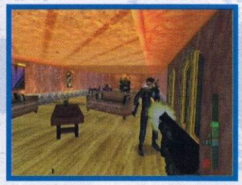
The Name's Dark – Joanna Dark

She may not be the suave sophisticated oo Agent but Joanna has got all the gadgets you could ever need. One of the most impressive weapons at your disposal is the Farsight gun which can quite literally see and shoot through walls! Who needs night vision or thermographics when you can just sit a couple of rooms away from your target?

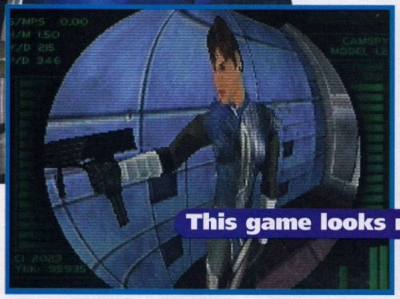






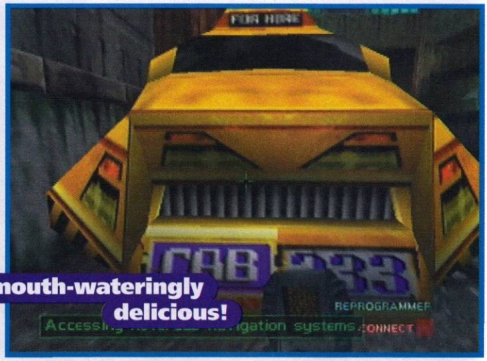






Tastier Than A Gourmet Meal!

The difficulty setting you choose also makes a massive difference to the gameplay. Whereas in *Goldeneye* you could wander round the entire level and even complete all the objectives of oo Agent on the easiest Agent setting (you just wouldn't gain anything by it), in *Perfect Dark* all that has changed. The higher difficulty settings open up entirely new parts of the levels which cannot even be explored on the easier settings! With this and the random placing of enemies, each of the missions becomes a new challenge each time you play it. On some of the levels even more



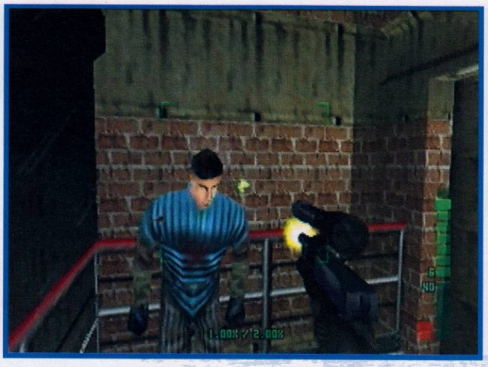
This game looks mouth-wateringly delicious!



▲ It's urban combat! While the primary aim of the game is stealth, there are times when you just have to kick some ass!

▼ If you liked the explosive devices in *Goldeneye* then you're gonna love the ones in *Perfect Dark* – they're bigger and noisier!





Two Faced Son Of A...

One of the biggest things to be pushed about *Perfect Dark* over the past few months was the face-mapping feature. The idea was that by using the Game Boy camera and the Transfer Pak you could put your own face onto the in-game characters for deathmatch play! Unfortunately this was taken out right at the last minute due to moral concerns. Apparently people were worried that kids might enjoy killing the on-screen personalities of their mates a little too much. Shame though, think of the stress relief it would provide!

drastic changes are made between Agent and Perfect Agent settings. On one level for example, you enter the stage as a rooftop sniper, protecting a negotiator on a pier below. However, if you are playing on the harder setting, you yourself are thrown into the centre of the fray *as* the negotiator!

It's not just the missions themselves that change though, as the enemy AI has been given a serious boost since *Goldeneye*. Whereas in the Bond shooter the henchmen seem like they're novices straight out of boot camp, these dataDyne bods seem to have degrees in making your life a misery! In *Goldeneye* you could quite happily predict what your opponents were going to do, but now they try such underhand things as attempting to circle around behind you. This increased AI makes the challenge a hell of a lot better and the gameplay a lot more tense.

▼ In the future this will be the only way to travel – by stretch hover-limo! Don't you just hate people with too much money?



More Desirable Than Buffy!

Another thing which gets bumped up as you move through the difficulty levels is the accuracy and power of the sentry guns. In *Goldeneye* they pretty much stayed the same whether you were on Agent or 00 Agent but in this game they pose a whole new problem. Slip up on Perfect Agent setting and you're human Swiss cheese faster than you can say 'help'! One thing you do notice as soon as any gun starts firing is just how gory *Perfect Dark* is! We're not talking *Turok* standards here but the stained Soviet suits of *Goldeneye* – which looked quite frankly like someone had suffered a wine spillage – are gone! Now if you pepper someone with bullets you get a viscous-yet-stylish blood spray, which pebble-dashes the surrounding walls!

Killing people has never been so much fun and *Perfect Dark* is sure to bring a disturbing maniacal smile to your face. As well as the gory red

▼ Okay... the odds aren't quite in your favour here! At times like this it's best to run away and pick them off one at a time.



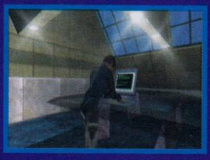






The Carrington Experience

When you begin the game you start off at a console in the Carrington Institute, which acts as the menu screen. Back out of it though and you can wonder around the building, chat to colleagues and train in holodecks and weapon rooms! It's good to take this opportunity to get your bearings around the Institute because later on in the game the bad guys storm the building!







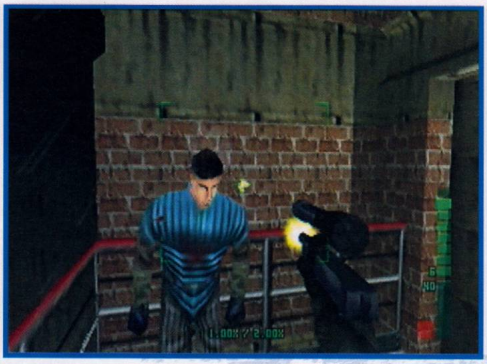




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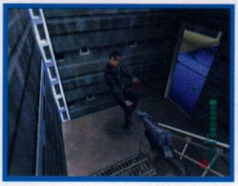
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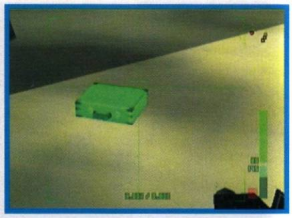












▲ In the 'King Of The Hill' games you have to find and hold a particular room to get points. Once you're in, it turns to your colour!

showers the comedy death animations also make a welcome come-back. This time new ones have been added to the already improved classics and the reactions almost make you feel sympathetic... almost! If you took great pleasure in torturing someone with the pistol in *Goldeneye* then you'll take even more pleasure in doing it in *Perfect Dark*!

Probably the best game ever to grace the N64!

Faster Than A Ferrari

There are certainly plenty of tools to help you reap havoc upon the enemy in this game. 40 gorgeous futuristic weapons are just waiting for you to slap in a clip, ready to rock and roll. These even include a few classic guns hidden away from *Goldeneye* like the PP7! Best of all though, almost every single one of the guns in *Perfect Dark* has a second function – which brings the killing variety count up to nearly 80! The automatic Dragon weapon for example, doubles up as a proximity mine which can be thrown on the floor and if you're unarmed then you can opt to disarm the bad-guns and turn their own weapons on them!

Of course any self-respecting special agent should never be without their toys and Joanna is no exception. She has James Bond-style gadgets coming out of her ears – and as this is set in 2023 the toys are futuristic to say the least. Included in her arsenal are a floating pod camera, which can be flown into rooms and a lap top which doubles up as a sentry gun! Throughout the course of the game you also get to pilot a hoverbike, which is a lot faster and a lot more fun to drive than Bond's tank was!

▼ In true John Woo style, the two weapons option makes a welcome return from *Goldeneye* – the ultimate ammunition eater!



Better Than Goldeneye

The bike, gadgets and especially the guns are made even more desirable by the seriously pumpin' sound effects. If you haven't got your N64 hooked up to your stereo or a decent surround-sound system yet then this game is the 'perfect' excuse! With the volume cranked up the gun sound effects are quite literally breathtaking and if you take your games seriously then there's always the bonus with surround sound of being able to hear where the enemy are coming from.

It's not only the sound which stands out about this game, because unless you're blind then you'll notice that it also looks mouth-wateringly delicious! In fact, *Perfect Dark* is so gorgeous it puts *Goldeneye* to shame making it look just like what it is – a first generation N64 title. Even *Turok 2* and *Quake* should bow down to this game! The lighting effects look amazing and the outdoor levels are practically fog free. Oh and then there are the blurring effects! Normally this would be a big no-no in any game but here blurring is used to show the effects of drugs, blow darts and radiation poisoning. It's the numerous small touches like this which make this game really stand out from the crowd.

Almost Perfect...

The only major grumble against *Perfect Dark* is the fact that if you don't have the Expansion Pak, then you won't be able to play the one-player game at all! Worse still, without it the multiplayer becomes restricted to just a two-player game! So if you don't already own a pak then this does bump up the price quite a bit but then again if you haven't got one yet, why not? They've been around long enough – hell it was even bundled in with *Donkey Kong*! If that isn't enough of a reason then how about this – it's *Perfect Dark*! This is the best game ever to grace the N64 and if you have to sell your soul to the devil himself to get an Expansion Pak then so be it! ■

Ooh, Deja Vu!

Anyone who has played *Goldeneye* (and if you haven't you deserve to be shot) should already recognise several of the multiplayer levels. Favourites such as the Temple and the Complex have been jazzed up and included in this game along with all the new levels. Just because you think you know the level though doesn't mean you know the game!



2nd opinion

Gagh! Gurgle! Phwor... er, sorry. I just can't get over how fan-bloody-tastic this game is! The more you play it, the better it gets! If we're not careful then social life as we know it will cease to exist! The only slight flaw is the frame-rate in four-player with all eight bots, but it's still infinitely better than any other game! BUY IT! ROY KIMBER

Rating



▲ There are few things more satisfying (or more annoying, depending on your point of view) than taking someone out with a mine!



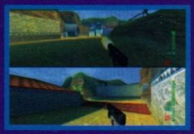
▲ The targeting crosshairs are incredibly good – the horizontal and vertical lines really help when lining up those tricky head shots.

Bond Is Dead – Long Live Joanna!

Ever since it's release, *Goldeneye* has been far and away the most played multiplayer game in the office. And we're not just talking N64 here either, that's across every format including Dreamcast, PlayStation and even PlayStation 2! Well now Joanna has stolen the crown of Bond, because *Perfect Dark* in multiplayer is almost better than sex! We say almost, because the game does have a tendency to drop the odd frame or two when running with four players and four bots. This isn't quite to the extent of being unplayable but it can spoil the fun if you take your games seriously.

Not only can you play a four-player game with bots but you can also play capture the flag and loads of other game styles too. One game has you all running around looking for a parts to upload data with – the first to do it wins. Add to this custom characters and games which can be refined in pretty much any way you want and you get the recipe for hours of fun!

It doesn't end there though because in *Perfect Dark* you can also play through the entire game in two-player co-op mode. On the other hand if you're not the co-operative type you can play through the entire game against a mate! When doing this, the person sticking up for dataDyne automatically teleports into the nearest enemy body next to Joanna after they die. Talk about a *Matrix* rip off!










64 Magazine Bottom Line

Controls



Alternatives

Goldeneye: Nintendo
Reviewed: Issue 5, 95%
Winback: Covert Operations: Virgin
Reviewed: Issue 38, 86%

Rating

Graphics

Audio

Gameplay

Challenge

Overall

98%

Soundbite
The dog's dangly bits!

cheat central

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

XPLORER

THE ULTIMATE CHEAT CARTR...

Sponsored by Xplorer 64 from Blaze

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

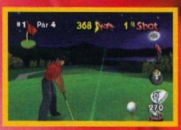
To enter, just answer this question:

"What is Turok's son's name in the forthcoming Turok 3?"

Send your answer to *Xplorer (41) compo* at the usual address, to arrive before 13 July 2000!

CYBER TIGER

If your golf skills aren't quite up to par and you're having a spot of trouble unlocking the extra stuff then read on...



New Tiger Costume

On the name entry screen change Tiger's name to Prodigy.

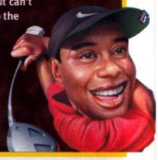
Hidden Characters

To unlock each of these characters begin a game and enter the following on the name entry screen:

RAPPER	UNLOCKS KIMMI
STARR	UNLOCKS STARR
UFO	UNLOCKS ALIEN

Volcano Course

If you want to play on the secret volcano course but can't quite make it into the top few, use this cheat. Change your name to Sthelens before you begin the game and you'll be magically transported onto the first hole.



GAUNTLET LEGENDS

Make your chosen character into a true legend with these new cheats!

Invulnerability

To get a permanent Anti-Death Halo from the Summoner, simply collect all 13 rune stones, finish all the levels and kill the second Skorne. Once this is done, step into the circle of now completed stones to be transported to another dimension. Now all that's left to do is kill the Summoner and get the Halo!

Kill Death

If you come across a chest in the game in which you know Death is hiding, step up next to it and use a potion. If you hear Death scream then he's dead! Now open the chest and collect some hidden goodies.



ALL STAR BASEBALL 2001

A sure-fire way to liven up any game is to throw in a few silly cheats, you can even turn your team into lizards if you're good enough!

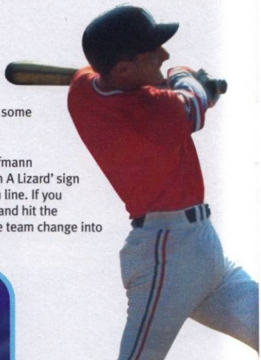
Cheat Codes

Enter each of these on the code entry screen off of the main menu for some weird effects:

WLDWLDWST	BASEBALL TRAILS
BCHBLKTPTY	BIG BASEBALL
MYEYES	BLURRED GRAPHICS
WTOTL	NIGHT MODE
FLYAWAY	FLOATING PLAYERS
TOMTHUMB	TINY PLAYERS

Team Lizard

When playing in the Kaufmann Stadium, aim for the 'Win A Lizard' sign just beyond the home run line. If you manage to strike it lucky and hit the billboard, then your entire team change into baseball playing lizards!



BATTLEZONE: RISE OF THE BLACK DOGS

Black Dogs getting you down? Well, how about a few cheats to make the vacuum of space a little more breathable...

Menu Cheats

On the main menu screen hold down the Z button and press the following buttons for the desired effect:

B, C Left, C Down,	Free Satellite
A L, R, L, R	Infinite Ammo
Up, Right, Down,	Infinite Armour
Left A, B, A, B	No Buildings Cost
C Up, C Down, C Left, Start	Unlock All Levels



INTERNATIONAL TRACK & FIELD: SUMMER GAMES

To open up four hidden games simply finish in first place on all the single event games. The events you unlock are Trap Shooting, Vault, Breast Stroke and the extremely tricky Triple Jump.

EXCITEBIKE 64



This may be the remake of a classic game but you can play the original on the very same cart!

Original NES Excitebike

Select 'Season' and finish the Tutorial Mode by completing every single one of the stunts to unlock the classic side-scrolling original.

3-D NES Excitebike

Finish in first place in the challenge round of the pro season to unlock this 3-D version of the original game.

Football Game

Finish in first place in the silver round of the novice season to unlock a comical football game.

Hill Climb Game

Finish in first place in the gold round of the amateur season to unlock this hill climb special stage.

Unlock Cheat Menu

On the main menu screen hold down L, C Right, C Down and the A button at the same time to unlock a cheat entry screen. Now enter the following to unlock some cheats:

BLAHBLAH
Big Head Mode
SHOWOFF
Stunt Bonus
INVISRIDER
Invisible Riders







Complete Trick List

Hold C Down and then press the following combinations:

Up, Down	Fender Kiss
Down, Up	No Hander
Hold R then press Down, Up	The Nothing
Right, Left	Saran Wrap
Quarter Circle (Down to Right)	Barhop
Quarter Circle (Left to Down)	Nac Nac
Half Circle (Down, Left to Up)	Heel Clicker
Hold R then Quarter Circle (Down, Left to Up)	Cliffhanger

Character Specific Tricks

Hold C Down again to perform these tricks:

Jim Rivers	Superman	Half Circle (Up, Right to Down)
Ricky Stern	Kobe	Full Circle counter clockwise from Down
Sarah Hill	Cordula	Hold R then Half Circle (Up, Left to Down)
Bobby Malone	Lazy Boy	Half Circle (Up, Left to Down)
Nigel York	Double Can Can	Hold R then press Right, Left
Vicky Steele	Fender Grab	Hold R then Half Circle (Down, Right to Up)

PERFECT DARK WEB SITES

To promote their masterpeice, Rare set up a couple of Web sites linked to the two fictional companies in the game – the Carrington Institute and the Datadyne Corporation. If you have access to the web and log onto these sites then you'll notice that there are a couple of restricted areas. Here's how to get in!



The Carrington Institute

Log onto www.carringtoninstitute.com and then hit the 'Agents Only' link in the top right hand corner. Now enter the following:

Username: solaris
Password: pa13ver21z

Inside there's information on some missing scientists, recovered Datadyne files and a biological sampling system!



The Datadyne Corporation

Log onto www.datadyne.com and then hit the 'Restricted' link on the bar at the top. Now enter the following:

Username: JamesTanno7
Password: 8CR31D29

Once in you'll find a report of a security breach including a short movie of Joanna in the Datadyne building and other top secret stuff. Also if you click the link 'Biological Schematics' you'll find another locked out area of the site! To access the alien autopsy reports that lie beyond, enter the new web address of www.datadyne.com/8cr31d29bs.html into your browser and hit the link you find there.

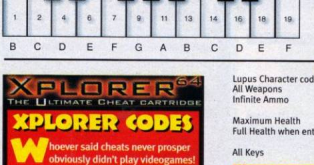


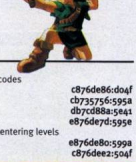


LEGEND OF ZELDA: THE OCARINA OF TIME

Twiddling your thumbs waiting for the next Zelda game? Well if you're musically minded then why not compose your own tunes on the Ocarina from the first game?

1	A, Z and Down on control stick
2	A and Down on control stick
3	A and Z
4	A
5	A and R
6	C Down and Z
7	C Down
8	C Down and R
9	C Right and Down on control stick
10	C Right and Z
11	C Right
12	C Right and R
13	C Left
14	C Left and R
15	C Up and Z
16	C Up
17	C Up and R
18	C Up and Up on control stick
19	C Up, R and Up on control stick





XPLORER 64

THE ULTIMATE CHEAT CARTRIDGE

XPLORER CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 66 and try to win one?



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

BEETLE ADVENTURE RACING

Unlock All Cars	e8582249:5963
Unlock All Tracks	e8582245:5958
Unlock All Difficulties	e8582240:595b
Unlock All Cheats	eb6785757:5958 db52d565:5f5f
MultiPlayer Codes	eb5d5757:5958
Unlock All Circuits	db52d5e5:5f5f

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	c8d31e8a:5760
Infinite Camera Film	e8d31e8f:5955
99 Coins for Donkey Kong	837fc896:0063
99 Coins for Diddy Kong	837fc814:0063
99 Coins for Tiny Kong	837fc90a:0063
99 Coins for Lanky Kong	837fc952:0063
99 Coins for Chunky Kong	837fca0e:0063

FORSAKEN

Infinite Bikes	e8525564:59bb
Infinite Shield	ed63a368:5959 e863a368:5962
Infinite Hull	ed63a366:5959 e863a366:5969

JET FORCE GEMINI

Infinite Continues	e860b8b4:595c
Juno Character codes	
All Weapons	c876dd14:004f
Infinite Ammo	cb735756:595a db7cd724:5641
Maximum Health	e876dd08:595e
Full Health when entering levels	
	e876dd0c:5992
All Keys	c876de70:504f
Vela Character codes	
All Weapons	c876dd9a:004f
Infinite Ammo	cb735756:595a db7cd7ae:5641
Maximum Health	e876dd92:595e
Full Health when entering levels	
	e876dd94:5994
All Keys	c876dd86:504f
Lupus Character codes	
All Weapons	c876de86:d04f
Infinite Ammo	cb735756:595a db7cd88a:5641
Maximum Health	e876de7d:595e
Full Health when entering levels	
	e876de80:5998
All Keys	c876deee:504f

MARIO GOLF

Special Code - Do Not Use	2c0b1920:0000
Unlimited Power Shots	c863184c: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

RAYMAN 2

Infinite Health	c86fc1a4:5970
Infinite Oxygen	c8639dd8:9ce8
Open All Levels	cb585756:595a db6d6e45e:4a49
Have All Cages	cb585756:595a db6d6da4:4a49
Have All Yellow Lums	c8d85756:595a db6d6dd6:4a49
Invincible Rayman	cb645756:595a dc6d6e6a:4a49 c871607a:595a

ROGUE SQUADRON

Infinite Lives	e86750d8:595b
Infinite Shields	e867d1b3:59ff c867d1b2:5958
Infinite Missiles	e866d1d2:5958
Unlock All Levels	e8675e83:59d0

SHADOW MAN

Infinite Bullets	c85bae8e:596a
Infinite Voodoo	e85bae7e:594f e85bae7d:594f
Infinite Air	e85bae72:59fb
Infinite Health	c85bae6e:786a
Infinite Shotgun Shells	c85bae81:5962
Have Calabash	e8575f45:5663
Have Flashlight	e8575f4a:6363
All Items	50001d20:0000 e8575985:5963

STAR WARS: EPISODE ONE RACER

Infinite Truguts	c8651e6e:504f
Always finish first	e8667393:5959
All tracks	c8651e60:504f c8651e5e:504f
All Characters	c8651e6c:59cd 8651e6a:504f

YUROK 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

JEREMY MCGRATH SUPERCROSS 2000

If stunt mode's your thing, then check out this complete trick list!

Stunt Tricks

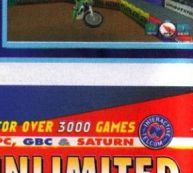
To perform each trick hold down the R button and then press the following:

Up, C Left	Backflip
A	Can Can
Right, Left, A	Cliffhanger
C Left	Fender Grab
Z	Nac Nac
Right, Left, Z	No Hands
Down, Z	No Hands Or Feet
B	One Footed Can Can
Down, A	Recliner
C Down	Rodeo
Up, Z	Side Prone
Up, A	Scorpion
Down, C Down	Suran Wrap
Down, B	Surfer
Up, C Down	Toe Clip









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Commandgeddon
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 64, '98
Jet Force Gemini
Killer Instinct Gold
Lylat Wars
Mario 64, Golf, Karts
Mario Party 1, 2
Mayhem: WCW
Micro Machines
Mission Impossible
Mortal Kombat Trilogy
Ocarina of Time, Legend of Zelda
Pokemon Snap
Pokemon Stadium
Quake 2, 64
Rainbow Six
Rampage: World Tour
Ready 2 Rumble Boxing
Rugrats: WCW, nWo
Ridge Racer 64
Roadsters
Rogue Squadron: Star Wars
Rugrats: Scavenger Hunt
Shadowmen 2 Hex
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
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Take your place on the paper podium that is... ScoreZone!

Things are hotting up in ScoreZone this month with some new record-breaking scores on *Micro Machines* and *Diddy Kong Racing*. We've also had some rather decent new times on that futuristic racer *F-Zero X* – there's quite a grudge match developing for first place in that race! The most impressive score this month however has to be that of **Sean Matthews** from **Paisley** who has obviously been playing *Donkey Kong* far too much! Unfortunately Sean – whilst getting those top Arena scores – you forgot to send us your full address! Not to worry though, get it in the post soon and we'll sort out your prize.

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 games 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!

F-Zero X

MUTE CITY
1'14"764 Richard Dunn, New Leake
1'16"229 James Eyre, Leicester
1'18"608 John Brennan, Bicester
1'18"578 Richard Mardell, Highambury
1'21"344 Darren Harris, Birmingham

SILENCE
1'05"357 Richard Dunn, New Leake
1'05"537 James Eyre, Leicester
1'10"741 Darren Harris, Birmingham
1'11"828 Jeffrey Van Der Aa, The Netherlands
1'12"263 James Eyre, Donington Le Heath

SAND OCEAN
1'04"023 James Eyre, Leicester
1'04"106 Richard Dunn, New Leake
1'08"518 John Brennan, Bicester
1'10"130 Darren Harris, Birmingham
1'16"816 Jeffrey Van Der Aa, The Netherlands

DEVIL'S FOREST
1'11"783 James Eyre, Leicester
1'12"121 Richard Dunn, New Leake
1'18"305 John Brennan, Bicester
1'19"718 Richard Mardell, Highambury
1'21"068 Jeffrey Van Der Aa, The Netherlands

BIG BLUE
1'22"983 Richard Dunn, New Leake
1'29"318 John Brennan, Bicester
1'29"682 James Eyre, Leicester
1'38"084 Darren Harris, Birmingham
1'38"695 Ned Pendleton, Brackley

PORT TOWN
1'21"596 James Eyre, Leicester
1'26"553 Richard Dunn, New Leake
1'27"349 John Brennan, Bicester
1'31"721 Darren Harris, Birmingham
1'35"030 Richard Mardell, Highambury

SECTOR ALPHA
1'10"266 James Eyre, Leicester
1'11"875 Richard Dunn, New Leake
1'15"561 John Brennan, Bicester
1'17"671 Darren Harris, Birmingham
1'18"265 Richard Mardell, Highambury

RED CANYON
1'12"354 James Eyre, Leicester
1'13"313 Richard Dunn, New Leake
1'18"100 John Brennan, Bicester
1'19"134 Darren Harris, Birmingham
1'19"755 Neil Friedman, Whitefield

DEVIL'S FOREST 2
1'15"319 Richard Dunn, New Leake
1'16"154 James Eyre, Leicester
1'19"348 John Brennan, Bicester
1'25"348 Darren Harris, Birmingham
1'28"558 Valter Lindgren, Sweden

MUTE CITY 2
1'06"181 James Eyre, Leicester
1'06"274 Richard Dunn, New Leake
1'14"024 Richard Mardell, Highambury
1'15"544 Darren Harris, Birmingham
1'15"598 John Brennan, Bicester

BIG BLUE 2
0'58"775 James Eyre, Leicester
1'01"178 Richard Dunn, New Leake
1'07"024 Jeffrey Van Der Aa, The Netherlands
1'07"047 John Brennan, Bicester
1'07"939 Darren Harris, Birmingham

WHITE LAND
1'25"408 James Eyre, Leicester
1'26"437 Richard Dunn, New Leake
1'32"414 John Brennan, Bicester
1'41"502 Jeffrey Van Der Aa, The Netherlands
1'47"591 Jon Quarrie, Stapleford

FIRE FIELD
1'12"820 Richard Dunn, New Leake
1'16"227 James Eyre, Leicester
1'18"032 John Brennan, Bicester
1'25"173 Valter Lindgren, Sweden
1'25"182 Darren Harris, Birmingham

SILENCE 2
1'21"184 James Eyre, Leicester
1'29"615 Richard Dunn, New Leake
1'35"995 John Brennan, Bicester
1'36"376 Darren Harris, Birmingham
1'41"278 Jeffrey Van Der Aa, The Netherlands

SECTOR BETA
1'31"773 Richard Dunn, New Leake
1'38"776 James Eyre, Leicester
1'39"107 John Brennan, Bicester
1'47"797 Darren Harris, Birmingham
1'52"794 Valter Lindgren, Sweden

RED CANYON 2
1'26"126 James Eyre, Leicester
1'26"876 Richard Dunn, New Leake
1'36"998 John Brennan, Bicester
1'43"256 Darren Harris, Birmingham
1'47"876 Jeffrey Van Der Aa, The Netherlands

WHITE LAND 2
1'07"148 Richard Dunn, New Leake
1'08"807 James Eyre, Leicester
1'12"474 John Brennan, Bicester
1'13"996 Darren Harris, Birmingham
1'15"553 Jeffrey Van Der Aa, The Netherlands

MUTE CITY 3
1'28"895 Richard Dunn, New Leake
1'37"551 James Eyre, Leicester
1'43"646 John Brennan, Bicester
1'48"496 Darren Harris, Birmingham
1'49"024 Ned Pendleton, Brackley

RAINBOW ROAD
1'30"122 Ned Pendleton, Brackley
1'57"575 Richard Dunn, New Leake
2'00"721 James Eyre, Leicester
2'05"518 John Brennan, Bicester
2'13"944 Darren Harris, Birmingham

DEVIL'S FOREST 3
1'09"674 James Eyre, Leicester
1'11"948 Richard Dunn, New Leake
1'19"894 Richard Mardell, Highambury
1'20"186 Darren Harris, Birmingham
1'20"437 John Brennan, Bicester

SPACE PLANT
1'48"750 Richard Dunn, New Leake
1'56"911 James Eyre, Leicester
1'57"356 John Brennan, Bicester
2'12"010 Valter Lindgren, Sweden
2'12"351 Darren Harris, Birmingham

SAND OCEAN 2
1'28"040 James Eyre, Leicester
1'31"967 Richard Dunn, New Leake
1'36"747 John Brennan, Bicester
1'43"939 James Eyre, Donington Le Heath
1'44"200 Jeffrey Van Der Aa, The Netherlands

PORT TOWN 2
1'33"005 James Eyre, Leicester
1'46"127 Richard Dunn, New Leake
1'47"396 Jon Quarrie, Stapleford
1'54"087 Darren Harris, Birmingham
1'54"904 John Brennan, Bicester

BIG HAND
2'09"511 Richard Dunn, New Leake
2'11"073 James Eyre, Leicester
2'17"060 John Brennan, Bicester
2'33"121 Neil Friedman, Whitefield
2'34"353 Richard Mardell, Highambury

DEATH RACE MODE
0'21"643 Magnus Smith, Burra Isle
0'27"692 Richard Dunn, New Leake
0'43"025 Kevin Olding, Muscliffe
0'46"962 Neil Friedman, Whitefield
0'58"20 Nick Newton, Roath

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
0'61 Craig Bartlelit, Camberley

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

Yoshi's Story

37500 Anthony Hooley, Breaston
37424 Danny Dunn, New Leake
35998 Richard Dunn, Boston
35460 Bonny Quistorff, Copenhagen
34969 David Park, Hebburn
34954 Neil James, Boston

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
0:06:60	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
0:15:38	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	Ingvi Gunnarsson, Iceland
4:51:22	John Dick, Uddingston
4:59:31	Martin Hurley, St Helens
5:01:04	Andy Murray, Bournemouth

Micro Machines 64 Turbo

The Main Course

00:13:06	James Eyre, Leicester
00:15:28	Jeffrey Van Der Aa, The Netherlands
00:15:45	Chris Cox, Cambridge
00:16:62	Ned Pendleton, Brackley

Love Triangle

00:29:89	James Eyre, Leicester
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

00:25:32	James Eyre, Leicester
00:35:29	Jeffrey Van Der Aa, The Netherlands
00:35:86	Ned Pendleton, Brackley

Crash And Fern

00:20:60	James Eyre, Leicester
00:21:22	Jeffrey Van Der Aa, The Netherlands
00:22:06	Ned Pendleton, Brackley

Destruction Dirtbox

00:21:22	James Eyre, Leicester
00:29:48	Jeffrey Van Der Aa, The Netherlands
00:30:01	Ned Pendleton, Brackley

Brake-Fast Bends

00:33:28	James Eyre, Leicester
00:33:36	Jeffrey Van Der Aa, The Netherlands
00:33:76	Ned Pendleton, Brackley

Calculator Risk

00:18:84	James Eyre, Leicester
00:23:19	Jeffrey Van Der Aa, The Netherlands
00:23:52	Ned Pendleton, Brackley

Wipeup

00:22:47	James Eyre, Leicester
00:36:28	Jeffrey Van Der Aa, The Netherlands
00:36:67	Ned Pendleton, Brackley

Tanks Alot

00:19:48	James Eyre, Leicester
00:27:20	Jeffrey Van Der Aa, The Netherlands
00:27:67	Ned Pendleton, Brackley

Baguette Balance

00:19:93	James Eyre, Leicester
00:22:07	Jeffrey Van Der Aa, The Netherlands
00:22:71	Ned Pendleton, Brackley
00:23:00	Chris Cox, Cambridge

Trucker's Luck

00:17:71	James Eyre, Leicester
00:22:95	Jeffrey Van Der Aa, The Netherlands
00:24:32	Ned Pendleton, Brackley

Bikini Blazer

00:18:19	James Eyre, Leicester
00:23:11	Jeffrey Van Der Aa, The Netherlands
00:23:60	Ned Pendleton, Brackley

Pebble Dash

00:18:96	James Eyre, Leicester
00:24:93	Jeffrey Van Der Aa, The Netherlands
00:25:70	Ned Pendleton, Brackley

Beached Buggies

00:11:09	James Eyre, Leicester
00:19:68	Chris Cox, Cambridge
00:21:66	Ned Pendleton, Brackley
00:22:59	Jeffrey Van Der Aa, The Netherlands

Right On Cue

00:18:55	James Eyre, Leicester
00:19:29	Jeffrey Van Der Aa, The Netherlands
00:19:53	Chris Cox, Cambridge
00:19:85	Ned Pendleton, Brackley

Rack 'N Roll

00:38:80	James Eyre, Leicester
00:47:36	Jeffrey Van Der Aa, The Netherlands
00:47:97	Chris Cox, Cambridge
00:48:41	Ned Pendleton, Brackley

Pulling Power

00:35:97	James Eyre, Leicester
00:39:28	Jeffrey Van Der Aa, The Netherlands
00:39:58	Ned Pendleton, Brackley

Stinky Sinks

00:14:57	James Eyre, Leicester
00:17:35	Jeffrey Van Der Aa, The Netherlands
00:22:31	Ned Pendleton, Brackley

Sand Blaster

00:16:62	James Eyre, Leicester
00:34:65	Jeffrey Van Der Aa, The Netherlands
00:35:42	Ned Pendleton, Brackley

Swerve Shot

00:06:29	James Eyre, Leicester
00:06:85	Chris Cox, Cambridge
00:11:86	Jeffrey Van Der Aa, The Netherlands
00:12:03	Ned Pendleton, Brackley
00:12:11	Achilles Zanetlis, Kenton

Breakfast Cherry's

00:15:17	James Eyre, Leicester
00:21:95	Jeffrey Van Der Aa, The Netherlands
00:23:04	Chris Cox, Cambridge
00:24:12	Ned Pendleton, Brackley

Destruction Dirtbox

00:30:01	Ned Pendleton, Brackley

Formula X

00:17:87	James Eyre, Leicester
00:27:82	Jeffrey Van Der Aa, The Netherlands
00:31:18	Ned Pendleton, Brackley

Learning Curves

00:21:98	James Eyre, Leicester
00:27:03	Jeffrey Van Der Aa, The Netherlands
00:34:17	Ned Pendleton, Brackley

Chemical Warfare

00:16:49	James Eyre, Leicester
00:26:99	Jeffrey Van Der Aa, The Netherlands

Cheesy Jumps

00:8:47	James Eyre, Leicester
00:14:12	Jeffrey Van Der Aa, The Netherlands

Cereal Killer

00:42:43	James Eyre, Leicester
00:43:48	Jeffrey Van Der Aa, The Netherlands

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

Wave Race

Sunny Beach

0:55:388	David Ryan, Derby
0:57:865	Adam Tucker, Great Yarmouth
0:58:147	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
1:01:207	Luke Sutton, South Australia
1:01:925	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
1:09:505	Alan Dundas, Arbroath
1:12:527	Gavin Deadman, Biggin Hill
1:12:902	Ross McKinstray, Arbroath

Glacier Coast

1:02:448	David Ryan, Derby
1:19:842	Adam Tucker, Great Yarmouth
1:29:572	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
1:14:368	Darren Harris, Birmingham
1:17:721	Gavin Deadman, Biggin Hill

Twilight City

1:28:483	David Ryan, Derby
1:42:321	Adam Tucker, Great Yarmouth
1:46:449	Gavin Deadman, Biggin Hill
1:47:538	Ruaidhri Dunn, Enfield
1:48:406	Simon Blakemore, Basingstoke

Marine Fortress

1:15:365	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

18:00	Matthys ten Ham, The Netherlands
12:00	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

World Driver Championship

Rome B

01:43:04	Bjorn Bem, Wolverhampton

Starfox/Lylat Wars

Overall Score

3577 kills	Gavin Deadman, Biggin Hill
2686 kills	Magnus Smith, Burra Isle
2217 kills	Darren Simmonds, Mossley
2192 kills	Andrew Robson, Newcastle-Upon-Tyne
2150 kills	Jan-Erik Spangberg, Sweden

Cornieria

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

Meteo

397 kills	Richard Dunn, New Leake
377 kills	Kevin Seeney, Bury St Edmunds
343 kills	Jan Lambregts, The Netherlands
339 kills	David Ryan, Dublin
302 kills	Gavin Brennan, Claremorris

Sector X

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

Katina

333 kills	Daniel Dunn, New Leake
217 kills	Kevin Seeney, Bury St Edmunds
214 kills	David Ryan, Dublin
192 kills	Gavin Brennan, Claremorris
167 kills	Greg Smith, Wamberal

Sector Y

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

Sector Z

85 kills	Greg Smith, Wamberal

Venom 2

232 kills	Andrew Anderson, Hutton
227 kills	Gavin Brennan, Claremorris
227 kills	Kevin Seeney, Bury St Edmunds
227 kills	David Ryan, Dublin
227 kills	Richard Dunn, New Leake

Area 6

448 kills	Daniel Dunn, New Leake
374 kills	Mark Nicol, Western Australia

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
4:50:31	Robert Parker, Cambridge

Mount Mayhem

4:41:85	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

3:47:07	Jan-Erik Spangberg, Sweden
3:54:11	Matthys ten Ham, The Netherlands
3:56:59	Martin Van Duuren, Holland
4:12:46	Paul Nicholls, Coventry
4:14:47	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
0:57 Ben Kitchin, Australia

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
1:08 Ben Kitchin, Australia
1:09 Luke Sutton, South Australia

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

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
0:59 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
00:42:30 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
00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:43:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

Treasure Caves
00:42:20 Keith Boiston, Felling
00:46:75 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
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:15 Richard Burton, Stockbridge

Pirate Lagoon
01:01:23 Keith Boiston, Felling
01:04:39 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:81 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
01:49:16 Jan-Erik Spangberg, Sweden

Crescent Island
01:07:45 Keith Boiston, Felling
01:11:60 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:17:43 Jan-Erik Spangberg, Sweden
01:21:13 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
01:17:99 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
00:48:36 Stacy Needham, Bicester
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

Frosty Village
01:10:96 Stacy Needham, Bicester
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

Everfrost Peak
01:19:88 James Eyre, Leicester
01:21:26 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
00:55:340 Richard Dunn, New Leake
00:54:70 Jan-Erik Spangberg, Sweden
00:55:16 James Eyre, Leicester
00:56:05 Darren Harris, Birmingham

Boulder Canyon
01:25:48 Keith Boiston, Felling
01:33:16 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
01:30:75 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:91 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

Spacedust Alley
01:25:05 Stacy Needham, Bicester
01:28:81 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:61 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
01:32:00 Stacy Needham, Bicester
01:37:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:31 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

Star City
01:14:20 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

Tetrisphere

Rescue
259549700 Joel Smith, Springwood, Australia
164638800 Jay Scott, Fort William
107614300 John Lambregts, The Netherlands
82047306 Gavin Brennan, Claremorris
78641204 Barbet Koolmees, The Hague, Holland
78621658 Barbet Koolmees, The Hague, Holland
78621620 Barbet Koolmees, The Hague, Holland

Top Gear Rally

Coastline
02:25:83 Gavin Deadman, Biggin Hill
02:34:75 Chris La Rosa, Hundelton
02:37:07 Chris Dunn, New Leake
02:39:50 Kristoffer Thorbjornsen, Scotland
03:40:42 Jason Larosa, Pembroke

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

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

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

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

Shadows Of The Empire

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
0:03:38 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
0:04:36 Magnus Smith, Burra Isle

Mos Eisley and Beggar's Canyon
0:02:45 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
0:06:17 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
0:07:53 Hans Lafeber, The Netherlands

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
0:26:61 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
1:38:50 Philip Longhurst, Sudbury
1:39:30 Jay Scott, Fort William
1:41:26 David Dennison, Welwyn Garden City

Sunset Rock
1:34:82 Philip Longhurst, Sudbury
1:35:23 Kevin Seeney, Bury St Edmunds
1:37:63 Jay Scott, Fort William
1:38:56 Rob Pierce, Salisbury
1:40:56 John Brennan, Bicester

Night Highway
1:29:76 Kevin Seeney, Bury St Edmunds
1:31:43 John Lambregts, The Netherlands
1:31:50 Chris Dawson, New South Wales
1:31:60 Rob Pierce, Salisbury
1:32:66 Kenneth Dundas, Arbroath
1:33:00 John Dick, Uddingston
2:33:01 Andy Murray, Bournemouth

Grass Valley
1:41:51 Kevin Seeney, Bury St Edmunds
1:42:26 Rob Pierce, Salisbury
1:43:33 Chris Dawson, New South Wales
1:44:86 Kenneth Dundas, Arbroath
1:45:43 John Lambregts, The Netherlands

Dizzy Land
1:35:81 Kevin Seeney, Bury St Edmunds
1:36:20 John Lambregts, The Netherlands
1:36:43 Rob Pierce, Salisbury
1:36:85 Philip Longhurst, Sudbury
1:37:33 Jay Scott, Fort William

Quicksand Valley
01:34:33 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
0:21:95 John Lambregts, The Netherlands
0:23:06 Rob Pierce, Salisbury
0:23:23 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
3152 Jon Payne, Bicketon
2780 Mike Hutton, Kingswear
2704 Mike Brear, Wirral

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
01:15:37 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:18:74 Arif Mollah, Rochdale
01:19:06 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 Parker, 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
00:29:38 David Hebburn
00:51:47 Caroline Fawcett, North Horncastle
00:53:62 Jon Burrows, Queensland

Wario Stadium
00:18:12 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:68 Aaron Norris, Western Australia
00:21:12 Richard Dunn, New Leake
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake

Choco Mountain
01:46:08 Jeffery Van der Aa, Netherlands
01:57:96 James Eyre, Leicester
01:00:56 Richard Dunn, New Leake
01:02:98 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
00:35:39 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
00:35:03 Rob Pierce, Salisbury

Sherbet Land
01:35:80 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:74 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
05:39 John Brennan, Bicester
05:59 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
289 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

Quake 11

Central Complex
1:25 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
1:37 Alexander Cook, Leeds
1:40 Thomas Munn, Leicester

Strogg Outpost
0:33 Darren Harris, Birmingham
0:40 Alexander Cook, Leeds
0:45 Thomas Munn, Leicester

Blast Corps

Diamond Sands
1:58:01 Mark Nicol, Western Australia
2:51:16 Luke Sutton, Australia

Oyster Harbour
2:55:13 Mark Nicol, Western Australia
3:01:66 Luke Sutton, South Australia

Simian Acres
0:14:51 Mark Nicol, Western Australia
0:14:4 Luke Sutton, South Australia

Moon
0:53:0 Mark Nicol, Western Australia

Venus
2:21:5 Luke Sutton, Australia

Donkey Kong 64

Rambi Arena
216 Sean Matthews, Paisley
202 James Eyre, Leicester
192 Kris Christophen, Maesley
182 Anthony Hooley, Breaston
174 Jeffery Van der Aa, Netherlands

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

Jetpac Arcade Game
669130 James Eyre, Leicester
655360 Jeffery Van der Aa, Netherlands
51060 Anthony Hooley, Breaston

Donkey Kong Arcade Game
30500 James Eyre, Leicester
19100 Jeffery Van der Aa, Netherlands

Vigilante 8

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

SCOREZONE CHALLENGE

With the scores on all the racing games nearing perfection we figured you needed something else to do. So the challenge this month is to get the best times humanly possible on the blisteringly fast *Ridge Racer 64*. Speed freaks start your engines!



THE ULTIMATE PLAYER!

There can be only one! Well, only one [illegible]nyway. Every issue the [illegible]ne gaming champion [illegible]cks up the coveted accolade of Ultimate Player, wins [illegible]ives a rather spiffy Top Drive 3-in-1 Steering Wheel [illegible]gic 3! This cool piece of kit is compatible with your [illegible]viously) but also works with the PlayStation and the [illegible]now antique Sega Saturn, so it's perfect for anyone [illegible]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:
Russell Murray







Ridge

It took long enough to arrive but finally it did and it was worth the wait! *Ridge Racer 64* is unarguably the best version of the game so far but there are bound to be those of you out there who find themselves needing a bit of a hand with it. Look no further than 64 MAGAZINE's comprehensive guide!

Secret Cars

Having a difficult ride? Well, hold on tight, you may need these cheats to speed you to victory!

Caddy Car

Select the Ridge Racer Novice course and then at the start of the track, turn around and drive through the wall to begin a secret race. Win this two lap reversed race to access the secret Caddy Car!

Galaga '88 Craft

Complete the game, including the Ridge Racer Extreme Extra course successfully and you get to play a version of that great arcade classic *Galaga*. Now all you have to do is blast all the aliens to kingdom come and you gain access to another hidden vehicle, the Galaga '88 spaceship.

Powerslides

The tight corners and hairpins can be a real pain when you are motoring, but braking need not be your only option. All cars can perform the Ridge Racer Powerslide, which will enable them to get through nearly every turn at top speed. As you approach the bend release the accelerator and turn sharply into the corner, once you start to turn place your foot back on the gas to slide around the corner. You can use this tactic on any corner, and can even slide the car around 360 degrees!



Z-Class challenges

Once you have beaten the Ridge Racer Championships in both directions you access the Ridge Racer Extreme courses. Win these two ultra-fast tracks to open two special vehicles and the Z Class Challenges. The two new motors are lightning fast, to beat them you must watch your rear-view mirror and make sure that you don't let them overtake!



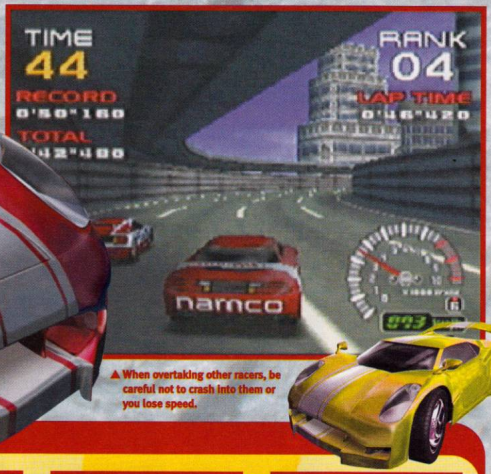




▲ When driving inside the car you can see the other racers coming up behind you. Steer into their path to slow them down.

Racer 64





▲ When overtaking other racers, be careful not to crash into them or you lose speed.







Overtaking

If you're doing well, the other competitors often try and get in your way. Keep a good distance between your vehicle and your opponents, as any collision causes your car to lose speed. To counteract this don't let yourself get boxed in and try to overtake on bends. Just ensure that you take the inside line and avoid the walls!















▲ Keep to the racing line even when heading into the tunnels. Try not to use the Powerslide unless it is absolutely necessary!





▲ The start is the most important part of the race. If you hold the revs too high the car wheelspins and you lose a few seconds.



The Cars

The Start
Choose any of these four cars to start your racing career!
F/A RACING
RT RYUKYU
PAC RACING
RT SOLVALOU

Novice
Once you've won the Novice Championship you can win these three racers!
RT PINK MAPPY
RT BLUE MAPPY
RT XEVIOUS RED

Intermediate
Completing the Intermediate Championship opens up these prize motors!
RT NEBULASRAY
RT BOSCONIAN
GALAGA PRID'S

Expert
For finishing the Expert Championship you will win these storming vehicles!
GALAGA CARROT
RT XEVIOUS GREEN
DIG RACING TEAM

Novice Extra
Beating the Novice Challenge in reverse grants you access to three great high speed cars!
MICRO MOUSE MAPPY
13TH RACING KID
WHITE ANGEL

Intermediate Extra:
Winning the Intermediate Challenge in reverse opens some more super fast racers!
DIGIPEN RACING
ASSOLUTO INFINITO
AGE SOLO SUPERNOVA

Expert Extra
Complete the Expert Challenge in reverse and another three cool vehicles await!
ATOMIC PURPLE
EXTREME GREEN
TERRAZI TERRIFIC

Secret Cars
There are also two bonus cars available, check the 'Secret Cars' Boxout to find out how to win them!
CADDY CAR
GALAGA '88 CAR





Track 1 – Ridge Racer Novice

This first track comes from the very first *Ridge Racer* game and is fairly easy going. There are a couple of tricky tight turns but most of the time you can keep your foot flat to the floor!









The first corner is easy, so keep your foot flat on the floor and chase the other racers down the straight! Come on!



Just after the small tunnel is a very sharp right hand turn. Release the accelerator slightly and Powerslide around the bend.





This easy left can be taken at top speed, but remember to keep to the racing line to avoid hitting the wall on the right.



The quick left-right chicane is a great place to overtake drivers who slow down. Hit top speed through here!



In certain places around the track you can see the race officials hovering overhead in the Ridge Racer chopper.



Track 2 – Revolution Novice

The second track was first seen in *Ridge Racer Revolution* and is a little more tricky. A few difficult corners require use of your Powerslide technique, but you can win this easily.









In the dark tunnel there are some tricky turns. Keep to the inside lane and use your extra speed to catch the other racers!





This easy left leads up the hill to a sharp right-hand corner. Try to get yourself on the racing line to make this turn easier.



Use the Powerslide to maintain speed through this sharp bend. Time your slide correctly and you can even slide through 360 degrees.



This corner looks easy, but the track turns sharply once you have entered the corner. Hold the racing line for best results!



The final corner is fast and easy, so keep your pedal to the metal and head for the finish line! The chequered flag awaits!

Track 3 – Renegade Novice

This is a totally new track, unique to the N64. It is a testing track with a few tough turns and a tricky chicane, but with a little practice you should beat your rivals and collect your first trophy!









All the other racers will pull away from you at the start. Practice keeping the revs below the red line for maximum effect.





This sharp right hand corner can be taken at top speed, but you must hold the racing line to avoid sliding wide.



Get ready to Powerslide around this corner and try to avoid hitting the walls or you get sand in your exhaust pipe.



This is the final turn on the course, so lay off the brakes Jake and go flat out for the finish line. Can you make it three wins in a row?



At last the finish line is in sight and you can start your second lap. Here we've still got some places to make up!

Track 4 – Ridge Racer Intermediate

The competition gets just a little hotter, but you should still have no trouble at all on this easy course. Try opening up the new cars to give yourself some much needed extra speed!









Don't worry about this corner. Keep your accelerator jammed on the floor and try to catch the other racers.



You need to use the Powerslide to get round this tight corner. Try not to slide for too long to avoid losing speed!



This sharp right requires a small slide to stop the car slipping onto the grass. Nasty accidents happen if you are not careful.



The beach-side chicane is a great place for overtaking the slower cars. Jink through this corner at full speed.



The dark tunnel hides a medium left-hand turn. There's no need to slow down, but try to hold the racing line!



Track 5 – Revolution Intermediate

Speed is important if you want to win this race as it's a fairly tough track. There are a couple of tight turns to test your Powersliding abilities and there's a chicane which could cause problems!









The tunnel has several turns, but none are too tricky. If you keep to the racing line no-one can overtake you.



You can tear around most of the track at full speed, but care must be taken to avoid colliding with other racers.



Another tunnel with more easy corners. Avoid the walls and you should be rocketing by the time you get back onto the straight.



Drive carefully here as there is a tricky chicane ahead. Position your car to the left of the track for the best line.



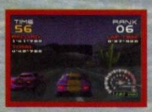
The final bend is a little tricky, but if you are on the racing line you don't need to brake and can head for home.



Track 6 – Renegade Intermediate

The Renegade course is a long one, with a whole load of sharp turns added to make it a bit harder. Good reactions and a very fast car are important if you wish to take first prize!









Night-time racing can be extremely difficult as your vehicle doesn't seem to have any headlights – oh well!



The corners in the tunnel are easy, keep to the racing line and you gain a few seconds on your rivals. You're only in tenth place so hurry!





This sharp right-hand corner requires you to make good use of a Powerslide if you want to keep your speed up.



You don't just need driving skill to win this race. Try to guess where the corners are and if you're lucky then you win.



The last corner is a fast left-hander. Keep your speed up, barge your opponents out of the way and cruise to the finish line.

Track 7 – Ridge Racer Expert

There are no more easy tracks, so now it's down to some really tough racing. Use your new cars for extra speed and do your best to avoid collisions with the other sluggish racers!









1

Go flat out through the corner. Don't brake and don't Powerslide, just keep going and you soon catch up with the others.



2

This sharp right hand corner requires a short Powerslide to avoid hitting the wall. Don't slide for too long though!





3

The chicane is a perfect place for overtaking slow racers. Squeeze through the turn and let them eat dust!



4

Towards the end of the track it becomes quite narrow and you need to have great reactions to get through the sharp turns.



5

The final bend is long and easy, but you may want to throw in a Powerslide to look ultra cool to the crowds!

Track 8 – Revolution Expert

This time the course is a lot harder and the other racers start to cut you up. Do your best to avoid them and use your Powerslide to help you through the dangerous corners at top speed!









This easy left in the tunnel shouldn't cause any problems but you must avoid crashing into the other racers.



You need to use your Powerslide a lot to make it around this course safely. Try to hold the racing line at all times.





Keep to the inside approaching this medium left and you should be able to cruise around the apex without decelerating.



There's no need to brake here, just turn hard to the left and then cruise around this easy long bend. Don't let up!



Inside the tunnel are several really sharp turns. Look out for the sharp right-hander at the end of the passage.

Track 9 – Renegade Expert

Practice makes perfect and you need a few attempts to beat the racers on this tough course. The tunnels are a real pain, though your Powerslide can help you through at top speed!









An easy turn – keep to the left-hand side of the track and keep your foot to the floor. You should soon catch the other racers!





You need to Powerslide around this sharp left-hand turn, so get yourself on the racing line and turn early.



There are loads of tunnels on this track and you need superfast reactions to avoid colliding with the walls.



Keep your accelerator down and use the racing line through this corner to maintain top speed. The finish is not far away!



At last the finish line is in sight. Just keep going, there are only two more laps to go and you want to get into first place!

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, if you ever fancy a quick break from hammering away on your N64.

JSA: Justice Be Done



If you're a fan of comic book superheroes then you'll know that the characters that are popular today haven't always been as cool as they are now. While form-fitting moulded rubber and all sorts of destructive hardware seem more or less the norm for latter-day superheroes, in the old days their dress-sense was somewhat less evolved. *JSA: Justice Be Done* features many rather ridiculously dressed characters and so you'd be forgiven for expecting the storyline to be equally dated. However, what writers Robinson, Goyer and Sadowski have done is to bring these old heroes back with a modern, darker storyline reminiscent of the movies *Blade* and *Spawn*. This book charts the lives of the old members of the Justice Society of America as they face a new threat and get some new members. With fantastic artwork and a gripping storyline it's definitely one for any graphic novel fan! Available end of May from Titan Books, RRP £9.99.

Deep Blue Sea



This movie is very reminiscent of *Jurassic Park*. It starts with an unusual animal attack. You then get a visually stunning shot of an aircraft flying to an isolated high-tech research establishment, where the majority of the staff are about to leave for the mainland before a big storm and it also features Samuel L Jackson with facial hair! *Deep Blue Sea* is a glossy, fast-paced thriller with some nice shocks and surprises. The storyline revolves around the study of sharks at an advanced research facility where – of course – something goes wrong. The plot is fairly predictable from then on – the people on the installation must try to escape while the sharks hunt them down – but there are some nice twists and the CGI and animatronic sharks are dead scary! The DVD also has a ton of special features which make it a great buy. *Deep Blue Sea* is available now from Warner Home Video, RRP £19.99.

Son Of Superman



Son Of Superman is one in a series of 'Elsewords' graphic novels which take popular heroes and transplant them to different settings. In this book Superman has been gone for 15 years – presumed dead – the Justice League Of America is working for the government – a government that's corrupt and tainted – and a band of high-tech vigilantes calling themselves 'the Supermen' are wreaking havoc. Enter Jon Kent, son of the late Clark Kent and his wife Lois Lane. Jon is a seemingly perfectly normal kid until a radiation flare hits the planet and awakens strange powers in him, forcing his mother to reveal the truth about his past... *Son Of Superman* is a great graphic novel which deals with many familiar characters as they've never been seen before. The artwork is outstanding and the storyline subtle and full of twists. Released at the end of June and priced £9.99, this is a definite must-have read for all Superman fans!

Poo-Chi The Interactive Puppy



If you're one of those people who found Furby pretty cool but just that little bit too twee (you know the sort of thing – after half-an-hour of listening to it go "Eeeeeeeey!" you just want to lock it in your sock drawer for the rest of the month) then Tiger have something else which might be more to your taste. Poo-Chi is an interactive puppy who never needs walking and – even better – never needs cleaning up after! Made of sturdy metallic-look plastic, Poo-Chi barks, wags his tail, flaps his ears, flashes his eyes and and by patting him on the head you can make him sing one of six different tunes! If you're not amused by a singing robotic dog then there must be something wrong with you! Complete with a special magnetic bone which provides him with all the sustenance he'll ever need (aside from three AAA batteries that is) Poo-Chi is in stores now, RRP: £24.99.

NOT NINTENDO! 64 MAGAZINE

do!

True Romance

From the pen of Quentin Tarantino, *True Romance* is a violent yet humorous adventure movie about two young lovers (Christian Slater and Patricia Arquette) who find themselves in possession of a suitcase full of mob drugs and instead of giving it back, decide to go on the run with it. Pursued by the mob and the Feds they head for Los Angeles where they hope to sell their purloined narcotics but nothing goes quite to plan and events spiral out of control, ultimately leading to the kind of gun-filled confrontation that we've come to expect from Tarantino movies. Slater and Arquette are fantastic as the mixed up lovers and there are some great supporting performances from Dennis Hopper, Val Kilmer, Gary Oldman, Brad Pitt and the always scary Christopher Walken. Oh... and this DVD is worth buying just for the brilliant score by Hans Zimmer. Available now, RRP: £15.99.



Super Soaker Charger 600

Summer is on the way (once the bloody weather sorts itself out anyway!) and that means that it's time once again to break out the water pistols! It doesn't matter how old (or how young) you are, there are few things more fun than a water pistol fight on a hot day. Of course, if you get into a fight you want to win and you can't go far wrong with the latest range of Super Soakers. The Super Charger 600 is the second biggest gun in the new range (the next one up requires you to wear a back-pack – it's that big) and it's bloomin' excellent! The pump on the front allows you to keep continuous pressure in the gun (thereby providing a constant stream of water which should guarantee you victory in any water fight) and there's a clever 'quick-load' adaptor which comes with the gun allowing you to fill it from a garden hose! Find out how to get one of these cannons (priced £19.99) by phoning 0161 6339808 for stockists.

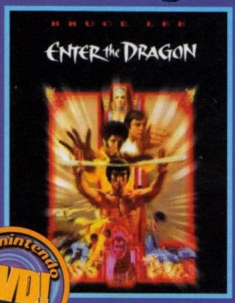


Pokémon Monopoly

It had to happen! Monopoly has been released in pretty much every format possible lately: you've had *Star Wars* and Harley Davidson Monopoly and now you've got a Pokémon set too! The whole thing is almost insufferably cute with some small Pokémon to move round the board, Pokémon money and silly cards like 'Dug Out Of Jail Free'! The weirdest thing about this version of Monopoly though is that instead of properties you get Pokémon. Each set of Pokémon are divided into their colours by trainer, apart from the train stations which are replaced by four Pokéballs! Unfortunately, like all the special edition Monopoly sets Go, Free Parking and Go To Jail all stay the same. This is a great version of a classic game and well worth getting if you don't already have a Monopoly set. Unless of course you feel that you truly have to 'catch' all the variations! Priced at £29.99 Pokémon Monopoly is available now from all good retailers.



Enter The Dragon



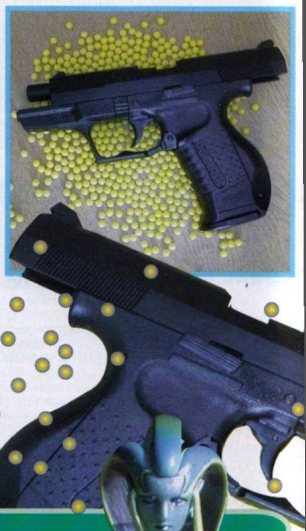
Long before martial artists like Jean Claude Van Damme and Steven Seagal came along there was one fighter who was head and shoulders above the rest. We're talking of course about the late, great Bruce Lee. Before his tragic (and mysterious) death, Bruce starred in a huge number of movies, containing action which many martial arts enthusiasts feel has never been bettered. *Enter The Dragon* is one of his most well-known films and is arguably one of Bruce's best. While there is a storyline of some kind in here, that's not the reason to watch this movie. The real strength of these films is their fight scenes and *Enter The Dragon* has some of the best around. Forget down-to-earth punch-ups, this is spectacular kung fu action all the way and if you've never seen a Bruce Lee film then this is a great one to get you hooked! *Enter The Dragon* retails at £15.99, available now!

Johnny Bravo CD Wallet



For those of you who've never come across him, Johnny Bravo is a star of one of the shows on the Cartoon Network. He's a kind of a cross between Elvis and the Fonz – only without their animal magnetism. Now the 'king of cool' has lent his image to a rather nifty CD wallet which comes in very handy... er, for storing CDs. This is great if you're one of those people who likes to inflict your music taste upon your friends, because it negates the need for carrying around umpteen fragile CD cases wherever you go. This tough storage case has a raised image of Johnny Bravo on the front and retails at £9.99 from WWL. Check out their Web site at www.clickworks.co.uk for more info!

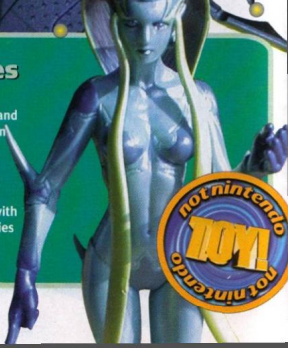
Walther P99 Air Soft Gun



Now listen carefully 007, we've got something special for you here! Ever fancied yourself as James Bond? Reckon you've got what it takes to save the world? Well take one step closer to living that fantasy with the Walther P99 Air Soft Gun. An exact replica of Bond's updated trade-mark weapon, this durable gun fires plastic BBs and is incredibly accurate! The forces of SMERSH giving you grief? No problem, just show them your Walther and they'll run a mile! No gas or batteries required with this baby, just remember though, while this is a toy gun, it fires projectiles so no blasting your mates/little sister/cat/goldfish with it! Pick up the phone and get onto the Q division at Wonderworld in Bournemouth on 01202 293054 and they'll kit you out with one of these for £26!

Final Fantasy VIII Action Figures

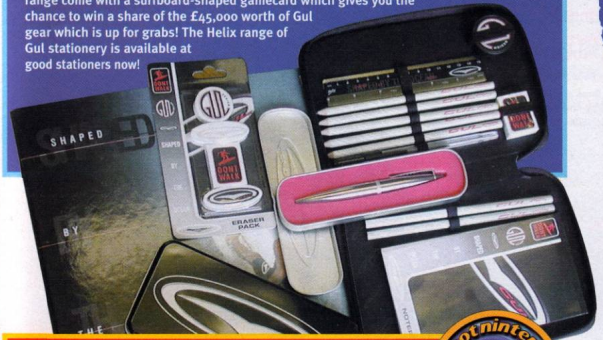




There are so many cross-overs these days that we have trouble keeping up! Action figures become movie characters, movie stars appear in videogames and videogame characters turn into toys! *Final Fantasy VIII* is the just the latest in a long line of games to make the merchandise leap (and yes, we know it's a PlayStation game – that's why this is in the Not Nintendo section!) Final Fantasy Guardian Force are some of the more outlandish characters that you meet in the game and the toys are just as strange as their pixelated counterparts. Shiva (pictured) comes with a strange little dragon and a cat with wings! All the figures are fully poseable and come with a variety of accessories and they retail at £10.99. You can pick one up from WonderWorld in Bournemouth, or call them on 01202 293054.

Gul Stationery

When someone offered to send us some stationery equipment it's fair to say that we weren't exactly over-excited! However, when the gear turned up – despite ourselves – we couldn't help but be impressed. The range of Gul stationery from Helix is based on the super-cool Gul surfing gear and it makes a great addition to anyone's desk or bag. Items in the range are priced between £1.99 and £9.99 and include an A4 ringbinder, a Zip case, a writing set and a rather groovy pen in a shiny tin case – several products are even made from neoprene, the stuff they make wet-suits out of! As an added bonus, many items in the range come with a surfboard-shaped gamecard which gives you the chance to win a share of the £45,000 worth of Gul gear which is up for grabs! The Helix range of Gul stationery is available at good stationers now!



The Sixth Sense



When *The Sixth Sense* came out last year, the first film from budding director M Night Shyamalan, no-one, including the producers themselves, could have foreseen quite how much of a hit it turned out to be. Cole Sear (Haley Joel Osment) is a young boy with a disturbing secret – he can see ghosts. Dr Malcolm Crowe (Bruce Willis) is a child psychologist who is trying to get to the bottom of Cole's fears but can't at first bring himself to believe in a supernatural explanation. This movie starts off slow but soon has you jumping out of your seat and then just when you think you've got things figured out, it throws in possibly the biggest twist of any movie ever! The DVD also has a mountain of special features including interviews with the director, deleted scenes, storyboards and much more, making *The Sixth Sense* a must-have addition to anyone's collection and a snap at just £19.99. If you haven't seen this movie yet, go out and buy it now!

Pokémon Team Rocket Trading Cards

Just when you thought it was safe to go back to the playground... If you're not a fan of Pokémon then this probably won't excite you, on the other hand if you're one of the thousands upon thousands of people who has been caught up in the craze for Pokémon trading cards then get ready for even more excitement because the Team Rocket cards have arrived. Hot from the US, these cards work with the original game and are destined to become as sought after as the ordinary Pokémon cards, so you'll need to start looking for them now! Currently only available on import, the cards show all your favourite Pokémon characters and are definitely going to drive Pokémon fans wild. We got ours from WonderWorld in Lansdowne, Bournemouth and you can ring them on 01202 293054. Better move quick though because at £5.99 a pack they're selling like mad!

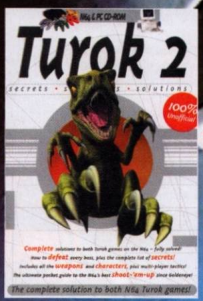


Pokémon Talking Mouse Mat

Just when you thought that there couldn't possibly be any more Pokémon merchandise out there, along comes more! The item that's gotten the pocket monster treatment this time is the humble mousemat, which has been emblazoned with a bright, colourful design depicting Ash and that most famous of Pokémon, Pikachu facing off against Caterpie. And the fun doesn't end there, oh no! For not only does this handy computer accessory feature a picture of Pikachu, but it also features his squeaky voice! Touch the concealed pressure pad and the mouse mat announces "Pikachu! Pika, Pika Pika." This is guaranteed to keep many of you amused for hours and also to annoy the hell out of your school-friends, work-mates or family depending on where you use it. The Pokémon mouse mat by WWL costs just £6.99 and is available from www.clickworks.co.uk.

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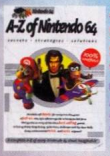
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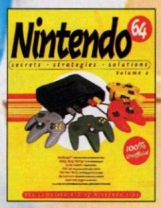
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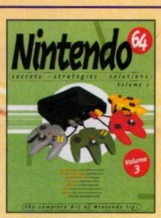
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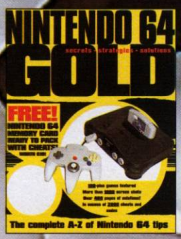
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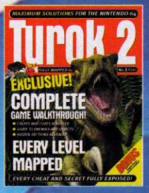
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nindex



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	1-2	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 Baseball 2001	Acclaim	1-4	40	85%	Another great version of this baseball game, only on import though!
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	48%	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	0%	Yes, zero percent! Absolutely 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-liner thon.
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

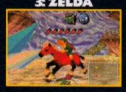
1: PERFECT DARK



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: KIRBY 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	84%	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	60%	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.
Kirby 64: The Crystal Shards	Nintendo	1-4		●			40	86%	Madcap cartoon platform action – Japanese-style!
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.

TEST OF TIME



Issue 35 saw the belated arrival of *Resident Evil 2*, which also coincided with the departure of Roy. This was also the issue that 64 MAGAZINE finally got our hands on the travesty that was *Carmageddon 64*... was it really that bad?



RESIDENT EVIL 2

Virgin • £49.99 • Original Rating: 94%

It may have been a long time in coming but it was well worth the wait and it's still great after all this time. Hard to believe that Virgin released this great game and also the absolutely dire *Carmageddon 64* at the same time! It's a funny old world, isn't it?

94%



CARMAGEDDON 64

Virgin • £39.99 • Original Rating: 04%

The more you try to play this, the worse it gets... hard though it may be to believe, this game actually gets an even lower score with hindsight! Quite simply it should never have been released!

00%



HOT WHEELS TURBO RACING

EA• £44.99 • Original Rating: 65%

This is definitely a title for the younger gamers out there. The easiest way to describe it is: 'bland'. It hasn't lost that much playability over time but then it didn't have that much to lose in the first place!

60%

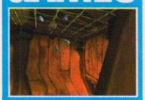
Game Name	Company	Issue	Score	Comment
The Legend Of Zelda: Ocarina Of Time	Nintendo	1	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4	34	76%	Simple, kid-oriented racer with customisable 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	80%	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	28	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.

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 recommend that you get yourself a full set.



Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

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

4 Meg Memory Card

DATEL • £29.99



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

Ultra Racer 64

INTERACT • £29.99

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



64 TOP RACING GAMES



1 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 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 Quarterback Club 2000	Acclaim	1-4	●	●	●	●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4	●	●		●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	●	●		●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	●	●		●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1	●				24	55%	Dog-rough attempt at a horror game.
Nuclear Strike 64	THQ	1	●	●	●	●	36	83%	Slightly dated, but still exciting, helicopter blast.
Off-Road Challenge	GT Interactive	1-2	●	●		●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1					31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4	●	●		●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1	●	●			34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4	●	●		●	23	66%	Slow and annoying toy racer with a track-building mode.
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	●	●	●	●	38	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	78%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1		●		●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4				●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	●	●		●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2	●	●		●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4	●	●		●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1	●			●	30	45%	Brain-grindingly boring adventure with no action.

64 MAG'S MOST WANTED



STAR WARS: BATTLE FOR NABOO

A new *Star Wars* game! Rock and roll! This is what we want to see... this and more of it! The Force is strong with this one...



CONKER'S BAD FUR DAY

If you were expecting another cutesy Rare kid's title then forget it! It's gore all the way and it looks absolutely fabulous!



RESIDENT EVIL ZERO

The only N64 title at the Tokyo Game Show... but boy did it look fantastic! Get ready for more N64 'Survival Horror'!



BANJO-TOOIE

Let's face it... this game is going to be flippin' great and everyone knows it! We'll bring you more on it as soon as we can prise something out of Rare – which isn't easy!



STARCRAFT 64

This game just seems to keep moving backwards and it's very frustrating because the Mac version gets a lot of use in the 64 MAGAZINE offices. Come on guys, give us what we want!

64 MAGAZINE NEXT ISSUE

We've had it, we've reviewed it and we've solved it! Check out the next issue of Britain's best N64 magazine for the complete guide to Rare's masterpiece!

98

Perfect Dark The Guide!







PLUS!

NBA Showtime: NBA On NBC, NFL Blitz 2000, Blues Brothers 2000, Hercules, The World Is Not Enough, ISS Millennium, Polaris Sno Cross, Big Mountain 2000, Fighters Destiny 2, Conker's Bad Fur Day and Starcraft 64.

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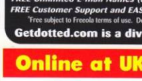
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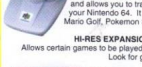
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