64 magazine • issue 47

legend of zelda: majora's mask • the world is not enough • ogre battle 64 • mario party 2 • donkey kong country

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64 MAGAZINE

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REVIEWED!

ZELDA 2 MAJORA'S MASK

MEET LINK... MASTER OF TIME!

THE WORLD IS NOT ENOUGH

BOND IS BACK... AGAIN!

PLUS REVIEWS OF...

OGRE BATTLE 64, MARIO PARTY 2, POKÉMON PINBALL, DONKEY KONG COUNTRY AND MUCH, MUCH MORE!

PLUS INSIDE:

A REAL RPG!
Forget just playing games in a fantasy world... some people are actually living in one!

GENERATION: N64
We take a look at the evolution of the Nintendo console from the NES through to the Gamecube!

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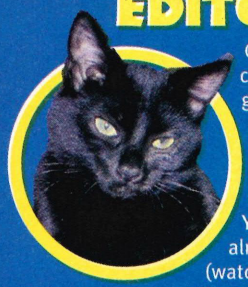
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Meet the Team!

EDITORIAL



Christmas is a-coming and the goose is getting fat... er, so it's probably about time for it to go on a diet, I guess! Yes, Christmas is almost upon us (watch out!) and all over the country little children are tucked up in their beds wondering whether they're going to get that new N64 game that they asked for, or perhaps the 'Action Man Fuel Blockade' accessory kit, or even the all-new 'Real Miming Boy Band Doll' that everyone's been on about. Ultimately, they're going to wake up and discover that once again all they've been given is socks, but hey – that's Christmas!

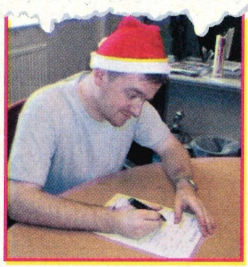
No, only joking... there's no 'bah humbug' in the 64 MAGAZINE offices (well, not since Andy left anyway) and this month we all sat down and wrote out our letters to Santa in preparation for breaking out the Chrimbo decorations from last year, realising that someone left their pet hamster hibernating in the box again, and going out to buy some new, un-chewed ones instead.

Of course the biggest news this issue isn't Christmas – it's the arrival of *The Legend Of Zelda: Majora's Mask* and *The World Is Not Enough*! When these two turned up in the office on the same day we were totally confounded... which to play first? In the end we set up two N64s next to one another and played both! And boy, were they worth the wait (check out the reviews now if you don't believe me!) With these two stunning titles in the office it's fair to say that a rather inordinate amount of time was spent in the games area, and in fact it's a wonder that we ever got the rest of the magazine done at all! Luckily though Nicky was on hand to keep us all in line!

This issue we've got a variety of features for your edification, including a homage to those gamers out there who have quite literally grown up with Nintendo and also a report on a bunch of people with a rather unusual hobby! Then there's previews of *Banjo-Tooie*, *Power Rangers* and *Mickey's Racing USA*, seven new GBC games including a conversion of the SNES classic *Donkey Kong Country* and a whole ton of new stuff for Not Nintendo! It only remains therefore, for me to wish you all a very, very Merry Christmas from all on 64 MAGAZINE – have a good one!

Roy Kimber, Editor

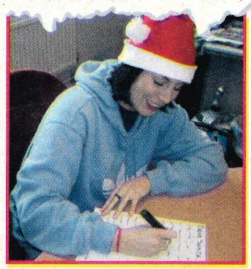
This issue we have mostly been... writing letters to Santa!



Roy

Dear Santa...

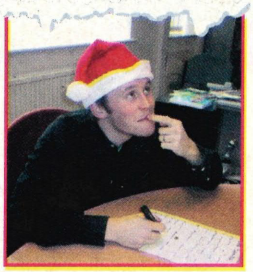
Please could you send me a Gamecube. I know they're not actually in production yet but you've got special powers so I figured maybe you could travel forward in time and bring one back for me. Thanks. Oh, and while you're about it, could I have a date with Kelly Brook, 'cos I really fancy her! Either that or a puppy?



Nicky

Dear Santa...

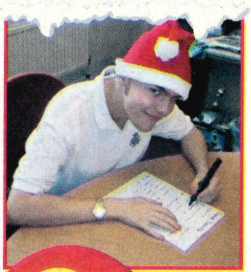
For Christmas I'd like some more combats and really cool TV over the Xmas period for a change. That's all. Er... oooh, also I'd like a Barbie (the Mermaid one) an' a Scalextric an' a skateboard with decent trucks an' some colouring pens an' a pair of Vans shoes an' a big bar of chocolate an' clothes vouchers an'...



Paul

Dear Santa...

Please could you get me a magical box which is really magic an' which when you open it you can pull out anything you want so that you never have to buy another thing ever again! I don't think that's too much to ask now, is it Santa? Don't go disappointing me this year! Remember, I know where you live...



Alex

Dear Santa...

What I'd really, really, really (really!) like for Christmas is an orange. And some nuts. You know, like the ones I got when I was little. It's the simple things that make Christmas you see. Oh... and an Intergalactic-Nuclear-Powered-Megaman-With-Real-Firing-Lasers-And-Transforming-Action. Ta Santa!

Let Us Not Forget...

Third on our roll call of contributors to 64 MAGAZINE is one Russell P Murray, Editor of the late NINTENDO PRO (formerly N64 PRO) and now at the helm of Paragon's flagship Pokémon magazine, POKÉMON WORLD (all you ever wanted to know about Pokémon and quite a lot of stuff you never thought to ask!) Russell also used to work at THE Games – otherwise known as Nintendo UK – so his knowledge of all things N64 is obviously pretty good and thus he continues his Nintendo adventures by penning the odd preview, review or guide for us. He's a pretty good source of Pokémon information too!





Turn to page 91 to subscribe!



64 MAGAZINE
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ZELDA... AND BOND? IT MUST BE CHRISTMAS!

The Legend Of Zelda: Majora's Mask

The long wait is over as Link returns in this, his second outing on the N64... and yes, it *is* fantastic!



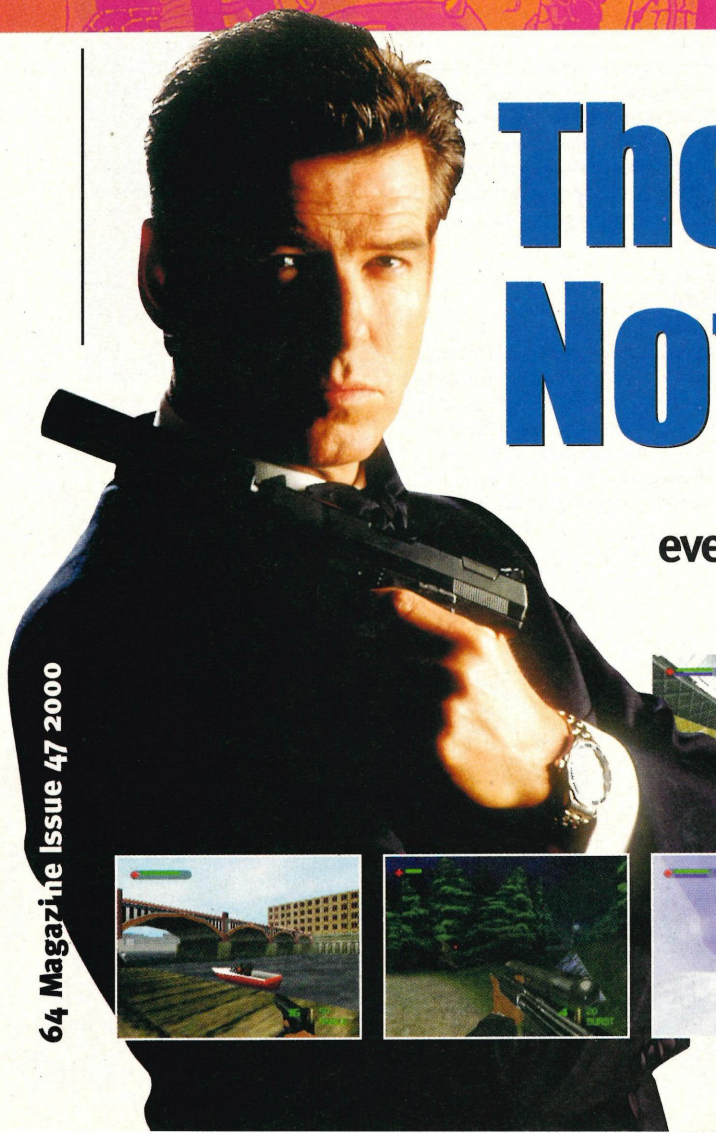






The World Is Not Enough

The name's Bond... James Bond. Yes, everyone's favourite spy is back, and he's looking pretty sharp!









You can contact 64 Magazine at: 64 Magazine, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email us: 64mag@paragon.co.uk or via our Web site at www.totalgames.net.



OGRE BATTLE 64: PERSON OF LORDLY CALIBER



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The N64's first (and only) 'tactical RPG' finally gets an English translation... but is it any good?

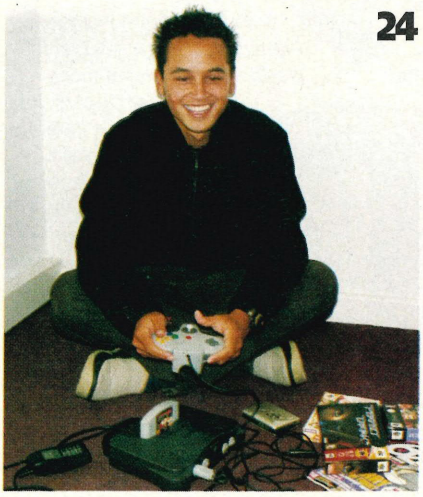
MARIO PARTY 2



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It's party time again, as the PAL version of this manic multiplayer game arrives on UK shores.

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It's been 15 years since NES first turned up in Europe. That means that a lot of people have practically been raised by Nintendo...

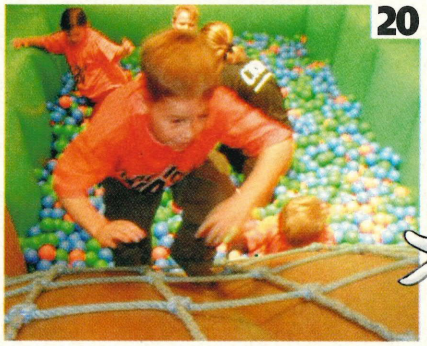
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28

With the arrival of *Zelda: Majora's Mask*, we decided to check out a group of people who play a very special kind of RPG...

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20

Last issue we visited Live 2000, this time we snuck a peak at Total Fun... how could we miss a show with a name like that?

POWER RANGERS: LIGHTSPEED RESCUE



16

Those crazy, masked superheroes are about to burst onto the N64 with their own special brand of kung-fu action!

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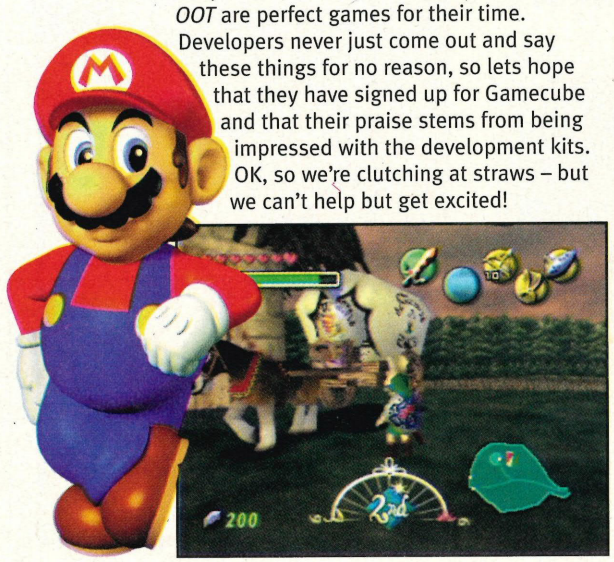
NEWS
PERIPHERALS
RUMOURS
HOT ITEMS OF
INTEREST

THE 64 SHOWCASE



Praise Be To Nintendo

A large number of people have been speaking out recently with their views on Nintendo. In particular this month, the lead designer and producer from Epic Games (Developer of *Unreal* and *Unreal Tournament*). In an interview, they mentioned that there is no way that they can ever compete with games of *Zelda*'s calibre. They went on to say that *Mario 64* and *Zelda: OOT* are perfect games for their time. Developers never just come out and say these things for no reason, so lets hope that they have signed up for Gamecube and that their praise stems from being impressed with the development kits. OK, so we're clutching at straws – but we can't help but get excited!



Infogrames Infoburst!

French publisher Infogrames has been very busy this month. The major news is that it has formed a new, joint company with the Japan-based Hudson Soft. Infogrames hold a 70% share in the new company which is to be named Infogrames Hudson KK (original, huh?) So what does this mean for you guys? Well, the new company is concentrating its development on Gamecube, X-Box and PS2. These three machines are being bandied about like anyone's business at the moment. It seems that nearly all the main publishers are going to be developing for all three consoles. Anyhow, this new merger shows that Infogrames (a European company) and Hudson Soft (a Japanese company) are looking to get into each other's respective territory. The fact that such a large publishing group is showing interest in Gamecube is great news. Perhaps the two companies will complement each other, learn from each other and develop better games (yeah, right!) Remember, Infogrames is responsible for huge titles such as *Unreal* and *Driver*. Drooling yet? You should be, especially after you read what the *Unreal Tournament* developers had to say about Nintendo (see other news).

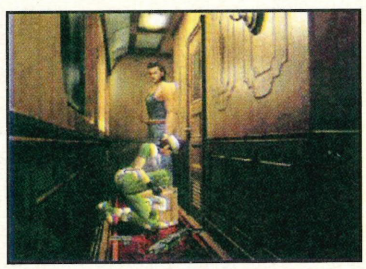


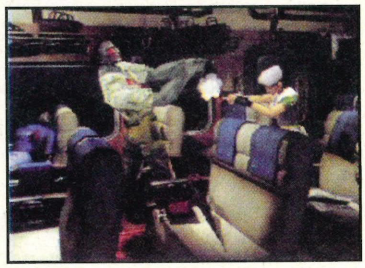


Going off on a slightly different tangent, Infogrames recently bought out Paradigm, the developer of *Pilotwings 64*, the original *F1 World Grand Prix* and more recently, *Duck Dogers*. It is now known that Paradigm has already signed a Gamecube development deal. Infogrames has got a Gamecube title lined up for the European launch – no one knows what it is, but fingers are crossed for a *Pilotwings*-style update. It would make sense, right?

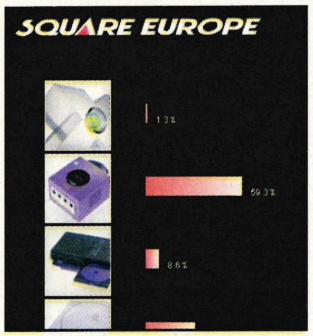
Capcom Gets Ambitious

Japanese company Capcom, which recently announced its full support for Gamecube and GBA, has been talking about its plans to release games on multiple formats. The formats include Gamecube, X-Box, PS2, Dreamcast and PC. Future titles will be released on all consoles simultaneously and at the same price. Gamers from all systems will be able to play each other across the 'net. Yes, you did hear right, someone with a Dreamcast will be able to play against someone with a Gamecube! According to Capcom, this will significantly reduce development and advertising costs, maybe by up to 25%. It also means that they are not tying themselves down to one or two consoles. Apparently, a new emulation technique allows them to port the code across the different systems without much difficulty. We're not too sure how this will work, but it's a major jump towards console cross-compatibility. Either that, or it's the act of a madman! Rest assured that we'll keep you informed on this very, very interesting development.





Vote Gamesquare Now!



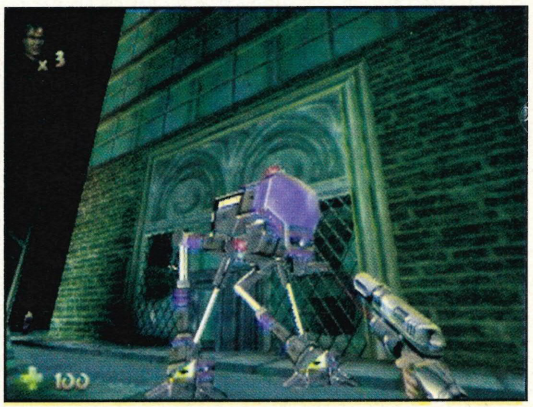
Are you listening? Are you paying attention? Good. We need you all to do something for us – well, for yourselves actually. We're not just talking about you over there and you in the kitchen, we are talking about every single one of you!

You may recall how everyone always goes on about Squaresoft being the key to a console's success. Well, now Squaresoft is willing to listen to YOU. It wants to know which console you think it should develop for. At the moment, Gamecube is ahead by miles. We need everyone to head over to Square Europe's website and vote for Gamecube now! It couldn't be simpler. Jump onto your computer, go to www.square-europe.com and click on the 'click here to vote' message. Click on the circle next to the Gamecube picture and lastly, click on 'Vote.' That's it. This is your chance to directly influence Squaresoft's decision to come back to Nintendo. And remember... don't forget!

It's A Pokémon Xmas!

What, more Pokémon? Well, not exactly, but it looks like Pokémon is going to be the franchise of choice again this year. As well as *Pokémon Red, Blue* and *Yellow, Pokémon Snap, Pokémon Stadium* and *Pokémon Pinball*, there's also the new Pikachu-shaped N64 and the soon-to-be-released *Pokémon Trading Card Game*. Phew! That's a lot of Pokémon products...and that's just the games! Be sure to fill your stockings with all things Pokémon this Christmas!





I Am Turok...Again!

David Dienstbier, Creative Director of the *Turok* series, recently let slip some details about the future of *Turok*. He mentioned that the GBA is at the top of his development list and let slip the words '*Turok 4*.' The dino-hunting series has had its ups and downs, but there's no doubting that it is a quality series and any hints to a possible comeback on any Nintendo system are gratefully received. Also remember that Acclaim was talking about Gamecube development gear a long time ago. It was probably one of the very first companies to get a full kit!

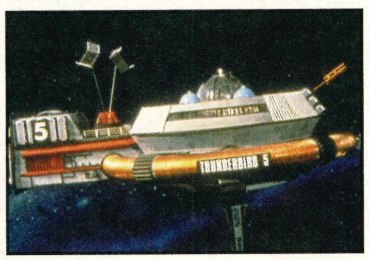




Thunderbirds Advancing

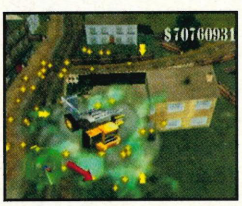


Following last month's news that SCi would be bringing *Thunderbirds* to the GBC, it has now announced that the game will also be FAB-ing its way onto GBA. Hurrah! Another excuse for us to print *Thunderbirds* artwork!





Watch Out Microsoft!



Competition Winners

We've had umpteen calls and emails over the past month, about the competitions from issue 45, so, to put you lot out of your misery...

Have No Mercy Compo
Winner of the 32" widescreen TV is Trevor Giles Robson from Newscastle-Upon Tyne. Five WWF Goody Bags go to C Fox, Bromley; Stephen Walker, Liverpool; Richard Baldwin, Hailsham; Clive Cookson, Co Meath and Robert Dale, Brough.

Daffy Digital Camera Compo
The Panasonic Digital Video Camera goes to P Martin of Gosport.

Congratulations to the winners, commiserations to everyone else!

Nintendo president Hiroshi Yamauchi has gone on record this month as saying that a certain big company in the USA *thinks* that it can surround itself with talent and be successful. He didn't specifically mention any companies, or that he thought that they would fail. However, it's pretty obvious that he was slagging off Microsoft. It's true that Microsoft is buying up a lot of talented development houses. Surely this can only be because it has no confidence in its own internal teams. At the end of the day, even when Nintendo has been in a tight spot, its in-house games have always got it through. You need that 'father figure' company to learn from and use as an example. What Microsoft is doing is only going to benefit the teams in a financial sense. From a creative point of view, Microsoft's overall strategy could see certain houses developing certain genres of games. While this will mean that all the genres are covered, it won't leave room for any new genres. Remember *Silicon Valley* and *Blastcorps*? Of course you do! They're titles that stand out, right? You can say goodbye to that sort of originality. Microsoft looks more and more like a stale bread-bin every day!

Nintendo To Ship Finalised Kits

Several developers have let it slip that Nintendo is planning to hold a Developer's Conference at the end of November. A similar event was held for the GBA earlier in the year and it turned out to be very successful. Apparently Nintendo has got full-speed development kits ready and waiting for people to see at the conference. Any interested developers will be wooed with the promise of a completed machine to work with, which would make a change. Most of the time, developers have to make do with incomplete kits right up to the last minute. Nintendo really seems to have pulled its collective socks up on this one. Hopefully those present will be similarly impressed. We're still waiting for a couple of big-name developers (ie: Squaresoft) to say anything regarding Gamecube, though. Here's hoping!

Squaresoft Designers On GBA!

Some of the people who worked on the *Final Fantasy* series and also the *Mana* series have left Squaresoft and formed a new company called Browny Brown. Apparently the name comes from a mystical Scottish creature that represents determination and hard work.

More importantly, the GBA would be ideal for the experience that these guys have. The older *Final Fantasies* and the *Mana* series both represent 2D graphics at their pinnacle. GBA is perfect for continuing the designers' reputations for beautiful 2D graphics and awesome gameplay. We can't wait! The first game from Browny Brown will be *Magical Vacation*. We don't know anything about it yet – as soon as we do, we'll let you know.



64 Magazine's Most Wanted

Carnivale

We doubt whether you have ever heard of this game before. It did pop its head up a little while ago, and now it's back again. Despite feeling a bit dizzy, we're really looking forward to this – a bit of harmless fun should balance out the ton of violence that we're about to get.



Aidyn Chronicles

While the graphics for this new RPG look very similar to *Quest 64* (ie: a bit dated, bland and blurry), a recent play showed great promise. Lets just hope that it comes out this year – next year won't be acceptable we're afraid. Nope, it just won't do!





Ogre Battle 64

Although Roy didn't think much of *Ogre Battle* in his review this month, there are some in the office who have been rejuvenated by its US release. Chandra has been wearing a pointed hat for a week now and he won't stop chanting under his breath! Roll on the PAL version!

Star Wars Episode 1: Battle For Naboo

Check out this new pic of this ace-looking shooter. It's not far away now – we're counting down the minutes! Why oh why do they keep taunting us with new pictures? We want the game, and we want it now!



Zelda GBA

Oooooh, that got your attention didn't it! Yes, apparently Nintendo is using a *Zelda* map to show off the GBA's Mode 7 scaling abilities. OK, so it's only a map so far, but there's definitely a game on the way... and boy do we want it! Already!

64 Magazine Charts

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This Month	Last Month	Game	Publisher	64 Mag Score
1	-	Mario Tennis	Nintendo	92%
2	-	Donkey Kong 64	Nintendo	93%
3	6	Worms: Armageddon	Infogrames	94%
4	1	Pokémon Snap	Nintendo	88%
5	8	Earthworm Jim 3D	Virgin	87%
6	4	Pokémon Stadium	Nintendo	88%
7	-	GAME Triple Pack	-	-
8	5	Perfect Dark	Nintendo	98%
9	4	Zelda: Ocarina Of Time	Nintendo	96%
10	2	Mario Party 2	Nintendo	81%

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 46, 64 Magazine, Paragon House, St Peters Road, Bournemouth BH1 2JS*!

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When I'm 64



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

STAR PRIZE

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

STAR LETTER

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- Two Extender Joypad Cables
- One Xplorer 64 Cheat Cartridge
- One SCART Lead



It's Just Not Cricket!

DEAR 64 MAGAZINE,

Less than a month a go I opened up my lovely new copy *of Perfect Dark*, plugged it in and started playing to find out just how much worse I had become at killing people since I finished *Goldeneye*. I had great fun, and still am. And I was very pleased to hear some British voices on the cartridge, because I hoped that finally a company over here had realised that there is nothing wrong with using British voices in a game. I could even forgive the plot revolving (a bit like every sci-fi film ever) around the US President. After all, I'd always rather have a British bad guy and an American hero – it's much more fun. But then something unforgivable happened. The Carrington Institute got invaded, and as I prepared for the fight, I noticed the title wording – "...DefenSe"! AAAHHH!



That's truly shocking. It was bad enough in *Banjo-Kazooie* when there were a load of appallingly stupid jokes and damned Americanisms ("We're gonna come and kick your butt!" Groan...) but now, in such a brilliant game, they HAD to go and spoil it by using that title. They could have worded it differently! They could have saved people the irritation of American spellings! But no. We had to have "defense". Besides the fact defence is a much better-looking spelling, it's more importantly correct. I understand that a game has to revolve around America or Americans get bored (that's not an insult – that's how it's justified) and because there's lots of them two shrill knocks at the door echoed through the room and with the creaking door swinging open, it was over. Although we would not forget this, we were almost thankful for it ending. With a swift handshake, we were friends and not competitors. If anyone else will hold their own X24 I would love to see them send in a similar letter to mine to the one, the only, the best – 64 MAGAZINE.

PS: I am writing this letter two days after the 'Event' and am still recovering, but hopefully I will survive.

Anthony Martin, no address supplied

Well done Anthony, you are, quite simply... mad! We're guessing that you didn't pay much attention to Nintendo's 'Consumer Information And Precautions' notes! We've studied your rules and we're fairly sure they're actually based on a version of the CIA's techniques for breaking difficult prisoner's spirits during interrogation (particularly the constant Iron Maiden – are you a complete masochist or what?) That said though, anyone who's that into *Perfect Dark* that they lock themselves and three friends into a room to play it for 24 hours straight deserves to be commended on their dedication to the game, even if it is at the risk of their health and possibly even their very sanity! We would advise anyone else thinking of doing the same thing though, to take the proper health precautions – *Perfect Dark* may be superb, but it's not actually worth dying for!

Prize Winner

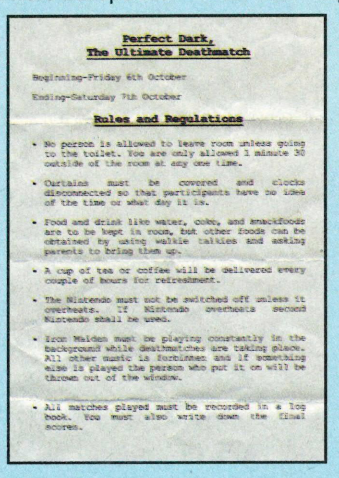
STAR LETTER

Perfectly Mad!

DEAR 64 MAGAZINE,

Me and my friends all enjoy a good game of *Perfect Dark*, but none of us took it any further, until, Friday 6 October, we organised the X24 project. A mammoth deathmatch consisting of 24 hours of solid, hearty *PD* deathmatches, without stopping. At 5.30, we waved farewell to reality and with one final slam of the door, we were transported to another world, another dimension.

A photocopy of the original rules is enclosed, and none of the rules were broken. We had succeeded, and almost died in the process. As for the actual game, we all started new multiplayer characters, so we could see how we performed, and after playing exactly 57 games, all of our characters were really screwed up. At first we played our favourite game, 'knifey', which is set in slow motion in the Complex with one-hit kills. I valiantly scored the first kill, but just lost by one point in the end. The second match was a repeat of the first, but with eight simulants (all set on easy) to spice up the game. I won this time. After a night of many arguments, fights and mad *PD* action, we were exhausted, but happy. Then we realised: we still had eight hours to go! As repetitive gameplay got tedious, there was mutiny in the ranks! Mutiny! As every head shot got personal, games got frenzied and insanely quick. Just as the gameplay got too intense,



Perfect Dark,
The Ultimate Deathmatch

Beginning-Friday 6th October

Ending-Saturday 7th October

Rules and Regulations

- No person is allowed to leave room unless going to the toilet. You are only allowed 1 minute 30 outside of the room at any one time.
- Curtains must be covered and clocks disconnected so that participants have no idea of the time or what day it is.
- Food and drink like water, coke, and snackfoods are to be kept in room, but other foods can be obtained by using walkie talkies and asking parents to bring them up.
- A cup of tea or coffee will be delivered every couple of hours for refreshment.
- The Nintendo must not be switched off unless it overheats. If Nintendo overheats second Nintendo shall be used.
- Iron Maiden must be playing constantly in the background while deathmatches are taking place. All other music is forbidden and if something else is played the person who put it on will be thrown out of the window.
- All matches played must be recorded in a log book. You must also write down the final scores.

it's necessary to keep them happy, but really – give proper spellings to the rest of the world at least! I shudder to think what affect the Game Boy Color has had on the primary school spelling tests of this country...

What I don't understand is why Rare, who clearly are worth a great deal to Nintendo, don't put their collective foot down and say "we've just given you a multi-million selling game: let RARE do the wording correctly, not some fools who can't even spell!"

One last point – we can't even blame the American game editors for everything. Rare are doing it quite deliberately. I was playing *DK64* the other day and successfully wandered through the level only to find I had to go into the ARMORY – Rare write the game, for goodness' sake, and I doubt gun-wielding Marines stand over them forcing the erroneous in-game spelling on them! Allowing American sound programming is one bad thing, but deliberately writing in visual mistakes is even worse. Take note, Rare – I'm not being petty, not even patriotic – just pointing out that the majority isn't always right (American pollution quotients?). Let common sense prevail.

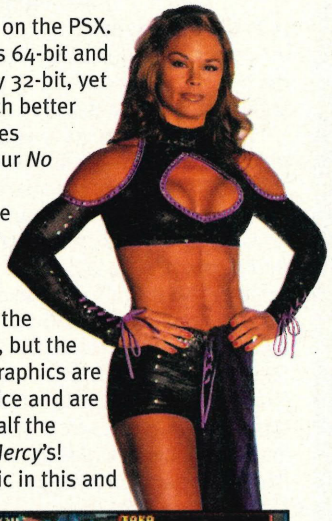
NB: with the massive difference in PAL/NTSC release dates, why not use some of that time to tweak our versions round to decent spelling?
Rick, via email

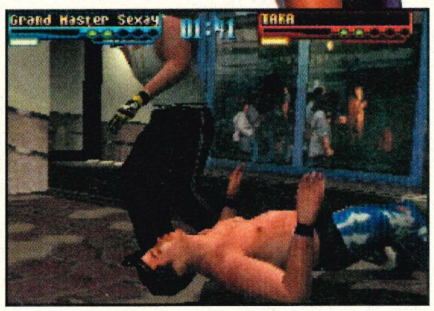
Phew... not that you're over-excited about this or anything Rick! We have to admit that Americanisms can be a bit annoying – all the more so here in the office because half the word-processing programmes on our computers have US dictionaries which make subbing text even more of a nightmare than it should be! It *would* be nice if games used English spelling, but at the end of the day the market for Nintendo games over here is tiny compared to that in the 'States, and so we have to go with the majority – which in this case is 'them over there'. Maybe some companies might think about putting correct English in games, but then that would just require them to spend more money, and at the end of the day, if the game is good, you're not going to not buy it just for the sake of a few American spellings, are you?

Somewhat Perplexed...

DEAR 64 MAGAZINE,
It's the same old line for an N64 owner: "Oh, my machine is technically superior to your crummy PlayStation" and we'd act all high and mighty until our head explodes. I'm one of these people: I think my beloved N64 is far better than the inferior PlayStation and the 'no games whatsoever' Dreamcast.

I love my N64. But I also love the WWF, and this is currently driving a wedge between the loves of my life. No matter how hard you try to argue, all the wrestling games on the N64 cannot rival *Smackdown* And the up-coming *Smackdown 2* on the PSX. Our machine is 64-bit and the PSX is only 32-bit, yet they have much better wrestling games compared to our *No Mercy*. The wrestlers in the new *No Mercy* game look like plastic figures due to the blocky visuals, but the *Smackdown* graphics are as smooth as ice and are meant to be half the power of *No Mercy*'s! There's no logic in this and





I find it impossible to understand the reasoning behind THQ's latest release. It SHOULD be better than *Smackdown*! But it's NOT. The question on my confused mind is: WHY? I definitely give no mercy to THQ.
Tom Crowther, Bradford

Confused mind is right Tom! Quite how you can even compare *WWF Smackdown* on the PSX to *WWF No Mercy* on the N64 we don't know, let along claim that it's better! Sure, the graphics on the PSX version might look every-so-slightly crisper – but that's just the nature of the two machines. As far as gameplay goes, *WWF No Mercy* wins – hands, feet and butt down! If you can't see this then you can't really be the wrestling fan you claim to be – or perhaps you are... you do know that it's not real, don't you?

An Educated Viewpoint...

DEAR 64 MAGAZINE,
I have a few things to say...

Firstly I think that Ashley Gizon from issue 45 is a complete idiot, he wastes his money on crap *Pokémon* merchandise and games like *Pokémon Snap* and *Stadium*. It is a waste of time and money. Secondly I think that *Paper Mario* is a load of crap, Nintendo (yes, I am criticising Nintendo!) think that

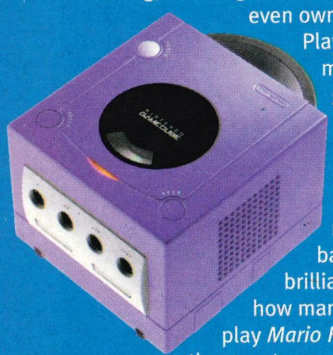


Console Queries...

DEAR 64 MAGAZINE,

First of all, your mag seems to be just about the only N64 mag around – people seem to be so sure that N64 is dead. After the release of Gamecube do Nintendo plan to stop making N64 games? About Gamecube: it will have great games, right. But these days people want their consoles to do more than just play games, Dreamcast is on the internet, PSX2 has a DVD player.

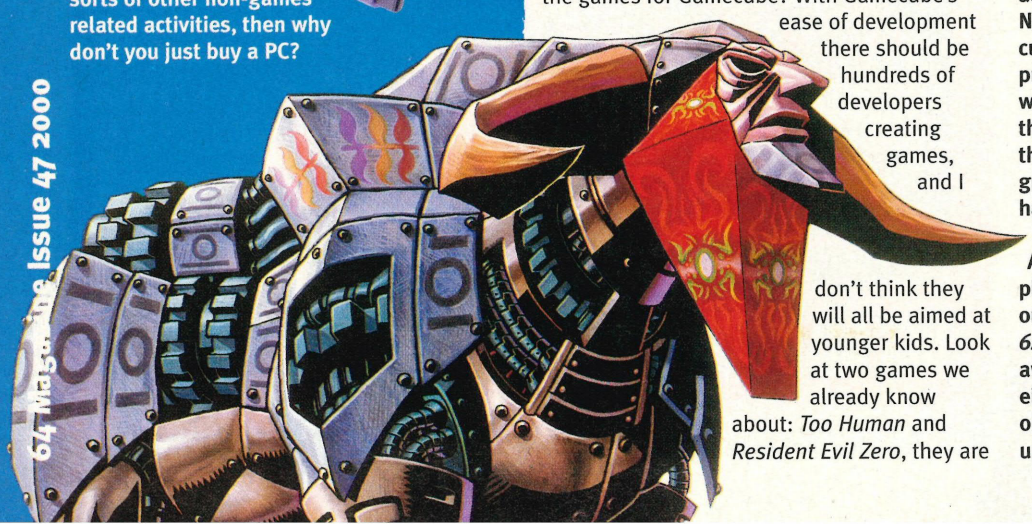
Are there any plans for a Gamecube modem, presumably a DVD player is not an option as the discs are too small? Don't get me wrong, I'm a big Nintendo fan, I've never even owned a PlayStation and my favourite games are N64 games: *Goldeneye*, *Zelda*, *Mario*, etc and multiplayer battle games are brilliant. No matter how many times you play *Mario Kart* battle with three mates you won't get bored. In fact the absence of a multiplayer in *Zelda* was it's only flaw – the game is an experience, I've already pre-ordered *Majora's Mask*.

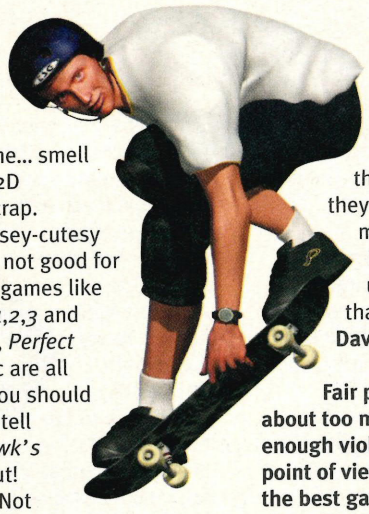


Richard Fysh, Doncaster.

Well, if you read our interview with Shigeru Miyamoto in issue 45, then you should be aware that Nintendo are focussing on games rather than multimedia with the Gamecube. And why not? You say that these days people want their consoles to do more than just play games, but who says? Sony? Sega? At the end of the day, if you want to watch DVDs, you can get a decent DVD player for around a £100, so why would you want your much higher-priced console to do it? If you are desperate for a games machine that allows you to play DVDs and surf the Internet and do all sorts of other non-games related activities, then why don't you just buy a PC?







they can stick Mario in game and earn a fortune... smell the fresh air, it is crap 2D graphics, the game is crap.

I think games like utsey-cutesy *Banjo-Kazooie* are just not good for Nintendo's reputation, games like *Resident Evil 2*, *Turok 1,2,3* and *Rage Wars*, *Goldeneye*, *Perfect Dark*, *Shadow Man*, etc are all amazing. I also think you should write to Activision and tell them to bring *Tony Hawk's Skateboarding* back out!

Finally I think that the Not Nintendo section is... crap! Apart from that your mag is absolutely amazing!

PS: I think that The Starcube or N64 should make a bike game.

Devin Reilly, Finchampstead.

Er... right. Well, thanks for sharing David. We're guessing you're dismissing *Paper Mario* having actually played the game and not just based on looking at a few screenshots of it! As for games like *Banjo-Kazooie* not being good for Nintendo's reputation... yeah, we can see that. In fact when *Banjo-Kazooie* came out we all spent months wandering round the office saying things like "Seen that *Banjo-Kazooie* game? Gosh, aren't Nintendo rubbish!" Oh well, it just goes to prove that you can please all of the people some of the time... but you can't take a horse to water and expect him to be worth two in a bush... er, or something like that. Oh... and by the way, it's Gamecube, not Starcube, you utter divvy.

A Non-Violent Perspective...

DEAR 64 MAGAZINE,

I am writing this letter in favour of Nintendo. I think the Nintendo Gamecube will be a great console but I don't think it will sell as well as it should because most people think it is aimed at younger children. So then, what's happened to gameplay? Does that matter? What will happen to this world if people only like violence? So what if a game hasn't got blood? *Zelda* is the best game I have played, yet I didn't see any blood there and it certainly wasn't a mature game either. It had great gameplay and that was all that mattered. Anyway, don't people realise Nintendo aren't the only publishers working on the games for Gamecube? With Gamecube's ease of development there should be hundreds of developers creating games, and I don't think they will all be aimed at younger kids. Look at two games we already know about: *Too Human* and *Resident Evil Zero*, they are not games that are aimed at younger kids. I think Nintendo are the greatest developers and that they create truly great games. Sure, mature games are fun, but with Nintendo, less-mature games are usually equally or more fun. And that's all that counts.

David Catena, via email

Fair point David. With all the hoo-hah about too much violence in games, or not enough violence in games (depending on your point of view) we tend to forget that some of the best games ever released aren't really that violent at all... well, perhaps we should say not that gory at all? After all, Link smacking seven bells out of a variety of assorted monsters or Mario butt-bouncing all manner of bad-guys is still strictly violence – you just don't get the blood 'n' guts aftermath. Hopefully the Gamecube will continue the growing trend of something for everyone that we've seen just lately – gore for those who want it, good, clean fun for those who don't!

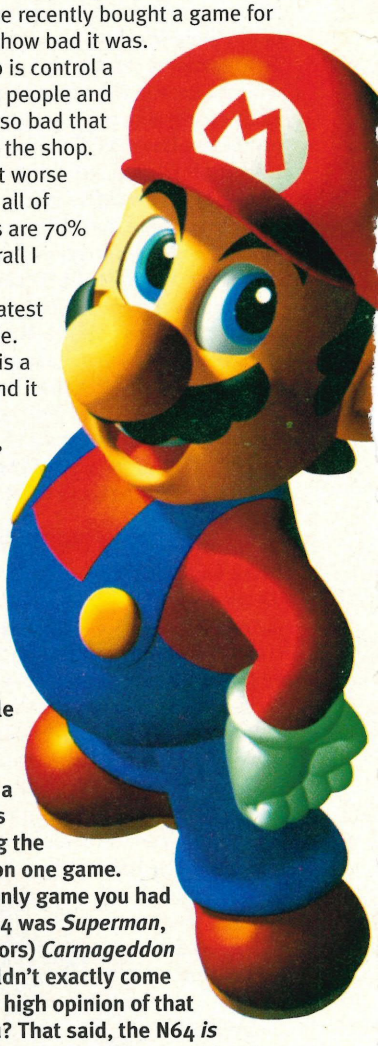
We're The Best!

DEAR 64 MAGAZINE,

The reason why the Nintendo 64 does not have as many games as the PlayStation is because Nintendo think about quality. My cousin has a PlayStation and he recently bought a game for it and he told me how bad it was. All you have to do is control a hand and click on people and they talk – it was so bad that he took it back to the shop. Games cannot get worse than that. Mostly all of Nintendo's games are 70% and over. So, overall I think Nintendo is definitely the greatest console ever made.

PS: PlayStation2 is a rip-off for £350 and it sucks.

Natalie Marshall, Farnborough.



Sounds like your cousin bought himself a 'point 'n' click' adventure there Natalie! Not his cup of tea presumably. While we're all safe in the knowledge that we have got a great console, it's hardly fair to slag the PSX off based on one game. After all, if the only game you had played on the N64 was *Superman*, or (horror of horrors) *Carmageddon 64* then you wouldn't exactly come away with a very high opinion of that either, would you? That said, the N64 *is* obviously the greatest console ever, at least until the Gamecube arrives!



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64 sight

See the games of tomorrow today!

14 Banjo-Tooie

16 Power Rangers

18 Mickey's Speedway





Banjo

Patience little ones... the bird and the bear will soon be here!

Did you know that by the time you read this section of our glorious magazine, *Banjo-Tooie* should be gracing the shelves of an American videogames store nowhere near you? And did you also know that by the time the game arrives on our shores, we will have probably printed enough screenshots to have made everyone feel like they've played the game already? As we wait with bated breath for the latest instant classic from the Rare stable, we have to ask ourselves, 'Why should those crazy Americans get to play on a British game before (and not just a little before by the sounds of things) we can?' Obviously we can guess it has got something to do with American sales determining the success of the game before the rest of the world can get a copy, or something similar at least.

By now you probably know exactly what to expect from *Banjo-Tooie* but let's go over it again shall we? You never know, we might set a test, for you to see how much you have learned – but that is extremely unlikely, because everyone hates tests and we can't be bothered anyway! We have got better things to do you know! Can't think of what they could be though...

Some of the things we have established so far are: 1) Banjo and Kazooie can fight together and separately. 2) You can also play as Mumbo Jumbo. 3) Areas that could not be accessed in the first game can now be accessed in this. 4) The game is prettier, bigger and tougher and: 5) It WILL be excellent (well... it had better be!)

As we get closer to the release date 64 Magazine is trembling with excitement as this is just one of a whole host of games from Rare that will be appearing in the coming months. This includes *Mickey's Speedway USA*, *Dinosaur Planet* and (our particular foul-mouthed favourite) *Conker's Bad Fur Day,* which promises to be like no other game you have seen or will probably ever see on your N64! Rare seems to have success with cute animals doing very strange things (oh, and secret agents with more gadgets than a Swiss army knife on steroids) and *Conker's BFD* promises to take that idea to a whole new level!

Until the moment when the *Banjo* cart drifts into our office like a nice dream, we'll just have to keep on shoving new screenshots in your faces until you are full. We have here a batch of new screens and when the time is right and the moon is in some mystical place, you can rest assured that a review will be "winging" its way to you, if you can just "bear" with us? (Sorry). ■



[Above] ***'Baby, every time we kiss, Hot Lava! And every time that we make love that's Lava, Hot Lava!' Thanks, South Park!***



[Above] ***We could ask "Why would a nasty monster be holding a sausage?" But then someone might tell us... so we won't.***

-Tooie





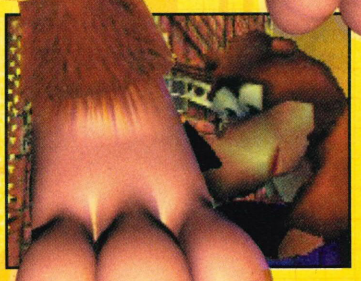






[Above] ***What's in the egg? Our my money is on a dragon. What? Haven't you ever seen 'Chorlton and the Wheelies'?***





BANJO-TOOIE

PUBLISHER	Nintendo
DEVELOPER	Rare
UK RELEASE	March 2001 (TBC)

Power Rangers: Lightspeed

Your chance to become a Power Ranger!



Somebody somewhere must still love the *Power Rangers* show enough to warrant making a game for the N64 about it! If you are not familiar with the hit children's TV series then read this... A bunch of bad young actors dress up in spangly spandex clothing and battle fantastical creatures who are dressed up in ridiculous costumes that wouldn't fool a pantomime cow! The show features half-decent special effects, reasonably well executed kung fu fight sequences and, of course, giant robots that fight *Godzilla*-style over matchbox-sized cities! Remember to take this formula, and repeat it over and over again for as many episodes as you can get away with, before everyone catches on how poor it is and stops watching. As you may have guessed, we're not the biggest fans of the programme, but if the formula of this new game is anything like the show, then it doesn't really look too favourable for the multi-coloured crime-fighters!

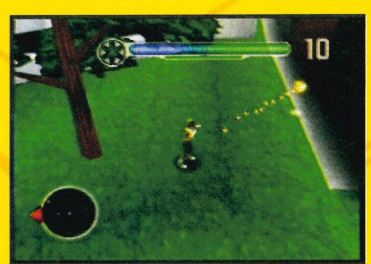
The basic plot is that many of the members of the Power Rangers have been kidnapped and you, as the only remaining Ranger, must hunt for them across 30 huge levels, battling all kinds of evil beasts and grotesque monsters for truth, justice... and so on. The levels are a mix of first and third-person perspectives and battle areas and the different styles consist of driving, flying, blasting, robot-fighting and rescue scenarios.

On your travels you're able to use all of the vehicles and a lot of the weapons from the *Power Rangers* universe, as well as being able to battle the awesome, threatening powers of some of the series' most despicable bad guys such as Diabolico and Magmavore!

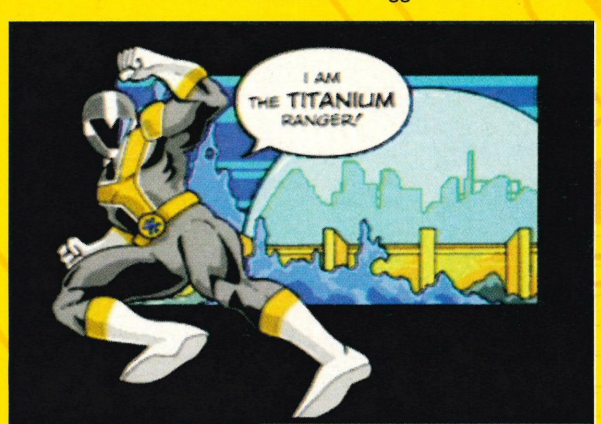
As a special treat the game also features the newest Power Ranger to join the team in the seventh season, Titanium Ranger. If that isn't a bonus, what is? Although, at this early stage, we have to be honest and say that this game so far hasn't exactly sparked any real interest or fired our enthusiasm, and early word from across the pond (where it is already out) hasn't been all that good. Many of the critics have said that graphically it is way below average, gameplay is short and unsatisfying and the sound is poor. The worst news of all is that it's been compared



[Above] ***Hey you, kid! Are you tough enough to take me on? Are you man enough to beat me to a pulp? C'mon then you big girly!***







POWER RANGERS

PUBLISHER	THQ
DEVELOPER	Mass Media
UK RELEASE	TBA

Rescue

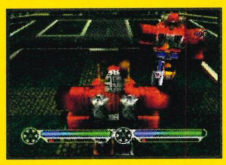


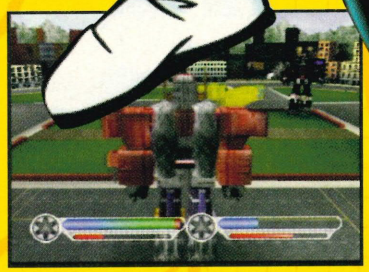
[Above] ***So? Are we meant to be impressed? If you cleared it by removing a giant mountain, fair enough. Otherwise...***

to the dire *Carmageddon 64* and *Superman* games! Despite all this bad news though, the jury is still out and 64 MAGAZINE, as ever, will wait until we have got the final review of the game written and printed up before we commit to a final opinion!

If you are a big fan of the *Power Rangers* then you might be a little disappointed to read the above information, but it's never over until the fat... er, Power Ranger sings, so let's wait until the final verdict is in. On a lighter note... cheer up, it's Christmas soon, and that means presents, TV specials, and arguments over dinner with your relatives! ■

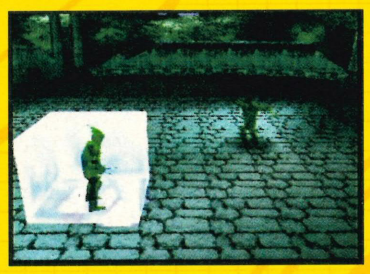




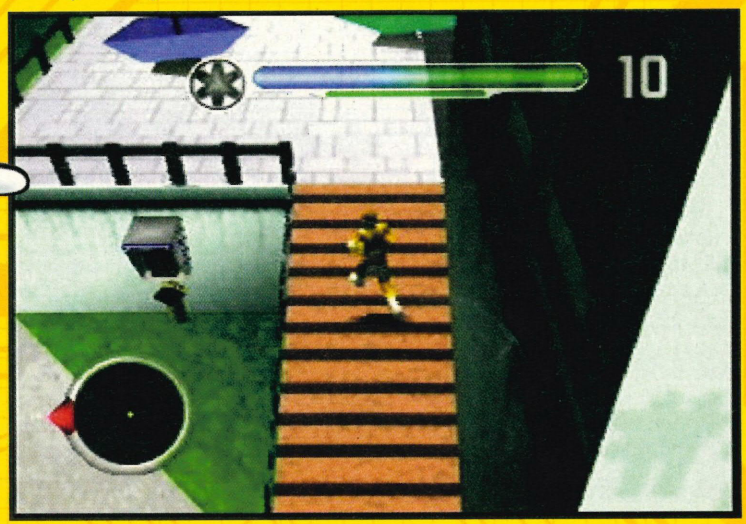


[Below] ***While waiting outside a toy shop for the release of the PS2, this poor guy managed to freeze himself solid – fool!***





[Below] ***Yellow Ranger takes a little time out from saving the world to film a special series of 'Celebrity Treasure Hunt'. His butt isn't as attractive as Anneka Rice's though!***

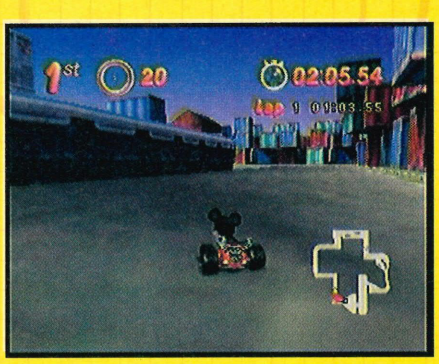


Not Just A Pretty Face!

Over the past 3000 episodes (or so it seems) there have been some completely idiotic monsters with extremely daft names. Do you fancy reading through a few...?

Mutitus
Gnarly Gnome
Pudgy Pig
The Wheel of Misfortune
Goaten the Lion-Goat
The Mirror of Destruction
Rock Star
Samurai Fan Man
Babe Ruthless
the Spit-Flower
Madame Woe
Terror Toad
Chunky Chicken
Mr. Ticklesneezer
The Goo Fish
The Fighting Flea
That Bee Monster
A Two-Headed Parrot
The Soccerdillo
The Rhinoplaster
Commander Crayfish and his band of Mutant Rangers
The Oysterizer
Evil Green Ranger

I mean, what's it all about?







Racing Rodents and Driving Ducks!

Mickey's Speedway USA





History, and several nasty road accidents, have proved it: animals can't drive. No-one's ever been held up at the lights by the gerbil in front who's just stalled his Cortina, or been cut up on the motorway by a Springer Spaniel in a Subaru. Until now.

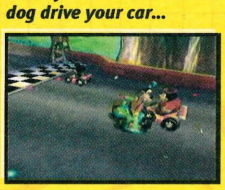
In *Mickey's Speedway USA*, (screeching onto an N64 near you just in time for Christmas) animals do all the driving. In fact, this new cartoon racer lets you choose between all of your favourite big-eyed Disney regulars, including Donald, Goofy, Daffy and of course, the mighty Mickey.

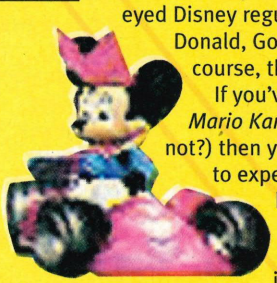
If you've ever played *Mario Kart* (and if not, why not?) then you'll know what to expect, as this title is basically the same, gameplay-wise. The levels include trips around various colourful locations including icy caves, the Grand Canyon, and even (our personal favourite) a Las Vegas casino! There's also a 'homage' to the *Mario Kart* 'Battle' level, where you get to shoot or ram up to three other players, in order to burst balloons that are attached to their cars.

Thanks mainly to the fact that this game uses the Expansion Pak, the graphics looked superb, with lush backdrops, detailed animation and no slowdown, even when four players battle it out over the winding, shortcut-ridden tracks!

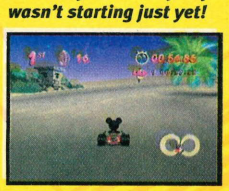
Given that this title is winging its way to us from the boffins at Rare, you'd expect the final game to be quite impressive... and it is! We got the code in just too late for review in this issue, but rest assured there will be a mammoth review heading your way next month. Will it improve on the legendary *Mario Kart*? You'll just have to wait till next issue to find out! ■

[Below] ***Goofy, you near-sighted mongrel – look out! This is what happens when you let a cartoon dog drive your car...***





[Below] ***Mickey found the road to the Millennium Dome surprisingly clear... obviously the MOS party wasn't starting just yet!***



MICKEY'S SPEEDWAY USA

PUBLISHER	Ninendo
DEVELOPER	Rare
UK RELEASE	December

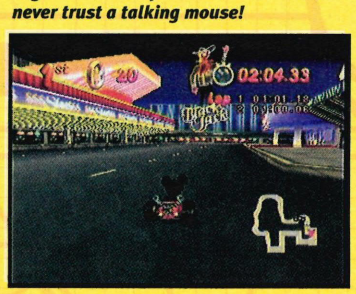


[Below] ***Louie's attempt to bribe the racers with tomatoes failed miserably and eventually he gave up and flew home.***





[Below] ***Mickey raced away before the Vegas doormen spotted his loaded dice – never trust a talking mouse!***





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B-02
Banjo Kazooie
Battle Tanks
Battle Tanks Global Ass.
Battle Zone
Beetle Adventure Racing
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Bomberman Hero
Buck Bumble
Bust a Move 2
Bust a Move '99

C-03
California Speed
Carmaggedon
Castlevania
Castlevania
Chameleon Twist
Chameleon Twist 2
Charlie Blasts Territory
Chopper Attack
Clayfighter 64
Com. & Conq. 64
Cruis'n the World
Cruis'n USA
Cyber Tiger

D-04
Daikatana
Dark Rift
Deadly Arts
Destruction Derby 64
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duel Heroes
Duke Nukem 64
D. Nukem: Zero Hour

E-05
Earthworm Jim 3D
ECW Hardcore Revol.
Excitebike 64
Extreme G 1
Extreme G 2

F-06
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighters Destiny
Fighting Force 2
Fisherman Bass Hunt 64
Flying Dragon
Forsaken
Fox Sports C. Hoops '99
F-Zero X

G-07
Gauntlet Legends
Gex
Glover
Goeman's Great Adv.
Goldeneye
Golden Nugget 64
GT 64 Champ. Edition

H-08
Hexen
Hot Wheels T. Racing
Hybrid Heaven

I-09
Iggy's Reckin' Balls
In Fisherman Bass H. 64
Int. Super Soccer
Int. Track & Field 2000
ISS '98

J-10
Jeopardy
Jet Force Gemini
Jikkyou World Soccer
J-League 11 Beat '97

K-11
K. Griffey Jnrs. Slugfest
Killer Instinct Gold
Knife Edge: Nose Gun.
Knockout Kings 2000
K. Bryant in NBA Court.

L-12
Lego Racers
Lode Runner 3D
Lylat Wars

M-13
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball
Majora's Mask
Mario 64
Mario Golf
Mario Karts
Mario Party
Mario Party 2
Micro Machines
M. Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Monopoly
Monster Truck Mad. 64
Mortal Kombat 4
M. Kombat: Sub Zero
Mortal Kombat: Trilogy
Multi-Racing Champ.
Mystical Ninja
Mystical Ninja 2

N-14
Nagano Olymp. Hockey
Nagano Wint. Olympics
Nascar Racing '99
NBA Courtside
NBA Hangtime
NBA Jam '99
NBA Live '99
NBA Live 2000
NBA Zone '98
New Tetris
NFL Blitz
NFL Blitz 2000
NFL Quarterback '98
NFL Q'back Club '99
NFL Q'back Club 2000
NHL '99
NHL Breakaway
NHL Breakaway '99
Nightmare Creatures
Nuclear Strike 64

O-15
Ocarina of Time
Off-Road Challenge
Olympic Hockey '98
Operation Winback

P-16
Paper Boy
Penny Racers
Perfect Dark
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Premier Manager 64
Pro Baseball King
Puyo Puyo Sun 64

Q-17
Quake 2
Quake 64
Quest 64

R-18
Rainbow 6
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Rayman 2
Ready 2 Rumble Boxing
Resident Evil 2
Revolt
Ridge Racer 64
Roadsters
Robotron 64
Rugrats Scavenger Hunt
Rush 2 Ext. Racing USA

S-19
S.C.A.R.S.!
San Francisco Rush
Shadowgate 64
Shadowman
Shadows of the Empire
SimCity 2000
Snowboard Kids
Snowboard Kids 2
South Park
South Park Rally
Space Dynamites
Space Station S. Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squad
Super Man
Super Mario
Super Robot Spirits
Super Smash Brothers
Supercross 2000

T-20
Tarzan
1080 Snowboarding
Tetrisphere
The World Is Not Enough
Tonic Trouble
Tony Hawk's
Top Gear Overdrive
Top Gear Rally
Top Gear Rally 2
Toy Story 2
Triple Play 2000
Turok - Rage Wars
Turok 1
Turok 2
Turok 3
Twisted Edge S'boarding

U-21
Universal Tour

V-22
Vigilante 8
Vigilante 8 2nd Offence
Virtual Chess 64
Virtual Pool 64
V-Rally '99 Edition

W-23
Waialae Country Club
War Gods
Wave Race
W. Gretzky's 3D Hockey
W. Gretzky's 3D H. '98
WCW Mayhem
WCW Nitro
WCW/nWo Revenge
WCW vs nWo W. Tour
Wetrix
Winback: Covert Ops
Wipeout 64
World Cup '98
World Driver Champ.
WWF Attitude
WWF War Zone
WWF W'mania 2000

X-24
Xena Warrior Princess
Xg2

Y-25
Yoshi's Story

Z-26
Zelda (All Games)

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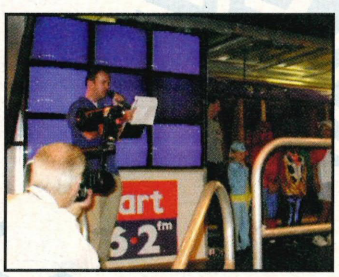
Fun 'N' Frolics In Old London Town!

64 Magazine checks out what's new for Christmas at Total Fun 2000...

Ho, ho, ho... it's Christmas! Well, it's nearly Christmas, anyway. It's a time for giving and receiving (mainly receiving) and then eating turkey sandwiches for about a month afterwards. Still, with this magical season as a starting point, Roy and Paul decided to pop along to the Total Fun show at Earls Court to look at what you might possibly expect to find under your tree this year!

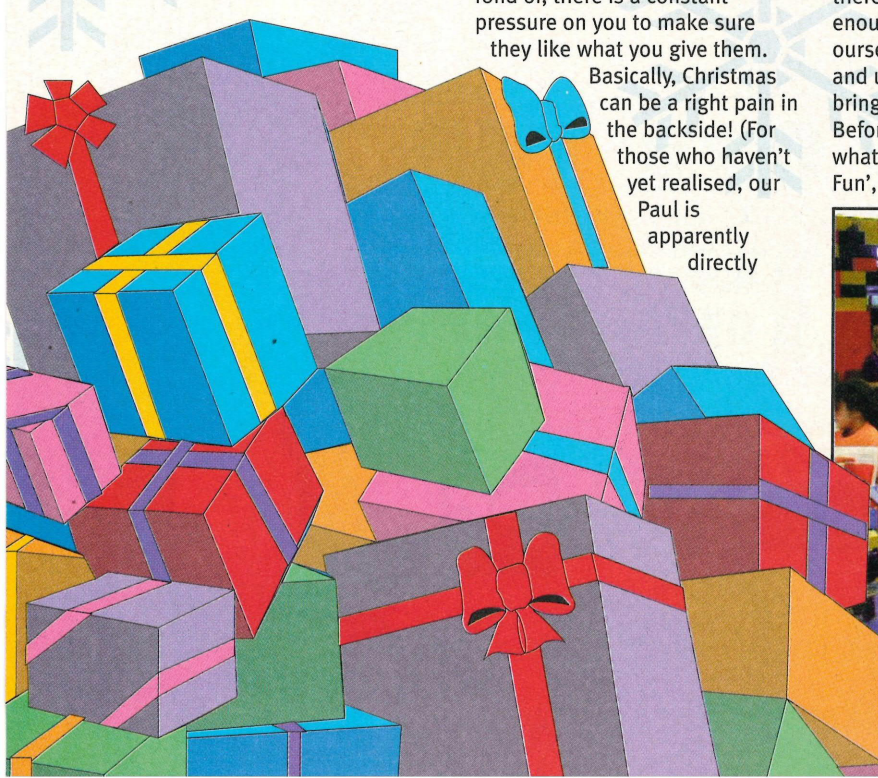


[Above] *The 'Dream Street Olympics'. At the end of each event, the winners got presented with little medals... aah!*



[Above] *Hello, and welcome to the Art 6.2 FM sound stage! Today we're playing music and... er, talking a lot.*

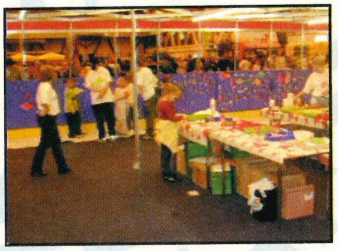
Warning! Christmas is 'a coming'! This means wrapping and buying presents, hanging up your decorations and making up your own wish list, full of things that Santa Claus might deliver to you on that special day in December. It's always a stressful time of year, as you have to spend lots of cash on other people, many of whom you might not even like (that's what having a family is all about!) As for the people you are actually fond of, there is a constant pressure on you to make sure they like what you give them. Basically, Christmas can be a right pain in the backside! (For those who haven't yet realised, our Paul is apparently directly descended from none other than Scrooge himself – Roy.) To give you some idea of what sort of thing you might expect in your stockings/pillowcases on Christmas morning this year, 64 Magazine managed to get into one of the most fun and interactive toy-related events in the country this year: Total Fun!



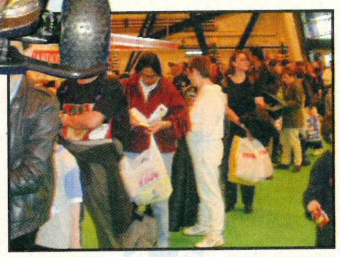
With around thirty different exhibitors showing off their latest toys and gadgets, we believed that there were more than enough reasons for us to get ourselves out of the office and up to London, to bring you a full report! Before you ask "Just what the heck is 'Total Fun', exactly?" if you a wait a few seconds, we'll tell you. Total Fun is an exhibition designed to teach children the value of play with a variety of games and activities. Gathering together some of the top toy companies in the UK, this event allows parents to see their kids enjoying games before possibly buying them from the shops at a later date. In other words, the parents are dragged along by the kids, the kids spend the whole day having a whale of a time and then the parents have to endure weeks of "I want, I want, I want" from their offspring until Christmas! Ahh... the system works!





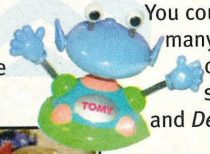






Don't Toy With Us!

Roy and Paul arrived reasonably early at Earls Court having successfully survived the lengthy coach trip from Bournemouth (trains lately having become something of a lottery as to whether you arrive on time – or arrive at all, in some cases). There was a reason for getting there early, and that reason had something to do with Steps turning up to open the show by promoting their new figures. No, that doesn't mean that they have been working out at a gym somewhere – the top popsters were there to show off some plastic doll versions of themselves to the media and the general public. Once they had gone we were pretty much allowed to go off and do whatever we liked. Which we did! There was – as the show guide clearly stated – plenty to do and see. Like what? Well, like this little lot, for starters...





CARTOON NETWORK

The world's number one cartoon channel had tons to see and do. You could even meet up with many of your favourite characters from shows such as *The Flintstones* and *Dexter's Laboratory*.

BBC WORLDWIDE LTD

At the BBC stand there was plenty of sand to play in, opportunities to help *Bob the Builder* build stuff and even sit in Noddy's funky toy car... er, except we didn't, because we were too big.

DREAM STREET

ITV's most popular pre-school show had its very own Olympics for children to take part in. You could meet the characters from the show, take part in an event and even meet Dave Benson Phillips... whoever he is.

BANDAI

Digimon, yet another of those Japanese creature-collecting 'sensations', was being promoted to the hilt, as young kiddywinks managed to get their hands on a

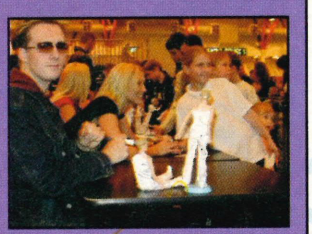




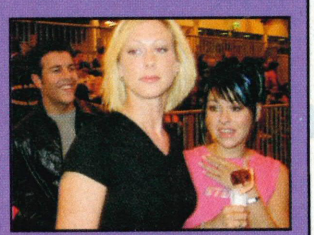
Stepping Out!

Why was Roy so excited at around 11:00am on that Friday morning, while Paul was so bored he played with his Game Boy throughout the whole event? The reason was because Steps were at the toy fair to promote their new line of toy figures. Keeping photographers, small children and half-asleep parents waiting, the band that likes to say "Yes" finally turned up holding their dolls in their hands and waving to the paparazzi. Steps took time out to sign autographs and chat to the odd journalist or two and then disappeared, destined to appear on a *Top Of The Pops* stage a few hours later! Luckily for Roy, he managed to get his press pass signed which brought a Cheshire Cat grin to his face. It seems Christmas had come early for Roy that day in October... now if he can only persuade one of the blokes in Steps to drop out so that he can join the band!



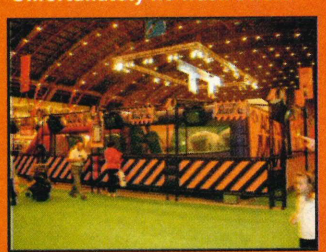




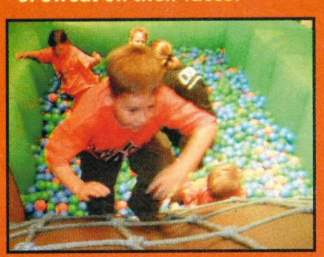


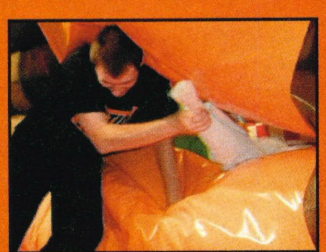
Action Stations!

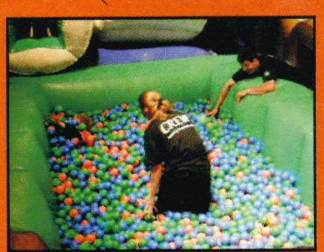
There is only one man who would dare brave the dangers of the Action Man assault course, only one man who would risk life and limb to overcome the obstacles involved and only one man who could make it out alive. Unfortunately he wasn't here so Roy took on the course instead! Taking on the challenge head first, Roy dived over the large inflatable wall, charged through the forest of inflatable bollards, forced his way through small passages and tight tunnels and waded through a rather vicious looking ball pool. After pulling himself over the last wall, Roy emerged triumphant on the other side. His pride dropped like an atom bomb however, when a bunch of seven year-olds finished not long after him, and without a single drop of sweat on their faces!

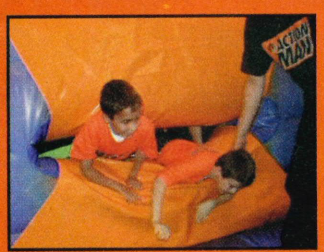


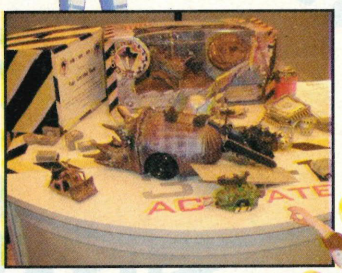












[Above] *For fans of Robot Wars there are tiny toy versions!*

Battle Card pack, some video games and more toys than even Santa could fill his sack with!

EXTREME ZONE

Within the confines of a nifty half-pipe, British and World Champion BMX riders, skateboarders and in-line skaters demonstrated their gravity-defying skills which made us look up in awe and think... "Show offs!"

LEGO

No toy fair would be complete without an appearance by Lego and this year's stand featured a huge Father Christmas made entirely from Lego bricks! Also on display were new lines of Lego sets and a life-sized Lego Darth Vader and Lego R2-D2 (How many times must we write the word Lego?)

[Below] *Help, I'm stuck in the ball pit and I can't get out!*



HASBRO

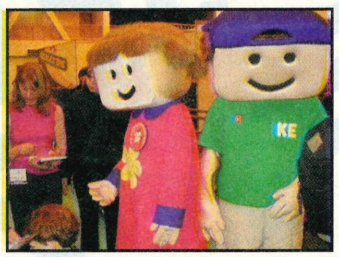
Keen to promote their Action Man range, this stand featured an assault course for all the youngsters to complete on (more on that later). Boy was it a tough one!

HORNBY

Most famous for their model train sets, this stand featured more tracks than a Steps "Best Of" album... actually, let's rethink that last comparison (Oi! No dissing Steps! They are truly top popsters and deserving of your admiration and respect! – Roy). Of course, there was also a great deal of Scalextric stuff to feast upon too!

Toy Boy

As you may have gathered, this show was more geared towards the younger kids, who have yet to learn about paying bills and getting into night-clubs, but there were some things to interest the older boys and girls too. There were the London Knights, offering some tips on how to slam a puck straight into the back of the net, an indoor football pitch letting young and old alike kick that old piece of leather around, and also the Extreme Sports Zone which offered to teach some of the tricks of the trade to anyone who was interested. By the end of the day both Roy and Paul were so tired that even the thought of finding somewhere to sit down was a challenge. Can you imagine what it must have been like to be dragged around by a bunch of hyperactive kids too? We decided to count ourselves lucky! But hey, don't think for one second that we left that place empty handed! Before we drove off into the horizon, we managed to come away with ten things that might be right up your gift-stuffed street this Christmas. Check them out...



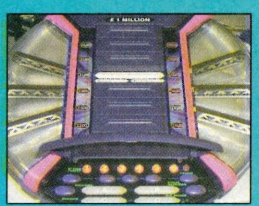
Toy Top Ten

Hello and welcome to a run-down of the top ten toys we came across at the Total Fun show. We must first stress that this list is not compiled in any particular order and is merely a reason for us to a) do this boxout and b) get some toys into the office to play with!



Bendos

Big in the States and promising to be just as big in the UK, Bendos make a collection of fun "classic bendable characters" for all ages!



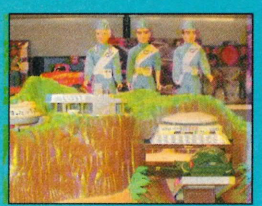
Who Wants To Be A Millionaire?

The world's most popular game show can come straight into your living room with this electronic table top game!



Beep and Bopp

Have you ever fancied owning a remote controlled robot that does everything you ask it? Well Beep and Bopp sort of fit into that category...



Thunderbirds

Once again, the *Thunderbirds* make a reappearance on not only our TV screen but also in our toy boxes! They pose, they stand, they talk!



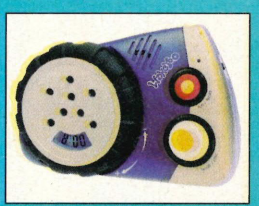
Lego

Another Christmas, another range of new Lego kits to build and collect! This year's sets include robots and more *Star Wars* goodies!



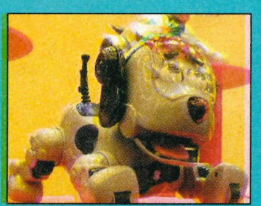
Wuv Luvs

This odd-looking, cuddly, interactive toy responds to how you treat it and then gives birth to an egg, from which a little baby Wuv Luv appears!



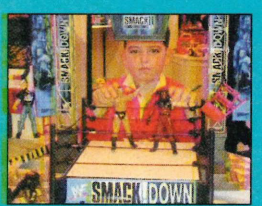
WakeYoo

Bored of waking up to the sound of that annoying beeping alarm? Then fear not as Wakeyoo allows you to record any wake-up sound you like!



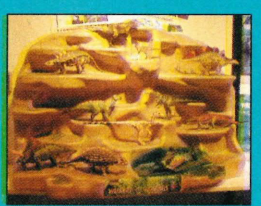
Robotic Pets

There are so many different types of robotic pets around these days, it's just mad! This is Rocket, who responds to voice commands – cool!



WWF

If you like the idea of grown men pretending to hit each other then what about these new wrestling figures complete with ring?



BBC Dinosaurs

It's now possible to play with your own Raptor thanks to the range of *Walking With Dinosaurs* toys based on the actual models from the series!

P2

The ultimate magazine for the ultimate games machine

Sony's new PlayStation2 arrives on 24 November...

Are you ready?

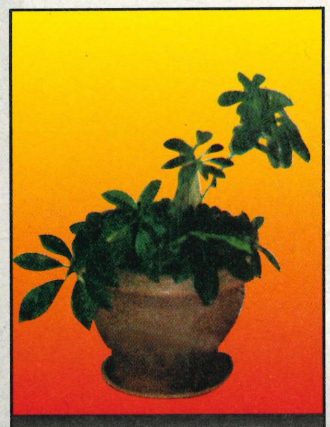


P2 is the only magazine you need. The second issue hits the shelves on 09 November and guarantees...

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- Not just a games magazine – P2 features reviews of the latest DVDs from the UK's best selling DVD magazine, DVD Review
- 100% unbiased and unofficial – informative views and opinions from well respected writers you can trust
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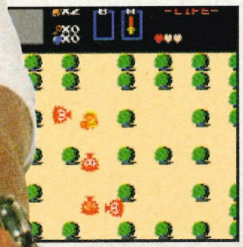
Written by: Roy Kimber



This is Bernard the plant. When the NES came out he was only little. All together... aah!





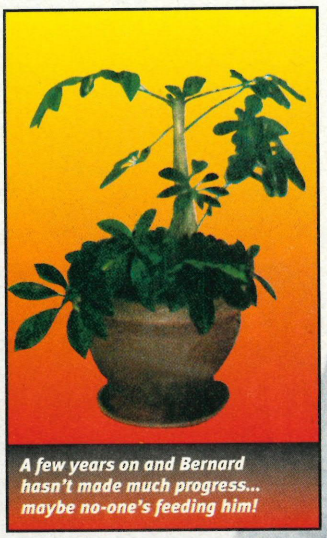




>> -1985- <<

Generation:

There's a group of people out there who grew up with the Nintendo console...



A few years on and Bernard hasn't made much progress... maybe no-one's feeding him!









>> -1991- <<

Most of the people reading this magazine probably take consoles and videogames for granted. They are something which has always been there, something which is perfectly socially acceptable and something which, to many people, is even... 'cool'. It wasn't always like this however. When videogames first game out they were very much a thing for the 'nerds'. The 'cool kids' all spent their time playing football in the park, smoking on street corners or learning to kiss behind the bike sheds at school. Of course, if it hadn't been for the unsung heroes – those buyers and players of the early videogames – then companies like Nintendo would never have made any money and the games we play today would never have appeared. Maybe we'd all have gone back to sport for our entertainment, our lust for excitement and bloodshed culminating in a reappearance of Roman-style Gladiatorial combat to the death... er, or perhaps not. Whatever the case, we felt we should pay homage to the early gamers and look at how they would have evolved through the years alongside the consoles they loved... and ultimately nurtured.

The Nintendo Entertainment System – or NES – was what really started the whole thing off.

By the time the N64 appears Bernard's owner has shaped up – so he's looking much better!



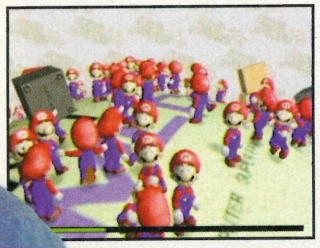
Introduced to the UK in 1985, the NES was big, square and had all the processing power of a modern-day calculator, but it introduced us to such characters as Link and Goemon and provided a new platform for an already established character (from various *Game 'n' Watch* titles), that plucky plumber, Mario. The average age of the predominantly male (at least at first) NES gamer would have been – for argument's sake – about 10 years old. His other hobbies included going to school, listening to his 'ghetto blaster' and wondering what all the fuss was about girls.

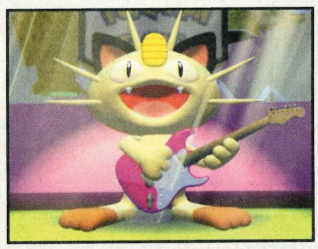
By the time the successor to the NES – the Super Nintendo Entertainment System – arrived in late 1991, our gamer was officially a teenager. Obsessed with designer labels, baggy clothes, junk food and anything his parents hated, he was just discovering the opposite sex, but that still left plenty of time to play with the new-look, super-curvy, much more ergonomic SNES with its more powerful processor and some stunning graphics which made gaming an awful lot more addictive. If you don't believe us, try playing the SNES version of *Mario Kart*!

When the Nintendo 64 came onto the scene in 1997 our long-term videogame addict was somewhere around University age and thus girls were a subject very close to his heart (and probably to other parts of his body too). The stunning 64-bit graphics of the machine really caught the imagination of the general populace, who were already impressed with the Sony product that was sweeping the country at the time (we're not going to name it, you know what we're talking about!) For real hard-core gamers

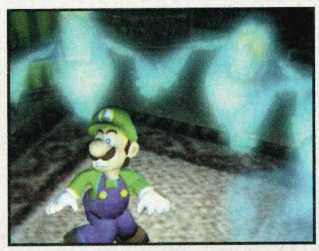


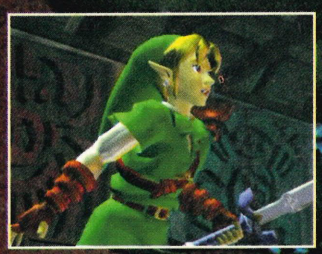
And with the Gamecube Bernard's fully grown with lush foliage that small children often get lost in!













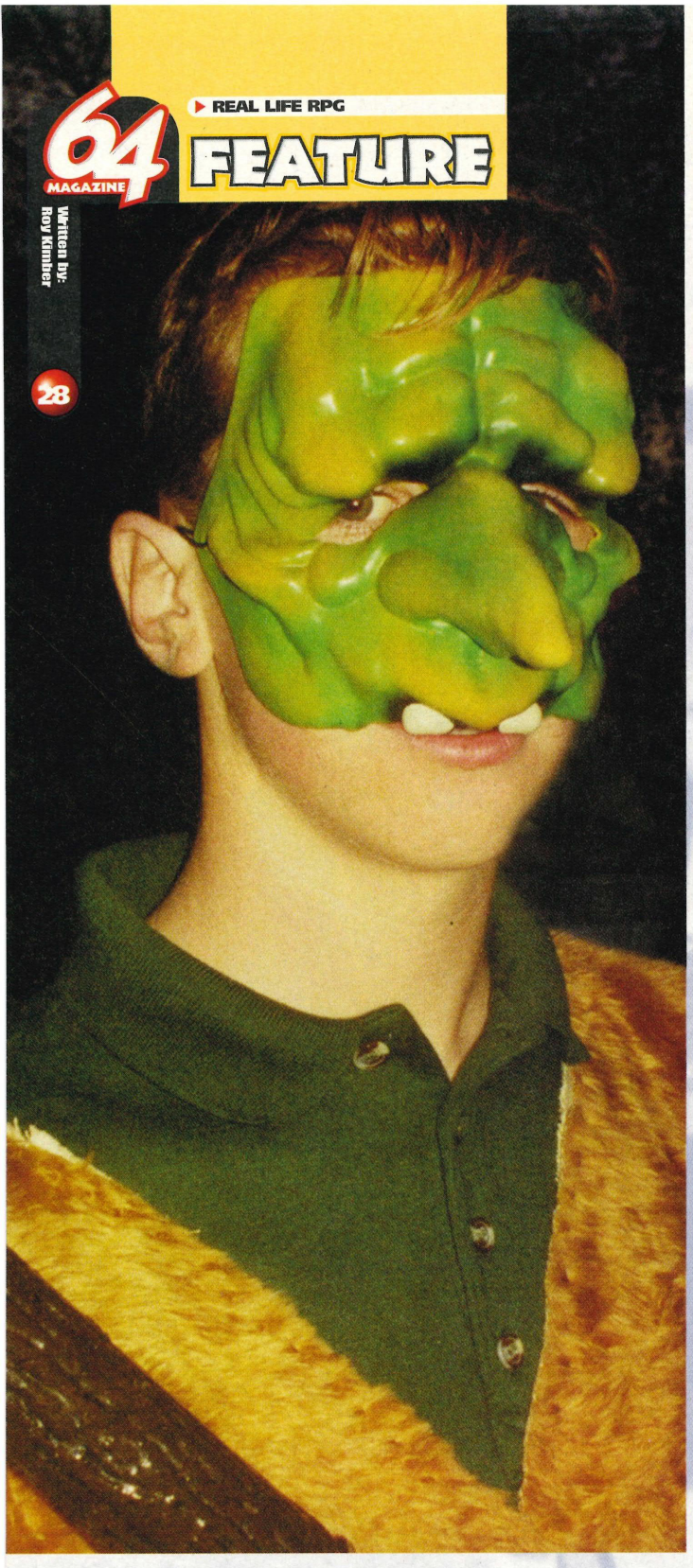


>> -2001?- <<

though, the N64 was the only machine to own. After all, was it not a console with the most amazing 3D graphics the world has ever seen? Thus it was that while every man and his dog (or so it seemed) suddenly started to get into videogames, and playing with consoles was no longer something done in relative secret and not talked about for fear of social ridicule, all those people who had been into games from the beginning spent their time in 64-bit fantasy, starring as top secret agents with a 'licence to kill', or as large, 3D plumbers with bouncy bottoms. And of course, the story doesn't end there...

Optimistically we can expect the Gamecube sometime towards the end of 2001, perhaps just nudging into 2002. When it finally arrives, our long-term gamers are going to be in their late 20s, possibly successful programmers, or dot.com millionaires... who knows? They may even be parents – having finally brought the whole boy/girl thing to a satisfactory conclusion (don't worry if you don't know what we're on about – you will one day) and that will mean a whole new generation of kids ready and willing to lose themselves in the impossibly detailed fantasy worlds promised by Nintendo's new baby. With parents who are also videogame fanatics, Nintendo's directed marketing of the Gamecube to 'the family' actually begins to make sense. And just think about this... looking at how far games have come in such a (relatively) short space of time, what might they be like in another four generations? With the speed at which technology is advancing now, surely the only limit on future videogame entertainment, will be our imagination... ■

Written by: Roy Kimber

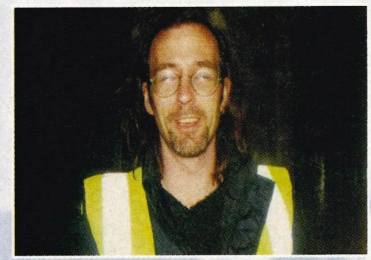


Live Action Deepest,

Don't just play RPGs... live them!

We've gone RPG mad this issue! What with the arrival of Zelda: Majora's Mask and also the US version of the (slightly disappointing) Ogre Battle 64, we felt it was about time for the second in our (ahem) 'regular' series of 'real-life' activities based on videogames. You may remember our taking on a bunch of developers in a real-life first-person shoot-'em-up back in issue 43? Well, with all the role-playing going on in the office, we felt we should try a little 'real-life' role play this time, so we arranged to pay a visit to Skullduggery, a group of people who are very much 'living the dream'...

Our story starts – as such stories do – with Roy finding a flier for Skullduggery on one of his many late-night excursions into central Bournemouth. Conveniently enough, we were at this point looking for a subject for our next 'real-life' feature, so we gave 'em a bell and arranged to go along to their next 'do'. Unfortunately, Roy, being the geographically inept chap that he is, didn't quite realise that Bournemouth (where 64 MAGAZINE is based) is actually about 200 miles away from Ramsgate in Kent where the action was taking place! Our intrepid journos Roy and Chandra thus arrived at the Skullduggery game venue a little later than planned. The idea had been to get there around lunchtime, spend the afternoon observing the action and then stay for some of the night events (the participants were there all weekend, starting on Saturday morning and staying in character until Sunday evening). As it was, we got there in time to watch about half an hour of the afternoon role playing, and then everyone broke for something to eat before the night events started. We took this as a useful opportunity to have a word with one of the Skullduggery organisers, Steve Bradshaw...



64 MAG: So Steve, which character do you play at this event?

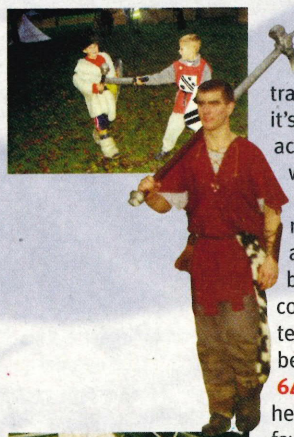
Steve: I don't get to play a character, much as I'd dearly like to. When we see things going on, like the undead are coming out and whatnot then I really want to play, but it's my job to make sure that the game actually runs smoothly, to ensure that no-one's standing around not actually involved in the game, and that's what I do. I'm marshalling here, we set up everything and are involved in it from stage one, turning up Friday night and trying to turn the field into this fantasy world, right up until the very end of the event with the putting away and all that.

64 MAG: Is it difficult to get people to use their imaginations to see things as you need them to be?

Steve: Some people do, some you have to come along and give them a little push, for instance things we call 'phys-reps' – physical representations – sometimes that'll

Role Play in Darkest Kent...











be a card and it'll have something to read on it, so you'll go to show them the card and they'll say 'I'm not looking at that, I'm not looking at that.' Really there *is* no card there, it's meant to represent 'I've just put a spirit on you and you're now transfixed' or something. Sometimes it's hard getting that kind of thing across... distances, the heights of walls, you know: the fence that's only four-foot high is actually a really huge stone wall. When it actually comes to going for it in battle I think that's where people come out of their shells and they tend to jump up and down and really be what they are trying to be.

64 Mag: Out of all the characters here now, who would be your favourite? Who would *you* be?

Steve: Of these? I think I would be Tadpole. Of all the people who are here I'd be Tadpole, because he's won every event so far! And that's about it. No... I think because Rick, the guy that plays Tadpole – talking about people with an imagination – the minute he gets here and we call time in he's no longer Rick: he's Tadpole, and I think for that end of it you actually see a real character. Some people are themselves, just in fancy dress. After a couple of events they usually get more convincing, but some people take a little time getting into their roles. The first one I ever went to we were all going to be like these Samurai guys and so we made all this armour and made all these suits and we got to this event... and it was awful being a Samurai, we didn't like it one little bit! So then we changed our characters and by about the eighth event I'd finally got my character the way I wanted it.

64 Mag: : How long have you been doing this and how did you start?

Steve: Three years ago we went to a major event up in the north, and when we went along we found that we didn't get involved in the game, we spent a lot of time watching and the kids didn't get to play and we'd travelled 300-odd miles with four kids and a van-load of people! So we decided that we had to be able to find somewhere nearer to do this but there wasn't anywhere. I was just in the right place at the right time with a bunch of people with great imaginations who had this fantastic story and I think that over a few coffees this story we just pulled together and we created Afacia and the 'Heard-Of-Lands'. But apart from this system, I'm not really a role playing expert, I've never played loads of role playing games – this is what I know. Other people come to us and say 'oh do you use the so and so system' or: 'are you familiar with the such and such system' and I'm like: 'no, I haven't got a clue'. I'm a complete novice at this, but our system we know. So we actually learn a lot from other people coming to play with us.

64 Mag: Have you played any RPG videogames?

Steve: You'll hate me for this, but I'm a technophobe! Not because I want to be but because I sit there and I'm like... well! I'm learning – through friends I've got as I sit and watch them, but I don't know anyone bad enough to play against to learn because if I'm sitting around – the people that I hang with – they'll play and then it's my go and then I'll just give it back and go and make the coffee and do something for an hour while they're playing! So I need to find some other really bad players so I can actually go: right, now what are we doing? Just what exactly are we learning to do here?

64 Mag: How many people are actually involved in the organisation?

Steve: Technically, three of us. If you ask 'who are Skullduggery?' There are three of us, and then there's my poor, dear wife who gets dragged along to these events and the kids, the kids are great, they're persuadable, but Liz is great, we'd be lost without her. Other people tend to come in and their character builds, like the Smithy down the other end – he's come along... because he wants to play a Smithy. So he's got himself a Smithy's tent and he's building up his own thing. We've got the guys in the black, the Degan Birth, with the black marks and the black coats – that's their conception, they've come along and they've started this faction, they're these guys from Degan, and their faction's growing. Every time they come along there's another two of them and it's growing and growing so, er, as much as we are











the people who set everything up, we have a great bunch of volunteers who show up because they want to 'get their thing going', you know.

After chatting with Steve we had a quick word with a few of the actual participants, then it was back to the game. By now night had fallen and the vampires were about to come out, so the Skullduggery RPGers generously asked us if we fancied joining in. How could we say no? With a couple of costumes assembled from a bag of odd bits provided by Steve's wife Liz, we quickly kitted ourselves out in our best imitation of medieval warriors (although the general consensus was that Chandra's outfit had him looking more like a kid who had nicked his mum's best curtains). With the loan of some spare weapons we entered the field of battle.

The games are played much like videogame RPGs. Player-characters wander around a 'map' (in this case a large field with various tents and things marking villages, etc) and every so often they encounter assorted warriors, monsters, magicians and so forth who trigger incidents. Depending on the course of events, this can lead to quests, or to the discovery of magical objects or to battle. Battles are both magical and physical. The magic is obviously controlled by rules and magical abilities, much like in a non-live action RPG. The physical is a little different however, as combatants actually fight with specially-made, padded replica swords, shields, maces and the like, and – while certain rules still govern the combat such as where you can strike and how many hit points various weapons actually inflict – a lot of it still relies on skill... so it can get quite exciting!

It wasn't long before intrepid warriors Chandrus and Royus (well... we had to come up with our names fairly quickly!) discovered a few problems. The first was that as we hadn't attended the sessions during the day, we'd failed to gain any magical powers which would have been handy against undead assailants. The second was that our weapons – both of the blunt persuasion much favoured by Victorian burglars – were pretty much ineffective against undead opponents. The third was that all the bad guys in this part of the game were... undead.

We quickly became masters of the ancient art of 'running away screaming' and spent a lot of time hiding behind other, stronger characters, but it was still great fun. Even when the Heavens opened and the rain came bucketing down people's spirits weren't dampened, the role play simply shifting into the nearby scout hut which was quickly transformed to become an Afacian tavern. At this point, wet and tired but nevertheless happy with our brief stint as live action role players, we made our goodbyes and left, leaving our new-found comrades-in-arms to banish the vampires and other assorted nasties without us. We felt this only prudent since the tavern-keeper had, in confidence, let slip to us during his interview that he was in fact the head vampire and so the tavern probably wasn't the safest place to be!

Skullduggery!

We'd like to say a big thank you to Steve Bradshaw and everyone involved in Skullduggery for letting us visit the mystical world of Afacia, chat to the characters and generally just get in everyone's way. If you fancy trying your hand at a bit of Live Action Role Play then you can get hold of Skullduggery through their website at www.skullduggery.org.uk, or by giving Steve a ring on (01843) 836104. We had a fantastic time when we went to see them – despite the Apocalyptic weather – and if you're looking to try your hand at live action role play then you won't find a better place to start!



Assassin

Character Name: Canaan Raziel
Real Name: Adam Chandler

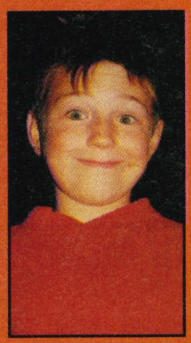
64 MAG: So tell us about your character...
He's evil, an assassin. Walks around killing people. That's about it really. A pretty basic working henchman type of guy.
This is my first time at live role play. All my friends have been doing it for a long time and I've been wanting to come, I've been doing other things like vampire role plays and I'm into comics and all sorts of fantasy based stuff anyway, so... uh, I just thought I'd come along and try it!

64 MAG: Are you into the computer side of RPGs?
Yeah, I play *Zelda* on the Nintendo... the name Raziel is actually from a PlayStation vampire game, *Legend of Cain*-type thing. I basically like anything that's dark and twisted!



The Thief

Character Name: Spike
Real Name: Oliver Bradshaw

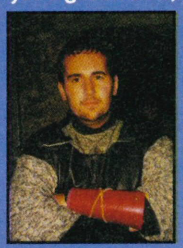


64 MAG: So what's your character like?
Er... I've got a mace and a shield.
64 MAG: And do you have any enemies?
It's a camp, some of the people in the camp.
64 MAG: What, they're all after you?
Yeah, after our camp.
64 MAG: So what are you going to be doing today?
Nickin' stuff.
64 MAG: So you're a thief?
Yeah, we're thieves. We go around nickin' stuff, and killin' people. I've nicked Mulberry wines and a grappling hook, stuff like that.
64 MAG: How long have you been doing this, is it your first time?
No, I've done it lots of times.
64 MAG: Do you like doing it?
Yeah, I play other characters sometimes too.

Tavern Keeper

Character Name: Barak
Real Name: Jon Powell

I'm the tavern-keeper, so basically I'm the landlord of the tavern, I get hold of trade items, money – all sorts of things, lots of dodgy dealing, basically I'm head of the Black Market in the area. I've been doing this for a year, only a year, that's the live-action stuff with this group, but there's a group of us that come from Folkstone nearby who do live-action role-playing – a small group of us – and we got into that from doing tabletop role-playing.
64 MAG: Have you had much experience of computer RPGs?
Yeah, oh yeah. For example the *Zelda* game, that's a very good one, I've always enjoyed that one... No, I do like role playing games, although to be honest I like the ones that are more in-depth and more like this, which you'd get on a PC, as opposed to a console. I've never played any online role playing games though and I would be interested in trying that.



The Warrior

Character Name: Harwks
Real Name: Steven Paxman



64 MAG: So tell us about yourself...
At the moment I have a one-hit 'strike down' weapon and I'm a Malcon, just a normal troop person. One of my best mates got me into this through his uncle, who actually makes all of this. I've been here about three times now.
64 MAG: Do you play computer RPGs at home?
I've got a PlayStation, but I don't really play any of those games... I'd rather do this!

The... Er, Tadpole

Character Name: Tadpole
Real Name: Richard Allinson

64 MAG: So... What are you?
I'm a woodland man, I haven't really got any special skills, I play in the trees a lot and... like killing people really.
64 MAG: Do you have any particular enemies?
Everyone really. The thing that everyone wants in this event is Dragon's Blood and I've got the lot of it, and I'm not giving any



to anyone and they're all coming after me to try and get it. There was a big mission earlier and about 12 people went out in a boat to this island to get the blood, and as they came back, we got half of it for providing half of the men, and during the course of the day I got the other half of it too. So I'm doing quite well.
64 MAG: How'd you get into this?
I've been doing this about six years. When I first started I was working for a place that made horror masks and the guy that ran it used to go to Summerfest, a big event in Derbyshire. I went to that one and I've been in it ever since.
64 MAG: Do you dabble in other kinds of RPG?
I used to, not anymore. I used to be a big *Half Life* fan, but I've fallen out of it now.





WHAT'S REVIEWED IN THIS ISSUE!

64 reviews

64 MAGAZINE



Those Pesky Little Boxes Explained!

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

NINFO

PLAYERS The number of people who can play the game.

EXPANSION PAK Does the game have Expansion Pak's extras?

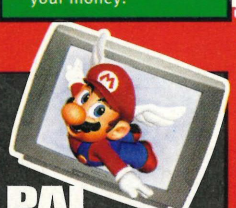
RUMBLE PAK Can you plug this in to shake along with the game?

Publisher	Who sells it
Developer	Who wrote it
Game Type	What type of game
Origin	Country it was written in
Release	When is it out?
Price	See if you can guess?



$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!



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?



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?

SUPPLIED BY

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

34

Legend of Zelda: Majora's Mask

Link returns to the N64 in the sequel to The Legend Of Zelda and proves that you don't necessarily need a TARDIS to be a Time Lord!

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.

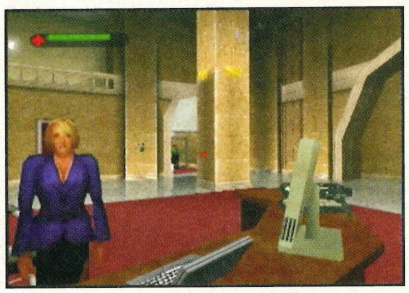
Average – a game that gets this score does its job adequately in this category, but isn't anything special.

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!

44 The World Is Not Enough

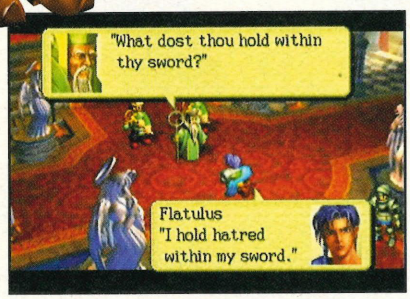
52 Ogre Battle 64



Bond's back, but it's not a Rare game – gasp! Fear not though, because EA have put a bit of work into this one...



We've already reviewed the Japanese game and now we've got the US version maybe we'll be able to finally work out just what's going on!



56 UK UPDATE





Mario Party 2

Mario and pals finally reach the UK with the PAL version of a much-anticipated sequel!

THE 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 – from the more than 200 N64 games reviewed, only an elite few 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

33



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 SCORE

%

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

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

Written by: Roy Kimber



MEMORY OPTIONS

MEMORY:
Three save game slots

CONTROLLER PAK
Not used



$64,000 QUESTION

- ⊕ It's *Zelda!*
- ⊕ Gorgeous graphics
- ⊕ Multiple versions of Link with their own unique powers
- ⊕ Tons of tasks to complete
- ⊕ Better puzzles than the first game
- ⊕ Absorbing storyline
- ⊕ Loads of objects and power-ups to collect and use
- ⊕ Lots of humour
- ⊕ Great bosses
- ⊖ Camera can be a bit of a pain at times
- ⊖ Not quite as big as the first game

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Nintendo
Developer	Nintendo
Game Type	Adventure
Origin	Japan
Release	Out now
Price	£49.99







The Legend Of Zelda: Majora's Mask

Link returns in an epic adventure that crosses the boundaries of time and space!



He's been knocked out, his Ocarina has been stolen, someone's nicked his horse and now the moon is about to crash into the planet... all in all, Link's not having a very good day! This is the premise behind the game that anyone with an ounce of enthusiasm for the Nintendo 64 has been waiting on ever since the first rumours sprang up that gaming master Shigeru Miyamoto had a sequel to *Zelda: Ocarina Of Time* up his sleeve. Well it's here, and it more than lives up to advance expectations!

"The Legend Of Zelda: Majora's Mask is fantastic. Bloody brilliant!"

If you've played the first N64 *Zelda* game then you'll know that it spans two different time-frames, beginning with Link (a heroic Elf) as a child in the healthy and happy land of Hyrule, and then shifting seven years into the future where Link's 'all grown up' and Hyrule is looking like one of the sets from a *Mad Max* movie (ie: somewhat post-Apocalyptic). Right at the end of the game though, once evil has been vanquished and everything in the land has been set to rights, the guardians of Hyrule that Link has helped to free, spin back time and send him back to Hyrule the way he left it... as a small boy.

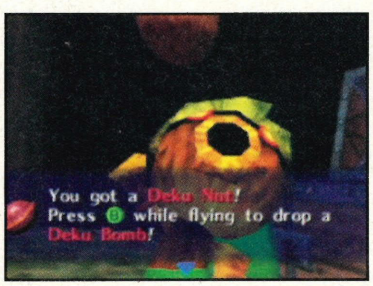
And this is where *Majora's Mask* picks up the story. For hardly has little Link got back to the lush, green forest where he lives when he's mugged by a strange masked figure who runs off with his horse and his Ocarina. Link though – being the heroic type that he is – gives chase, and he pursues the masked thief into a strange portal in a tree which just so happens to lead to the mysterious land of Termina.

It's Time... For Time!

Of course, being a *Zelda* game, this is no ordinary portal, and Link hasn't just popped across the border into a different county, oh no. It appears that Termina is in another dimension and Link's arrived at a bit of a bad time, because a rather angry-looking moon is about to crash into the planet – in just three days! As if all this wasn't bad enough, the masked thief intercepts Link just after he passes through the portal and – without so much as a 'by your leave' – turns him into a Deku Scrub! It's here that you assume control of Link and the adventure really begins. For a travelling mask-seller announces that he has a way of turning Link back to normal, but first our Elven hero must get back an object that has been stolen – by none other than the horse and Ocarina thief himself!

[Below] ***Link goes for a nice relaxing stroll in one of the nearby gardens, seemingly oblivious to the doom approaching from above.***

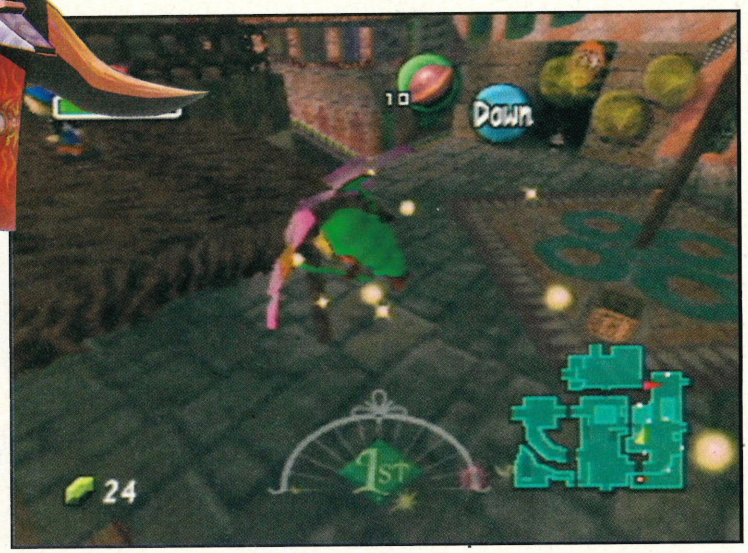












The Missing Link?

The first thing that really strikes you about *Majora's Mask* (aside from the fact that the central character is initially a short and stumpy plant as opposed to a small boy with pointed ears) is the time limit. This is represented by a small sundial at the bottom of the screen, upon which a Sun (or – at night – a moon) moves round with fairly alarming speed. You've got just three days to find the thief and get your stuff back, or it's 'game over' for everyone! The result is a fairly hectic first hour of play or so, as you try and talk to everyone and visit everywhere at once in your desperate search for clues. All the while the clock keeps ticking down and before you know it it's the third day and you realise that there's no way you're going to explore even a fraction of the game before the time limit expires... so what do you do?

"Don't hesitate to buy this game!"



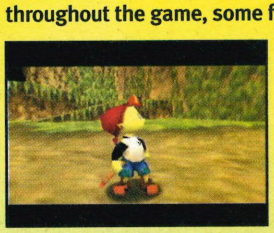
Well, luckily things aren't as bad as they seem. The people you meet, and the fairy that you pick up when you enter the portal give you a variety of handy clues, and in fact by the end of the third day, you only have to have completed a few specific tasks which lead to you doing one thing – getting your Ocarina back. Now we're not saying that this is easy by any means, and in fact the chances are that the first time out your efforts will be rewarded with a dramatic sequence of the moon smashing into the planet and killing everyone in Termina. However if you pay attention to the clues and remember what you did each time, then you'll get there in the end. It is actually just about possible to accomplish pretty much all of the tasks that you need to do to get your hands on the Ocarina within the first 12 hours of the first day – once you know what you're doing.

Play That Funky Music...

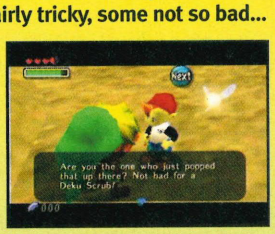
Anyway, once you get the Ocarina (and we're not going to tell you how to, although obviously you've got a guide now if you do get stuck) you get to experience a brief flashback sequence in which Link's old sweetheart Princess Zelda teaches him the Song Of Time... a blatant clue if ever there were one that you should play the tune – now! A quick blast on the Ocarina later, and Link finds himself at the beginning of the first morning, having moved back three days in time! And it's now that

Chase Me, Chase Me!

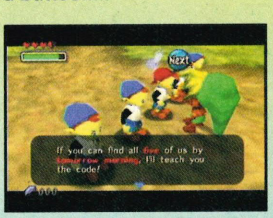
There are various puzzles and tasks to be completed throughout the game, some fairly tricky, some not so bad...



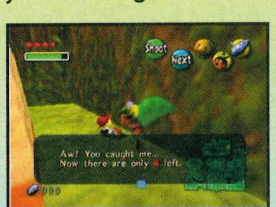
This little fellow can be found in Clock Town, trying desperately to shoot down a balloon...



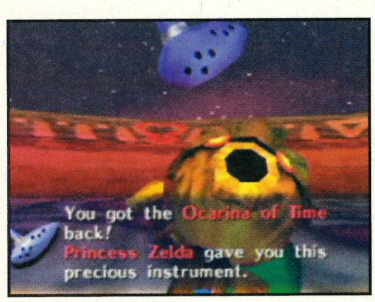
Shoot it down for him and he's suitably impressed, impressed enough to offer you a challenge...



The challenge in this case is to catch him, and then his four very similar-looking friends...



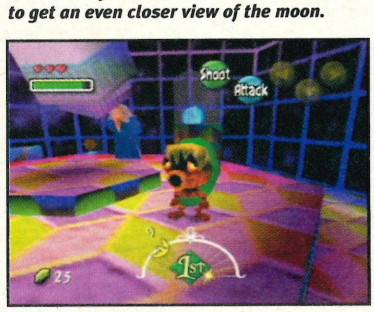
Succeed in catching all five within the time-limit and you get given an extremely useful passcode!

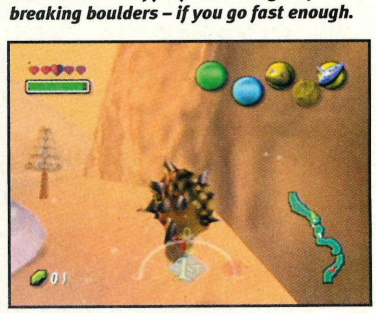


[Below] ***Deku-Link finds himself in the Observatory where he can use the telescope to get an even closer view of the moon.***



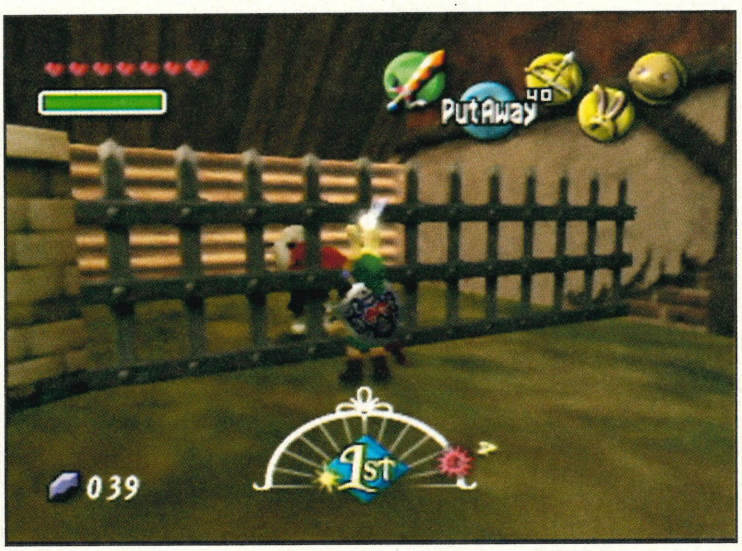
[Below] ***Goron form allows you to curl into a ball which is helpful for climbing slopes and breaking boulders – if you go fast enough.***







[Above] *The horse-riding in Majora's Mask uses the same established carrot and... er, carrot technique as the first game did.*







[Above] *The Termina version of 'Crimewatch'. Do you remember a lot of people riding a bright, shining ball? Call this number...*

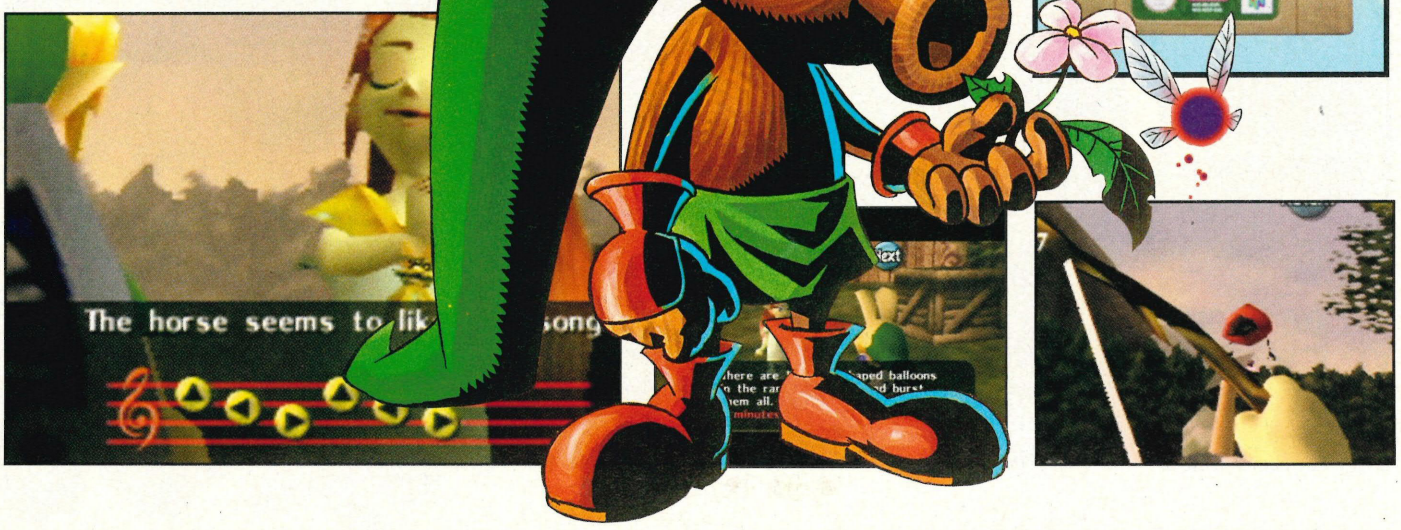
the game really begins in earnest.

By using the Ocarina, Link can transport himself back to the first day whenever he chooses. He can also jump forwards in 12-hour leaps and can slow time down too, in order to give himself plenty of time to explore the land of Termina and solve the all-important puzzles. The catch is that whenever Link leaps back in time, everything resets... or almost everything. Link loses any cash he happens to be carrying, any characters he has met over the three days will act as if they have never met him (because they haven't, see?) and any tasks he was in the process of completing reset. However, it's not all bad. Any special objects Link has found such as the masks (which we'll come to in a minute), the Ocarina, the various weapons and things like the extra heart pieces are all retained, so he's not left with a totally blank slate.

Through careful manipulation of time therefore, Link must explore the lands of Termina, conquer the dungeons and ultimately defeat the mask thief, who turns out to be a lot more troublesome than he seemed at first! And the key to everything is those pesky masks.

A Stitch In Time...

There are 20 masks in all, and although he doesn't know it when he starts out, Link's already got one! You see, return to the mask-seller with the Ocarina and he reverses the mask thief's spell, turning Link back into a boy... a boy with a Deku Scrub mask. Link can now put this mask on and



It's All In The Packaging!

Have you ever noticed how Nintendo seem to change their packaging for the different world markets? *Zelda: Majora's Mask* is no exception, as you can see from the three different cartridges...

The Japanese Version

Plain, grey cartridge, fairly understated black label... Nintendo obviously expect people to buy the game just for the gameplay!



The American Version

Our US cousins get the game before us, and get the flashiest cartridge! Gold, with a holographic label... not bad!



The English Version

The UK version arrives... we open the box... it's a gold cart! Hang on though... no holographic label. Yah, boo and sucks to you!



take it off at will, and whenever he puts on the mask, he takes on the special abilities of the Deku Scrub, allowing him to blow bubbles and fly to a limited degree (no more hang-gliding with chickens in this game, oh no!)

All the masks in the game have different properties. Some transform Link and give him special abilities like the Deku Scrub mask, some enhance his normal abilities, some allow him to communicate with certain characters... each of them has a specific use. You don't need all the masks to complete the game, but they all do something.

Like in the first *Zelda* game, in *Majora's Mask* the gameplay is linear... and it's not. That is to say, there are certain tasks which you must perform, certain places you must go and certain things you have to find in order to progress through the adventure. But at the same time, there are absolutely loads of things that you can do in different locations more or less whenever you feel like it. Some of these things grant you special items (like the masks) and these may or may not help you in the rest of the adventure, but some of the activities are fairly irrelevant and only result in extra cash or energy... plus a generous helping of fun, of course!

Time Is On Your Side

Now that's enough about what's in the game for the moment. The important question – the *most* important question in fact – is this... is it any good? No, hang on, that's a stupid question. You've played *Ocarina Of Time*, right? Let's face it, it'd be a bit bloody difficult to take that masterpiece and then make another game based on the same engine that was rubbish, wouldn't it? Well, wouldn't it? You know it would, and so to put all of you out there who are wondering 'when's he gonna say if it's any good?' out of your misery... The *Legend Of Zelda: Majora's Mask* is fantastic. Bloody brilliant. If you've got the cash, you want a game and you're after the adventure of a lifetime (without leaving the comfort of your armchair of course) then don't hesitate to buy this game. You won't regret it. There... that's sorted that out. Now that we're all reassured, let's move along, because while *Majora's Mask* IS a fantastic game, it's NOT a perfect game. (Pause for shocked silence). Interested as to why? Then read on...



What A Banker!

Now, if you've been paying attention then you'll know that Link loses all his non-essential items when he jumps back through time (must be some kind of Temporal Customs regulation or something). Unfortunately, that includes all his cash, but there is a way to stop all your hard-earned wonga going the way of the Dodo, and that's by using a very peculiar bank. Go see the guy on the Western side of Clock Town, and he takes your cash from you for safe keeping – then once you've jumped back in time if you go see him again you can draw it back out... before you've actually deposited it! Cool... if only all banks worked like that!

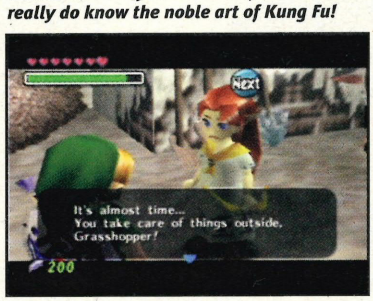






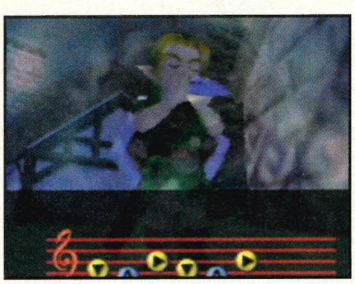


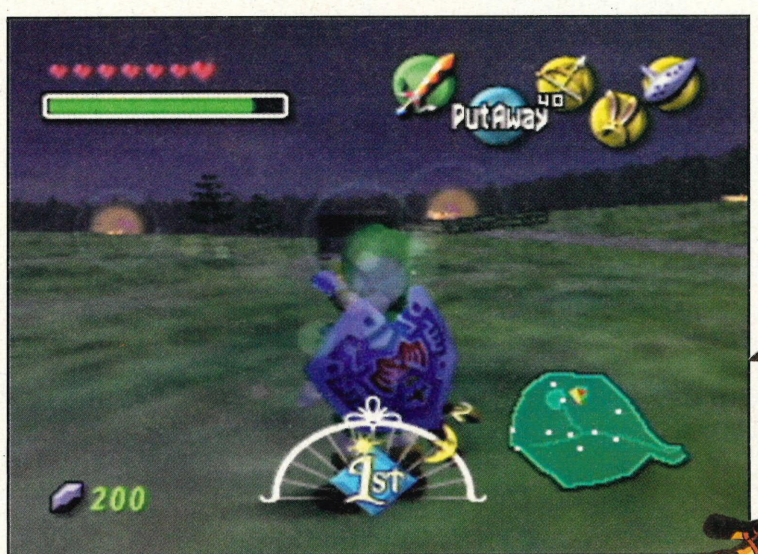
[Below] ***Ah... certainly Master! I shall demonstrate to you once and for all that I really do know the noble art of Kung Fu!***

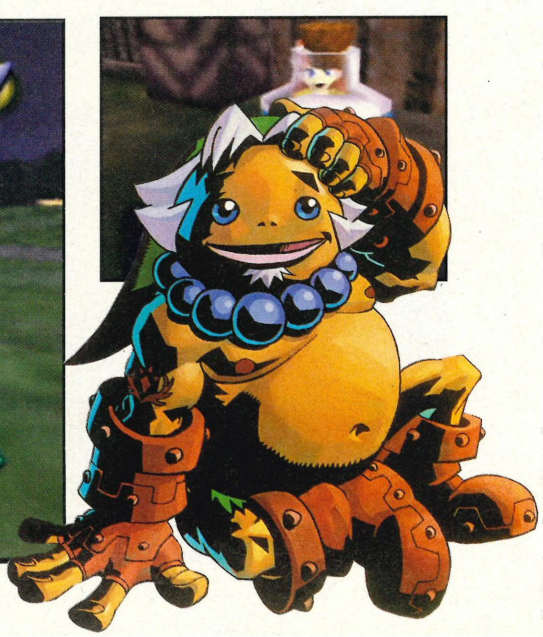


[Below] ***Once you've picked up the bow, there are numerous special arrows that you can use with it.***









An Uplifting Tune...

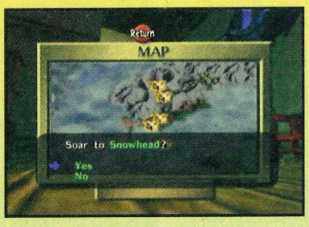
Travelling from place to place can be quite slow if you're on foot and you don't have the rather helpful bunny hood (which makes you fleet of foot and extra bouncy). However, there *are* other ways to travel! In various locations you discover owl statues, and once they've been found, these can come in very helpful...



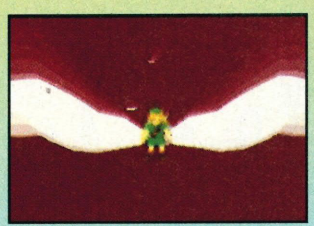
Whip out your Ocarina (ooer missus!) and play yourself a jolly little tune...



...known as the 'Song Of Soaring'. This brings up the extremely useful map screen...



...upon which all the owl statues that you've visited are clearly marked.



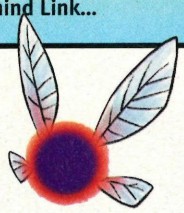
Choose one, and a huge pair of glowing wings appear from behind Link...



...envelope the plucky little Elven hero and whisk him off into the ether...



...to reappear wherever it was that he fancied going! Voila! Who needs trains, eh?



Bad Moon Falling...

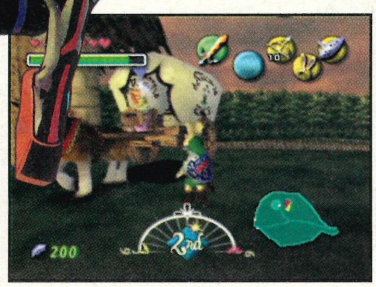
The Legend Of Zelda: Majora's Mask has an awful lot going for it. On the face of it, you might say that it's very difficult to criticise it, because there are so many things to praise, and that's actually pretty darn true! Even the time-limit – which at first looks like being a complete downer – isn't too bad once Link's managed to get his sweaty little Elf hands on the Ocarina, and in fact once you've safely accomplished this, you begin to appreciate the initial time limit as a way of creating a nice degree of tension – in what might otherwise be a rather slow start to the game while you'd be finding your feet and trying to figure out exactly where to go.

"The storyline to Majora's Mask is far superior to that of the first game..."

Lots of things from the first game seem to have been looked at and either done away with or altered to make them a little more gamer-friendly. Good examples of this are the gold Skulltulas from *Ocarina Of Time*. Remember them? You had to find all of them (although it wasn't essential to completing the game) only the catch was that they were scattered all over Hyrule and some of them only came out at night – with the result that you'd find yourself plodding through numerous locations in both light and dark because you couldn't be sure that you hadn't missed one of the pesky spider-like things.

Enter the log book. While there aren't any gold Skulltulas this time





[Below] ***Ugly country eh? Reckon I might've been there once myself! Horrible that was, I'll never forget it... uh oh, flashback!***



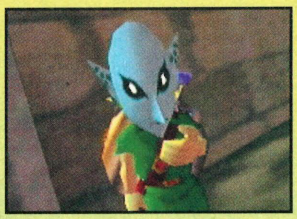


All Change!

One of the coolest elements in *Zelda: Majora's Mask* is the use of the masks. Oh sure, there were masks in the first game... but not like these!



Here we see Link. He looks perfectly ordinary, doesn't he? But wait... what's that he's got in his pocket?



Why, it's a Zora Mask! And as Link raises it to his face, some extremely strange things start to happen to the young lad...



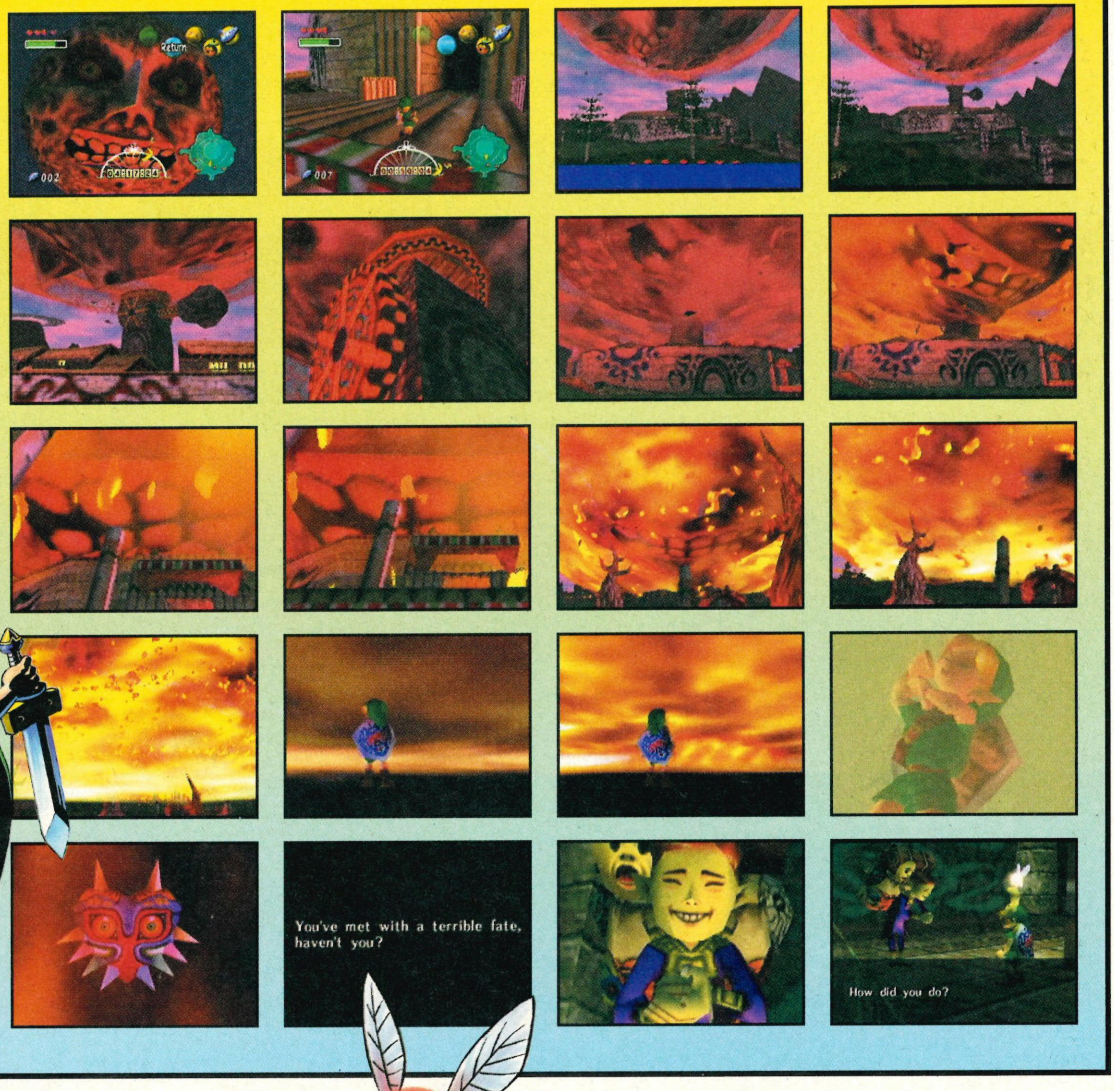
In a magical – and frankly rather disturbing – cut sequence, the mask grafts itself to Link's visage...



And before your very eyes he is transformed into a fully-functioning member of the Zora race – gosh!

Oops, I Did It Again!

Every wondered what a moon crashing into a planet looks like? Well if you mess up in this game you get to find out! As the deadline draws close a timer starts counting down and Link's fairy friend starts to get very agitated. Once the timer hits zero it's goodbye Clock Town, and Link gets to watch the whole event taking place before he's engulfed in a wave of fire. Strangely though, he doesn't die, instead he wakes to find himself staring into the face of the strange mask seller, on the morning of the first day...



around (although you get to meet some of their non-gold bigger brothers) there are however a number of different tasks that can only be accomplished at specific times. This

"This is still an absolutely megatastic game!"

might mean a character is only in a certain location for a few hours on the night of the second day for example, or perhaps a door is only accessible during the morning of the first day – that sort of thing. The log book is the key to all this. Once you've found it (you do have to find it first – wouldn't do to make things too easy) the log book gives you details and clues as to who you still need to talk to or interact with – and when – and this is extremely handy when you're stuck for what to do next.

Man In The Ironic Mask

Graphically, this game is very similar to the first (but then we'd expect that, as it's using the same engine) only perhaps a little more polished. But then, since the first game looked fantastic, you can hardly complain. What you can complain about though is the game camera. Now we might be remembering a little unclearly here, but we're fairly sure that there weren't too many problems with the visual angles in the first game. With

[Below] ***Aharrr! Pirates ahoy! Hard a' Starboard! Shiver me timbers and splice the mainbrace! Repel boarders and stow the ship's cat! Arr!***



[Below] ***Hurrah! With this mask you can... erm, look like a cow? That's actually quite dangerous in some rural counties...***



[Below] ***On tonight's exciting episode of the 'Time Tunnel', our heroes find themselves stranded in yet another dodgy studio set...***



[Below] ***Er... ah. Look, I'm sure there's some way we could sort this out without the need for violence. Can't we just talk about it?***





[Above] ***The bosses and sub-bosses in Majora's Mask are easily as weird as they were in the first game, if not considerably weirder!***



[Above] ***Third down and bottom of the ninth. Robin Hood draws his Long Bow and takes aim... Maid Marian's future rests on this!***

Majora's Mask however, the camera can be – to put it mildly – a complete bastard at times. It's not always the case, by any means, but it does seem – particularly in the dungeon sections – that the camera doesn't always present you with the most useful view that perhaps it could. This may well be due to the restrictions imposed by the dimensions of the various rooms, but it nevertheless doesn't help matters and the camera movement doesn't seem to be as intuitive as you would expect.

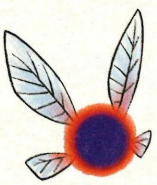




[Above] ***Help! Fire! Heeeelp! Oh... it's okay, the firemen have arrived! Hang on just a second, what kind of scary-assed firemen are those?***

Still... Got Your Elf!

Controls-wise, though, *Majora's Mask* is second to none. The same system of assigning various weapons and objects to the C Buttons is employed here as in the original, and Link responds extremely well to every button press. Most impressive though is the way that the game doesn't expect you to rely on the controls for any stupidly tricky maneuvers, which could become very frustrating. Anyone who tried climbing up the huge tree during the Summer season in *Banjo-Kazooie* for instance will know that it was incredibly difficult to accomplish – as a result of the controls and the design of the tree – and thus it spoiled the enjoyment of the game somewhat. Because Link leaps automatically however, the annoying problem of timing 3D jumps doesn't crop up and the chances are that any situation which appears to require Astronaut-level dexterity to accomplish actually has a rather more simple solution – if only you'd think about it for a bit. Trying to reach Snowhead Mountain on a narrow path in the teeth of a raging gale is a good example of this...









Gorgeous Gameplay Unmasked!

So overall, improvements seem to have been made. The time limit can be annoying at times, because even though you control time, the fact that tasks reset when you travel back can mean that you get almost all the way through a dungeon, only to run out of

Fly Deku Airways!

Link's feet aren't the only way to travel, not by any means! With the help of the masks there are other methods of transportation too.



Here we see ordinary Link, standing on a perfectly unassuming flower...



Upon donning the appropriate mask, he is magically transformed into Deku Link!



Using his special powers, Deku Link dives down inside the flower he was standing on...



Which fires him up into the air, using the two flowers for propulsion! Ingenious!



Boogie Nuts!

The bosses in this game are just as mad as in the first *Zelda* title. Take Odolwa, for example, the: 'Masked Jungle Warrior'. He dances around like a loon and drops spiders from the sky. There's definitely a specific way of killing him, perhaps it has something to do with the bombs that you find around the edges of his arena...














time, have to return to day one, and thus end up having to do the dungeon all over again. Which can be a bit of a pain. And another thing which might disappoint some *Zelda* fans is the size of the game. Say what you want about this one... it's just not as big as *Legend of Zelda: Ocarina Of Time*.

That said, the storyline to *Majora's Mask* is far superior to that of the first game and besides the camera and the occasional annoyance created by the advance of time, the puzzles, quests, objects and characters that you meet in this game make it a more than worthy sequel. The thing is... it's just not really much better than the first game! This isn't through any fault of its own, it's just because the first game was so absolutely stonkingly brilliant that it would take something almost God-like to top it, and while this game is superb, it isn't quite that. Don't get us wrong: this is still an absolutely megatastic game – hence we've awarded it a Gold Medal – but if you're expecting something stupendously different from the first title, then you're not really going to get it. That's NOT a bad thing, by any means, it's just a fact. Of course, having seen two *Zelda* games of this quality, just think what Link's adventures on the Gamecube are going to be like... ■

2nd Opinion

Rating

→ **Well, we've waited and waited but at long last, the next *Zelda* game has finally arrived. Has it been worth the wait? You're damn right it has! Although it's not as long as *Ocarina Of Time*, *Majora's Mask* is just as good to play... if not better. Ooh, controversial...**

→ **Martin Mathers**



64 Magazine Bottom Line

CONTROLS



ALTERNATIVES

Zelda: Ocarina of Time: Nintendo
Reviewed: Issue 21, 96%
Holy Magic Century: Konami
Reviewed: Issue 21, 54%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE %

95

Soundbite:
A worthy sequel to *Ocarina of Time*... Don't you dare miss it!

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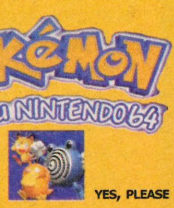
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Written by: Paul Gannon

The World Is Not

The man who put the "Oh!" into 007 is back where he belongs... on the N64. Welcome home Mr Bond!



$64,000 QUESTION

- ⊕ Bond's back!
- ⊕ Plays extremely well
- ⊕ More to do than just shoot
- ⊕ Gorgeous to look at
- ⊕ Great multiplayer
- ⊕ Tough and challenging
- ⊕ Smooth music and speech
- ⊖ A bit rough round the edges
- ⊖ Some levels can be very frustrating

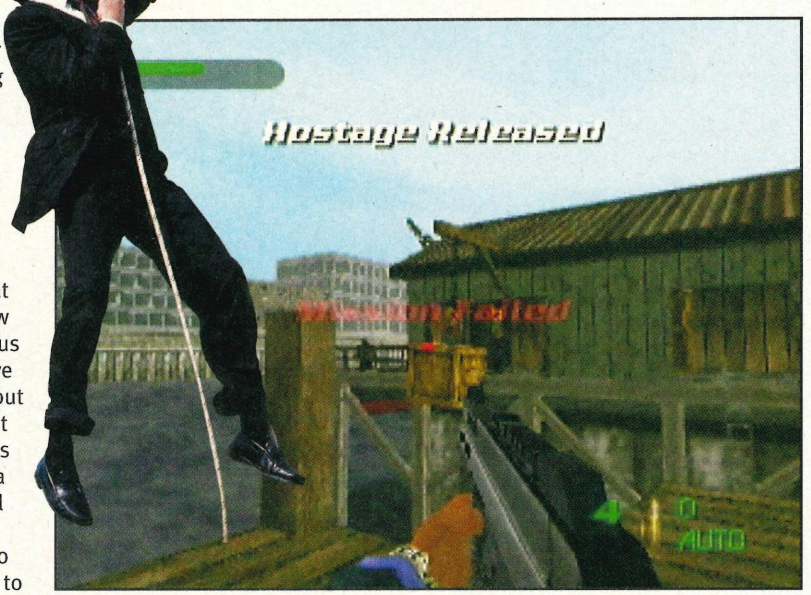
NINFO



Publisher	EA
Developer	Eurocom
Game Type	Shoot'em-up
Origin	UK
Release	November
Price	£39.99 (TBC)

It has been a very, very, *very* long wait but finally – and after many people have died holding their breath – Bond has returned to brighten up our beautiful black machine! It has been a long time since *Goldeneye* graced our control pads and nothing else has quite filled that first-person perspective, tuxedo-clad void since! We're not saying there haven't been any great shoot-'em-ups because we all know that there have! *Perfect Dark* gave us just about everything we could have wanted and more from the genre, but what makes all the difference is not what you are shooting at but who is actually doing the shooting. Joanna Dark definitely rocked our world all right, but you know what they say, girls want to have him, men want to be him and, hot damn, do *we* want to be James Bond!

When we heard, all those months ago now, the news that there was going to be another officially licenced Bond game, it caused quite a stir amongst the *Goldeneye* fans, I can tell you! So you can imagine the excitement when the review copy finally appeared in the office. There was an almost nervous silence as we slipped the cart into the appropriate slot and switched the venerated machine on. And we were not let down! In fact, this was probably one of the nicest surprises we've had in this office since Roy knocked himself out and, when he awoke, began to act all funny, giving handfuls of cash away to everyone he met. We made out like bandits!



Casino Roy-ale

In a news-friendly soundbite: *The World Is Not Enough* is a Bond game that deserves a medal of honour for excellence. From the word go, this game had a lot of doom merchants worrying that it was never going to deliver the goods, because of the absence of Rare and with the huge success of *Perfect Dark* that set a new standard for how a first-person guns-and-guts game should behave. If you actually weigh up the evidence yourself, then you can see just what Eurocom had to overcome...

Firstly, with *Goldeneye* being this 'untouchable' game, a lot of fans would obviously expect any sequel to follow the exact same formula, just upping the ante by about 100%. Examining the Playstation's *Tomorrow Never Dies* game shows that if the structure is meddled with, the gameplay suffers too. Secondly, *Perfect Dark* kinda already remastered the *Goldeneye* formula so successfully, that it would ultimately be compared to any other Bond titles.

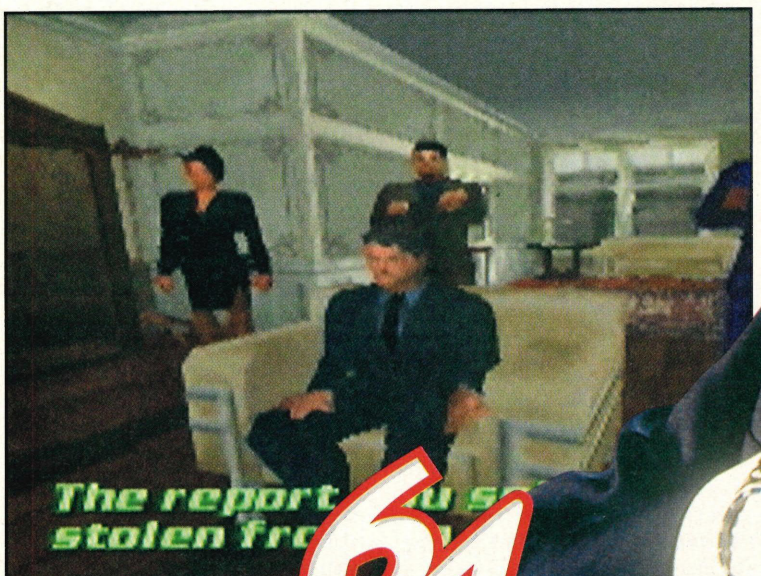
With *TWINE*, Eurocom had to give in to the maxim: 'You can please some of the people some of the time, but not all of the people all the of the time'. Basically Eurocom's finished product is a nice fat two-fingered salute to those who wished to dig the grave before the man was dead. We think you know what we mean! (Er... no, actually – Roy.) If you are after







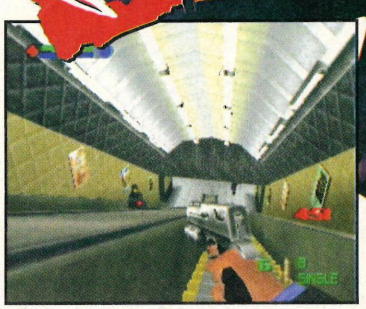
Enough



[Above] *The stolen report is the right answer! You're on £8,000 and you've still got all three life-lines! Would you like to phone a friend?*



64 MAGAZINE SIZZLER





MEMORY OPTIONS

MEMORY: N/A

CONTROLLER PAK Saves to Pak

"TWINE has great music, explosive sound effects and even speech from the characters!"

Deathmatch or Glory

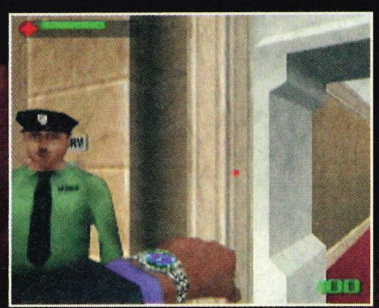
Yes, we know, we haven't mentioned the deathmatch stuff in the review, so we're doing it here and now. Strangely, a lot of people think the success of this Bond game will depend upon its deathmatch options, and if you are looking for something to out-gun *Perfect Dark* you may be just a little disappointed. Apart from the odd new idea, these bouts of friendly fire are mainly on a par with those of *Goldeneye*. Although the deathmatches give you everything you'd expect, there are still some narrow-minded people who'd expect so much more. One good thing that should be pointed out is that while there is nothing too revolutionary on show here, there are plenty of options and settings for you so that you can create your own types of match and, interestingly, the 'good' characters can't be set against one another – presumably one of the conditions written into the licencing deal by MGM to stop loads of spotty adolescents tooling up as Bond and setting out to trounce Miss Moneypenny, one on one! The environments are great to battle in, and are not just confined to the scenes in the game. Some levels take place in areas Bond has not seen in a while, and others are set in fire-lit caverns. One, and this will be a popular favourite to those of you who adore *Austin Powers*, is even set in a dormant volcano. If you have seen *You Only Live Twice* then you will know exactly what to expect!

These little moments of fun are what brighten up this otherwise predictable deathmatch section. Weapons are plentiful and widely available in all kinds of different types, ranging from tiny handguns, to the kind of thing you'd stick on your shoulder and blow up a juggernaut with! Even if the multiplayer doesn't match up to your expectations (what do you want, blood?) we here at 64 MAGAZINE would rather have an excellent game with a decent deathmatch than a decent game with an above average deathmatch – so there!

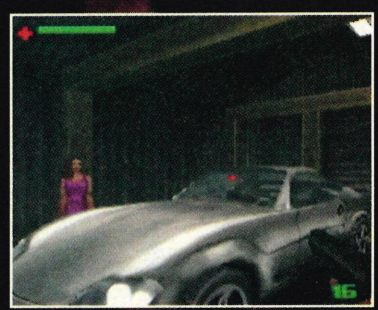




"Just like Mr Bond himself, this game doesn't disappoint and is packed with all the great stuff that fans will adore!"



[Above] ***Oi, you! I'm James Bond I am, and I'm considerably richer than you! Look at my watch, it's very expensive, it is!***



[Above] ***What more could you ask for? A beautiful lady, a fast car, and more cool toys than you know what to do with!***

another news-friendly soundbite then how about this one: If you loved *Goldeneye*, you're gonna love this! Right – enough of all that type of journalism, on with the review!

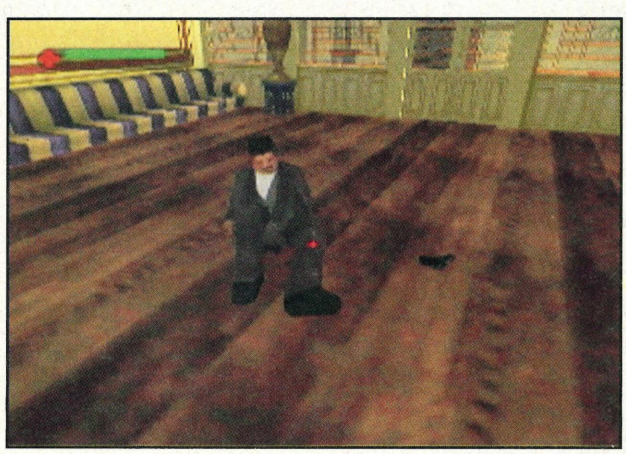
From Russell With Love

Possibly the only thing that really ruins this particular Bond game is the lack of polish in presentation. Whereas we have been treated in the past to the familiar image of 007 walking into the sights of an assassin's rifle only for him to spin around and pop a bullet straight into the screen... it doesn't happen here and even the game's title screen lacks imagination. Instead, we have to wade through a number of dull screens listing a whole stream of copyright information! Fine, we may be just being fussy but the scene isn't really being set, and although the game is definitely a winner, it seems a tiny bit rough around the edges. Essentially *TWINE* isn't as immersive as we'd have liked due to its unimaginative presentation.

Although it is predictable and boring to again draw comparisons with *Goldeneye*, if you are going to present a Bond game in the same manner as the aforementioned title then it is only logical that the new game will be measured against Rare's offering. Whilst *Goldeneye* immersed its players in "Top Secret" files containing the objectives of the next mission and the menu screen was actually the wrist-watch Bond wore and contained the game's inventory and vital information, *TWINE* seems to be lacking in this area. Although we are led to believe all the mission information is stored on Bond's mobile phone, there is no actual sense of this, because the game simply pauses and flashes a menu screen that in no way really looks like said item. This does not ruin the gameplay at all, no sir, it just taints the overall feel of the game. Instead of believing you could actually be Bond (if you have that kind of vivid imagination), *TWINE* merely admits to being a game where you *pretend* to be the top MI6 agent!

Never Say Nicky Again

Just like Mr Bond himself though, this game doesn't disappoint, and is packed with all the great stuff that fans of the franchise will adore. On closer inspection *TWINE* is more akin *to Medal Of Honor* or even to what *Mission: Impossible* tried and failed to be. It sticks remarkably close to the plot of the film, taking only the



[Above] ***Come on get up, they're getting away! I don't care if you have been shot, get up off your lazy arse and kill some henchmen!***

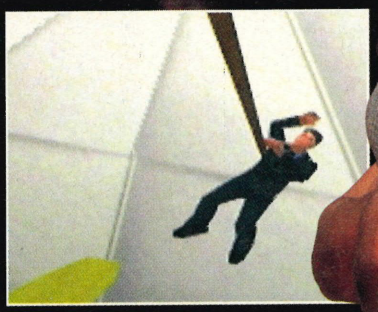


Pixel Perfect

Robert Carlyle is the fellow that most of us associate with a movie about a bunch of ugly blokes who decide to take their clothes off in front of a bunch of ugly women (that's *The Full Monty* by the way!) In *TWINE* he is a completely different, very scary character called Renard, the guy who is to pain what *The Black and White Minstrel Show* was to political correctness! Maybe, with this new polygon addition to the Bond family, a new deathmatch game can be born. How about 'Actor's Honours'? They say (apparently) that a good Bond villain should always be a better actor than the guy playing Bond. Well, discover if that really is true! Gather four of your closest friends together, get each of you to choose one of the great British actors who have been included in the game (and don't forget Mr Brosnan), then let them fight it out until all but one of them is dead. Whoever wins is obviously the better actor! The winner gets to make a three hour speech, and is given a really crap trophy from the key-cutters down the road!



[Above] *Terrorists! Typical, you wait around for ages to kill one and then three come along at once. I don't know...*



[Above] *This is bit in TWINE the movie was the only interesting thing that ever happened in the Millennium Dome!*

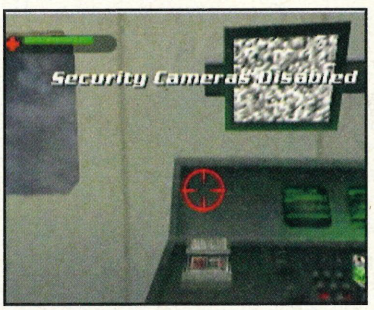
odd liberty with the story to ensure great gaming. Each mission is packed with plenty of challenges to satisfy those of us with trigger-happy fingers and each task starts out relatively simply. As the action unfolds though, you can bet your bottom dollar that things are gonna get far more tricky!

Of course, depending on what difficulty setting you are playing, the stages differ in certain places. An obvious example would be on the first stage at Lachaise's bank. Apart from trying to get in to see the manager himself and escape with a suitcase of money on Secret Agent, on oo Agent, video tapes must be found and destroyed, and you must take care not to kill any of the poor innocent security guards who are only doing their job. There are a wide variety of game styles on offer here and each separate stage gives you a lot to see and do. Some tasks require you to race against the clock to defuse a bomb, chase down an escaping villain or even apply some undercover surveillance with spy cameras and phone-tapping equipment. Some levels require more thought and a heavy reliance on stealth to get you through. It might now be appropriate to discuss the difficulty of the game which, even on the simpler stages, can be rather harsh...

"Fiendishly cunning game design that gives you lots to do and tons to explore!"

For Your Alex Only

The World Is Not Enough can be a right tease in some places. Many of the levels are relatively straightforward and providing you can keep track of where you are in whatever particular environment you find



[Above] *With the security cameras disabled you can now feel free to roam around and not get caught on film killing people. Handy...*



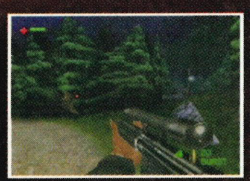
[Above] *This is the scene in which Bond swings to safety from an exploding bomb whilst Christmas Jones just looks pretty.*



[Above] *Like in Goldeneye, once you've unlocked a mission you can play it as many times as you like to get a better time.*

"Looks and sounds better, is more involving and has improved challenges!"



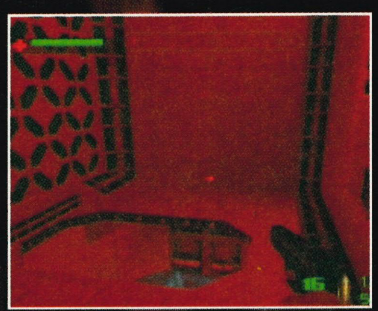




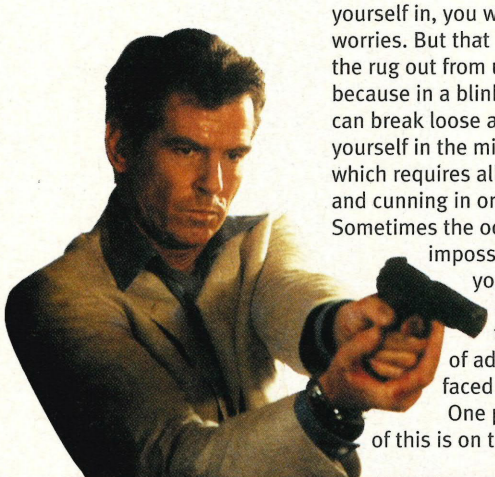
[Above] *With the sun right in his eyes James Bond pulls out something to block the light. Unfortunately, it's his secret 007 documents!*



[Above] *...look into the dressing room of Denise Richards! It is a wee bit scrambled but I think I can see something! Hang on...*



[Above] *Bond enters the 'Red Light District' – time to don that fake moustache and pretend you're just looking for directions!*



yourself in, you won't really have any worries. But that is where they pull the rug out from underneath you, because in a blink of an eye all hell can break loose and you could find yourself in the middle of a bloodbath which requires all of Bond's tricks and cunning in order to get out alive! Sometimes the odds seem almost impossibly stacked against you, and it requires a calm, patient mind to tolerate the kind of adversity that you're faced with.

One particular example of this is on the sinking submarine level towards the end of the game. This level may possibly have you tearing clumps of hair from your skull as you try to navigate your way around the water-logged deathtrap! The layout of the area is exactly the same as in the previous level, however because the submarine is on its end, filled with water, slowly getting hotter and with few air pockets to keep you alive... well, it is not the easiest of tasks to master! Firstly, it is tricky navigating your way around, as it is quite hard to remember exactly which way you are meant to be heading. It is also difficult to move Bond around in all the directions available. This means using not only left, right, up and down but also the aim functions to twist around to the direction that you want to proceed in.

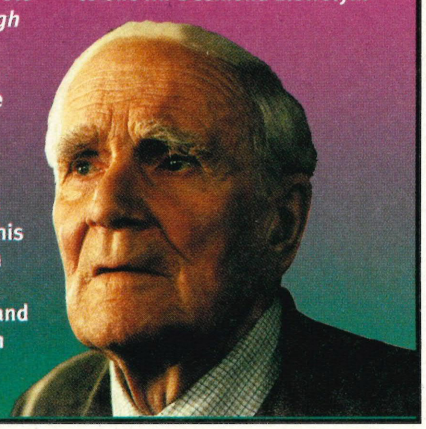
As a closing level to such a great game, it is not entirely satisfying and quite difficult too – and that's only on Secret Agent level, imagine what it's like on the 00 Agent setting!

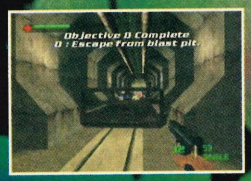
Although not entirely necessary, it helps to have seen the film prior to playing the game as the movie gives clues as to how to escape a level alive. One such instance is during the scene at the Russian nuclear bunker where Bond first meets Renard. If you

Thank Q!

If there is one thing most notably absent in N64's *TWINE*, then that must surely be the fact that Q is hardly mentioned at all. The acidic R (played by John Cleese in the movie) replaces the role left open by the man who made a thousand gadgets. Played by Desmond Llewelyn in 17 of the 19 Bond films, he became as much a staple of the series as the fast cars, beautiful women and snappy one liners!

Born 12th of September 1914 in Newport, Wales, Desmond dabbled in acting before joining the 1st Battalion of Royal Welsh Fusiliers during WW2. During his service he was captured and sent to a Prisoner of War camp in Germany. After the war, Desmond got back into acting and after a piece of good fortune, managed to secure the role of Q when Peter Burton, who played the role in Dr No, could not reprise the character in the next Bond installment. It was in *From Russia With Love* when the world first saw Desmond in the guise of Major Geoffery Boothroyd of Q branch. Bar *Live And Let Die* (in which his character did not appear) Desmond starred as Q in every other Bond with *Licence to Kill* his biggest role and *The World Is Not Enough* being his last! Sadly, Desmond Llewelyn died on December 19 1999 when he was involved in a head-on crash on the A27 in East Sussex. He left behind his wife Pamela, whom he was married to since 1938 and his two sons. His final scene in *TWINE* is all the more poignant due to his death and marks, maybe, an end of an era for Bond. Despite this his memory lives on, and 64 MAGAZINE raises a glass and toasts a nice warm "Thank Q" to one Mr Desmond Llewelyn!





[Above] *You've escaped from the blast pit, now the only thing between you and freedom is about 50 guards and a nuclear bomb!*



[Above] *Right, that does it! I am completely sick of Windows 98. Take that Bill Gates, no more will we stand for it!*



[Above] *The bad guy is behind the door but I can see him and he can't see me. Oh boy, will he be surprised when he comes in!*





[Above] *Nuclear family! Funny! Ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha, ha. Ooh, I think I've wet my pants!*

have seen the film then you will be well aware that at the end of that scene Bond has to escape the bomb-blast by jumping on a pulley system that winches him across a long tunnel to relative safety. This scene is almost identical to the one in the film – which is excellent – but when Renard is confronted towards the end and he sets off the bomb, it is not immediately obvious to the player that to escape the blast he/she must jump on to the pulley to survive. If you try to run down the tunnel you never, no matter how quick you do it, make it out in time. It can be very frustrating when you simply cannot seem to get out of this situation and it is only if you really think back to the movie that the solution becomes immediately apparent.

There are other moments during *TWINE* that require you to not exactly use your brain as such, but more to second-guess the game in order to move on. Some of the stealth stages are strong examples of 'one false move and your done for' gameplay, and as a result can cause many a sticky end. In fact, sometimes the challenge is almost over before it has started, and it requires patience if you are to successfully achieve your goals. By the time you have completed some levels you should have almost worked out a formula as to how to complete the whole game! Despite this fiendishly cunning game design though, there is so much to do that getting through each stage is always much more of a pleasure than it is a chore.

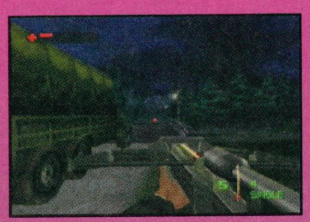
The Man With The Gannon Gun

So, what does it look and sound like? In a word, beautiful. In more words than that? Okay, each level looks like it has been plucked straight from the celluloid it has been based on. The environment is stunningly recreated and has some really extraordinary visual effects



Kiss Kiss Bang Bang

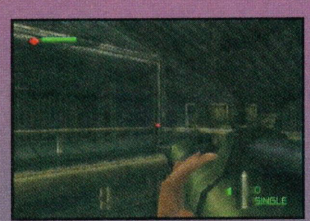
Bond has used a fair few weapons in his time from a Walter PPK to an electric heater in a bathtub full of water. The range of weaponry on show here is pretty damn impressive too!



- Delta 900 Mag
- High Damage Rate
- Pump action crossbow



- Suisse SSR 4000
- High Damage Rate
- Good for covert missions



- RL 22
- Very High Damage Rate
- Two words: Anti Tank!



- Mustang .44
- High Damage Rate
- One for big game hunters!



- AT 420 Sentinel
- Very Very High Damage Rate
- Takes down choppers!

"TWINE is a game that deserves a Medal of Honour for excellence in the face of adversity!"



[Above] *I'll tell you what – there's an awful lot more room on these submarines than there used to be! Not like in the old days...*



[Above] *The terrorist's favourite method of transport: the van with the sliding side door, perfect for that drive-by shooting!*



[Above] *Running around a market with a gun is the best way to deal with all the annoying crowds – a little risky in London though!*

Something Ri-Ski!

Going skiing this year? If you are, and you happen to be a spy, then you might want to pack a handgun or two, because it seems that every time Bond ventures off to anywhere snow-covered, mayhem follows! This stage is a change from the norm, as you find yourself hurtling downhill, taking out the enemy and blowing up anything that looks at all threatening. It can be a bit hectic at times and the speed is enough to take your breath away! However, if you haven't read the books it might surprise you to know that Bond's parents actually died in an accident in the Alps when he was 12. So why he keeps going back to cold, avalanche-prone places is a real puzzler!



thrown in too. As you walk towards the sun, solar flares catch the screen and light filters in through windows. X-ray glasses and night-vision effects are also very convincing. Each area is carefully created to complement the film and also to help invent some intriguing places to stage the action! Small touches that can be used to your advantage also make pleasant diversions during all the crazed gunfire! If you do not want to get pulled into the crossfire of a dozen nasty terrorists then take a shot or two at a barrel of flammable liquid and watch it not only explode gloriously but also notice that the flames spread across the floor. If you are lucky the flames spread right across to another bunch of barrels situated next to a group of bad guys. We think you can guess what happens next! Another wonderful aspect of *TWINE* is the sound, which is not just confined to the great music and explosive sound effects, but also extends to speech from the characters. Most of the voices are fairly convincing unknown actors doing impressions of the ones from the movie, but R (Q's successor) is actually voiced by the man of mirth himself, John Cleese!

ChandraBall

Was *TWINE* worth the wait? Most definitely, but is it better than *Goldeneye*? Well, yes... and no! It certainly looks and sounds better, is more involving and has improved upon various areas of the previous best-selling Bond title but because it is not presented as well overall it lacks that essential "more than just a game" atmosphere! Some might complain that since *Goldeneye's* release all those many years ago, there haven't been any great strides made in the first-person genre, apart from *Perfect Dark*. To those people we say... well, balls to you! If you look at it on a very basic level, those who loved *Goldeneye* will want more of the same and with *TWINE*. They get all that and that little bit extra! It must be said, though, that *TWINE* offers some improvements on the original James Bond shooter, but these aren't to be found in radically different gameplay. As a successor to *Goldeneye*, *TWINE* stands up very well indeed and if you like your games challenging with lots of action it's well worth tracking a copy down! ■



Inspect Your Gadget!

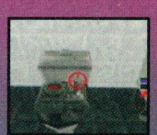
No '00' Agent is left to fend for himself in the cold harsh realities of post-Cold War espionage. They will always have some clever gadget at their disposal, ranging from a pen that looks just like a bomb, to a spy camera that is cunningly concealed in a leather wallet. As you can imagine, Bond gets only the best of these quality handmade Q devices and because you are Bond in *TWINE*, (yes, you are!) you get to play with them too. Take a look at some of these babies!



The gadget every pervert wants to have in the home or garden, X-ray specs! Unfortunately, there are no ladies in sexy lingerie to gawp at, which is a pity, but they are handy for evading the enemy!



Night-vision goggles are very handy indeed, and come in useful when a sniper in the dark, dark woods decides to take pot-shots at you! Even up those odds with this night-time necessity! Only three month's pay.



Ever seen *Lethal Weapon 3*, the one with a bomb on the crapper? If you have, then you know what is awaiting Bond when he ventures into the mens' toilets. With his trusty bomb disposal kit he must defuse the offending item!



[Above] *Ah, the control room! Now if I can just figure out which is the clutch and which the brake... we'll be home in no time!*

[Above] *Look at the size of that conning tower! Why is it called a conning tower, anyway? Is it a bit of a 'dodgy geezer'?*

64 BOTTOM LINE

CONTROLS



ALTERNATIVES

Goldeneye: Rare
Reviewed: Issue 5, 95%
Perfect Dark: Rare
Reviewed: Issue 41, 98%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

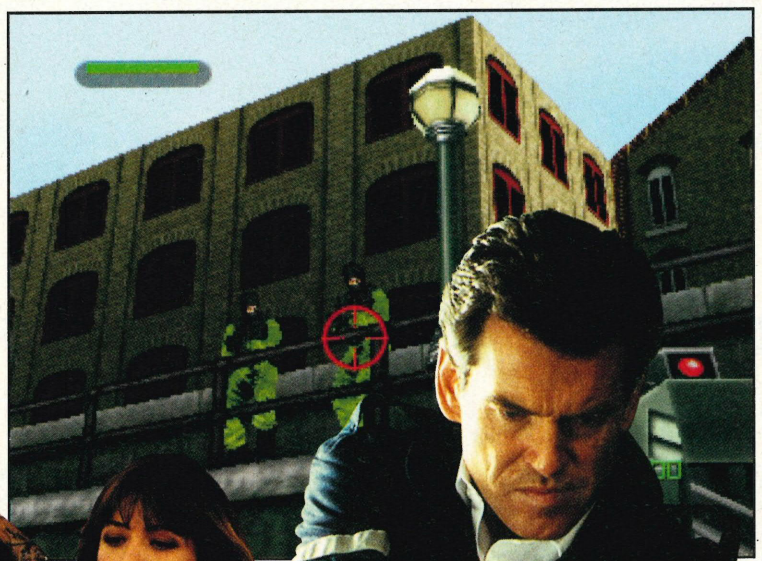
94%

Soundbite:
TWINE **is everything we expected, and more! Nice one EA...**



[Above] ***A bit of two-player deathmatch action with some seriously explosive results! The weapons in this game kick ass!***





2nd Opinion

Rating



⇢ Cor blimey Guvn'r, you've got a right good one o' them new-fangled videogames 'ere! Sorry, sorry. Slight split-personality disorder. What can I say? It's bloody great! It's what *Mission Impossible* should have been, only with Bond instead of Ethan!

⇢ Roy Kimber



Ogre Battle 64: Person of Lordly Caliber

It's a battle all right... a battle to stay awake!

SUPPLIED BY

Planet Distribution
Contact info: 01992 707400

NINFO

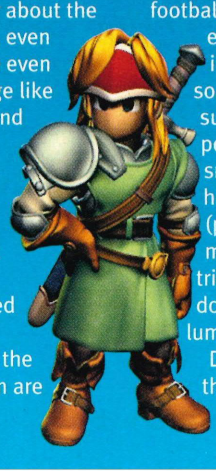
PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Atlus
Developer	Quest
Game Type	RPG
Origin	US
Release	Out now (import)
Price	£59.99

Okay... according to the RPG fanatics who have played all the previous *Ogre Battle* and other variously named *Ogre* titles, this game is the dog's... er, doodads. They've been waiting for about the past three decades (yes, even before videogames were even invented – they're strange like that) for it to come out and they decided long ago that it was, and is, quite simply the best thing since the bloke who invented bread had a bit of an accident with his hedge-trimmer and ended up chopping his prized loaf into slices. Which is the reason that none of them are going to be allowed to review it.



You see, while we obviously accept that certain types of people like certain types of games (we'd never make someone who absolutely hated football review a footie title for example) sometimes it's important to get the view of someone who's new to the subject for a more balanced perspective. After all, ask a chain smoker to review cigarettes and he'd give them a rave review (probably), but that doesn't mean that someone who's never tried ciggies is gonna like them, does it? And that's why I've been lumbered with this game.

Don't get me wrong: I went into this review with an open mind, preparing to be drawn into a mystical world of dragons and ogres and feats of daring do and such-like. After all, although not an RPG 'fan' in any sense of the word I've swashed the odd buckle from time to time and I absolutely loved *Zelda* which is sort-of an RPG, and so I expected some rather nice things from this. Be warned though: it's dull as week-old dishwater. Really.

It's A Monster!

Okay, in case you think we're being a little unfair, let's take some time out to explain a little about the gameplay before we go back to criticising the game. Our story starts in the long-ago and far-off lands of Zeteginia, where a young lad runs





away from home (well... runs is a bit of an exaggeration, strolls briskly would be more accurate) to join the army. Some brief while later said lad graduates from army college and sets out to find his fortune, save the world from evil and eventually get himself a nice consulting job with the Zeteginia Ministry of Defence.

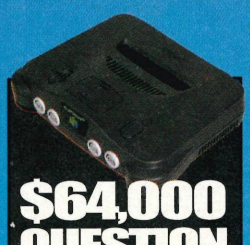
Before you begin the game proper, you are asked to define a few personal details such as an appropriate name for your character and his various personal qualities. You can choose to be a heroic hero-type character, with a pure soul and a kind heart who always pops home on Sundays to cook a nice hot meal for his mum, or you can be a black-hearted, vile, treacherous, two-faced sneak who wants nothing more than to bring pain and misery to the land (kind of like a medieval traffic warden). Your choice of personality traits can affect the plot later in the game, so you must make sure you choose wisely!

"This is about as exciting as rolling dice on an empty table"

This done, the scene shifts to the wild wastelands of Zeteginia where our newly-graduated (with honours) hero joins the army of one of the many border kingdoms in which he hopes to prove his worth as a leader, and all sorts of adventures ensue. Or at least they should...

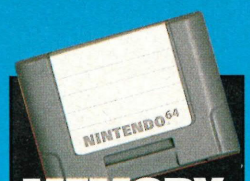
Zounds! Forsooth!

What actually happens is that you get to watch a few screens of very simple animation which set the story for your



$64,000 QUESTION

- ⊕ Looks quite nice
- ⊕ Lots of cool characters
- ⊖ The gameplay is fairly linear and a little dull.
- ⊖ It's very, very boring!

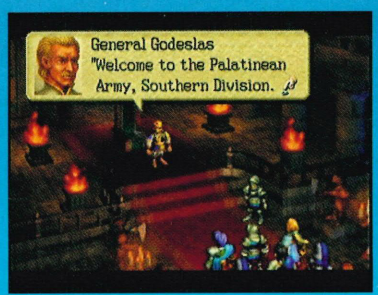


MEMORY OPTIONS

- MEMORY: N/A
- CONTROLLER PAK: Stores three saved games



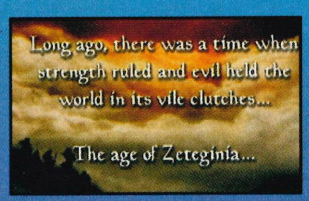
[Above] *Hello... My name is King Bob. I will rule you with an iron fist and then send you off to die in the woods. Have a nice day!*



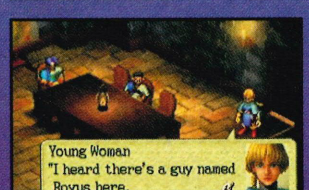
[Above] *Okay... so I lied. But with a name like mine, wouldn't you fib about it from time to time? Huh, wouldn't you?*

Are You Sitting Comfortably...?

The walking and fighting sections of *Ogre Battle 64* are strung together with a plot of sorts which involves evil, repressive regimes and poor, under-fed peasants. Each story section takes absolutely ages to plod through, but at least there is a story... of sorts!



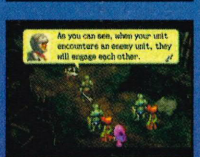




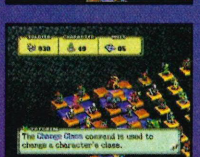
Meet The Teacher

One of the most impressive parts of *Ogre Battle 64* is the Tutorial section which is fairly extensive, to say the least! Pretty much every aspect of the gameplay is explained in detail along with illustrated examples. The only catch is that – like the game itself – the whole thing is very long, very drawn out and ultimately really rather boring.









[Below] ***The low-level soldiers take on the... er, people with big wooden spoons. This'll be a bit of a difficult battle then!***

next mission, then you are sent to the map screen. From here you have a choice: travel to the location which is highlighted on the map... er, or quit the game. This is one of the first 'hang on a minute...' moments of the game. For even those who are fairly unfamiliar with RPGs will know that, while they pretty much always revolve around some mystical quest or other, in between quests one of the essential game elements is that you get to wander round the local towns and talk to the tinker, the tailor and the lampshade maker about the 'strange goings on hereabouts'. And yet you can't in this game: why? Well for the answer to that we consulted the RPG-

Oh... The Excitement!

Essentially combat can take place without any interference from you. Each side squares off at a corner of the screen and then each force takes turns to attack. Each attack generates a certain number of hit points if it's successful and a unit that loses all its hit points is killed. Basically if you've ever played any of the *Warhammer* dice games then this is the combat system that's used... only you don't actually get to roll a die. The result is strangely unsatisfactory since you have very



[Above] ***This is part of the on-going storyline which you get to watch – assuming you don't drop dead from boredom that is...***

"A game which will appeal to fans of a very specific genre."

nerds... er, experts. Their answer? Well, apparently *Ogre Battle* isn't just any kind of RPG, oh no... it's a 'Tactical RPG'. This means that essentially what the developer has done is to take the battle-part of RPGing and strip the majority of the 'non-combative' gameplay away from it. Which leaves us with? Well, read on...

Once you've moved the cursor to the correct location, you get another brief 'plot sequence' in which you are shown a smaller map and your mission objectives are explained, and then the battle begins! Starting off at your home base, you get to organise your armies and send them out across the map to find the enemy strongholds. Along the way a variety of nasty creatures and enemy soldiers pop up and mount attacks on you and your units automatically engage them in battle – at which point you win... or you lose. Yup, it's turn-based combat time! Hurrah!

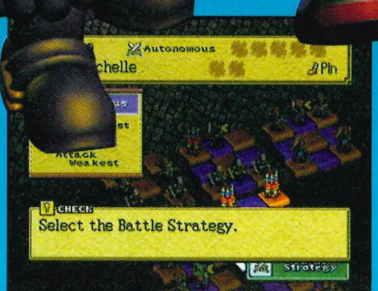
little influence over the outcome of the battle (although you can choose to run away) and yet it quickly becomes clear that these combat sequences form the vast majority of the basic gameplay.

Essentially, the real influence you have over the actions of your characters is through the 'Organise Forces' option. This allows you to form new units, transfer soldiers between units, assign new recruits, promote soldiers, equip them with weapons, and set offensive tactics (from a choice of four). Once you've sorted all this out (and if you're really serious about it, it'll take you absolutely ages) the combat pretty much looks after itself. Which is great if that's 'your thang'. If, however, your idea of fun is to face down huge monsters with just a joypad and your own reflexes to rely on, then you're going to find this game leaving you strangely empty. Even *Starcraft 64* – which is essentially a strategy game – relies on quick thinking and reflexes in a battle as much as it does forward planning. This is about as exciting as rolling dice on an empty table – slightly more visually attractive perhaps – but no more exciting for all that.

Ogre And Out...

So what conclusions can we draw from all this? Well, essentially *Ogre*

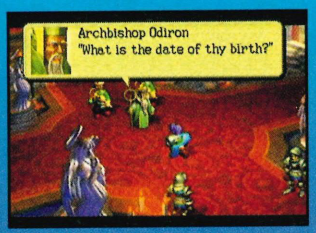




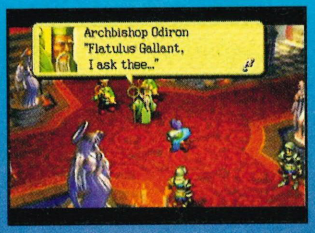


What's In A Name?

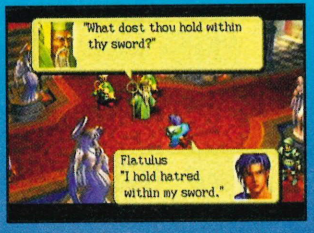
At various points in the game you get to enter custom details which may or may not have an influence on future events. You can choose whether your character is cool, heroic or just plain evil...



That's a bit of a personal question that is! You wouldn't ask me that if I was a girl now, would you? Honestly!



If you're feeling a little bored, then giving your central character an amusing name is the only way to go!



Our Flatulus Gallant is apparently one very angry young man! Not someone you'd wanna mess with...



Well you'd offer the Gods lust too if you'd ever seen them – some of those Goddesses are pretty damn hot!



Here you get to pick yourself a name for your growing army. Make sure you chose a name that sounds 'dead hard'.



Why thank you strange old bearded bloke! I'm quite proud of it myself, as it happens! Nice of you to say so, though.



Battle 64 is a game which will appeal to fans of a very specific genre. Simulation fans won't necessarily like it. RPG fans won't necessarily like it. Arcade fans are probably going to hate it. The kind of person who's going to like this is going to be someone very methodical, who has a lot of patience, and who is obsessed with statistics and with little details but who doesn't really like too much action in their lives. If you're the sort of person who's idea of fun is buying box-loads of little lead figures and spending hours and hours intricately painting them (and we're talking painting them properly – doing the undercoat the day before as per instructions and always washing the brush after each colour) then setting them up on a massive table in your loft and enacting epic campaigns lasting many months... then this is probably the game for you. In fact it's probably the perfect game for you!



[Above] ***Your unit comes up against some strange Ninja dudes, all versed in the ancient form of 'kicking people's shins'.***

At the end of the day *Ogre Battle* is not bad... as far as it goes. It does at least deliver everything that it promises... it's just that what this game promises doesn't really amount to very much at all! ■



[Above] ***Sallie is ready to attack... apparently. Typical girl, always ready to wade in with her fists – not like a bloke!***

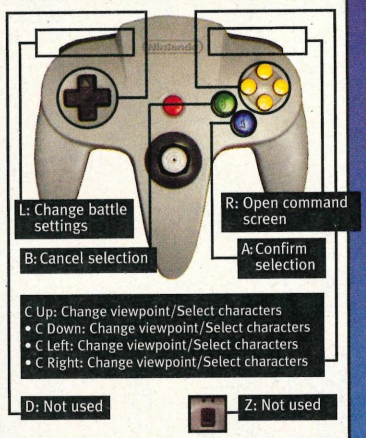
2nd Opinion

This is by far the best tactical RPG that I have ever played! The *Ogre Battle* series has always been great and this latest version more than makes up for the huge delay in releasing it. Sorry, I disagree with Roy wholeheartedly. A game to really sink your teeth into!

→ **Chandra Nair**

64 Magazine Bottom Line

CONTROLS



ALTERNATIVES

Starcraft 64: Nintendo
Reviewed: Issue 42, 95%
Command & Conquer: Nintendo
Reviewed: Issue 30, 90%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

69%

Soundbite:
A title that will appeal to a very narrow cross-section of gamers.

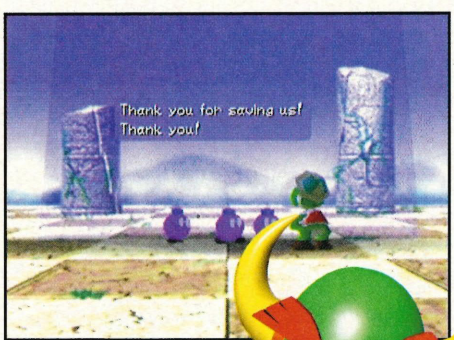
Written by: Paul Gannon

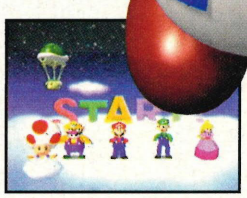
Mario

Come on over to my place...









Everyone likes going to a great big party with music, food, drink and plenty of chances to get the boy/girl that you really fancy to join you around the back of the couch for a couple of rounds of tonsil hockey! In most cases though, parties aren't actually like this. They usually consist of someone moving the dinner table to the corner of the room to put the cake and jellies on and then your mother playing her *Stars On 45* medley CD. No-one you even remotely fancy bothers to turn up and the strongest drink in the room is the lime cordial. The end result is total and utter boredom and misery, especially when you discover that up the road there is a better party hosted by the girl who once appeared in the audience for *Top Of The Pops*, and all your best friends have gone to it! That was the worst 21st birthday I ever had, sob! (Pull yourself together Paul! – Roy) Er... anyway, not all parties have to be full of distress, depression and a strong sense of anti-climax. In fact, some parties can't help but bring a smile to your lips, and *Mario Party 2* is definitely one of them!

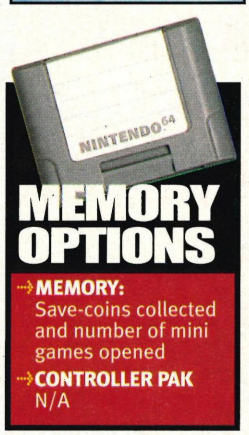


I'll Cry If I Want To...

If you have any idea what Mario's first party was like then there is a good chance that you can make a fair assumption as to what the main point of this one is. In case all this is new to you however, let's take this opportunity to recap on what makes a *Mario Party*. Set in the lovely world of Mario and friends, four characters are chosen from the many available and they proceed to move around a board game-style land, playing mini games, winning and losing money and collecting as many stars as possible before the game comes to its natural end. It really doesn't get any more complicated than that.

Each character has traits that give them an advantage or disadvantage in certain parts of the game. There are tons of games to choose from, none of which are that hard to figure out and thus you can pretty much just jump straight into them. Simplicity and fun are the only major components to this game, and if you have been looking for something tougher to chew on then this really isn't the cart for you, although it's ideal for the younger player.

"One of the few titles that invites the whole family to play together"



MEMORY OPTIONS

MEMORY: Save-coins collected and number of mini games opened

CONTROLLER PAK N/A

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK

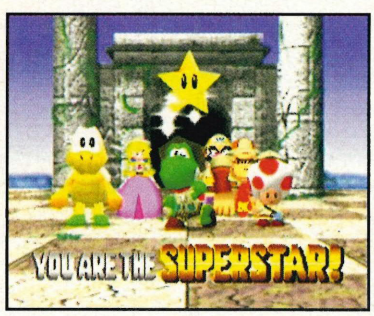


Publisher	Nintendo
Developer	Hudson Soft
Game Type	Party
Origin	Japan
Release	Out Now
Price	£39.99

[Below] ***As the space ship took off, heading back to its home planet where everything is free, Yoshi was heard to cry "Come Back!"***



[Below] ***You're a star, my friend. The world's at your feet, you can do anything you want, go anywhere and eat as much as you like!***



[Below] ***Welcome to Mario Party World. Entrance is free, but once you get inside the rides are £50 a go and the shops are pricey.***



Party 2











Let's Party!

Everything is bright and beautiful here, and nothing within the game is going to really challenge the little grey cells. There are five worlds to play in, ranging from the Wild West to the far reaches of space. Each one has its own unique touches, so no two games are alike. Unlike most games however, *Mario Party 2* tries to bridge the generation gap between the tiny tots and the old fogies of the family. This is one of the few titles out there that invites the whole



[Below] ***Remember kids, gambling is not good for the wallet and you'll only end up stealing from banks to feed your habit!***

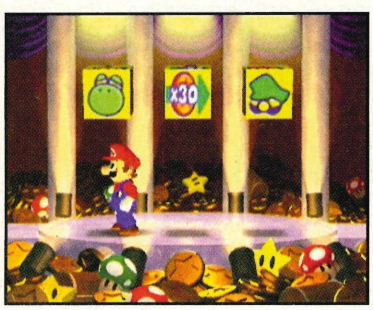


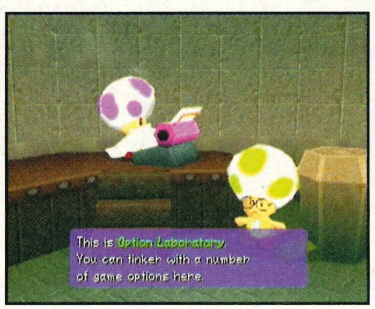
PAL PERFORMANCE

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

Borders: Negligible

Speed: No apparent drop in speed





BE THE PERFECT PARTY HOST!

It's all very well going to someone else's party to abuse their hospitality, by drinking all the punch, eating every last salmon spread sandwich and then rushing off to the toilet because something didn't agree with you, but who has to clean up all the mess afterwards? The host, that's who – and if you want to become the perfect one then follow these simple steps!

ONE

No matter how exclusive the party is and no matter who you've invited, it is imperative that you always let in the gatecrasher who looks like he could break your skull between his thumb and forefinger. If you ignore this advice, you may find that your pet cat will somehow become stuck up your bottom!

TWO

When it comes to food and especially drink, make sure no-one has the opportunity to spike the soft drinks with alcohol. The best way to ensure that this doesn't happen is to simply not serve any food or drink. If this causes a lot of your guests to complain, just punch them in the face!

THREE

Here is a great game to amuse your family. The game is called "Put Your Hand In". Take a bucket from your shed and fill it with anything you find in your bin. Then get guests to try the 'Lucky Dip'!



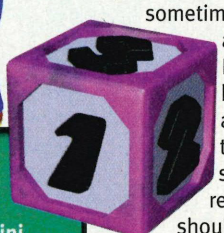
family to get together and play for a while. For that reason alone *Mario Party 2* is worth buying (that is, if you are part of that classic 2.4 children statistic). The games are just challenging enough for the older boys and girls to bother investing any time in, and simple enough for the little ones to grasp and enjoy too.

Having said that, some of the games boggle the mind and leave you asking "What happened there? I thought I was winning and now I'm 100 coins down on the deal!" There are some mini games that feel like proper arcade-style challenges, while some make you wonder what the programmers were smoking when they designed this!

"Nothing within the game is going to really challenge the little grey cells"



The controls vary according to the game, but are never overly complex. When you find yourself inside a mini game, each one is so simple to grasp that worrying what to press is the last thing on your mind. One minor problem in this respect though is that sometimes the buttons don't seem as responsive as you'd like. No matter how fast the buttons are bashed or how accurately, it seems that at times the characters on screen just don't want to react as quickly as they should, causing quite a bit of frustration in the process.



Celebrate Good Times... Come On!

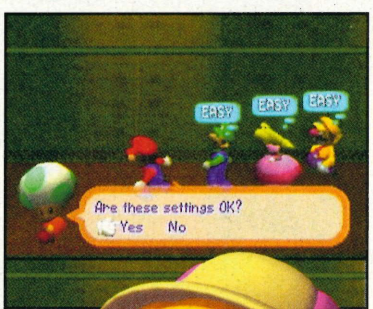
In one-player mode (you against the computer), despite being able to set the opposition at different levels of difficulty, the actual difference between 'easy' and 'hard' modes isn't that great. In fact, setting it on 'easy' is more than enough challenge anyway. The options within the game are plentiful, allowing you to choose what land you play in, which characters you play against, how hard the game should be and the length of the game, courtesy of the number of turns it comprises.

In many respects, one of the weakest areas of *Mario Party 2* is the board game section itself, especially if you are playing alone. Choosing how many moves you take, making that move and then waiting until every one else has done the same can be quite a chore, and ensures that there can be no such thing as having a "quick" game of *Mario Party*. Ideally, the game is meant to be played by a group of friends (the magic number – of course – being four).

When four of you decide to gather around your N64, only then does the game really come to life. With four sets of hands bashing buttons or wiggling analogue sticks the game becomes far more enjoyable. When playing it alone there can be a tendency to complain that the game is "rigged" when a computer character – supposedly set on easy – is consistently doing ten times better than you, but of course you can't make this claim when all the other players are human too! (Well, not without sounding like a bit of a big girl's blouse, anyway.)

Snow Is Falling...

Overall the mini games in *Mario Party 2* don't seem quite as much fun as the games from the first title and some (as mentioned above) beggar



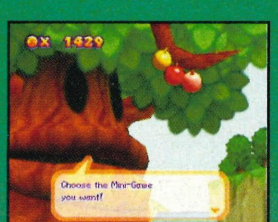
[Below] ***Mario and friends chant "Easy, easy!" at the top of their voices as the fight starts. No wonder Toad is running away!***

MINI GAME ISLAND

Like with the previous *Mario Party*, once you have opened up a mini game when playing for real, the games are left open for you to play later on Mini Game Island to your heart's content. However, the major difference here is that these games can only be replayed if you have the money! The mini game shopkeeper is a giant talking tree, who takes your hard-earned cash in exchange for more mini challenge fun. The money you spend is what you've collected during your trips to the various board game lands, and it's stored in a bank-like building. You take the money from there and proceed to spend it any way you like. Unfortunately, this new way of accessing the games may be a little too much effort for anyone to bother, but hey, they're there if you need them!















Something strange in your neighbourhood?

Although Horror Land is scary enough (and it scared the hell outta us anyway) there are four more reasons to be fearful of this devilishly creepy area!

Spectres

Although they turn up in every area, these Big Boos can most commonly be found in what seems to be their natural environment. These spooky little beggars will, for a price, steal coins or even stars from an opponent and place his booty in your account. Beware though, because these guys, being ghosts, only come out at night, which brings us nicely on to...

Night and Day

...controlling time! When you (or indeed anyone else on the game board) lands on a certain circle marked with a question mark then in this area night changes to day, or, day changes to night. This not only determines when ghosts appear but also when the magic stones come to life! This phenomenon also takes place naturally after turns.

Wizard Bowser

As always, when Bowser appears things do not look good for the rest of you. When a Bowser Bomb is picked up then this means Bowser makes a very unwanted appearance. He rolls the dice and proceeds to march around the board until all his moves run out. In the meantime, anyone he comes across finds themselves suddenly bereft of cash!

Eyeball Bonus

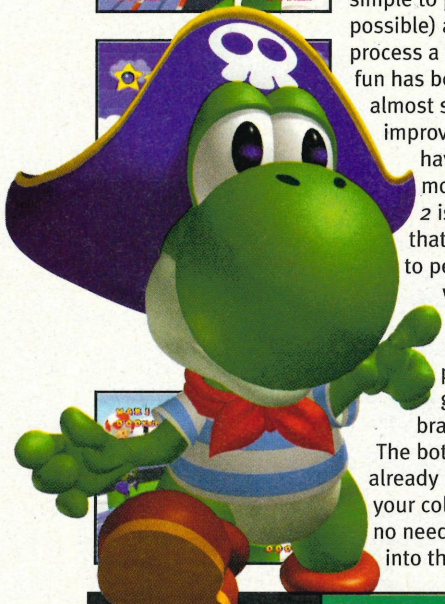
Don't ask us what hovering eyeballs have to do with warping to another place on the board as it seems a bit too odd for even us to fathom. Still, if you want to pay this ocular apparition to beam you elsewhere it will gladly oblige by quickly rolling towards you, forcing you to run away! It eventually disappears and you then find yourself somewhere else on the game board!







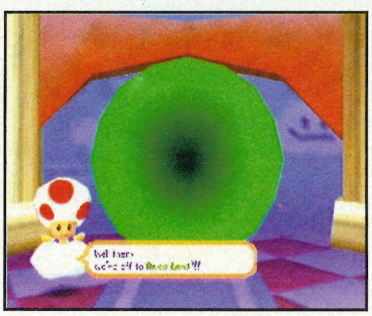

belief. The only real difference between this and the previous title is that this one is only slightly less simple to play (if that is possible) and in the process a tiny bit of the fun has been lost. It almost seems that to improve upon the original they have just made it that little bit more convoluted. *Mario Party 2* is an innocent enough title that opens up the N64 market to people who wouldn't really want to blast away zombies from a first-person perspective or leap from platform to platform in the guise of someone brandishing a magic wand. The bottom line is that if you already have the first *Mario Party* in your collection, then there really is no need to invest any more cash into this sequel, as they are too similar to warrant having both and to be honest – the first one is better. Despite this, *Mario Party 2* is still good fun in one-player and even greater fun with friends, but then again, isn't every thing in life? ■



[Below] ***On this jukebox you'll find all the greatest hits of the last two decades like 'Lady In Red' and 'Pump Up The Volume'!***



[Below] ***Would you follow a strangely-dressed small child into a long, dark tube? I know I wouldn't, but in this game you must!***



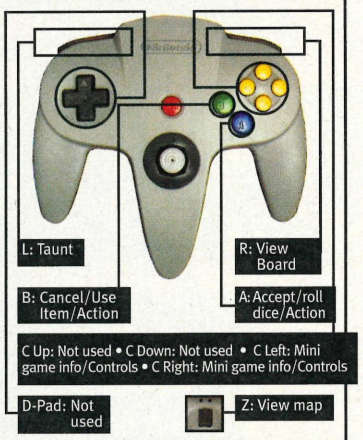
2nd Opinion

Rating

→ ***Mario Party 2*** **is great fun, like the first game, and a lot of imagination has been put into improving the boards. That said, some of the minigames aren't as enjoyable as they were in the last title, and so I found that I actually prefered the original *Mario Party*!** →
Roy Kimber

64 Magazine Bottom Line

Controls



Alternatives

Mario Party: Nintendo
Reviewed: Issue 24, 80%
Chef's Luv Shack: Acclaim
Reviewed: Issue 34, 69%

Rating

Graphics

Audio

Gameplay

Challenge

Overall Score

80%

Soundbite:

A good game that the whole family can enjoy, which makes a nice change!

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BEAT THE COMPETITION



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total GameBoy

EVERYTHING YOU WANTED TO KNOW ABOUT THE GAME BOY COLOR!

Welcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, TOTAL GAME BOY – think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the best-selling Game Boy magazine on the market. Each issue, this is the place to find all the latest news and reviews on the newest Game Boy Color titles – enjoy!





REVIEWED THIS ISSUE!

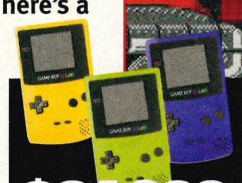
62 Donkey Kong Country
63 Jungle Book: Mowgli's Wild Adventure
64 Pokémon Pinball
65 Pokémon Trading Card Game
66 Thunderbirds
67 Batman: Chaos In Gotham
68 Inspector Gadget

What It All Means!

The scoring system for TOTAL GAME BOY reviews is fairly similar to the ordinary 64 MAG one, but to avoid any confusion, here's a quick explanation...

NINFO

Link cable Can you play two-player link-up?
Infrared Does the game use the infrared facility?
Built in rumble Some games have their own rumble.
Saves? Does it save to cart or use a password?
Publisher The company selling the game.
Developer The company that wrote the game.
Game Type What kind of game is it?



$64,000 QUESTION

The pros and cons of the game summarised for easy access! If you can't be bothered to read the whole review, this gives you a fair idea of the high and low points.

ON SALE NOW!

If you want more Game Boy Color action then look out for the latest issue of TOTAL GAME BOY COLOR, on sale now priced £2.99.



RATING

Graphics

Is it a visual masterpiece, or a dated pile of poo?

Audio

Plinky-plonky audio garbage, or music to your ears?

RATING

Gameplay

The most important element – is it fun to play, or pants?

Challenge

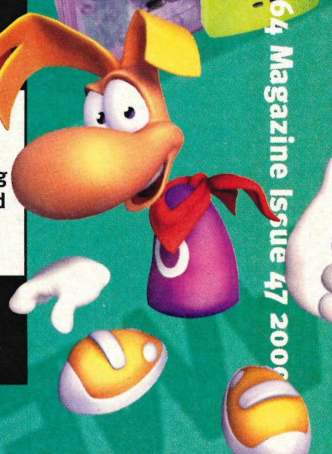
How long will this game last you?

OVERALL SCORE %

Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

If you really can't be bothered – this sums it up in one easy-to-read sentence!



Written by: Alex Jones

Donkey Kong Country

Monkey Madness! Donkey Kong Country Swings onto Game Boy Color!



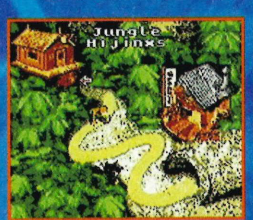
64 MAGAZINE SIZZLER

How do you annoy a monkey? That's right – steal all his bananas! That's what the evil King K Rool has done to *Donkey Kong* and his little pal Diddy. Are they going to stand by and let him get away with it? Hell no!

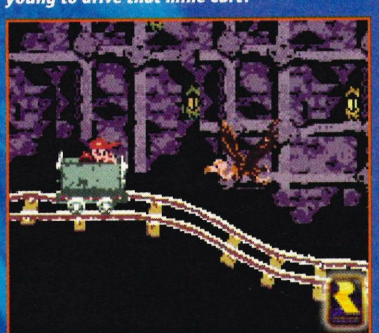
Donkey Kong was a true classic. Nintendo and the 'platformer' format were both born with this truly prehistoric game, so it's really no surprise that this handheld outing takes us to the same sideways-on, hop, skip and jumping action as its doddering Great-Great Grandad.

What makes *Donkey Kong Country* stand out from the rest of the herd is the outstanding graphical look of it. The rendered, FMV-ish intro (yes, you read that right), the backdrops and the character animation are all first-class. Whoever managed to squash all the graphical lushness that made the original SNES version so memorable onto the humble Game Boy Color, deserves a lengthy round of deafening applause!

"You'll have to be very good to beat this game!"



[Below] *Diddy's first driving lesson wasn't without its hairy moments! Surely he's too young to drive that mine cart?*



Far from just being a straight port of the SNES version though, the handheld version of *DKC* has had loads of new features added, like a new Game Boy Color-specific level and a host of sub-games, including a manic, barrel-bashing quick-fire round!

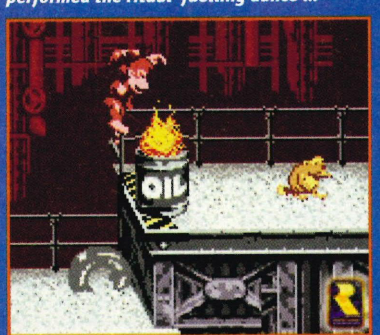
Monkey Nuts

All of this makes *DKC* sound like the kind of game that most sane people (and quite a few completely barking ones) would sell their least effective limb for... but wait! *DKC* is fiendishly hard, and riddled with irritating 'style-over-substance' moments: the animation *is* good, but we felt that the level of detail sometimes detracted from what should have been an immensely playable title. In short, you'll have to be very good to beat this game!

Although you might be driven slightly loopy in the process, *DKC* has just enough to keep you coming back until you've finished it. A sterling effort, but some might say it falls just short of the original. ■



[Below] *The Kongs huddled around the brazier for warmth as every so often Donkey performed the ritual 'fuelling dance'...*

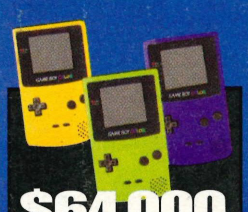


[Below] *Donkey and Diddy's holiday in the Alps went badly wrong when they lost their luggage at the airport...*



NINFO

Link cable	Yes
Infa red	Yes
Built in rumble	No
Saves?	To cart
Publisher	Nintendo
Developer	Rare
Game Type	Platform



$64,000 QUESTION

- ⊕ Fine and dandy graphics
- ⊕ Basically the same as the SNES version!
- ⊖ Pretty darned tricky!
- ⊖ Rendered menus get annoying

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

90%

Soundbite:
Looks great and those who stick with it will be rewarded!

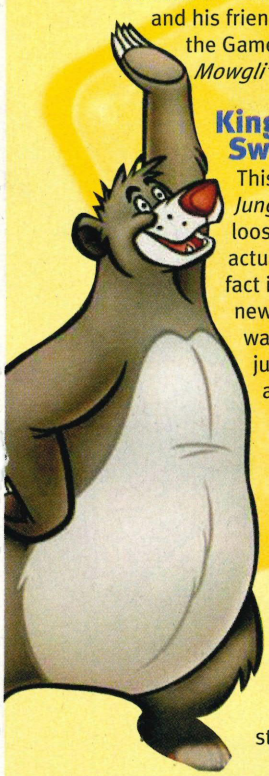


The Jungle Book: Mowgli's Wild Adventure

Written by: Paul Gannon

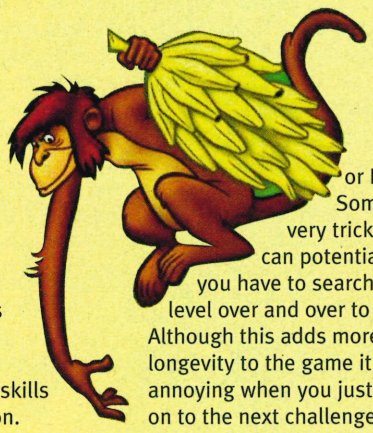
A platform caper straight out of the big book!

Everyone remembers *The Jungle Book*, don't they? It contains some of best tunes, the best characters and rightly deserves to be a cartoon classic! Those famous characters from the pen of Rudyard Kipling have been everything from cuddly toys to interesting kitchenware items. Now the little lad and his friends are appearing on the Game Boy Color in *Mowgli's Wild Adventure*!



King Of The Swingers

This incarnation of *The Jungle Book* is very loosely based on the actual film, but in actual fact it plays like a whole new adventure. By wandering through the jungle and taking advice from Bagheera or Baloo, you must avoid dangerous animals and pick up various skills. You also have to search for switches to unlock doors that lead to the exit of the level. It's all reasonably basic stuff: Mowgli runs, jumps and climbs around a maze-like environment, searching for a way out. What makes this game slightly different from some other platformers is that as the little lad progresses from level to level, he picks up special skills that he can use to move on.





Mowgli can also take his new skills back to search levels which had areas that he couldn't reach before. This, however, does create one of the flaws of the game. To get past a certain number of stages you need to collect some tokens, featuring either Baloo or Bagheera. Some of these are very tricky to find and can potentially mean that you have to search the same level over and over to find them! Although this adds more to the longevity to the game it also becomes annoying when you just want to move on to the next challenge.





"Should earn a place in any hardened platform fan's collection!"

On the plus side though, the game looks great (especially the amazing FMV intro) and there are plenty of moves to learn. While the music is fairly average, the game certainly isn't, and should earn a place in any hardened platform fan's collection! ■



[Above] ***Ah! The touching tale of one boy's love for his panther! Unfortunately, this panther ended up eating the boy. Shame!***

[Below] ***When Mowgli was told by Baloo, "Look out for a snake in the grass", he didn't know it was to be taken literally!***



[Below] ***The foolish child took no notice of the legend and sure enough, he stumbled upon a tree touched by the Blair Witch!***



NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	Password
Publisher	Ubi Soft
Developer	Ubi Soft
Game Type	Platform

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

86%

Soundbite: Classy platform action based on a classic animated film!



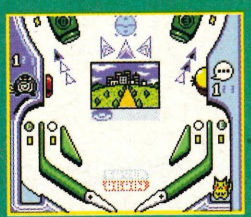
$64,000 QUESTION

- ⊕ Very pretty indeed!
- ⊕ Plenty of moves and loads of variety
- ⊖ Strategy gets in the way
- ⊖ Sometimes very repetitive

Written by: Alex Jones

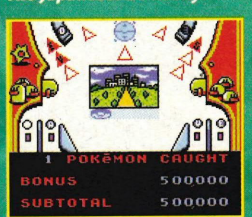
Pokémon Pinball

Pikachu's a flippin' pinball wizard!





[Below] *This is the 'Red Field'. It looks much more like a red pinball table to us – but who are we to argue? The Japanese! So kooky!*



[Below] *If I'd known Pokémon were this valuable, I'd have got into the craze much sooner. There's dosh to be made!*

When your parents were insecure, spot-ridden teenagers, there really was only one 'arcade' game to lean against down at the local coffee bar. No *Silent Scope 2* or *House of the Dead* for them – oh no. Your wisened elders made do with watching, in hushed admiration, as the local flash git spent his Brylcreem allowance on the tilting table, racking up quite obscene amounts of points as he did so.

The Teddy Boy's game of choice (ask your Dad) has now leapt into the 21st Century in the cute, portable form of *Pokémon Pinball* on the Game Boy Color. The game offers you a choice of two tables, or 'fields' as they are bizarrely named. You then, basically, er, play pinball, and catch the little critters by hitting targets around the table. A further option is to play in Map Mode, where the rarity (and difficulty) of the *Pokémon* you're trying to catch increases with each place you visit.

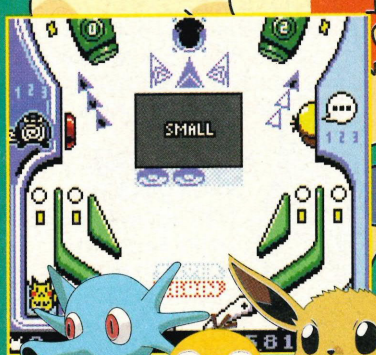
They Call Him Flipper...

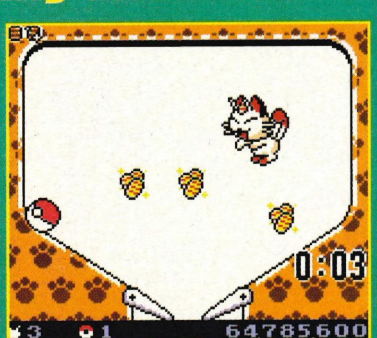
The game is actually very easy to pick up and play, the graphics are unspectacular – but this *is* a pinball game, not *Perfect Dark* after all – and the sheer simplicity of the gameplay makes it fiendishly addictive.

The only minor fault I had was that, of the two tables, I found it much easier to score masses of points on the Blue one, while the Red seemed to take ages to get the points rolling. Also, the table is shown over two screens – top and bottom – switching between the two to follow your ball around. While this switch is almost instantaneous, it can cause you to lose track of the ball if it's flying along at great speed. Once you've got the hang of this minor feature, though, you'll be hooked for hours! ■

[Below] *You know you're playing pinball when there's that many points available! There'll be no room left on the screen soon!*









"The sheer simplicity of the game makes it fiendishly addictive!"

NINFO

Link cable	No
Infa red	No
Built in rumble	Yes
Saves?	To Cart
Publisher	Nintendo
Developer	Nintendo
Game Type	Pinball



$64,000 QUESTION

- ⊕ Easy to pick up and play
- ⊕ Addictive gameplay
- ⊕ Graphics clear and simple
- ⊖ Split-screen takes some getting used to

RATING

Graphics

Audio

RATING

Gameplay

Challenge

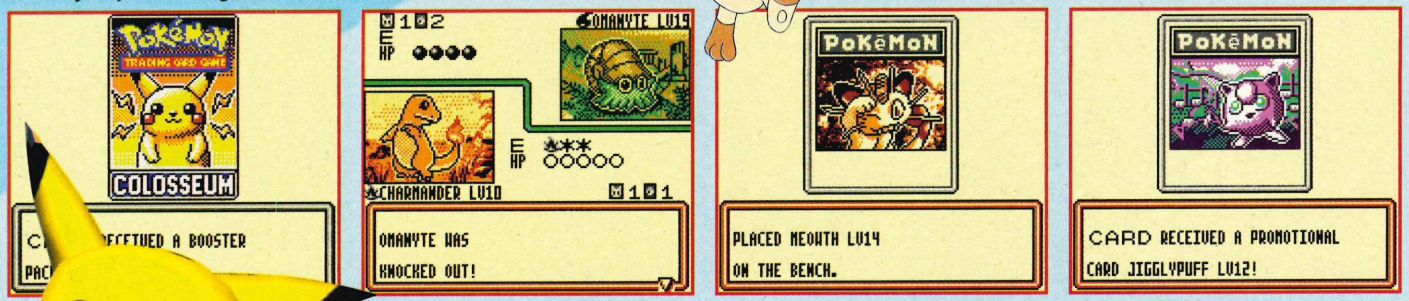
OVERALL SCORE %

80

Soundbite: Simple, addictive, playable fun!

Written by: Paul Gannon

[Below] ***Ain't Pikachu just the sweetest thing? Don't you just want to take him home in your pocket? Altogether... NO!***



Pokémon Trading Card Game

Pokémon in 64-bit magic card trick phenomenon!

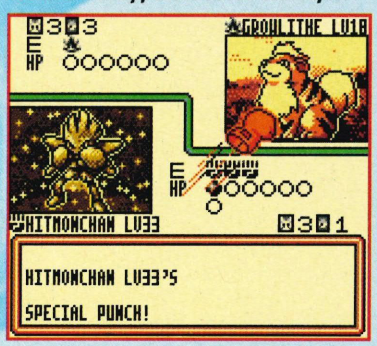
Let me to put my cards on the table. I really don't like *Pokémon* at all. It may sound shocking but it's true. I've had about enough of this current 'trend' to last me a lifetime. Unfortunately, what makes this revelation all the more shocking is that when I had to review this game, I found that I really enjoyed it. Oh my God! I've been sucked in! Help! To be honest, when we heard that there was going to be a *Magic: The Gathering*-style trading card game for the Game Boy Color, I wasn't too impressed. Until I actually played it!

Snap!

If you are a fan of either *Pokémon* or indeed any of the various trading card games, then this GBC title will be right up your street. *Pokémon Trading Card* mixes both card combat strategy and RPG adventure to make a very satisfying game. You meet and greet various characters who challenge you to battles, upon winning these duels you gain extra cards and stronger characters so that you can, hopefully, one day become the best *Pokémon* Card Master Guy in the whole world!

The whole adventure can be very daunting at first, as there is a lot to do and a lot to learn. The actual fighting part of it can also be quite dull and frustrating at times. Having said that, the game is probably only really aimed at *Magic* card player types or *Pokémon* fanatics, who will persevere with this kind of gameplay. Then again, that's still about a billion people who are going to want this title! For anyone else however, you may be sucked in by the addictive gameplay and challenges that await you if you are brave enough to buy this cart (maybe you could slip it behind a copy of *Zelda*!) ■

[Below] ***This is a very difficult move. It's the famed 'Throwing A Boxing Glove Across The Room At Your Opponent's Face' technique!***





> ***"You may be sucked in by the addictive gameplay"***

NINFO

Link cable	Yes
Infa red	Yes
Built in rumble	No
Saves?	To cart
Publisher	Nintendo
Developer	Nintendo
Game Type	Strategy card game



$64,000 QUESTION

- ⊕ Plenty of grey matter needed
- ⊕ Has some lovely *Pokémon* elements
- ⊕ Tons to collect and loads to explore
- ⊖ Very repetitive

RATING

Graphics

Audio

RATING

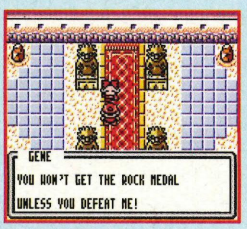
Gameplay

Challenge

OVERALL SCORE

86%

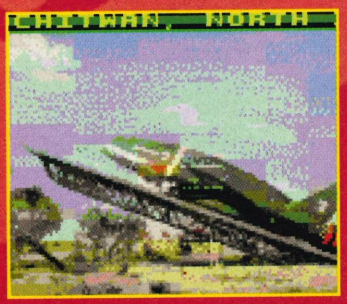
Soundbite: Not to everyone's taste but give it a go - you might be surprised!

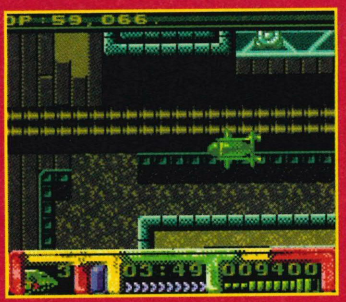


Written by: Roy Kimber

"Thunderbirds is a darn good game!"

[Below] *Thunderbird 2 can fly... er, but not very high apparently, because it can't seem to pass over walls!*



[Above] *Thunderbird 1 stops to refuel – and gets ambushed by a nasty... er, 'fireball' tank! Fly away you daft puppet pilot!*

Thunderbirds

FAB On The GBC, Scott!





[Above] *Under the sea... under the sea! Darling it's better, down where it's wetter, take it from me! (I really liked that movie!)*

If you're under the age of about 18, then you probably associate Gerry Anderson with glossy sci-fi spectaculars like *Space Precinct* and *Farscape*. If you're older than that however, then you're more likely to remember him for a range of top puppets-on-strings adventure series', like *Stingray*, *Captain Scarlet* and, of course... *Thunderbirds*. Now the classic show is making a comeback, *Thunderbirds* mania is sweeping the country and the Game Boy Color is yet one more victim.

Not that this is a bad thing, oh no. *Thunderbirds* is a darn good game, and whether you're a fan of string-controlled puppet drama or not, you're going to like this involving new title.

For those of you unfamiliar with the *Thunderbirds* TV series, it's all about an organisation called International Rescue, which uses advanced technology and a number of impressive aircraft and vehicles to solve various problems – basically they're like the Air Ambulance crossed with Mountain Rescue, only with much better kit!

Calling International Rescue!

The gameplay is divided up into distinct sections, each of which involves a different *Thunderbirds* craft and a different gameplay style. So you get sideways-scrolling shoot-'em-up levels, vertically-scrolling pick-'em-up levels, top-down exploration levels and even a *Spy Hunter*-style racing section! Each craft has a specific training level to get you used to the handling and playing style of the vehicles (six in all) and throughout the game various *Thunderbirds* characters pop up to offer advice, and useful insider information.

Thunderbirds is incredibly well designed and great fun, the different gameplay styles providing a ton of variety. The sound too is superb, with a very nice version of the *Thunderbirds* theme being amongst the many tunes. The only real criticisms would be that there are far too many interruptions by the characters – although these can be ignored – and the password system looks nice but is a little impractical, as it requires you to write down descriptions of the different symbols rather than just a code. All in all though, a very playable game and a must for all fans of the series! ■



NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	Password
Publisher	SCI
Developer	Pukka Games
Game Type	Rescue 'em -up!



$64,000 QUESTION

- ⊕ Variety of gameplay styles
- ⊕ Niceley detailed graphics
- ⊖ The passwords system's a bit of a pain
- ⊖ Too many interruptions!

RATING

Graphics	Audio
5	4

RATING

Gameplay	Challenge
4	4

OVERALL SCORE

90%

Soundbite: An absolutley FAB Game Boy Color title! Well done, Pukka Games!

Written by: Paul Gannon

The New Batman Adventure: Chaos in Gotham

Holy Tights Batman! It's all gone off in Gotham!

Typical isn't it? You wait for ages for another *Batman* game and then two come along at once! It's just like waiting for a bus, except with videogames you don't have to wait for hours in the rain, and in the end you won't get done for fare-dodging!

This version of *Batman* is far more traditional than last issue's offering, borrowing the mood from the movies and staying closer in spirit to the original comic strips! Compared to *Batman Of The Future* on the Game Boy Color, *Batman: Chaos in Gotham* is a rather massive improvement!

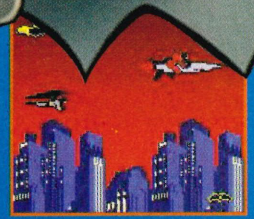
Batman Forever!

It seems something is afoot in the fair town of Gotham, which isn't very surprising considering that the town has seen more violence, panic and destruction than both of the World Wars put together!

Once again, the gameplay is fairly limited (although this one does throw in some driving and flying sections) but the platform elements are reasonably playable and this *Batman* game has more interesting gameplay. You have a whole host of moves and weapons at your beck and call and there are plenty of environments to use them in!

"Once again, the gameplay is really quite limited"

The game looks good, but Batman can be quite tricky to control. OK, he's a maverick, but that doesn't mean he has to handle like one. Jumping is the main crime here as crossing giant gaps can be quite difficult, and can often spell doom if a false move is made. If you are a *Batman* fan, then we would suggest this as the game to play, as it offers much more in nearly every department than its futuristic counterpart. Not really all that bad, but nothing totally amazing either. Sorry!

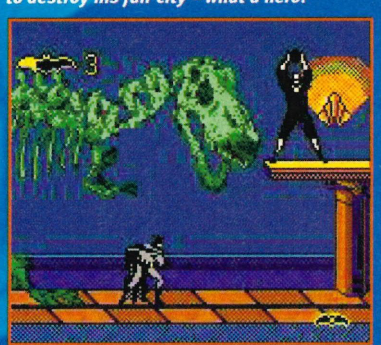


[Above] *Is it a bird, is it a plane? No! It's Superma... hang on! Actually, that's Batman – flying through the sky? I'm very confused!*

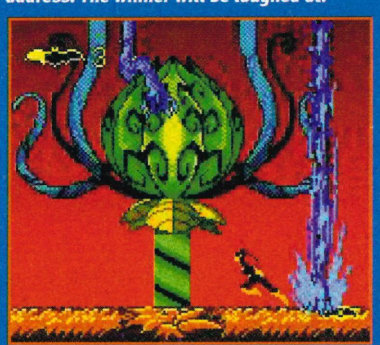
[Below] *Hey Mr Freeze, chill out! It's n-ice to see you! Come on everybody: F'reeze a jolly good fellow... (Enough! – Roy)*



[Below] *Batman is on the warpath again because of all the evil forces that threaten to destroy his fair city – what a hero!*



[Below] *Send your entries marked "What the hell is Batman fighting?" to the usual address. The winner will be laughed at.*



NINFO

Link cable	No
Infa red	Yes
Built in rumble	No
Saves?	Password
Publisher	UBI Soft
Developer	Digital Eclipse
Game Type	Beat 'em up



$64,000 QUESTION

- ⊕ Not bad lookin'
- ⊕ Simple enough
- ⊖ A bit dull
- ⊖ Bit plain, could do with being spiced up a bit!

RATING

Graphics



Audio



RATING

Gameplay



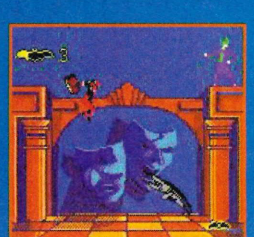
Challenge



OVERALL SCORE %

79

Soundbite: The better of the two *Batman* games out at the moment!



Written by: Alex Jones

Inspector Gadget

Go Go Platform-Hopping Action!



A Policeman's lot is not a happy one, or so the saying goes. Avalanches of paperwork, cumbersome headgear and the constant threat of being asked the time by weird old ladies are just a few of the perils faced daily by the noble Plod. It seems, however – if *Inspector Gadget* on the Game Boy Color is anything to go by – that the British Bobby's Yank cousins have a somewhat tougher time of it. Apparently, super-villain Dr Claw is breeding man-eating cacti at a secret island factory, so it's top cop Gadget's job to stop everyone from becoming plant food!

"the central characters are fantastically well animated."





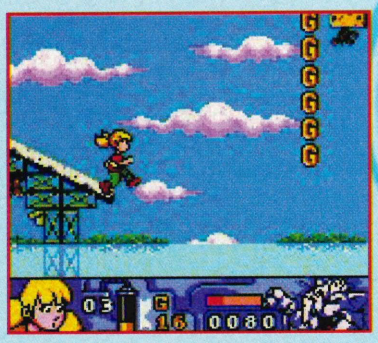
The game itself is pretty standard fare: a run-of-the-mill side-scrolling platformer, with little in the way of original gameplay. This is more than made up for though, by the great graphics. All of the environments are extremely detailed and pretty darned gorgeous, and the central characters (Gadget, Penny and Brains) are fantastically well animated.

Go Go Gadget Game Boy!

To succeed in *Inspector Gadget*, you must use all three characters' special skills. Gadget is the strongest, equipped with a mallet in his hat with which to strike his foes. Penny is the computer whiz, can swim underwater and is handy for solving puzzles at the end of each level. Brain the dog is the most useful character, as he is able to leap great distances.

So, if it looks great, the levels are detailed, and it's faithful to the cartoon, it's a great game, right? Well... yes. And no.

The main problem with this game is that there seem to be loads of blind leaps of faith needed, which, when they go wrong – and in the later levels, that's a lot – are darned annoying. Another problem is collision detection. For most attacks, you've got to practically line the sprites up with a set-square to get a successful strike in. The end result is a game which is tough mainly due to irritating level design, rather than complex gameplay, which is a shame. ■



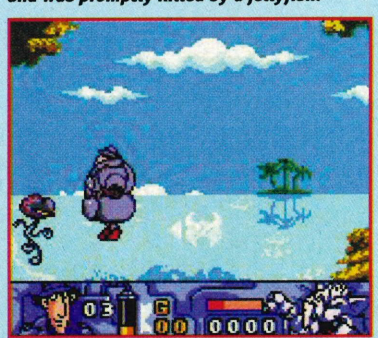


[Below] ***The inspector knew he had a good chance of victory at the annual 'Cartoon Character Pogo Olympics'.***



[Below] ***Four days after his ship sank in high seas, Gadget finally spotted the shore, and was promptly killed by a jellyfish.***





NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	Password
Publisher	UBI Soft
Developer	RFX Interactive
Game Type	Platform



$64,000 QUESTION

- ⊕ Gorgeous graphics
- ⊕ Good use of the cartoon characters
- ⊖ Very repetitive
- ⊖ Dodgy collision detection

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

85

Soundbite:
A good game marred by a few flaws

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Banjo Kazooie	Flying Dragon	M. P's Strike Zone	Revolt	Top Gear Series
Battle Tanks	Forsaken	Mischief Makers	Ridge Racer 64	Toy Story 2
Beetle Adv. Racing	F-Zero X	Mission Impossible	Roadsters	Triple Play 2000
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Carmaggedon	Hexen	NBA Hangtime	Shadowman	V-Rally '99 Edition
Castlevania Series	Hybrid Heaven	NHL '99	Shadows Of Empire	Waialae Country Club
Clayfighter 64	Int. Super Soccer	Nuclear Strike 64	SimCity 2000	War Gods
Com. & Conq. 64	Int Track & Field 2000	Operation Winback	South Park	Wave Race
Cyber Tiger	ISS '98	Paper Boy	South Park Rally	WCW Series
Daikatana	Jet Force Gemini	Perfect Dark	Space Dynamites	Winback: Covert Ops
Destruction Derby 64	K. Griffey Jr Slugfest	Perfect Striker	Space Station	Wipeout 64
Diddy Kong Racing	Killer Instinct Gold	Pilot Wings	Star Wars: Racer	World Cup '98
Donkey Kong 64	Knife Edge	Pokemon Snap	Star Wars: R. Squad.	World Driver Champ.
Doom 64	Knockout Kings 2000	Pokemon Stadium	Superman	WWF Series
Duke Nukem Series	K. Bryant: NBA Court.	Pow. World Soccer 3	Super Mario	Xena Warrior Princess
Earthworm Jim 3D	Lego Racers	Premier Manager 64	Super Robot Spirits	Yoshi's Story
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Take your place on the paper podium that is...

Scorezone

Back once again is Scorezone, a meeting place for all of you who have something to prove. Things have been slow recently in both volume and variety, but with all the new stuff pouring out onto shop shelves there are plenty of new challenges for some of you to rise to, and then for others to try and beat. You know how it works, so grab your best times/achievements/scores, post them our way and there might be something in it for you! The lucky guy this month is David McKinnie who has supplied us with more scores for *Track and Field Summer Games*. It's all very well filling out the old favourites but we'd like to see some more 'new kids on the block' – there, you've been told!

New Games Needed!

Well, *Mario Tennis* is the game we'd most like to see arrive on these hallowed pages but as we get closer to end of the year there's a whole host of new games for you to get ridiculously good at! Maybe *Duck Dodgers* is something you'd like to investigate or possibly even *Brunswick Bowling* (oh lordy!) is more up your alley? Geddit? Oh forget it! Either way, surprise us!

Enter The Zone!

Follow these easy steps to achieve entry to the 64 Magazine annals of fame:

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

Perfect Dark

DataDyne Central
0:36 Arif Mollah, Lancashire

DataDyne Research
1:36 Arif Mollah, Lancashire

DataDyne Central
1:24 Arif Mollah, Lancashire

Carrignton Villa
1:24 Arif Mollah, Lancashire

Chicago
0:20 Arif Mollah, Lancashire

G5 Building
1:06 Arif Mollah, Lancashire

Area 51: Infiltration
1:41 Arif Mollah, Lancashire

Area 51: Rescue
1:54 Arif Mollah, Lancashire

Area 51: Escape
2:59 Arif Mollah, Lancashire

Air Base
1:46 Arif Mollah, Lancashire

Air Force One
1:06 Arif Mollah, Lancashire

Crash Site
1:54 Arif Mollah, Lancashire

Pelagic 2
1:28 Arif Mollah, Lancashire

Deep Sea
4:01 Arif Mollah, Lancashire

Carrington Institute
1:06 Arif Mollah, Lancashire

Attack Ship
2:59 Arif Mollah, Lancashire

Skeedar Ruins
1:48 Arif Mollah, Lancashire

Mr B's Revenge
1:57 Arif Mollah, Lancashire

Maian SOS
2:32 Arif Mollah, Lancashire

War
0:36 Arif Mollah, Lancashire

The Duel
0:04 Arif Mollah, Lancashire

Jetpac Arcade Game

661910
James Eyre, Leicester

660760
Thomas Pooley, Surrey

655360
Jeffery Van der Aa, Netherlands

50650
Trent Green, Australia

31060
Anthony Hooley, Breaston

21040
Neil leonard, Fleet

Donkey Kong 64

Rambi Arena
216
Sean Matthews, Paisley

212
Kris Christopher, Maestey

202
James Eyre, Leicester

202
Chris Webb, Gloucester

198
Karl Kobst, Australia

Enguarde Arena
365
Sean Matthews, Paisley

345
Karl Jobst, Australia

255
James Eyre, Leicestershire

250
Anthony Hooley, Breaston

250
Chris Webb, Gloucester

Jetpac Arcade Game
661910
James Eyre, Leicester

655360
Jeffery Van der Aa, Netherlands

50650
Trent Green, Australia

31060
Anthony Hooley, Breaston

Donkey Kong Arcade Game
52900
Yiannis Zavros, Cyprus

52400
Chris Webb, Gloucester

30600
John Lambregts, Holland

30500
James Eyre, Leicester

19100
Jeffery Van der Aa, Netherlands

International Track & Field: Summer games

Pole Vault
6.48m, David McKinnie, Cambridgeshire

100m Sprint
00:09:64 secs, David McKinnie, Cambridgeshire

110m Hurdles
00:13:10 secs, David McKinnie, Cambridgeshire

Long Jump
9.19m, David McKinnie, Cambridgeshire

Triple Jump
18.72m, David McKinnie, Cambridgeshire

Javelin Throw
105.84m, David McKinnie, Cambridgeshire

Hammer Throw
100.93m, David McKinnie, Cambridgeshire

High Jump
2.54m, David McKinnie, Cambridgeshire

100m Freestyle
00:49:69 secs, David McKinnie, Cambridgeshire

100m Breaststroke
01:02:12 secs, David McKinnie, Cambridgeshire

Vault
9.97 pts, David McKinnie, Cambridgeshire

Horizontal Bar
9.95 pts, David McKinnie, Cambridgeshire

Weight Lifting
252.5 kg, David McKinnie, Cambridgeshire

Trap Shooting
204 pts, David McKinnie, Cambridgeshire

Champoinship
10123 pts, David McKinnie, Cambridgeshire

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
1:04 Karl Jobst, Australia
1:03 Mark Nicol, Western Australia
1:06 Matthys ten Ham, The Netherlands

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

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

Graveyard Race
0:50 Stephen Hill, Kent
0:52 Karl Jobst, Australia
0:53 David Ryan, Derby
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham

Quake II

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

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

Intelligence Centre
1:33 Darren Harris, Birmingham
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

Mischief Makers

53 yellow gems Luke Kemp, Sevenoaks
52 yellow gems Luke Sutton, Australia

Extreme G

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

City 2
3:07:66 Jon Burrows, Queensland

City 3
1:58:36 Jon Burrows, Queensland

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

Desert 2
1:54:70 Jon Burrows, Queensland

Desert 3
2:27:18 Jon Burrows, Queensland

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

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

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

Chameleon Twist

Jungle Land
03:11
Luke Sutton, South Australia

03:15
Robert Gallagher, Southampton

03:25
Zack King, Surrey

04:50
Jeffrey Van Der Aa, The Netherlands

Ant Land
09:27
Robert Gallagher, Southampton

Goldeneye

Facility – 00 Level!
0:38 Arif Mollah, Lancashire
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
0:47 Arif Mollah, Lancashire
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
0:21 Arif Mollah, Lancashire
0:22 Zak Brown, Australia
0:23 Jon Burrows, Queensland
0:24 Karl Jobst, Australia
0:24 Michael Williams, Exeter
0:24 David Ryan, Derby

Surface 1
0:52 Arif Mollah, Lancashire
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
0:16 Arif Mollah, Lancashire
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland
0:19 Chris Stuart, Peterhead
0:19 Arif Mollah, Rochdale
0:19 Karl Jobst, Australia

Launch Silo
0:49 Arif Mollah, Lancashire
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
0:23 Arif Mollah, Lancashire
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle
0:31 Karl Jobst, Australia
0:31 Matthys ten Ham, The Netherlands
0:32 Stephen Hill, Maidstone

Surface 2
0:54 Arif Mollah, Lancashire
0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthys ten Ham, The Netherlands

Bunker 2
0:20 Arif Mollah, Lancashire
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
2:22 Arif Mollah, Lancashire
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia
2:37 Matthys ten Ham, The Netherlands
2:38 Danny Dunn, New Leake
2:38 Arif Mollah, Rochdale

Military Archives
0:16 Arif Mollah, Lancashire
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
1:08 Arif Mollah, Lancashire
1:00 Zak Brown, Australia
1:12 Jon Burrows, Queensland
1:14 Danny Dunn, New Leake
1:16 Karl Jobst, Australia
1:17 Matthys ten Ham, The Netherlands

Depot
0:22 Arif Mollah, Lancashire
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
1:02 Arif Mollah, Lancashire
1:02 Karl Jobst, Australia
1:05 Jon Burrows, Queensland
1:06 Karl Jobst, Australia
1:07 Matthys ten Ham, The Netherlands
1:07 Arif Mollah, Rochdale

Control Centre
3:39 Arif Mollah, Lancashire
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester
3:51 Arif Mollah, Rochdale
3:52 Richard Dunn, New Leake
4:20 Karl Jobst, Australia

Water Caverns
1:00 Arif Mollah, Lancashire
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
1:06 Arif Mollah, Rochdale
1:07 Karl Jobst, Australia

Cradle
0:39 Arif Mollah, Lancashire
0:40 Jon Burrows, Queensland
0:42 Karl Jobst, Australia
0:42 Matthys ten Ham, The Netherlands
0:45 Karl Jobst, Australia
0:46 Stephen Hill, Maidstone

Aztec Complex
1:07 Arif Mollah, Lancashire
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
0:48 Arif Mollah, Lancashire
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
0:54 Arif Mollah, Rochdale
0:55 Karl Jobst, Australia
0:55 Matthys ten Ham, The Netherlands
0:56 Martin Hurley, St Helens

Diddy Kong Racing

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

Fossil Canyon
00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:04:62 James Eyre, Leicester
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands

Jungle Falls
00:41:51 Stacy Needham, Bicester
00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston

Treasure Caves
00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

Whale Bay
00:53:01 Keith Boiston, Felling
00:56:75 James Eyre, Leicestershire
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge

Pirate Lagoon
01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:11:85 Darren Harris, Birmingham

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

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

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

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

Haunted Woods
00:48:36 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
01:25:26 Richard Dunn, New Leake
01:28:11 Darren Harris, Birmingham
01:28:16 Tammy Harris, Birmingham
01:30:91 Kevin Seeney, Bury St Edmunds

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

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

Walrus Cove
01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:41:55 Jan-Erik Spangberg, Sweden

Spacedust Alley
01:25:05 Stacy Needham, Bicester
01:28:83 James Eyre, Leicester
01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeney, Bury St Edmunds

Darkmoon Caverns
01:39:13 Keith Boiston, Felling
01:46:41 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeney, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden
01:57:26 Martin Hurley, St Helens

Spaceport Alpha
01:32:00 Stacy Needham, Bicester
01:32:31 Keith Boiston, Felling
01:41:51 James Eyre, Leicester
01:44:35 Kevin Seeney, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury

Star City
01:14:20 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
01:42:48 John Dick, Uddingston
01:50:07 Martin Hurley, St Helens

Shadows Of The Empire

Battle of Hoth
0:02:07 Matthew Stevenson, Bournemouth
0:02:23 Karl Jobst, Australia
0:02:46 Magnus Smith, Burra Isle
0:02:52 John Brennan, Bicester
0:03:15 Karl Jobst, Australia

Escape from Echo Base
0:01:26 Karl Jobst, Australia
0:01:36 Magnus Smith, Burra Isle
0:01:58 Jason Lloyd Parsons, Anglesey
0:03:28 John Brennan, Bicester
0:03:52 Matthew Stevenson, Bournemouth

The Asteroid Field
0:03:16 Matthew Stevenson, Bournemouth
0:03:32 Karl Jobst, Australia
0:03:38 John Brennan, Bicester
0:04:00 John Lambregts, The Netherlands
0:04:19 Sebastian Pantrey, Goudhurst

Mos Eisley and Beggar's Canyon
0:01:36 Karl Jobst, Australia
0:01:41 Magnus Smith, Burra Isle
0:02:49 Matthew Stevenson, Bournemouth
0:04:26 Hans Lafeber, The Netherlands

Imperial Freighter Suprosa
0:01:11 Karl Jobst, Australia
0:01:20 Magnus Smith, Burra Isle
0:01:55 John Brennan, Bicester
0:03:13 Hans Lafeber, The Netherlands

Skyhook Battle
0:05:51 Karl Jobst, Australia
0:06:06 Magnus Smith, Burra Isle
0:06:37 John Brennan, Bicester
0:06:50 Matthew Stevenson, Bournemouth
0:09:11 Karl Jobst, Australia

Xizor's Palace
0:04:01 Karl Jobst, Australia
0:04:15 Jason Lloyd Parsons, Anglesey
0:05:00 Magnus Smith, Burra Isle
0:05:54 John Brennan, Bicester
0:07:50 Hans Lafeber, The Netherlands

WCW/ Nitro

Single Match
98120 Jon Burrows, Queensland
61900 Rob Varley, Queensland

Tag Match
110680 Jon Burrows, Queensland
77280 Gavin Deadman, Biggin Hill

US Heavyweight
160120 Gavin Deadman, Biggin Hill
145670 Jon Burrows, Queensland

Cruiserweight
145475 Jon Burrows, Queensland
98790 Gavin Deadman, Biggin Hill

Tag Team Title
571110 Jon Burrows, Queensland

World Heavyweight
160650 Jon Burrows, Queensland

TV Title
96960 Gavin Deadman, Biggin Hill

Handicap Match
97540 Jon Burrows, Queensland

Battle Royal
47000 Gavin Deadman, Biggin Hill
46400 Jon Burrows, Queensland

Yoshi's Story

37500 Anthony Hooley, Breaston
37424 Danny Dunn, New Leake
35998 Richard Dunn, Boston
35460 Bonny Qvistorff, Copenhagen
34956 David Park, Hebburn
33701 Andy Murray, Bournemouth
32112 Martin Hurley, St Helens

Tetrisphere

Rescue
913530600 John Lambregts, The Netherlands
259549700 Joel Smith, Springwood, Australia
145032800 Jay Scott, Fort-William
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland

Snowboard Kids

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

Xena: Warrior Princess

MODE	TIME	
Mortal	03:47sec,	Julian Scott, Newry
Hero	03:46sec,	Julian Scott, Newry
God	13:59sec,	Julian Scott, Newry

Starfox/Lylat Wars

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

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

Meteo
397 kills Richard Dunn, New Leake
377 kills Kevin Seeney, Bury St Edmunds
343 kills John Lambregts, The Netherlands
339 kills David Ryan, Dublin
321 kills John Lambregts, Holland

Sector X
246 kills Kevin Seeney, Bury St Edmunds
244 kills John Lambregts, The Netherlands
233 kills Karl Jobst, Australia
211 kills David Ryan, Dublin
188 kills John Lambregts, Holland

Katina
333 kills Daniel Dunn, New Leake
217 kills Kevin Seeney, Bury St Edmunds
215 kills John Lamgregts, Holland
214 kills David Ryan, Dublin
197 kills Karl Jobst, Australia

Sector Y
187 kills David Ryan, Dublin
173 kills Michael Ilioski, Victoria
166 kills Gavin Brennan, Claremorris
166 kills Charles Nuttall, Oldham

Sector Z
97 Kills Michael Ilioski, Victoria
85 kills Greg Smith, Wamberal

Sector S
232 kills Michael Ilioski, Victoria

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
425 kills Karl Jobst, Australia
417 kills John Lambregts, Holland
374 kills Mark Nicol, Western Australia
327 kills John Lambregts, Holland

Quake 64

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Mario Party

Shy Guy Fly
0:08:76 Kimmo Kartasolo, Finland
0:09:28 Darren Harris, Birmingham
0:09:72 Daniel Hooley, Breaston
0:09:72 Ian Kirk, Nottingham
0:09:12 Rachael Verel, Fulwood

Slot Car Derby 1
0:25:13 Darren Harris, Birmingham
0:26:86 Tammy Harris, Birmingham
0:27:60 John Lambregts, Holland
0:29:73 Kimmo Kartasolo, Finland

Slot Car Derby 2
0:34:03 Darren Harris, Birmingham
0:34:20 Anthony Hooley, Breaston
0:39:90 Kimmo Kartasolo, Finland

Blast Corps

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

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

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

Moon
2:23:0 Mark Nicol, Western Australia

Venus
2:21:5 Luke Sutton, Australia

Mario Kart 64

Luigi Raceway
00:36:91 Arif Mollah, Rochdale
00:43:73 Adam Tucker, Great Yarmouth
00:46:78 Ben Kitchin, Australia
00:48:24 Jon Burrows, Queensland
00:48:42 Caroline Fawcett, North Horncastle

Moo Moo Farm
01:17:32 Arif Mollah, Lancashire
01:15:77 Jeffery Van der Aa, Netherlands
01:16:55 James Eyre, Leicester
01:18:74 Arif Mollah, Rochdale
01:19:26 Adam Tucker, Great Yarmouth
01:20:51 James Allsopp, Alvaston

Koopa Troopa Beach
01:23:12 Arif Mollah
01:20:86 Jeffery Van der Aa, Netherlands
01:23:17 James Eyre, Leicester
01:24:04 Adam Tucker, Great Yarmouth
01:24:48 Arif Mollah, Rochdale
01:27:81 Alan Dundas, Arbroath

Frappe Snowland
00:25:33 Arif Mollah, Rochdale
00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake

Mario Raceway
00:18:80 Arif Mollah, Rochdale
00:25:72 Ben Kitchin, Australia
00:27:79 Adam Tucker, Great Yarmouth
00:49:38 David Park, Hebburn
00:51:47 Caroline Fawcett, North Horncastle

Wario Stadium
00:18:32 Jeffery Van der Aa, Netherlands
00:18:84 Arif Mollah, Rochdale
00:19:16 Ben Kitchin, Australia
00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake

Choco Mountain
0:46:08 Jeffery Van der Aa, Netherlands
0:57:96 James Eyre, Leicester
01:00:56 Richard Dunn, New Leake
1:02:98 Arif Mollah, Rochdale
01:20:74 Adam Tucker, Great Yarmouth

Royal Raceway
01:19:75 Jeffery Van der Aa, Netherlands
01:24:49 Arif Mollah, Rochdale
01:26:99 Ben Kitchin, Australia
01:27:43 Adam Tucker, Great Yarmouth
01:47:73 Jon Burrows, Queensland

Kalamari Desert
00:44:39 Arif Mollah, Lancashire
00:50:70 Jeffery Van der Aa, Netherlands
00:52:47 Ben Kitchin, Australia
01:01:43 Arif Mollah, Rochdale
01:09:01 Adam Tucker, Great Yarmouth
01:20:65 James Eyre, Leicester

Yoshi Valley
00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
00:37:64 Arif Mollah, Rochdale
01:00:94 Jeffery Van der Aa, Netherlands

Rainbow Road
03:08:87 Ben Kitchin, Australia
04:04:92 Adam Tucker, Great Yarmouth
04:04:70 Arif Mollah, Rochdale
04:07:89 Jamie Eccles, California
04:13:51 James Eyre, Leicestershire

Banshee Boardwalk
00:52:31 Jeffery Van der Aa, Netherlands
00:55:24 Ben Kitchin, Australia
00:58:76 Jon Burrows, Queensland
01:20:52 Adam Tucker, Great Yarmouth
01:47:28 Arthur Van Dalen, The Netherlands

Donkey Kong's Jungle Parkway
00:28:81 Arif Mollah, Rochdale
00:29:03 Aaron Norris, Western Australia
00:31:28 Jeffery Van der Aa, Netherlands
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:41:49 Martin Hurley, St Helens

Sherbet Land
00:59:59 Arif Mollah, Lancashire
00:58:05 Ben Kitchin, Australia
01:35:89 Jon Burrows, Queensland
01:41:19 Adam Tucker, Great Yarmouth
01:43:24 James Eyre, Leicester
01:44:20 Arif Mollah, Rochdale
01:51:69 James Eyre, Donington Le Heath
01:56:16 Martin Hurley, St Helens
02:04:12 Craig Bartlett, Bournemouth

Bowser's Castle
01:12:59 Jeffery Van der Aa, Netherlands
01:20:90 Adam Tucker, Great Yarmouth
01:24:12 Ben Kitchin, Australia
01:58:95 Jon Burrows, Queensland
02:02:79 James Eyre, Leicester
02:21:22 Martin Hurley, St Helens
02:34:16 John Bailey, Stevenge

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
01:51:22 Martin Hurley, St Helens
02:21:22 Martin Hurley, St Helens
02:29:06 Craig Bartlett, Bournemouth

Banjo Kazooie

Spiral Mountain
0:02:01 Jon Burrows, Queensland
0:02:25 Niall Hickey, County Waterford
0:02:44 Darren Harris, Birmingham
0:02:58 Michael Ilioski, Australia
0:03:31 Christopher Ilioski, Australia

Mumbo's Mountain
0:04:44 Jon Burrows, Queensland
0:05:28 Kevin Seeney, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford

Treasure Trove Cove
0:08:29 Jon Burrows, Queensland
0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:03 Darren Harris, Birmingham

Mad Monster Mansion
0:10:45 Jon Burrows, Queensland
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
0:14:07 Jon Burrows, Queensland
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

Clanker's Cavern
0:08:31 Jon Burrows, Queensland
0:08:47 Kevin Seeney, Bury St Edmunds
0:09:16 Jan-Erik Spangberg, Sweden
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden

Click Clock Wood
0:20:52 Jon Burrows, Queensland
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
0:12:18 Jon Burrows, Queensland
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
0:13:19 Jon Burrows, Queensland
0:13:34 Kevin Seeney, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:19:42 Darren Harris, Birmingham

Gobi's Valley
0:11:25 Jon Burrows, Queensland
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

100 Jiggies, 900 Notes
2:46:17 Kevin Seeney, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

Gruntilda's Lair
0:46:46 Michael Ilioski, Victoria

Donkey Kong Arcade Game

52900 Yiannis Zavros, Cyprus
52400 Chris Webb, Gloucester
30600 John Lambregts, Holland
30500 James Eyre, Leicester
20000 Thomas Pooley, Surrey

Turok Training

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

Micro Machines

The Main Course
00:11:90 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
00:23:72 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
00:17:30 James Eyre, Leicester
00:35:29 Jeffrey Van Der Aa, The Netherlands
00:35:86 Ned Pendleton, Brackley

Crash And Fern
00:13:19 James Eyre, Leicester
00:21:22 Jeffrey Van Der Aa, The Netherlands
00:22:06 Ned Pendleton, Brackley

Destruction Dirtbox
00:16:94 James Eyre, Leicester
00:29:48 Jeffrey Van Der Aa, The Netherlands
00:30:01 Ned Pendleton, Brackley

Brake-Fast Bends
00:26:26 James Eyre, Leicester
00:33:36 Jeffrey Van Der Aa, The Netherlands
00:33:76 Ned Pendleton, Brackley

Calculator Risk
00:15:94 James Eyre, Leicester
00:23:19 Jeffrey Van Der Aa, The Netherlands
00:25:97 Ned Pendleton, Brackley

Wipeup
00:17:06 James Eyre, Leicester
00:34:25 Jeffrey Van Der Aa, The Netherlands
00:36:67 Ned Pendleton, Brackley

Tanks Alot
00:18:39 James Eyre, Leicester
00:27:10 Jeffrey Van Der Aa, The Netherlands
00:27:67 Ned Pendleton, Brackley

Baguette Balance
00:15:70 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
00:16:34 James Eyre, Leicester
00:23:11 Jeffrey Van Der Aa, The Netherlands
00:25:05 Ned Pendleton, Brackley

Pebble Dash
00:15:69 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
00:12:30 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
00:30:05 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
00:22:47 James Eyre, Leicester
00:39:29 Jeffrey Van Der Aa, The Netherlands
00:39:58 Ned Pendleton, Brackley

Stinky Sinks
00:10:32 James Eyre, Leicester
00:17:35 Jeffrey Van Der Aa, The Netherlands
00:22:31 Ned Pendleton, Brackley

Sand Blaster
00:14:72 James Eyre, Leicester
00:34:65 Jeffrey Van Der Aa, The Netherlands
00:35:42 Ned Pendleton, Brackley

Swerve Shot
00:06:05 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 Achillies Zanettis, Kenton

Breakfast At Cherry's
00:11:30 James Eyre, Leicester
00:21:95 Jeffrey Van Der Aa, The Netherlands
00:23:64 Chris Cox, Cambridge
00:24:12 Ned Pendleton, Brackley

Formula X
00:13:87 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
00:13:27 James Eyre, Leicester
00:26:99 Jeffrey Van Der Aa, The Netherlands

Cheesy Jumps
00:7:18 James Eyre, Leicester
00:14:12 Jeffrey Van Der Aa, The Netherlands

Cereal Killer
00:26:50 James Eyre, Leicester
00:43:48 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

Ambush At Mos Eisley
00:35 Richard Dunn, New Leake
00:44 Karl Jobst, Australia
00:45 Arif Mollah, Rochdale
00:54 Jon Burrows, Queensland
00:56 Jan-Erik Spangberg, Sweden

Rendezvous On Barkhesh
05:10 Paul Nicholls, Coventry
05:13 Darren Harris, Birmingham
05:19 Richard Dunn, New Leake
05:19 John Brennan, Bicester
05:19 Karl Jobst, Australia

The Search For The Nonnah
03:29 Arif Mollah, Rochdale
03:31 Richard Dunn, New Leake
03:58 Karl Jobst, Australia
04:11 Darren Harris, Birmingham

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
01:30 Karl Jobst, Australia

Defection At Corellia
07:29 Jan-Erik Spangberg, Sweden
07:50 Karl Jobst, Australia
08:10 Arif Mollah, Rochdale
09:02 Chris Handley, Notts
09:09 John Brennan, Bicester

The Liberation Of Gerrard V
04:04 Arif Mollah, Rochdale
04:04 Richard Dunn, New Leake
04:04 Jan-Erik Spangberg, Sweden
04:20 Karl Jobst, Australia

Imperial Construction Yards
01:51 Richard Dunn, New Leake
02:02 Jon Burrows, Queensland
02:03 Karl Jobst, Australia
02:12 Arif Mollah, Rochdale
02:22 Philip Munt, Surrey

Assault On Kile II
01:55 Richard Dunn, New Leake
02:39 Arif Mollah, Rochdale
03:28 Jon Burrows, Queensland
03:42 Karl Jobst, Australia
05:55 Ian Lawlor, Churwell

Rescue On Kessel
0:24 Richard Dunn, New Leake
0:24 Jan-Erik Spangberg, Sweden
0:24 Karl Jobst, Australia
0:29 Jon Burrows, Queensland
0:34 John Brennan, Bicester

Prisons Of Kessel
07:36 Richard Dunn, New Leake
07:55 Jon Burrows, Queensland
08:31 Darren Harris, Birmingham
08:47 Arif Mollah, Rochdale
08:52 Karl Jobst, Australia

Battle Above Taloraan
01:58 Arif Mollah, Rochdale
02:02 Danny Dunn, New Leake
02:20 Jon Burrows, Queensland
02:24 Jan-Erik Spangberg, Sweden
03:03 Darren Harris, Birmingham

Escape From Fest
05:29 Arif Mollah, Rochdale
05:29 Karl Jobst, Australia
05:44 Jon Burrows, Queensland
06:21 John Brennan, Bicester

Blockade On Chandrila
04:48 Ian Lawlor, Churwell
04:57 Karl Jobst, Australia
05:02 Jon Burrows, Queensland
05:05 Darren Harris, Birmingham
05:10 Arif Mollah, Rochdale

Raid On Sullust
01:25 Arif Mollah, Rochdale
01:43 Richard Dunn, New Leake
01:46 Jon Burrows, Queensland
01:55 Darren Harris, Birmingham
02:45 Karl Jobst, Australia

Moff Seerdon's Revenge
02:29 Jon Burrows, Queensland
04:01 Arif Mollah, Rochdale
04:08 John Brennan, Bicester
05:27 Karl Jobst, Australia
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
05:07 Karl Jobst, Australia

Battle Of Hoth
02:49 Jan-Erik Spangberg, Sweden
03:11 Karl Jobst, Australia
03:16 Arif Mollah, Rochdale
03:18 Danny Dunn, New Leake

The Deathstar Trench Run
01:50 Jon Burrows, Queensland
01:54 Richard Dunn, New Leake
01:53 Karl Jobst, Australia
01:56 Jan-Erik Spangberg, Sweden
01:58 Arif Mollah, Rochdale

Scorezone Challenge!

Another false start this month and the athletes have been sent back to the starting line. Until we get sent some genuinely sore thumbs posting us evidence of top scores on *International Track and Field*, we'll just have to look elsewhere. So... no specific challenge this month... just send us a top score on a game we haven't featured yet!

THE ULTIMATE PLAYER

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



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

64 SOLUTIONS CHEATS HOTLINE

0906 4664493

Okay... by now you'll have realised that in our A-Z of Cheats we've got pretty much every N64 hint, tip and code there ever was and because we update it every month you can be sure that if there's a cheat out there then chances are it's in the A-Z.

However, this does mean that you only get the new cheats once a month, so if you're one of those people that absolutely has to have the new cheats the day they're discovered then you might be interested in this...

The 64 Solutions Cheats Hotline holds all the latest cheats, tips and codes for the N64 and the Game Boy Color and it's accessible via telephone, 7 days a week, 15 hours a day. So if you're really stuck and we haven't got the cheat for you in the A-Z, then it's worth giving our games specialists a call.

Open 8am to 11pm.

IMPORTANT: Calls cost £1.50 per minute AT ALL TIMES. Call charges will appear on your standard telephone bill so you MUST seek the permission of the person paying the bill (if they aren't you) before calling.

Complete Money Back Guarantee

If you aren't totally satisfied with the solution given to you by our hotline staff, then immediately fax us your complaint on 01753 755930 to get a full refund – because if you ain't happy, we ain't happy!

64 A to Z SOLUTIONS

Of Hints, Tips & Cheats...

Need help? Then this is where to come! The following 12 pages contain a complete list – updated monthly – of every N64 cheat, hint and tip. New additions are highlighted in red. Updated cheats are in green.

AIR BOARDER 64

Bonus Characters

To unlock the four bonus characters: Finish all level and tracks in Time Attack mode in the time set; Get an A ranking on all levels and tracks in Street Work mode; Get an S ranking on all levels and tracks in Street Work mode; Get a Perfect ranking on every level and track in Coin mode.

Bonus Boards

Unlock all four bonus characters then at the Board Selection screen press Up, Up, Down, Left, Right, Left, Right, B, A to get the following bonus boards

J -Arm
Gives extra turbos
Ika-Chu
gives double jumps
Father
gives longer air time
J-B
press A+B for turbo jumps

AERO GAUGE

Turbo Start

Hold A and B at the start then release B after the announcer says "ready!"

Turbo

For speed hold down A to accelerate, make a hard turn in either direction while holding Z, then release both buttons. If your timing is right you get get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

AUTOMOBILI LAMBORGHINI

Mirror tracks
To access the reversed tracks, finish the championship mode on both novice and expert difficulty. You win some new cars too!

Hidden Cars
Bugatti EB110
Finish championship mode on novice
Ferrari F50
Finish championship mode on expert
Ferrari Testarossa
Finish the basic arcade mode on expert
Porsche 959
Finish the basic arcade mode on expert
Vector
Finish the pro arcade mode on novice
Dodge Viper
Finish the pro arcade mode on expert

ARMORINES: PROJECT SWARM

CHEAT CODES
Enter the following codes on the cheats screen for the resulting effects.
Goldenpie
unlocks all cheats
Skippy
accesses all levels
Godly
reveals God mode
Loaded
unlocks all weapons
Sorted
gives you infinite ammunition

Pen and Ink mode
To remove all the texture maps from the game, type in the word Sketchy on the Enter Code screen.
Fast Running
To sprint at high speed, enter Sonic on the codes screen.

ARMY MEN: SARGE'S HEROES

CHEAT CODES
Enter any of the following codes at the password screen.

ALCHR	All Multiplayers:
VRCLN	All Weapons:
NSRLS	Weird Colours:
CLRSMN	Invincibility:
MMRTL	Invisibility:
DNLVSKSF	Giant Mode:
IVNLRG	Infinite Continues:
CNTN	Full Ammo:
MMLVSRM	Level Select:
DNSTHMN	Mini Mode:
DRVLLVSMM	Debug Info:
PLYHVR	Play as Hoover:
GRNGRLRX	Play as Vikki:
TNSLDRS	Play as a Tin Soldier:

ARMY MEN: SARGE'S HEROES 2

Tin Foil Uniform **TNMN**

Level	Passwords
2 (Bridge)	FLLNGDWN
3 (Fridge)	GTMLK
4 (Freezer)	CHLLBB
5 (Inside Wall)	CLSNGN
6 (GraveYard)	DGTHS
7 (Castle)	FRNKNSTN
8 (Tan Base)	BDBZ
9 (Revenge)	LBBCK
10 (Desk)	DSKJB
11 (Bed)	GTSLP
12 (Blue Town)	SMLLVLL
13 (Cashier)	CHRGT
14 (Train)	NTBRT
15 (Rockets)	RDGLR
16 (Pool Table)	FSTNLS
17 (PinBall Table)	WHSWZRD

AEROFIGHTERS ASSAULT

Access All Levels
Start game, press: Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.
Secret F-15 Plane
On the opening title screen enter the following code:
C Left, C Down, C Right, C Up, C Left, C Right, C Down.
Secret Level
Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS
On the title screen enter R, A, Z, R, C Right, A, B to enable the credits option.
Alien Team and Stadium
On the 'enter cheats' screen, enter the code: **ATEMYBUIK**
Beachball Baseball
On the 'enter cheats' screen, enter the code: **BBNSTRDS**
Big Everything
On the 'enter cheats' screen, enter the code: **GOTHELIUM**
Broken Bats
On the 'enter cheats' screen, enter the code: **BRKNBAT**
Fat or Skinny Players
On the 'enter cheats' screen, enter the code: **ABBTNCSTLO**
Fireball
On the 'enter cheats' screen, enter the code: **GRTBLSFDST**
Paper Players
On the 'enter cheats' screen, enter the code: **PRPPAPLYR**

BUCK BUMBLE

All weaons
On the title screen, press Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.
Access all missions
On the title screen, hold Z and press Right, Down, Down, Right then release Z and press Right, Up, Down, Left, Left, Up, Right, Right.

BOMBERMAN HERO

Achieve a five rating on every stage up to and including Garaden Star for:
Slider Race
(Available on the options screen.)
Gossick World
Collect all 24 of the other Dimension Bombs for access.
Golden Bomber
Finish the hidden Gossick world to get another play mode on the options screen.
Princes Millian's Treasure Hunt
Finish Gossick World to get a third play mode mode on the options screen.

BODY HARVEST

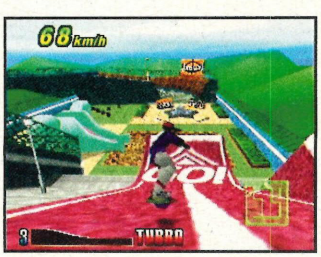
For the following cheats which will make battling aliens easier, enter ICHEAT as your name and these cheats during gameplay...

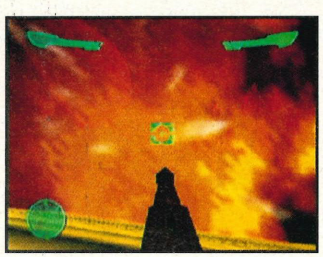
Weapon Power Up
A, Right, C Down, C Right, C Up, A, Left.
Serious Firepower
C Down, C Up, Up, Z, Z, Left, C Right.
Surreal Graphics
C Down, Up, Right, Right, C Right, A, Left.
Smart Bomb
A, C Up, C Up, Up, Left.
Refill Health/Fuel
Down, Up, Right, A, B, Left, C Right.
Kill Adam
B, Left, C Right, C Right, Down.
Create Mutant
C Down, Up, Z, Z, C Right, Right.
Black Adam
C Left, C Right, A, C Down, C Right, Left.
All Artifacts
Up, C Down, C Right, Z, Up, Left.
Tall Adam
B, A ,C Up, A, C Up, A.
Short Adam
Down, C Left, A, Right, Z.
Fat Aliens
Left, A, Right, Down.
Weak Boss
Z, C Right, C Right, B, Left, C Right.
Dancer
Down, Up, C Up, Down, C Right, C Right.

BATTLETANX

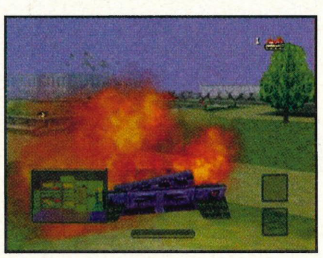
All Gangs In Campaign Mode
Enter LTSLTSGNGS as a password
Storm Ravens Gang
Enter WMNRSMRTR for the all-women Storm Ravens Game

MSTSRVV	Invincibility
LVFRVR	Infinite Lives
PLVRZM	All Weapons
LTSFBLLTS	Infinite Ammo









CRSTLCLR	Invisibility
FRGZ	Frog Mode
TDZ	Toad Gang
CDPLT	Run Story Mode
CNCTHRTM	Psychedelic View
HVRL	Spinning View
Suicide	Hold Down all the C buttons together

BATTLETANX: GLOBAL ASSAULT

Custom Gangs
To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

Level Menu
Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

Cheat Codes
On the Code entry screen, type in any of the following codes to get the effect that you want

RCKTSRDGLR
Unlock all weapons
WRDRB
Boat Assault Bonus Level
NNKNHCKS
Unlock Brandon's Gang
TRDDYBRRRKS
Unlock Custom Gang
HPPYHPPY
Invincibility
8oDYS
Access all levels

Special Power Ups
Collect 15 of most of the items in the game and then when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example with the flamethrower, you will fire three flames at once. Enter these passwords on the code entry screen to unlock these new gangs:

SMSLGNG	Brandon
NSTYGRL	Cassandra
BCKDR	Level Select
THRTN	Unlock All Tanx
SRTHMB	Unlock All Weapons:

BIO FREAKS

ONE HIT FATALITIES
Minatek
Move in and press:
Towards, Away, C left + C Down

Zipperhead
Towards, Away, Away + C Right
The first time you take one arm off, the second time you take the other arm, finally move in close to take off the head

Ssapo
Move in close and press:
Towards, Away, Away + C Up + C Right

Psyclown
Move in close and press:
Towards, Away, Away + C Left + C Down

Sabotage
Towards, Away, Away + C Up
First time, you take an arm off, second time the other arm. Finally move to about three steps away and take off the head

Bullzeye
Move in close and press:
Towards, Away, Away + C Up

Delta
Move in close and press:
Towards, Away, Away + C Down

Purge
Away, Towards, Towards + C Up + C Right

Taunt
To taunt your opponent hold:
C Left and C Right

First Person Perspective
During a fight hold away on the control pad and press Start. To switch back hold Down on the control pad and press start.

CHARLIE BLASTS TERRITORY

Enter the following passwords to be warped to that level
(H=Hearts, D=Diamonds ,C=Clubs, S=Spades, J=Jack, Q=Queens, K=Kings, A=Ace)

DESERT ISLANDS
Desert stash
4S, 5H, 10C, QC, QC
The Gauntlet
4C, 5H, 10C, 9C, 4C
Blockout
AC, 7D, 6H, 6S, 2H
Danger Pass
6H, 2H, AS, 5H ,8H
Switchback
9D, 10D, JD, JH, QH
Gather TNT
9D, 10H. 10H, 7D, 5H
X marks the spot
AC, 7D, 8D, 5C, 8H
It's about time
6D, 4H, 9H, 6H,QC
Tres Amigos
7D, 10H, AH, 9S, 6H

ALPINE ISLANDS
It's a bomb
7D, 4S, 9D, 7H, QH
Think fast
6D, 4D, 9C, 8C, 4C
Chain reaction
5S, 9S, JH, 6C, 4C
Switchbacks
2H, 3D, 9D, 3D, 2C
Big bang
4C, 5H, QS, 4C, 8C
Long haul
6D, JS, 2H, AD, 6H
Run like crazy
6H, 2H, QC, 7S, 3H
Tix-Tacs-oh No!
6C, KH, 10H, AC, 3S
Bouncing Charlie
2H, 3D, 7H, 6C, 10D
Double Bounce
6D, JC, 3H, 4C, 8H

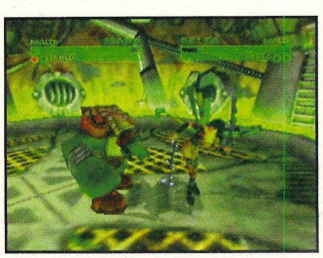
TROPICAL ISLANDS
Hot Spots
AC, JS, 3C, 7H, 9H
Oil Slick
9H, 6C, 2H, 6S, 2S
Bumpers
2H, 3D, 7C, QD, 8D
Conveyor Belts
AC, 7D, 6S, JC, 4H
First in, Last Out
AC, JC, 3D, JH, KH
Turnaround
4C, 6H, 8C, QS, AD
S. Dakota Switch
2H, 4D, 6D, 4C, 6C
Double Cross
5S, 9S, 10S, QS, 9C
Decathlon
D, 4C, 8H, AC, 10C
Moving Ground
9C, AH, JH, 8D, AS

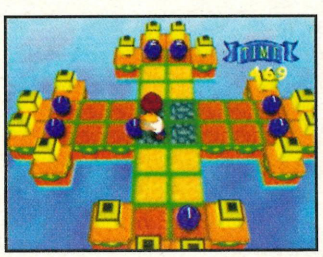
SWAMP ISLANDS
Breakaway
2H, 6S, 8D, 7H, 7D
remote Control
5S, 9S, JS, 10D, 4C
Trampoline Act
AC, JC, 3D, JC, 7H
Runaround
2S, 6S, JH, 4H, KC
Take it with you
5D, 9H, 2D, 5H, KD
Twin Cities
AC, 6S, 8S, 2C, JS
Crossover
AS, 5D, 3S, JH, AS
Cornered
9D, QD, 4C, 5C, 3H
Peninsula
9H, QH, 5S, JD, AH
Chip Shop
5S, 9C, QS, 7C, 3C

COMMAND & CONQUER

Save those pennies
If you find yourself short on cash, try these tips to stretch your funds:To build up a healthy supply of Orca helicopters, build helipads rather than the actual choppers. Scrap the helipad, leaving you just the Orca and saving yourself $500.If you need more power, forget building an advanced power plant and build two normal power plants instead. you'll save yourself $100 and you'll be able to keep them for longer as they will have better armour than the advanced version. If you have no morals, send some troops into any civilian village and get them to blow up the local church. If you search the rubble afterwards you'll find $200

Open All Missions
On the "Press Start" screen quickly press B, A, R, R, A, C Right,





Up and Down and then A. Now go to the replay mission menu and press L to make every single variant of each mission selectable!

DIDDY KONG RACING

Obtain all the amulet pieces and the four gold trophies. Return to the central area and look for a green guy sporting some red feathers. Run him over to enable drumstick.

Play as it
Beat him in every race on Time Trial mode. If you have done it, he'll tell you to try the next race. Beat all TT's times and you'll be able to play as him!

Magic Codes
Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the Code List screen. Some of them will work in Adventure Mode, others will only have an effect in Tracks mode.
JOINTVENTURE
Co-operative two player adventure mode
DOUBLEVISION
Everyone can select the same player
FREEFORALL
Maximum power-ups on pick-ups
FREEFRUIT
Start race with ten bananas
VITAMINB
No limit to the number of banana power-ups
ZAPTHEZIPPERS
Remove the zippers from the track
NOYELLOWSTUFF
No bananas on track
BYEBYEBALLOONS
No balloons (ie: weapons) on track
TIMETOLOSE
Ultimate AI characters
BOGUSBANANA
Bananas reduce speed instead of boosting it
BODYARMOR
All balloons are yellow shield balloons
ROCKETFUEL
All balloons are blue boost balloons
BOMBSAWAY
All balloons are red rocket balloons
OPPOSITESATTRACT
All balloons are magnetic rainbow balloons
TOXICOFFENDER
All balloons are green drop behind balloons
ARNOLD
Larger characters
TEENYWEENIES
Smaller characters
OFFROAD
Four wheel drive for more speed on rough terrain
BLABBERMOUTH
Instead of a horn, the characters will babble incoherently
JUKEBOX
Music menu
WHODIDTHIS
View credits without completing the game

DESTRUCTION DERBY 64

Turbo start
Straight after the announcer says "set" press and hold down the A button.

Unlock Extra Cars
In world championship mode:

Taxi Cab
Complete the first circuit.

Pick Up Truck
Complete the second circuit with the taxi

Ambulance
Complete the Legend circuit with the pick up.

Ragtop
Beat Alpine Ridge time trial challenge with Baja.

Blue Demon
Beat Seascape Sprint time trial challenge with Ragtop.

Hatchback
Beat Terminal Impact time trial challenge with Ragtop.

Low Rider
Beat Metro Challenge time trial challenge with Ragtop.

Hot Rod
Beat Sunset Canyon time trial challenge with Ragtop.

Woody Wagon
Beat Bayou Run time trial challenge with Ragtop.

Police Car
Beat Midnight Rumble time trial challenge with Ragtop.

Bonus Tracks And Vehicles
To unlock the bonus tracks complete all of the championship modes with any car. Once that's done enter time trial and beat the lap record on each track to open up each of the bonus vehicles. There are 12 hidden cars in total.

DUKE NUKEM 64

Enable PAL cheat menu
On the main menu press:
Left, Down, L, L, Up, Right, Left, Up. All cheats can now be turned on or off from the cheat menu.
All Items
Enable the cheat menu then press: R, C, Right, Down, L, C Up, Left, C Right, Left
Invincibility
Enable the cheat menu, press: R, C, Right, R, L, R, R, R, Left
No Monsters
Enable cheat menu, press:
L, C Up, L, C, Down, Right, Left, Right A monster roars if you have done it correctly.
Level Select
Enable cheat menu, press R, L, R, C Down, Right, Up, Left, C Up
It's now possible to select any level you want from the cheat menu during play.

DUKE NUKEM: ZERO HOUR

Multiplayer Characters
Finish the one player game and each new level adds a new multiplayer character to select.
First Person & Action Modes
Finish the one player game to get a first person mode and an action mode (which makes all your shots one-hit kills).
Free Health
If you find a fire hydrant in the game, stand next to it when you shoot it. Now hold down A to regain all your health.
Action Nukem Mode
If you want to kill opponents with one shot enter Down, A, Z, Z, Left then A on the title screen.
Different Skins
At the title screen when "Press start" appears press, C Left, R, R, Left, Up, Down, B, A then Z to allow different skin models to be selected in one player mode.
Infinite Ammo Rifle
On the title screen, press C Up, C Down, C Left, C Right, L and then R to start with the rifle and unlimited ammunition.

DOOM 64

?TJL BDFW BFGV JVVB
Enter this code and start the game, then pause to see a features option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and make yourself invincible!

EXCITEBIKE 64

Add some excitement to your racing with these new codes.

Cheat Codes
To bring up the cheat code screen go to the main menu and then hold down L, C Right and C Down. With these held down press A to bring up the cheat menu and enter one of the following codes for the desired effect:

YADAYADA	Mirror mode
MIDNIGHT	Night mode
TRICKSTER	All stunts
PATWELLS	Beat This! mode
PINHEAD	Small Head Mode
BLAHBLAH	Big Head Mode
SHOWOFF	Stunt Mode
INVISRIDER	No Riders on Bikes

Unlock Classic NES version of Excitebike: Simply complete the tutorial by wading through all the stunts!
Developer Photo
To see a photo of the development team enter UGLYMUG on the cheat menu screen and then go to the credits from the options menu.

EXTREME-G

Ultimate Password
On password screen enter 81GGDS.
Weapons
Enter on name selection: arsenal.
Unlimited Turbo
Enter on name selection screen: nitroid
Rock Race Mode
Enter on Name selection screen: roller
Extreme Speed
Enter on name selection screen: xtreme
Fisheye lens
On name selection screen: fisheye
Upside down Mode
On name selection screen: antigrav

F1 WORLD GRAND PRIX

Make sure you get pole position with these cheats!

Open All Challenges
To open up all of the challenges highlight Driver Williams and change his name to Driver Pandora before entering challenge mode. Now enter save file four to access all the challenges.
Infinite Acceleration
Select the gold or silver racer using the cheats above and then select rookie mode with manual gears. Then in the race leave the car in first gear to have unlimited acceleration!
Shortcut
On the Silverstone track towards the end of the lap you should notice a row of grandstands on the left-hand side of the road followed by a hotel. If you head for the hotel there is a service road which can be used as a shortcut!

FIGHTER'S DESTINY

Hidden 9th Skill
Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!
Hidden Werewolf
Select Pierre as your character then mid fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!
Unlock Ushi
To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

In game cheat codes, enter at any point in gameplay:

Invincibility
L and Down, R and C Right, R and C Up, L and Right, L and C Down, R and C Up, L and Right, R and Down, L and Left, L and R and C Right.

All Guns
L and R And Down, L and C Left, L and C Right, L and R and C left. L and Down, L and C Down, R and C Left, L and R and C Right, R and Up, L and C Left.

Maximum Ammunition
L and R and C Right, R and Up, R and Down, L and R and C Right, L and R and Left, R and Down, R and Up, L and R and C Right, R and Left.

Invisibility In Multiplayer
L and C Up, L and R and C Left, R and Up, L and Right, R and C Left, L and Right, L and R and C Left, L and C Right, L and Up, L and R and C Down.

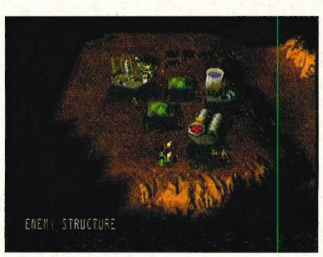
Cheat Menu codes,
enter on the cheat menu screen:
Invincibility
R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L, and R and Right, L and C Left.

DK mode
L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

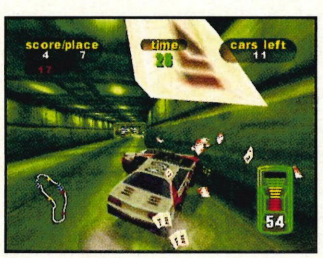
2x Grenade Launcher
R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

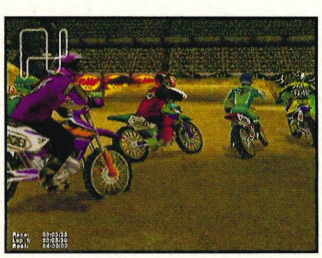
2x Rocket Launcher
R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C left.

Turbo Mode
Land Down, L and C Down, L and R









and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives
R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, R and Down, R and Left, R and C Left.

Silver PP7
L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, L and R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives
R and C Down, L and right, R and C Left, R and Right, L and R and Right, L and R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinite Ammo
L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90
Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7
L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers
L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns
Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

Level Select Codes

(You can only unlock these levels one at a time, therefore you cannot unlock a Bunker 2, for instance, unless you have unlocked Bunker 1 first. Also, locking a later level completes the tasks from the previous ones)

Facility
L and R and C Up, R and C Left, L and Left, R and C Up, L and Left, R and C Down, L and C Right, R and Right, L and R and C Up, L and Right.

Runway
L and R and Left, R and Left, L and C Up, L and Left, R and C Up, L and Left, R and C Down, R and C Right, R and Right, L and Down, R and C Left.

Surface 1
R and C Left, L and R and C Up, L and Left, R and Up, R and Left, L and U, R and C Down, L and Right, L and C Right, L and R and Down.

Bunker 1
L and C Down, R and Right, L and C Right, R and C Left, L and C Down, L and R and Left, L and C Right, L and R and Up, R and C Right, L and Up.

Silo
L and up, R and C Down, L and LeftR and Down, L and C Left, L and R and C Right, L and C Up, R and Right, R and Right, R and C Right.

Frigate
R and C Up, L and Down, R and C Right, L and Left, L and R and Up, L and R and C Down, R and C Right, R and Up, L and R and C Down, R and Up.

Surface 2
L and C Down, L and R and C Right, R and C Right, R and C Up, R and C Left, L and Right, L and R and C Up, L and C Up, L and R and Down, L and C Right.

Bunker 2
L and Down, R and Down, L and R and C Up, L and Left, L and R and Right, L and C Left, R and Right, L and C Up, L and Left, L and C Down.

Statue
L and R and C Down, L and R and C Down, L and Right, L and R and Left, R and C Right, L and R and Left, R and C Up, R and C Down, R and Right.

Archives
R and Left, L and R and Up, L and R and C Down, R and Left, L and R and C Right, L and Left, L and R and Right, L and R and C Down, L and Up, R and C Down.

Streets
L and R and C Left, L and C Right, L and Up, L and R and C Down, R and C Right, R and C Down, R and Left, R and C Down, R and C Up, L and Down.

Depot
L and Down, L and Down, R and C Down, L and C Right, L and R and Right, R and C Right, L and Down, L and C Left, L and C Right, L and Up.

Train
R and Left, R and C Down, R and C Right, L and R and Left, L and Right, R and C Down, L and Left, L and R and C Left, L and Up, L and C Up.

Jungle
R and C Down, R and Left, L and R and Up, R and Right, R and Down, R and Down, R and Up, R and C Left, R and C Up, L and R and Left.

Control Centre
L and C Down, R and Down, L and Right, R and C right, R and C Down, R and Left, R and Left, R and C Up, R and Left, L and R and C Up.

Caverns
L and Down, R and C Down, L and R and Up, L and Right, R and C Up, R and C Left, R and Up, L and C Left, L and Up, R and C Left.

Cradle
L and R and C Up, L and Left, R and Down, L and Down, L and C Up, L and Down, R and Right, R and C Up, L and C Left, R and Right.

Cheat Menu codes:

enter on the cheat menu screen:

Paintball Mode
L and Up, C Up, R and Right, L and R and C Left, L and Up, R and C Down, L and C Down, L and R and C Down, L and R and Up, L and C Down

Invisible Bond
L and R and C Left, L and R and C Down, L and C Left, R and C LeftR and Right, L and R and Left, L and Right, Left, L and R and C Left, L and Down.

Tiny Bond
L and R and Down, R and Down, L and C Down, Left, R and C Left, L and R and C Down, Right, Down, R and C Down, R and Right.

Enemy Rockets
L and R and C Down, C Left, R and C Down, C Down, C Down, LK and R and C Down, L and R and UpC Down, R and Up, L and Up.

Invincibility
R and Left, L and Down, Left, Up, Down, R and C Left, L and C Left, L and R and Left, L, and R and Right, L and C Left.

DK mode
L and R and Up, C Right, R and Left, R and Up, Up, R and Right, Up, L and R and C Down, L and R and Down, L and R and C Left.

2x Granade Launcher
R and Down, R and Up, right, L and R and C Down, L and Right, R and Left, Left, Down, Up, R and C Down

2x Rocket Launcher
R and Right, L and up, Down, Down, R and C Down, L and Left, L and C Left, R and Up, R and Down, R and C left.

Turbo Mode
L and Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

Throwing Knives
R and C left, L and Left, Up, L and R and Right, Right, L and R and C Left, L and R and C Left, L and Down, R and Left, R and C Left.





Silver PP7
L and Left, L and R and Up, L and Right, L and R and up, L and R and C Left, La ndf R and Left, L and R and Down, C Down, L and R and Right, L and R and Left.

2x Hunting knives
R and C Down, L and right, R and C Left, R and Right, L and R and Right, La nd R and Up, L and Down, R and Left, L and Right, L and C Left.

Infinate Ammo
L and C Left, L and R and Right, C Right, C Left, R and Left, L and C Down, L and R and Left, L and R and C Down, L and Up, C Right.

2x RCP90
Up, Right, L and Left, R and Down, L and Up, L and C Left, L and Left, C Right, C Up, L and R and Down.

Gold PP7
L and R and Right, L and R and Down, L and Up, L and R and Down, C Up, R and Up, L and R and Right, L and Left, Down, L and C Down.

2x Lasers
L and Right, L and R and C Left, L and Down, R and Left, R and Down, L and Right, C Up, Right, R and Right, L and R and Up.

All Guns
Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

INTERNATIONAL SUPERSTAR SOCCER '98

Make sure you stay on the ball in the prequel to ISS 2000 with these cheats.

Extra Heads!
To unlock some bizarre heads for use in the Create A Player mode complete the International Cup on difficulty level 4. These include clowns and aliens!
Extra Players
When 'Press Start' comes up on the title screen quickly press Left, C Left, Right, C Right, Left, C Left, Right, C Right, Down, C Down, Down, C Down, Up, C Up, Up, C Up, B and then A. Next hold down the Z button and press Start.
Play Dirty
When a player is tackled you can hold down all of the C Buttons to do a fake dive! Be warned though if the referee cottons on to this he will book you instead of your opponent.
Unlock Bonus Teams
When 'Press Start' comes up on the title screen quickly press Up, C Up, Up, C Up, Down, C Down, Down, C Down, Left, C Left, Right, C Right, Left, C Left, Right, C Right, B and then A. Next hold down the Z button and press Start.

MULTI RACING CHAMPIONSHIP

Guaranteed Victory
If you want to win the race every time, choose Kingroader and adjust the aerodynamics so that the maximum speed is 205kph. You'll hardly ever skid (even on snow), which will allow you to outpace even cars that should be much faster than you!
Hidden Route
The Downtown track has a hidden route which can massively reduce your time. At the top of the hill that leads to the waterfall, there is a tree. Simply drive through the tree to easy street.

MISCHIEF MAKERS

Infinite Red Rubies
Go to level 3-8 and grab the first enemy that you see. Give him a good shake and he will drop 30 rubies that you can collect. Now pause and exit the level then re-enter it and repeat the process to get as many rubies as you can carry.
Extra Stages
Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels.

MACE: THE DARK AGE

To play Two Player Practice Mode
Highlight practice on the menu screen and press start simultaneously on both ontrollers. Select the desired characters, and then knock each other about for as long as you like.
Fight as Gar Gunderson, The War Mech or Ichiro
When the first game screen appears after you turn the power on appears, rotate the analogue joystick in an anticlockwise direction from the right and you'll hear a chime. Gar Gunderson and Ichiro will appear on the character selection screen above the Executioner.
Select Start Stage
Highlight the desired fighter on the character screen and press the start button four times to compete on their home stage and then select the character you want to fight and begin.
Bonus Stage
Highlight each of the characters listed in order and press start every time, then select the character you want.
Fight as Pojo
The Chicken
Successfully perform Taria's execution. The begin another match and highlight Taria, hold the start button down on the selection screen and Pojo will appear. Without releasing start, press a Quick button to select Pojo. If you're in two-player select mode, they can do the same thing and it'll be Pojo against Pojo.
Fight as Grendal
Win three times in two player mode, then on the select screen for the fourth match, highlight the Executioner, hold start and Grendal appears. Don't release start, and press Quick to select Grendal.
Fight As Ned the Janitor
On the character selection screen, press Start on each of the following characters in turn; Koyasha, Executioner, Lord Deimos then move along to Xios Long and press Quick to play as a janitor.
Head Swap
On the character selection screen, press start on each of the following characters in turn; Al-Rashid, Takeeshi, Mordos Kull, Kios Long, Namira.
Pink Slippers.
On the character selection screen, press start on each of the following characters in turn; Ragnar, Dregan, Koyasha. When you choose a fighter, he or she will engage in combat wearing fuzzy pink slipper! Chop your opponents to bits with these new characters and cheats.
Different Costumes
To change the colour of your fighters costume hold down any one of the C Buttons whilst selecting the fighter and then press Evade followed by A or B.
Cheat Codes
To turn on the desired cheat position your cursor over each of the following characters on the select screen and press Start on each one:
Big Head
Ragnar, Al Rashid, Takeshi
Random Opponent
Hell Knight, Xiao Long, Dregan, Namira
Tiny Players
Takeshi, Al Rashid, Rangar, Xiao Long
Speed Mode
Ichiro, Xiao Long, Koyasha
Hidden Battle Stages
To fight on a particular characters battle stage choose a character and press Start on them four times before selecting them. To play on a hidden stage position your cursor over each of the following characters on the select screen and press Start on each one:
Miniature Golf
Koyasha, Mordos Kull, Takeshi
San Francisco Rush
Xiao Long, Al Rashid, Koyasha
Hidden Characters
To play as a hidden character position your cursor over each of the following characters on the select screen and press Start on each one:
Ned Long
Koyasha, Executioner, Lord Demios, Xiao,Long
Machu Pichu
Namira, Koyasha, Taria

MORTAL KOMBAT TRILOGY

Random characters
On the character selection screen, put the cursor over Noob Saibot and press up and Start simultaneously for a complete random selection.
Choose Battle Arena
On the character select screen, if you highlight Sonya and press Up and Start, an earthquake will occur. You will then be able to select the course.
Play as Motaro
On Jade's Desert, Wasteland or Khan's Tower, press and hold the analogue stick left and then press Left and C Up before the match begins. Your fighter should explode and Marato should replace him
Play as Shao Khan
On the rooftop or Pit 3, press down on the analogue stick and press A and B before the start of the bout. Shao Khan will appear.
Play as Khameleon
On the Star Bridge stage when the annoying gonk appears in the bottom corner of the screen and squeals "Toasty", press Down and Start before he vanishes. You'll then have the opportunity to battle as Khameleon!
Fight As Human Smoke
Choose Cyber Ninja Smoke as a character. Then hold Left + HP + HK + Run + Block before the fight screen appears or in between rounds.
Unlimited Credits
During the story screen press, Down, Down, Up, Up, Right, Right, Left, Left. A sound will confirm that the code has worked. After the next match is lost, the words 'freeplay' will appear in the remaining Kredits window.
Extra Options
During the Kombat mode select screen press Up and Start. Now new option to disable timer, blood, aggressor and combos will appear.
Bonus G alaga-Type Game
If you persevere and fight 100 two player matches consecutively, a game called the Land Of Realm will begin.
Bonus Pong Game
If you fight 50 two player games consecutively, a bonus game of Pong will start running.
Bonus Space Invaders-Type Game
Press Z when an object appears over the moon on the Pit stage of a two player match. The sound of a bell will confirm that the code has worked. The winner of that round will get to play Space Invaders
Enable Both Red and Blue ? Menus
During the story screen press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now both menus will be available.

MORTAL KOMBAT 4

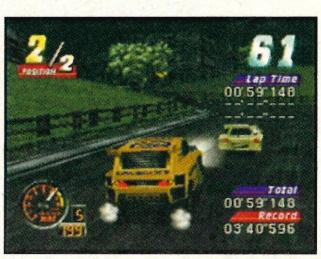
Fight As Meat
Choose Group Mode and win as all 16 characters
Cheat Option
Highlight continue on the options screen and the hold Run and Block until the cheat option appears.
Fight As Goro
Select the Hidden icon on the character selection screen. Press Up, Up, Up, highlight Shinnok's icon and press Run and Block.
Fight as Noob Saibot
Select the hidden icon on the character selection screen. Press Up, Up, highlight Reiko's icon and press Run and then Block.
Alternate Costumes
Rotate the select screen pictures twice in order to access each character's second outfit. Sonya and Tanya's pictures must be rotated three times.
Kombat Modes
Input the following codes on the Two player Vs screen where the characters pictures are facing each other. There are two three digit displays at the bottom of the screen. The first three correspond to the buttons on controller one, the second to the buttons on controller two. The number indicate how many times you must press Low Punch, Block and Low kick respectively:

001 001	Unlimited Run
002 002	Weapon Kombat
010 010	Disable maximum damage
012 012	Noob Saibot
020 020	Red Rain
050 050	Explosive Kombat
100 100	Throwing Disabled
110 110	Maximum damage and disabled throws
111 111	Free weapon
123 123	No Power
222 222	Random weapons
321 321	Big head mode
333 333	Random kombat
444 444	Armed & dangerous
555 555	Many weapons
666 666	Silent kombat

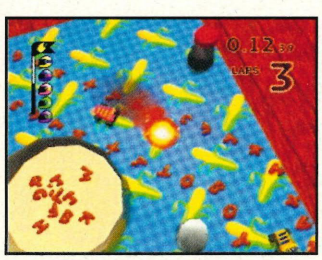
MICRO MACHINES 64

All codes are entered by pausing the game and inputting the code before racing as normal. A beep will confirm the cheat. Re-enter cheat to turn it off.
Behind Car View
Left, Right, C Left, C Right, Left,









Right, C Left, C Right
Big Bounces
C Left, Right, Right, Down, Up, Down, Left, Down, Down
Double Speed
C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C Down
Slow CPU cars
C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down
Transform Car
Down, Down, Up, up, Right, Right, Left, Left
Debug Mode
C Left, Up, Down, Down, C Left, C Right, C Right, C Up, C Down Once you've entered this code, press one of the following combinations to get the right response. A beep will confirm this. Hold Z and press C Down- Quit race and win (doesn't work in time trial).
Hold Z and press Up, Down, Left and Right- Change camera angle.
Hold Z and press L or R- Change camera zoom Hold Z and press C Left- Turn player into computer drone.

MISSION: IMPOSSIBLE

After these codes have been accepted you will here the words "Ah, that's better."
(all entered on mission select screen)
Silenced Weapon
C Up, L, C Right, C Left, C Down

Infinite Ammo
C Up, Z, C Left, Z, C Left

Invulnerability
R, Z, C Down, R, R

Rocket Launcher
C Up, L, C Left, C Right, C Down

Turbo Mode
C Up, Z, C Up, Z, C Up

Kid Mode
C Down, C Up, R, C Left, Z

9MM Pistol
R, L, C Down, C Up, C Down

Big Head Mode
C Down, R, C Up, R, C Left

MARIO PARTY

Easy Money and Stars
To keep all the money and stars collected by any computer opponents on boards beyond the warp pipe, simply pause the game and enter the options screen. Now change all the computer players to human opponents - you must have enough controllers plugged in - on the final turn of the board. when the scores are added up, you'll receive all their winning as well as your own.
Bumper Ball Maze 1
Beat Toad in the final "Slot Car derby 2' on mini game island.You can play Bumper Ball Maze 1 in the mini game house.
Bumper Ball Maze 2
Clear all 50 mini games on mini island to access Maze 2.
Bumper Ball Maze 3
Set a new record on both Bumper Ball Maze 1 and 2 to open the third course.
BOWSER'S MAGMA Mountain Stage
Successfully complete the first six stages and collect 1000 coins and you can buy the key to Magma Mountain from the shop.
Eternal Star Stage
Get 100 stars on the Magma Mountain stage and a special event will appear followed by the Eternal Star stage.
Special Items In shop
Complete the Eternal Star stage and after the end sequence will appear special items will be available in the shops.

MARIO GOLF

Left Handed Golfer
To change your character to a left handed player, Hold down the L button as you select them on the character select screen.
Change Character Costumes
Press any of the C buttons when choosing your character and you'll get some new gear.
Koopa Park Golf Course
To access this course enter QTM5MV4H on the password entry screen.
Secret Characters
Complete the following criteria to open each of these secret characters:
Luigi
Beat him with any character in computer Vs mode.
Yoshi
Beat him with any character once you've got Luigi.
Sunny
Beat him with any character once you've got Yoshi.
Wario
Beat him with any character once you've got Sunny.
Harry
Beat him with any character once you've got Wario.
Mario
Beat him with any character once you've got Harry.
Mable
Get 50 coins in tournament mode.
Donkey Kong
Get 30 stars in Ring Shot Mode.
Bowser
Beat him with any character once you've got Mario.
Tee off and make sure you get the perfect score with these handy cheats.

Cheat Menu

To gain access to the cheat menu highlight the 'Clubhouse' option on the main menu and hold Z and R and then press A. Now enter the following codes to open up the desired courses:
oEQ561G2
Camp Hyrule Cup 1
5VW68906
Camp Hyrule Cup 2
KPXWN9N3
Nintendo Power Tournament
FJQ49LJA
Nintendo Power Summer Scramble
Faster Animation
To speed up the time it takes to play a game try holding down the Z button. This makes the ball ten times faster and cuts down on the time it takes to play a game.
Hole Replay
If you make a mistake mid-hole simply save the game and exit. Then when you restart the game you restart the hole from scratch.
Distract Other Players
To shout praise and insults at your opponents push the D Pad in any direction. Each direction with each of the characters triggers a different sound.
Hidden Course
To play on the hidden Mario Star course you need to get 2200 points after unlocking all of the other courses.
Hidden Characters
To play as any of these hidden characters simply complete the required tasks:
Metal Mario
Get 108 birdie badges in tournament mode
Sonny
Beat him in 'Get Character' mode
Maple
Get 50 birdie badges in tournament mode

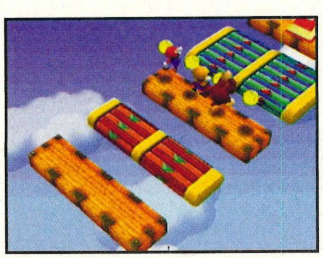
NHL BREAKAWAY '98

Cheat Menu

Go to the main menu and press C Left, C Right, C Left, C Right, R, R.
Player Inspection
On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right.
Remove Opposing Goalie
Press start during play select game options menu which is followed by the game settings menu. Select the controller set up option and move your controller across so that you re controlling the other team. Select the pull goalie option and move your controller set up again to switch back and resume the game.

NUCLEAR STRIKE

If the guide isn't enough to help you save the world try cheating instead!
Cheat Codes
Enter any or all of the passwords





to beef up your chances:
PCPNL
Increased armour

CPPLM
IInvincibility

OFF ROAD CHALLENGE

Four extra trucks
(All cheats are accessed on vehicle selection screen)

Punisher Truck
Tap C Down

4x4 Monster Truck
Tap C Up

Thunderbolt Truck
Tap C Left

Crusher Truck
Tap C Right

El Cajon Track
to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track
Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track
Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat.Then highlight the VEGAS stage hold down Z and press A

Quick Start
To get a boost at the start of the race hit the gas as the announcer says "Go!"

PERFECT DARK!

Get every single gold medal on the firing range at the Carrington Institute to unlock eight classic Goldeneye-style weapons. Including the PP9, KLO1313 & RC-P45.

POKEMON PUZZLE LEAGUE

Badges

To collect the following badges you must defeat the following characters:

Brock
Boulder Badge

Misty
Cascade Badge

Lt. Surge
Thunder Badge

Koga
Sould Badge

Erika
Rainbow Badge

Sabrina
Marsh Badge

Blaine
Volcano Badge

Giovanni
Earth Badge

Medals

Defeat these characters to collect the Elite medals.
Ritchie
Lorelei
Bruno

Very Hard (V-Hard) Difficulty Setting
Select the game as normal and then in the first game setting screen hold Z and tap L, L, A and B

S-Hard Difficulty Setting
To make things a little more interesting for you simply hold Z and press R, L, A, B on the difficulty setting screen to make things Super Hard! Alternatively, if you want to play properly complete the Spa Service game to achieve V-Hard. Complete V-Hard to open up the S-Hard setting and if this is completed then you will gain access to the Mewtwo levels!

Mewtwo
If all that seems like a waste of your time (lazy lot) then on the Trainer Selection Screen hold Z and press B, Up, L, B, A, Start, A, Up, R. The level should then start.

Speed Marathon
On the title screen hold Z and press B, A, L, L and go on to the Marathon where you can push the speed right up to 99!

Unlock All Trainers
Firstly, you might need a bit of help to get this one done, but on the Trainer Selection screen simultaneously hold L and R and Z on both controllers and all those trainers marked by a ? will be revealed.

Jigglypuff
To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

Trainers and Their Pokemon!

Ash
Pikachu
Squirtle
Bulbasaur

Gary
Nidoran
Growlithe
Krabby

Brock
Geodude
Vulpix
Zubat

Misty
Horsea
PsyDuck
Staryu

Lt. Surge
Raichu
Jolteon
Magneton

Erika
Tangelo
Weepinbell
Gloom

Koga
Venomoth
Voltorb
Golbat

Sabrina
Abro
Hypno
Alakazam

Team Rocket
Weezing
Arbok
Golbat

Giovanni
Persian
Sandslash
Nidoking

Ritchie
Sparky (Pikachu)
Zippo (Charmander)
Happy (Butterfree)

Lorelei
Cloyster
Poliwhirl
Dewgong

Bruno
Onix
Hitmonchan
Primeape

Tracey
Marill
Venomat
Scyther

Blaine
Arcanine
Charmeleon
Magamar

PUYO PUYO SUN 64

Elephant Mode
Highlight elephant and hold down start for three seconds on the character select screen.

Play As Satan
Highlight Shezo and hold Start for three seconds.

Random Character Selection
On the character selection screen highlight Rulue and hold Start for three for seconds.

Play as Carbuncle
On the character select screen highlight Arle and hold Start for three seconds.

Select Opponent's Character
On the select screen in two player mode, highlight Doraco and hold Start for three seconds. This one and two player selectors will now switch.

QUAKE

Debug Mode
This cheat gives you access to level warp, weapons and God mode. On the password screen type:
QQQQ QQQQ QQQQ QQQQ. You will receive a message saying "invalid password". Now return to the menu and you will have special access to the debug menu at the top of the screen.

QUAKE 2

ONE PLAYER PASSWORDS
Central Complex
6JBB NVJB BSBR XBF5
Intelligence Centre
1KLS ?VDH B8BT FLXM
Communication Centre
ZKLT QN7G 90B? YCH6
Orbital Defence
VK3K 1MBG T8B7 DCBK
Docking station
WK3C CW3B 99BB XBGH
Strogg Fighter
TK7F BDGT FCJP YF6G
Cargo Bay
ST6T 7MXR 9V10 JVR9
Zaxite Mines
R?8R DPDL 6HJX 9VG6
Storage Facility
Q8?H GNVC PF1L ?BPC
Organic Storage
P64Y Q6RS T71K ?LW8
Processing Centre
N4R3 7T82 VWQW ZG?V
Geothermal Station
MGO4 9QMG Y40V LQKY
Detention Centre
L689 GR4B 70VB JMGM
Research Lab
K6?Y X766 T6ZK 994R
Bio Waste Treatment
J6?4 7SLM YR72 QDSB
Access conduits
H6?W 39XL P4Z1 7XBC
Decent to the core
G46V MQZ2 V6FK NK9W
Comman Core
F46V RQZ2 VYSH SK7N
Secret Level: Twist
FBBC VBBB FBBC VBF7
MULTILEVEL PASSWORDS
Change Level Colours
S3TC ooLC oLoR S???
Infinite Ammunition
S3TL NF1N 1T3S HOTS
Low Gravity
S3TL oWRG V1TY

RAKUGA KIDS

Alternate costume
Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

Fight As Inoz
Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness
Accumulate a totla of more than five hours gameplay.

RAINBOW SIX

Recruit Passwords

Level 2	12D1S2Q22MQQ
Level 3	BJDBC3Q22WQQ
Level 4	BZDBSMQZZ!QQ
Level 5	CJTCCQQ2FGSQ
Level 6	K2TK65Q2F4SQ
Level 7	T2TT68QGF!WQ
Level 8	5JR5L1QGGGSQ
Level 9	52T572Q4G4SQ
Level 10	VJVVLJQGGWSQ
Level 12	VZRFTMQ2G8SQ

VETERAN PASSWORDS

Level 2	1ZL1S2RF2MQQ
Level 3	BJJBC3RF25QQ
Level 4	BZJBSMRF28RQ
Level 5	CZBCS5RFFMRQ
Level 6	DJBDCYRFF5RQ
Level 8	LZBDS8R2F8RQ
Level 9	MJB2D1R2D2RQ
Level 10	2ZB2T2R2GMQQ
Level 11	FJJFD3R2G5RQ
Level 12	FZJFTMR2G8RQ

RE-VOLT

Make sure your batteries never run out with this batch of cheats.

Unlock All Tracks
To unlock all of the tracks either finish the game's time trial mode or simply enter your name as CARNIVAL.

Unlock Hidden Cars
To unlock additional cars you can complete each circuit in first place or – far more easily – enter B, A, Z, Z, B, L, A, C Up on the title screen.

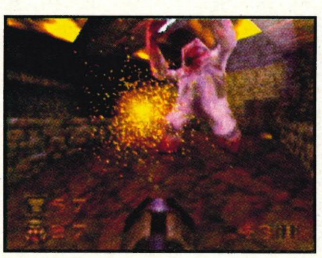
ROBOTRON 64

All codes to be entered on game set up menu screen.
Following passwords start game with 110 lives

Easy Level:	BSBBBBTJBB
Normal Level:	BCBBLBTJBB
Insane Level:	BFBBBCTJBB









Level select
Down, Up, C Left, Down, C Left, C Right, Down, C Right

Speed Up
During the game: Left, Left, Right, Right, C Up

Shield
During the game: Down, Left, C Left, C Right

Flame Thrower
During the game: Down, Right, Down, Right, C Right

Gas Gun
During the game: Up, Down, C Right, C Left

Four Way Fire
During the game: Down, Down Up, C Right

Three Way Fire
During the game: Right, Right, C Left, C Down

50 Lives
Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode
Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire
During the Game: Up, C Up, Up, C Up

ACCESS FINAL LEVEL
Enter BJTCNGLFCR as a password to get the end.

LEVEL PASSWORDS

90:	CSSRQQHLRH
98:	DGQDQQLLHJ
99:	DNKFQGLLJJ
100:	DDJGQGJLLJ
101:	DLRHQQDLMJ
102:	DBBJQLDLNS
103:	DMNJQGFLPS
104:	DNTJQLCLQJ
105:	DGBKQLCLQJ

READY 2 RUMBLE BOXING

Unlock classes and boxers
Enter these codes in the championship mode to unlock the relevant class boxers.

BRONZE
Bronze class

SILVER
Silver class

GOLD
Gold Class

CHAMP
Championship Class/All boxers

Cheap Nutrition
When bulking up your boxer in the training mode, highlight rumble aerobics then quickly press left followed by followed by the A button. If done correctly you'll get the expensive Mass Nutrition for just $500!

Rumble Flurry
During the fight power up your rumble meter by landing solid punches and then hit A and B together to enter rumble mode. Now tap C Right and C Down at the same time to do a mad flurry of punches.

ROAD RASH 64

Alternate Colours
Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop
At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes
At the main menu screen, press C Up, C Left, C Left, C Right, L, R ,C Down, Z to unlock the two fastest bikes.

Female Biker
At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races
On the main menu screen, press C Up, C Left, C Left, C Right, L, R, Down and Z.

RUSH 2: EXTREME RACING USA

Cheat Menu
Hold Down C Up, C Down, C Left, C Right, L, R and Z buttons at the same time while on the set up screen to access the cheat menu.

Resurrect in place
Hold down Z + C Left and press C Right. Release them and hold down Z + C Right and press C Left.

Levitation
Hold down L, R and Z and tap all the C buttons four times.

Tyre Scaling
Hold down Z and C Left and press C Right. Release them and hold down Z and C Right and press C Left.

Auto Abort
C Up, C Up, C Up, C Up

Invisible Tracks
Hold down L, R and Z and tap all the C buttons seven times.

Invisible Car
Hold down L, R and Z and tap all the C buttons eight times.

Fog Colour
Hold down L, R and Z and tap all the C buttons three times.

Frame Scale
Hold down Z and C Down and press C Up. Release them and hold Z and C Up and press C Down.

Massive Mass
Hold down L and R and press C Up, C down, C Left and C Right

Killer Rats
Hold down L and R and press Z four times.

Suicide Mode
Hold down L, R and Z and tap all the C buttons four times.

Super Tires
Hold down L, R and Z and tap all the C buttons six times.

Gravity
Hold down L, R and Z and tap all the C buttons five times.

Limousine
Press Up, Down, Left, Right, Z, Z, C Up and C down on the car selection screen.

Taxi
Pick up six of the golden keys on any track and the taxi is yours.

Formula One
Collecting nine keys on any tracks get you a very fast new car!

Prototype Car
Collect all 12 keys from any track.

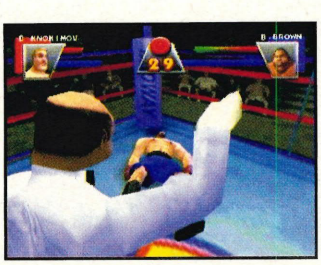
Rocket car and Midway track
Complete the whole circuit mode and get a final position of first place overall to unlock the rocket car and a hidden track based on the inside of Midway's own development studio.

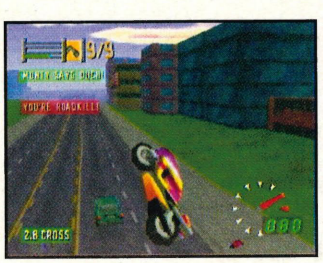
Mountain Dew Dragster
Find all four Mountain Dew cans on any level.

New York Cabs
R, L, Z, C Up, C Down, C Up
Switch control directions
Move the cursor over to the mirror selection while on the the track select screen. Hold down C Left, C Right, C Up, C Down and then push Left or Right whilst holding down the C Buttons in order to access the extreme option.

In the cheat menu
Line up the cursor with the cheat that you want to access then press the following codes:

Burning wreak





Hold Up and Press Z four times.

Cone Mines
Hold Z and press L and R four times.

RAMPAGE

Hidden Character
In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides
Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move. it won't last wrong however!

Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph	Cats
Lizzie	Birds
George	Dogs

HIDDEN CITIES
On the next city screen tap the following buttons

Ralph	Kick
Lizzie	Punch
George	Jump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

NoT3T	Opens all characters
BVGGY	Opens cheat menu in options
B1G4L	Play as mystery alien
SM14N	Play as George
S4VRS	Play as Lizzy
LVPVS	Play as Ralph
SRY3D	Play as Nubus

RESIDENT EVIL 2

Cheat Codes
Enter these codes on the Load Game screen. You" be returned to the main menu if the code is done correctly.

Invincibility
Down x4, Left x4, L, R x2, L, C Up, C Down.

Infinite Ammunition
Up x4, Right x4, L, R, L, R, C Right, C Left.

RUGRATS TREASURE HUNT

Secret level
Hold down L and R on the title screen, press A to bring up the password screen. Enter Z, A, R, L enter a secret level.

SAN FRANSICO RUSH 2049

Cheat Menu
Go to main menu and highlight the options selection. Before you select it hold L and R and Z and C Up and C Right and a cheats selection will appear at the bottom of the page. Once in the Cheats Menu you can access ALL PARTS by holding L and R and press Z. Release these buttons and press C Down, C Up, C Left and C Right and then L and R and Z. Invincibility can be used when you press C Right, L, R, R, L and then hold down C Left and C Down and press Z!

Extra Tracks
Intermediate Circuit (Also Mission Track) can be found when you come in in the top 3 positions on the Beginners Circuit.
Extreme Circuit (Also Presidio Track) can be unlocked when you come in in the top 3 positions on the Intermediate Circuit.
Advanced Circuit (Also Gauntlet Track) can be unlocked if you come in in the top 3 positions on the Extreme Circuit.

Disco Track
Get 100, 000 points in stunt mode

Oasis Track
Get 250, 000 points in stunt mode

Warehouse Track
Get 500, 000 points in stunt mode

Obstacle Course
Get 1, 000, 000 points in stunt mode

Battle Arenas
Downtown
Get 100 kills in battle mode
Plaza
Get 250 kills

Roadkill
Get 500 kills

Factory
Get 1000 kills

Extra Cars
Venom Car
Collect all silver coins in stunt mode

Crusher Car
Collect 16 gold coins

Euro LX Car
Collect 24 gold coins

GX-2 Car
Collect half of the gold coins in race mode

Mini XS Car
Collect 36 gold coins

Panther Car
Collect all gold and silver coins in both race and stunt mode.

Turbo Start
For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, you car should get off to a flying start!

Circuit / Race	Password
Beginner 4	WX17QQ6FDC
	XBDWCLCTYC
Beginner 5	BYI7QQBHWC
	YBFLD@CJFD
Beginner 6	WYI7QQLJ8C
	WJWDGD6%C
Beginner 7	BII7QQWK%C
	BMLFLD@MD
Beginner 8	WII7QQ6LLD
	XNWFWDQ2D
Intermediate 2	XB@#T3LCGB
	FWB6C2B42C
Intermediate 3	C@#T36WDLB
	LBCWFBCQ3C
Intermediate 4	XC@#T36FNB
	VBD6GQC%2C
Intermediate 5	CD@#T3BHQB
	YBFBJLDW9C
Intermediate 6	XD@#T3LJTB
	BG6K2DWQD
Intermediate 7	F@#T3WKWB
	WJWL@DYMD
Intermediate 8	XF@#T36L2B
	HCK6MLF6LD
Intermediate 9	CG@#t3BN4B
	XLWP@FW#D
Intermediate 10	XG@#T3LP6B
	MCPLRLGQVD
Extreme 2	WBBBWMCDB
	KWDWBQBN2B
Extreme 3	FXBBBBYDJB
	TBH6B6BTFC
Extreme 4	IXBBBB8FLB
	IWLLCGCBDC
Extreme 5	FYBBBBDHQB
	8BMBD6CGIC
Extreme 6	IYBBBBNJTB
	WQ6DBD4WC
Extreme 7	FIBBBWYKWB
	CCWBGQDYFC
Extreme 8	IIBBBW8L4B
	JXILG2DNVC
Extreme 9	F2BBBWDN6B
	MC56GLFQXC
Extreme 10	I2BBBWNP@B
	X8BH@FWDD
Extreme 11	F3BBBWYQBC
	RC%LJLGJFD
Extreme 12	I3BBBW8RDC
	XCXKWGLDD
Extreme 13	F4BBBWDVJC
	5CD7L@GTCD
Extreme 14	4BBBWNWNC
	XHXMBHG#C
Extreme 15	F5BBBWYXYC
	?CM7M2HLTD
Extreme 16	I5BBBW8YYC
	GYMXNWJBFD
Extreme 17	F6BBBWD24C
	HDRMPGK63C
Extreme 18	I6BBBWN3@C
	NYW7PLKYWC
Extreme 19	F7BBBWY4BD
	VDYCQGLNGC
Extreme 20	I7BBBW85JD
	XY3MQ6LN3C

SHADOWGATE 64

Finish the third tower trial easily. When you reach the inner chamber in the second tower, collect the blue ring and the red ring. Upon reaching the third tower when all the controls are reversed, wear the blue ring to revert to normal and walk through the maze as if it was a normal area.

S.C.A.R.S

Enter these codes on the option menu

LGSSSX	Crystal cup
CRKKYY	Diamond cup
DZPKKK	Zenith cup
PXPRTS	Master mode, compete with all hidden cars
SDSSRT	Scorpion car
TRTTLL	Cobra car
NRNNRR	Cheetah car
YMSTTR	Panther car
WLLVDD	All codes

On player select screen do the following to open everything up. Left, Up, Right, Down, Z, R, Down, Left, Up, Right

STARCRAFT 64

Some brand new cheats to help keep your head above the stars – may the force be with you.

Cheat Menu
To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game:
All research

1080° SNOWBOARDING

Dragon Cave
Select Match Race and finish all courses in hard mode.

Penguin Snowboard
Perform all 24 tricks in training mode then highlight the Tahoe 151 board on the snowboard selection screen, hold C Down and press A.

Transparent Boarder
Complete Expert mode, then select Akari Hayami hold C Left and press A on her statistics screen.

Gold Boarder
enable the Transparent Boarder and finish Expert mode, then select Kensuke Kimachi, hold C Up and press A on his statistics screen.

Panda
Come first in all time attack and trick attack modes. Select Rob, hold C Right and press A on his statistics screen.

Deadly Fall
Select death match and finish all courses in expert mode.

SUPERCROSS 2000

Freestyle Trick List
Hold down C Down in mid air and move the analogue stick in the following directions to pull off the required stunt. All 17 tricks in a round will get you 1000pts!

No hander
Up

No Footer
Down

Nac Nac
Left

Pancake Whip
Right

Rear fender grab
Up, Down

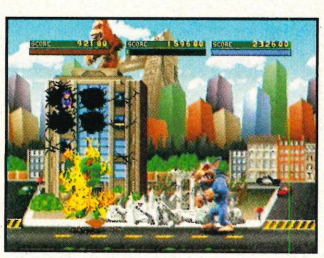
Vertical fender grab
Down, Up

Slide heel click
Right, Left

Banzai
Left, Right

Superman
Left, Down, Right

Bar Hop
Up, Left, Up









Saran wrap
Up, Right,Down

Cliffhanger
Right, Down, Left

Heel click
Down, Left, Up

Nothing
Right, Up, Left

Cordove
Left, Up, Right

Can Can
Down, Right, Up

Superman fender grab
Up, Left, Down

No riders
when selecting an event tap the C up button to bring up a code screen and enter NOR1D3RS to make everyone invisible.

Sheep racing
Bring up a code entry box again and then enter MUTTON as a code to race with sheep.

SUPER SMASH BROTHERS

Change costumes
Press any of the C Buttons whilst your on the character selection screen

Play in the Mushroom Kingdom
Complete the game with all eight characters

Play as Captain Falcon
Complete the game in less than 20 minutes and then beat the captain in the one on one battle that follows.

Play as Luigi
Complete all of the bonus levels with all the characters then beat Luigi in the battle that follows.

Play as Jigglypuff
Complete the game as any character and then beat Jigglypuff in the battle that follows.

Play as Ness
Complete the game with three lives on the normal setting without continuing and then beat Ness in the battle that follows.

SOUTH PARK

FUNCTION	CODE
All cheats	BOBBYBIRD
LEVEL SELECT	THEEARTHMOVED
Invincibility	ASSMAN
All weapons	FATKNACKER
Unlimited ammo	FATTERKNACKER
Skinny mode	VEGGIEHEAVEN
Big head mode	MEGANOGGIN
Pen & ink mode	PLANEARIUM
View credits	SCREWYOUGUYS
All characters	OMGTKKYB
Officer Barbrady	ELVISLIVES
Mr Mackey	CHEATINGISBAD
Philip	PHAERT
Terrence	RAFT
Mr Garrison	DOROTHYSFRIEND
Chef	LOVEMACHINE
Wendy	CHECKATACO
Pip	FISHNCHIPS
Ike	KICKME
Mrs Cartman	ALLWOMAN
Mephisto	GOODSCIENCE
Jimbo	STARINGFROG
Ned	HAWKING
Big gay	AlOUTRAGE
Alien	MAJESTIC
Starvin Marvin	SLAPUPMEAL

SOUTH PARK RALLY

Hidden Characters
Complete these tasks

Mr Garrison
Finish Rally Days 2 race

Mr Mackey
Finish Spring Cleaning race

Big Gay Al
Finish Pink Lemonade race

Mephesto
Finish 4th July race

Grandpa
Finish Halloween race

Jesus
Finish Christmas race

Satan
Finish New Years Day race

Ned
Finish 4th July race with Kyle

Damien
Finish Halloween race with Kenny

Visitor
Collect two pot pies in Memorial Day race

Ike
Collect the item on the plane wing in the Memorial Day race

Terrence/Phillip
Collect 4 Gold Cows on the Christmas Day Race

STAR WARS RACER

To enter the following codes, select a position marked 'empty' in tournament mode. When you reach the name entry screen, hold down Z and enter the letters of the code by using the L button to select each letter. Finally, select End and press L again before entering you name as normal. Enter all codes on the name entry screen.

Dual Control
Enter RRDUAL to race using two controllers. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

Mirror Mode
RRTHEBEAST then enter the cheat menu to turn on the mirror option.

Debug Menu
RRDEBUG to access the debug option.

Invincibility
RRJABBA. Begin the game and when you reach the track, press Start to pause and press Left, Down, Right and Up on the D-pad to bring up the cheat menu. You now make yourself invincible to crashes only.

Play as Cy Yunga
RRCYYUN

Turbo Start
As the amber light and the number one are about to disappear, the accelerator for a boost.

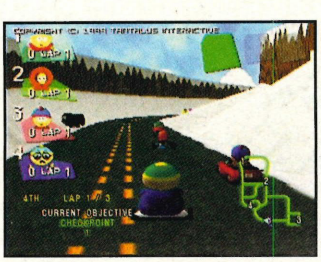
Have Six Pit Droids
RRPITDROID. Visit Watto' shop and press Up, Down, Left, Right, Right, Up

Play as Jinn Reeso
RRJINNRE

Taunt Your Opponent
Hold Z as you press A to start the race.

Open All Cheats
Go to an empty spot in the tournament mode and open the debug menu. Using the sam method of holding Z and pressing L to select the letters, enter the code

RRTANGENTABACUS before





selecting End with the L button Start any race, pause the game and press Up, Left, Down, Right o the D-pad to access the cheat menu. All cheats are then open, including the edit pod stats menu allowing you to change your pod without buying parts.

STAR WARS

Fly the Tie Interceptor
Enter the password to pilot the Millennium Falcon and put in TIEDUP as another password, Go to the ship selection screen and highlight the Millennium Falcon and press up on the analogue stick.

Beggar's Canyon Level
Get a bronze medal or higher on all sixteen missions to pilot a T-16 Skyhopper through the Beggar's Canyon on Tatooine.

Death Star Trench
Get a silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

Battle Of Hoth
Earn a Gold medal on all sixteen missions to pilot a snowspeeder in the battle of Hoth.

PASSWORDS
Infinite lives
IGIVEUP

View Credits
CREDITS

Alternate Radar
RADAR

Control AT-ST
CHICKEN

More A-Wings
ACE

View Movies
DIRECTOR

Millennium Falcon
FARMBOY

Music Test
MAESTRO

All power ups
TOUGHGUY

Open all levels
DEADDACK

Bearded man on screen
HARDROCK

Change V-Wing into Flying Cadillac
KOELSCH

SHADOWS OF THE EMPIRE

For these cheats to work the game has to be on medium level. start a new save slot on your controller pak and call it '_Wampa_Stompa' (each '_' represents a space). The name must be written correctly, including case, with one space before Wampa and two spaces between Wampa and Stompa. When you start the game, pause it, go to the options menu and set the controller type to traditional.

View end sequence
End your name as _Credits

Plat as Wampa
On the "Escape from Echo Base" Level, repeat the above code and press C Right until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character, push Down to give him Hamill type scars.

Play as AT-AT
In the second round of the Hoth Battle, when the scout walkers appear press Left on the D-pad and C Right simultaneously, then push Up. The C Right button will then let you change camera views until you see the AT-AS. Use the D-pad to attack.

Play as Stormtrooper
Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

Play as the Tie Fighter
This requires you to collect all the challenge points on the medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X Wing. If you hold C Right for another five seconds, you will now be flying a Tie Fighter.

Cheats Menu

This code grants you access to a multitude of menu options.

1. As usual use a game with the player's name as _Wampa_Stompa.
2. Begin playing on any of the levels and then pause the game.
3. Hold down all the C buttons, Z, L, R and the D-pad Left
4. Still holding these buttons, move the analogue halfway round to the left and hold it until you here a sound.
5. Release the buttons, press them again and move the analogue stick halfway round to the right until you hear the sound again.
6. Repeat stages 3 to 5 twice more each. Pink text should appear at the top of the screen. Use L and R to change the options, some of them can be changed by pushing the control stick up and down. Press A to activate them.

SNOWBOARD KIDS

All characters, boards and courses

From the start screen enter the analogue stick Up, D-pad Down, D-pad Up, C Down Up, L, R, Z, D-pad left, C Right, analogue stick Up, B, D-pad Right, C Left.

Turbo Start
Tap A repeatedly when ready appears at the start.

Quicksand Valley
Get gold on courses 1 to 6.

Ninja Land
Get gold on silver mountain

Play as Ninja
Get gold on Ninja land

Silver Mountain
Get gold on Quicksand Valley

STAR SOLDIER

Extra options
Complete the game on the regular setting and you will get access to a level select and an option preview enemy ships.

SPACE STATION: SILICON VALLEY

Alternate Introduction Sequence
Hold A or B and power on the N64 to view two different introduction sequences after the DMV man appears.

Asteroid Bonus Level
Press Down, Up, Z, L, Down, Left, Z, Down whilst at your level selection.

Gold Evo
Collect all 390 metal orbs to turn Evo gold on the last level.

World Codes
Enter these codes on the level select select screen to open the desired world.

Euro Eden
Up, Down, L, Z, Down, Up, Z, Down

Arctic Kingdom
Up, Down, Z, L, Down, C Right, Z, Down

Jungle Safari
Up, Down, L, Z, Down, C Left, Z, Down

Desert adventure
Up, Down, L, Z, Down, Left, Z, Down

Control Room
Up, Down, L, Z, Down, Right, Z, Down

SUPERMAN

Level Select
Complete the first level and save the game before quitting. Go to load game and when it asks you to put in the rumble pack, hold L and B for a few seconds then press A whilst still holding the buttons. If you've done it correctly, a level select screen will appear.

Become a Car
Enter Practice mode and pick up the car near the start. Fly through all the rings around the LexCorp building and you'll end up in the car, meaning you can drive it around the city!

TARZAN

Level Select
To access all levels press, Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down on the main menu screen. At the very bottom of the selections screen a cheat menu will appear.

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode
During Play, push C Down, Z, B, Up, Up, Right.

All Tracks
When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars
Enter the code and then go to Arcade mode to see the cars. A, Left. Left, C Down, A, Right, Z

Alternate Credits
On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car
Up, Up, Z, B, A, Left, Left on Arcade mode.

Mirror course
Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars
Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine
Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course
Finish season six in first place in all races.

Change Car colours
Hold down L, R and all four C buttons on the car select screen, then move the D-pad up or down. Once you've done that you can change the car colours by holding the L and R buttons and up or down on the D-pad, then pressing any of the C buttons.

Bonus Cars
Complete the following seasons to access displayed cars:

SEASON & CAR
2 Type CE
(Toyota Celica) & Type IP
(Isuzu P)

3 Type M3
(BMW M3) & Type SP
(Toyota Supra)

4 Type NS
(Nissan Skyline) & Type RS
(Ford RS 200)

5 Type Ps
(Porsche 959)
Mirror Milk Truck and Helmet Car

TOP GEAR OVERDRIVE

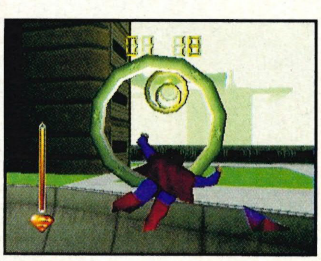
Bonus Cars
Complete all six of the racing seasons to unlock three hidden cars: Weenie With Pickle, Nintendo car, Moving Nintendo Logo on wheels.

Cheat Codes
Enter these codes by going to the main menu and pressing the Z button while lining up the cursor with the relevant (where championship is one and credits is four). Example: open the Alternate credits by lining up the cursor with Set up, Set up, championship and then versus, pressing the Z button each time.

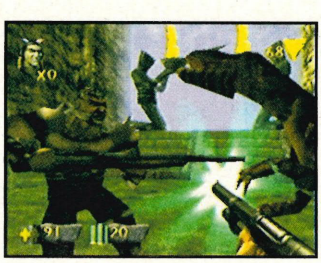
Alternate Credits

3, 3, 1, 2









Open all cars
4, 4, 2, 4, 3, 1, 1, 1, 2

Open Season 4
2, 1, 1, 4, 3, 3, 1

Open Season 5
3, 1, 4, 2, 2, 3, 1, 2, 4, 1

Open Season 6
4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4 ,3, 3

TUROK

FULL CHEATS LIST
Enter the following in the cheat menu provided in the game

Gives Everything
NTHGTHDGDCRTDTRK

Show enemies
NSTHMNDNT

Quake Mode
CLLTHTNMTN

Vivid colours
LLTHCLRSFTHRNB

Tiny enemies
ZDNCHN

Pen and Ink mode
DLKTCR

Disco mode
SNFFRR

Gallery mode
THBST

All weapons
CMGTSMMGGTS

Infinite Ammo
BLLTSRRFRND

Unlimited lives
FRTHSTHTTRLSCK

Spirit mode
THSSLKSCL

Credits
FDTHMGS

Robin Mode
RBNSMTH

Fly mode
LKMBRD

TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode
UBERNOODLE

Stick Mode
HOLASTICKBOY

Tiny Mode
PIPSQUEAK

Zach's Cheat
AAHGOO

Pen and Ink
IGOTABFA

Gouraud mode
WHATSATEXTUREMAP

Blackout mode
LIGHTSOUT

Juan's Cheat
HEEERESJUAN

Ultimate Code
BEWAREOBLIVIONISATHAND

TWISTED EDGE EXTREME SNOWBOARDING

Hidden boarders
Get an overall ranking of first place on each difficulty mode in competition mode.

Bonus Boards
Get first place in each race to get XXX6, Top Gear Rally and Midway Boards. Complete the stunt challenge mode to get the bucky board. Come first on all three courses in the first round of competition mode to get the flower board.

Master Mode
Beat the game on the first three difficulty levels.

Twisted Mode
Beat the game in master mode.

Mirror mode
Beat the game in twisted mode. Boss Snowboard and Bob Come first overall in the mirror course

Hidden G character
First stunt challenge mode with more than 28, ooo points and get a first place rating

Quick Start
Press up twice right after the word go vanishes.

TETRISPHERE

Go to the new game option and press L, C, Right and C Down to bring up some weird characters

Lines game
Enter the name LINES.

Access all Levels
Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music
Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits
Enter CREDITS

VIGILANTE 8

Enter all codes as passwords

All cars
GANGS_UNLOCKED

Y the alien
GIMMIE_DA_ALIEN

Same vehicles in multiplayer
MIX_MATCH_CARS

Missile Power up
MISSILE_ATTACK

Invincibility
LIVE_FOREVER

Quick Firing weapons
FIRE_NO_LIMITS

Low Gravity
A_MOON_GETAWAY

Slow motion mode
GO_REALLY_SLOW

Expert mode
I_AM_TOUGH_GUY

Level Select
LEVEL_SHORTCUT

View end sequences
LONG_SLIDESHOW

Ultra high resolution mode
MAX_RESOLUTION

THE NEW TETRIS

CRAZY MODE
Enter your name on the one player name entry screen as 2fast4u.

V-RALLY

Cheat Mode
Push L and R, C Left, C Right, L and R on the press start screen. Press Start, hold Z and L on the mode selection screen until "Cheat Mode" appears.





NOT NINTENDO!

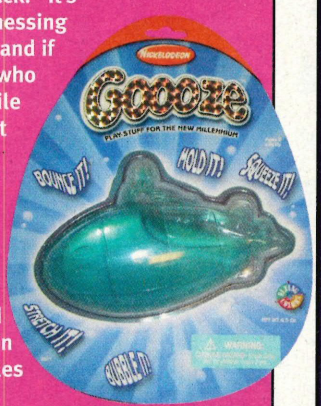
not ninte

Christmas is a coming, and – if you are anything like us – you'll end up leaving the present-buying until the very last minute. During that rush to buy anything you can for your family and friends with just one rather tattered five pound note, an old-style 10p and some foreign coins you had left over after your last holiday, it's often difficult to find the perfect gift, so this year, let us help! Contained within the next few pages of Not Nintendo are details of all the cool products that our specially trained Elves have dug up just in timefor Christmas...

Gooze

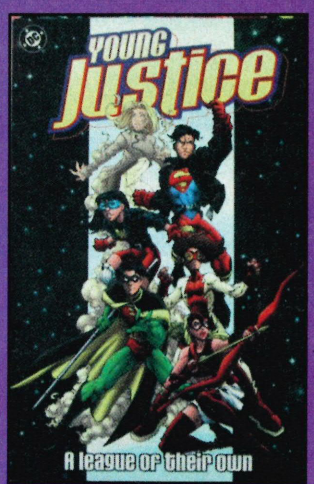
not nintendo STUFF not nintendo

A strange concept for a toy when you think about it! Something that is gooey, slimy and can be stretched, moulded and even bounced! "What is this remarkable toy?" we hear you cry and we cry back: "It's called Gooze!" Kids love messing around with messy things and if there is anyone you know who loves to play with a versatile transparent compound that comes in a range of six colours and in a variety of crazy canisters then this will be just the medicine for them. Just make sure they don't put any of it in their mouth! Priced around £6.99 you can find Gooze in a toyshop not a million miles from where you live!



Young Justice

not nintendo BOOK! not nintendo



Superheroes, are they all they're cracked up to be? Superman, Batman, Spiderman... they all have their faults – and even dark pasts – but anyone who has seen the excellent movie *Mystery Men* will know that some superheroes are not the most impressive of people. In fact if you have seen *Mystery Men*, then this graphic novel from Titan Books will be exactly the antidote you need to those cape-flapping, masked fools! Wickedly funny and very satisfying, *Justice League* is all about a group of young superheroes who are arrogant, idiotic and inept and live in a world where heroes are created and promoted rather than born. If they are the future of crime fighters then heaven help us all! The humour is clever and also daft enough to capture anyone's imagination. Read it, laugh, and then file under "Worthwhile purchase". Priced £10.99.

Rocket

not nintendo TOY! not nintendo

They say that 'a dog is for life and not just for Christmas', which is damn fine advice, but with technology the way it is at the moment, you can now buy a dog that will last even longer than that! From the popular plaything people, Fisher Price, comes a cyberpet so adorable and easy to use that it will be impossible to resist! Rocket comes with headphones and a microphone so that you can give him voice commands! He eats, sleeps, barks, pants, does tricks and many other things that will make other people go "Aah! How cute". Plus he doesn't need house-training so he won't go leaving any little 'presents' on your favourite rug! Rocket is priced at around £100, and once you've got him you needn't worry about food – all he's gonna need is new batteries!

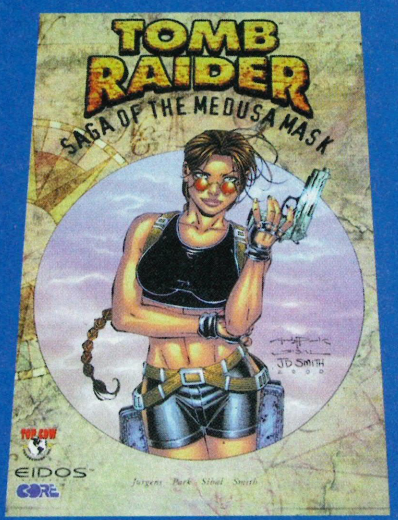


ndo!

Tomb Raider

Who here likes *Tomb Raider* and looks forward to the forthcoming movie? Can I see a show of hands please? Wow, that many? Well, if that's the case, then this new graphic novel called *Saga of the Medusa Mask* should please a fair few of you out there! In this adventure Lara Croft must battle her way through more enemies and even more old caverns than ever before! The book is packed with action, thrills and even has some startling revelations to put to you before the final page is turned! If you cannot wait until the movie then this should more than fill the gap! Search for it with a gun and a flaming torch from any comic store for £8.99.

not nintendo BOOK!



Wuv Luv

Imagine, if you would, a huge Furbie that could give birth and then interact with its offspring! If you can imagine this then you are halfway to understanding just what a Wuv Luv is! These things crave attention and love to be loved and if you play with them for long enough the furry fellows sing, laugh, chatter and eventually give birth. This toy has to be the most extraordinary way of introducing children to the magic of childbirth (and the most disturbingly misleading too!) Once the baby has been born the mother and child begin to interact with each other, talking to one another and singing songs (we kid you not). If you have £29.99 that you want to spend on something that will reciprocate your love then this cute toy should be purchased from the nearest toy shop as quickly as possible!

not nintendo TOY!





Lego

One of the world's most popular toys is still going strong with even more types of construction set. With the success of their *Star Wars* toys, *Lego* has now introduced the Lucas mythology into its *MindStorms* range. The *Dark Side Developer Kit* allows you to create various types of droids or machines that can be moved by a microcomputer which acts as the brain of the robot. You can create anything from a small Stomper right up to an AT AT! Of course, if you are more of a hard-edged model-builder then take a look at Lego Technics Silver Champion which is an incredible 65cm long! Build it up and race it against other R/Cs. It's long, sleek, moves like lightning and can even be rebuilt into a massive truck! Good Golly! (There's a phrase no-one has used in a while, apart from possibly Little Richard). Available from all good toy shops and for more information log on to www.LEGO.com!

not nintendo TOY!





NOT NINTENDO!

Who Wants To Be A Millionaire

Okay, so it's a stupid question, we know for a fact that we wouldn't mind winning a cheque with a one and six zeros on it but until that rather unlikely event happens, we'll have to make do with this new electronic game from Tiger! Now you can bring *Who Wants To be A Millionaire* straight into your living room with this huge circle of fun! With flashing lights, music from the show, and even the soft voice of Chris Tarrant himself, this rather smashing game is just like being on the show. All the features from the programme are included (50:50, Phone A Friend and Ask The Audience) and there are 1500 questions to task the little grey cells. So... if you want to win a million then spend £34.99 at any good toy shop and start playing today!



Walking With Dinosaurs

Boom Boom ak a lak a lak a boom, Boom Boom aka lak alak Boom! Unfortuantly, these toys have nothing to do with the Was Not Was song from the Eighties (not that we can think of any way you ould possibly make a toy from the song). They are in fact based upon the hit BBC series that brought you face-to-face with the dinos themselves. Thanks to these realistic new figures from Toyway, you can read the information on the back to see just what the creature was capable of and then use them to trash a Lego village and eat the tiny Lego people! Pop to your local toy shop and pick up your own T-Rex today, priced around £5.99.



Scooter

Scooters are a lot like raindrops at the moment: they're around everywhere and are beginning to flood the streets. Even the our office is littered with the things! To put it another way, did you ever see that *Star Trek* episode '*The Trouble with Tribbles*'? For those of you who have still to make a decision as to which type of scooter you want, then take a look at this one for £69.99 from Olop Leisure. It's called the XT500 Bflash scooter and has a strong yet lightweight frame, which means it will take quite a bashing, but not strain your back as you try to pick it up. It comes in three colours, silver, red and blue, and is recommended for anyone over the age of six! If that has tickled your fancy then pop down to Woolworths and pick one up, or ring (01803) 201972 for other stockists.



WWF: Stone Cold Steve Austin/Undertaker

Do you like big men who grapple with each other, pretend to make eachother bleed and act all tough 24/7? If you, do then you might be really interested to discover that two of your favourite characters have been brought to life on the pages of two graphic novels named after them! God bless good old Titan Books, eh?

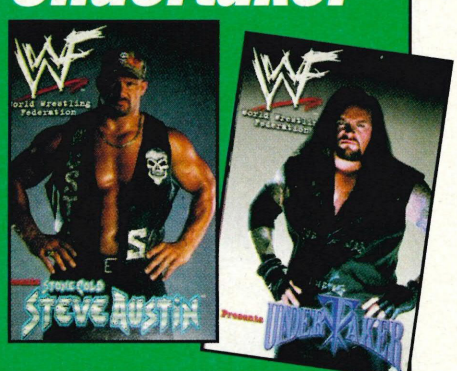
STONE COLD STEVE AUSTIN

Riding into a small nowhere town with a giant problem, Mr Stone Cold discovers that he, despite his nonchalant attitude, must save the town from the evil within. Much opening cans of whup-ass and feigned injuries ensue!

UNDERTAKER

Scary guy, wears black, not very nice, has to defend Hell's prison, gory monsters, book of the dead, everone's out to get him!

Is that enough information for you? Good! Both books are priced at £9.99, are surprisingly entertaining and can also be used to stop tables wobbling.



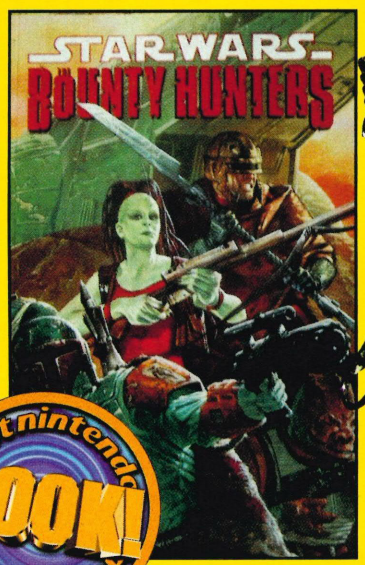
Beep and Bopp

Are you interested in owning your own remote control robot that can interact with other similar robots? If you are, then you're either a Bond villain or someone who likes robots. Even if you are neither of these, we're sure that Beep And Bopp will appeal to anyone who likes crazy stuff in general! They spin, have wobbly arms and legs and even speak to each other in their own weird language! Made by Tomy and aimed at the younger person, Beep and Bopp are priced at the out-of-this-world tag of £17.99. Hunt them down in something similar to a toy shop!



Star Wars: The Bounty Hunters

Surprise, surprise! It's another month of graphic novels and it was no real shock for us to see a *Star Wars* one in amongst the pile! This one is about the exploits of those bounty hunters who roam the universe looking for their own particular brand of cash and carry! There are four tales in this book, and one of them features everyone's favourite mercenary, Boba Fett. If you fancy a harder edge to your *Star Wars* stories then *The Bounty Hunters* should be your next visual port of call! Once again, let's thank all the nice people at Titan Books for their £12.99's worth of illustrated mayhem!



MCD Musical Keychains

Fancy music on the go but you don't have a portable CD player or minidisc? Then look no further than the MCD Musical Keychains from Vivid Imaginations! For a paltry £7.99, these musical masterpieces give you a song from any of a number of top pop bands, including Five, Bewitched, Britney Spears and TLC. Every keyring plays the whole song from beginning to end and considering how small they are you get quite decent volume from them! Ring (01702) 200660 for stockist information.



WIN Something From Roy's Grotto!

Deep in the bowels of 64 MAGAZINE's office is a strange yet beautiful place! It's only a story of course, but legend has it that Roy likes to stash all of the goodies from the Not Nintendo section there to keep for a rainy day! Well, luckily for you: it's raining! Over the past couple of issues, we have displayed on these pages a whole host of gadgets, toys and trinkets that have just accumulated in Roy's Grotto and is now it's fit to burst. It looks as though we have to get rid of them now, and this is where you lot come in. If you fancy winning something from the collection of goodies we've got, then simply answer the question below, and if you are one the luckily few who get pulled out of the over-sized Santa hat you'll be sent a prize from the Grotto. It's pot-luck, so there is no idea what you might win, but if you have been reading Not Nintendo, then you will have a rough idea what could be winging it's way to you sometime in the New Year! Fancy taking a chance to win anything from a graphic novel to a snakeboard (remember, they have already had one careful owner!) If you do, then answer the following question:

Which miserable *Dr Suess* character plans to completely ruin Christmas for the good people of Whoville?

Is it...

A) EVIL DR SWINEFACE

B) THE GRINCH

C) THE CAT IN THE HAT

Send your answers into:
I Want What You Got Compo,
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All entries must get here by 28 December 2000 and any that arrive late will be covered in gravy and eaten for our Christmas dinner!

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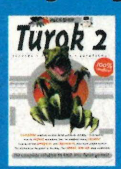
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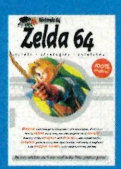
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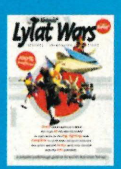
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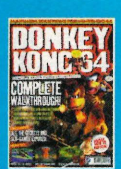
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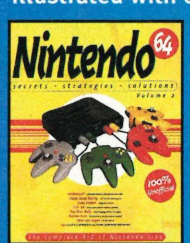
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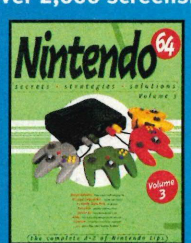


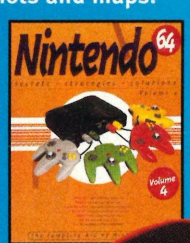
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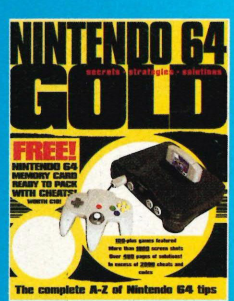
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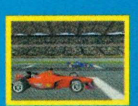
Mario Kart



Goldeneye



1080° Snowboarding



F-1 World Grand Prix II

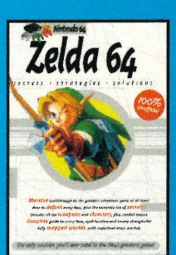


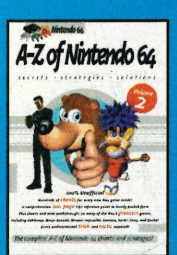
Banjo-Kazooie

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NINDEX



The complete guide to every N64 game ever reviewed!

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

If you want to get the low-down 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 to see just how well they compare to the latest N64 titles. If you need game info then this is where to look!

90% AND ABOVE

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

64 MAGAZINE SIZZLER

95% AND ABOVE

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

64 MAGAZINE GOLD MEDAL AWARD

NINDEX KEY

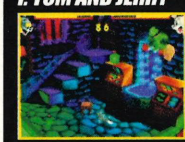
Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The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

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

Game Name	Company						Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●		●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●		●	29	50%	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: Air Combat	3DO	1-4	●	●	●		45	69%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4	●	●	●	●	35	74%	Decent 3D 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.
Batman Of The Future: Return Of The Joker	Ubi Soft	1	●	●	●	●	46	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new.
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	69%	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.
Blues Brothers 2000	Virgin	1-2	●	●		●	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1		●		●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	●			●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1				●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●				12	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6	●				45	55%	A bowling game… with skittles, balls 'n' stuff.
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	84%	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.
Donald Duck: Quack Attack	Ubi Soft	1	●	●	●	●	46	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.
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.

OUR TOP TEN!

1: TOM AND JERRY



2: PERFECT DARK



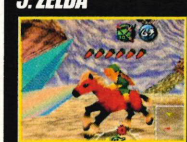
3: STARCRAFT 64



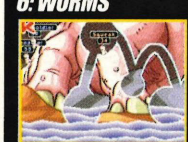
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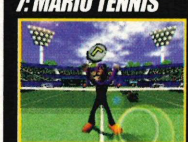
5: ZELDA



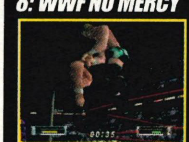
6: WORMS



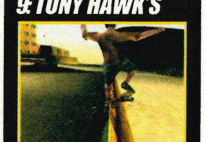
7: MARIO TENNIS



8: WWF NO MERCY



9: TONY HAWK'S



10: ISS '98



64 TOP SHOOT-'EM-UPS



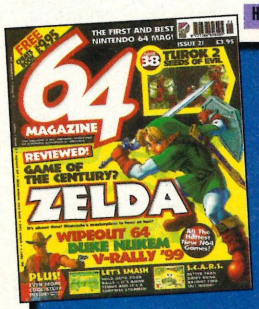
1 Perfect Dark 98%
2 Goldeneye 95%
3 Quake II 93%
4 Vigilante 8: Second Offense 92%
5 Turok 3 Shadow of Oblivion 92%

64 TOP FIGHTING GAMES



1 Tom and Jerry 95%
2 WWF No Mercy 95%
3 WWF Wrestlemania 2000 93%
4 Super Smash Bros 87%
5 WWF Warzone 86%

Game Name	Company						Issue	Score	Comment
Dual Heroes	Hudson	2	●				9	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	●			●	45	85%	Humorous cartoon escapade with Buck Rodgers' feathered alter-ego.
Duke Nukem 64	GT Interactive	1-4	●			●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	●	●	●		27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1		●		●	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	●	●			37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4		●		●	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4		●	●		41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	●	●		●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	●			●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2		●		●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	●	●	●	●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	●			●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	●	●		●	24	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.
Fighter's Destiny 2	Soythpeak Interactive	1-4	●	●			44	78%	Above average beat-'em-up offering nothing new over the original
Fighting Force 64	Crave	2	●	●			29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	●	●		●	30	78%	Fun fighting game, though it's not exactly *Street Fighter*!
Forsaken	Acclaim	1-4	●	●		●	14	86%	A kind of turbo *Descent* – good, but some levels very short.
F-Zero X	Nintendo	1-4		●		●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	●	●		●	21	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	●	●	●		33	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	●			●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	●	●		●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4					3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1		●		●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2					24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4			●	●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	●	●		●	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1					39	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	●	●	●	●	44	80%	Challenging adventure with a few flaws and some nice scenery.
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.



TEST OF TIME

With *Zelda 2* in for review this month, we focus on the issue in which we reviewed the first N64 *Zelda* title. Has it managed to stand the test of time? Do you really have to ask?

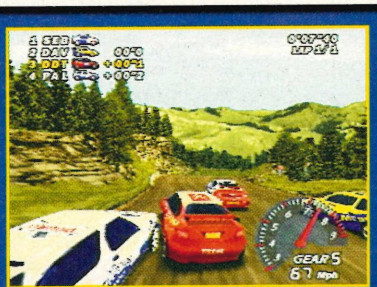


Legend Of Zelda

Nintendo • £49.99
Original Rating: 98%

It was such a long time in coming... but then it finally arrived and we all worshipped at the feet of that gaming God Mr Miyamoto. Quite simply the most immmersive adventure ever seen, this game had PlayStation owners crying into their cornflakes – and still does! If you haven't played it yet – buy it now! Now! Go on! Get it!

Score: 96%



V-Rally '99

Infogrames • £39.99
Original Rating: 69%

This was one of the best racing games on the PlayStation, so we had very high hopes for the N64 version. Unfortunately, what we effectively got was a rather 'muddy'-looking PSX port which didn't offer Nintendo owners anything remotely new. Now, getting on for two years later, there's really nothing to keep you coming back to it.

Score: 60%



Wipeout 64

Midway/THE Games • £49.99
Original Rating: 80%

Another popular PlayStation game that finally made its way to the N64, *Wipeout* was unfortunate enough to come up against the rather super *F-Zero X*. It had a few problems which are still apparent today – such as a slightly duff four-player mode – but the game is still great fun and well worth a look if you haven't tried it out before.

Score: 80%

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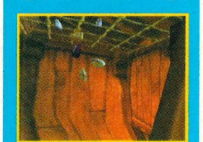
Game Name	Company						Issue	Score	Comment
Hot Wheels Turbo Racing	EA	1-2	●	●		●	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	●	●	●	●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	●	●	●	●	38	88%	Another great N64 racing game, but 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.
Indy Racing 2000	1-2		●	●			43	79%	Incredibly fast racing game which is, sadly, slightly flawed.
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 2000	Konami	1-4	●	●	●	●	44	90%	Fantastic footie fun but not really any better than ISS '98.
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!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	●	●	●	●	41	79%	Above-average off-road motorcycle racing.
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.
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…
Mario Tennis	Nintendo	1-4		●			44	92%	Top tennis action from Mario and his crazy mates!
Michael Owen's WLS 2000	THQ	4		●		●	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8	●	●		●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2	●	●			30	40%	Humdrum baseball game that pales alongside *All-Star Baseball*.
Milo's Astro Lanes	Interplay	1-4	●	●		●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1				●	7	82%	Strange but enjoyable old-school 2D platformer.
Mission: Impossible	Infogrames	1		●		●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1	●	●		●	9	46%	Risible attempt to add platforms to the *Mortal Kombat* franchise.
Monster Truck Madness	Take 2	1-4		●		●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2	●	●		●	19	80%	Finally, a decent *Mortal Kombat* game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2				●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2	●	●		●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1	●			●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2	●	●		●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	●	●		●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	●			●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	●	●		●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	●			●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	●	●			39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	●	●		●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	●			●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	●	●		●	36	75%	Ordinary basketball game with a few nice gimmicks.

64 MAGAZINE TOP ADVENTURE GAMES



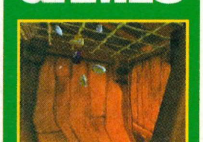
1 Zelda	96%
2 Resident Evil 2	94%
3 Silicon Valley	87%
4 Castlevania 2	86%
5 Castlevania	85%

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%

64 MAGAZINE TOP 4-PLAYER GAMES



1 Perfect Dark	98%
2 Goldeneye	95%
3 ISS '98	95%
4 WWF No Mercy	95%
5 Worms: Armageddon	91%

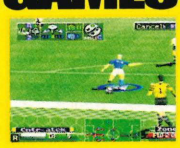
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64 TOP RACING GAMES



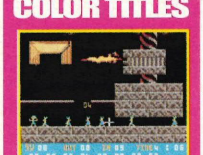
1 F-1 World Grand Prix 94%
2 F-1 World Championship 94%
3 Ridge Racer 64 91%
4 Micro Machines Turbo 64 90%
5 F-Zero X 90%

64 TOP SPORTS GAMES



1 ISS '98 95%
2 Tony Hawk's Skateboarding 94%
3 ISS 64 93%
4 Mario Tennis 93%
5 Michael Owen's WLS 2000 92%

64 TOP GAMEBOY COLOR TITLES



1 Tomb Raider 97%
2 Lemmings 93%
3 TOCA: Touring Car 92%
4 Daikatana 92%
5 Cool Bricks 90%

Game Name	Company						Issue	Score	Comment
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.
NBA Showtime: NBA On NBC	Midway	1-4	●	●			42	78 %	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2	●	●		●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4	●	●		●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	●	●	●	●	21	89%	Updated and improved version of *NFL QBC '98*.
NHL Quarterback Club 2000	Acclaim	1-4	●	●	●	●	34	90%	The best American football game you can buy.
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	THQ	1	●	●	●	●	42	80%	Fun shoot-'em-up that looks a little dated now.
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		●	●	●	41	98%	The best shoot-'em-up the world has ever seen!
Pilotwings 64	Nintendo	1	●			●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1				●	45	90%	The N64's first shoot-'em-up without any guns in it!
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	89%	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.
Rat Attack	Mindscape	1-4	●	●		●	42	82%	Manic retro-style arcade action that's great in multiplayer.
Rayman 2: The Great Escape	Ubi Soft	1	●	●	●	●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2	●	●		●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1		●	●	●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4	●	●	●	●	30	80%	Genuinely enjoyable radio-controlled car racer.
Ridge Racer 64	Nintendo	1-4		●			38	91%	The best version of *Ridge Racer* so far & the hottest racing game on the N64!
Road Rash 64	THQ	1-4	●	●	●	●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4	●	●	●	●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2	●			●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1		●		●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4				●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2	●	●		●	22	80%	*SF Rush* sequel – better handling, but less exploration.
San Francisco Rush	Midway	1-2	●	●		●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
San Francisco Rush 2049	Midway	1-4	●	●	●	●	46	90%	The third – and best – racer in the Rush series!
SCARS	Ubi Soft	1-4	●	●		●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1	●			●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1	●	●	●	●	30	90%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1	●			●	1	58%	Duff *Star Wars* tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1	●				12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4	●	●		●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4		●			26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	●	●	●	●	23	64%	Iffy fast-buck licence based on the *Turok 2* game engine.
South Park Rally	Acclaim	1-4	●	●		●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1		●		●	20	87%	Bizarre but engrossing adventure full of robot animals.

Game Name	Company	1	2	3	4	UK	Issue	Score	Comment
Starcraft 64	Nintendo	1-2		●	●		42	95%	The ultimate in real-time strategy games!
Starshot: Space Circus Fever	Infogrames	1				●	25	42%	Nasty *Banjo-Kazooie* type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1		●			17	65%	Poor attempt to do an *R-Type/Axelay* shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1		●	●	●	23	90%	Superb *Star Wars* combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2		●	●	●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	●	●	●	●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	●	●		●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1				●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2		●			20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4				●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4					11	68%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	●	●	●		39	85%	Cute cartoon platform adventures with Disney's apeman.
Taz Express	Infogrames	1		●		●	40	82%	More mad cartoon fun from everybody's favourite Devil!
Tetrisphere	Nintendo	1-2				●	10	70%	Interesting but not entirely perfect attempt to move *Tetris* into 3D.
TGR 2	Kemco	1-4	●	●		●	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	●			●	32	80%	Yet another *Tetris* update, this time with a four-player mode.
Tom & Jerry: Fists Of Furry	Ubi Soft	1-2				●	46	95%	Absolutely outstanding cartoon cat 'n' mouse beat-'em-up.
Tonic Trouble	Ubi Soft	1	●	●		●	31	77%	Amusing platformer that's somewhat on the easy side.
Tony Hawk's Skateboarding	Activision	1-2	●	●	●	●	38	93%	The only skateboarding game on the N64 – luckily it's fantastic!
Top Gear Overdrive	THE Games	1-4		●	●	●	22	65%	Lame follow-up to the much better *Top Gear Rally*.
Top Gear Rally	THE Games	1-2	●	●		●	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	●	●		●	36	80%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	●	●	●	●	21	85%	Bloodthirsty and over-large game in the *Doom* mould.
Turok: Dinosaur Hunter	Acclaim	1	●			●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	●	●	●	●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Turok 3	Acclaim	1-4	●	●	●	●	44	92%	Top-class first-person shoot-'em-up action!
Twisted Edge Snowboarding	THE Games	1-2	●	●		●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2		●		●	21	60%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	●	●	●	●	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	●	●	●	●	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	●			●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	●			●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4				●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2				●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	●			●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3D Hockey	GT Interactive	1-4	●			●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3D Hockey '98	GT Interactive	1-4	●			●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	●	●		●	9	83%	Good multiplayer game, outdone by *WWF Warzone*.
WCW Vs NWO Revenge	THQ	1-4		●		●	20	85%	Update of *WCW Vs NWO World Tour*, slightly better.
WCW Nitro	THQ	1-4	●	●			31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	●			●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3		●			10	30%	Pathetic, Jenny Powell-free US version.
Winback: Covert Operations	Virgin	1-4	●	●		●	38	86%	Top *Metal Gear Solid*-style action with an unfortunate camera.
Wipeout 64	Midway	1-4	●	●		●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	●			●	14	86%	Yet another update of *FIFA*.
World Driver Championship	Midway	2	●	●		●	23	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	●				9	86%	Japanese version of *ISS 64*.
Worms: Armageddon	Infogrames	1-4				●	33	94%	Simple but fantastically playable invertebrate combat.
WWF Attitude	Acclaim	1-4	●	●		●	30	87%	Takes *Warzone*'s place as the best wrestling game.
WCW Mayhem	EA	1-4	●	●		●	34	74%	Feeble crack at a wrestling game.
WWF No Mercy	THQ	1-4	●	●	●	●	45	95%	The best wrestling game in the world… ever!
WWF Warzone	Acclaim	1-4	●	●		●	17	86%	Decent wrestler, now superseded by *WWF Attitude*.
WWF Wrestlemania 2000	THQ	1-4	●	●		●	34	93%	The N64's best wrestling game bar none!
X62	Acclaim	1-4	●	●		●	20	70%	Sequel to *Extreme G*, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4		●	●	●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1		●		●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

64 TOP PARTY/PUZZLE



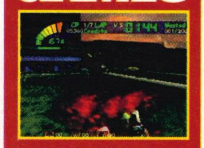
1 Bust-A-Move 2	91%
2 Bust-A-Move 3DX	90%
3 Puyo Puyo Sun 64	87%
4 Wetrix	86%
5 Lode Runner	82%

64 TOP STRATEGY SIMULATION GAMES



1 Starcraft 64	95%
2 Command & Conquer	90%
3 Premier Manager 64	85%
4 Blast Corps	80%
5 Ogre Battle 64	77%

64 TOP BAD GAMES



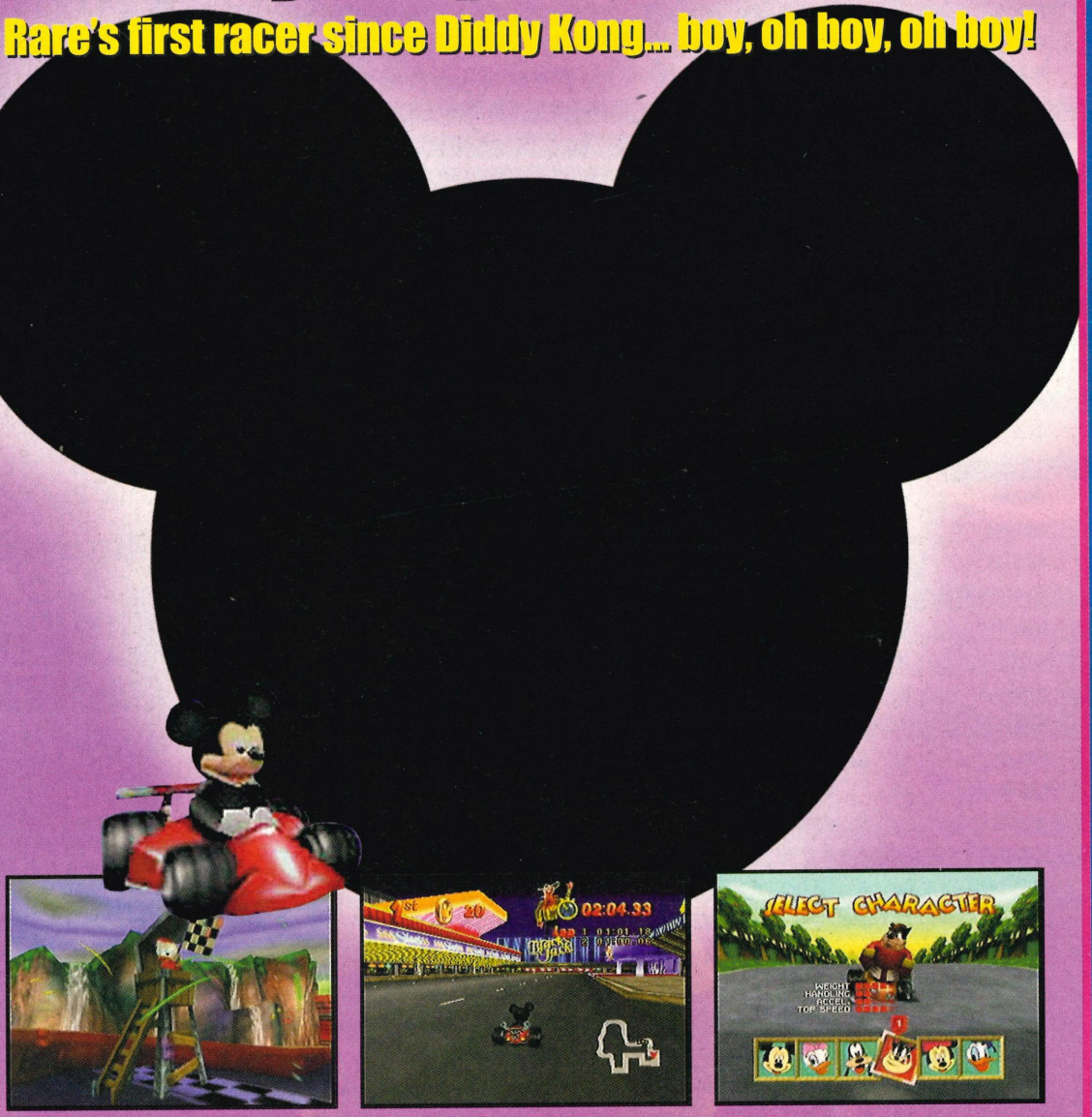
1 Carmageddon	0%
2 Clayfighter	8%
3 The Glory Of St Andrews	10%
4 Superman	14%
5 Waialae Country Club	15%

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Rare's first racer since Diddy Kong... boy, oh boy, oh boy!



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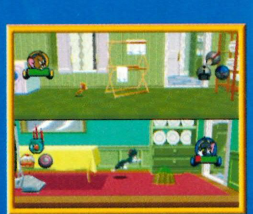
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