OVER 1,000 NINTENDO 64 CHEATS

BRITAIN'S BEST N64 MAGAZINE!

64 MAGAZINE

THIS MAGAZINE IS NOT ENDORSED, SPONSORED OR OTHERWISE AUTHORISED BY NINTENDO

REVIEWED!

SPIDERMAN

TAKE TO THE STREETS... THE WALLS AND EVEN THE CEILING WITH ACTIVISION'S WILY WEBSLINGER!

AND REVIEWS OF...

READY 2 RUMBLE BOXING: ROUND 2

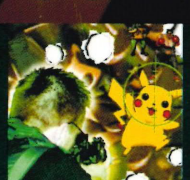
SIN AND PUNISHMENT

PLUS!

GAMECUBE SO FAR

PLUS INSIDE:

GAME GENRES
We're always on about them, but what are they? 64 MAGAZINE investigates!



MEGAMAN 64
He's a man... He's Mega... He's Megaman! And about time too...



Issue 49
www.totalgames.net
£3.99
Paragon Publishing Ltd
9 771366 626012 49

64 magazine • issue 49

spiderman • ready 2 rumble boxing: round 2 • sin and punishment • cruis'n exotica • indiana jones and the infernal machine



The *Cheatmistress* Presents

CHEATS UNLIMITED

TIPS, CHEATS & WALKTHROUGHS

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A-01
A Bug's Life
Aero Fighters Assault
Aero Gauge
Air Boarder 64
All Star Baseball '99
All Star Baseball 2000
All Star Baseball 2001
Armorines
Army Men Sarge's Her.
Automobili Lamborghini

B-02
Banjo Kazooie
Banjo Tooie
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.
Excite Bike 64
Extreme G 1
Extreme G 2

F-06
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighter's 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
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 4
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
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
Zelda: Majora's Mask

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S ON OFFER

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 098 168

CALLS COST ONLY 60p PER MINUTE TO THIS NUMBER

LATEST RELEASES ADDED DAILY

AVERAGE CALL LENGTH ONLY 3.10 MINS

PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
09066 098 008
Calls cost only 60p per minute to this number

MOBILE PHONE ACCESS:
0700 5900 615

INTERNATIONAL ACCESS: +44 (0)700 5900 020

TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
* TO RESTART THE SERVICE OR # TO MOVE BACK A STEP

Dreamcast. PlayStation GAME BOY COLOR SEGA SATURN PlayStation2 NINTENDO64 PC

All logos are trademarks of their respective companies



Before calling Cheats Unlimited, please ensure you have permission from the bill payer. Calls to the under 16's number will cost no more than £3.00, and will end after 5 minutes. There is no maximum call time for the over 16's number. Please put comments or queries in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or call our

Customer Service: 08700 885 656

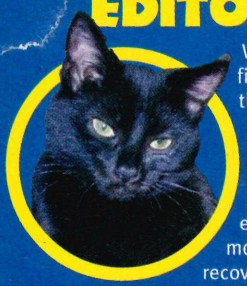
INTERACTIVE TELCOM

NEWS, REVIEWS & RELEASE DATES + FREE MAGAZINE & FREE DOWNLOADS AT

www.cheatsunlimited.com

Meet the Team!

EDITORIAL



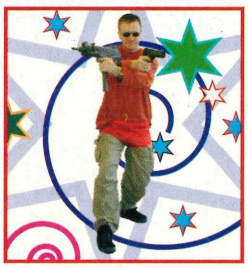
Welcome to our first new issue of the New Year! (The last one came out in the last few days of 2000, see?) After everyone had more or less recovered from the rather unfortunate after-effects of all the Christmas and New Year festivities (see last issue's Meet The Team for more details) we were rather excited to get our hands on the long-awaited game starring that comic book superhero, Spiderman. As usual though, everyone in the office became far too enthusiastic about the whole thing, with the result that – following in the footsteps of ol' Spidey himself – we all managed to get ourselves bitten by radioactive... er, 'things', and consequently spent the rest of the month wearing bright red underpants over our usual clothing as we were all transformed into bizarre superheroes!

However, needless to say we didn't let our inevitable crime-fighting, evil-thwarting, general superhero-type activities prevent us from bringing you lot yet another jam-packed issue of 64 MAGAZINE. For your continued edification this month we've got previews of *Megaman 64*, *Indiana Jones and the Infernal Machine* and *Mario Party 3*, reviews including the aforementioned – and rather special – *Spiderman*, Midway's next boxing offering *Ready 2 Rumble: Round 2*, the top Japanese shooter *Sin And Punishment* and the... er, N64 game, *Cruis' n Exotica*. We also thought it was about time we brought you a couple more of our trademark features, so check out the mammoth game genres piece on page 22, and the even bigger Gamecube feature on page 32 – so big in fact that in the end we had to spread it over two issues!

If you've been keeping an eye on the software market, then you'll know that the N64 did rather well over the Christmas period, despite – or perhaps because of – the launch of the PlayStation2, and we thought you might be interested to know that in Japan in December more N64 software was sold than than on any other format apart from Game Boy! If a machine which is supposedly 'nearing the end of its natural life' can manage this, then we can't wait to see what the Gamecube is going to do!

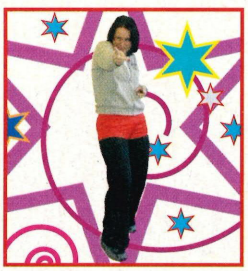
Roy Kimber, Editor

This issue we have mostly been... Superheroes!



Roy

After being bitten by a radioactive... erm, army cadet (we kid you not) Roy became 'Gunman'. His wealth of special powers included being able to wear combat trousers, to look cool in shades (so he thought, anyway) and to wave guns at people in a menacing manner. Roy's crime-fighting spree was unfortunately cut short by Dorset Police's Armed Response Unit.



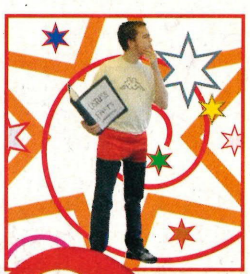
Nicky

64 MAGAZINE's designer was bitten by a radiactive Seventies-style glitter ball (hey, it could happen!) after which she morphed into her superhero persona of 'Glitter Girl'. Her new crime-fighting powers consisted chiefly of wearing red pants, and of dancing around the office in a rather *Austin Powers* manner, distracting all and sundry from their work.



Paul

An unfortunate incident between Paul and a radioactive mobile phone (ooh... controversial) resulted in our Staff Writer transforming into 'Constantly On The Phone Man'. He then spent the next few weeks foiling online crime by tying up all the telephone lines in Dorset for 24 hours a day, thus preventing anyone from using the Internet at all.



Alex

Sub-Editor Alex was bitten by a well-known radiaoactive quiz show host and he metamorphosed into 'Trivia Man'. His special abilities included constantly coming up with a wealth of totally useless facts, and finishing every sentence with the phrase, "Is that your final answer?" We locked him in a cupboard until he stopped doing it.

Let Us Not Forget...

Oops! Last issue we credited the coffee machine in our 'Who's Who' of contributors to 64 MAGAZINE, and we totally forgot about Karen Hollocks – doh! Newly promoted Senior Sub-Editor Karen (which means she's now cleverer than Alex) has done a lot of work on 64 MAGAZINE in the past year, usually behind-the-scenes with a big stick, forcing various writers to shape up. Here she is taking a break for a well-earned sandwich...





Turn to page 91 to subscribe!



64 MAGAZINE
www.totalgames.net

contents

THAT'S JUST SUPER!

Spiderman

The wily web-slinger crawls onto the N64 to teach all manner of savage super-villains the error of their ways!

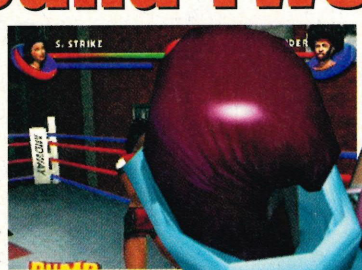


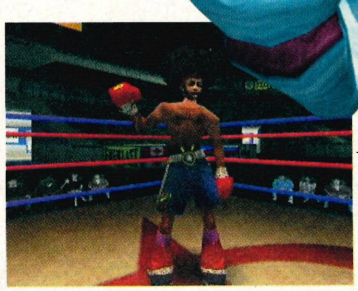


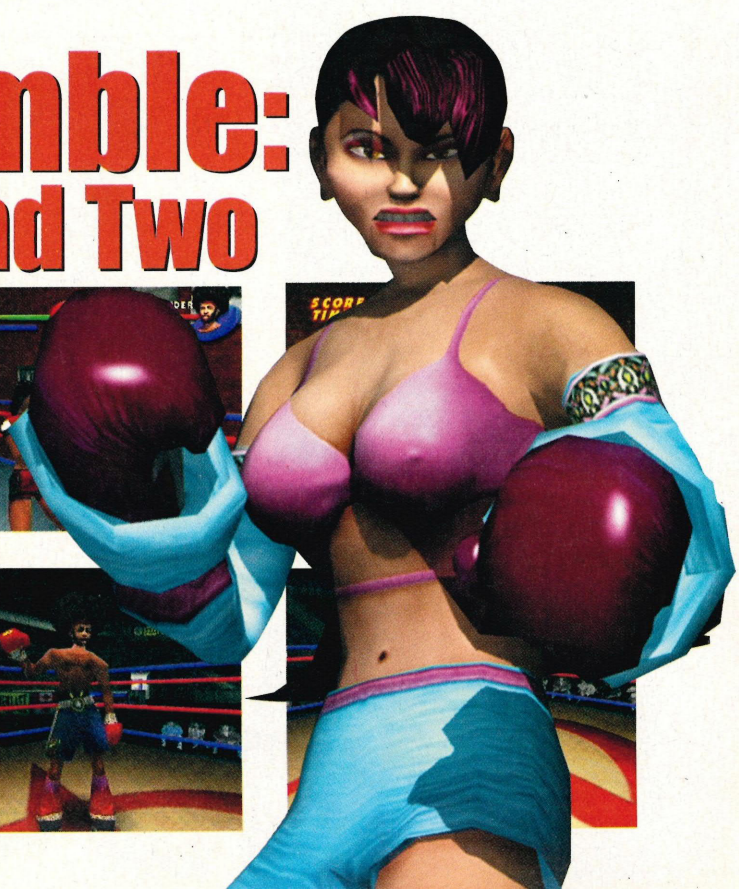
40

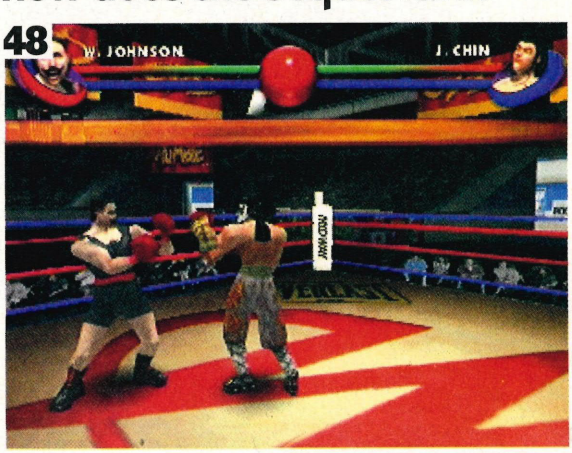
Ready 2 Rumble: Round Two

Quite frankly, we didn't think much of the first *Ready 2 Rumble* game. But how does the sequel fare?









48

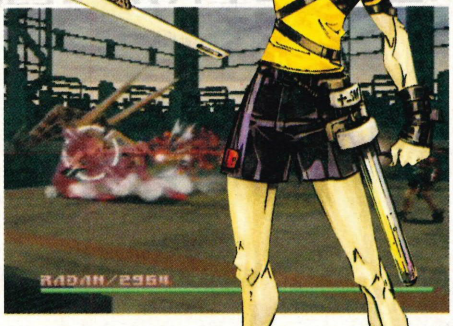
You can contact 64 MAGAZINE at: 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth, BH1 2JS or email us: 64mag@paragon.co.uk or via our Web site at www.totalgames.net.



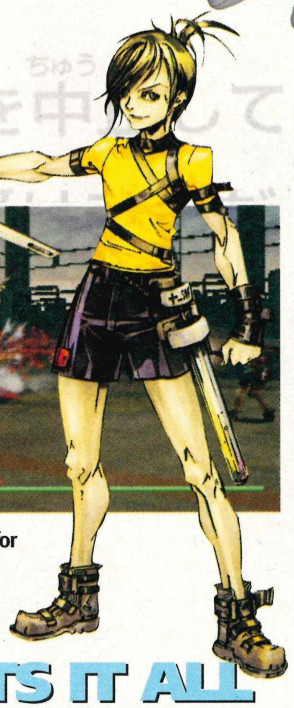
SIN AND PUNISHMENT



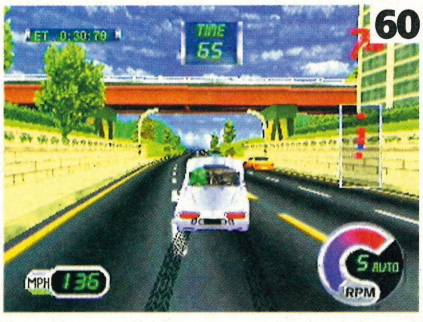
54



Shoot-'em-up fans have been salivating over screenshots of this game for months... now it's finally here!



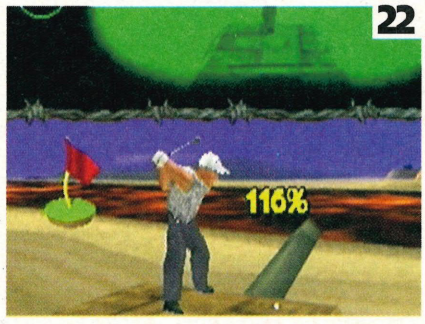
CRUIS'N EXOTICA



60

The third game in the *Cruis'n* series motors onto our screens at last. Was it worth the effort?

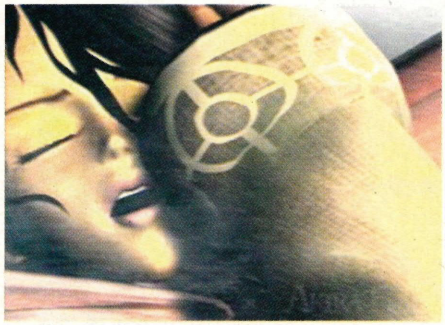
WHATS IT ALL ABOUT (ALFIE?)



22

We delve into the mysterious world of the 'game genre'.

THE FUTURE'S N-SHAPED



The Gamecube. We've all heard of it by now, but what exactly can we expect from it?







32

Quick Search...

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

64SIGHT

Megaman 64	14
Indiana Jones and the Infernal Machine	18
Mario Party 3	20

REVIEWS

Spiderman	40
Ready 2 Rumble: Round 2	48
Sin And Punishment	54
Cruis'n Exotica	60
Obi Wan's Adventures (GBC)	66
Dinosaur'us (GBC)	67
Merlin (GBC)	68
Xena: Warrior Princess (GBC)	69
Xtreme Wheels (GBC)	70
Blade (GBC)	71
Buzz Lightyear of Star Command (GBC)	72

FEATURES

What's It All About? (Alfie)	22
The Future's N-Shaped!	32

GAME BUSTERS

Scorezone	74
64 Solutions Complete A-Z of Cheats	78

REGULARS

64 Showcase	06
When I'm 64	10
Total Game Boy Color	65
Special Offers	90
Subscriptions	91
Nindex	92
Next Issue	98

NEWS
PERIPHERALS
RUMOURS
HOT ITEMS OF
INTEREST

THE 64 SHOWCASE



Nintendo Prepares For Battle

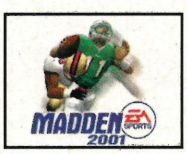
In a shock announcement Nintendo's official UK distributor, THE Games, has revealed that as from March this year, it will no longer be working with Nintendo. Instead, Nintendo will take care of itself and will have an office in Surrey by the name of Nintendo UK. The move, while not expected quite so soon, is certainly a welcome one. It shows the big N acknowledging the UK as an important market, and one worth putting money into. THE Games did a good job overall, but having an actual dedicated Nintendo base in the UK will be even better!

Nintendo UK will officially be operating as from March, and will be more than ready to launch the GBA in July/October.

The Avalanche Begins

It has been announcement central this month – even so, this is just the beginning! Developers far and wide are revealing their support for Gamecube (check out this issue's Gamecube feature for all the latest). Probably the biggest news was the addition of EA to the list. The Canadian branch of the *FIFA*, *Madden* and *NFL* publisher (to name but a few) acquired some development kits just over two months ago with the intention of testing the capabilities of the hardware. If the hardware lived up to what EA wanted, game development would start.

After only a couple of weeks of testing, the Canadian team were getting astonishing results from the hardware – and obviously with more time and new techniques, the standards will go up considerably. Although EA won't officially say what games it is developing, an insider has leaked some information to the press. Apparently, *SSX Snowboarding* (one of the very few good games for PS2) is a definite title. Versions of *FIFA* and *Madden* are also planned. The fact that such a huge publisher has said how happy it is with the hardware and has jumped on board will surely grab the attention of many other developers.

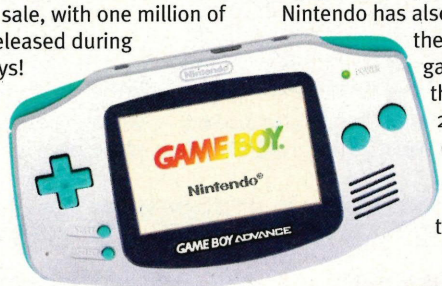




GBA Production Gathers Pace

Nintendo has started its GBA manufacturing programme in selected Japanese factories. Along with this announcement, it also released some amazing production figures. Nintendo intends to make 24 million units over the first 12 months on sale, with one million of those being released during the first 10 days! Considering the recent sales figures from Japan, this is an astoundingly high figure. The reduced sales in Japan can be attributed to people hanging on to see which platform will be the best. With the GBA, there is no competition – it seems like Nintendo is fully intending to sell a GBA to every games-player in Japan!

Nintendo has also announced that there will be 16 games available on the launch date of 21 March – check out the list below for the full rundown. Only two months to go!

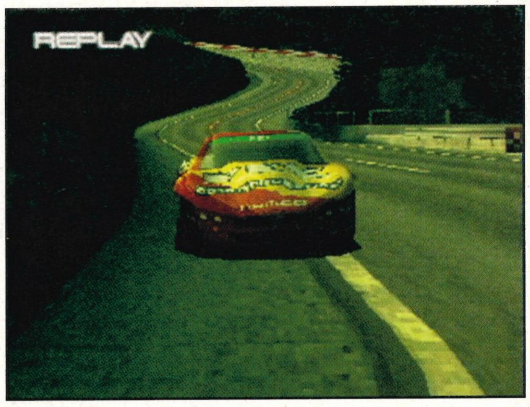


Tweety & Jewel of Magic (Kemco)
GT 2000: All Japan Grand Touring (Kemco)
Konami Wai Wai Racing (Konami)
Golf Master GBA (Konami)
Silent Hill GBA (Konami)
Mail de Cute (Konami)
Monster Gate Apricot (Konami)
Castlevania: Circle of the Moon (Konami)
Power Pro Pocket 3 (Konami)
J- League Pocket (Konami)
Pocket GT-Advance (MTO)
F-Zero (Nintendo)
Kuru Kuru Kururin (Nintendo)
Mario Kart Advance (Nintendo)
Napoleon (Nintendo)
I'm an Air Traffic Controller (Tam)



Far East In Down Under Shocker!

Recent console sales figures from Japan reveal a pretty grim situation for the PS2. As a whole, the Japanese market is at an all-time low, but the good news is that the N64 is selling nearly as many units as the 128bit 'supercomputer.' Leading multi-format games magazine, *Famitsu Weekly* revealed that in the first week of December, there were 3,056 N64s sold against 3,306 PS2s. Most of the PS2 units are being purchased for the DVD function – as proven by the fact that hardly any software is selling. We hate to say that we told you so, but, erm... we told you so!

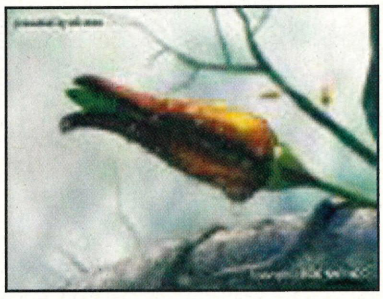


Perfect Dark 2 For 2001!

Nope, your eyesight isn't going funny – an inside source at Rare has revealed that the sequel to *Perfect Dark* will be a launch game for the Gamecube's US release! Apparently staff have been brought in from other teams in order to get it finished on time. We all knew that this was in development – we reported last issue on the whole Joanna Dark advert. No one could have guessed that it would have been finished in such a short space of time though. Despite the fact that Rare has not commented on the leak, it is a fully believable piece of information. Such a title would sell the console in America. Rare showed a completely rendered Joanna Dark at Spaceworld – this, combined with the reported short development times for Gamecube games, means that we could be playing *Perfect Dark 2* as soon as October!







Mixcore Does The Biz

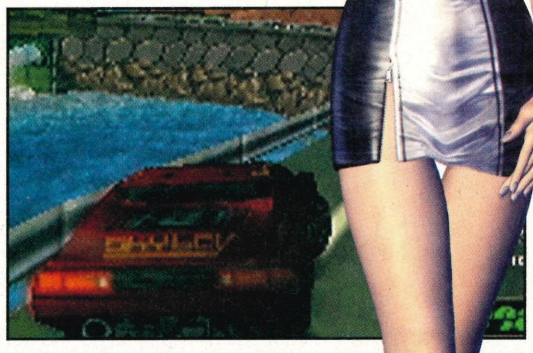
Remember the shots of the FMV demo that were shown at Spaceworld? The demo, named *Rebirth*, consisted of a movie, which showed off the FMV capabilities of the Gamecube hardware. The developer behind the movie, Mixcore, has now released the music from the sequence as a download. The quality of sound is astounding. Every instrument is crystal clear, and the reverb effects are beautifully realised. Sadly we have no way of showing you just how good it is to listen too, but we have been told that it is running off the Gamecube hardware. The quality is as good, if not better than the music from the FMV sequences in games such as *Final Fantasy IX*. Combine this with Dolby Surround, and you're going to be wetting your pants when the sounds hit you!





Namco Comes Back For Good

It has long been rumoured that Namco had made up with Nintendo and was back on board. We reported a while ago that a port of the PS2's *Ridge Racer V* would be used to test the next Nintendo machine's capabilities, and after some recent Gamecube recruitment advertisements, Namco had no choice but to say something concerning its relationship with Nintendo. As expected, it said as little as possible, revealing only that it would definitely be supporting the next-gen console. Expect a lot more information to be drip-fed to us over the next couple of months.





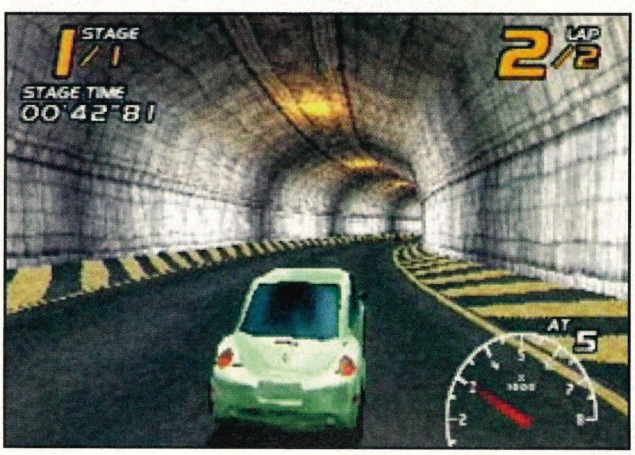
Publishers Applaud Nintendo

We've spoken to several publishers this month who have openly congratulated Nintendo on its revised licensing fees. Nintendo has always charged high licensing fees on its games – it's one of the reasons why so few third-party games appeared on the N64 originally. Developers just weren't willing to take the financial risk. Now it seems that the licensing fees have been brought down, and are very comparable to the PS2. Last month had brought rumours that Nintendo was back to its old tricks again, but this news will bring a sigh of relief to all the Nintendo fans out there.

The List Keeps Growing!

Yet more developers have signed on to Gamecube this month. As well as EA and Namco, WayForward and Clockwork have announced their plans as well. Wayforward is the company behind the *Xtreme Sports* titles, so you can probably predict what to expect from it. Clockwork has chosen Gamecube over PS2, stating that it really wants to work on Nintendo hardware. No titles have been announced yet, but the company is probably best known for *Vanishing Point*, an arcade racer on the PSX.





Phew, That Was Close!

We were starting to get a little worried over the past few weeks, the concern being whether two very important titles would be coming out in this country. *Indiana Jones and the Infernal Machine* was only released as a rental game in the US, while *Star Wars: Battle For Naboo* was only released in tiny quantities. Thank the lord for THQ! You may recall us reporting that THQ had acquired the rights to release LucasArts games on the GBA and GBC. Now it seems that this deal also covers releases on the N64. Here's what THQ's *Tim Walsh* had to say about it.

"We are pleased to publish these highly anticipated titles from LucasArts. Continuing support of the N64 with these great titles, *Star Wars* and *Indiana Jones* fans in particular are in for a real treat."

It's nice to see that someone is still backing the N64!

From Us To You

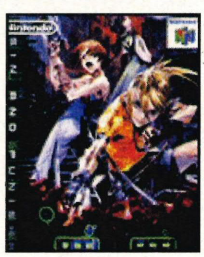
Let's face it, PAL boxart can sometimes be really boring. On far too many occasions, the Japanese get much cooler images and advertisements than we do. Just to wind you up even more, we thought that we'd show you how cool some of the artwork is. The *Perfect Dark* box especially is pretty stylish. Hopefully *Sin and Punishment* will keep its Anime character design when it finally comes out over here. Enjoy!









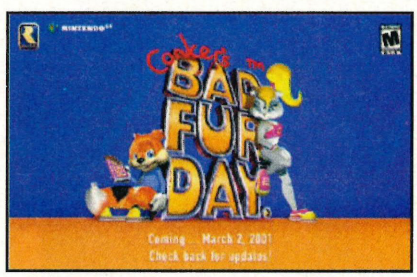


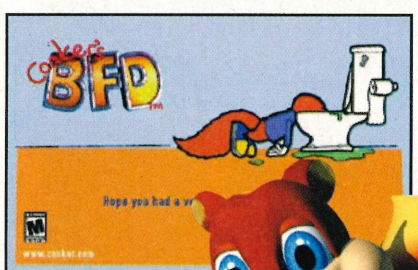
Conkers Coming...

Nintendo started off the new millennium with a bang. As a response to the continued ambiguity surrounding *Conker's Bad Fur Day*, it sent out an advert to thousands of people, showing *Conker* head-down in a toilet filled with puke!

A follow-up advert gave a release date of 2 March (US). At long last we know for sure that it will be coming out. Check out the adverts, which we've printed for you.

This new, mature attitude is one which Nintendo would do well to keep up. With companies like Capcom, Silicon Knights and Rare bringing forward the mature, adult-orientated games, Nintendo might finally be able to start shaking off its 'kids only' reputation. We certainly hope so!









64 Magazine's Most Wanted

Perfect Dark 2

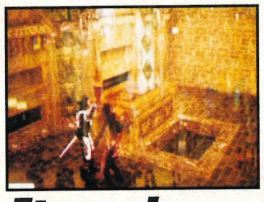
This month's news that Miss Dark's next adventure is very nearly here was just too much for the team to handle. After short-circuiting all of our keyboards with gelatinous drool, we decided that we'd have to wear bibs until the game comes out. Dribble, dribble.



Resident Evil Zero

We're on a bit of a shoot'-em-up bender this month, so we're fondly looking forward to a bit of zombie-based blasting action. It's got to be a launch title, right?





Eternal Darkness

Well, the days are still very short and very dark. There are still monsters lurking around every corner. The big question is, will the knight from *Eternal Darkness* ever turn up to rid us of our demons?

Conker's Bad Fur Day

It's far too early on in the year to be coming back to work – most of us are still in hibernation, hence our dreadful, 'just got out of bed' hairstyles at the moment. *Bad Fur Day*? It's going to be a Bad Fur Issue at this rate!



Star Wars Episode 1: The Battle For Naboo

We've played the US version, and it's amazing – everything that we had hoped for. Why is it in the most wanted section? Because we can't wait for it to come out over here!



64 Magazine Charts

In association with GAME

Call (0181) 974 1555 for your nearest GAME store!

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

This Month	Last Month	Game	Publisher	64 Mag Score
1	5	Lego Racers	Lego Media	76%
2	-	Carmageddon	SCI	0%
3	-	WWF No Mercy	THQ	95%
4	-	Chef's Luv Shack	Acclaim	69%
5	6	Mario Tennis	Nintendo	92%
6	-	Top Gear Overdrive	THE Games	65%
7	-	ECW Hardcore	Acclaim	64%
8	3	Pokémon Snap	Nintendo	88%
9	-	Operation Winback	Konami	86%
10	-	Donald Duck: Quack Attack	Ubi Soft	85%

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*!



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.

WIN! £120 OF N64 KIT!

- Two N64 Joypads
- Two 1 Meg Jolt Paks
- Two Ultra 64 256K Memory Cards
- Two Extender Joypad Cables
- One Xplorer 64 Cheat Cartridge
- One SCART Lead

COURTESY OF FIRE INTERNATIONAL



No No Mercy?

Dear 64 Magazine,

Today when I went into my local town to buy *WWF No Mercy* I got told that it had been withdrawn by Nintendo. This didn't put me off buying it and I found a shop that had the game and bought it. I was just wondering if you knew anything about this and why its been taken off the market after only one shipment as this has got me worried just in case anything is wrong with it.

David Branford, via email

To be honest David, we're not quite sure. At first we were suspicious that you may have fallen foul of a sneaky salesman in a shop where the game had sold out and so they gave you that story in the hope that you'd spend your cash on a different title! The same thing happened to us when we tried to buy fireworks last year – the sales assistant at one of the local toy stores tried to convince us that Airbombs (the really cool ones that launch into the air and explode with a huge bang) were not only unavailable, but actually illegal, and he then tried to sell us a huge Roman Candle. Then, just one shop later, we found a whole stack of perfectly legal Airbombs! We've checked with THQ however and they say that while *WWF No Mercy* hasn't been withdrawn from sale, there *have* been problems with some copies of the game – some people have experienced hassles with the save option and some strange in-game crashes – so that might be what the person you spoke to was talking about. If anyone has bought the game and is experiencing problems with it, then contact THQ on (01483) 767656, extension 225 and they'll see what they can do to sort it out.



Prize Winner

Still a Fan!

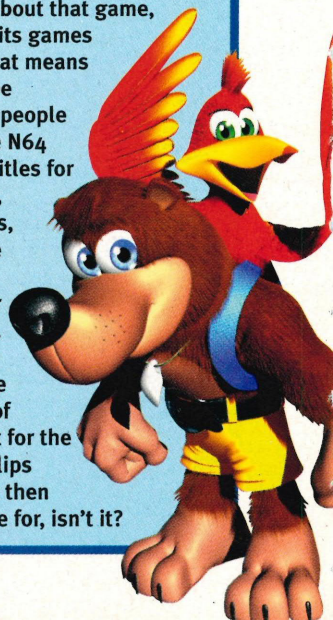
DEAR 64 Magazine,

Why do people complain all the time about Nintendo's attitude to videogames? What I mean is: there are always complaints about Nintendo releasing childish games like *Mario Party* or *Banjo-Kazooie* and then people go on to say that it is ruining their reputation. Other machines like the PlayStation or the Dreamcast are constantly praised for releasing adult and challenging games but everyone seems to forget that the N64 has just as many mature titles!

Goldeneye, *The World Is Not Enough*, *Perfect Dark* and *Starcraft* are just as 'serious' as anything the other machines have to offer, and if what is being said is true, then *Conker's Bad Fur Day* will be something Nintendo has never dared do before and will hopefully make people change their attitudes! For every *Mario* game there has been a *Resident Evil* and for every *Zelda* there has been a *Turok* so I think that Nintendo are doing a great job! Besides, in the end, doesn't the quality of the game count over what it is based on? Let's hope that the quality continues onto the Gamecube and beyond!

Daniel Spotswood, Aberystwyth

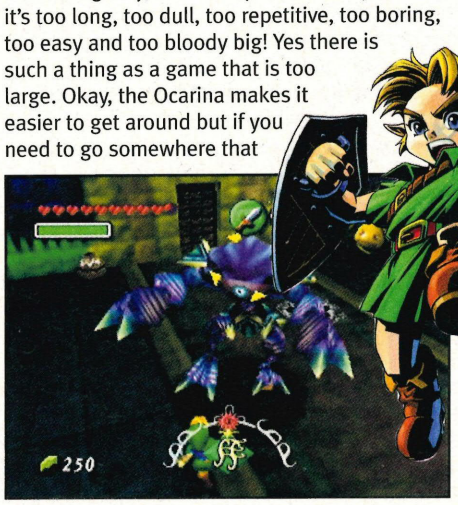
Well said Daniel! Just lately it seems that all Nintendo owners can do is moan about this game, or moan about that game, and yet the N64 and its games continue to sell so that means that the big N must be pleasing most of the people most of the time! The N64 has a wide range of titles for a wide range of ages, interests and abilities, and that is one of the (many) reasons why people choose it over other, lesser formats. When you buy a Nintendo game you're getting a guarantee of quality... well, except for the odd duff game that slips through the net – but then that's what we're here for, isn't it?



Very Un-Elfy

Dear 64 Magazine,

This email is about *Zelda*. No, not to heap praise on it but to criticise it, (lots of gasps) yes that's right I don't like *Zelda*. You're probably wondering why, so I'll tell you. Basically I think it's too long, too dull, too repetitive, too boring, too easy and too bloody big! Yes there is such a thing as a game that is too large. Okay, the Ocarina makes it easier to get around but if you need to go somewhere that



the Ocarina can't take you then you've got to face a long trek that will most probably take about five minutes. I don't know about anyone else but I find traipsing through a dull landscape (Hyrule Field) extremely mind-numbing. Things do get better when you get Epona but it still takes a long time to get anywhere.

Right, moving on. The game itself goes on for at least (in the words of the legendary Shiggsy Miamoto, I hope I spelt that right!) 48 hours, and that's for an experienced gamer who knows where everything is. Now I know that 48 hours is only two days but unless you're a complete Nintendo freak then you're not going to play for two days straight (although I know people who have). Most people play their N64 for about, er, well I'm gonna take a guess here, 1-3 hours a day. And at that rate to complete *Zelda* would take 13 days, and that's at 3 hours a day.

Now I'm not saying that all of *Zelda* is bad, because when I first got it I couldn't stop playing it. I was hooked. But then I came home from school one day and plugged in the cartridge and... stopped. It had suddenly hit me how boring the game was. I was on the Spirit Temple at the time and was almost on the boss. I stopped playing the game for about 3 weeks then I decided to complete it. So I did. Now the game lies discarded in its original box untouched for 9 months (I purchased it on the 19/12/99) waiting to be sold. Which it is going to be in 3 days. I just hope the person who is buying it off me likes it more than I do.

I am in a minority of one, I suppose: I will NOT be buying *Majora's Mask*. To me it's just a follow-up to a game that captivated me for a few months and then made me instantly depressed every time I played it. The added 'tension' of a time limit just serves to p*** me off even further. If you have a time limit even though you can go back so you can have all the time you need, it takes away all the fun of exploring in your own time, and unless I'm much mistaken the point of an 'ADVENTURE' (big clue here) game is to manipulate and explore the landscape, and with a time limit it makes it very difficult to do this properly. Now I may well be wrong about *Majora's Mask* and I may love it once I play it round my friend's house (who has preordered it). But I don't think that that is likely to happen.

Just to finish off I know there are going to be A LOT of people out there who disagree with me but like the intro to your letters section says, I have something to get off my chest, so here it is. I'm not saying that my point of view is correct but it is MY opinion and I believe that everyone is entitled to their own opinion.

Right, rant over. Top class mag, keep up the comedy which always cheers me up, and goes by the name of 'Dead Pool'.

PS Just want to say well done to Anthony who won November's Star Letter. 24 hours – bloody hell!

Yours Sincerely (and nervously for fear of being lynched)

Chris Cox

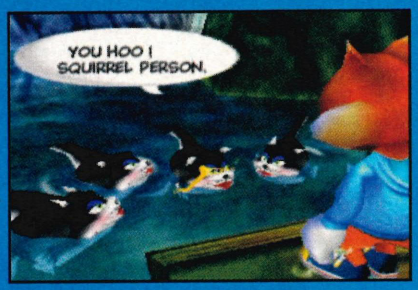


Er... right. Let's see... No, you didn't spell Shigeru Miyamoto's name right. Yes, you are wrong about *Majora's Mask*. However, yes, you are entitled to your own opinion. We at 64 Magazine though would have to disagree with you, because we don't think you've justified your point of view adequately. For starters, so what if it takes five minutes to go anywhere in *Zelda*? The point of an adventure is that you get to explore and wander the lands – if you were a real adventurer it would take a lot longer! Secondly, what's your hurry? You've paid fifty-odd quid for the game, so if it can be completed in 13 days, why would you want to do it sooner? We'd like it to take longer if we'd forked out that much cash! Oh... and 13 days at 3 hours each isn't 48, it's 39, so it would actually take 16 days to finish (using your figures). Okay, so it is your opinion, but really, why do you want a game that can be finished really quickly? It sounds like perhaps adventures just aren't your genre. Maybe you should stick to racing games and beat-'em-ups from now on...?



What's The Point?

Dear 64 Magazine,
What's the point in releasing all these new and fantastic games for the N64 if it won't last the next 6 months? Rare, especially, has promised us *Conker's Bad Fur Day* and *Dinosaur Planet*, but because they keep pushing back the date you have to wonder why they should bother.

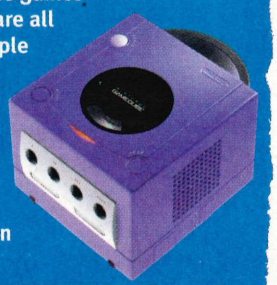




I say they should just save these games for the Gamecube, instead of what the PlayStation2 has done and just launched with a series of sequels! I don't want to buy really great games for my N64 if there will be a bigger and better machine out soon that will blow all the old games out of the water!

I love my N64 a lot but I just don't see the point of trying to keep the N64 audience 'amused' when the Gamecube is due to be released!
James Cooper, Stoke-on-Trent

Fair point James, but as things stand it's unlikely that we'll see the Gamecube arriving on our shores much before the end of 2001, and the games you've mentioned are all due in the first couple of quarters of the year. So surely they're going to be something to keep N64 owners going while we wait for Nintendo's next-gen console to arrive?





Er... Not A WWF Fan!

Dear 64 Magazine,
I'll be blunt. WWF stinks. I can't believe it is still so popular after all these years! I remember in the early 90s when the craze first hit Britain and I didn't think it would last that long, but now it has crawled out of the woodwork once again and it's really getting out of hand.

It still contains all the same elements as it ever did. Big, stupid-looking blokes (and now women) grapple on the floor of a ring until one of them loses and goes off in a huff.

The problem is, this will still continue as long as companies like THQ keep churning out the those God-awful games. It's not even a real sport for crying out loud! The wrestling is so structured and choreographed that it's more like ballet than anything else!

And as for the games! Well, who cares what belt you can get and what moves you can do? It is all very, very dull and they should spend more effort making better football or rugby games than this kind of rubbish!

That's my rant. Do you agree?
Andrew Smith, Chester

Er... no comment Andrew. I think you'll find that yours is a rather controversial view and you may well be in the minority, judging by the response we had to our last WWF competition! I think we'll hold back from making any comments at this stage, and open the floor to everyone else: what do you lot think of WWF wrestling in general, and more specifically the games? Are they fantastically playable affairs or a big pile of old pants? Be not silent!

A Feminine Perspective

Dear 64 Magazine,
Although I don't want this to sound stupid, I do wish there could be some better games made for girls than there are at the moment. In fact, I can't think of a decent game made for the 'female of the species' that hasn't included Barbie or some other really boring pink and fluffy character.

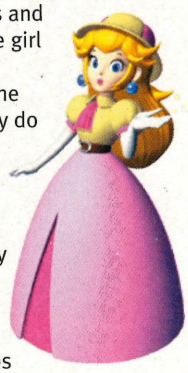
Boys get football and all those shoot-'em-ups, but those games don't really appeal to me. I would love to see a game that appeals to girls but doesn't involve shopping or dressing up, there is more to being a girl than that! Some games, like *Pokémon*, have managed to appeal to both boys and girls but most still appeal to violent, gory, adventure-loving types!

I hope this changes in the future!
Karen Shepherd, London

Don't you think you're stereotyping girls rather a lot Karen? Gone are the days when girls liked dolls and shopping and boys liked football, drinking and fighting. Now a lot of girls are football-obsessed, the majority of females are quite simply the scariest, dirtiest fighters and a lot of guys are obsessed with shopping! Fair enough, so you don't like shoot-'em-ups, but that doesn't necessarily mean that no other girls do. You yourself complain about Barbie and pink fluffy things – well doubtless some girls actually like that sort of thing! Stop thinking about games from the point of view of 'should girls like it?' and get out there and play some games that you really enjoy!

I Crave Originality!

Dear 64 Magazine,
Where have all the original games gone to? Most games follow this familiar structure: Princess/Girlfriend goes missing; Cute looking human/animal decides to go after her; They learn loads of moves and meet new characters; After searching a level for ages an end-of-level boss shows up; Beat the boss and repeat until you finally get the girl (or save the planet).



Are there no new ideas in the world of platform games? Why do they follow the exact same structure as all the others? I would love to play a game where you are the bad guy or the environment is completely open for you to explore and you unlock missions as you come across them. This can be applied to most other types of game, like first person shoot-'em-ups, and it all gets very dull after a while.

Or am I blind? Are there games that are different and I just don't seem them. Please prove me wrong or I'll have to pick up a book and learn something!
Craig Matthews, Derby

Oh cripes Craig, don't do that! Yes, it's true that many games do follow established formulas, but then there are many that also break the mould and try something new (like *Pokémon Snap* or *Lode Runner 64* for instance). There's nothing wrong with following established genres because the only reason they've become established is that lots of people like them, but it would be nice to perhaps see a few more original game ideas with a little more frequency.

A Worrywart Writes

Dear 64 Magazine,
I am a big fan of the magazine but I am worried about what will happen a few months from now. I have heard that the N64 is to be replaced by the new Gamecube and the old Game Boy will be replaced by the Advance? Will 64 Magazine still cover all these Nintendo products or are there changes on the way?

I would hate to wake up in a world without your mag, and all the other similar mags don't seem to do the N64 justice!

Let's just say I am worried!
Tom Bell, Blackpool

You shouldn't be worried Tom, you should be excited! The upcoming consoles from Nintendo promise to be something very special indeed and from we've seen so far they've got a fantastic chance of blowing both their opposition and the gaming public at large totally away! As to what we'll be doing... well, 64 Magazine will continue on for as long as there is a need for us – and as far as we're concerned that's going to be for the foreseeable future!

TELEGAMES

CREATING GAMES FOR GAMERS

GAME BOY COLOR BRINGS YOU SHAMUS - TOWERS - YARS AND RHINO!



TOWERS -

- FIRST-PERSON MOVEMENT THROUGHOUT A REAL-TIME 3-D WORLD
- BECOME ONE OF FOUR CHARACTERS, EACH WITH DIFFERENT ATTRIBUTES
- HUNDREDS OF MONSTERS TO BATTLE AND ITEMS TO FIND
- 15 COMPLEX LEVELS TO EXPLORE
- BATTERY BACK-UP TO SAVE TWO SEPARATE ADVENTURES

BEST SELLING CLASSIC GAME GOES PORTABLE.

- LARGE SCROLLING SCREENS WITH NON-STOP EXCITEMENT
- GRAPHICALLY ENHANCED, BUT FAITHFUL TO GAMEPLAY
- MORE THAN 250 LEVELS WITH PASSCODE ACCESS
- REFLEX-TESTING ARCADE ACTION FOR EVERYBODY



'INTENSE ARCADE ACTION!'

- FOUR LEVELS
- 128 ROOMS
- PASSCODE ACCESS
- NERVE-RACKING EXCITEMENT
- REFLEX-TESTING ACTION



'RHINO RUMBLE SEES THE ADVENTURES OF ROCKY THE LITTLE RHINO, ON HIS QUEST TO QUENCH HIS THIRST, AFTER HAVING EATEN TOO MANY PEPPERS AT A JUNGLE PARTY'.

- NINETEEN LEVELS
- SECRET AREAS
- SEVEN CHALLENGING WORLDS
- THIRST QUENCHING ACTION



ALSO NEW FOR PlayStation



- FULLY DESTRUCTABLE ENVIRONMENT: DESTROYS EVERYTHING ON SCREEN
- THREE ROBOT TYPES AVAILABLE: IRON SOLDIER, SATYR WALKER OR CE TECH
- 15 MOUNTABLE WEAPONS
- 25 SINGLE PLAYER MISSIONS + ARCADE MODES
- TWO PLAYER DUAL MODE AND COOPERATIVE MODE
- ENHANCED DESTRUCTION EFFECTS FOR BUILDINGS AND ENEMIES AMID ROLLING TERRAIN
- FULLY TEXTURED MAPPED & SHADED 3-D WORLDS

ALSO PLAYS ON THE PS2

N64 OR DREAMCAST JOYPAD ONLY £5.00 WHEN BUYING ANY GAME FOR N64 OR DREAMCAST FROM US

2 FANTASTIC MONEY SAVING BARGAINS

LYNX 16 BIT COLOUR HAND HELD WITH BATMAN AND CHESS GAMES AND FREE MAINS UNIT - ONLY £39.99. LOADS OF EXTRA GAMES AVAILABLE.

JAGUAR CONSOLE WITH 2 GAMES, CONTROL PAD ETC PLUS FREE DOOM GAME £39.99

ALL THE NEW GAMES IN STOCK FOR JAGUAR AND LYNX - TELEGAMES HAVE OVER 20 YEARS EXPERIENCE SUPPLYING GAMES AND CONSOLES FOR ALL SYSTEMS - INCLUDING - ATARI 2600, 7800, XE/XL GAMES, GAME GEAR, SATURN, MEGADRIVE, MASTER SYSTEM, SUPER NINTENDO, VIRTUALBOY, GAMEBOY, LYNX, 32X, PC ENGINE - (GT HANDHELD BACK IN STOCK), COLECOVISION, JAGUAR, INTELLIVISION, NINTENDO 8 BIT, PLAYSTATION 1 AND 2, 3DO, MEGA CD ....

AVAILABLE AT ALL GOOD GAME SHOPS NOW - IF IN DIFFICULTY CONTACT TELEGAMES

MAIL ORDER OR SHOP

KILBY BRIDGE, WIGSTON, LEICS, LE18 3TE

TEL: (0116) 2813606 SALES@TELEGAMES.CO.UK

WE BUY, WE SELL WE EXCHANGE

TRADING BY POST IS EASY

GAMESTATION

MAIL ORDER OFFERING YOU A HUGE SELECTION OF NEW AND USED GAMES

ALL GAMES PRICES INCLUDE P&P

TO BUY, SELL OR TRADE.....CALL

0870 876 1444

OPENING HOURS MON-SAT 9am-6.30pm

WHEN YOU CALL PLEASE QUOTE N002

WHERE IT'S NEVER GAME OVER

PLAYED IT!

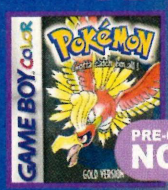
call GAMESTATION for trade-in and cash prices

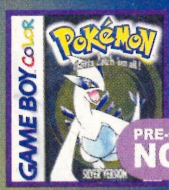
want **cash**

FOR YOUR OLD GAMES AND CONSOLE.....CALL NOW

0870 876 1444

NEW releases





Gamestation stock thousands of new and used games at low, low prices!







Top prices paid for your unwanted games

Please call.....0870 876 1444

TOP 20 used GAMES

1. PERFECT DARK £29.99
2. GOLDENEYE 007 ..... £12.99
3. ZELDA..... £12.99
4. MARIO KART £17.99
5. TUROK 2..... £12.99
6. SMASH BROS £24.99
7. F1 WORLD GP £5.99
8. POKEMON STADIUM +TRANSFER PAK £34.99
9. ROGUE SQUADRON £16.99
10. BANJO KAZOOIE £12.99
11. DIDDY KONG RACING ...£12.99
12. JET FORCE GEMINI £14.99
13. TUROK RAGE WARS £9.99
14. LYLAT WARS + JOLT £12.99
15. ISS 64 .....£7.99
16. 1080 SNOWBOARDING ...£7.99
17. SOUTH PARK £11.99
18. DONKEY KONG +EXPANSION PAK ...£29.99
19. MISSION IMPOSSIBLE £9.99
20. WRESTLEMANIA 2000 ...£24.99



Gamestation retro

we still stock Nintendo 8-Bit & Super Nintendo Software

Please Call.....

0876 876 1444

N002

GAMESTATION
PO BOX 47
YORK
YO30 4YF

Name .....

Address .....

THANK YOU

Postcode .....

Tel .....

email .....

If you wish to place an order by post please fill out details below

GAME TITLE	PRICE
P&P	FREE
TOTAL	

CHEQUES PAYABLE TO GAMESTATION

☐ Cheque ☐ Postal-order ☐ Card

Card no ..... Issue no .....

Expiry date ...../.....

POSTAGE IS FREE FOR ALL GAMES WITHIN THE UK

☐ Please tick this box if you do not wish to receive any further mailings

PRICES SHOWN APPLY TO MAIL ORDER SHOPPING ONLY. PRICES CORRECT AT THE TIME OF GOING TO PRESS. OFFERS ARE SUBJECT TO AVAILABILITY WHILE STOCKS LAST. THESE OFFERS MAYBE WITHDRAWN WITHOUT NOTICE. ALL HARDWARE SALES ARE SUBJECT TO A £4.95 DELIVERY CHARGE. FOR FULL TERMS AND CONDITIONS APPLY TO: GAMESTATION PO BOX 47 YORK YO30 4YF

64 sight

See the games of tomorrow today!

14 Megaman 64

18 Indiana Jones and the Infernal Machine

20 Mario Party 3



Mega

Mega, Mega White thing! (He's

Once upon a time, it seemed the *Megaman* licence was an integral part of any good Nintendo system. The NES and the original Game Boy, all those many years ago, had the blue bloke at their disposal. But in later years, he seemed to have stepped away from the limelight, and we started to wonder whether he had given up crime-fighting for good! For those of you who have ever pondered this, ponder no more, as Megaman is back, and looking better than ever!

As some of you may know, this *Megaman* title is based on (or rather, a port of) the PlayStation version. It has similar controls but, as it turns out, these have been improved upon and made ideal for the N64 analogue stick. These improvements mean that the overall feel of the game is tighter, smoother and easier to use. So there's a plus point to start with!



[Above] ***Remember to look both ways before you cross the road. This is so that you can be ready to blast a robot in half!***

As with most makeover operations, the outcome should be something far prettier than before, and it looks like *Megaman 64* will certainly be a sight for sore eyes when it emerges next year! As you can see from these choice screenshots, *Megaman 64* looks fab with its crisp, colourful graphics and its groovy, almost cartoon-ish appearance!

Another benefit of releasing a version that's been out on another system, is that Capcom has been given the chance to look at all the flaws of the PlayStation *Megaman* and get rid of them for the N64 version! This means that there shouldn't be any examples of bits of the environment disappearing or polygons 'popping off'. The downside to this is that, to make sure the above doesn't happen, the game has been redesigned and made smaller.

MEGAMAN 64

PUBLISHER	Capcom
DEVELOPER	Capcom
UK RELEASE	2001



man 64



blue actually)



Whether this means that *Megaman 64* will be too 'economical' in places, remains to be seen. Finally, with the N64 *Megaman*, you can now use a Rumble Pak so that every blast and explosion can ripple through your sweaty fingertips! Sounds good? Feels good too!

If any of you are still worried about the quality of converted titles, then take these few games as examples: *Spiderman 64*, *Indiana Jones and the Infernal Machine* (flip forward a few pages to see take a look at that hot cookie!) and *Resident Evil 2* are all great games that have managed to use what the N64 had to offer and settled in comfortably with Mario and Co. Although the PlayStation version of the game came out in 1998, the wait for the conversion should have been well worth it. And if this version of *Megaman* is anything to go by, Capcom should be pulling its fingers out to get a game



[Above] ***Ahh, look at the cheeky little monkey! It's got a round, face, tiny ears, smells of bananas... hang on, that's Paul!***



[Above] ***"I'm Megaman I am, and nobody messes with me. Well, no one bar maybe that lovely lady who runs the massage parlour in town..."***



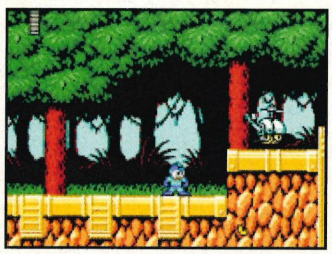


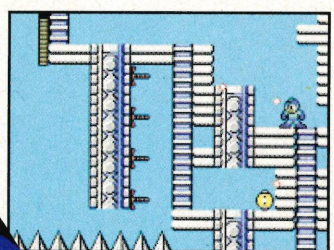
How am I looking?

From the screenshots that surround this preview of *Megaman 64*, you can see that, visually, he now looks quite different. In the past, our little man with the blue helmet has taken on various forms, like these...

NES

NES *Megaman* was simple to play, with chunky graphics that made it a joy to behold. Ahhh, don't he look cute? (Not that we fancy him or anything!)

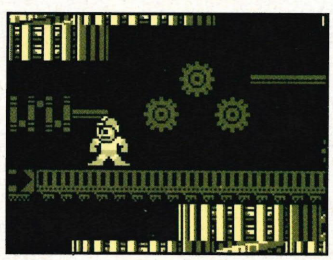




Game Boy

When he appeared on the handheld, way back when, he looked the same, but was considerably lacking in colour. Poor little fella!

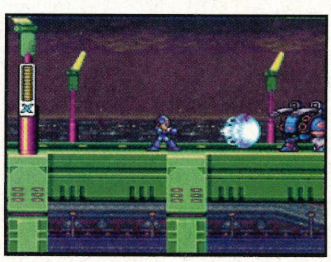


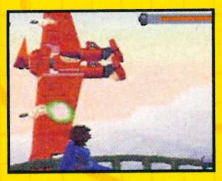


SNES

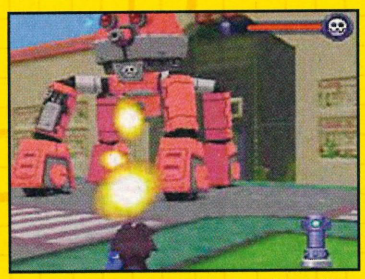
His last appearence on a Nintendo system up till now, and doesn't he look great! Let's hope he looks as good as this on the GBA, eh? Or even better!







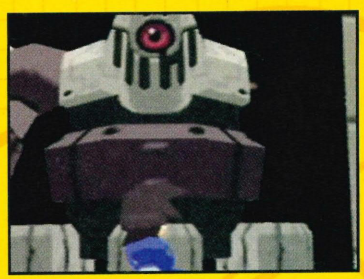
[Above] ***Woah! Incoming! Bandits at 12 o clock! Hang on... 12 o clock? That's ages away! Time for a nap then...***



[Above] ***What in the hell is that thing? Why do all these nasty robots keep attacking? Can't we all just get along?***



[Above] ***The 'Constipated Lego Man 100-Metre Dash' was always a rather heavily subscribed event... surprisingly.***



[Above] ***"Fe fi fo fum... I smell the blood of a Megaman!" Roared the huge mechanical cyclops. Quick, back to the beanstalk!***



[Above] ***As the adverts continued, the character of Captain Birdseye just kept on getting younger and younger!***





[Above] ***Hello... My name is Helga... and I come from Sweden. Would you like to buy some cheese? I have good cheese!***

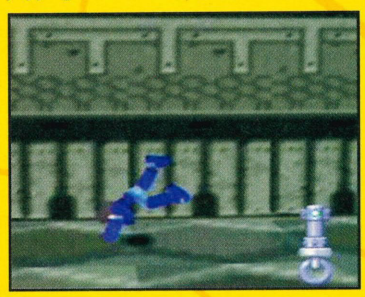
ready for the Gamecube. Now that would be something to get excited about – maybe just as much as a *Metroid* game would be!

The game itself could be virtually flawless, with all of the elements you'd expect from a *Megaman* title. We can expect a ton of impressive weapons that could blast a hole through a planet, and power-ups that will create all kinds of interesting developments!

The plot is, again, not too dissimilar from the Playstation game, *Megaman Legends*. In an effort to solve all of the energy problems of the world (we imagine that in an apocalyptic future, things like coal, oil and exercise videos are in short supply), Megaman must search for something called the 'Hidden Legacy' treasure, which sounds very important, doesn't it? However, on this search, Megaman has to look into his own past and beat all kinds of monsters and robots in the process. Well, it would be a really dull game if it was just Megaman walking around the countryside with a map, pondering life in general, wouldn't it?

So how is it looking for us British *Megaman* fans? At the moment, not too bad! A rough version of the game was shown at E3 earlier this year, and in Spaceworld in Japan an even later copy was paraded for all to see! Both, even at those reasonably early stages, looked damn fine, but because of the noise and the fact that no-one could hear themselves think, it wasn't really the right environment to give a valid judgement. Happily, all this could change because a finished version of *Megaman* should have been released in the US by the time you read this. This means a review should be coming your way in the not too distant future. However, with the current trend of games on the N64 only available for rental purposes, it may mean another great game is out of everyone's reach once again! ■

[Below] ***The beat began and Megaman couldn't help himself... he started body-popping like he'd never popped before!***



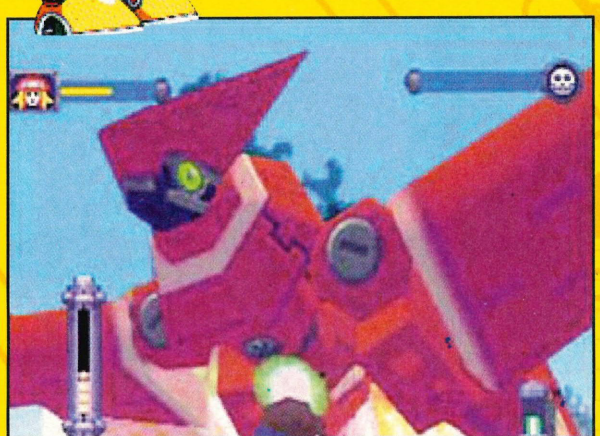


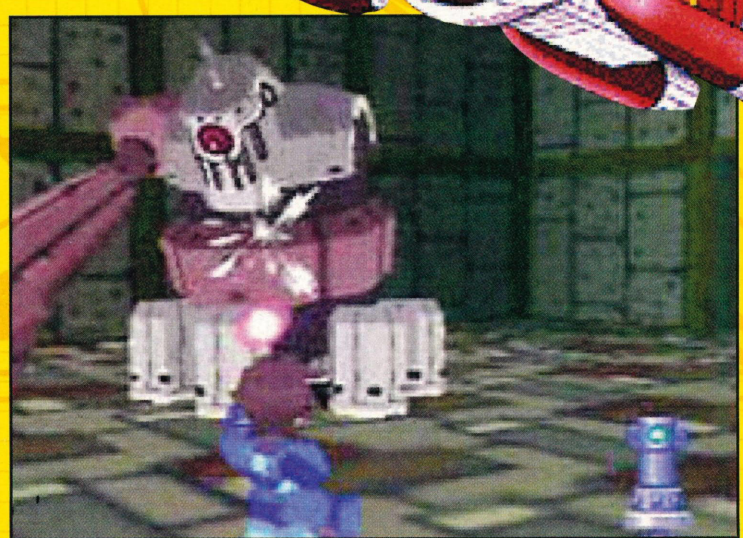












BEAT THE COMPETITION



GUESS WHO
WIN a PlayStation 2 plus 3 Games
call 0906 960 1100

call 0906 960 1101
combination portable text TELEVIDEO

WIN
Buffy - Season 3
(EPISODES 12-22)
call 0906 960 1102

WIN a midi hi-fi with remote control
call 0906 960 1103

WIN a PC Computer with DVD
call 0906 960 1104

WIN a mobile phone no bills, no worries – just pay as you go!
call 0906 960 1105

CALL AND WIN

WIN a Laptop Computer
call 0906 960 1106

WIN WWF Video Series Volume IV selection
call 0906 960 1107

call 0906 960 1108
WIN a City Scooter

WIN
WWF Collector Cards, T-Shirts & Posters
call 0906 960 1109

WIN a Nintendo 64 plus 3 top games
call 0906 960 1110

call 0906 960 1111
WIN a Dreamcast console

WIN a personal MP3 player
download digital quality music direct from the net
call 0906 960 1112

WIN a Pocket TV
call 0906 960 1113

GUESS WHO
WIN 20 cds
of your choice
call 0906 960 1114

WIN a mini disc player
call 0906 960 1118

WIN a mobile phone no bills, no worries – just pay as you go!
call 0906 960 1115

call 0906 960 1116
WIN a Box of Pokémon Trading cards and Watches

WIN a discman
call 0906 960 1117

CALLS CHARGED AT £1 PER MIN – MAXIMUM COST OF CALL £3. ASK PERMISSION FROM THE PERSON RESPONSIBLE FOR PAYING THE PHONE BILL. COMPETITION CLOSES ON 28th FEB '01 AFTER WHICH THEY MAY BE REPLACED BY A SIMILAR SERVICE ON THE SAME NUMBERS. WINNERS WILL BE PICKED RANDOMLY FROM CORRECT ENTRANTS FOR RULES OR WINNERS NAMES SEND S.A.E. TO: I.L.N. SERVICES, PO BOX 107, KNUTSFORD, CHESHIRE, WA16 6AG

HELPLINE 0870 740 1002
(HELPLINE calls charged at national rate)

Indiana Jones And The Infernal

Don't call him Junior!

Before *The Goonies*, before *The Mummy* and yes, even before *Tomb Raider*, all the daring-do and treasure-seeking in the world was done by a rather unkempt young man who went by the name of Indiana Jones. After two sequels, a spin-off series, some rather poor rip-offs (*King Solomon's Mines* anyone?) and a fair few games on other formats, Indy is finally making his long-awaited appearance on the good old N64!

Based on the PC title released a wee while ago to some mixed reviews, the N64 version promises to be better-looking, more exciting and have better controls. As ever, the plot involves ancient tombs complete with hot and cold running bad guys, booby traps galore and exotic locations. More specifically, it's the Soviets this time (the Nazis must be out of fashion these days), who are trying to reassemble a machine which, when constructed, can open a door to a parallel dimension. This obviously doesn't seem like the kind of thing they should be doing, and so it's up to Indy to stop them by any means necessary!

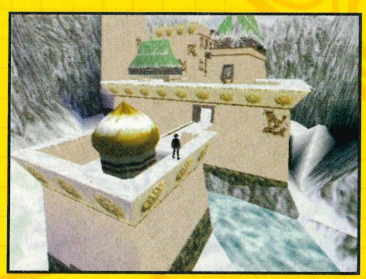
From looking at these screenshots, it could be all too easy to say, "Hang on, it's a bit like *Tomb Raider*, innit?" That would, however, be drawing too obvious a comparison. Out of all the consoles on the market at the moment, the

[Below] ***Indy tries his all new 'Winter Warm' backpack on for size. It has a built-in Calor Gas heater you know!***





[Below] ***Indy stops treasure hunting to take part in the Mayan version of 'Who Wants To Be A Millionaire'.***





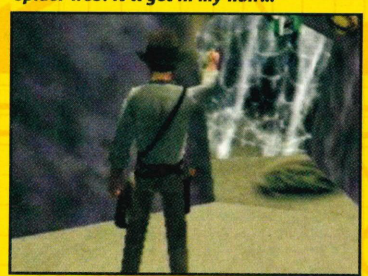
INDIANA JONES AND THE INFERNAL MACHINE

PUBLISHER	Lucas Arts
DEVELOPER	Factor 5
UK RELEASE	2001

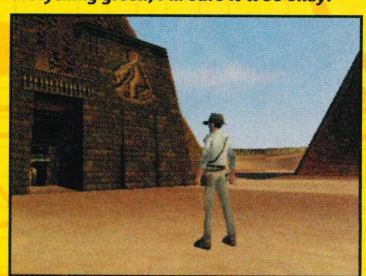




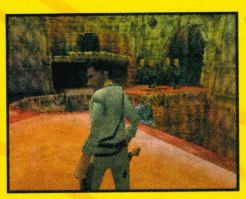
[Below] ***"I don't care what's around that corner! I'm not walking through that spider web. It'll get in my hair..."***



[Below] ***"Well, it's a bit of a fixer-upper, but if we remodel the living room and paint everything green, I'm sure it'll be okay."***



Machine



[Above] ***"Now where the hell did I put my hat? I know I had it a minute ago... if I can't find it I'm just going to have to go home!"***

N64 is the only machine not to have a *Tomb Raider* game made for it (even the Game Boy Color had a version!) Many will see this title as something to fill the void left by the absence of Ms Lara Croft, and from early reports, it might even make us forget her altogether!

The crossover from PC to N64 looks to have been a successful one. The control system in *IJATIM* is tighter and far easier to use in the console version of the game. Indy's whip, which many complained was too difficult to use effectively on the PC, is now accessed through the Z-targeting system. If you know the *Zelda* games at all, then this system will already be familiar to you. Before, Indy only had two speeds, walk and run, but thanks to the analogue control stick, our hero is now able to sneak, jog and speed through all of the environments he must explore on his quest.

The environments themselves are also a joy to behold. Crisper, brighter and more textured than in previous versions, Indy now gets to see the beauty of the world in a whole new light! From the Aztec pyramids via Kazakstan to a whole host of other wonderful landscapes, Mr Jones also gets to take a ride in the obligatory mine-cart rollercoaster!



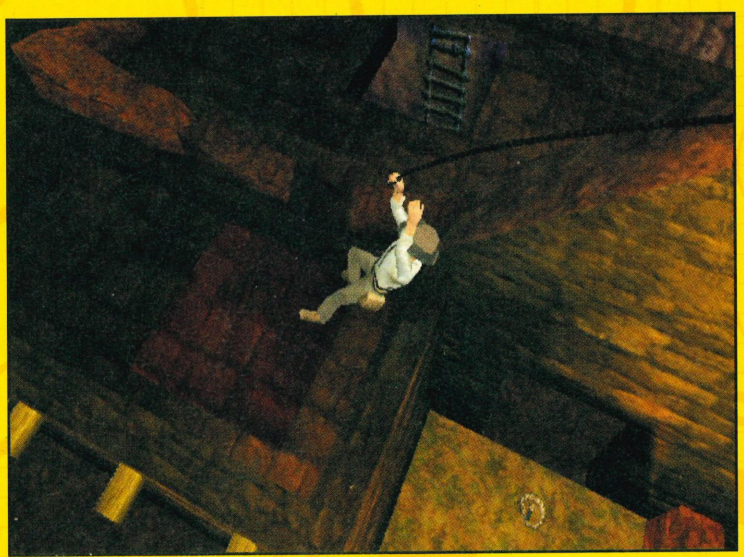
[Above] ***He's a man of action is our Indy, but between jobs he runs a very special service for slightly odd old ladies who like strict discipline...***

[Below] ***Looks like some kind of military base... which means there must be some pesky Russians lurking around here somewhere!***

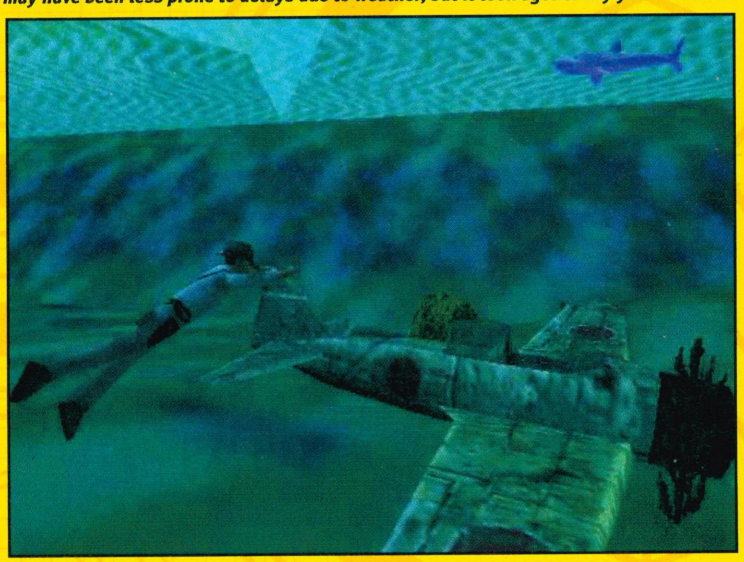


Possibly the only thing we at 64 MAGAZINE are concerned about is the fact that we might never get to see this game on these shores. A vicious rumour suggests that it will only be available as a rental title in the USA as LucasArts are not happy with overall sales of N64 titles! If that is true then, like *Spiderman 64*, Blighty might never get its hands on the famous 'Man in the Hat'! Please LucasArts, don't deny us this gem of a title. It promises to be a treasure worth hunting for!

Stop Press: Just as this issue went to print, THQ announced that it would be publishing *IJATIM* in Europe – hurrah for THQ! ■



[Below] ***Indy felt that the new 'underwater airports' just weren't going to catch on. They may have been less prone to delays due to weather, but it took ages to dry your clothes!***





Mario

P-A-R-T-Why? 'Cause we gotta!

MARIO PARTY 3

PUBLISHER	Nintendo
DEVELOPER	Hudson Soft
UK RELEASE	2001

For Nintendo, it seems the party never stops. It certainly doesn't for Mario, who is about to return with all of his mates in *Mario Party 3*. The last two titles have been happy successes and so it only seems natural that the Big N carries on releasing them to keep the fans happy. If George Lucas can do it, then anyone can! But hey, I digress...

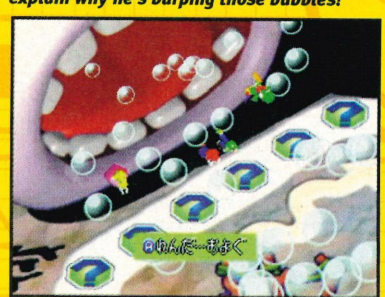
If you are expecting anything brand new or drastically different from this latest *Party* offering, then you can pretty much forget it. But then again, most sequels never offer anything too different anyway, otherwise the fans of the original might not look twice at the latest instalment. Can you imagine if in *Terminator 2*, instead of giving the audience more explosive, violent, cyborg-crazy, bullet-ridden madness, James Cameron had instead made a film about a butterfly fluttering across a pond? There would have caused an outrage, or at least some furrowed brows! And in *Mario Party*'s case, why tinker with a format that has already proved successful? It's true what they say – if it ain't broke, don't fix it!

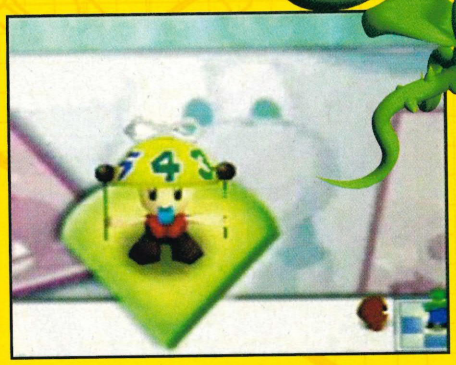
So what does this latest *Party* have that warrants us putting our hands in our wallets one more? Not much, if you already own one or both of the previous games! However, if you don't, then this might be the edition to wait for. *Mario Party 3* has 70 new mini-games and ten different game boards for you to play on. In addition, you also get a few new characters to play with, one of whom is old favourite Wario's bad-boy brother, Waluigi.

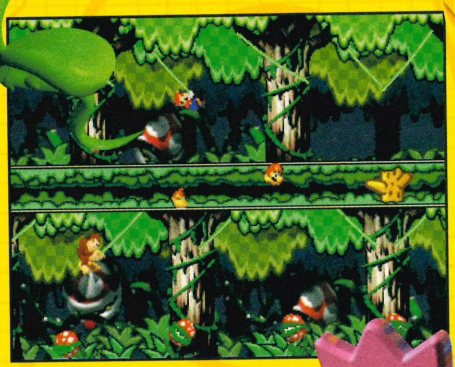
The rules are exactly the same as in all the previous *Party* games. You pick a character, roll the die and proceed to march around the gameboard playing mini-games and collecting stars. In most cases, the games are variations or slight improvements on the older versions. This means there is still



[Below]***This guy looks as though he drank to much shampoo for a bet. It would certainly explain why he's burping those bubbles!***





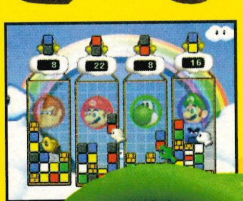




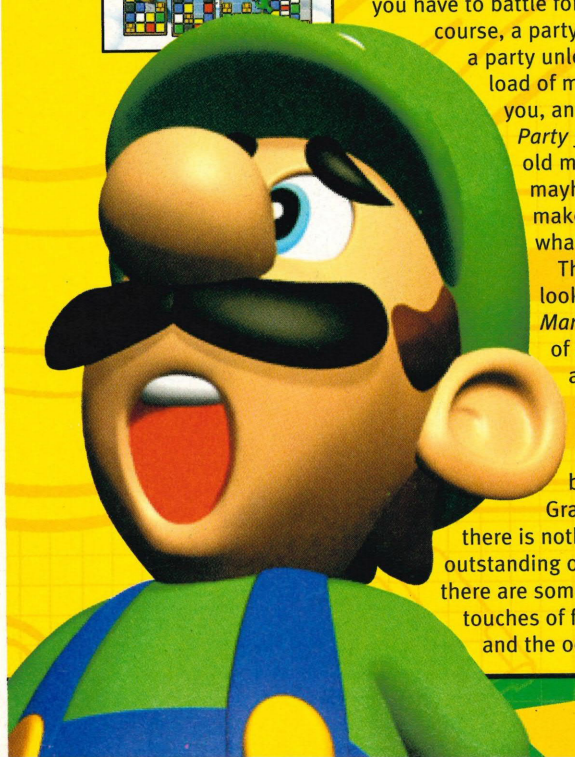
Party 3

plenty of button-bashing and stick-wiggling (ooer) to look forward to.

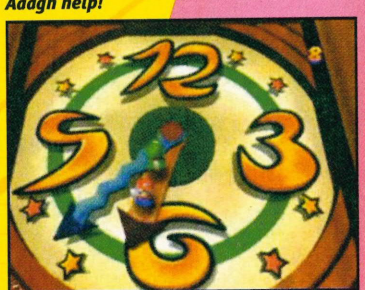
There are some games however, that look as though they may offer something a bit different. There is a roulette table, where chance is your only friend, and also a *Tetris*-style game to breathe a bit of fresh air into the proceedings! As before, what you get is a simple piece of innocent enjoyable fun, with lashings of humour and bright candy-cane colours! One novel little idea this time around is that you can also be given a 'helper'. This guy travels around with you in the Dual Map Mode and joins in when you have to battle for a reward. Of course, a party wouldn't be a party unless you had a load of mates with you, and with *Mario Party 3*, it's that old multiplayer mayhem that makes the game what it is!



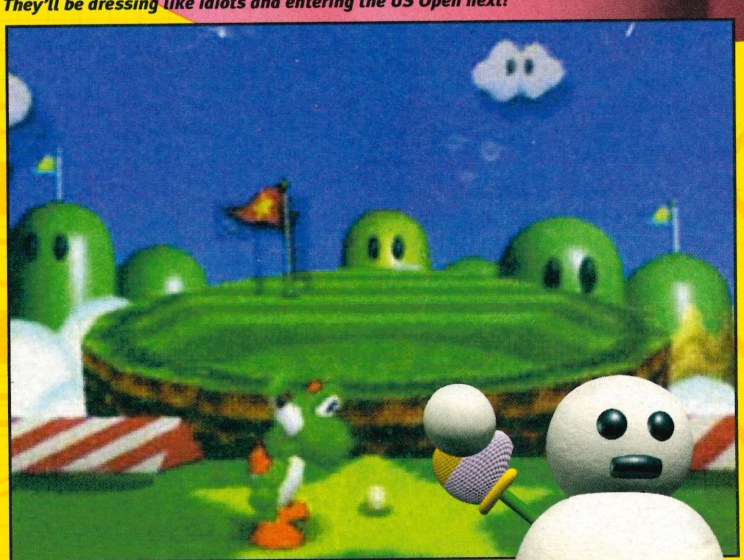
The overall look and feel of *Mario Party 3* is of a title which, although not revolutionary, is still the best of the bunch so far. Graphically, there is nothing too outstanding on show, but there are some touches of flair and the odd cool effect to prove to you that this is a cut above the rest. Could be well worth holding out for... ■



[Below] ***Hey you hat's the time Mr Wolf? Supper time? oh really oh dear ummm er Aaagh help!***



[Below] ***What is it about those Mario pals? They're constantly playing golf! They'll be dressing like idiots and entering the US Open next!***



Written by: Roy Kimber

What's It All About? (Alfie)

Videogames are great. It's a fact, you can't argue with it and even if you did no-one would listen – so don't even think about it, y'hear? Of course, not everyone likes every game on the market, and in fact many people only like to play specific kinds of games – what we call 'game genres'. You may have noticed that most games reviewers spend ages waffling on about genres – such-and-such a game is a good example or a bad example of a specific genre, that sort of thing. If you wanted to, you could probably define an awful lot of different genres, but as far as the N64 is concerned, we've always operated on the theory that there are eight distinct ones. We thought it was time we took a closer look at those, and just what exactly they all mean...





Adventure



Many people have long harboured dreams of escape to a world outside their own, a world away from the hustle and bustle and general boredom of everyday life. These days with most parts of the world already explored, there are few places you can actually go to live this dream for real, and so people have had to turn to other avenues of escape. Books have always been an option, be they sprawling fantasy adventures in the vein of J R R Tolkien, or trashy period romances from the likes of Barbara Cartland.



With the emergence of cinema, many people turned to movies for their escapism, and then along came videogames. Early adventures consisted of nothing more than screens and screens of dull-looking text. Essentially, these titles were little more than interactive books which gave the reader some control over how the story went. They were usually very limited and couldn't recognise very many commands, so that 'I do not understand that' or variations thereof were extremely common on a far-too regular basis. As programmers got better and the hardware improved, text adventures evolved into graphic adventures, at first with simple static graphics and then with pictures that you could investigate (point 'n' click style).

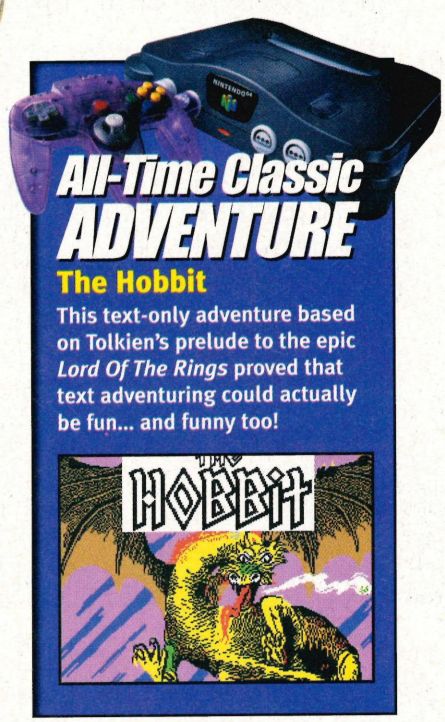
Sierra was one of the first companies to produce adventures where you actually had a character visible on the screen interacting with the environments, and this led on to games like the *Final Fantasy* series on the PlayStation, and of course the game we all know and love, *Zelda* on the Game Boy and N64. Oh, and while it's true to say that most RPGs are adventures, not all adventures are necessarily RPGs! Examples of adventures that you may (or may not) be familiar with, include the aforementioned *Zelda* series, *Castlevania*, *Mystical Ninja* and the rather dismal *Shadowgate 64*.



Top N64 ADVENTURE Game

The Legend Of Zelda: Ocarina Of Time

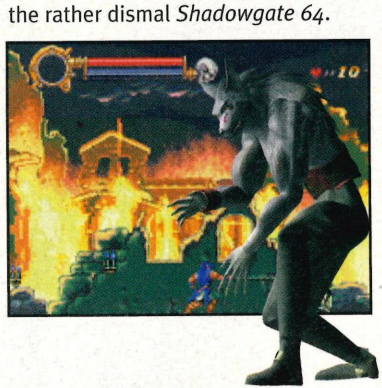
Link battles to save the world across two temporal periods in this involving, ground-breaking modern classic.



All-Time Classic ADVENTURE

The Hobbit

This text-only adventure based on Tolkien's prelude to the epic *Lord Of The Rings* proved that text adventuring could actually be fun... and funny too!



Beat-'Em-Up





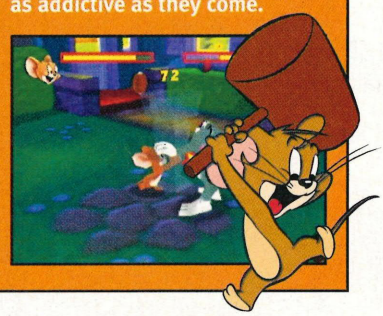
Fighting, combat, fisticuffs... call it what you will, beat-'em-up has long been one of the most popular genres, since the appearance of games like *Way Of The Exploding Fist* on the Spectrum 48k. This genre can effectively be divided into three different categories: static beat-'em-ups, progressive beat-'em-ups and wrestling games. The latter have become increasingly popular recently, mainly because the games have become a lot more playable, and the result is a game style which doesn't fit into the sports category, but which purists claim isn't a beat-'em-up either. However you classify them though, wrestling games are selling like hot-cakes! As for the other two: progressive beat-'em-ups involve players moving across a scrolling landscape, stopping every so often to deck various bad guys, usually with the help of assorted weapons and bits of the scenery. Good examples of these are few and far between on the N64 – *Fighting Force* and *Mortal Kombat Mythologies: Sub-Zero* being the only two of any note – and not a very big note at that. Static beat-'em-ups on the other hand, usually involve one or two players on a fairly small 2D backdrop, pummelling one another in round after round of combat, with all manner of special move combos. The two best examples of this are the *Mortal Kombat* and *Street Fighter* titles, around which videogame addicts are usually polarised – you're either a fan of one or the other, but not often both. The more recent *Virtua Fighter* series (still yet to make an appearance on the N64) is similar only with the combat taking place in a 3D rather than a 2D arena. Other games have taken this to the next level, notably *Powerstone* (on the Dreamcast) and *Tom & Jerry: Fists Of Furry* on the good old N64!

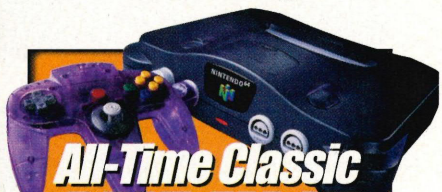


Top N64 BEAT-'EM-UP Game

Tom & Jerry: Fists Of Furry

It could only be this feast of cartoon carnage! It may not be as fast as *Street Fighter* or as gory as *Mortal Kombat*, but it's as addictive as they come.

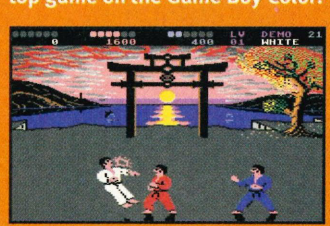




All-Time Classic BEAT-EM-UP

International Karate Plus

This game took the beat-'em-up concept and produced a fantastically playable Martial Arts title where – like in the real thing – it only took one strike to win. No 'dragon fire' punches, no finger-numbing combos, just gameplay all the way. Oh... and you can now get a version of this top game on the Game Boy Color!

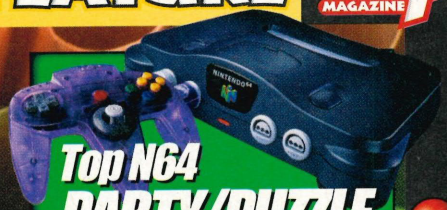












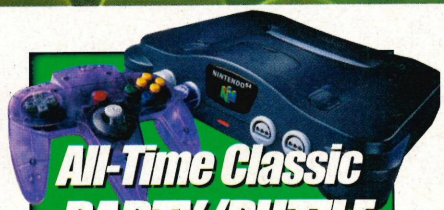
Top N64 PARTY/PUZZLE Game

Bust-A-Move 2

Bub and Bob strut their funky stuff in this, their second bubble-bursting outing on the N64. They're cute, they're cuddly and they're tremendously fun to play with (ooer).



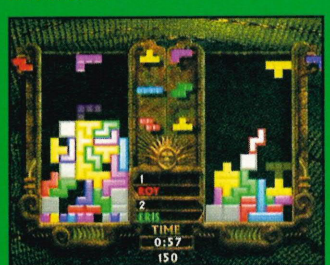
Party/Puzzle



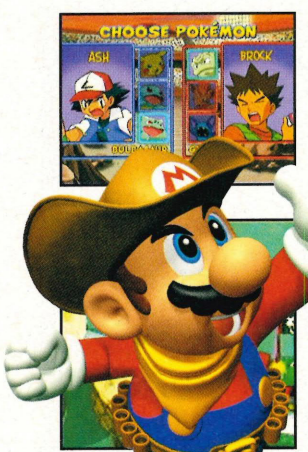
All-Time Classic PARTY/PUZZLE

Tetris

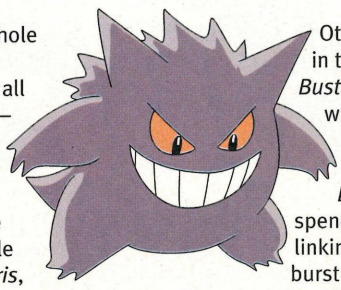
While *Puyo Puyo Sun* is preferred by some, *Tetris* has to be the runaway winner in this category. There are very few people who haven't heard of the game, and there have been some tremendous variations on the theme. The ultimate version though has to be *Tetris DX* on the Game Boy Color. Like the original game, only in glorious full colour!







This genre covers a whole range of markedly different games that all have one thing in common – they test those little grey cells that most other games don't even warm up! The most famous puzzle game has to be *Tetris*, the title that appeared on the original Game Boy in simple monochrome and proceeded to take the world by storm, with the result that pretty much every videogame format since has had at least one version of the game, usually far more.



Other top games in this area include *Bust-A-Move* – where Bub and Bob, the little dragons from *Bubble Bobble* spend their time linking bubbles to burst them and *Puyo Puyo Sun* which has you joining up groups of strange little living jellybeans to form patterns. Party games are a variation on the puzzle theme, usually consisting of lots of simple mini-games – many of which will be puzzle-oriented – and these titles are usually designed to be played with a group of friends. The most obvious examples of these are the *Mario Party* games, although *Rat Attack* is another. Most recently, the Pokémon dipped their collective toes (or equivalent appendages) into the party/puzzle genre waters with *Pokémon Puzzle League*, a rather annoyingly addictive variant on *Tetris* and *Puyo Puyo Sun*. Other consoles have had the benefit of special peripherals to enhance their party games – for instance *Dance Dance Revolution* on the PlayStation which comes with a dance mat and *Samba De Amigo* on the Dreamcast which is sold complete with maracas!

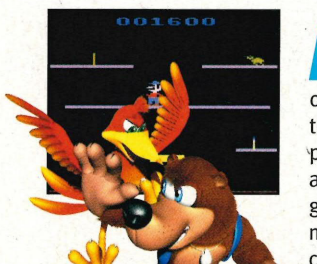




Platform



A long time ago, on a computer far, far away, their lived a miner called Willy. This little chap had a task to complete: he had to find his way through several precarious levels with only his wits and the ability to jump to keep him going. The game was *Manic Miner*. It may not have been the first, but it is certainly one of the most memorable of the early platform games, and it set the standard for countless titles to come. Platform games are essentially very simple in concept – you must guide a character through various different levels, each of which has various hazards and one distinct feature... you guessed it: platforms! After Miner Willy came a whole host of other characters, not least of which was our old pal with the bouncy bottom, Mario. He has appeared in umpteen zillion games just on his own, and has spawned loads of spin-offs like *Kirby 64* and *Yoshi's Story* to name just two on the N64. Platformers have evolved a lot since the early days, and it's now not unusual for platform games to be so incredibly complex that they are essentially adventure games – and indeed, platform adventure is fast becoming a genre all of its own. The now-legendary *Tomb Raider* games are a perfect example of this.





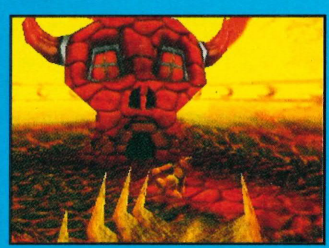


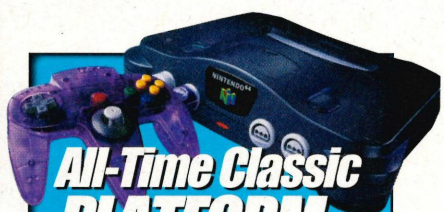


Top N64 PLATFORM Game

Banjo-Tooie

The bird and the bear 'get jiggy with it' one more time in their second platform adventure on the N64, a game which is almost criminally addictive.





All-Time Classic PLATFORM

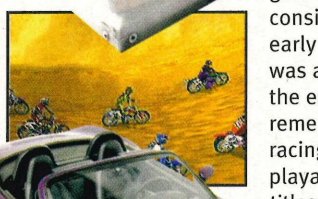
Jet Set Willy

This sequel to *Manic Miner* took the gameplay to the next level, having Miner Willy lost in a huge mansion with hundreds of rooms to survive. If you think games are difficult now, then you're obviously too young to remember this one because easy it was not! The character of Miner Willy is still immensely popular today, so much so that people are still producing games for him, running on the Spectrum emulators that you can download off the Internet. Willy will live for ever!



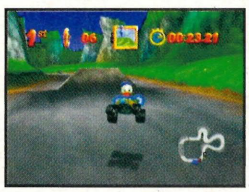
Racing











This is another of those game genres which has been around more or less forever. The initial games enjoyed surprising success considering that the limitation of the early technology meant that there was almost no real sense of speed in the early offerings (anyone remember *Pole Position*?) Where racing games first became properly playable was in the arcades, with titles like the (at the time) graphically gorgeous *Out Run* keeping addicts frantically pumping in their ten-pence pieces like money was going out of fashion. Arcades were where truly realistic racing games really evolved, although less real-life console titles started appearing fairly early on, in the form games like *F-Zero* and *Wipeout*.

The PlayStation and the N64 were the first consoles to really be able to handle 'proper' racing games (ie: ones with cars on realistic tracks) and since then racing games have just gone from strength to strength. With the forthcoming next-gen technology employed by machines like the Gamecube, it's going to be possible to have arcade quality racing in the comfort of your living room, so the racing genre is doubtless going to enjoy a serious amount of success. Examples of racing games on the N64 include *F-Zero X*, *Wipeout 64*, *F1 World Grand Prix* and *Excitebike 64*. For a more unusual racing title, you might want to check out *Iggy's Reckin' Balls* from Acclaim.

The current fashion on more recent consoles like the PlayStation2 and the Dreamcast is for racing games with added realism – where tracks are based on real towns and cities, supposedly correct down to the individual houses and road names. *MSR* (*Metropolis Street Racer*) is a game that has ensured that at least someone will be using their Dreamcast in 2001!

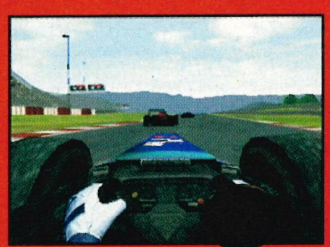




Top N64 RACING Game

F1 World Grand Prix

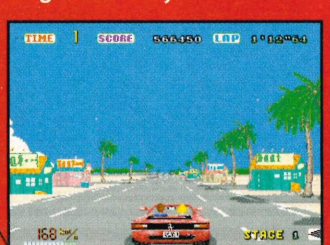
Getting a racing game to run fast and smooth on the N64 has always seemed to be a bit of a challenge, but Nintendo succeeded with their first F1 offering. You could argue that *F1 World Grand Prix 2* offers a few enhancements, but the original is definitely the one for us.



All-Time Classic RACING

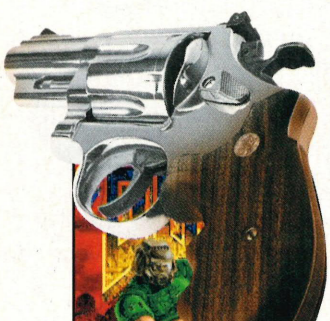
Out Run

This game looks incredibly dated now (if you manage to find an arcade that still has it working) but it's still absolutely brilliant fun, and it paved the way for the games like *Sega Rally*, *Daytona USA* and *Ferrari F355* that we more-or-less take for granted today.





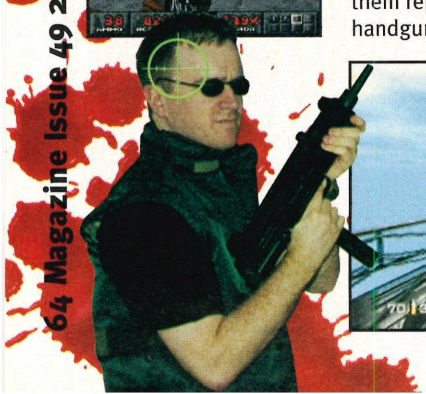
Shoot-'Em-Up



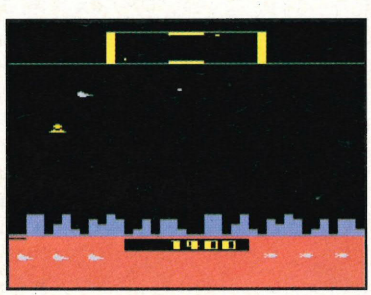


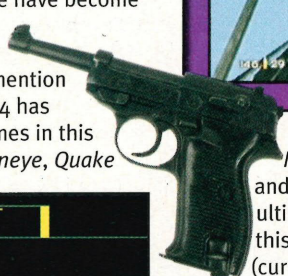
Ah... the shoot-'em-up! This genre has come in for a lot of bad press over the years, usually from various know-nothing know-it-alls in the media who obviously have no fun in life themselves and so make it their business to try and ruin everybody else's. This genre often attracts criticism because it involves (as you can tell from the name) shooting, and apparently (according to 'the experts') shooting things in videogames can encourage violence towards people in everyday life. We reckon that's rubbish, and if anyone disagrees with us we'll be happy to pop round their house and blast them repeatedly with a large handgun... er, but I digress. Shoot-'em-ups originally started life as two-dimensional games, usually some kind of space-warfare thing, where your craft would travel over a vertically or horizontally-scrolling playing field, blasting all sorts of alien nasties and picking up bolt-on weaponry along the way. Notable early examples include *Defender*, *R-Type* and *Xenon II*.

With the appearance of *Doom* however, the shoot-'em-up genre expanded to encompass first-person shooters too, and these have become pretty much what everyone envisages these days when you mention shoot-'em-ups. The N64 has had some enviable games in this genre, including *Goldeneye*, *Quake II*, *Perfect Dark*, *Turok 3* and *Rainbow Six* but the ultimate format for fans of this style of game is arguably (currently) the PC, which allows gamers to link up over the Internet for massive multiplayer games with fabulously high-res graphics. With the Gamecube on the way, we're expecting great developments in this genre from Nintendo in the future!





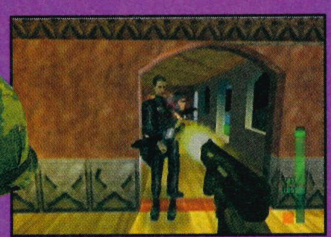




Top N64 SHOOT-'EM-UP Game

Perfect Dark

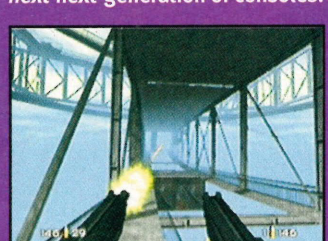
It's got to be-e-e-e-e-e-e... perfect! And it pretty-much is. Taking *Goldeneye* and improving the graphics, the weapons, the storyline and the gameplay – how could this game ever fail?



All-Time Classic SHOOT-'EM-UP

Goldeneye

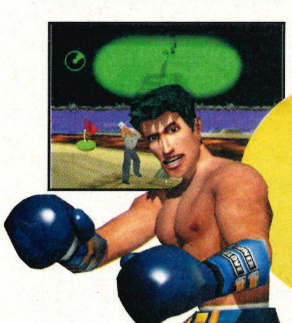
There were a lot of contenders for this spot, but it had to go to this modern classic from Rare. Even with the arrival of *Perfect Dark*, gamers the world over are still playing this top spy-based shooter, and it's destined to be one people will still be coming back to when we graduate to the *next* next-generation of consoles!

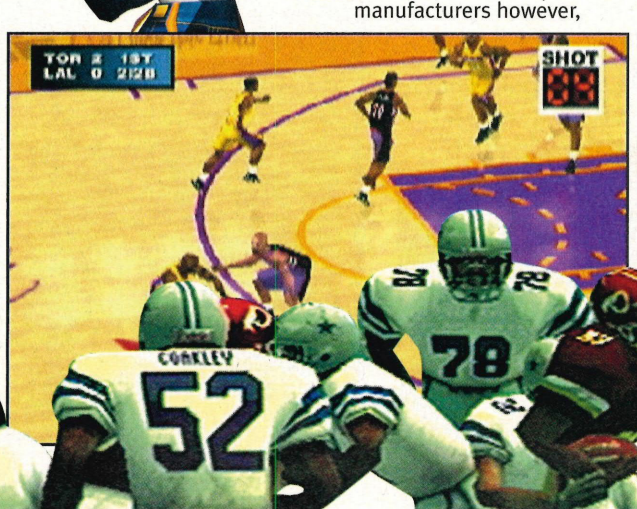


Sports



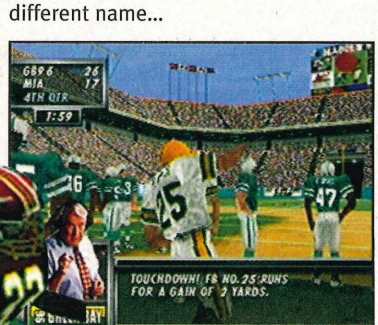






Sports games as a genre covers a huge range of activities... anything that could be labelled a 'sport' in fact. This genre is largely dominated though, by football games (except maybe in America, where American football, hockey and basketball titles hold sway). Your average football videogame fan is a lot like your average football fan – single-minded, loyal and a little bit obsessive. This is great for the videogame manufacturers however, because they know that regardless of how many times they release what is essentially the same game, with just a change in packaging and maybe a few new stats – footie game fans will buy it.

Football games have probably sold more consoles than any other genre, including the all-conquering *Pokémon*, so at the end of the day, they can't be a bad thing. And the great thing about footie titles – and indeed most other titles in this genre, with the possible exception of American football – is that you don't need to be a fan of the sport to enjoy the game! The title of 'King of the Sports Genre' on the N64 is currently contested by Konami, who brought us *ISS*, and EA Sports, who brought us *FIFA*, and *FIFA* again... and then *FIFA*, and then *FIFA* with a different name...



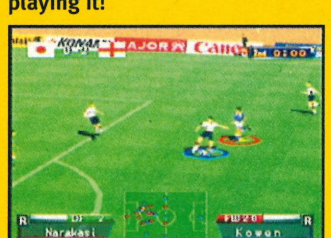




Top N64 SPORTS Game

Iss '98

The second *ISS* title on the N64 and also the best. If you don't believe us, ask all the footie fans on the Paragon PlayStation titles, who have spent a large part of their waking lives playing it!

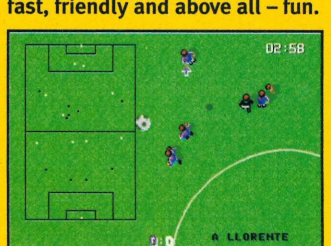




All-Time Classic SPORTS

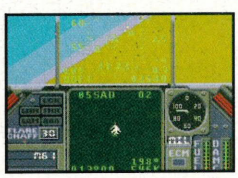
Kick Off

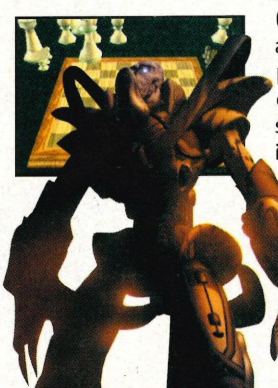
Not that realistic, didn't have all the real players, but this top-down footie game has been a hit on many formats because it's fast, friendly and above all – fun.





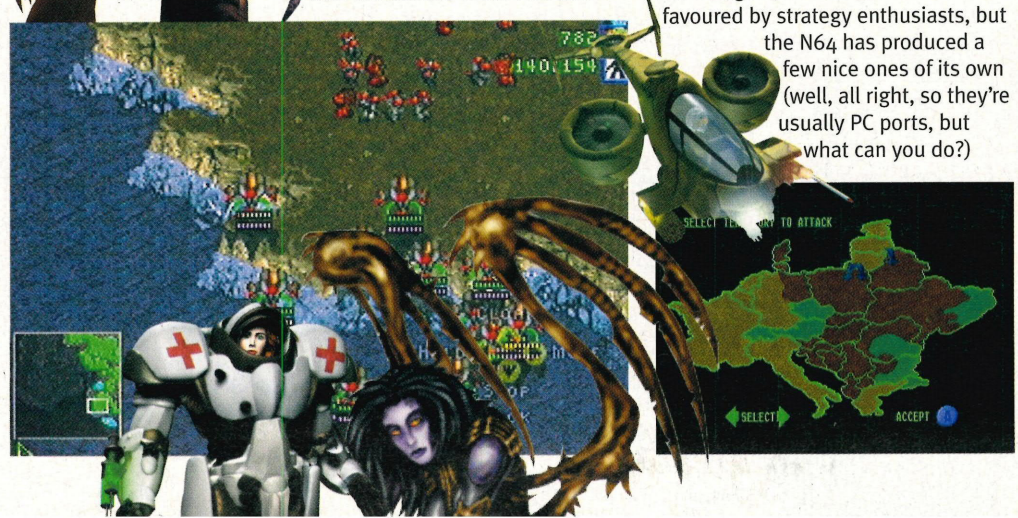
Strategy/Simulation





This genre is actually really two distinct ones, but as we've had pretty-much zilch in the way of proper simulation titles on the N64, we've always lumped them together. Just coasting briefly over the latter, simulation titles are those which (ready for this) try to 'simulate a real activity', be it flying a helicopter, piloting a jet fighter, driving a dust-cart, whatever. The problem with simulations is that they are very involving, and require an awful lot of controls because everything that you can do in real-life you are supposed to be able to do in the game. As such the PC is ultimately the machine of choice for simulation fans, although this is set to change with the advent of the PS2 and the Gamecube. There *have* been simulations on the PlayStation, just nothing particularly special.

Strategy games on the other hand, put you in the position (usually) of a theatre commander, controlling vast armies in epic battles. The first strategy titles to appear were fairly uninspiring graphically, your forces usually represented by basic icons on a map. As they evolved however, people demanded more excitement from their strategic gaming, and thus the *Command and Conquer*-style of game was born, where each unit is detailed and animated and the battling is much more exciting. This has led to games where the overall gameplay is essentially strategic, but which have a very big arcade element to them too. The PC again, is a format much favoured by strategy enthusiasts, but the N64 has produced a few nice ones of its own (well, all right, so they're usually PC ports, but what can you do?)



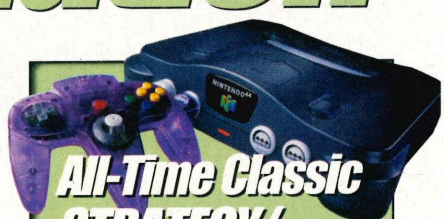


Top N64 STRATEGY/SIMULATION Game

Starcraft 64

This '*Command And Conquer* in space' game has everything you could possibly want from a strategy game – loads of options, great graphics, units that talk to you and tons of campaigns to challenge your leadership skills. Shame it's not out in the UK yet!

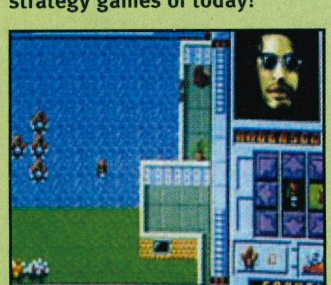




All-Time Classic STRATEGY/SIMULATION

Laser Squad

This game was a follow-up to a strategic title called *Rebel Star Raiders* and first appeared on the Spectrum 48k. The object of the game was to equip a small force of space marines and lead them into battle against the alien hordes, the unusual thing being that, instead of pitched arcade action, you got turn-based strategy. This title enjoyed enormous success, and is arguably the forerunner of the graphically glorious strategy games of today!



P2

The ultimate magazine for the ultimate games machine

The PlayStation2 is here...

Can you handle it?



P2 is the only magazine you need. The fourth issue hits the shelves on 04 January 2001 and guarantees...

- In-depth PS2 reviews, previews, news, solutions and features every month
- 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
- Sony's stylish new console deserves a quality magazine – accept no substitute!

ON SALE 04 JANUARY 2001

available from all good newsagents

Written by: Chandra Nair

The Future's

Over the past four years, the big N has experienced a veritable rollercoaster ride of success and critical acclaim. What has become of the once unstoppable world leader? Find out in the first part of our ridiculously huge Nintendo feature.



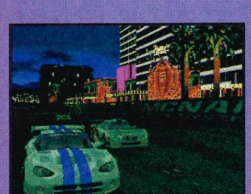


Falling Hard

On June 23, 1996, Nintendo finally launched its eagerly awaited successor to the ageing Super Nintendo Entertainment System. The SNES had lasted for six years, and still enjoyed a huge user-base, but a certain Walkman manufacturer was beginning to dominate the scene.

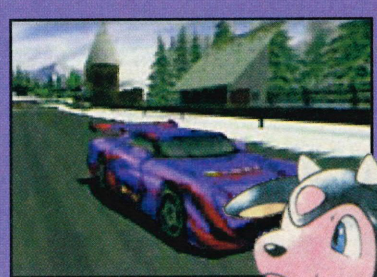
Project Reality (later renamed Ultra 64, later still becoming the Nintendo 64) was dogged with delays – every single time, the public, media and retail alike took a deep breath and counted to ten. Was it only us that saw Sony holding up the bank and legging it with the takings? Was Nintendo not awake? Still, come launch day, no-one was complaining. *Mario 64* redefined videogaming as *Super Mario Bros* had six years before on the SNES, and *Pilotwings 64* provided an escape that no other game had ever come close to.

"Like a wounded bear, Nintendo is raging, and God help anyone who stands in its way!"



Then the problems started. A full two months later (what seemed like a lifetime for everyone), *Waverace 64* hit the scene like a sex machine. It was gorgeous, and played like a dream, but then Nintendo has always been able to make great games. The problem lay in the fact that one great game every two months is only acceptable for the most hardcore of gamers.

Unfortunately (but understandably), Joe Average wants to see a decent selection of games, regardless of whether 90% of them are half-arsed cash-ins. Thanks Sony. Through a combination of excellent marketing and extremely lax (read non-existent) quality control, Sony flooded the market with a 10:1 ratio (conservative estimate!) of substandard-to-good titles, and still managed to get the public to worship at its feet. For that we must salute the company.

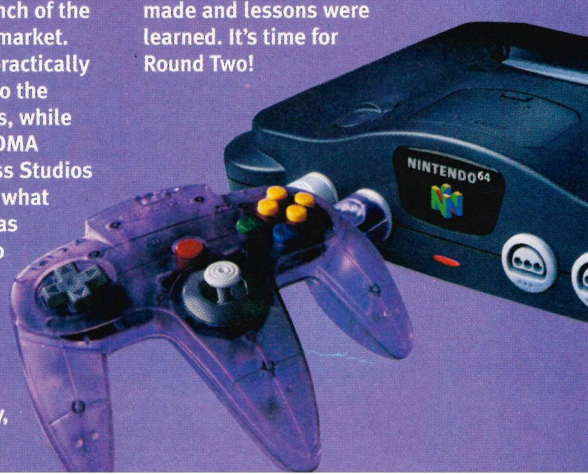




The years passed, and the ease of developing for the PlayStation along with Nintendo's unattractive licensing fees meant that few third-party developers were willing to commit to the expensive cartridge format. Those that did put the effort in found that the breathing space afforded to them was a welcome change from the stale stench of the overcrowded PlayStation market. Dying publisher Acclaim practically rebuilt its empire thanks to the success of the *Turok* series, while companies such as Rare, DMA Design, Paradigm and Boss Studios showed the world exactly what Nintendo's powerhouse was capable of. In the past two years, developers such as Factor 5 and Silicon Knights have appeared pretty much out of nowhere and proved once and for all that technically, the Nintendo 64 can stand head and shoulders above the PlayStation. Sadly, it was all too late. Don't get us wrong, the Nintendo 64 wasn't a failure. The hardware and software sales to date are astronomical, but Sony is still the king of the PR castle, and in a world where advertising is everything, that's all that matters.

Nintendo of Japan (NCL) made a lot of money from Game Boy, Nintendo 64 and the *Pokémon* franchise, but dropping so far when you're used to being so high has got to do something bad to your ego. Like a wounded bear, Nintendo is raging, and God help anyone who stands in its way! Mistakes were made and lessons were learned. It's time for Round Two!





N-Shaped!



Ye Of Little Faith!

The PS2 is available on a global scale. It has got more of a head start on Nintendo than it had last time. It's ahead again, and it's selling by the bucket-load.

Sega's Dreamcast is a dying machine from a dying company. It poses no threat to anyone.

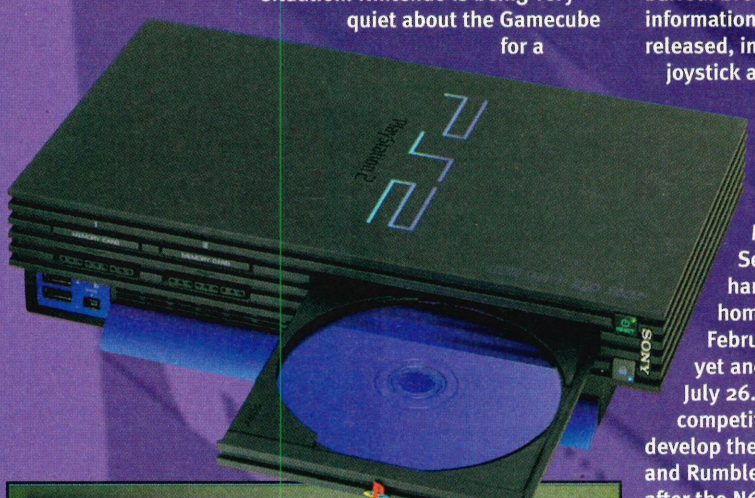
Microsoft's X-Box is coming. Bill Gates has developed the perfect machine, a PC and a console combined. It's more powerful by far than anything else on the market, and when it arrives it will rule the world with an iron fist. The once-mighty Nintendo is doomed!

Yeah, right, and Westlife write all their own songs! Hear ye, o cynical ones. We've heard all the rumours, all the putdowns, all the jokes, and we feel that a couple of facts need to be emphasised. Don't misread the situation. Nintendo is being very quiet about the Gamecube for a calculated reason. It can afford to spout off about the Game Boy Advance. The GBA has no competition (not yet anyway), a reservoir full of games in development, and in the public's eyes, the words Game Boy are synonymous with handheld gaming. The secrecy concerning Gamecube shows a wise company, which has learned the hard way.



Let's go back in time to August 1995. Nintendo holds its annual *Shoshinkai* event (now called Nintendo Spaceworld) in Tokyo. The N64 is unveiled to the world, no holds barred. Every single bit of information about the console is released, including the analogue joystick and the Rumble Pak. Sony and Sega executives soil their CKs and hide in the corner. Then... the bombshell. The N64 is being delayed until March 1996. Sony and Sega executives rub their hands together and run home, giggling. Come February, Nintendo announces yet another delay, this time to July 26. This gives the competition a good ten months to develop their own analogue joypads and Rumble Paks. Literally weeks after the N64's launch, Sega releases *NiGHTS* with their new analogue joypad. Sony soon follows suit.

"The mind boggles as to just what advancements Mr Miyamoto and the various R+D teams have come up with."





Nintendo has always been the source of innovation. The D-pad, the analogue control pad, the Rumble Pak, the Voice Recognition Unit for *Hey You! Pikachu*, the Transfer Pak, and the re-writable storage of the 64DD. All of Nintendo's ideas have been copied and exploited. This won't happen again. Everything will be unveiled at E3 in May, two months before Gamecube launches in Japan. The mind boggles as to just what advancements Mr Miyamoto and the various R&D teams have come up with. There have been rumours, but nothing that we are prepared to speculate on. There are however, loads of facts that have slipped through the net over the past two years, and here at 64 Magazine, we've tried to piece it all together to get an idea of the master plan. We've tried our best not to speculate – any information in the following sections has been taken from what we have seen, and what we have been told by developers and Nintendo alike. There are still some important pieces missing, but we reckon that after you've read this two-part article, you won't be questioning Nintendo's strategy.





The Name Of The Game

While we can sit here and groan about the PlayStation and what it has done to the market, there is no doubt that it has had some positive effects. It has opened up a whole new market, one which Nintendo would never have had access to. Sony has jolted Nintendo out of its 'we can't do any wrong' attitude and forced it to take its head out of the sand. PlayStation also gave many small developers the chance to get to grips with 3D. Very few games from the 32-bit era could be described as true 3D, due to a lack of processing power and in most cases, vision. The Saturn, PlayStation, and even the N64, were a testing ground. It was an opportunity for developers to learn how to progress into functional and effective 3D worlds. A surprising number of these developers are breaking away from the "mothership" and are starting to show interest in Gamecube. There are two reasons for this.

1 You would have thought that the PlayStation's massive popularity would carve the PS2's success in stone. This is simply not so. While a large number of people are interested in the PS2, it's still only a fraction of the people who have PlayStations. Sony did such a good job selling its debut gaming console, that no one sees any reason to upgrade. If Joe Average goes into a games store and sees *Sega GT* (Dreamcast) running next to *Ridge Racer V* (PS2), he's going to wonder why he should pay £300 for a machine that does the same thing as a £150 machine. When it comes down to it, the PS2 doesn't as yet have any killer software. People aren't buying games for it – they're merely using it as a DVD player. Proof of this lies in the fact that *Midnight Club* only sold 18 copies in the UK in its first week on sale. No developer can afford to pump tens of thousands of pounds (often far more) into a title, only to sell a handful of copies. The PS2 market is just too unreliable right now. You have to wonder whether it will ever sort itself out. The only thing that can save Sony from its predicament is killer software. Titles like *Gran Tourismo 3, Metal Gear Solid 2* and *The Bouncer* will all sell hundreds of thousands of units, but where are they? If it's taking large, experienced, well-funded teams this long to come up with decent software, aren't we looking at an N64-type scenario? The tables are certainly turning...

2 The only reason that so few developers came on board for the N64 was because of Nintendo's bullish attitude concerning licencing fees and their 'quality over quantity' stance. The cost of mass-producing cartridges was too high and the development tools supplied by Nintendo just weren't good enough. Various developers complained that Nintendo were also very unhelpful when it came to developer support. It's going to be a completely different kettle of fish for Gamecube.

Nintendo Of America recently signed a deal with NDL (Numerical Design Ltd) allowing them to bring their NetImmerse technology to the party. Nintendo's Director Of Software Development Support , Ramin Ravanpey, said in an interview, "NDL'S NetImmerse technology allows developers to rapidly create, port and optimise software for Nintendo Gamecube. Our new system was designed with developers in mind, and we are pleased to add NetImmerse to the growing suite of powerful tools available to our developers."

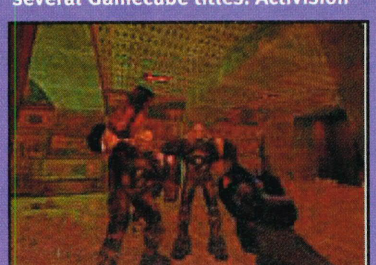
This same technology is currently being used to develop software for PS2 and X-Box. This means that a large number of projects will be multi-format, appearing on PS2, X-Box and Gamecube. But surely we don't want ports of games that will already be available on other systems? It probably won't end up working quite like that. Titles will more than likely be released simultaneously on the three platforms. The fact that the NetImmerse 3D Engine specifically optimises the code for Gamecube means that the finished product will look as good as it possibly can. Many of the large publishers are going down this road. EA, Squaresoft, Capcom, Infogrames, Ubi Soft – they're all announcing big-name franchises, none of which are platform-specific.

So at the end of the day then, how is Nintendo going to stand out? We can argue all day about the graphical potential of Gamecube over its adversaries, but we don't know for sure how good it will be until we see the games in May. The one thing that we are sure of, is that Nintendo will have a long list of platform-specific titles. We know this because the games in question are coming from Nintendo's first and second-party developers. These companies have a financial link to Nintendo, therefore they have to create games for Nintendo, and Nintendo only. Over the past three years, the big N has been watching the development community and inviting those that it thinks are the most talented to join it. We've compiled a list of all the developers and publishers who have confirmed their support for Gamecube. Expect this list to grow exponentially now that the big names like EA are jumping on board.



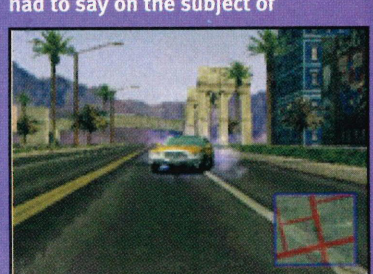
Activision

A couple of months ago, the publishers of *Quake II and Tony Hawk's* on the N64 announced that it would be starting development on several Gamecube titles. Activision currently owns the rights to *Quake, Tony Hawk's* and *Spiderman*. Possible Titles: *Tony Hawk's 3, Quake* sequel.



Infogrames

The giant French publisher just keeps getting bigger! It has recently formed a joint company with Hudson Soft, which has been named Infogrames Hudson KK. The new company will concentrate its efforts on Gamecube, X-Box and PS2. The debut title will be a multiplayer action game on the Gamecube. Hudson Soft has developed titles such as *Bomberman* and *Mario Party*. Infogrames currently owns the *Unreal* and *Driver* franchises. Consider this combined with what the *Unreal* developers, *Epic Games* had to say on the subject of





Nintendo. They mentioned in an interview that there is no way that they could ever compete with games of *Zelda*'s calibre, and that *Mario 64* is a perfect game for its time. Looks like they're big Nintendo fans.

Infogrames recently bought out *Pilotwings 64*, *F1 World Grand Prix* and *Duck Dogers* developer, *Paradigm*. Word has already leaked out that the company has a Gamecube game in development.

Possible Titles: *Unreal* sequel, *Driver* sequel, an F1 racing title, a flight sim, *Bomberman*.



Capcom

Capcom is another big publisher, which is going to be bringing out titles on all three next-generation consoles. At the Tokyo Toy Show last September, Capcom announced that *Resident Evil Zero* would in fact be coming out on Gamecube, and not the N64. It also announced that it would be supporting Nintendo with all of its major franchises. We assume that this will include *Dino Crisis*, *Street Fighter*, *Megaman* and *Powerstone*. There are plans to make all of *Capcom's* multi-format games universally compatible on the Internet. You will be able to play against X-Box and PS2 owners, using your Gamecube! It sounds a bit far-fetched, but the technology is there.

Capcom has only released two games for the N64, and they came very late on in the N64's life. It's a relief that it has pledged its full support.

Confirmed Title: *Resident Evil Zero*.

Possible Titles: *Street Fighter* title, *Megaman* title.

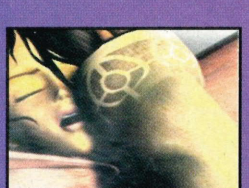


Squaresoft

The Japanese super-publisher was rumoured to have had *Final Fantasy VII* in development for N64 back in 1994, but when it learned that it wouldn't be able to use FMV on the chosen media, it backed out. As far as we know, there have never been any bust-ups between the two companies. It's just that Squaresoft loves to use tons of FMV in its games, and the cartridge format wouldn't allow it. Now that *Nintendo* has gone with proprietary DVD, there is no reason for the company's absence. Everyone knows that Squaresoft has been "looking into the hardware," it's only a matter of time before something is announced.

Squaresoft and *EA* have a joint publishing deal. EA publish Squaresoft products in the US. Squaresoft, in turn, publish EA products in Japan, so the companies are quite closely linked. The fact that EA are so impressed with the Gamecube would imply that the RPG masters are at least considering Gamecube development.

Possible Titles: There was a rumour going around a while ago about *Final Fantasy XI* being a multi-format, online game.





Rare

Rare is one of Nintendo's second-party publishers. This means that Rare is part-owned by Nintendo, therefore, it is obliged to develop exclusive games. There have been several hints, but no official confirmation of what is in development.

Firstly, Rare has the rights to release a huge number of Disney games on GBA and Gamecube. Only one has been released so far, in the form of *Mickey's Speedway USA*. This means that some sort of Disney licence game is definitely in the works. The Twycross coders recently placed adverts in the gaming press consisting of a picture of *Joanna Dark* next to this text; "One of our hottest properties, she needs constant attention to keep her at the top of her game." This obviously hints at a *Perfect Dark* sequel. More recently, inside sources have revealed that *Rare* has devoted over half of its resources to the sequel, in order to get it out in time for the US launch-date of October 2001. A sequel to *Perfect Dark* in T-minus ten months. Oh... My... God.

In *Banjo Tooie*, there is a section of the game which hints at a sequel to the Spectrum classic *Sabre Wulf*. No-one is too sure which console *Dinosaur Planet* will be released on. There are so many other possible titles. We can only hope and dream for sequels to *Blastcorps* and *Killer Instinct*.

Possible Titles: *Perfect Dark 2*, several Disney titles, *Sabre Wulf* update, *Dinosaur Planet*.

Retro Studios

Retro is another one of Nintendo's second parties. It hasn't developed anything for the N64 – instead, it is concentrating solely on Gamecube. It recently placed an advert in the gaming press – much like Rare – but this time it was far more blatant. *Retro* asked people if they wanted to work for the company that is developing the new *Metroid* game. If that's not confirmation, what is? Information has also leaked out that the company is working on four other titles, those being a truck racer, a first-person shooter, a football game and an RPG. Roll on E3!

Confirmed Titles: *Metroid*.

Possible Titles: Truck Racer, a first-person shooter, football, RPG.

Factor 5

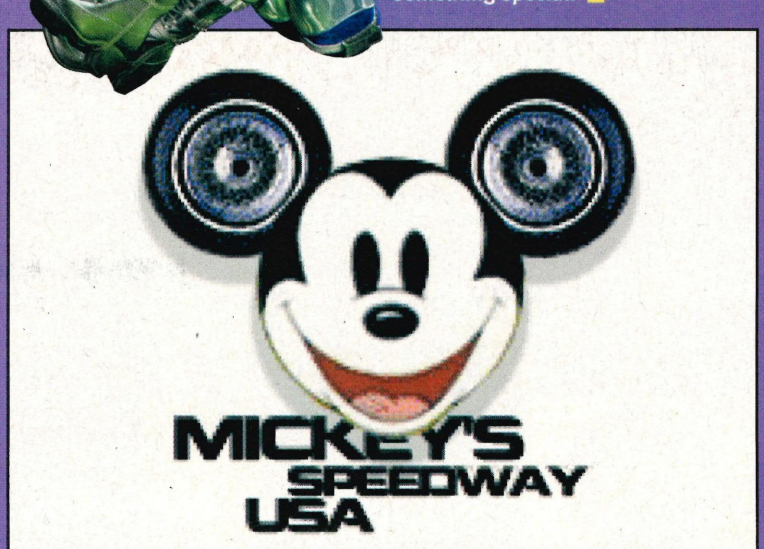
The company behind the Gamecube's sound tools is also a dab hand at game development. Responsible for *Star Wars: Rogue Squadron*, *Battle For Naboo*, *Indiana Jones* and the Gamecube *X-Wing* demo, this company is well on its way to becoming another Rare.

Possible Titles: *Star Wars*, *Thunder Rally*.

Silicon Knights

Another of Nintendo's 2nd parties, and responsible for the much-anticipated title *Eternal Darkness*. Only one game has been confirmed, but there is doubt surrounding *ED*'s release. It may end up coming out on Gamecube. This company is extremely talented. Its talents won't be realised for a while yet, but believe us when we say that it is something special! ■





Take 2

This publisher has announced that it will have two titles ready for the US launch next October. We don't know what these are yet, but we can make some educated guesses. Take 2 has assigned Rockstar to the job of developing for Gamecube – the very same company that has been handed the reigns for the next batch of *Grand Theft Auto* games.
Possible Titles: *Grand Theft Auto.*



THQ

The holder of the *WWF* license has confirmed that it will be bringing several titles to Gamecube. The only confirmed one is *Rugrats*, but there will be many others. It was THQ that let it slip about the Gamecube Developers Conference, which is now due to take place in February.



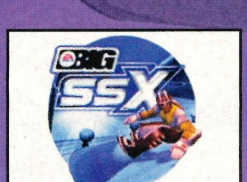
NewKidCo

The publisher that brought you *Tom and Jerry: Fists Of Furry* has acquired the rights to the *ET* and *Tiny Toons* licences. These are the only titles that it is working on.
Confirmed Titles: *ET, Tiny Toons.*



Electronic Arts

EA is one of those companies that people link with a successful console. The holder of the official *FIFA* and *Madden* licenses, it churns out tons of games every year and normally tops the charts with them all. Interestingly, EA never showed any interest in Dreamcast. They have kept very quiet on the Gamecube front, and until very recently, we were starting to worry a bit. Then, the floodgates opened. An insider from EA leaked some information concerning various performance tests that had been taking place on the Gamecube hardware. EA Canada had been charged with figuring out what the Gamecube could do, and the results were very impressive (check out the second part of the feature for the results). A week later, it was revealed that the first game on their list would be an updated version of the hit snowboarding game *SSX*, called *SSX: Special Edition*. A couple of days after that it was revealed that both *FIFA* and *Madden* would be making their way over. Expect to see playable versions of these games at E3 in May.
Confirmed Titles: *SSX: Special Edition, FIFA 2002, Madden 2002.*
Possible Titles: *Need For Speed, Beetle Adventure Racing, Nascar, NHL 2002, Theme Park.*



Natsume

We're really excited about this one. These guys are behind such games as *Legend Of The River King* and *Harvest Moon*. The former is a fishing game, and the latter is a farming RPG. We know it sounds weird, but Natsume never fail to bring enchantingly original titles to whichever platforms they support. We can't wait to see what they come up with.
Possible Titles: *Harvest Moon, Legend Of The River King.*

Way Forward

The developers of the *Xtreme Sports* games have confirmed their support for Gamecube. Although no titles have been announced, it would be foolish to ignore the genre gap in the market place.
Possible Titles: *Xtreme Sports.*



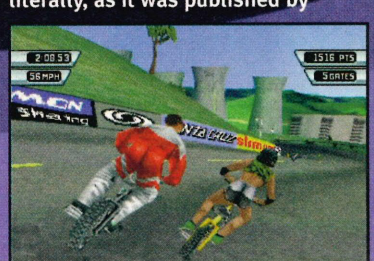
Clockwork Games

This is a really heart-warming one. *Clockwork* has turned to Gamecube (seemingly out of the blue) because it "fancies working with Nintendo hardware". Despite coming second in the hardware race, Nintendo has gathered a huge amount of respect in the development community. Check out this quote, which pretty much sums up the next-generation situation concerning PS2:

"As for the next-generation platforms, sorry Sony, definitely not the PS2, as the market is way too crowded – for now, anyway. The X-Box will be interesting just because of the power, but the Gamecube has really caught our eye."

That just about says it all. Clockwork are probably best known for their recently acclaimed (quite literally, as it was published by Acclaim!) PlayStation racer, *Vanishing Point*.
Possible Titles: *Vanishing Point* sequel.

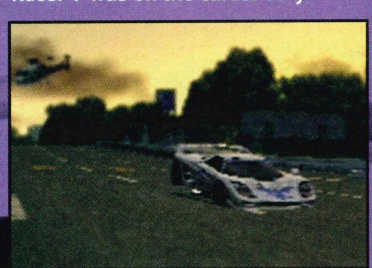




Namco

The bust-up between the two big Ns is well known throughout the industry. Namco fell out with Nintendo at the end of the SNES era, after it was left with warehouses full of cartridges that it couldn't sell. It has taken nearly half a decade for the two companies to get back on speaking terms. Namco's shift to PlayStation was a big loss for the N64. The company started to show great promise back in the early 90s, with titles like *Tales Of Phantasia*, the first cartridge to include sampled speech throughout the entire game. It then went on to develop the successful *Tekken and Ridge Racer* franchises.

Months ago it was rumoured that Namco was looking into Gamecube hardware, and that a port of *Ridge Racer V* was on the cards. Very recently, Namco's Youichi Haraguchi commented on the situation: "We will go ahead with development for the X-Box and Gamecube, and we would like to release games for them. Of course part of that is because we want to see how these new consoles do, but if you develop on multiple platforms, there's the added benefit of reducing the development costs for each title."



The games in question could be from any of the numerous franchises which Namco owns.
Possible Titles: *Soul Caliber 2, Ridge Racer V, Tekken 4, Tales Of Phantasia, Pac-Man.*

Konami

The Japanese publisher announced a long time ago that it would be developing for Gamecube. Konami has always supported every new console (Sony, Sega and Nintendo)





from day one. In fact, they were responsible for a large percentage of the N64 games released in Japan in the console's first year. The only confirmed title is *International Superstar Soccer*, which is expected as a launch title in Japan. Konami has indicated that it will be bringing all of its major franchises to Gamecube. At the ECTS show in London, Konami executives even commented that they would rather develop for Gamecube than any other next-gen platform.

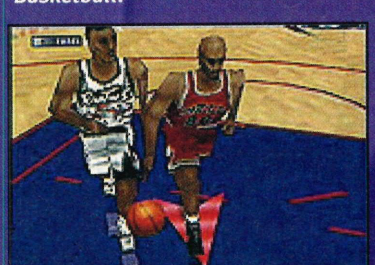
Confirmed Title: *ISS*.

Possible Titles: *Metal Gear Solid* update, *Mystical Ninja*, *Parodius*, *Castlevania*.

Left Field

The company behind *Kobe Bryant's Basketball* is a Nintendo second-party. Typically, no one knows what games it is developing, but it has been quiet for a long time. The last game that the company developed came out years ago. This means that it may have several games underway.

Possible Titles: *Kobe Bryant Basketball*.



Ubi Soft

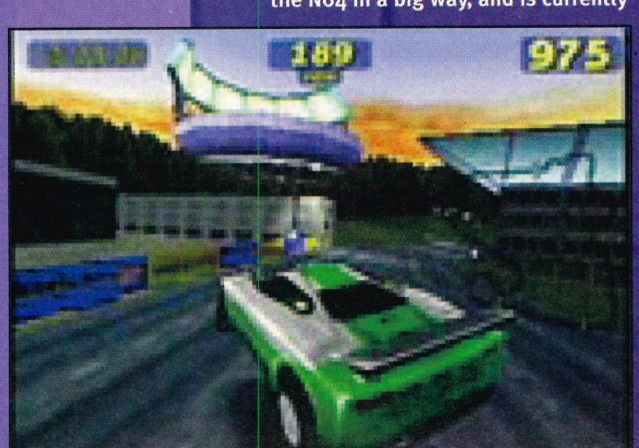
Another huge publisher that announced its Gamecube plans a long time ago. Among its many franchises are *Rayman*, *F1 World Championship Racing*, *Tetris*, *Donald Duck* and wrestling.

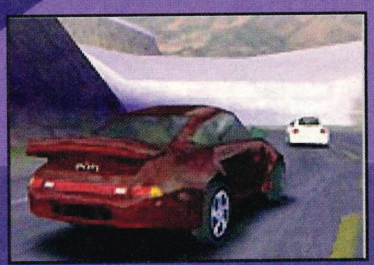
Confirmed Titles: *Rayman 3*, *Tetris*, wrestling.

Possible Titles: F1 racing game.

Midway

This American company got behind the N64 in a big way, and is currently





in the early stages of development for Gamecube. Expect to see all of its major franchises, like *Top Gear*, *San Francisco Rush* and *NFL Blitz*.

Possible Titles: *San Francisco Rush*, *Top Gear Rally*, *NFL Blitz*, *Duke Nukem*.

3DO

We have no idea what this company will be developing. Recent games have included *Army Men: Sarge's Heroes*.

Possible Titles: *Army Men*, *Battletanx*.

Treasure

Treasure has always worked very closely with Nintendo, and consistently comes up with fun, original games. Early on in the N64's life, they brought out *Go! Go! Troublemakers*. Very recently, they worked with Nintendo to bring us the awesome shooter *Sin and Punishment* (see page 54).

Camelot

Nintendo asked Camelot to help it develop *Mario Tennis* and *Mario Golf* after the talented developer did such a good job with *Everybody's Golf* on the PlayStation. Because of this, it is expected to continue the range of sports games on the Gamecube. Camelot is working closely with Nintendo on an undisclosed project as we speak.

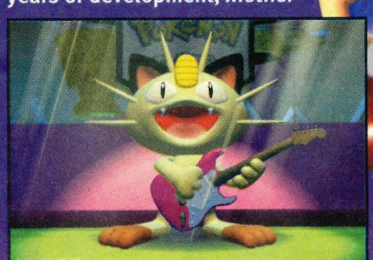
Possible Titles: Nintendo-mascot sports title.

Nintendo

The big N has got many internal subsidiaries. Here are the main ones;

1) HAL Laboratory

This department was behind such titles as *Super Smash Brothers*, *Pokémon Stadium* and *Mother 3*. After years of development, *Mother*







3 was canned. At the end of the day it was just too ambitious – a lot of the design work is complete, so maybe we'll see it turn up on Gamecube.

Possible Titles: *Mother 3*, *Pokemon Stadium Gamecube*.

2) EAD

This department is the main development house within Nintendo. Headed by Gaming God Shigeru Miyamoto, it is responsible for *1080 Snowboarding*, *F-Zero*, *Pilotwings*, *Super Mario Kart*, *Starfox*, *Mario*, *Zelda* and *Punch Out*.

Confirmed Titles: *Mario*, *Zelda*, *Waverace*, *Pokémon*.

Possible Titles: The *1080* team halted work on an N64 sequel in order to concentrate on a next-generation title. As well as that, all of these titles were in development, but got put on the sidelines, as Nintendo didn't have time to complete them...

Emperor Of The Jungle, *Pilotwings 2* and *Cabbage*.

Add to this the fact that *Shigeru Miyamoto* has gone on record as saying that he would love to do versions of *Starfox and Mario Kart* on the Gamecube! Oh my!



As you can see, the software situation for the Gamecube is already ten times more promising than it was with the N64. However, we've only chipped the surface of our Gamecube extravaganza. Next issue, we'll be taking you through the hardware, piece by piece, and explaining exactly how Gamecube is going to blow away the competition. We'll also look into Nintendo's online strategy, and what the developers think about the hardware. Don't miss it! ■

WHAT'S REVIEWED IN THIS ISSUE!

64 MAGAZINE reviews



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.

Spiderman

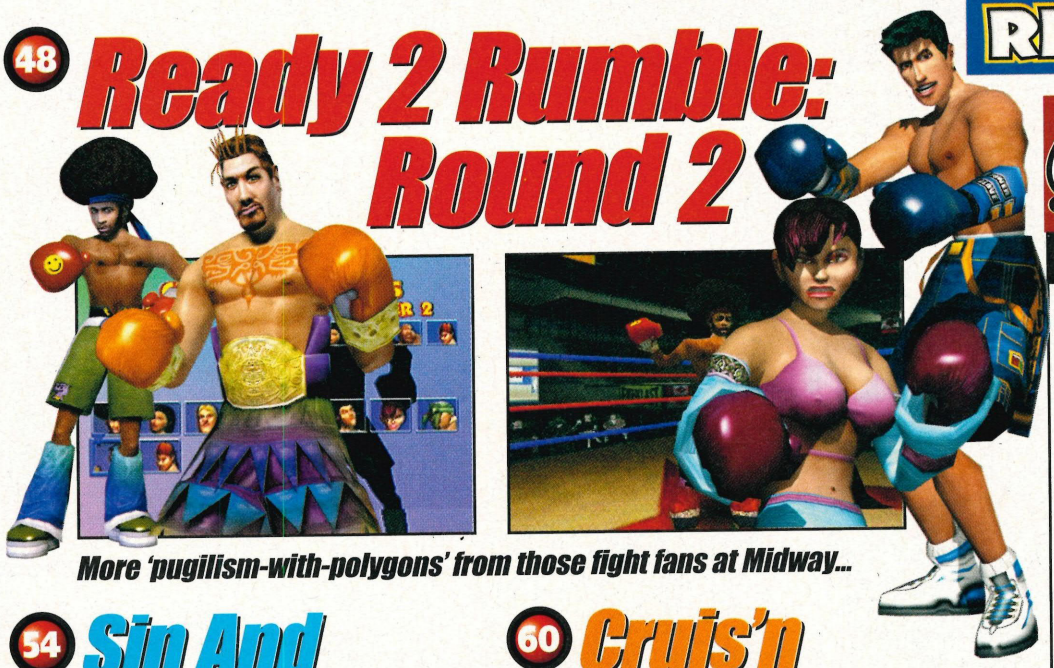
Yes... he really does do whatever a spider can! Well, aside from leaping out on people when they're in the shower that is...

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?

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

48 Ready 2 Rumble: Round 2



More 'pugilism-with-polygons' from those fight fans at Midway...

54 Sin And Punishment



Shoot-'em-up action, the like of which the N64 has never seen! It's pretty good, too...

60 Cruis'n Exotica



More flat, dull, yet strangely colourful racing... er, 'action' from Midway.

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

39

CONTROLS



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

ALTERNATIVES

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

RATING

Graphics

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

Audio

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

Gameplay

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

Challenge

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

OVERALL 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



$64,000 QUESTION

- ⊕ Great chracter animation
- ⊕ Freedom to move on floors, walls and ceilings
- ⊕ Loads of cool combos
- ⊕ Wide variety of gameplay styles
- ⊕ Great music
- ⊕ Incredibly humorous audio
- ⊕ Versatile controls
- ⊕ Loads of bosses
- ⊖ Camera can be a bit of a pain
- ⊖ Collision detection likewise

NINFO

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Activision
Developer	Edge of Reality
Game Type	Arcade Adventure
Origin	US
Release	Out now (import)
Price	£59.99

64 MAGAZINE SIZZLER

Get ready for some Marvel-ous superhero antics on your N64!

Spiderman









MEMORY OPTIONS

MEMORY:
N/A

CONTROLLER PAK
Stores saved games and hidden bonuses

Chaaarge!

Rhino is a very big, very strong foe, but luckily for Spiderman (and for you) he's not all that bright...



If you try and face off against Rhino in unarmed combat you basically get pasted so a little cunning is needed.



The area you're in has some useful objects. Stand in front of one of the electricity pylons, wait till Rhino starts to charge...



...and leap out of the way. Rhino ends up ramming the pylon and getting a bit of a shock!



For even more damage, repeat the same process, only stand in front of the explosive barrels in the corners.

Greetings Spidey fans! Stan Lee here, seems our favourite web-slinger has got himself into a spot of bother... a rather 'sticky' situation if you will. The wily wallcrawler has just been framed by person or persons unknown, and now he's on the run from the combined might of the entire New York City police department! As if that weren't enough, ol' Spidey's about to find out that his wife's been taken hostage by that arch-fiend – who started out as a part of the webster's wardrobe – Venom. Oh... and just about every other super-villain in the city also seems to have chosen today to crawl out of the woodwork and cause their own particular brand of chaos. Things are looking pretty bad for the red and blue-costumed webmaster, and only you can help him, true believers!

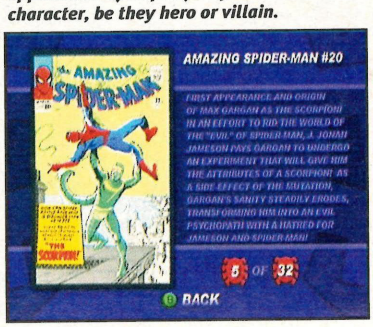
Yes, Spiderman is definitely not having a good day. It seems someone has a nefarious scheme that requires an awful lot of very specialist technology and the only way to get this high-tech gear is by stealing it, apparently (don't they have electrical superstores in New York?) As if that wasn't bad enough, they've gone and put Spiderman in the frame for the thefts. Consequently all hell has broken loose, Spiderman has just watched himself (I kid you not) swing off into the distance with the latest heisted equipment, and to top it all off a bank has been invaded by terrorists who have taken several hostages. Spidey's gonna need a little help on this one... which of course is where you come in.

Wall-Crawlin'...

Spiderman is a game which spans a number of genres. It's a 3D platformer. It's an arcade game. It's a beat-'em-up. It's even an adventure of sorts. The remit given to the programmers was presumably something along the lines of 'create a game that's true to the spirit of the comic, not just another duff platformer with Spiderman in it', because for a change, what we've got here is a game based on a very big licence... which isn't rubbish!

After a very atmospheric intro consisting of a kind of comic-book-style slideshow, you're left in charge of Spidey and the action begins in earnest. Operating on the principal of 'first things first', our spidery superhero has decided to put aside the problem of the light-fingered impostor for the moment and so the first thing you've got to deal with is the hostage situation at the bank.

[Below] ***Each comic cover depicts the first appearance of a specific Spiderman character, be they hero or villain.***



Web-Slingin'...

You begin the game standing on the roof of a building in the city, some distance from said bank, and your first task is to get there. This first stage doubles as a sort of training level. We say 'sort of', because you're effectively thrown in at the deep end. There are no specific training sections as such (well okay, there are sort of... oh, but we'll get onto that in a minute), instead as you progress through the first level you encounter blue helper icons. These large question marks, if you touch them, give you a clue or an instruction as to what you should be doing, and/or how you should be doing it. Sometimes this help comes in the form of a cut-scene where another superhero called Black Cat pops in to have a chat with Spiderman, other times our hero simply has an on-screen instruction to follow.

Progress through the city exteriors is made primarily through the use of Spidey's web-line. As anyone who's familiar with the character will already know, Spiderman's superhero abilities are related to the natural abilities of a spider (hence his name see? If he had the natural abilities of a sloth, he probably would be called Slothman, and he'd spend his time sleeping upside-down in trees and chasing people really, really slowly). Thus Spidey can cling to walls and ceilings, spin a web and go up and down people's plug-holes at will. Actually that last one was a lie, but he does have a special 'spider sense' which tingles when

It Begins...

Each different level (there are six in all, comprising several stages each) begins with its own comic cover that gives you a fair idea of what you can expect to have to deal with. Take a look at these four and you'll see what we mean...



"The freedom to be able to move in any plane on any surface is incredibly exhilarating!"





[Above] ***All the doors are locked – there seems to be no way into the room... at least, no way in from the ground, anyway!***

[Below] ***The blue question marks give you handy hints as to the nature of Spidey's abilities and clues to help with various puzzles.***





[Above] ***Holy Spiderwebs Batman! Er... that is to say: these icons top up your web fluid when you collect them.***



[Above] ***Feeling a little out of breath, Spiderman settles down for a bit of a rest, 20-foot up the wall!***



[Above] ***As well as using his web fluid for swinging, Spidey can form rock hard spheres with it and fire them at people.***

danger threatens (although it's dubious as to whether this is actually a genuine ability of your average household spider).

High-Kickin'...

Spiderman's web-spinning is his most versatile ability. He can use his web to tangle people, to throw people, to knock people down (with solid web balls), to create a protective dome, to create web knuckle-dusters, to zip up to the ceiling and to swing from building to building.

"The sheer range of gameplay styles is great."



This latter ability is the one you need to use first. By tapping the R button, Spiderman fires a line up to...



er, the nearest cloud, apparently, and commences to swing in a way that Tarzan would be proud of. Web swinging isn't difficult – once you've started you're guaranteed to reach wherever you were aiming for, which is good because otherwise you'd spend a lot of time falling to your death. The only time you do fall is if you try to swing to a building which is too far away – but then that's your own fault for being daft, isn't it?

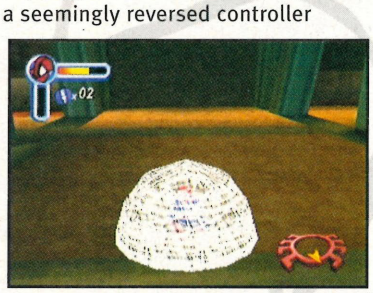
Each building inevitably has the odd henchman on the roof, so you have the option of fight or flight – and in this case the latter choice actually applies literally!

Crime-Fightin'...

Once you reach the bank it's the work of just a few seconds to break inside. Cue a quick cut-scene and then the action continues. This is where you really get to feel for the first time just how true the gameplay is to the spirit of the original comic-strip. For while the exterior sections are fun, they're nothing that we haven't seen in other games. Swinging has been done, the beat-'em-up elements have been done before, however, how many games let you move on any surface?

You see, the trick with the bank sections is stealth. The terrorists are a little trigger-happy, and liable to kill the hostages in the event of any trouble, so you've got to try and take the bad guys out without alerting any of them. Luckily Spiderman can climb on the walls and even crawl on the ceiling. In fact he can cling to any surface at any angle and it's this ability that you need to exploit to get around the bank unseen. At first the control system takes a little getting used to. When you move from a wall to a ceiling for instance, the camera moves around to give you the best view of the proceedings. At the same time the controls change slightly to take your new attitude into account. However, the controls only change once you've stopped moving, and the result of this can be that in the heat of the action if you don't pause briefly to allow the controls to adjust, you often find yourself with a seemingly reversed controller





A Real Page-Turner

Much of the back-story in *Spiderman* is told through the use of comic-book style cut-scenes. These look great and sometimes give you useful information about elements of the game. The scenes here are taken from the start of the game where Peter Parker witnesses someone dressed as Spiderman stealing some high-tech equipment...









[Above] ***Encountering some unfriendly terrorists in the bank, Spiderman cuts loose with some spinny-roundy kicking action!***



[Below] ***Never underestimate the power of the backflip! Spidey falls foul of another masked thug – ow!***









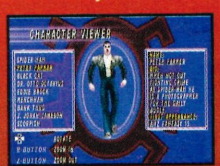


Dramatis Personae

There are a whole load of different characters in the game, many of whom *Spiderman* fans will already be familiar with...



Spiderman
The masked web-slinger himself! Able to cling to walls, spin webs and has the strength of ten men.



Peter Parker
Spiderman's alter-ego. Works as a photographer for the Daily Bugle, taking photos of... er, himself – weird!



Black Cat
Not actually a cat, more a blonde girl in a tight black costume. This superhero is friends with Spidey.



Otto Octavius
'Doc Oc' used to be a bizarre cyborg psychopath with huge Octopus arms, but now he's reformed. Really.



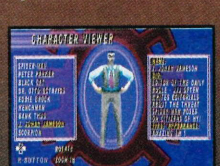
Eddie Brock
Peter Parker's rival who happens to also have his own secret identity – the evil alien symbiote Venom.



Henchman
Yes... the henchman. Staple ground troop for your average super-villain boss. Not very intelligent.



Bank Thug
Hey, we didn't come up with the names! This nasty terrorist has a penchant for taking hostages in banks.



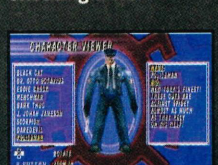
J Jonah Jameson
Editor of the Daily Bugle and definitely not Spiderman's biggest fan! Known for shouting a lot.



Scorpion
Former Bugle worker until an accident left him with a cybernetic Scorpion tail and a slight case of insanity.



Daredevil
Another of New York's costumed heroes, Daredevil is blind but has enhanced senses that make up for it.



Policeman
The American equivalent of Dixon Of Dock Green, sworn to uphold the law and eat a lot of doughnuts.



Swat Cop
The harder version of the policeman. Carries a bigger gun, gets a cooler uniform, eats special doughnuts.



Rhino
This huge fellow has a remarkable turn of speed and a very bad temper. He's not too clever though.



Venom
Evil alien symbiote that started out as one of Spiderman's costumes – hence he looks slightly similar.



Lizardman
Strange experimental mutant with some remarkably gross powers. Usually found in sewers.







(due to the camera-angle change) and suddenly you're moving the wrong way. This is only a little gripe, but it can be a pain if there's a lot going on.

Tough-Talkin'...

Using the various interior surfaces, you must make your way through the bank, disposing of the terrorists with your hands, feet and web until you've freed all the hostages. It's not just straightforward beat-'em-or-stick-'em-up action though. When you get to the vault where the final hostages are held, the terrorists sense that something is wrong and move to eliminate the remaining hostages, while also starting a countdown on a huge bomb! You've got to save the hostages, stop the terrorists and neutralise the bomb before it blows up and takes the bank with it. This is where the first real puzzle element comes in, and it's one of the many features that makes you realise that a lot of thought has obviously gone into this game.

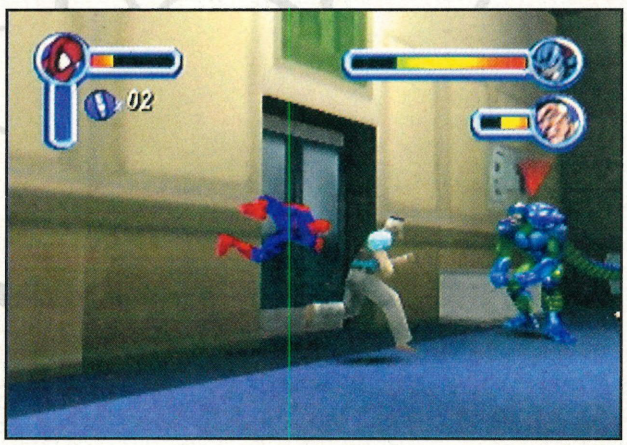
Everything about *Spiderman* has been designed so that you really feel you're playing through a cartoon version of the original strip. The cut-scenes in the game take two different forms – one is the comic-strip format which is enhanced by some nice audio, the other is the more traditional animated scene. Spiderman and all the characters have been voiced by what sounds like the actors from the official cartoon, and the script-writers have



"There are a few little problems which mar the otherwise superb gameplay."

[Below] ***No time to fight as Spiderman races to JJJ's rescue, so it's a quick web to sort out any henchmen that get in the way.***









[Below] ***The ceiling is usually a good place to get away from it all, however Scorpion's tail can reach all sorts of places!***



[Below] ***The best way to take care of Scorpion is to keep at a distance and lob large items of furniture at him.***



A Sting In The Tale...

This wouldn't be a *Spiderman* story without an appearance by one of Spidey's oldest foes, Scorpion. This guy's superpowers were created in an accident while he was doing a job for J Jonah Jameson, so the strange villain is not a big fan of the Bugle's editor. During the game Spidey finds out that Scorpion is about to settle his beef with JJJ once and for all and so he must rush across the city to foil the overgrown insect. Once there, he needs to use every weapon at his disposal (including the furniture) to stop the big guy, whilst avoiding his deadly tail. The novel idea here is that if you don't hit Scorpion he doesn't bother with you, but then J Jonah Jameson only has a small energy bar so he can't take a lot of damage and if he dies it's game over!













Ready... Aim... Squirt!

As well as being able to zip up to ceilings and swing between buildings, you can also use your web-spinning abilities for more targeted movement. By holding down L or Z you go into targeting mode where a little circular icon shows where your line can go. If the icon is red it means the place you're aiming for is too far away, if it's green it means you're good to go. Then all you need do is tap R and you're away!







gone out of their way to put in some very humorous one-liners for both Spidey and his assorted friends and foes. As he swings, runs and punches his way through New York City in pursuit of the wide range of super-villains that fans of the comic will already know well, our hero comes out with some terrific quips. Some of these get a little samey after a while, but there does seem to be an awful lot of speech in the game which hardly repeats at all – no small feat for an N64 title!

Wise-Crackin'...

What we cannot stress enough is the overall presentation of the game – it's just superb. Everything that could have been done to make you feel like you're in the cartoon series has been, from the comic-book cut-scenes to the in-game narration by Stan Lee himself! (Or at least the guy that claims to be Stan Lee in the Marvel cartoons.) Each level is themed as if it were a comic adventure with its own introductory comic-book cover and the look of the whole game is incredibly absorbing.

We mentioned a little earlier that there is a 'sort of' training mode in the game. What we meant by this is that there are four different game

[Below] ***"My Spidey sense is tingling... plus there's a bloody loud noise of helicopter rotors coming from behind me..."***



[Below] ***He flies through the air with the greatest of ease... that multicoloured superhero on the flying... er... web.***



[Below] ***On the rooftop chase level it's not wise to stand around too long – even Spiderman isn't missile-proof!***





[Above] ***It's blatantly apparent that the police in this game don't give a stuff about urban renewal – they just blast everything!***



[Above] ***Spiderman resists the urge to don a top hat and perform a little dance in the spotlight... run you fool, run!***







[Below] ***It's always chase, chase, chase in this game! Why can't people just sit down together and chat once in a while?***



modes which come under the heading of training, but which aren't really. To clarify: Time Attack, Survival, Speed and Item Collection mode are all training of a sort in that they test your skills and hone your abilities at a specific activity (be it fighting, web-slinging or whatever). However, these modes are only really playable once you've learned how to control Spiderman effectively, and they don't actually give you any tips or pointers on how to improve his performance and so in that sense they're not really training options. It would be more accurate to call them 'practice' modes.

Another aspect of the game which a lot of thought has obviously gone into is that of bonuses. No matter how addictive a game is, if you play it for long enough, eventually you just get to the point it where you think



[Above] ***"I've just spotted Venom! A quick web swing and I'll catch up to him in no time! Ah... unless of course I swing right into a bloody huge pipe that is..."***





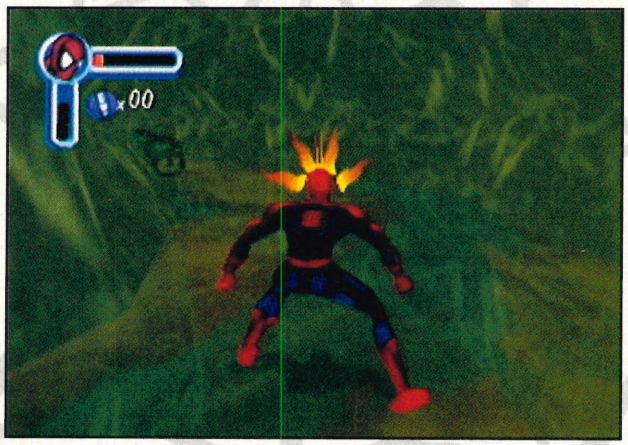
'why bother any more?' which is where bonuses come in. If the game has hidden items to discover which provide you with bonuses or unlock special features, then the longevity increases considerably, and *Spiderman* has hidden features coming out of its ears (not that a game actually has ears, obviously, but you know what I mean).

Throughout the stages and on the different levels there are various *Spiderman* comics hidden. They are obtained in different ways and when you collect them they are stored in the Gallery section. In addition to the comics, there are also special Spiderman costumes to be found, and a range of cheats to be uncovered. There is so much extra stuff in fact, that you could probably play this game solidly for months and still not find it all!

Gameplay-wise, *Spiderman* is hugely addictive. The freedom to be able to move in any plane on any surface is incredibly exhilarating and unlike anything in any previous N64 games. On the whole the controls work really well and once you've mastered them you find that you're moving around on the ceiling as easily as you do on the floor. The sheer range of gameplay styles is great too, with each stage within a level almost feeling like a different game entirely, and yet still keeping the comic-book adventure feel of the whole thing.

Spiderman!

There are a few little problems which mar the otherwise superb gameplay. The first of these is the camera. Basically, whoever had to sort out the camera operation in this game was given a mammoth task, because due to the nature of the gameplay it needs to rotate in just about every conceivable direction to keep up with the action. On the whole this is fairly well implemented, but there are times when your view is temporarily restricted or you don't get the best possible angle on a situation. This is only a small problem, but it is still a problem. Another hassle is the collision detection. This is mainly something you notice on the various boss stages, because usually the bosses have some kind of devastating attack. Scorpion for instance has his lightning-fast tail and Rhino his charge. In these situations, it's almost as if the game has decided that you've been hit



"Tremendous fun to play, with bucket-loads of gameplay."

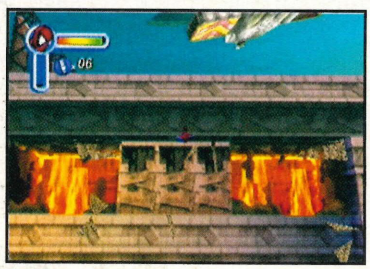
Wallcrawler

On one of the later stages in the game you are chased by a police helicopter gunship armed with machineguns and a seemingly infinite supply of missiles. All you can do is run away, or rather crawl away, as on this section where the only way to go (as Yazz said) is up! As you climb the wall, targets appear and missiles and bullets home in. You need to pick the safe path to avoid the missiles and try and stay out of the range of the guns. Fun? Not for Spiderman it's not!





[Below] ***Remember kids: if a rocket-equipped gunship happens to be following you, don't climb any buildings!***



[Below] ***The Lizard Man's awful BO finally became too much for our hero and he felt himself losing consciousness...***





[Below] ***"Oh good grief, they're lobbing bogies! What supervillain fights with bogies? That's absolutely disgusting!"***



[Below] ***Spiderman's web fluid is remarkably accurate for a viscous substance, allowing bad guys to be taken out at long range.***





[Above] ***After knocking down the Lizard Man, Spidey proceeds to give him a good kicking. That's not very superhero-like!***



before the action starts. Rhino runs at you, for instance, and it looks like you're a good three or four feet (relative scale) clear and yet you still get knocked down. This tends to become rather annoying after a while, and is another – albeit small – black mark against the game.

Overall though, *Spiderman* is a top title. It's tremendous fun to play, with bucket-loads of gameplay and some great humour thrown in to boot. Once again we feel the need to berate a software company – in this case Activision – for taking the decision not to release a great N64 game in the UK. The good news is that *Spiderman* is easily obtainable on import, and, unlike most such titles, available at a fairly reasonable price, so if you've got a US machine or a working converter (we know there are a few out there) then you'd be well-recommended to pick up a copy of this game. Get it, get out there... and get swinging! ■

[Below] ***"You can just kiss my butt, scary Lizard dude! Come on, kiss my red and blue costumed behind! Here it is!"***



[Below] ***Spiderman discovered that with his special powers he no longer needed to buy himself a ticket for the train!***



2nd Opinion

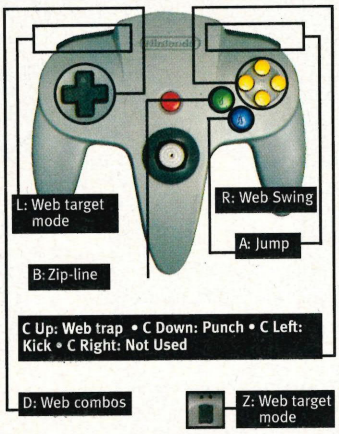
Rating

→ The webslinger looks great on the N64 and the freedom of movement is fantastic. *Spiderman* is totally different to any other N64 game to date, and brilliant fun to play. All the characters from the cartoon series are present... well, what more could you want?

→ Russell Murray

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Superman: THE Games
Reviewed: Issue 30, 14%
Shadow Man: Acclaim
Reviewed: Issue 30, 90%

RATING

Graphics

Audio

Gameplay

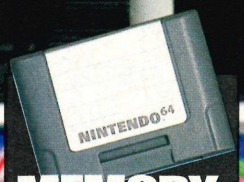
Challenge

OVERALL SCORE

91%

Soundbite:
Top wall-crawling platform-adventure action with a great sense of humour!

Written by: Paul Gannon



MEMORY OPTIONS

MEMORY:
N/A

CONTROLLER PAK
Saves championship stats and secret characters

NINFO

PLAYERS

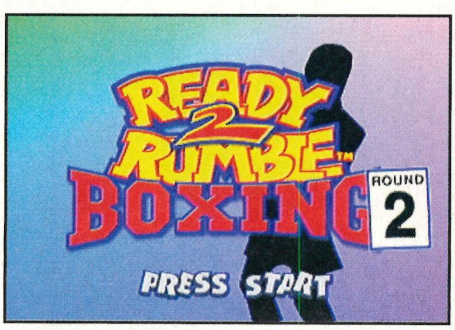
EXPANSION PAK

RUMBLE PAK

Publisher	Midway
Developer	Point Of View
Game Type	Boxing
Origin	USA
Release	Out now (import)
Price	£49.99

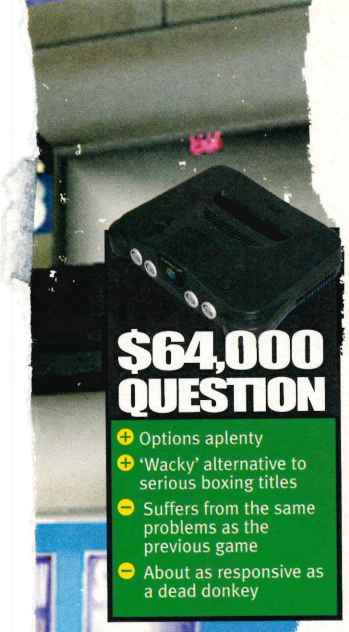
It could have been a contender!

Ready 2 Rumble









$64,000 QUESTION

- ⊕ Options aplenty
- ⊕ 'Wacky' alternative to serious boxing titles
- ⊖ Suffers from the same problems as the previous game
- ⊖ About as responsive as a dead donkey



Boxing: Round 2

I've never exactly seen the point of boxing. Two big men wearing oversized gloves bashing hell out of one another? No thanks. As a sport though, boxing has always seemed to enjoy immense popularity, and so inevitably we've seen videogame versions appear. Up until recently, the N64 had two, *Knockout Kings 2000* and *Ready-2-Rumble*, and now the latter title from Midway has gone and got a sequel.

Rocky V

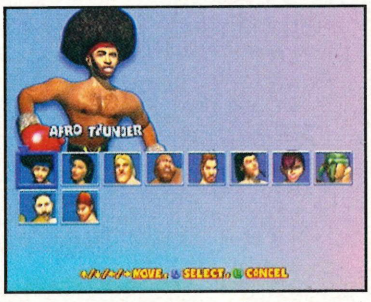
If you can remember back to issue 34 when the original *R2R* was reviewed, then you might have noticed that it didn't get the best of scores. The faults that brought the game down were ones that could (we presume) have been corrected, but unfortunately *R2R: Round Two* still has all the same glitches as before! In fact, most of the negative points made in the original review can be applied to this game too. *R2R2* is basically a game with buckets of style but very little content.

The aim of the game is the same as before. You pick a fighter, make sure that he or she wins more fights than anyone else, and proceed to win a tournament or two. The twist in *R2R2*, and probably why it doesn't feel right, is that it's something more akin to *Street Fighter* or *Killer Instinct* than a serious boxing game. This in itself is no bad thing but unlike versions of *R2R2* on other systems, the N64 edition simply doesn't play very well. This is mainly down to the poor controls and grimy graphics, but more about those in a bit...

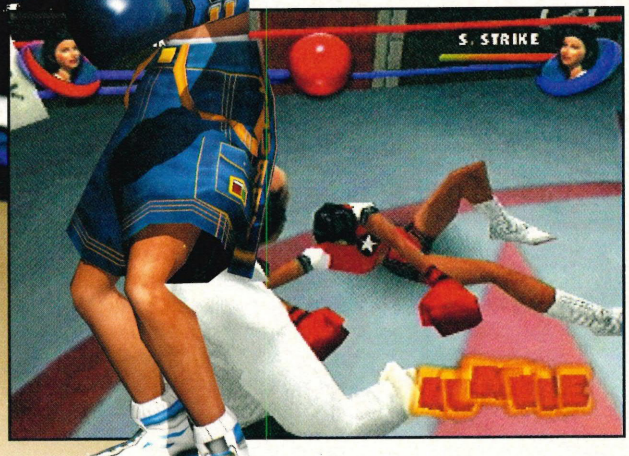
Of the selection of fighters available to you, some (as you'll soon find out) are rather stronger than others. This means that in many bouts the combatants are unevenly matched. Pitting a 400-pound monster against a nimble 108-pound lightweight means that the former relies on pure brute force while the latter has to rely on being fast on his feet. This would be fine if the faster boxers actually responded properly, but a lot of the time they don't.

Rocky Robin

Like the first game, *R2R2* suffers terribly from a poor response time. No matter how fast you hammer away at the appropriate buttons on the pad in order to land a punch on your opponent, the amount of time it takes for the action to occur on-screen is far longer than you'd like. Things are not made any easier by the rather large amount of button combinations you have to deal with either! Most of the



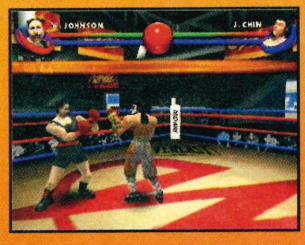
[Below] ***There are a host of boxers to choose from and even more to unlock. This chap is given to you free!***



You And Whose Army?

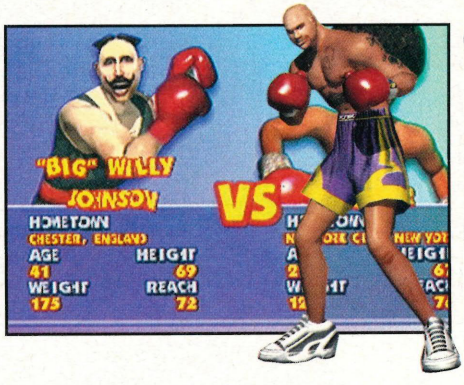
In the Team Battle mode you're able to fight it out against a group of four other boxers in a battle of endurance. This can be played in both one or two-player mode and each player has to select – from the fighters available – four boxers to form a team. Once both teams have been selected, the boxing commences. The winner is the first person to have beaten all the opposing team's players. As each boxer is beaten, the winner stays on to fight the next match until that character is knocked out. Once all four members of your team have become canvas-munchers, you lose. It really is that simple!

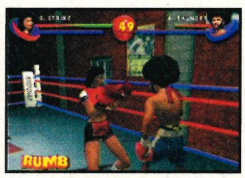




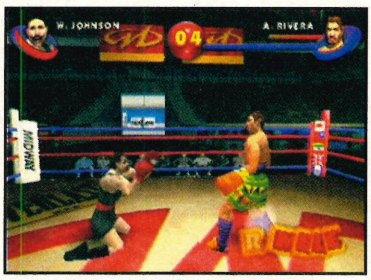








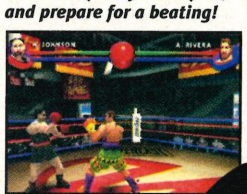
[Above] ***Disgusting behaviour. Didn't his mother ever teach him that you should never hit a girl? Obviously not. The cad!***

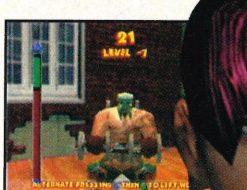


[Above] ***Oh please don't hit my precious face! I didn't mean to call your mother an old trout with a passion for chocolate...***



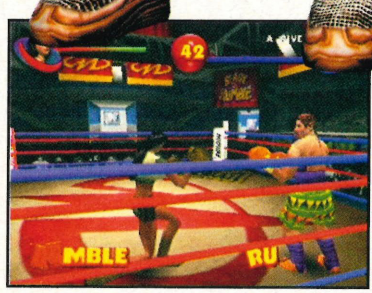
[Below] ***Put them up sir! How dare you offend my family's honour with your filthy mouth. Defend yourself sir, and prepare for a beating!***











actual fighting moves are made with the C buttons and that leaves the A and B buttons for blocking. The punch buttons alone don't perform the actions you'd expect though. It takes a complex combination of controls to enable you to do something as relatively simple as a dodge – surely it would have made far more sense if the L and R buttons were used for this move?

In the case of *Wrestlemania*, you can understand why a wide range of moves needs to be available and why, because of this, a large number of buttons need to be pressed. With a boxing game though, these complicated moves come across as unnecessary.

Imagine this: you are desperately trying to land a punch on the other boxer. Assuming that you somehow manage to hit the correct sequence of B and C buttons to perform your combo, it's very annoying when what seems like several seconds later your boxer still hasn't done what he's been instructed to do – often by the time your pugilist does respond the other combatant has moved out of the way!

This is a problem which only seems to be apparent on the N64 version of *R2R2*. The game on other formats has proved faster, smoother and altogether more enjoyable than the N64 incarnation, so the question that has to be asked is: 'why is the N64 conversion inferior to the ones on other consoles?' Is it that the machine simply cannot handle it? Or is it because all the other formats have had a version of the game, so someone has decided that the N64 has to have one too, and thus it's been merely 'knocked out'?

Rocky And Bullwinkle

The characters in this game, although obviously intended to be fun and funky, unfortunately just look ridiculous. There are stereotypical images of all kinds of races and groups on show here, and many of them are not particularly flattering. The British fighter, for example, is straight from the Victorian era that the majority of Americans still seem to think English people are living in today. The character, 'Big Willy' Johnson (ha, ha, what a funny name, I don't think), is the kind of person you'd expect to see training in a Big Top, lifting weights with two big black metal balls at each end! The Italian fighter, due to his hitman history, alludes to the Mafia and as such is portrayed as a big fat, dumb-looking madman. It's not exactly a fair image and one that is more at home in a



[Above] ***Go on, we dare you to peek inside the private locker of a nasty fighter! We'll give you anything you desire if you do...***



[Above] ***Another session that involves you beating an old bag very hard until you pass out. There's a pun here somewhere...***

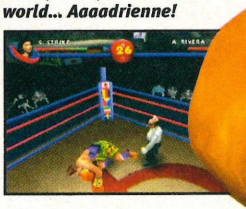


[Above] *This photo was taken by a 7ft basketball player when he encountered the world's largest referee. Not someone to mess with!*

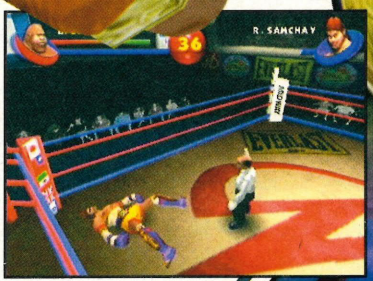




[Above] *Train hard for a championship bout that could make your fighter the most powerful boxer in the world... Aaaadrienne!*









Get Those Knees Up!

Do you like training to the sound of funky music? Did you once wake up early in the morning just to bounce along with Mr Motivator? (Who? – Roy.) Or do you just like looking at bouncing 'cyber breasts'? If you fall into any of these categories then Rumble Aerobics is just for you! Watch Julie as she teaches you 'all the right moves' and then try to copy them in the allotted time.

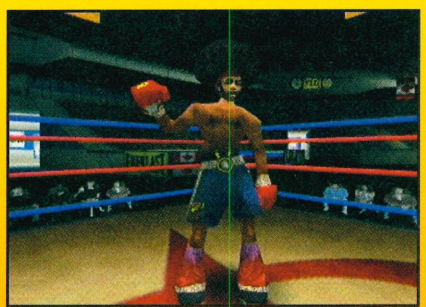




"R2R: Round Two still has all the same glitches as before!"

Pick On Someone Your Own Size!

From the range of fighters available to you, some of which border on the grotesque, here are a few of our favourites...



Afro Thunder

Although he has been giving the Hollywood system a run for its money of late, Afro is returning to the ring so that he can prove all his critics wrong. They've said he has lost his touch, so he's back to prove he still packs a powerful punch!

SPECIAL: Back, Back, Forward and High Right Punch.



Butcher Brown

He's a right dirty fighter according to his last bout! He used a deadly punch which nearly killed a fellow boxer. So, after a two-year ban that involved some serious R&R the Butcher is now back. Will he be able to calm that nasty temper of his? Who knows!

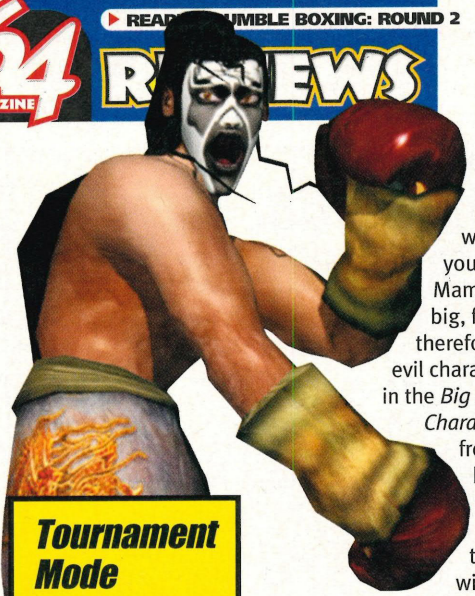
SPECIAL: Back, Forward and High Right Punch.



Lulu Valentine

So what if she does look like a fragile little girlie? Chances are if you put that question to her, she'd punch a hole in your head. She's tough, mean and has a nice line in trendy sportswear, This mean fighter has two major weapons at her disposal: her fists!

SPECIAL: Back, Back, Forward and Low Right Punch.



Hollywood movie. As for the women, well what would you expect? Bar Mama Tua who is big, fat and ugly and therefore must be an evil character (it says so in the *Big Book of Nasty Characters* – £5.99 from all good bookshops) all the other women are totally gorgeous with disturbingly large breasts.

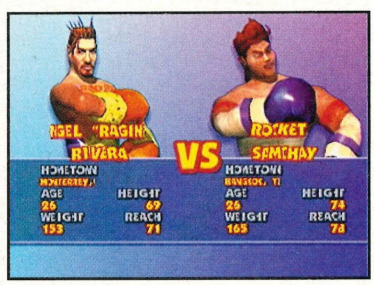
Now, I'm not usually one to complain about the size of boobies, I am after all only human, but the jugs on offer here are just plain ridiculous! This is never more apparent than in one of the training games where you partake in a session of 'Rumble Aerobics'. This is led by – and I quote – "bubbly Julie The Aerobics Instructor" (which sounds like something you'd find written on the back of an 'adult' video) and you must copy the moves she makes in order to get used to the many various buttons that you have to bash. As Julie bounces up and down, showing you her (ahem) moves, her breasts bounce about like a kangeroo on a trampoline! Now, without trying to sound like some kind of dull killjoy, do we really need this kind of gratuitous titillation? (Er... yes? – Roy.) For those who have complained about Lara Croft's ample bosom, that's nothing compared to the knockers on show here!

Rocky Rhodes Ice Cream

Until the Gamecube comes along we all have to make sure the games on our machine look their best, and *R2R2* just doesn't cut it. The detail is all there in the characters' bodies and the moves look smooth enough when they eventually respond to your frantic button-bashing, but the overall look of the game is slightly – how can we phrase this? – grimy!



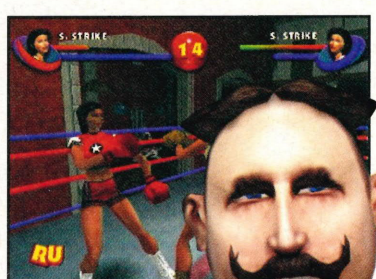
Probably the worst offenders of all are the backgrounds. Although not always the most noticeable part of the game, especially in the heat of a really vicious fist-fight, they are still important, and in the case of *R2R2*, the backdrops are plain, sparse and, because of the lack of in-game lighting, may as well not be there at all! The fighters move fluidly, but because they are caricatures rather than characters, their moves at times just look odd!



Rocky Rooster

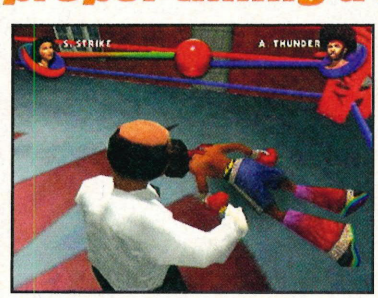
So what do you get for your money, apart from the feeling of being let down? Well, *R2R2* is a game that has plenty of options available to you. There are 13 brand-spanking new boxers in the game, including some hidden ones for you to unlock. As you may have already heard by now, one of these boxers is Michael Jackson, which is a little weird, twisted gimmick to give the game an extra selling point. The way we see it, this game is naff enough with bringing him into it!

To unlock these new fighters, you play through the Championship mode that requires you to not only train against the legion of opponents available, but to also take your fighter

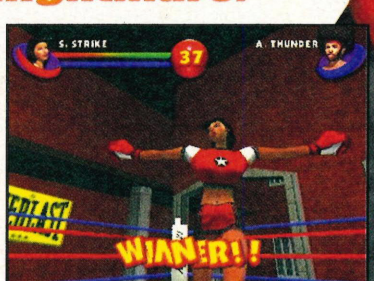




"The slow response on the control pad makes proper timing a nightmare."



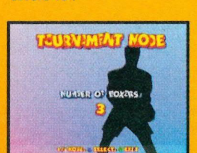
[Above] ***"...You're rubbish, you dress badly, you're technique is poor and you're a disgrace to the boxing profession!"***



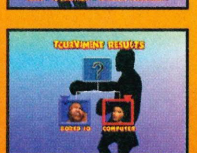
[Above] ***"...And I then caught a fish that was this big. Really!"***

Tournament Mode

Although *R2R2* is mainly a game that two players can play simultaneously, this mode allows up to eight of your closest chums to battle to the top of the tournament board. Depending on how many of your mates want to play (or how lonely you are) the rest of the fighters are controlled by the computer. As you can imagine, the people pick their players, the fights are staged, knocking out the losers in the process, and finally only one of you reigns supreme! Unless the computer wins that is!







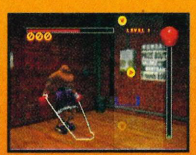


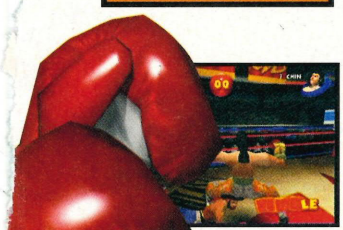


G'Day Skippy!

Another one of the training screens is a game that involves you using a skipping rope to build 'stamina, endurance and dexterity'. As mentioned in the main body of the review, most of this is very similar to one of those games that requires a dance mat, only using the controller instead. Not bad for a time-passer!









'The European N64 market is better off without it!'

through a calendar of events. These include Prize and Title fights and, of course, the training modes. There are seven training sections to get practicing on and these can also be accessed as minigames. If you have played other similar boxing titles, then the content of these minigames probably won't surprise you. There are weightlifting challenges, a selection of punchbags to pummel and the chance to jump rope, plus some games even require your shopping skills!

These sections allow you to buy all kinds of pills and vitamins, but you can only buy them when you win money from fights, and they don't come cheap (remember though kids: winners don't use drugs!) All these games are supposed to help train your fighter (or your fingers) to become more adept when in the ring, but actually they only show how unresponsive the controls are. In the Jump Rope section, which is just a variation of *Bust-A-Groove* on the PlayStation, the objective is to tap the appropriate buttons on the controller in time with the symbols on the screen. This is a really hit-and-miss affair however, as the slow response on the control pad makes proper timing a nightmare!

The Tournament and Arcade modes are fairly self-explanatory, and the final mode is Team Battle, which requires you to pick a team of four boxers and pit them one at a time against your opponent's combatants in all-out battle.

Rocky Racoon

Overall *R2R2* is barely even adequate. It has plenty of flaws, and because these are the same problems as in the last game you really have to wonder "Why the hell did they bother?" Even if you are a fan of the original game, we can't really recommend the sequel too highly. The sound is funky and crisp, but who cares when the rest of the game falls so short? Another problem is that this game is too much of a contradiction. It comes across as a boxing game for those of you who don't really like boxing games, yet its complicated moves and odd button arrangements means that it's tougher than most serious titles!

Because of these shortcomings, this is one of those rare occasions when we're rather happy that the company behind it – in this case Midway – has made the decision not to release a PAL version of a game. *Ready 2 Rumble: Round 2* is an appalling N64 title, and the European N64 market is better off without it! ■

2nd Opinion

Rating

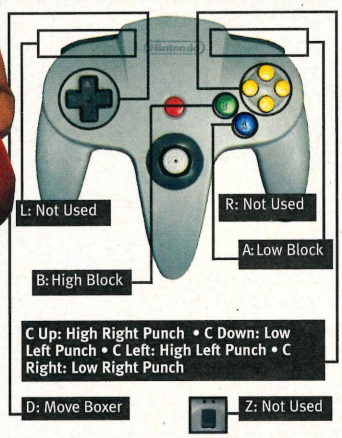


→ *Ready 2 Rumble: Round 2* is very disappointing on the N64! Your boxers stroll around the ring firing odd punches, but these do not seem to correspond with the button-presses. It's just not in the same league as the Dreamcast or PS2 versions.

→ Russell Murray

64 Magazine BOTTOM LINE

CONTROLS



ALTERNATIVES

Ready 2 Rumble: Midway
Reviewed: Issue 34, 75%
Knockout Kings 2000: EA Sports
Reviewed: Issue 33, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

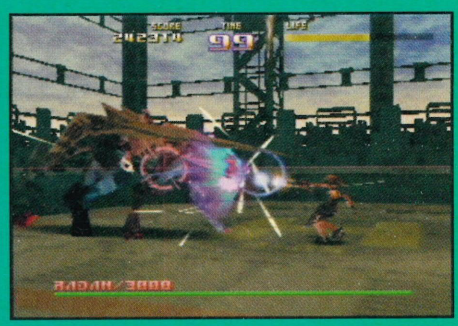
59%

Soundbite:
A complete letdown and an unresponsive pain in the rear. Shame!

Written by: Alex Jones







Sin And

Kaboom! Gun-toting chaos blows up on the N64!



MEMORY OPTIONS

MEMORY: N/A

CONTROLLER PAK Saves high scores and last level completed



NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



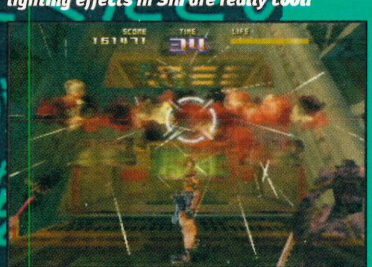
Publisher	Nintendo
Developer	Treasure
Game Type	Shoot-'Em-Up
Origin	Japan
Release	Out now (import)
Price	£79.99



$64,000 QUESTION

- ⊕ Truly awesome graphics and sound.
- ⊕ Guns, guns, guns...
- ⊕ ...and more guns!
- ⊕ Decent intro sequence and a plot (gasp!)
- ⊕ Pushes the N64 right to the limit!
- ⊕ Loads going on, tons of things to destroy.
- ⊕ Control system is fairly unique.
- ⊕ Useful training mode (for once!)
- ⊖ Hard as Mike Tyson on the later levels.

[Below] ***Just another quiet day in the life of a gun-toting crusader! The detail and lighting effects in Sin are really cool!***



"What the game boils down to is a frenetic, non-stop gunfight!"

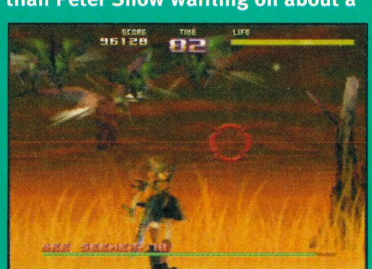
Robots are, at the moment, stupid. We've watched the odd episode of *Tomorrow's World* and it has become clear to us that mankind's attempts at building 'real' AIs (that's Artificial Intelligences for those who aren't sci-fi freaks) have, so far, been disappointing. The best we can currently hope for, it seems, is a robot that resembles a ping-pong table, tottering around, managing not to bump into anything, and then being surrounded by boffins who witter on about servos, gears and the like. In other words, robots are currently fairly dull and pretty limited. *Robot Wars* is almost a step in the right direction, but once you've seen a Flymo-powered chainsaw made out of eggboxes failing to cut through a sheet of tinfoil, that show starts to lose its appeal too.

The Japanese have the right idea. It seems our raw-fish-guzzling friends have decided that in the future, a worldwide police superstate will be controlled using a combination of awesome military hardware and vast robotic insects. This, I think you'll agree, is a little bit more 'rock'n'roll' than Peter Snow waffling on about a small pile of scrap iron on castors (which – he assures us – is almost as intelligent as a wasp, if only it would work). The world of the future, according to *Sin and Punishment* from Treasure, is a nasty, violent place... sounds like fun to us!

Happiness Is A Warm Gun

In *Sin and Punishment*, you control Saki, a young girl plagued by vivid dreams and premonitions who is visited from time to time by a sort of 'spirit guide'. Saki's ethereal know-it-all tells her that she must save the world from the totalitarian establishment who, as she has seen in her visions, will eventually come and kill her and her friends – bummer! Saki has no option therefore, but to take to the streets and tackle the oppressive government forces, in the hope that she can alter the future and avert the disaster! Essentially then, Saki has to wander around the city she lives in, wiping out hordes of crack troops with her massive gun. This is easier said than done though, as the police and the army have some pretty impressive pieces of kit at their disposal too!





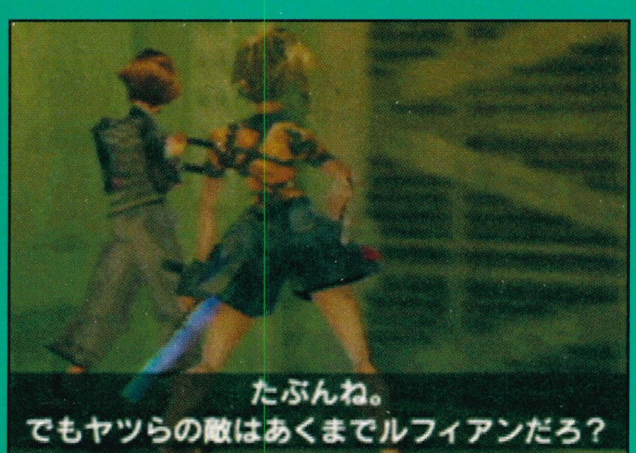








Punishment



[Above] ***Yes, our heroes really are in a lift. You didn't expect them to lug all of that weaponry up several flights of stairs, did you?***

SUPPLIED BY

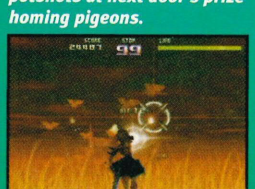
The Control Zone
Contact info: (01590) 677144

What the game boils down to is a frenetic, non-stop gunfight, during which you have to take out all sorts of enemies. Everything from missile-toting attack helicopters to giant robotic dragons that breathe lasers! The action (and, believe me, there's a lot of it) takes place in a gorgeously-rendered 3D world, which is viewed from a third-person perspective.

The first thing that hits you as you switch on the console (after the lovely intro, but more of that later) is the standard and clarity of the visuals. They are a total revelation, and wouldn't look at all out of place on a Gamecube. Not only are all the characters, backdrops and textures flawless, but the graphics are all the more impressive because of the sheer amount of action taking place at any one time on-screen. All the weapons have realistic muzzle-flashes and vapour trails when you fire them and some of the boss characters are HUGE. Despite this though, there is no slow-down whatsoever, thanks to a very high



[Below] ***Having finished the new garden early, Dimmock killed a bit of time by taking potshots at next door's prize homing pigeons.***

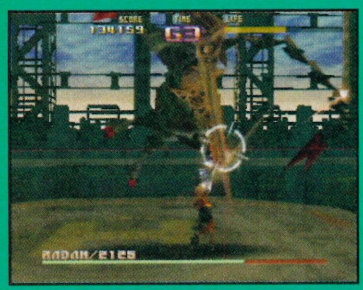








[Above] *Check out the 'Do The Monster Mash' boxout for more of a lowdown on this meanie – it's got a bit of a temper!*





frame rate. Normally, when this much attention has been paid to the main 'boss' graphics, small visual details are omitted to save space. In the case of *Sin and Punishment* though, Treasure has not taken any of the detail and clarity out of the backgrounds or less important graphics, making the game an absolute dream to look at. *Sin and Punishment* has arguably the best graphics of any game on the N64 – it's as simple as that!

Complementing the graphics, the game also has some nice animation touches that really add to the whole experience – like the way the ground shakes when a particularly big object, for example a door or a bridge, explodes. The first time this happened, I could have sworn that the telly had broken! Other visual effects, like the way that all the explosions send out tiny shockwaves, add to the overall atmosphere of the game, making it very distinctive and extremely original.

Boom Shake The Room!

But that's enough about the graphics – one look at the screenshots in this review will tell you what kind of standard the visuals have reached. "What about sound, or, more importantly, playability?" I hear you cry. Well, thankfully, the sound is another area where *Sin and Punishment* excels. Because of the manic nature of the blasting action, the in-game music is more often than not drowned out by all manner of blasts, booms and zaps. As the pace of the game increases, the noise of the guns, rockets and



"Arguably the best arcade-style shoot-'em-up on the N64"

[Below] *It's all got too much for our young heroine – she just can't bring herself to waste any more robotic insects. Pull yourself together girl!*



Setting The Scene...

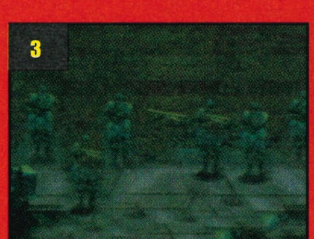
The intro sequence of *Sin and Punishment* is fantastic: it looks like it's come straight out of a Manga cartoon! The sequence tells of a young girl by the name of Saki, who has a premonition of her, and her anti-establishment friends, meeting with a grisly death at the hands of some government soldiers (1). This vision culminates in the girl seeing the soldiers burst in on her early one morning and shooting her! (2). Then the action cuts to the real world, and we see the rebel commanders (3) planning to use their new breed of robots to crush the rebel forces.

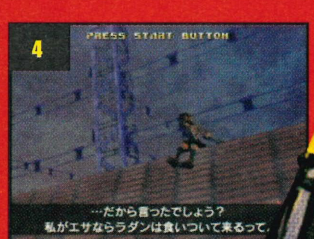
Obviously quite shocked by what she has just seen, our plucky heroine needs some time alone (4), so she sits on the roof of a derelict building contemplating her fate. All of a sudden, the sky goes black and a spirit appears to Saki (5), telling her to fight the government forces and change the future for the better.

As she arrives home, Saki has an even more frightening vision (6), and collapses (7). You should see the sequence on-screen. It looks lovely!

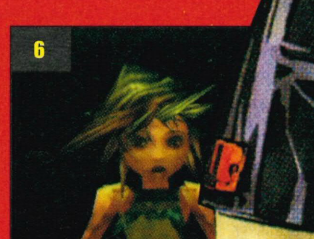


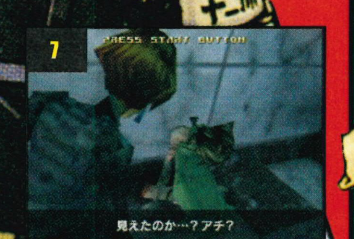












Look At That Thing!

As you can see from these shots, and most of the others in the review, the developers of *Sin and Punishment* haven't done anything by halves, especially as far as the enemies are concerned. On only the second level, you're faced with a giant, rocket-spewing attack helicopter. As you shoot at it, the chopper fires lasers, rockets and other particularly nasty weapons at you. But, as you can see here, your perseverance is rewarded with (yet another) huge explosion when you destroy it. Nice!







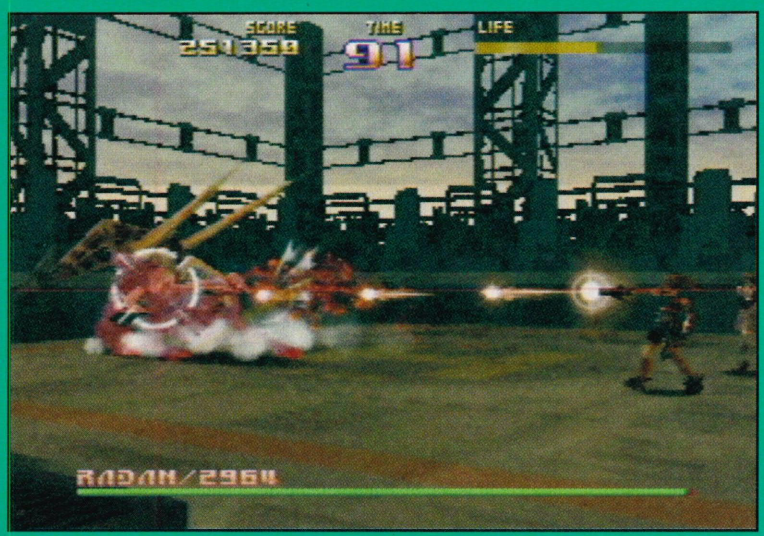
Before and After

Forgotten your keys? Doorbell broken? *Sin and Punishment* has a spectacular answer to these common problems....



Why don't you simply blow the whole damn wall down! And yes – this is as much fun as it looks!



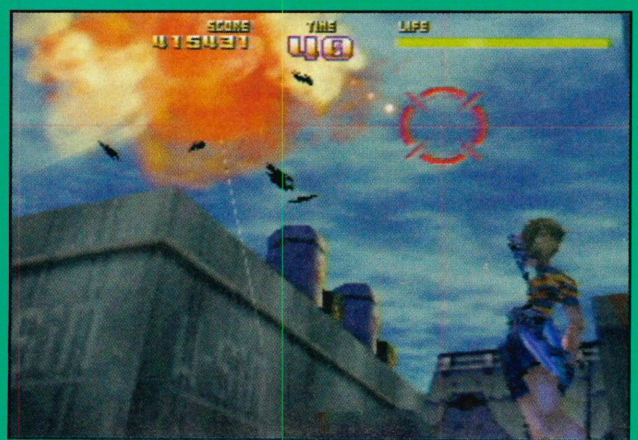


[Below] ***This looks like a good old urban firefight to us. You can blow up bits of scenery, spectacularly crushing enemy troops!***





[Below] ***S&P certainly isn't short of James Cameron-style pointlessly massive explosions: exactly what we like in our shoot-'em-ups!***



missiles becomes music to your ears, and it soon becomes clear that Treasure has obviously set out with the intention of literally overwhelming the player's senses in *Sin and Punishment*. It's a great idea, because having to concentrate on what you're shooting at, and cope with what the enemy are throwing at you, makes the game extremely absorbing and boosts the number of times you'll come back for more.

The screenshots give a fairly good idea of the level of activity on-screen, even in the early levels, but what these shots don't convey, is the sheer panic caused by seeing *yet another* wave of baddies looming over the horizon while you're still recovering from the last lot! The gameplay is designed to be fast, aggressive and frenetic, because all great shoot-'em-ups of the past (right back to *Defender* and *Robotron 2084*, as featured last issue) were made that way. *Sin and Punishment* also owes a large chunk of its gameplay-style to one of the few half-decent games on the Sega Saturn, *Panzer Dragoon*. Anyone who has played that game (yes, all 20 of you) will know that the graphical style of *Sin* is fairly similar to that of *Panzer*, but that is where the similarity ends. There are also aspects of *Space Harrier* here, but again, the similarity is only a small one – that of *Sin* and *Space Harrier* using virtually the same viewpoint. *Sin* is arguably the best arcade-style shoot-'em-up on the N64, mainly because the programmers have obviously put a bit of thought into trying to improve on the format, instead of producing a clone of a different game.

I Shot The Sheriff

What sets *Sin and Punishment* apart from a great many shoot-'em-ups is the control system. The N64's D-pad, it has to be said, is less regularly used than Factor 15 in the Arctic (actually you need to use a lot of sun



[Above] ***The opposition has a massive range of firepower. This is what happens when you get hit in the shoulder. Ouch!***





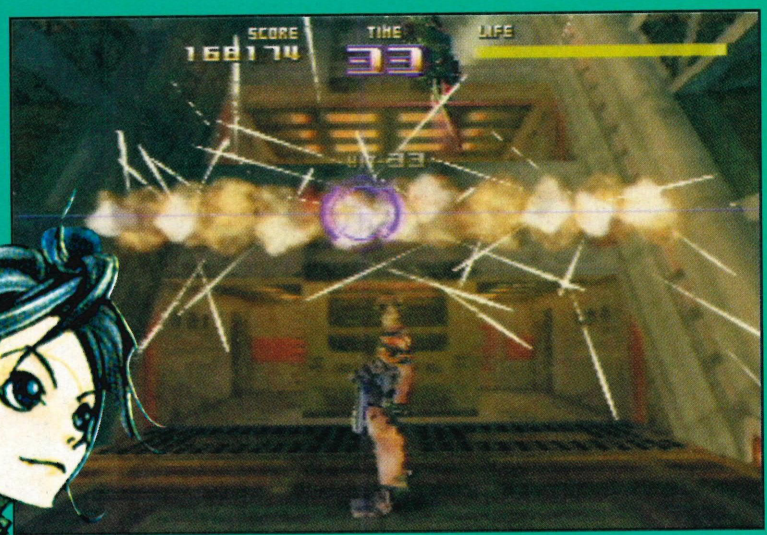








[Above] *That's got to invalidate the guarantee, surely? Another fireworks display signals the end of a large alien attack craft.*





cream in the Arctic, because the skies are generally clear, and the sun reflects off the snow! – Roy), but there is the option to use it in this game. However, because everyone in the known world is used to using the C buttons these days, you'll probably end up bashing those instead. Whichever way you go about it, the point is that *Sin* is one of a rare breed of games that forces you to use both the D-pad (or C buttons) *and* the analogue stick for directional control *at the same time*. Even though this system is used in games like *Goldeneye* to some degree, it still takes a little getting used to. We guarantee that you be waggling the analogue stick around, wondering why on Earth the character won't move for the first few minutes. Once you get used to it though, this control system proves to be the most flexible, accurate control method for this game. You quickly realise that, with the sheer

Practice Makes Perfect

Because of the complicated control system used in *Sin and Punishment*, a comprehensive Training Mode has been included. Unfortunately, our Japanese is even worse than our French, so we had no idea what the irritating little round thing was jabbering on about! Apart from that though, the training is very useful, as it teaches you the basics of game control, and then, when you've got those worked out, you can progress to some quite demanding tasks, like a quickfire targeting round.

All of this is very useful in theory, but we found that once you're playing the game for real, remembering your training becomes quite difficult. Still, it's a well-designed, fun introduction to the game!















[Above] *Hmm...A massive robotic nutcase, trying to batter yours truly with a great big flailing metal 'whip'-type thing. Oh dear!*



[Above] *As the government and Army troops advanced, battles raged in all parts of the city – even the local multi-storey wasn't safe!*

number of enemies you have to dispose of, it's the only system that works effectively. Also, there's a handy 'lock-on' function, useful for when you're battering really huge enemies, such as the bosses.

What really strikes us about *Sin and Punishment* is the way that the game mixes old and new shoot-'em-up elements so well. For example, we're all familiar with getting to the end of (or halfway through) a level, and facing a boss, but in *Sin and Punishment*, it's not just a case of shooting everything on a level individually to progress. The game's advanced graphics mean that it's possible to destroy scenery and make it fall on a bunch of baddies, killing them! Mastering this technique is vital in the later levels, as to take out each of the troops individually would take far too long, and you'd be worm food in seconds! This aspect of the game adds a small element of strategy to what would otherwise require no brainpower at all. True, *Sin and Punishment* is definitely a part of the 'never take your finger off the trigger' school of gameplay, but the few elements of strategic blasting really improve and enhance the game as a whole.

"A truly fantastic game"



[Above] *These hoverbikers are dangerous – they shoot at you, and try and run you over! Whatever happened to the Green Cross Code?*

A Shot In The Dark

It seems strange that, the machine having been around for five fairly successful years now, nothing like *Sin and Punishment* has been released on the N64 until now. The Nintendo's 3D graphics capabilities really lend themselves to this style of game, and there really is very little that can be said against it! The graphics, sound, playability and lasting challenge are all absolutely first-class. There are no real flaws, and several areas of the game are so good, they even surprised seasoned gamers like the 64 MAGAZINE team! The only real problem with *Sin and Punishment* is the fact that it's an import title, and hence we're not sure whether or not it will ever appear here in good old Blighty. *Sin and Punishment* is still a great piece of work, though, and there's no reason why you shouldn't buy a copy if it comes out over here!



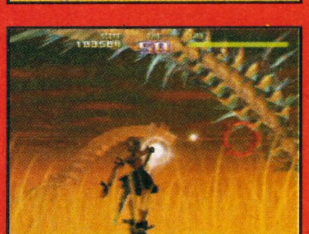
If you're feeling extremely rich of course, you could buy it for around £80 on import, in which case the best way to get hold of a copy is to club together with a few of your mates. Trust us, you won't regret it!

Overall, *Sin and Punishment* has redefined what can be achieved with the supposedly past-it N64. At a time when the Dreamcast and (permit yourselves a snigger) the PlayStation2 are rapidly superceding our little console and the Gamecube is on the way, it's nice to see respectable software houses like Treasure still trying to push the N64 to its limits. The result is what can only be described as a truly fantastic game – well done Treasure! ■

Do The Monster Mash!

We're not sure whether GM has spread to animals in 2007 (when *Sin and Punishment* is set) but, by the look of this guy, it could have! While he's not quite as hard as the 20-foot robotic bull featured in a later level, he is an example of the kind of bonkers creation you'll find in this game!









2nd Opinion

Rating

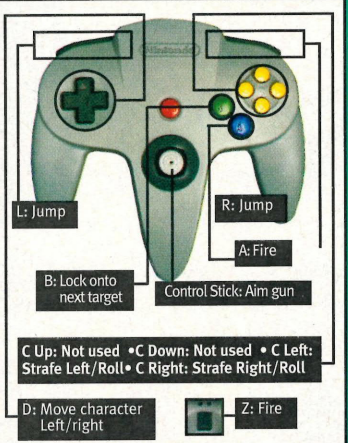


→ **With games like *Goldeneye* and *Perfect Dark* on the N64, you tend to forget that there are other kinds of shoot-'em-up around. *Sin and Punishment* is a fantastic example of how simple gameplay can be disturbingly addictive. It's expensive... but well worth it!**

→ **Roy Kimber**

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Duke Nukem: Zero Hour: GT Interactive
Reviewed: Issue 27, 89%
Quake II: Activision
Reviewed: Issue 27, 93%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

95%

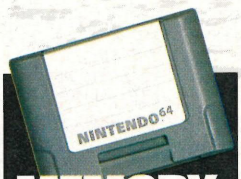
Soundbite:
Just about a perfect shoot-'em-up: big guns, big explosions, lots of violent deaths. Ace!

Written by: Paul Gannon



Cruis'n

This will drive you crazy, but not in a good way!



MEMORY OPTIONS

MEMORY:
Saves opened course and new vehicles to 12 spaces

CONTROLLER PAK
None



$64,000 QUESTION

- A bit fast!
- Oh
- My
- God
- Not
- Another
- One!
- Why?

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Midway
Developer	Gratuitous Games
Game Type	Racing
Origin	USA
Release	Out now (import)
Price	£39.99

There are certain times in your life when, through no fault of your own, you have to witness some of the most terrible things ever to happen to mankind! These events take many different forms, like when you're at a family party and you have to look on in horror as your dad attempts to do 'The Time Warp'. Or when you are told by all of your mates that the cinema is showing one of the best films ever, you go along, and instead of seeing a possible Oscar-winning movie, you find yourself watching *Batman and Robin*. And what about having to sit through a whole hour of *TFI Friday*? These occurrences are nothing however, compared to the absolute horror, the blood-boiling pain and indescribable misery of the *Cruis' n* racing games on the N64. The only other way we found of putting anything else as bad in your machine was if we emptied a slop bucket of animal fat into the slot, followed by a copy of *Carmageddon 64*! And guess what? Now there is a new edition that goes by the name of *Cruis' n Exotica*! The question you have to ask yourself is, "Why?"

Drive Time

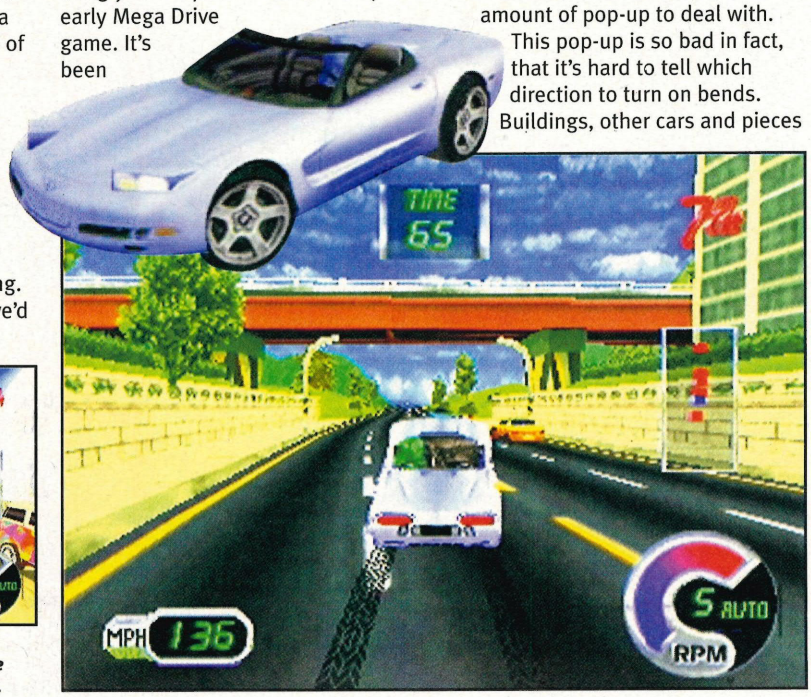
Let's just put it this way, the two previous *Cruis' n* titles don't exactly enter our 'Hall of Fame'. In fact, they're not even allowed near the gates at the front of the building. In all honesty, if we had our way, we'd bar them from the very street! You may ask, "Why do you hate these games so much?" To which we'd have to reply, "Because they are dated, ugly and dull". These, coincidentally, are the exact same reasons why this latest game is a complete bunch of arse too! All of the flaws in the last two games are still very much present and correct here. Why? Has Midway not learnt its lesson yet? It's like a child who keeps tearing the lovely new wallpaper off his bedroom wall, and wonders why he gets smacked all the time! If someone somewhere had made an effort to improve some aspects of this awful game, then fine, maybe we could've been a bit more lenient. But no-one did, so we won't!

Right, where do we begin? Well, how about with the graphics, which look like they fell from the ugly tree and hit every branch on the way down? They're more like the kind of thing you'd expect to see in a very early Mega Drive game. It's been said before in past reviews, but *Outrun* looked and played better than this – the Spectrum 48k version almost had better graphics! – and if we had to pick between the two, we know which one would win!



[Above] ***Martin the Martian, off his head on Lemsip Max Strength, decided to drive to the corner shop. What a mistake!***

Apart from the vehicles, everything else in this game appears as flat as cardboard. The scenery looks as though it's been cut out from a holiday magazine (only not quite as convincing), and as you drive towards the horizon, there is a horrible amount of pop-up to deal with. This pop-up is so bad in fact, that it's hard to tell which direction to turn on bends. Buildings, other cars and pieces





[Above] ***Tony's solar-powered baby was the fastest of all the cars. It looked like he couldn't lose, then the sun went in...***

Exotica

"This latest game is a complete bunch of arse"



Exotica's got going for it! It certainly is fast, but it's fast at the expense of nearly every other aspect of the gameplay. The only thing for your fingers to do is hold down the A button and move the analogue stick left and right.



of scenery appear out of nowhere at quite a ridiculous rate, and this quickly becomes very annoying! Not that the scenery matters much anyway as most hazards (such as huge boulders or bloody great trees) can be driven through like they were made of paper. Yes folks, it really is as bad as that!

Wheel-y Bad!

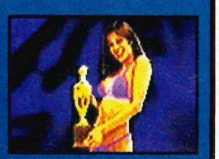
As for the gameplay, well, it's all but non-existent. The only thing this game is concerned about is speed, and that's about the only thing



She's A Lady!

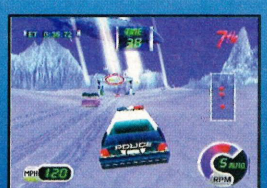
She's back and she's as crap as ever! Sure, she may look pretty but she's still stuck in that looped three-frame animation thing! Moving as though she was in a scene from *Yellow Submarine* (ooh, that rhymes), she offers you a trophy when you come first place in a race. Her wardrobe, as ever, is a skimpy little bikini that delights and disturbs in equal measure!

She likes long walks in the park, her favourite colour is murky rust and she would like to save the rainforests through modelling. Fat chance, as she will forever be associated with some of the poorest games ever to disgrace your N64. The poor bugger!



Four Play!

There are more 'wacky' tracks on offer in this latest *Cruis'n* title. Admittedly, some are just boring like the Sahara, which is just sand, sand and a bit more sand, but there are some more unusual alternatives...



Atlantis
If you like it wet and wild (and who doesn't) then take a trip 'under da sea' and look at all that marine life, and all those mythical lost cities!



Las Vegas
Welcome to the City of Sin, my lovely friends! But you won't have time to gamble or look at luverly ladies... just drive around a bit!



Amazon
Journey to the land that time forgot. No, not Bournemouth! We mean the jungles of South America, where dinosaurs still live, apparently!



Mars
In *Total Recall*, Sharon Stone kicks Arnie between the legs for making her come back to Mars. You'll understand why after playing this!



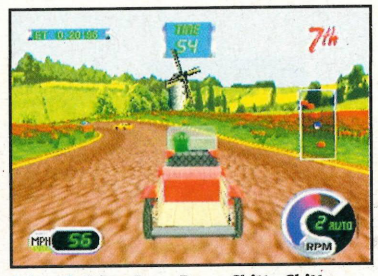
[Above] ***Crash, Bang, Wallop! What A Picture! What A Photograph!, hosted by Michael Buerk – goes out on Thursday nights at 8:30pm.***



[Above] ***This actually isn't from the game, it's a scene from Die Hard: With A Vengeance. What do you mean we're lying?***



[Above] ***"Let's see them try to cross the finishing line now!", screamed Dick Dastardly in his brand new vehicle.***



[Above] ***Chitty Bang Bang, Chitty Chitty Bang Bang... Chitty Bang Bang we love you! Oh! You! Chitty Chitty Bang Bang...***



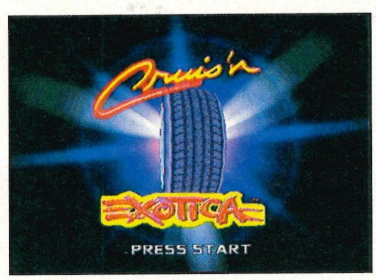


[Below] ***...And as the Sixties came to an end, the hippies of the world gave up their beliefs and decided to go mad in Las Vegas!***

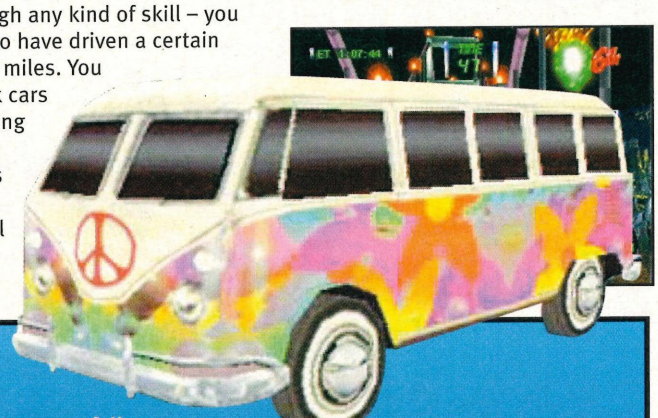
However, when you do move your vehicle in either direction, it swerves violently, almost as if there is an angry drunk behind the wheel! As for the tracks themselves, oh good God, they're unbelievable – only not in a good way. You can't drive off the side of the track, and if you do, you're pushed back in quickly. The bends in the road can't even be seen because they only appear at the very last minute, which means you're usually late to turn into them and get pushed off to the side! Madness!

The vehicles themselves aren't that much better either! It doesn't matter which car you pick as they all handle the same. Not even the speed seems that much different, because once on the track, the other racers go just as fast as you! It also gets annoying when each race becomes a game of bumper cars. We got sick of the amount of times other cars bashed into us. After a certain number of crashes, your car, for no bloody reason, flips over and sends you flying into the sky. This becomes a huge problem when you happen to be first in the race. Even if you think you have a good lead on the others, a simple bump slows you down, and then, from out of nowhere, the other eight cars speed past you, leaving you to play catch-up.

You can unlock more cars, but this isn't through any kind of skill – you just have to have driven a certain number of miles. You can unlock cars from winning races, but who wants to go through all that effort for a car







Style Council

There are a few different styles of play in *Cruis'n Exotica* (like we care). They are as follows:



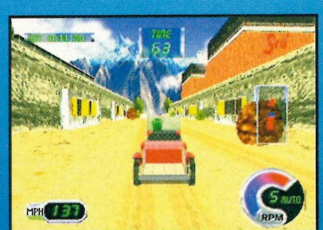
Cruis'n Challenge

Each area is split up into four different races. Three regular ones, followed by a drag race. Before this last race you must copy a number of moves set by the computer in order to receive a Nitro boost. If you don't get this, you can pretty much forget about winning the race!



Cruis'n Freestyle

More of a practice area than a proper challenge. Race any of the courses, but remember to come in the top three if you want to continue any further. Try beating your previous time, or, try beating yourself over the head with an oven-ready chicken. The choice is yours!



Cruis'n Exotica

Wow, the heat is turned all the way up for this one! No it's not, I'm lying to you. It's basically like Freestyle, except that the courses are chosen for you. You still have to end up in the top three at the end of a race, but then so what? You have to in nearly every racing game!



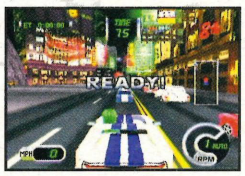
Four Way Action!

No, not what you think, but the old four-player option that we're all used to. If you have four friends you want to punish, then this is the perfect way of getting them to go insane! This mode is rumoured to be used by the CIA to extract information from tight-lipped spies...

"Definitely not worth your hard-earned pennies"



[Above] ***This crazy old man forgot to put on his glasses before he set off into town. He managed to destroy most of Amsterdam – the fool!***



[Above] ***"Am I ready? What, for another boring drive through some really rubbish scenery? No... not really. I think I'll just go home!"***









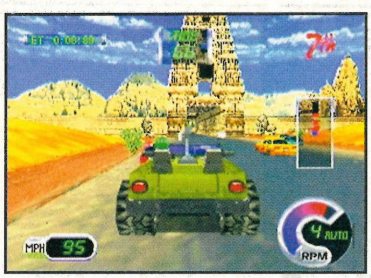
that behaves exactly the same as all the others? The bigger cars on offer even actually manage to make things worse! Due to their size, most of the road can't be seen and that means you can't see any of the oncoming hazards! Wait, it gets worse, much worse...

Clutch-ing At Straws!

Although there are a number of courses to open in a variety of different landscapes, you won't actually care how many you get access to. This is because every single track plays the same. There is a start line, a bend or two, the odd jump, checkpoints and a finish line. That's your lot. There are no real shortcuts, no power-ups, no nothing. It is dull. The different types of environments are supposed to be exotic and fun, but if this is fun, then



[Above] ***Wow, a new car! Cool! Er... but will it handle exactly like all the others? If it does, then I just don't want it!***



put itching powder all over our clothes and nail us into a box full of rusty razor blades! (Er... sure? – Roy.)

As for the music, well, it may be clear, but the tunes are just awful. It's exactly the type of trash you'd expect to hear booming out of a horrible late-Eighties movie soundtrack. Even the sound effects fail to compensate. There is a light thud as you hit another car and apart from the roar of a passing plane (which, we might add, is the same sound effect they use for the monorail system on Mars) the only other sound is the frustrating 'beep beep' of car horns!

Give Us A Brake!

Those of you who have resisted the last two titles, please don't feel obliged to go out and buy this. There is no need! To simulate this game without the cost, simply hold on tightly to your control pad while you sit behind your dad as he drives to the shops. You'll get exactly the same experience, only it'll be a little more interesting. As the N64 slowly comes to the end of its life, there should be far more challenging and better-looking games available for it than this. This one does your machine no favours whatsoever and certainly fails to impress. *Cruis' n Exotica* is definitely not worth your hard-earned pennies, and shouldn't even be considered as a present for someone you hate. This is because you would still have to spend your cash on it!

At the back of the instruction booklet there is a section that allows you to write down some notes. If you buy this, make sure you write, "I am an idiot and hanging is too good for me. I should, in future, buy better games". Don't say you haven't been warned, because you have! ■

2nd Opinion

Rating

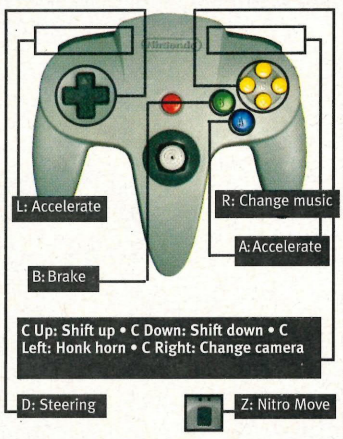


Why do they bother? Do people really want more of these games? Surely not... it must be the Americans, they'll buy anything (just look at the sales of *Superman*!) Oh well... I suppose it is fun for a bit – about the first three seconds anyway. After that... pants!

Roy Kimber

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

San Francisco Rush 2049: Midway
Reviewed: Issue 46, 90%
Cruis'n World: Midway
Reviewed: Issue 18, 23%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

29%

Soundbite:
Don't you dare buy this game! Not even for a laugh! Don't even look at it!

Disney's Winnie the Pooh ADVENTURES in the 100 acre wood

Tiggerific News!

Winnie the Pooh Debuts on Game Boy™ Color

Out Now

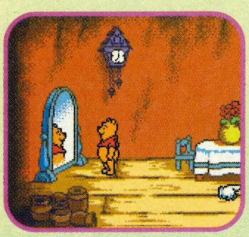
The first ever video game for the Winnie the Pooh Gang!

•

Now you can take Winnie the Pooh and all his friends on an action-packed journey through the 100 Acre Wood!

•

Over 21 adventures and mini-games to choose from!









© Disney. All Rights Reserved. Based on the 'Winnie the Pooh' work, copyright A.A.Milne and E.H.Shepard. Newkidco and the Newkidco logo are registered trademarks of Newkidco, LLC. Nintendo ® and Game Boy™ are trademarks of Nintendo Co.,Ltd. © 2000 Ubi Soft Entertainment.

OK 3+ © ELSPA

Ages 4 and up

GAME BOY COLOR

NewKidCo™

Disney Interactive

www.disney.co.uk/disneyinteractive/

Ubi Soft

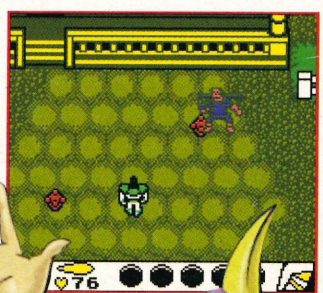
www.ubisoft.co.uk

total GameBoy

EVERYTHING YOU WANTED TO KNOW ABOUT THE GAME BOY COLOR!

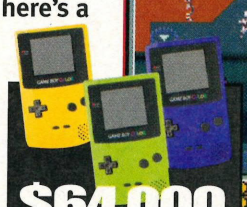
Welcome to a special area of 64 MAGAZINE. The following pages have become an enclave of our sister magazine, TOTAL GAME BOY – think of it as a Game Boy Color embassy in N64 country! This means that for the following seven pages, all content comes under the auspices of the best-selling Game Boy magazine 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!

66 Obi Wan's Adventures
67 Dinosaur'us
68 Merlin
69 Xena: Warrior Princess
70 Xtreme Wheels
71 Blade
72 Buzz Lightyear of Star Command



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, on sale now priced just £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

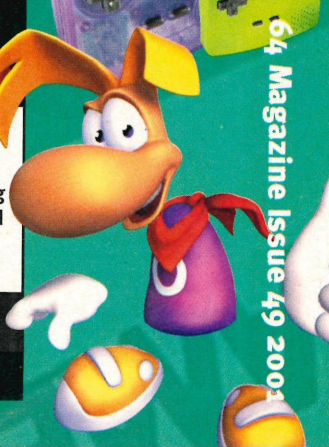
How long will this game last you?

OVERALL SCORE %

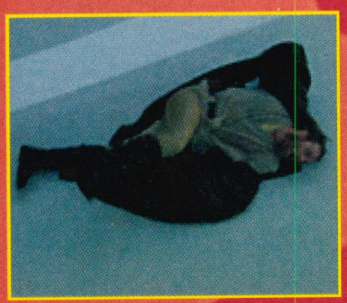
Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

Soundbite:

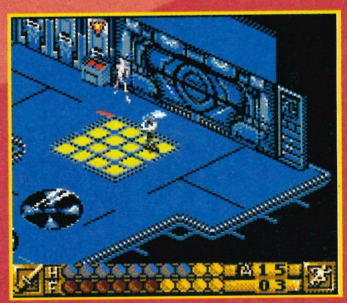
If you really can't be bothered – this sums it up in one easy-to-read sentence!



Written by: Paul Gannon



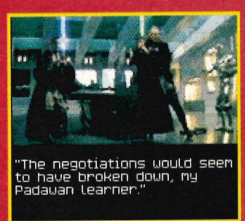




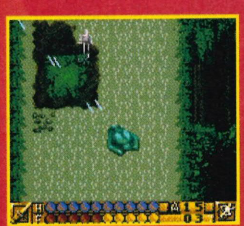


Obi Wan's Adventures

Hit me baby, Wan more time!



[Above] *"...Well they wouldn't have broken down if you hadn't called the manager a big fat walrus with a weakness for pies!"*



[Above] *I'm Obi Wan Kenobi, and this is my boat. Do you like it? No? All right then, have a couple of rounds of laser-fire up your arse!*

Star Wars Episode One wasn't the best of the summer blockbusters of 1999, not by a long way. This was probably because of George Lucas, who in his infinite wisdom, decided to create Jar Jar Binks, one of the most annoying characters ever seen on the silver screen!

Similarly, in the past, *Star Wars* titles for the Game Boy haven't been all that great. In recent memory, only *SW: Racer* turned out to be any good, and in reality, it was only a spruced-up racing game. However, *Obi Wan's Adventures* looks set to change all that!

"The best Star Wars game on the GBC!"

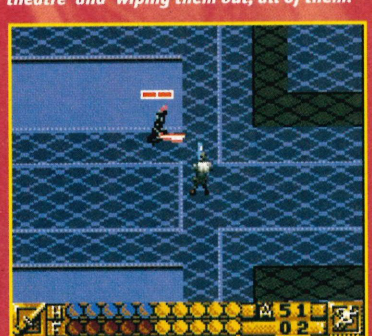
Jedi Knight Fever!

As the title suggests, you take on the role of Obi Wan Kenobi in events that take place during *Star Wars: Episode One*. All the familiar scenes from the film are used as backdrops for the levels of the game, which means you find yourself dodging droids in a Naboo swamp, escaping from a Trade Federation Ship, and eventually fighting the Emperor's red-faced young apprentice in a battle to the 'Darth' (groan – Roy).

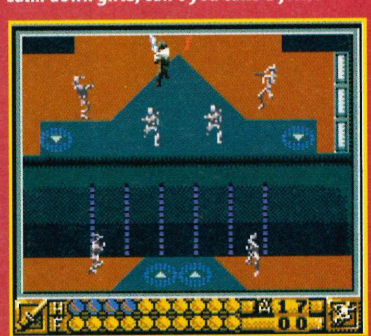
Visually, *Obi Wan's Adventures* is pretty damn impressive. The action takes place in an isometric 3D environment, where you come up against the kind of villainy you'd expect from the licence. As Mr Kenobi, you are blessed with a number of very useful moves. Your trusty lightsaber is a handy weapon that slices, dices and deflects all enemy fire. You are also given a blaster, but it's fairly useless. However, the third (and coolest) ability you have is the Force itself. With this, you can move crates or boulders blocking your way, and also wipe out the odd droid.

There are a lot of challenges awaiting you and, a nice puzzle element which prevents the game from becoming dull. The only fault really is the control of Obi Wan, which at first is rather tricky, but as you progress this becomes less of a problem. Final word on the subject? Definitely the best *Star Wars* game on the GBC, and a great game in its own right. Buy it! ■

[Below] *I'm Darth Maul, strong silent type, GSOH, looking for a woman who likes the theatre and 'wiping them out, all of them!'*



[Below] *I'll take you all on. I'll beat you one-handed and with a blindfold on. Woah, calm down girls, can't you take a joke?*



64 MAGAZINE SIZZLER

NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	Password
Publisher	THQ
Developer	HotGen Studios
Game Type	Adventure



$64,000 QUESTION

- ⊕ Great graphics
- ⊕ Provides a more than half-decent challenge
- ⊕ Uses the force!
- ⊖ Slightly odd controls

RATING

Graphics	Audio
	

RATING

Gameplay	Challenge
	

OVERALL SCORE %

91

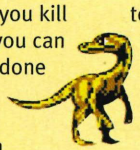
Soundbite:
A marvellous game that is addictive and very playable. Perfect!

Written by: Alex Jones

Dinosaur'us

Here comes a Yawnosaurus...

Dinosaurs have been making a bit of a comeback recently, what with *Jurassic Park*, *Godzilla* and Disney's most recent effort, *Dinosaur* – which, bizarrely enough, featured our extinct, scaly friends chatting amongst themselves.



slashes and claw attacks. If you kill all the enemies in a sector, you can move on to the next. This is done by lurching across badly-designed platform landscapes, or taking part in subgames (like steering your dino

"Small design flaws are present throughout the game."

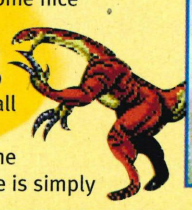
EA must have thought that the dinos deserved a bit of good fortune after their one-sided argument with a vast meteorite a while ago, and so they appear to have tried to combine them with a slightly less prehistoric phenomenon – *Pokémon*. This means that *Dinosaur' us* is basically *Pokémon* with scales and claws.

Use The Fossil

As in the *Pokémon* games, you have to stagger about, waiting to be set upon by hideous monsters, and then kick the scales off them, using a (bizarrely limited) combination of tail

across a river on the back of a turtle) and these sections are where the main problems with the game lie. Are right-thinking gamers supposed to believe that a 25-ton carnivore, with a head the size of a car, is able to skip merrily across moving platforms? It seems unlikely to us!

Dinosaur' us has some nice features – like the option to name your dino and to train it up quite easily – but small design flaws are present throughout the game. The main sprite is simply



too big for most of the platform sections, and if you choose the option to 'run away' from a battle, you have to start the current area all over again!

If you want to buy a monster combat game with RPG elements, get a *Pokémon* title – this one just hasn't been thought through well enough to top the mighty Pikachu and his collectable pals. ■

[Below] ***A long-lost relative of Eddie 'The Eagle' Edwards crosses a landscape made entirely of plasticine. Bizarre!***





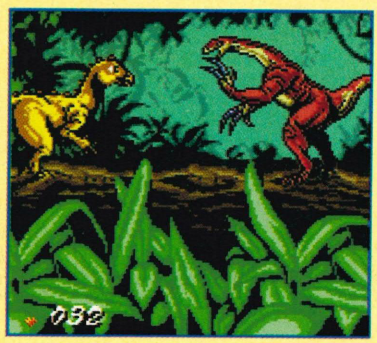
[Above] ***Having spotted the film crew, the dinosaurs knew that Attenborough and Goldblum couldn't be far away. Run for it!***

[Below] ***Bikersaurus' leather jacket was the envy of all the dinosaurs, despite the fact that it was so heavy he could barely fly!***









NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	To Cart
Publisher	EA
Developer	EA
Game Type	RPG/Platform

RATING

Graphics

Audio

RATING

Gameplay

Challenge

OVERALL SCORE

74%

Soundbite: Dull, badly designed *Pokémon* clone. *Dinosnore'us* more like!



$64,000 QUESTION

- ⊕ Good, clear graphics
- ⊕ Building up dinosaurs' abilities is fun!
- ⊖ Not enough moves in the fights
- ⊖ Not terribly exciting

Written by: Paul Gannon

Merlin



Abra-crap-dabra!







[Above] **This bad guy, he's made of stone! I can't believe my eyes! Although, does that make him a right hard-faced little beggar?**

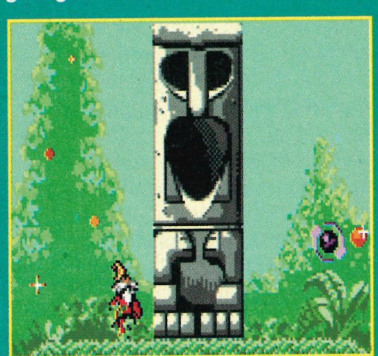
There are two types of magic in the world. The first type is the kind of magic found in storybooks. By that we mean mythology and legend. Tales of wizards and warlocks, witches and elves that, even if it's a right load of rubbish, can still engage our imaginations. The second is the type we are all used to seeing on a regular basis. Unfortunately, this type of magic is more at home with the TV magicians of this world: "Oh look, I've made a ten pence piece appear from behind your ear." You know – that type of magic. Thankfully, this game is based on wrinkly wizards and warlocks, not weirdos and wallies!

Alakazam!

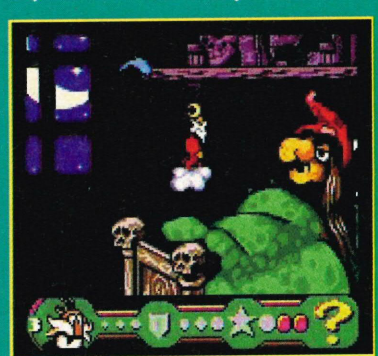
In yet another platform game for the GBC, you must guide Merlin, the old master of magic himself, around a series of wonderful and mythical landscapes. The reason for Merlin's quest (if there has to be one) is that all of the happy little gnomes have been turned evil thanks to a dragon that has awoken after a long sleep! The pointy-hatted old duffer's quickly into platform country, and from then on it's simply a matter of jumping and dodging, using spells and not getting caught out. Yes, it's all very familiar, and in this case, very dull!

As you attack your foes, your magic increases, but this magic is the only thing keeping you alive. This means that after one hit your magic diminishes to nothing and after another, you die. Which becomes very annoying after a while. The worst thing about this game though, is how you control Merlin. To put it simply: the control system is very poor indeed! The responsiveness (or lack of it) means that tapping jump more often than not results in a mistimed leap into Deathsville! While not all bad, there is nothing interesting in this game to warrant putting it in your collection alongside *Wario* or *Tomb Raider*. As Paul Daniels might say: "Now that's tragic!" ■

[Below] **Roll up, roll up. Only a pound a go. Win a goldfish that'll last for two days by getting a ball into the mouth of this statue!**



[Below] **"Why grandma, what a big nose you have?" "Are taking the mickey mate? If you are, then I'll have to smash your face in!"**



"It's all very familiar, and in this case, very dull!"



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	EA
Developer	EA
Game Type	Platform



$64,000 QUESTION

- ⊕ Big Graphics
- ⊕ Plenty of levels
- ⊖ Unpleasant power meter
- ⊖ Poor jumping

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

71%

Soundbite:
Another platformer to consign to the 'thanks but no thanks' bin.

Xena: Warrior Princess

The broad with a sword hits the GBC. Ouch.

Besides a smattering of *Daily Mail*-baiting pre-watershed naughtiness, cheap quiz shows, and Cheggers in the buff, Channel 5 has little to offer. Sure, there's the odd half-decent film now and then, but it's nothing to write home about. The programme that 5's bosses (if not its dozen-or-so viewers) *are* chuffed with, is the one about a fur-clad lass who romps around, saving elves and battering flame-spewing dragons – the mighty *Xena: Warrior Princess*.

The handheld version of that TV 'classic' is basically a *Zelda*-style trudge-o-rama through forests, canyons and suchlike. You control the musclebound filly on her quest to free the oppressed residents of villages that she visits on her travels. All the characters from the TV show are present, although, having never been able to sit through a single episode of *Xena* without wanting to hook out my eyes with a biro, I didn't recognise most of them (how do you know they're the right ones then? – Roy). I just *know*, alright?







[Above] ***After Xena had babbled incoherently for several days, the men from the Hospital For Mental Superheroes were called.***

Isn't That Fathima Whitbread?

During the game, Xena has to collect diamonds, which are scattered all over the kingdom, and do battle with all manner of nasties, including dragons, ogres and, er, rabbits. As puny as a rabbit is though, in this game they can do as much damage as a huge monster. This means you might clear an island of immense fire-breathing dragons, only to be brutally murdered by a flappy-eared extra from *Watership Down*!

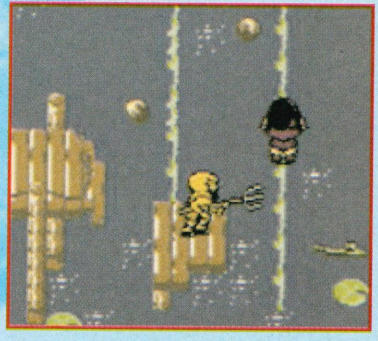
The main sprite also seems a little portly, and watching a podgy princess wander around a forest without a clue as to what she should be doing can get very dull, very quickly.

Overall, *Xena* isn't all bad, but the graphics are fairly bland, and playability is harder to spot than the Beast of Bodmin. There are bucketloads of RPGs on the market that are far better than this, so only devotees of the TV show will forgive the game its various shortcomings. ■

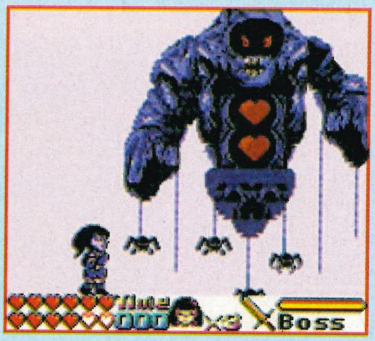


"Basically a Zelda-style trudge-o-rama through forests, canyons and suchlike."





[Below] ***The monster petrified our heroine with his sinister puppetry. The spiders have even got realistic wobbly heads! Aaaagh!***





NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	To cart
Publisher	Nintendo
Developer	Titus
Game Type	RPG

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

75%

Soundbite: A lot like *Zelda*, only with most of the good bits taken out!



$64,000 QUESTION

- ⊕ Loads to do
- ⊕ Looks like Zelda
- ⊖ Zena is a bit of a fat wuss
- ⊖ Gets repetitive after a while

Written by: Alex Jones

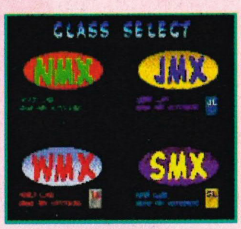
Xtreme Wheels

Pedal-pushing action in the palm of your hand!



[Above] ***The bikers were surprised to see the jump made entirely from Dairy Milk hadn't melted, despite the warm weather.***





Cycling will never replace the mighty car. Think about it: you can't even go shopping by bike, because if you purchase anything bigger than an orange, you end up looking stupid and inevitably fall on your arse on the way home. Having said that, one look at a set of bicycle clips will tell you that looking stupid has never been a great concern of the hardcore cyclist. No, let's face it – bikes just aren't sensible. But wait – what if you were to move the humble BMX indoors, and build bizarrely hilly courses to race on? Now, that *would* be fun, wouldn't it? If that sounds like your idea of a good time, then check out *Xtreme Wheels* on the Game Boy Color!

Saddle Sore

In this new racer from Nintendo, you take part in several race series', starting with easy rounds for the BMX novice. You have to earn licenses by winning each series,



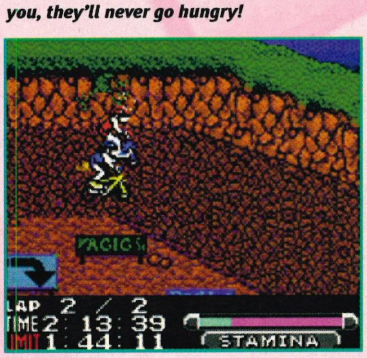
[Above] ***This being the 'novice class', all the riders use BMXs with stabilisers on. No, they do – honest!***

which allows you to progress to harder leagues with longer, hillier courses. The basic gameplay is made tougher by the fact that you have to time your jumps quite accurately, otherwise you get a faceful of handlebar! Ouch!

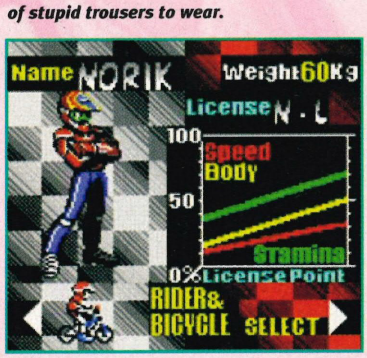
The riders in the game each have a 'stamina bar' which tells you how knackered they are, so you have to learn to pedal in short bursts to succeed. The problem with this is that you frequently get miles ahead of everyone else, and then your rider gets tired and *just stops pedalling*! This allows all the other BMX bandits to come sailing past. This factor alone would be enough to send us flying into an uncontrollable rage, and the additional problems of dire sound and the same gameplay flaws repeated on every track, mean that there really isn't any point buying this game, unless you're totally mad about the sport. ■

"You frequently get miles ahead of everyone else, and then your rider gets tired and just stops pedalling!"

[Below] ***Why are these two BMX riders pedalling about on chocolate cake? Mind you, they'll never go hungry!***



[Below] ***Here's the rider selection screen, where you can tell your rider which pair of stupid trousers to wear.***

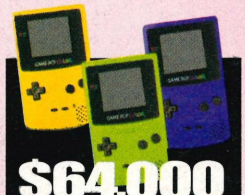


[Below] ***Where is everybody? Probably gone shopping for ridiculously baggy shorts, or something.***



NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	To cart
Publisher	Nintendo
Developer	Spike
Game Type	Arcade Racing



$64,000 QUESTION

- ⊕ Reasonable visuals
- ⊕ Courses are quite varied
- ⊖ Stamina bar very annoying
- ⊖ Doesn't have a very long lifespan

RATING

Graphics

Audio

RATING

Gameplay

Challenge

OVERALL SCORE %

65

Soundbite:
A reasonable racer, but you won't bother with it after a few goes.

Blade

Written by: Paul Gannon



This Blade is blunt!

The film wasn't that bad, was it? Usually a film starring Wesley Snipes has a nasty habit of stinking like a rotten egg (I must disagree! – Roy). For some strange reason however, *Blade*, which was originally based on a comic strip, turned out to be quite a nice surprise. In the film, Mr Snipes plays a guy who was born a vampire but, obviously not happy about this, wants to become mortal.



However, what he needs to become human is also the exact same thing all the nasty vampires want: blood! In a more than happy coincidence, this is also the same plot as the game. What follows is a side-scrolling beat-'em-up adventure that pits you against the very worst of the undead as you battle the forces of evil for your afterlife!

Razor Blade Smile

Apart from all that walking and punching you need to do (think *Double Dragon* if you want to draw a comparison), there are moments in *Blade* when there is a bit of diversity. An example of this would be when you're faced with a small shoot-'em-up section on Level One. Unfortunately, once you look past this variety, there's little else to recommend it. The graphics are large and colourful, sure, but they're nothing special. Possibly the worst thing about this game is the response time of Blade himself. Considering he's meant to be a super-fast hero, he's far too slow to react to your B-button hammering. This gives



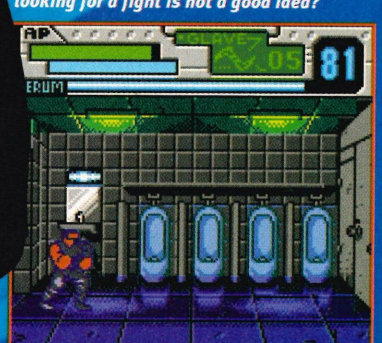
This is just like most poor beat-'em-ups!

the opposition a slight edge and one that will make you bored with the game very quickly. This is just like most poor beat-'em-up titles and is only really an essential purchase if you are a fanatical fan of the film. But that would still be money badly spent! This is far from fang-tastic!



[Above] *Why is it that for this level, Blade has a bloody big gun, and yet on the next, he only wants to use his fists! What an idiot!*

[Below] *Whatever could Blade be up to? Surely hanging around in the toilets looking for a fight is not a good idea?*



[Below] *This key becomes handy on Level 276, when the door to the Ladies' showers is locked. Use it and you're a pervert!*



NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	Password
Publisher	Activision
Developer	Hal Group
Game Type	Beat-'em-up

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

76%

Soundbite: A vampire game that is actually rather toothlsss!



$64,000 QUESTION

- ⊕ Bright colourful graphics
- ⊕ Varied levels
- ⊖ Slow and sluggish
- ⊖ Rather dull

Written by: Paul Gannon

Buzz Lightyear of Star Command

A game that fails to create any 'buzz' at all!



[Above] *On this planet, lovely ladies do anything you wish and you want for nothing! Wow, not bad, if you're a bloke that is...*

There can't be that many people in the world who haven't seen and enjoyed *Toy Story*, can there? In fact, the movie's success was such that it was obvious there would be a whole range of varied merchandise to wade through. So, on that note, straight from his spin-off TV series, Buzz Lightyear leaps from one small screen onto an even smaller one! The only problem is you'll soon wish hadn't bothered...

Don't Toy With Us...

Apart from this being a Buzz Lightyear license with an almost interesting game design, there's little else to recommend the title.

"Buzz handles like a shopping trolley!"

The game involves Buzz travelling to a selection of planets in order to catch a criminal. Each level requires you to beat the evil genius to a finish line (yes, it's like a race apparently!) and once you have crossed that line, you and your nemesis must battle to the death! Along the way, all kinds of obstacles and angry aliens try to prevent you from getting through, but by collecting coins and weapons, you can blast them out of the way.

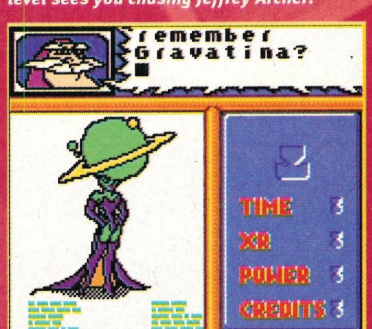
Sadly, the game doesn't make that much sense and Buzz handles like a drunken shopping trolley. If he hits a wall or any of the obstacles, getting him to move away from them is like trying to pull him out of a bucket of glue! Buzz can only move forward, left and right, and this causes the game to get extremely frustrating as the enemies are incredibly hard to avoid and very difficult to kill!

The only way to complete each level is to mindlessly run through them and hope for the best.

The graphics are ugly, and because there is so much going on at any one time on the screen, it all gets far too cluttered! There really is no challenge here, and it's a real shame to find such a great character stuck in a awful game! ■



[Below] *At the beginning of each level, you are briefed on who you are to arrest. A later level sees you chasing Jeffrey Archer!*



[Below] *Just like in Back To The Future 2, Buzz can jump onto a hoverboard and sail over the enemy!*



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Activision
Developer	Travellers Tales
Game Type	Shoot-'em-up



$64,000 QUESTION

- ⊕ Well, it *is* based on Buzz Lightyear!
- ⊕ Interesting gameplay
- ⊖ Ugly to look at!
- ⊖ Awkward controls

RATING

Graphics	Audio
3	2

RATING

Gameplay	Challenge
1	1

OVERALL SCORE %

55

Soundbite:
Missed opportunity to do something special with a great character!

FORBIDDEN KNOWLEDGE

Accession UK is proud to advertise the book of Forbidden Knowledge. The book boasts an up-to-date text of over 50,000 words and many detailed diagrams. Containing all manner of information you've been denied in the past, the book's fascinating topics include...

• insider fruit machine tricks • [redacted] • get-rich-quick schemes
• police interrogation techniques • the art of [redacted] •
• strange substances • electronic surveillance • creating a new identity
• hypnotism • bypassing [redacted] • encryption and concealment methods
• telephone and computer [redacted] ...plus many more not to be censored here!

nobody should be without - THE BOOK OF FORBIDDEN KNOWLEDGE - covers more than the rest!

For an express despatch of your copy, please send £10 (cash / cheque / postal order) to:

All orders are taken in strictest confidence and despatched under plain cover. Book tokens are accepted as full or part payment. Foreign orders welcome. The book is supplied for informational and entertainment purposes only.

ACCESSION UK, FREEPOST 21, PO BOX 33, LONDON, SW3 1BR. accession

THIS ADVERTISEMENT HAS BEEN CENSORED BY THE ASA. THANKFULLY THE BOOK IS UNTOUCHABLE!

don't browse, don't surf, don't read, don't listen... discover the centre of forbidden knowledge on the internet, including free extracts and reader comments:

www.zel.com/bofk

Change that Ringtone, Personalise Your Nokia Mobile!

NEW RINGTONES & GRAPHICS

only 60p per min

SENT STRAIGHT TO YOUR NOKIA MOBILE



There's 1000s to choose from!

"Simply call the number select your tone Press 9 and order it!"

Call: **09065 899 977**

Visit: **www.iconaphone.com**

Calls cost 60p/min. Av. call duration 3 mins. Iconaphone Box 1896 London WC1N 3XX

NAPLES GAME GEAR

Dreamcast · PlayStation · PC CD · NINTENDO 64 · PlayStation 2



Dreamcast
PC CD Rom
Nintendo 64
PSone
Gameboy
PlayStation 2

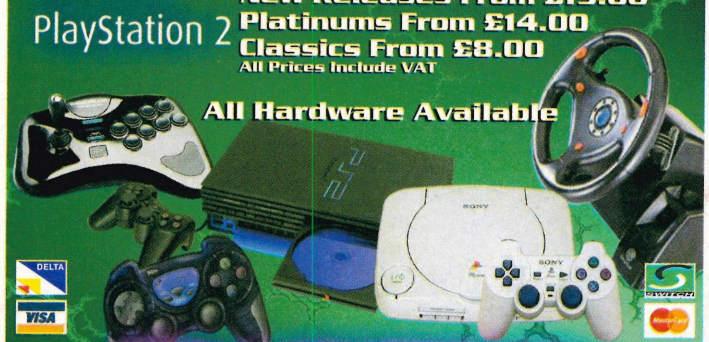
1000s Of Games Always In Stock

We Guarantee To Get You Any Game, Any Machine, Any Country (Euro, USA, Jap)

Delivered To Your Door
Free First Class Post For All UK Customers

New Releases From £19.00
Platinums From £14.00
Classics From £8.00
All Prices Include VAT

All Hardware Available



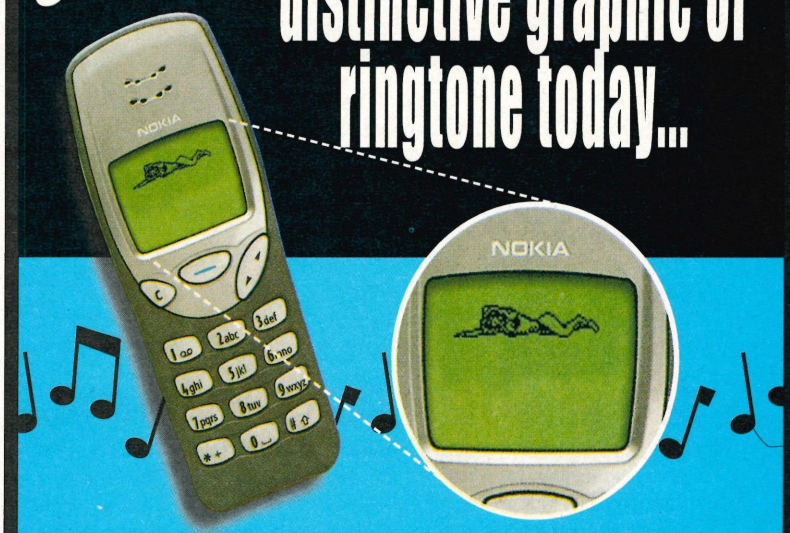
DELTA · VISA

CALL US FREE ON 08000 851279

Order With Confidence

GET THE *VERY LATEST* GRAPHICS & RINGTONES

Give your Nokia Phone a distinctive graphic or ringtone today...



Just choose a new ring tone or graphic from the selection below, or for more see the website. Then call the order line on 0907-787-0157 and follow the instructions.

Calls last 2 minutes on average.

CHOOSE A RING TONE...

257 - 2 Times - Anna Lee
268 - Angels - Robbie Williams
280 - Believe - Cher
283 - Blue - Eiffel 65
284 - Boom boom boom - Venga Boys
299 - Don't call me baby - Madison Avenue
317 - Genie in a bottle - Christina Aguilera
340 - Livinlavidaloca - Ricky Martin
342 - Mambo No.5 - Lou Bega
346 - Millennium - Robbie Williams
382 - Sweet like chocolate - Shanks & Bigfoot
395 - Thong song - Sisqo
402 - What a girl wants - Christina Aguilera
296 - Crazy - Britney Spears
312 - Flying without wings - Westlife
274 - Baby one more time - Britney Spears
355 - King of my castle - Wamdue Project
397 - Tragedy - Steps
259 - I only kiss when the sun don't shine - Vengaboys

CHOOSE A GRAPHIC...

1054 (659)	1817 (438)	2055 (410)
282 (845)	289 (1034)	3mad (596)
3smile (587)	488 (455)	529 (731)
65 (1355)	673 (1219)	750 (827)
78 (1222)	824 (1364)	84 (1367)
856 (1271)	951 (835)	chess (715)

For 1,000s more graphics and tones see the website

www.mobile-tone.co.uk

or use the faxback service by calling 0702-16-00-040

The following Nokia handsets can receive both tones and graphics:
Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000/9110. The Nokia 51xx can only receive graphics.

This service is available to Nokia users on the Vodafone and Orange network. Calls cost £1.50 per minute, maximum cost is £3.00.
I.L.N. SERVICES, PO BOX 107, KNUTSFORD CHESHIRE, WA16 6AG.

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

Scorezone

As the year begins, it proves to be a slow month in the world of Scorezone. Your achievements have trickled in like water through a cracked water pipe, so hopefully soon that pipe should burst and we'll be flooded – like a small coastal town in Winter – with a tidal wave of great scores! Don't disappoint us, you wouldn't want to do that now, would you?

The winner this month is one Mr Andrew Shirley from somewhere called Chester. When you send your scores in, please remember to clearly state the name of the game, the level on which the points were scored and the scores themselves. Oh, and put your name on them!

New Games Needed!

There has been a surge of new games of late, and that means you can now wow us with how good you are on some new titles. There are areas to complete as fast as you can in games such as *TWINE* or *Zelda 2*, mini-games to become experts at on *Mario Party 2*, plus as always, there are plenty of older games that can be dusted down for some new scores!

Enter The Zone!

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

- Get a top score or time on any N64 game – without cheating, mind!
- Use a camera *or* a video to record your time.
- List all your scores on a sheet of paper, along with your name and address.
- Send the proof of your prowess to:

64 ScoreZone
64 Magazine
Paragon House
St Peters Road
Bournemouth BH1 2JS

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

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

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

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
191 Kristie Fawn, Sydenham
188 David Bilett, Croydon

Enguarde Arena
365 Sean Matthews, Paisley
345 Karl Jobst, Australia
255 James Eyre, Leicestershire
250 Anthony Hooley, Breaston
250 Chris Webb, Gloucester
245 Karen line, Blackpool

Jetpac Arcade Game
811395 Kevin Lillie, Liverpool
661910 James Eyre, Leicester
655360 Jeffery Van der Aa, Netherlands
50650 Trent Green, Australia
31060 Anthony Hooley, Breaston
811395 pts, Kevin Lillie, Liverpool

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
00:50:03 Stacy Needham, Bicester
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
01:06:25 Stacy Needham, Bicester
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
01:12:31 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
00:47:65 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
00:41:80 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
01:27:81 Stacy Needham, Bicester
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
01:25:03 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

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

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

Star Wars: Episode One Racer

Ando Prime Centrum
2:28:336 David Scott, Newry
3:03:510 Tim Hughes, West Sussex
3:04:033 Stephen Hill, Kent
3:33:629 Darren Harris, Birmingham
3:33:500 Chris Perry, Cambridge

Beedo's Wild Ride
3:06:411 Stephen Hill, Kent
3:34:998 Darren Harris, Birmingham
3:35:652 Chris Perry, Cambridge
3:49:292 Julian Scott, Newry

Boonta Training Course
1:08:575 Julian Scott , Newry
1:50:993 Richard Lewis, Surrey
1:53:644 Darren Harris, Birmingham
1:53:851 Luke Sutton, South Australia
1:54:023 Chris Perry, Cambridge

Executioner
4:39:014 Stephen Hill, Kent
4:48:130 Tim Hughes, West Sussex
5:00:653 Darren Harris, Birmingham
5:01:034 Chris Perry, Cambridge
5:04:442 Julian Scott, Newry

Malastare 100
2:01:442 Tim Hughes, West Sussex
2:03:049 Stephen Hill, Kent
2:14:014 Darren Harris, Birmingham
2:23:537 Julian Scott, Newry
2:25:364 Chris Perry, Cambridge

Mon Gazza Speedway
0:23:073 Julian Scott, Newry
0:47:409 Stephen Hill, Kent
0:48:878 Richard Lewis, Surrey
0:51:297 Darren Harris, Birmingham
0:55:894 Chris Perry, Cambridge

Scrapper's Run
2:21:423 Richard Lewis, Surrey
2:26:855 Darren Harris, Birmingham
2:26:906 Julian Scott, Newry
2:27:602 Chris Perry, Cambridge

Vengeance
4:05:078 Julian Scott, Newry
4:05:716 Tim Hughes, West Sussex
4:18:857 Darren Harris, Birmingham
4:22:203 Chris Perry, Cambridge

Abyss
3:43:245 David Scott, Newry

The Gauntlet
6:07:653 David Scott, Newry

Grapevine Gateway
4:05:972 David Scott, Newry

Sebula's Legacy
2:40:818 Julian Scott, Newry

Dug Derby
2:17:161 Julain Scott, Newry

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 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
0:02:10 Andrew Shirley, Chester
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
0:14:09 Andrew Shirley, Chester
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

Xena: Warrior Princess

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

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
00:50 Andrew Shirley, Chester
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
03:45 Andrew Shirley, Chester
03:58 Karl Jobst, Australia
04:11 Darren Harris, Birmingham

The Jade Moon
01:02 Richard Dunn, New Leake
01:12 Andrew Shirley, Chester
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
04:10 Andrew Shirley, Chester
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!

Now that we all know how great you all are at Goldeneye and Perfect Dark, there should be a damn good reason now for you lot to get just as good at TWINE. So, grab your Walter PPK, slap on your best tuxedo one more time and show us how good a spy you really are!

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.

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 hidden 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

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

BANJO-TOOIE

Cheato's Pages!

We figure that you could hunt for these codes and earn them like a proper little gamer, or if you want, we can give you a few now!
To enter these codes enter CHEATO in the grid, and then follow on by putting the rest of the code in backwards! (Remember, if you haven't found these codes, you will have to enter them in backwards.)

CHEATO SREHTAEF (FEATHERS)
Gives you Double Feathers.

CHEATO SGGE (EGGS)
Gives you Double Eggs.

CHEATO FOORPLLAF (FALLPROOF)
After falling from a great height, this code will stop you losing any energy!

CHEATO KCABYENOH (HONEYBACK)
Energy bar will slowly recharge.

CHEATO XOBEKUJ (JUKEBOX)
Listen to any tune in the game as this code gets the Juke Box working in Jolly's Bar.(Level 4 – Jolly Roger's Lagoon).

CHEATO YGGIJTEG (GETJIGGY)
This reveals the information on the signposts in JiggyWiggy's Temple. Alternatively, keep entering Madam Grunty's Fortune Telling Tent in WitchyWorld repeatedly until the code is given to you!

The following cheats can't be earned and have to be preceeded by CHEATO for them to work. Note that they do not have to be entered backwards!

CHEATO SUPERBANJO
Gives Banjo that little extra bit of speed he needs.

CHEATO SUPERBADDY
Makes all the enemies run just as fast as Superbanjo.

CHEATO HONEYKING
Allows you infinite energy and air.

CHEATO NESTKING
Gives you infinite eggs and feathers.

CHEATO JIGGYWIGGYSPECIAL
This unlocks all the levels without you having to collect all the jiggys.

CHEATO HOMING
This code can only be accessed when you have found the egg and gained the appropriate skill. You cannot enter it with the CHEATO code. This code gives you the homing eggs that lock on to enemies. The mystery blue egg that you need can be found behind the waterfall in Spiral Mountain. Take the egg back to Heggy in her egg shack and wait for it to hatch!

CHEATO PLAYITAGAINSON
Enter this code to unlock all the movies, intros for bosses and mini-games. It also unlocks the secret video you get from collecting all 90 jiggies!

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

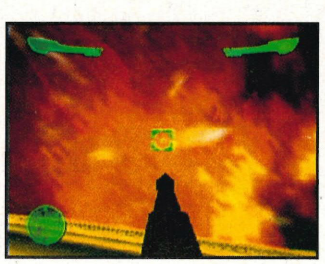
To get hold of the M2 Hydra tank in the multiplayer, enter TRDDYBRRRKS on the password screen

Level Menu

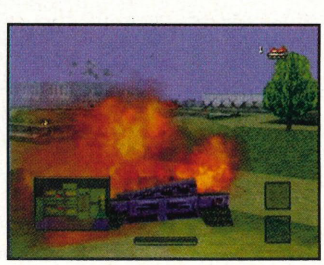
Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

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









* While every possible effort has been made to ensure that the information contained in the A-Z of Cheats section is accurate, unfortunately due to the dynamic nature of games software, we cannot guarantee that hints, tips, cheats or playing solutions will work on all versions of a particular game – we're good, but we're not perfect!

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.

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.

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.

CHARLIE BLAST'S 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

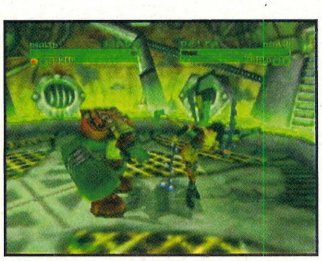
Desert stash
4S, 5H, 10C, QC, QC
The Gauntlet
4C, 5H, 10C, 9C, 4C
Blockout
AC, 7D, 6H, 6S, 2H
Danger Pass
6H, 2H, AS, 5H ,8H
Switchback
9D, 10D, JD, JH, QH
Gather TNT
9D, 10H. 10H, 7D, 5H
X marks the spot
AC, 7D, 8D, 5C, 8H
It's about time
6D, 4H, 9H, 6H,QC
Tres Amigos
7D, 10H, AH, 9S, 6H

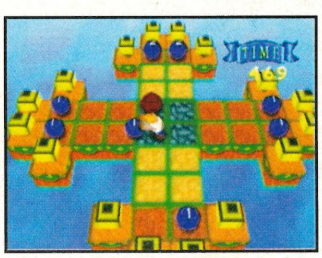
ALPINE ISLANDS

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!

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.

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 TT
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 will be activated.

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

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!

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.

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 handy §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:

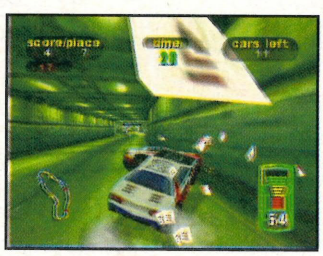
enter on the cheat menu screen:

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 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, 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, 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 2000,63* 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.

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

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

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

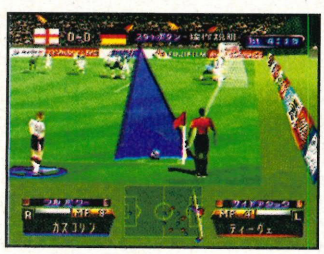
Kid Mode
C Down, C Up, R, C Left, Z

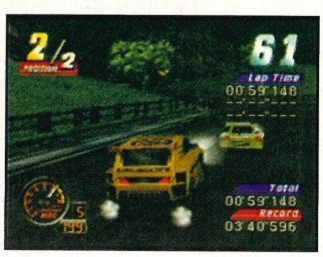
9MM Pistol
R, L, C Down, C Up, C Down

Big Head Mode
C Down, R, C Up, R, C Left

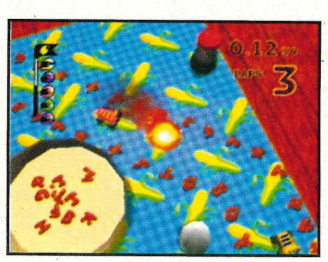
MORTAL KOMBAT TRILOGY

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

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 out-pace 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.

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.

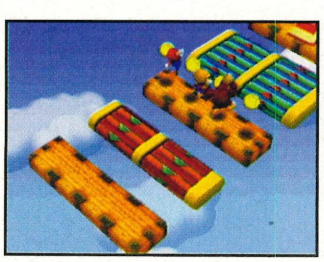
NFL BLITZ 2001

Hidden players
To access the new characters choose the "Enter Name For Record Keeping" option and enter one of these player names and PIN numbers and these faces will be yours!

Name	PIN	Player
ALIEN	1111	
AOB	1111	
AUBREY	7777	
AZPOD	4777	
BRAIN	1111	Brain with eyes
CALEB	0996	
CARLTN	1111	Headless player
CURTIS	1111	Rat mascot
DANIEL	0604	Dan Thompson
DAVID	3333	
EDDIE	3333	
FORDEN	1111	Dan Forden
FRANZ	1010	
GENTIL	1111	Jim Gentile
GRINCH	0222	Punk with spikes
GUIDO	2222	
GUMBY	8698	
JAPPLE	6660	Jeff Johnson
JASON	3141	Jason Skiles
JEFF	1111	
JENIFR	3333	Jennifer Hedrick
JOVE	6644	
LEX	7777	
LUIS	3333	Luis Mangubat
MXV	1014	
NATHAN	0515	
RAIDEN	3691	Raiden from Mortal Kombat
RALPH	1111	Wolf mascot
RANDU	6666	
ROOT	6000	John Root
SAL	0201	Sal Divita
SAD	1111	Sad face
SKULL	1111	Skull
SMILE	1111	Smiley face
WHODAT	1844	

The following PIN codes might look blurred when played on Big Head Mode

ALEC	1197	"Scream" mask
BOXER	2111	Boxer with corn-row hair
DINO	1111	Stegosaur head
MOOSE	1111	Moose head
PIRATE	1111	Pirate
PUNKR	1221	Punk with red mohawk
PUNKB	2112	Punk with blue mohawk





SHINOK	8337	Demon Shinok from Mortal Kombat
SHRUNK	6666	Shrunken head
THUG	1111	Cartoon burglar
TREX	1111	T-Rex head
TURMEL	0322	John Turmell

NUCLEAR STRIKE

If the guide isn't enough to help you save the world, you could always try cheating instead!

Cheat Codes
Enter any or all of the passwords to beef up your chances:
PCPNL
Increased armour
CPPLM
Invincibility

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!"

OGRE BATTLE 64

Music test
Start a new game and enter the case-sensitive name MUSIC_ON.

Delete saved game files
Start a new game and enter the case-sensitive name DEL_DATA.

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-P90.

POKÉMON 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 Pokémon!
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

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

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.

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

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.

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.

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

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.

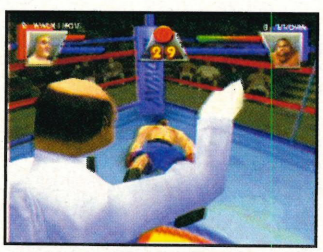
Cone Mines
Hold Z and press L and R four times.

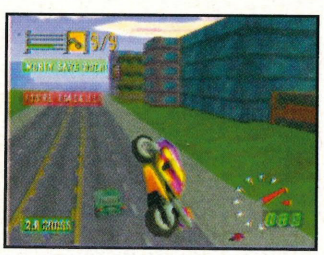
RUGRATS TREASURE HUNT

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

SCARS

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

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.

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.

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.

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 deathmatch, and finish all courses in expert mode.

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

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.

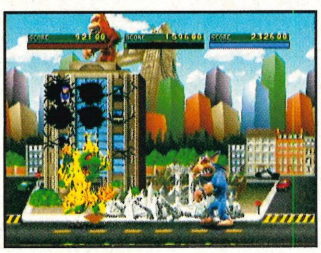
Turbo Start
Tap A repeatedly when ready appears at the start.

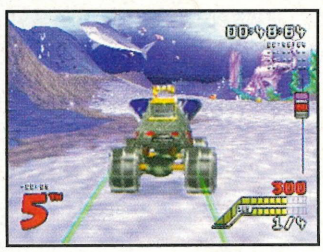
Quicksand Valley
Get gold on courses 1 to 6.

Ninja Land
Get gold on silver mountain

Play as Ninja
Get gold on Ninja land

Silver Mountain
Get gold on Quicksand Valley









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

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.

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 ROGUE SQUADRON

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

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

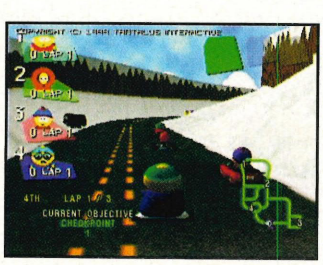
Cordove
Left, Up, Right

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.

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.

THE NEW TETRIS

CRAZY MODE
Enter your name on the one player name entry screen as 2fast4u.

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

THE WORLD IS NOT ENOUGH

EXTRA MODES

Golden Gun Mode
To access this new multiplayer game where you must collect the three parts of the golden gun and then kill your enemy, simply beat the actual game on "oo Agent" difficulty. To unlock the Wildfire Mode finish the City Of Walkways 2 level on "Agent" difficulty in under 3:40.

FIRE EXTINGUISHER TRICK

Here's a cunning little trick for those of you who wish to create as much damage as possible without firing off any more bullets than necessary. On the first level, Courier, you'll notice that there are fire extinguishers on the walls. If you shoot one it sprays its contents everywhere and this helps in getting rid off any enemies! If you shoot it with a high-powered gun the extinguisher actually explodes!

EXTRA MULTIPLAYER LEVELS

If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:

Air Raid Level:
Complete the Masquerade level on "Agent" difficulty" in under 3:15.

Castle Level:
Complete the Subway level on "Agent" difficulty in under 2:15secs.

Sky Rail Level
Complete the Cold Reception level on "Secret Agent" difficulty in under 3:15.

Team King Of The Hill Level:
Complete the King's Ransom level on "Agent" difficulty in under 2:20.

SECRET SKINS

If you want more than just your usual character skins to play with then try these handy hints:

Classic Skins:
Complete the game under the "Secret Agent" difficulty setting to unlock Tuxedo Bond, Baron Samedi, Oddjob, and Jaws.

Contemporary Skins:
Complete the game under the "Agent" difficulty setting to unlock Alec Trevlyan, Wai Lin, Max Zorin, May Day, and Christmas Jones.

Suit Skins:
Complete the Curiour level on "Secret Agent" difficulty in under 2:00.

Civilian Skins:
Complete the City Of Walkways 1 level on "Agent" difficulty in under 3:35.

Covert Skins:
Complete the City Of Walkways level on "Secret Agent" difficulty in under 3:45.

Soldier Skins:
Complete the Midnight Departure level on "Agent" difficulty in under 3:05.

Scientist Skins:
Complete the Masquerade level on "oo Agent" difficulty in under 4:20.

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

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.

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

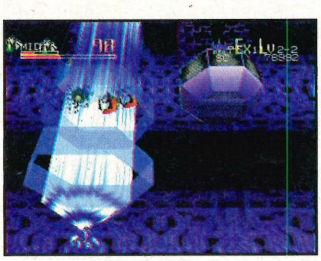
Stick Mode
HOLASTICKBOY

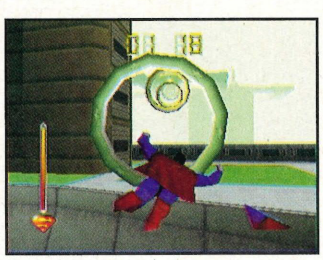
Tiny Mode
PIPSQUEAK

Zach's Cheat
AAHGOO

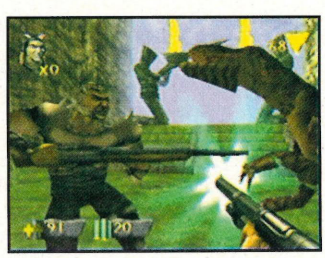
Pen and Ink
IGOTABFA

Gouraud mode









WHATSATEXTUREMAP

Blackout mode
LIGHTSOUT

Juan's Cheat
HEEERESJUAN

Ultimate Code
BEWAREOBLIVIONISATHAND

TUROK 3: SHADOW OF OBLIVION

Feel it's too tough for y'all? Want to make life easier for yourself? Well simply go the cheats section from the menu screen and try these codes out.

Invincibility
Raven, Salmon, Eagle, Bear, Lizard, Rabbit.

All Weapons
Owl, Bear, Owl, Insect, Hawk, Owl.

Unlimited Ammo
Salmon, Elk, Bull, Snake, Eagle, Salmon.

All Keys
Lizard, Dragonfly, Bull, Bear, Wolf, Eagle.

Menu Madness
Rabbit, Owl, Horse, Insect, Bear, Bear.

Stick Man mode
Horse, Eagle, Snake, Cougar, Insect, Salmon.

Warp Level 1
Frog, Elk, Horse, Dragonflly, Wolf, Rabbit.

Warp Level 2
Owl, Owl, Horse, Elk, Elk, Elk.

Warp Level 3
Owl, Rabbit, Bear, Insect, Frog, Cougar.

Warp Level 4
Bear, Horse Raven, Eagle, Horse, Coyote.

Warp Level 5
Bear, Dragonfly, Horse, Bear, Frog, and Elk.

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.

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

WWF: NO MERCY

Hidden Wrestlers
If you highlight different wrestlers at the selection screen and then press the C-Left and C-Right buttons, you'll be able to access some secret wrestlers!

ZELDA: MAJORA'S MASK

Thieving Bird Problem
If you get hit by the bird in Termina Field you will lose one of your items. Thankfully, you can get it back. All you have to do is go to the Curiosity Shop at 10:00 (PM) and buy it back from the teller.

Blast Mask Protection
While wearing the Blast Mask you would normally get hurt when you make it explode, but if you hold down the R button to put your shield up, you won't get any damage when you blow yourself up.

Be normal Link in the Termina Field
To do this you have to buy a magic bean and a bottle of water and grow it in the Observatory Area (outside, where you get the Tear of Moon).

Warp Ahead 12 Hours
Play the song entering the keys C-Right, C-Right, A, A, C-Left, C-Left. This will play a song that warps you ahead 12 hours. This can be used at any time in the game.

Slow Down Time
If you play the Song of Time backwards, all time will go at about 1/3 it's normal rate. This is very useful for long dungeons and exploration!

Beat the Ikana Knights Easily!
Insure that you have to get the Bunny Hood before you do this and then go to Ikana Kingdom. When you find and begin to fight the two knights quickly put the mask on.If you play the music they will begin to dance and march. Change from the mask so that you can use your sword and attack them (This stratergy does not work to Ikana King however)!

Broken Signs?
If you've destroyed a sign, play the Song Of Healing: C Left, C Right, C Down. The sign will then repair itself.





Special Offers



64 MAGAZINE Issue 49 SPECIAL OFFERS

YOUR DETAILS

Name .....

Address .....

.....

.....

Postcode .....

Phone number .....

Email .....

Date of birth .....

SPECIAL OFFERS ORDER FORM

Nintendo 64 GOLD (with free memory card)	£8.00	☐
Complete A-Z of 64 Games Vol 4	£4.95	☐
Maximum Solutions: Donkey Kong 64	£3.95	☐
Maximum Solutions: Turok 2	£3.95	☐
Banjo-Kazooie Secrets, Strategies, Solutions*	£7.95	☐
Zelda 64 Secrets, Strategies, Solutions*	£9.95	☐
Lylat Wars Secrets, Strategies, Solutions*	£7.95	☐
Turok 2 Secrets, Strategies, Solutions	£7.95	☐
Nintendo 64 Secrets, Strategies, Solutions Vol 2*	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions Vol 3*	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions Vol 4*	£9.95	☐
A-Z of N64 Secrets, Strategies, Solutions Vol 2*	£9.95	☐
Goldeneye Secrets, Strategies, Solutions*	£9.95	☐
Nintendo 64 Secrets, Strategies, Solutions*	£9.95	☐
Three book offer (Please state books – offer only applies to those marked with an asterisk.)	£10.00	☐

1 .....

2 .....

3 .....

(*Normal and special prices apply for individual purchases.)

Please note that the exact covers and contents shown here are subject to change due to circumstances beyond our control. Ask for confirmation when you order.

Payment

☐ Cheque or postal order (amount enclosed .....)
Made payable to Paragon Publishing Ltd

☐ Credit card (amount to debit .....)
(Visa / Mastercard / Switch / Delta)

Card number
(if applicable)
☐☐☐☐/☐☐☐☐/☐☐☐☐/☐☐☐☐/☐☐

Expiry date ☐☐/☐☐ Issue no ☐☐

Signature .....

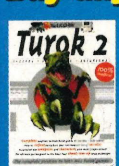
Date .....

From time to time you may be sent news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box... ☐

Please return this order form or a photocopy of it together with your cheque/postal order (if applicable) to the following address: 64 Magazine Special Offers, Paragon Publishing Ltd, FREEPOST, (BH1255), Bournemouth, BH1 2ZZ. It won't cost you a penny in stamps if posted in the UK. Please note all prices include postage and packaging. You can email us at subs@paragon.co.uk or call us on on 01202 200200.

Discount Deals on Best-selling Books!

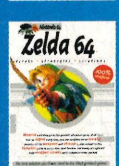
Buy any three of the fantastic books below for only £10!



TUROK 2 SECRETS, STRATEGIES, SOLUTIONS
ISBN 1-873650-54-X • £7.95
The full solutions for *Turok* and *Turok 2* on the N64. Step-by-step walkthroughs plus enemies & weapons info.



BANJO-KAZOOIE SECRETS, STRATEGIES, SOLUTIONS
ISBN 1-873650-38-8 • £7.95
The complete solution to Rare's fantastic adventure. Every single jigsaw piece, honeycomb and note revealed.



ZELDA 64 SECRETS, STRATEGIES, SOLUTIONS
ISBN 1-873650-52-3 • £9.95
Exhaustive playing guide to the ultimate N64 game. Includes level strategies, character profiles, hidden stages, tricks and tactics.



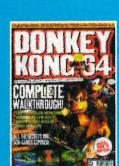
LYLAT WARS SECRETS, STRATEGIES, SOLUTIONS
ISBN 1-873650-14-0 • £7.95
Unrivalled guide to the most impressive 3D shoot-'em-up ever. Hidden characters and boss tactics revealed.



THE COMPLETE A-Z OF 64 GAMES VOL. 4
ISSN 1369-6378 • £4.95
A unique buyers' guide for the Nintendo 64, featuring comprehensive reviews of all the official UK Nintendo N64 games.



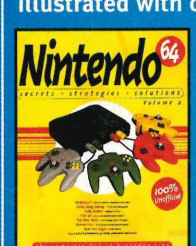
MAXIMUM SOLUTIONS: TUROK 2
ISSN 1463-7243 • £3.95
Massive solutions to both *Turok* games on the N64! Includes a complete guide to weapons & characters, plus walkthroughs.

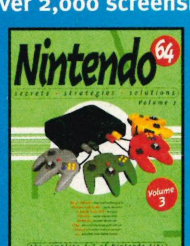


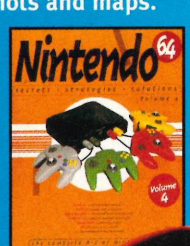
MAXIMUM SOLUTIONS: DONKEY KONG 64
ISBN 1-84179-027-3 • £3.95
Complete game walkthrough in colour to help you through every level and the main event. All the secrets revealed!

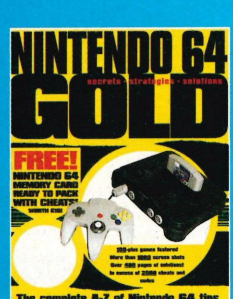
NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS VOLUMES 2, 3 OR 4

Pick one of these massive collections of Nintendo 64 hints, tips, playing guides and cheats. Superbly illustrated with over 2,000 screenshots and maps.









NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS GOLD
ISBN 1-873650-47-7 • Only £14.95
Collection of tricks, tactics, mapped solutions and guides to all the leading Nintendo 64 games. This monster 484-page book comes with a free N64 memory card worth £7.95!

HOTLINE 01202 200200
Monday to Friday 9am – 6pm ■ Answerphone 24 hours
FAX 01202 200217
Email subs@paragon.co.uk
Internethttp://offers@paragon.co.uk
Mail Use the form on this page



NOW AVAILABLE SPECIAL OFFER was £14.95 now just...
£8.00

Subscribe

NOW EVEN BETTER VALUE!

to 64 MAGAZINE for only £36



Recieve 2 ISSUES FREE and save ££££'s on a great game!

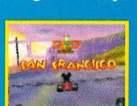
MEGA DEAL

Go for the mega deal and choose from one of these six great games for just £25.00 – saving you up to £15.00!

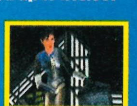

Mario Party 2


Mario Kart


Mario Tennis


Mickey's Speedway USA

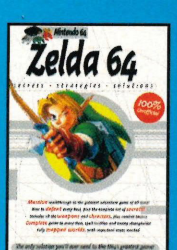

F-1 World Grand Prix II

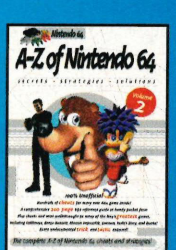

Perfect Dark

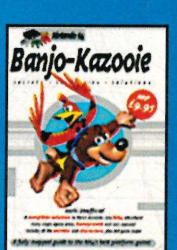
PAY BY DIRECT DEBIT AND PAY ONLY £9.00 EVERY 3 ISSUES

Plus

Choose from any of these 200+ page solutions books absolutely free!







NOT TO MENTION...

Free delivery* of all 12 issues direct to your door before the mag hits the shops!
Never miss another review, feature, cheat or game guide again!

*UK only

Missed an issue of 64 Magazine? Don't panic – you can still complete your collection, get hold of that exclusive review, read up on those all important tips or find out about those hot new releases thanks to our back issues department.

Phone the back issues hotline on 01202 200200 or use the order form on the right.
£4.99 each including P+P



64 MAGAZINE Issue 49 SUBSCRIPTIONS

64M014

YOUR DETAILS

Name .....
Address .....
.....
.....
Postcode .....
Phone number .....
Email ..... Date of birth .....

SUBSCRIPTION

I would like my subscription to start from issue .....
Please put a tick in the box to indicate which subscription deal you require:

Standard subscription – 12 issues

UK	EEC	World
☐ £36.00	☐ £44.00	☐ £63.00

MEGA DEAL (with game and solutions book) – 12 issues

UK	EEC	World
☐ £61.00	☐ £69.00	☐ £88.00

The game I would like is .....
The Secrets, Strategies & Solutions book I would like is
.....

Back issues

Please rush me the following back issues of 64 Magazine:

Issue 20 ☐	Issue 21 ☐	Issue 23 ☐	Issue 24 ☐
Issue 25 ☐	Issue 26 ☐	Issue 27 ☐	Issue 28 ☐
Issue 29 ☐	Issue 30 ☐	Issue 31 ☐	Issue 32 ☐
Issue 33 ☐	Issue 34 ☐	Issue 35 ☐	Issue 36 ☐
Issue 37 ☐	Issue 38 ☐	Issue 39 ☐	Issue 40 ☐
Issue 41 ☐	Issue 42 ☐	Issue 43 ☐	Issue 46 ☐
Issue 47 ☐	Issue 48 ☐		

(£4.99 including postage and packaging. Subject to availability.)

Payment

☐ Cheque or postal order (amount enclosed .....)
Made payable to Paragon Publishing Ltd

☐ Credit card (amount to debit .....)
(Visa / Mastercard / Switch / Delta)

Card number
(if applicable)
☐☐☐☐/☐☐☐☐/☐☐☐☐/☐☐☐☐/☐☐

Expiry date ☐☐/☐☐ Issue no ☐☐

Signature .....
Date .....

☐ Direct debit (UK Only) £9.00 every 3 issues

64 MAGAZINE DIRECT Debit

INSTRUCTION TO YOUR BANK OR BUILDING SOCIETY TO PAY BY DIRECT DEBIT

PLEASE FILL IN THE FORM AND SEND IT TO: **64 MAGAZINES SUBSCRIPTIONS, FREEPOST BS8996, PATCHWAY, BRISTOL, BS32 0ZZ**

NAME AND FULL ADDRESS OF YOUR BANK OR BUILDING SOCIETY

TO: THE MANAGER .....(BANK/BUILDING SOCIETY)
ADDRESS .....
.....POSTCODE .....

NAMES OF ACCOUNT HOLDERS

BRANCH SORT CODE **BANK/BUILDING SOCIETY ACCOUNT NUMBER**

☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐

ORIGINATORS ID NUMBER

8	5	1	4	1	2

REFERENCE NUMBER (TO BE COMPLETED BY PARAGON PUBLISHING LTD)

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

INSTRUCTIONS TO YOUR BANK OR BUILDING SOCIETY

PLEASE PAY PARAGON PUBLISHING LTD DIRECT DEBITS FROM THE ACCOUNT DETAILED IN THIS INSTRUCTION SUBJECT TO THE SAFEGUARDS ASSURED BY THE DIRECT DEBIT GUARANTEE. I UNDERSTAND THAT THIS INSTRUCTION MAY REMAIN WITH PARAGON PUBLISHING LTD AND, IF SO, DETAILS WILL BE PASSED ON ELECTRONICALLY TO MY BANK/BUILDING SOCIETY

SIGNATURE(S) .....

DATE.....

BANKS AND BUILDING SOCIETIES MAY NOT ACCEPT DIRECT DEBIT INSTRUCTIONS FOR SOME TYPES OF ACCOUNT A6 INSTRUCTION FORM

Please return this order form or a photocopy of it together with your cheque/postal order (if applicable) to the following address: 64 Magazine Subscriptions, FREEPOST (BS8996), Patchway, Bristol, BS32 0ZZ. It won't cost you a penny in stamps if posted in the UK. Alternatively call the subscription hotline on 01454 642442 quoting reference 64MAG0046, fax your order on 01454 620080 or email us at 64mag@cisubs.co.uk

From time to time Paragon sends out news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box. ☐

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!

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

90% AND ABOVE

64 MAGAZINE SIZZLER

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

95% AND ABOVE

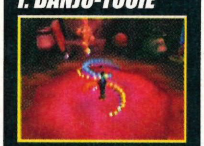
64 MAGAZINE GOLD MEDAL AWARD

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

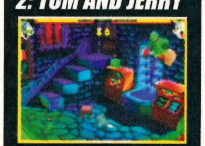
Game Name	Company						Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●		●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●		●	29	50%	Mediocre movie licence 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.
Banjo-Tooie	Nintendo	1-4		●		●	48	95%	More crazy platform adventuring, only even better!
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.

OUR TOP TEN!

1: BANJO-TOOIE



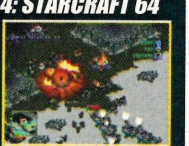
2: TOM AND JERRY



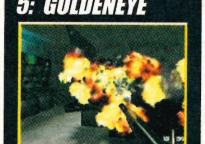
3: PERFECT DARK



4: STARCRAFT 64



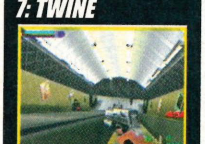
5: GOLDENEYE



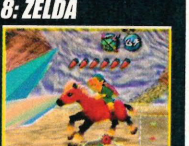
6: ZELDA: 2



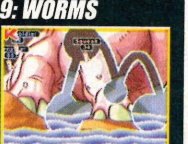
7: TWINE



8: ZELDA



9: WORMS



10: MICKEYS SPEEDWAY USA



64 MAGAZINE NINDEX

64 TOP SHOOT-'EM-UPS



1	Perfect Dark	98%
2	Goldeneye	95%
3	TWINE	94%
4	Quake II	93%
5	Vigilante 8: Second Offense	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
Donkey Kong 64	Nintendo	1-4		●	●	●	34	93%	Huge platform adventure that's like *Banjo*, only more so.
Doom 64	GT Interactive	1	●			●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1					3	30%	Snoozesome Japanese *Mario* clone for kids.
Dual Heroes	Hudson	2	●				9	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	●			●	45	85%	Humorous cartoon escapade with Buck Rogers' 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	Southpeak	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.
Hey You, Pikachu!	Nintendo	1					48	75%	Talk to the Pokémon in this novel yet ultimately disappointing virtual pet title.
Hexen	GT Interactive	1-4	●			●	5	30%	Completely crap port of the PC *Doom*-with-wizards title.
Holy Magic Century	Konami	1	●			●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	●	●		●	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	●	●	●	●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	●	●	●	●	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	●	●		●	17	83%	Odd mix of racer and platformer that's quite good fun.
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.

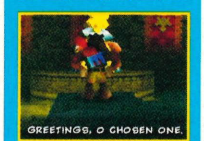
Game Name	Company						Issue	Score	Comment
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	●	●	●		29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	●			●	3	70%	Rare-produced fighter where button-hammering 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!
The Legend Of Zelda: Majora's Mask	Nintendo	1		●	●	●	47	95%	Worthy sequel to a truly legendary Nintendo game!
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		●		●	47	80%	More of the same, although the original was better.
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.
Mickey's Speedway USA	Nintendo	1-4		●	●	●	48	92%	Top cartoon racer from those game-masters at Rare.
Micro Machines 64 Turbo	Codemasters	1-8	●	●		●	23	90%	Superb eight-player (yes, eight) party racing game.
Midway's Arcade Greatest Hits: Volume 1	Midway	1-2	●				48	85%	Compilation of six classic arcade games from Midway.
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.
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 Blitz 2001	Midway	1-4	●	●	●		48	91%	Super-fast, ultra-violent arcade-style American football.
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.

64 MAGAZINE TOP ADVENTURE GAMES



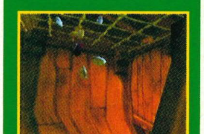
1	Zelda	96%
2	Zelda 2	95%
3	Resident Evil 2	94%
4	Silicon Valley	87%
5	Castlevania 2	86%

64 MAGAZINE TOP PLATFORM GAMES



1	Banjo-Tooie	95%
2	Rayman 2	94%
3	Donkey Kong 64	93%
4	Super Mario 64	92%
5	Tigers Honey Hunt	92%

64 MAGAZINE TOP 4-PLAYER GAMES



1	Perfect Dark	98%
2	Goldeneye	95%
3	ISS '98	95%
4	WWF No Mercy	95%
5	Banjo-Tooie	95%

64 MAGAZINE NINDEX

64 TOP RACING GAMES



1 F-1 World Grand Prix 94%
2 F-1 World Championship 94%
3 Mickeys Speedway USA 91%
4 Ridge Racer 64 91%
5 Micro Machines Turbo 64 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

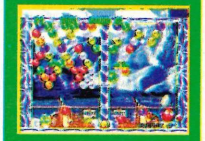


1 Tomb Raider 97%
2 Cannon Fodder 95%
3 Lemmings 93%
4 TOCA: Touring Car 92%
5 Daikatana 92%

Game Name	Company						Issue	Score	Comment
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: Person Of Lordly Caliber	Atlus	1	●	●	●	●	47	69%	Tactical RPG that will only appeal to a very specific kind of gamer...
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 Puzzle League	Nintendo	1-2	●				48	87%	Annoyingly addictive puzzler with a Pokémon theme.
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.
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.

Game Name	Company						Issue	Score	Comment
Super Mario 64	Nintendo	1				●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2		●			20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4				●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4					11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	●	●	●		39	85%	Cute cartoon platform adventures with Disney's apeman.
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.
The World Is Not Enough	EA	1-4	●	●	●	●	47	94%	Bond returns in the game that Mission Impossible should have been!
Tigger's Honey Hunt	Atlus	1-4				●	48	92%	Graphically gorgeous platform puzzler for the younger gamer.
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	●	●		●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	●				9	86%	Japanese version of *ISS 64*.
Worms: Armageddon	Infogrames	1-4				●	33	94%	Simple but fantastically playable invertebrate combat.
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	Pokémon Puzzle	87%
5	Wetrix	86%

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	69%

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%

64 MAGAZINE

NEXT ISSUE

98

Our 50th Issue!

On our half-century we look back over the games we loved, the games we hated, and the ones we loved to hate. And we review a whole bunch of new ones too, of course!

Issue 50 of Britain's best N64 magazine – on the streets as from 22 February!

Ninfo!

Mail Address
64 MAGAZINE,
Paragon Publishing Ltd,
Paragon House,
St Peter's Road,
Bournemouth BH1 2JS
Tel: 01202 299900
Fax: 01202 299955
email: 64mag@paragon.co.uk
Subscriptions: subs@paragon.co.uk
www.paragon.co.uk/n64

Managing Editor
Nick Roberts

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

Sub-Editor
Alex Jones

Staff Writer
Paul Gannon

Contributors
Chandra Nair, Russell Murray

Senior Designer
Nicky Bartlett
(grinner@paragon.co.uk)

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

Online Editor
Gavin Cloggie

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

Advertising Sales Executives
Marcus Reeves
Tel: 01202 209366
Leylah Honeyborne
Tel: 01202 200223
Sarah Bolingbroke
Tel: 01202 200254

A full colour press pack is available on request

Advertising Production
Dave Osborne, Jo Dieppe
Jane Evans, Lorraine Troughton,
Rex Creed, Rob Stone

Production and Distribution
Bureau Manager
Chris Rees

Scanning/Prepress
Liam O'Hara

Circulation Manager
Tim Harris

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

International Account Executive
Gem Horth
(gem@paragon.co.uk)

Customer Services Manager
Karen Goodall
Tel: 01202 200225
(kareng@paragon.co.uk)

Chiefs
Production Director
Jane Hawkins

Advertising Director
Peter Cleal

Circulation and Marketing Director
Kevin Petley

Editorial Director
Damian Butt

Art Director
Mark Kendrick

Finance Director
Steven Boyd

Managing Director
Mark Simpson

Special thanks to
Estelle@Ubi Soft, Thea@Cake,
Sandra@THE Games, Lianne@Pittila,
Sam@SCI, Andy@Rare, Richard@Rocket,
Phil@Midway, Neena@THQ

Subscriptions
Annual Subscription Rates
UK: £36 Europe: £40 Rest of World: £60

Printed by
Duncan Web Offset, Farleigh Hill, Tovil,
Maidstone, Kent, ME15 6XA

Distributed by
Seymour, 1st Floor, 86 Newman Street,
London, W1P 3LD
Tel: 0171 396 8000

The legal bit
64 MAGAZINE is fully independent and is in absolutely no way an official Nintendo-licensed publication. The views expressed within are not necessarily the opinions of Nintendo, its software partners or third-party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher. Paragon Publishing Ltd retains all publishing rights to all letters and unsolicited material sent to 64 MAGAZINE. 64 MAGAZINE can accept no responsibility for inaccuracies or complaints arising from adverts within the magazine.

© 2001 Paragon Publishing Ltd

ISSN 1366 6266

Dead Pool: Leaving Christmas shopping too late – whoooops!; Spots; Electrocution; Christmas post; Parking charges; Duff office climate-control; Leaky roofs; Romantic confusion; Rubbish TV; Watered-down beer.

ABC PPA
Member of the Audit Bureau of Circulation

RESERVE YOUR COPY TODAY

64 MAGAZINE

Make sure you don't miss out on a single issue of the only choice for N64 gamers by reserving your copy every month at your friendly local newsagent!

NAME

ADDRESS

POSTCODE TEL

The next issue of 64 MAGAZINE is available from 22 February

Please reserve me a copy of 64 MAGAZINE (ISSN: 1366-6266), priced £3.99, on a regular basis. 64 MAGAZINE is published 13 times a year.

Newsagent information
64 MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, www.paragon.co.uk) and is available from your local wholesaler.
64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.



£33.99

TUROK Rage Wars

WANNA FIGHT?

For the Biggest, Baddest N64 Games at Knockout Prices...



£33.99

TUROK
Shadow of Oblivion



£43.99

ZELDA
Majora's Mask



£16.99

Star Wars Racer



£43.99

Perfect Dark



£33.99

World is not Enough



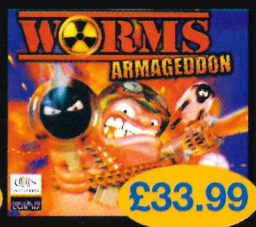
£7.50

Carmageddon



£30.99

Vigilante 8



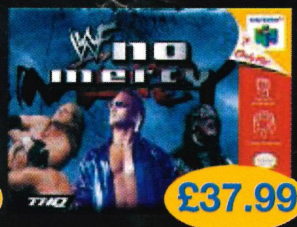
£33.99

Worms Armageddon



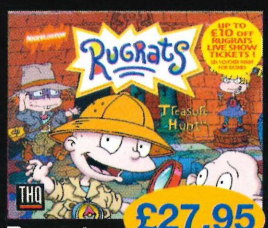
£38.99

Pokemon Snap



£37.99

WWF No Mercy



£27.95

Rugrats
Treasure Hunt



£42.99

Super
Smash Bros.



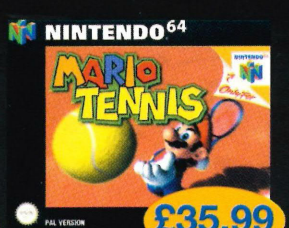
£38.99

Mario Party 2



£27.50

Mario Kart



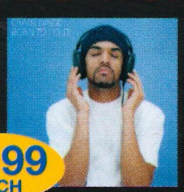
£35.99

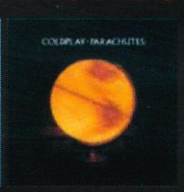
Mario Tennis

Chart Music CDs from £8.99 & DVD Films from £14.55...









£8.99 EACH

Robbie
Sing-Winning

Westlife
Coast-Coast

Craig David
Born to Do it

Cold Play
Parachutes



M:I-2
£14.55



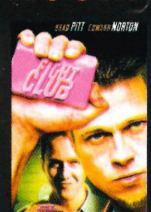
Rambo
£14.70



Matrix
£14.55



Gladiator
£17.55



Fight Club
£15.75

MX2CONTACT NO.s

Web. www.mx2.org
Tel. 0845 458 2131
Fax. 0845 458 2141
Email. sales@mx2.org

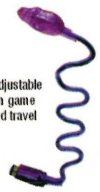
MX2

P&P ONLY £1.95 PER ORDER.
PRICES SHOWN ARE PRICES PAID* DELIVERY 2 - 7 DAYS

MX2 sells Only to Home Users (we do not supply B2B). Prices Include VAT & any Duties where applicable and are accurate at time of going to press E&EO. Please check our Website or Phone MX2 for up-to-the-minute Prices.

THE UK's NO.1*





Unique compact adjustable design for optimum game play in low light and travel conditions.

Flexi Light



Allows Game Boy™ to be used with mains power - saves on batteries. Compatible with Game Boy™ Pocket & Color.

AC Adaptor



Increases viewing screen by 40%. Twin screen lights for extra visibility in low light conditions. Compatible with Game Boy™ Pocket and Color.

Light Magnifier



Provides up to 10 hours of game play - AC Adapter included. Compatible with Game Boy™ Color.

AC Adaptor & Rechargeable Battery Pack



Connects Colour to Colour, Colour to Pocket or Pocket to Pocket Game Boys™ for games with 'Link Play' option. Ideal for POKEMON

System Link Cable

*Link cable required

Compatible with all Gameboy systems!
Transfer codes and upgrade your XploderGB with other Xploder GB users*.
The only Cheat Cartridge to use all Xploder,™
Action Replay™ and GameShark™ codes.
Hi-colour display (with GB Color and Color game)
Create your own cheat codes with the in-built cheat trainer
Built-in codes for over 200 games


INFINITE MONEY


MORE POWER


ALL WEAPONS


UNLIMITED AMMO

WITH OVER 1500 POKEMON CODES AVAILABLE

INCLUDING THE 151st POKÉMON™ CHARACTER 'MEW'

BLAZE®



Check out our websites:- http://www.firesoft.net, http://www.x-plorer.co.uk, http//:www.blaze.de, http://www.blaze-gear.com, http//www.xploder.net

FIRE INTERNATIONAL LTD, UNIT 15, SHAW WOOD BUSINESS PARK, SHAW WOOD WAY, DONCASTER, DN2 5TB. TEL: 01302 321905 FAX:01302 322061 Email: blaze@fire-international.ltd.uk

Gameboy is a registered trademark of Nintendo of America inc. This Product is not sponsored, endorsed or approved by Nintendo of America. Xploder is a registered trademark of Fire International LTD. Pokemon is a registered trademark of Nintendo of America. Gameshark is a registered trademark of Interact Accessories. Action Replay is a registered trademark of Datel Electronics Ltd.

*Official Chart Track Figures (July 2000) The Uk's best selling cheat device for any system