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64 MAGAZINE

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EXCLUSIVE REVIEW!

INDIANA JONES and the INFERNAL MACHINE

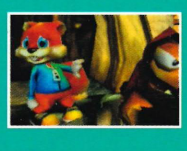
PLUS REVIEWS OF...

STAR WARS EPISODE ONE: BATTLE FOR NABOO

SCOOBY DOO: CLASSIC CREEP CAPERS

PLUS INSIDE:

CONKER'S BFD
You reckon that the N64 is just about good, clean family fun? Think again!



POWER RANGERS
A new contender for the worst N64 game of all time! It's REALLY bad...



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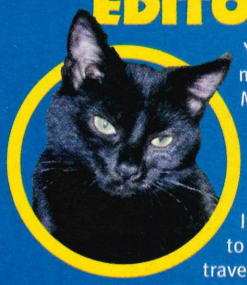
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Meet the Team!

EDITORIAL



Yes, we finally made it. 64 MAGAZINE is officially 50 issues old and no-one is more surprised than us! If you'd have said to us back on the travesty that was issue 14 that three years later we'd not only still be going, but going strong, then we'd probably have laughed at you. But that was then, this is now and the mistakes and embarrassments of that brief period of editorial madness are now behind us and we're all that much stronger for it (although people still like to rib us about it at the regular office parties).

We've seen a great deal happen since 64 MAGAZINE first appeared as a bi-monthly title all that time ago. The N64 has dropped considerably in price, Pokémon has come and... er, stayed. The Game Boy Color appeared, the Game Boy Advance was announced, the Gamecube finally got its name and Nintendo UK was established. You name it, we've been here to tell you about it, often the first to break the news!

Not that we're resting on our laurels mind you. With loads of N64 games still to appear and the launch of the GBA just around the corner followed closely by the Gamecube, we're gearing up for what looks like being Nintendo's biggest year so far – something we well intend to be a part of!

This commitment commences – or rather, continues, as it's what we've always been doing – with reviews this issue including *Indiana Jones And The Infernal Machine* and *Star Wars Episode One: Battle For Naboo*. So keen were we to bring you the first review of LucasArts *Indy* game that we flew Paul out to California when it launched in the 'States so that we could guarantee we'd get hold of a copy – how's that for dedication to our readers?

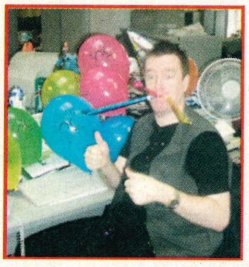
Also this issue we've got a very special feature written by someone that all long-term readers will be familiar with – yes, against my better judgement, Andy Mc is back for just one issue to give his own unique perspective on the life of 64 MAGAZINE so far!

Before I go, I'd like to take this opportunity to thank everyone who's stayed with 64 MAGAZINE over the years and thus helped us to reach the magic 50th issue. Stick with us, you won't be disappointed!

Roy Kimber, Editor

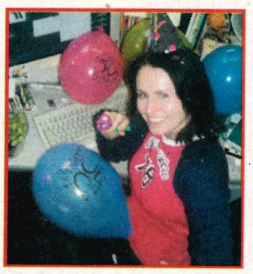
This issue we have mostly been...

Celebrating our birthday!



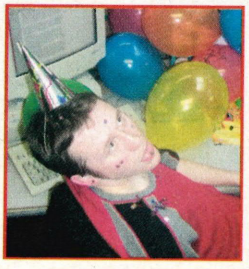
Roy

Roy started on 64 MAGAZINE issue six and he's been with it ever since (well... apart from a brief period of madness on a certain PlayStation title which we will say no more about). He's now racked up more hours on the mag than even the legendary Andy McDermott but claims that he's never going to become quite as cynical...



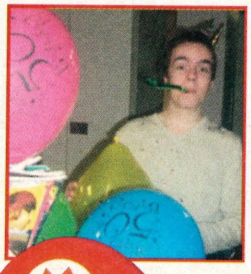
Nicky

Designer Nicky joined on 64 MAGAZINE number 40, so this is actually her tenth issue. Since she joined Nicky has learned a great deal about N64 games, and also a great deal about editorial staff – like how they never get their work in on time and often require a stern talking to – or failing that, threats of violence – to get them to pull their fingers out!



Paul

Mr Gannon joined the team straight out of University having just completed a film degree (and no, we couldn't really see the relevance of that either). Since then, he has endeavoured to squeeze at least once movie reference into everything that he writes, usually followed by the word 'arse'. One day Paul hopes to be Director General of the BBC.



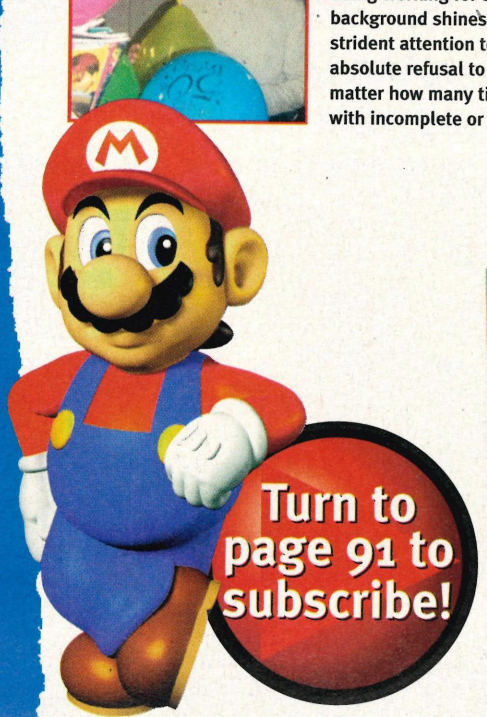
Alex

Newest 64 MAGAZINE recruit Alex actually has a degree in journalism – so quite what he's doing working for us is anybody's guess! His background shines through however in his strident attention to detail and his absolute refusal to ever stop smiling, no matter how many times he gets supplied with incomplete or downright rubbish text.

Let Us Not Forget...

We figured it would be nice to remember the many people who have worked on 64 MAGAZINE over the years. So, thanks to...

Nick "He's The Greatest Dancer" Roberts, Andy "Humbug" McDermott, Loz "Ersatz" Cooper, Damian "All-Powerful" Butt, Stuart "Mad Dog" Wynne, Graeme "Scotty" Nicholson, Nick "Trenty" Trent, Mark "Workaholic" Wynne, John "Who?" McCleary, Phil "Solutions" King, Stuart "Tantrum" Taylor, Ryan "Power-Mad" Butt, Mark "The Renderer" Shufflebottom, Mike "Traitor" Richardson, Scott "Shakespeare" Anthony, Adam "Angry" Boussada, Martin "Monkey" Mathers, Russell "Pokémon" Murray, Lou "Intemperate" Wells, Chandra "Rock Star" Nair, Karen "Psycho" Hollocks, Mark "Chilled" Hattersley, Ian "Chuckles" Dean, Nerys "Scary" Coward and Ben "Mr Loverman" Lawrence.

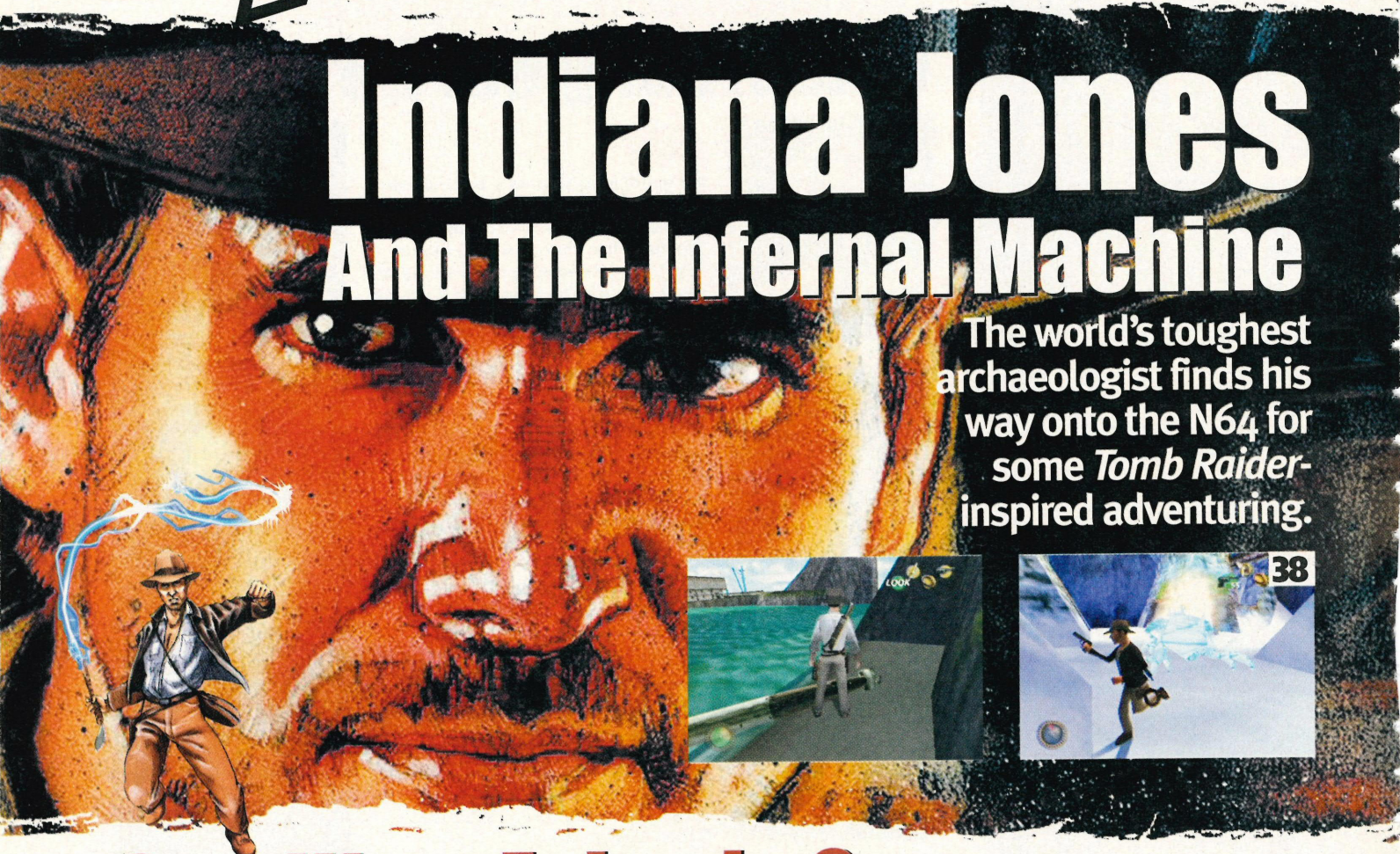


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HAPPY BIRTHDAY TO US!



Indiana Jones And The Infernal Machine

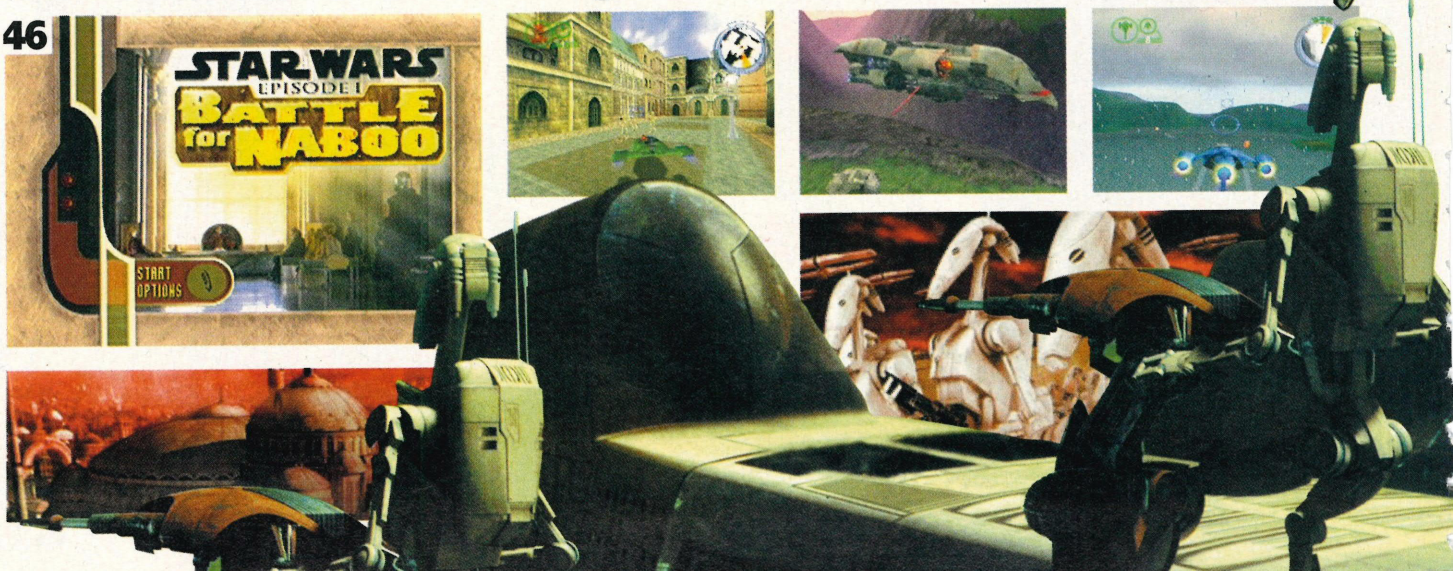
The world's toughest archaeologist finds his way onto the N64 for some *Tomb Raider*-inspired adventuring.

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Star Wars Episode One: Battle For Naboo

Grab your R2 unit and warm up the Starfighter – it's time to save the universe again!

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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.



SCOOBY DOO: CLASSIC CREEP CAPERS

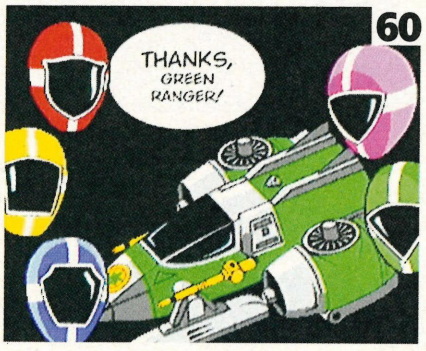




What do you get if you cross *Resident Evil* with a well known cartoon series? Something like this, probably...

POWER RANGERS: LIGHTSPEED RESCUE





There are bad games, there are awful games and there are abysmal games. This one is worse!

50TH BIRTHDAY RETROSPECTIVE



It's our party and we'll be self-absorbed if we want to...

THE FUTURE'S N-SHAPED: PART 2



The second part of our exhaustive study of the fast-approaching Gamecube.

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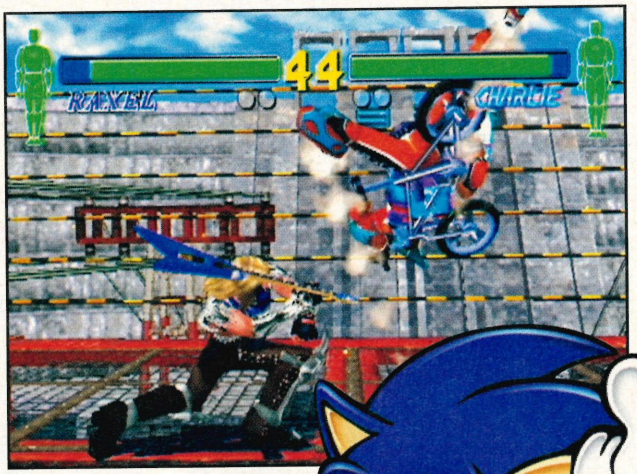
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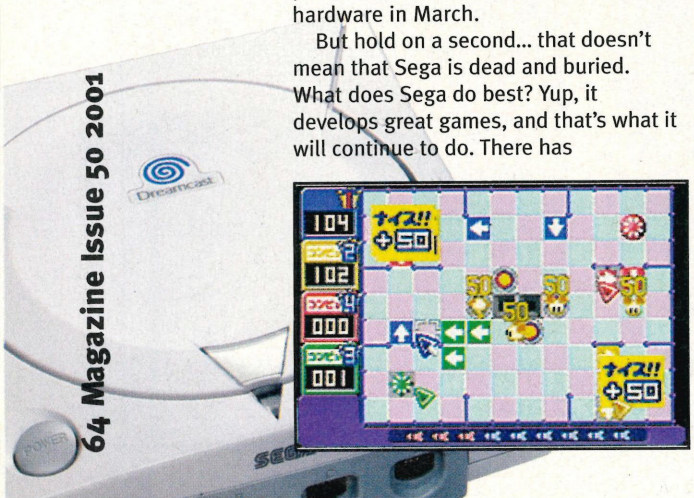
Sega Bails Out...

Sega is to pull out of the hardware market following its fourth year of huge financial losses. The Dreamcast was the company's last attempt to sort itself out. Sadly, despite having some great hardware and a catalogue of impressive titles, it just isn't to be. Sega will continue to support the Dreamcast, and still has over 100 titles to release this year, but it will cease production of the hardware in March.

But hold on a second... that doesn't mean that Sega is dead and buried. What does Sega do best? Yup, it develops great games, and that's what it will continue to do. There has traditionally been no money in hardware – companies have always raked in the profits from their games. The brand name "Sega" will now become synonymous with great games on... other consoles! No, you're not drunk! Along with its other announcement, Sega also stated that it will be developing titles for GBA and PS2! While it may seem strange that it would be developing for the companies that ruined it, it shows how desperate the company is to get some cash into their account. In fact, it's probably the best decision that the company could have made. Sega of Europe's Chief Operating Officer, Kazutoshi Miyake said, "Sega has always been an industry innovator. Our new strategy will allow us to put our software content across a variety of platforms, keeping Sega... at the forefront of gaming."

"The stuff that Nintendo-loyalists have dreamed of is finally here – the two best-loved games developers are working together!"

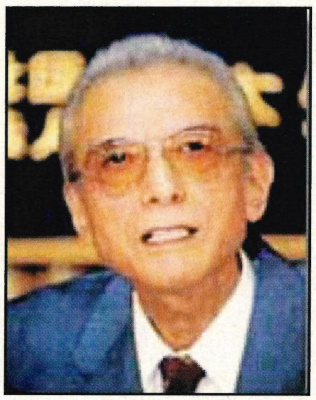
Well, there you have it. The stuff that Nintendo loyalists have dreamed of is finally here – the two best-loved games developers are working together! Just to whet your appetites even more, PS2 is getting *Space Channel 5* (borrrrrring!) while GBA is getting... wait for it... *Sonic*! On top of that, Sega has released shots of another game for the GBA, in the form of the hit Dreamcast puzzler *ChuChu Rocket!* Sega intends this to be a launch title next month. You've got to wonder about what other titles they have in production. If they can keep this sort of news so quiet, lord knows what wonder they are currently working on for Gamecube. *Sega Rally 3*, anyone?







...While Nintendo Flies High!



Already on a high from the announcement that *Sonic* will be coming to the GBA, NCL president Hiroshi Yamauchi decided to speak out on a number of issues.

Firstly, he announced that the pre-orders for GBA units in Japan has reached a staggering 2.7 million! Considering that Nintendo is only capable of producing 1 million units for the first two weeks, they could well have riots on their hands! As for the software, the four in-house launch titles each have pre-orders of over 1.4 million units! In response, Mr Yamauchi simply said, "I expect GBA hardware and software sales to be quite good."

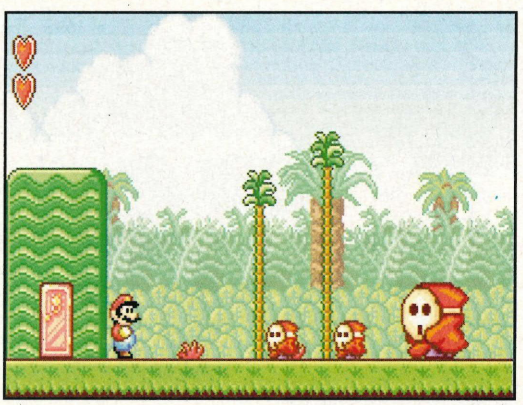
Understandably, following these announcements, all the big boys want a piece of the action – especially Squaresoft. The president of Squaresoft went on record as saying "I want to supply software for it [the Game Boy Advance] by all means... we will do our best to have our games on the Nintendo system."

It seems that when there is lots of money involved, Squaresoft is quite happy to pull away from Sony. Mr Yamauchi wasn't as impressed as some of the Nintendo/Squaresoft fans. He was caught in a bitter mood when he said "There is no truth to an agreement between Nintendo and Square... They are free to say what they want, but there are no plans for a contract, and the chances that there will be one in the future are low." Oops, I think we might have hit a nerve there!

Four Weeks To Go

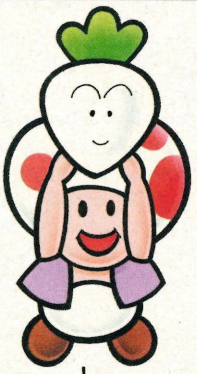
By the time you read this there will be less than four weeks to go until the launch of the Game Boy 'we're wetting our pants with anticipation' Advance. Demand is outstripping supply in Japan by nearly 3:1, but we are confident that we will have our diddy package o'joy come the end of March. Don't expect any sort of feature or preview 'cos we'll be far too busy playing four-player *Mario Kart Advance* (droool), *F-Zero Advance* (dribble) and *Mario Advance* (oh God, it's just too good!) But, seeing as we're in a jubilant mood, here is a nice shot of the kind of thing we can expect to see from Nintendo on the launch day.





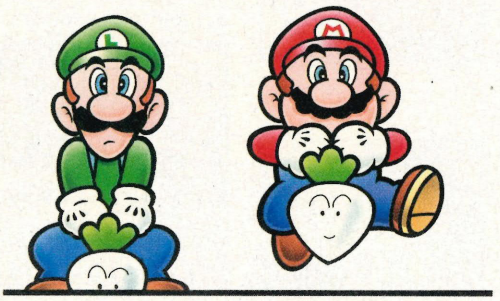
Here Comes Mario!



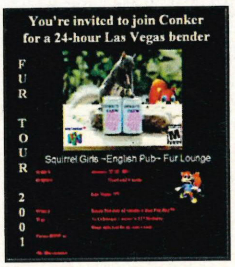


With only weeks to go until the GBA is launched in Japan, Nintendo has announced that a platforming Mario adventure is going to be released as a launch title on 21 March. Originally titled *Mario Advance*, the game seems to hark back to the old NES title *Super Mario Bros 2*, whereby you have to pluck items out of the ground and throw them at enemies. The game features four playable characters, these being Toad, Princess Peach, Luigi and Mario. How's that for a well-kept secret?





Conkering The PR Castle



We were going to show you some brand new *Conker's Bad Fur Day* shots in this bit, but we were so impressed by it that we've done a full preview on it instead. Still, here's some of the PR that got sent out. Promises of squirrel-girls and good old English pubs? Too right we're going to go. In fact, Roy is there right now!

Four Times The Gore



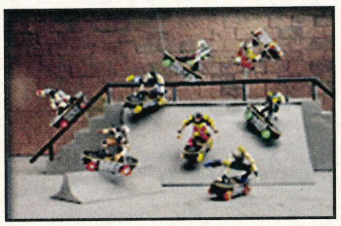
Capcom held a brief meeting last month to announce that *Resident Evil 4* is currently in development, and will be coming out on all major consoles. They are hoping to have it ready for Spring 2002. This is yet another title to add to their 'masterplan' of lowering development costs by spreading the project over two or three different formats. Capcom representatives didn't say whether it would be an online title, but it would be the perfect tool to promote the new universally-compatible online network that they keep talking about.

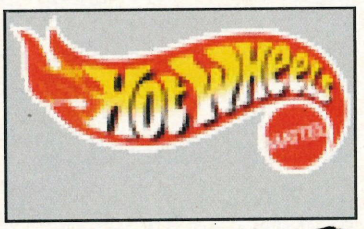
THQ Is Hot!

THQ has announced a four-year deal with Mattel to bring its Hot Wheels licence to all major consoles. If they do it right, we could see some amazing stuff. Just think of the hundreds of cars that you could choose from. All we can say is beep-beep, crash, nee-nor, screeeeech! Ah, the memories. Check out this predictably PR-like quote.

"THQ's leadership position in the interactive entertainment business, and the kids category in particular, makes them the ideal interactive partner for our biggest boy's properties," states Matt Bousquette, President of Mattel's Boys/ Entertainment division. "Their proven development expertise will ensure that the Hot Wheels and Matchbox brands translate into fun, authentic gameplay experiences on the hottest game systems."

Yes, that's right!





Rich Gits

Nintendo of America should be pretty pleased with itself. It finally got its sales figures through for the year 2000, and five of the ten best-selling games for last year were *Pokémon* titles! The top two were *Pokémon Gold/Silver* and *Pokémon Stadium*. In an industry where every other console's sales are in decline, the Game Boy is doing remarkably well. It was responsible for 47% of all hardware sales, bringing its total world-wide revenue to $110 million.

Lacking Originality



Congratulations go to Microsoft this month for coming up with a highly original joypad design for their new console. It isn't in any way copied from any other design and doesn't look rubbish. Well done lads – you really deserve every penny of your wages!

Thank the lord that Nintendo didn't tell us everything about its Gamecube joypad, otherwise it probably would have appeared on this design! Now do you see why Nintendo is keeping so quiet about everything?

That's It! We Want A Vacation!





Along with pictures of *Mario Advance*. Nintendo also sent us some great new shots on *Magical Vacation*, a soon to be released RPG. Nintendo didn't say much about it, but suffice to say that it looks outstanding.





64 Magazine's Most Wanted

Conker's Bad Fur Day

New screens and that Rare party have got us sooo excited about this game. This is the first game in history where in doesn't matter if you play it while you're drunk. "In fact, it's a requirement," a Rare representative didn't tell us!



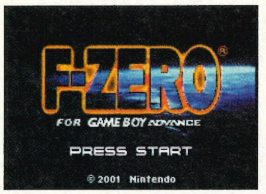




Game Boy Advance

It's 28 days, 6 hours, 4 minutes and 27 seconds to go... 28 days, 6 hours, 4 minutes and 20 seconds to go... 28 days, 6 hours, 4 minutes and 13 seconds to go... nooooo, the clock has stopped! What are we going to do now? It's OK, keep calm...



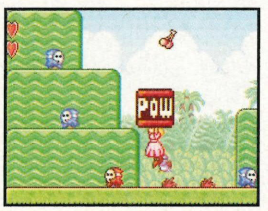


F-Zero Advance

We went back to playing the SNES version this month, you know, just to get into the spirit of things. Wow, what a game! New tracks, new cars, new music. And... air brake, back on the gas, take it wide, let off the gas for the s-bend, and... nitro!

Mario Advance

It's-a-me! Well, you can get that out of your head, because we doubt that it will sound like that. It's back to the days of the SNES and the NES, to pure gameplay... Oh, and some great 2D graphics as well. Which game do we play first?



Mario Kart Advance

Houston, we have a problem. Mission leader, Roy 'today he's an astronaut' Kimber appears to be stuck on the Flower Cup on *Mario Kart Advance*. Oh dear... just how are we supposed to get Issue 52 out when this is in the office?



64 Magazine Charts

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This Month	Last Month	Game	Publisher	64 Mag Score
1	-	Vigilante 8: Second Offense	Activision	93%
2	1	Lego Racers	Lego Media	76%
3	-	F1 World Grand Prix II	Nintendo	90%
4	5	Mario Tennis	Nintendo	92%
5	-	Turok: Rage Wars	Acclaim	90%
6	-	Quake II	Activision	93%
7	2	Carmageddon	SCI	0%
8	-	Operation Winback	Virgin	86%
9	8	Pokémon Snap	Nintendo	88%
10	-	Roadsters	Titus	86%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to *Chart Compo 46, 64 Magazine, Paragon House, St Peters Road, Bournemouth BH1 2JS*!

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When I'm 64



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

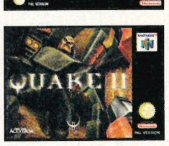
STAR PRIZE

Got something to say? Something that you think other gamers ought to know about? Then write to 64 MAGAZINE! The Star Letter each month wins the top four N64 titles from the chart courtesy of those incredibly nice people at GAME! Can't say fairer than that...

GAME











Contact details

Contact 64 MAGAZINE

By email: 64mag@paragon.co.uk

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Paragon House
St Peters Road
Bournemouth
BH1 2JS

WIN! The Top Four Games From The N64 Chart!

Letters may well be edited for length and other reasons. All letters are read, but as a general rule personal correspondence will not be entered into – we're pretty busy you know!

The Price Is Wrong

Dear 64 MAGAZINE,

All my mates have a PlayStation and get cheaper games than the N64 and think they're better off by it. I mean let's face it, the PlayStation has better graphics but the games are really duff and short and well boring. The problem is the PlayStation is more popular in shops, too popular! I've got 12 N64 games myself and it's been hard finding the games for reasonable prices, and games that actually appeal to you. These games, however, are either getting easier or are aimed at younger N64 owners. You have done well with this mag and keep the cheats coming in!

David Flack, Essex

In pure and simple terms, Nintendo cartridges are more expensive to produce than CDs. By the time you have added on all the various other costs that get slapped onto a game before it hits the shop shelf, that price is going to get more and more expensive. It's a bit more complicated than that but that is the basic problem. As for the games themselves, if the ones that appeal to you are the ones that are getting easier or are aimed at younger N64 owners, then maybe you should look a wee bit harder. Games like *Banjo-Tooie* and *Zelda* may look cute and simple, but they often pack quite a punch in the difficulty department and can also be very addictive! And don't worry, you may think that PlayStation owners have got it good, but you know what they say, the grass is always greener...

Right To Reply

Dear 64 MAGAZINE,

Like F N Gully, I am an older reader who has bought your mag since day one. Unlike Mr Gully, however, I am not a snob. I live on a council estate and I don't sniff glue or own any knock-off gear. Whilst I have absolutely no

STAR LETTER

Prize Winner

Lessons Learned

Dear 64 MAGAZINE,

Firstly, I would like to congratulate you for publishing a very good and well-written magazine, contrary to what F N Gully of Newcastle thinks! And in case he asks, I am definitely not a fuel-sniffing Armani-wearing shouty person.

2001 is going to be an exciting year for gamers. I predict that release of the Gamecube and Game Boy Advance may help revive Nintendo's fortune.

Dreamcast is not selling as well as Sega would like. Microsoft is the new boy in the console wars and will have to fight its way into the public consciousness, and with the PlayStation 2 experiencing shortages and technical problems, such as the green tinge on the SCART-aided DVD playback, made worse by the fact that some developers find PS2 difficult to develop for, Nintendo may be able to reclaim lost ground in the N64 vs PSX war. Finally!

Nintendo made two major mistakes with the N64: by using cartridges instead of CDs (which are cheaper) and for not making the N64 programmer-friendly. It seems that with the Gamecube, Nintendo has learned a valuable lesson. Early indications suggest that the Gamecube is surprisingly easy to develop for, something which will give it an edge over the much-hyped PS2.

I wish Sony well, but it has to be said that they have made some pretty awful mistakes. Only 165,000 units for the UK release, £300 price tag, difficulty in programming games, the SCART/DVD playback problems, a lack of really original games on launch day etc.

I trust that Nintendo will learn lessons from Sony and implement them into their own Gamecube and Game Boy Advance strategy plans. It's hard to believe that around eight years ago Sony and Nintendo were working on a joint project! How times have changes in a few years!

Lastly, can anybody answer this question, because I can't! If N64 cartridges are so expensive, why did travesties such as *Carmageddon 64* and *Superman* ever get made? Logic tells me that, as cartridges are expensive to manufacture, developers would go that extra mile to produce a great game to justify such an expenditure. Apparently not!

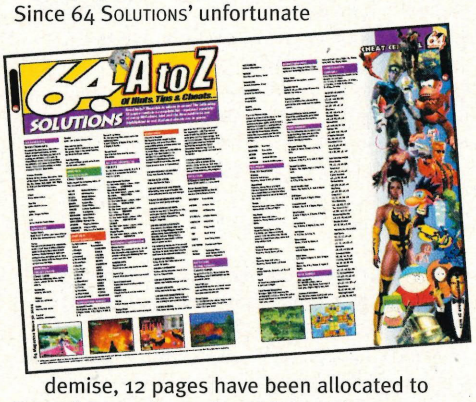
Mark Quested, Kent

It's fair to say that in many respects Nintendo has got a lot to make up for. The whole cartridge vs CD issue has meant that N64 games have always cost more than PSX ones and on top of that the N64 was not the easiest machine to program for initially. However, Nintendo's new propriety DVD-based technology looks set to make creating games quicker and cheaper.

It may also surprise you to learn that in a recent chart of sales figures for the year ending 2000 released by PC Data, Nintendo came out on top with $955,169,820 whilst Sony came in sixth with $244,438,591 so the Big N's definitely doing something right!

As we've said in the past, no-one sets out to make games as bad as *Carmageddon* and *Superman*, but if they do 'go bad', then usually by the time someone spots the problem so much money has been invested that the companies can't afford *not* to release them! The unfortunate fact is that there will always be people daft enough to buy these games – check out our charts last issue for example, *Carmageddon* was at number two!

complaints about the research and journalism in your mag, I can't shake off the nagging feeling that since issue 43, you've been ripping me off. It seems to me that we are getting fewer pages on N64, and more on other stuff. Since 64 SOLUTIONS' unfortunate



demise, 12 pages have been allocated to lists of game cheats. You'd better serve your readers by sticking them all in a book once in a while like you used to. I'm not completely happy about the GBC and Not Nintendo sections either, but I'm prepared to compromise! I want to be informed and entertained which is why I buy your magazine rather than your rivals. It's just that there seems to be less of it these days (and your rivals have better free gifts!)
PS: The editor's reply to F N Gully's letter was inverted snobbery. Destroy all stereotypes!
Tha Old Dirti Basha, Doncaster

Okay, so Roy's response was a little over-the-top, but he says FN Gully (who has since been identified as a girl by the way, not a Mr) just really annoyed him! You should have seen the first draft of the reply to that letter! As for 'ripping you off' with coverage of 'other stuff', while it's true that 64 MAGAZINE has been featuring subjects other than N64 (such as Game Boy Color), we've always tried to stick to things that we felt would be interesting to a dedicated N64 gamer. Our Game Boy coverage has always been – and will remain – restricted to just eight pages (unlike other magazines we could mention) and as far as the 12 pages of N64 cheats goes... well, they *are* N64 cheats and judging by our postbag, lots of people are finding them very helpful. On the whole, we feel we're doing a good job, and every issue we're bringing you the latest and biggest N64 reviews around – which can't be bad! Oh... on the subject of free gifts – while we'll endeavour to bring you the best value for money that we can, we like to think that people buy 64 MAGAZINE for the quality of the writing, and we don't have to try and trick people into buying it with countless rehashed books and all manner of cheap, plastic, cover-mounted rubbish!

Ground Zero

Dear 64 MAGAZINE,
Just recently I was just grounded, and to my utter horror... no Game Boy or N64! For a week! I thought I could cope, but I was wrong. I was veeerry wrong!

Day one wasn't too bad. Nor two, three, four or five, but then the weekend came! Total boredom. Countless hours whiled away with TV and books! That was when I realised how powerful the Nintendo machine actually was. I had always treasured it, but now I knew that I was totally bored without it. All those school days when I hummed Nintendo tunes, when I thought, "Hey, if I go wrong, I can just turn myself on and off again."



Good grief!

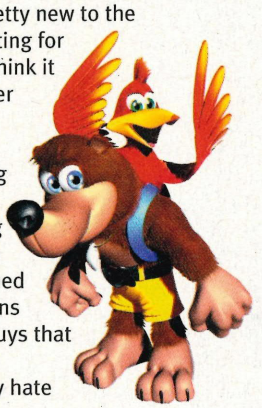
I've been a fan of Nintendo since the age of five. Good old' Super Nintendo! The days of haunted houses, jumping on a dino called Yoshi, the days of Dixie Kong and the Banana Birds! How I enjoyed those times. Oh, your mag is ace, by the way!

From a loyal Nintendo fan
PS: Please print this!
PPS: If you do print this, don't print that!
Daniel Hillas, Bradford

If we're being honest, your letter scared us a little and judging by the way you wrote it, you'll either grow up to be a world famous fiction writer or a criminal genius. Anyway, yes, it can be tough when you are grounded and something you enjoy is taken away from you, but you got off lightly. Despite having no Nintendo to play with, you were still granted access to your TV and books! When Staff Writer Paul was grounded, all his belongings where burnt to ashes and he was pushed out into the cold uncaring streets with nothing but a spoon to fend off evil with! You should count yourself very fortunate indeed! Getting grounded is a right pain, but until you reveal what you were grounded for, our sympathies will be kept to ourselves.

Laurels And Hardy

Dear 64 MAGAZINE,
This is the first time I've written to you and it won't be the last. I'm still pretty new to the mag as I've only been collecting for the past seven issues but I think it is fantastic, and I would never consider buying any other Nintendo mag.



However, I have something to get off my chest and it's a problem that's been bugging me since I bought my first copy of the mag. I'm concerned with amount of 'so-called' fans who are writing to tell you guys that you're doing a bad job.

They write to say that they hate

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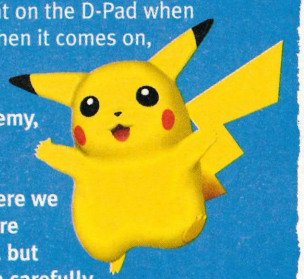
Dear 64 Magazine,
Whatever happened to *Tony Hawk's Pro Skater* on the N64? It came out a long time ago, but now I can't find it anywhere. One of my friends had it on the PlayStation (and I regret playing it on that as well), and thought it was pretty good. So when I heard it was coming out on the N64, I said "great!" You have reviews on it and cheats and I feel jealous of everyone else who has it. I heard it got terminated for some reason or another. All your reviews have been great and it's been your second best sports game, beating games like *ISS 64* and *Mario Tennis*. I am a bit peed off that I haven't been able to get hold of it, which is a shame, 'cos it's so great. Do you have any info on it?
PS: The *TWINE* walkthrough was great and I can't wait for the Gamecube. Cheers!
Matt Brew, Tonbridge'



***Tony Hawk's Skateboarding* (as it is called over here – *Pro Skater* is the US title) is a bone of contention and a perfect example of marketing short-sightedness, as far as we're concerned. It did, as you state, come out some time ago, but unfortunately Activision – for whatever reason – didn't produce that many copies, and so they all sold out in next to no time. Shame really, since *Tony Hawk's* is easily one of the best games on the N64. Your best chance of getting hold of the game now is to trawl the second-hand shelves of any software store that you come across, or maybe check out the swap and auction sites on the Internet. Glad you liked the *TWINE* guide – a lot of effort went into that!**

No Such Thing!

Dear 64 Magazine,
I am writing to tell you about *Pokémon Black* because it does exist and because I have it. I recently discovered it in *Pokémon Red* when I held down the B button and Right on the D-Pad when turning it on. When it comes on, it all goes blackish!
Callum McMenemy, Paisley



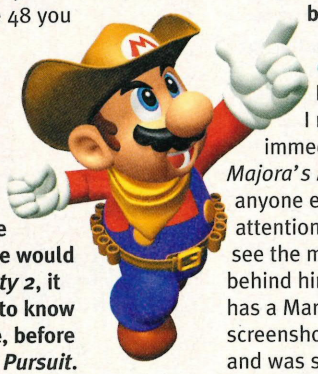
For a minute there we thought you were another loony... but that's actually a carefully crafted joke, isn't it Callum? Very good. Laughed ourselves silly we did.

the hints and tips pages, they write to say that the chatty form of language you use in the reviews is pointless... well listen here, take no notice of them because they're all boneheads!
You guys are doing a brilliant job. Keep up all the hard work which I respect! I really hope this letter is selected so all the ungrateful readers get the message: "Give the crew a break."
Hope you all had a fantastic Xmas and New Year because you deserve it!
Gary Kitchin, West Yorkshire

Wow! Thank you. We were beginning to think the whole world was against us. Alright, maybe not the whole world but a large part of it at least. And could actually do with a break, possibly a vacation to a sunny beach somewhere far away. Anyway thanks again!
On the subject of those who do write in to complain though, they're certainly right to express their own opinion, and besides, we sometimes need you to point us in the right direction if we happen to stray. Even if we ignore that advice, you can still sit and read this magazine in the comfort of the knowledge that we have at least listened to your crazed rantings!

Most Wanted

Dear 64 Magazine,
In your next issue can you put more cheats for *Taz Express*, *Mario Party 2* and *Banjo-Kazooie*, because in issue 48 you only had cheats for the original *Mario Party*!
Also, could you make more Nintendo games?
Paul Sparkes, Worcester



If we can find them, we'll print them. Although we're not quite sure why any one would need cheats for *Mario Party 2*, it seems similar to wanting to know what all the questions are, before you play a game of *Trivial Pursuit*.
Sadly, as much as we'd like to, we don't make Nintendo games. But if we did, you can be damn sure they would be a lot better than travesties like *Carmageddon* and *Superman*! (And *Power Rangers*!)

Utter Madness!

Dear 64 Magazine,
Attention all *Pokémon* mugs... er... fans!
I used to be one of your 'religion'. I know it's an addictive craze but you've got to snap out of it! I quit a year or two ago (and feel great about doing so) with a grand total of over 100 trading cards. So far I've made nine quid from selling half my cards to you suckers. So if you start selling/burning/shredding your merchandise (yes, even your prized Pikachu-which-lights-up-when-you-talk-to-it toy), you'll regret ever starting and achieve 100% happiness.
If you don't and keep praising Ash and co, when the craze dies (which it will, oh yes! Just look at yo-yos and Pogs and even spacehoppers) you'll find yourself chewing up your cards in frustration. Don't come crying to me when your £1000 Mew card (which had a value of £00.00012p when in production, but sold for £12 to a spotty child) isn't worth a sucked toffee.



So remember, this could be the most important decision of your life!
PS: In issue 46, Paul wanted a game to be based on "*Death Race 2000*". There is. It's called *Carmageddon 64* and can be found in dustbins all over Britain.
Simon Fitzmaurice, Harrogate

So you don't like Pokémon anymore, eh? That's great, y'know, that's your opinion. It's just that as a result you've gone barking mad! The thing about crazes, all crazes, is that for a short period of time they capture the imagination of a generation of people. Four years from now, who knows what will be the next big thing? For all we know it could be fruit-smashing or even small plastic pens that you can swap for bigger, brighter pens. The point is that this year's *Pokémon* is last year's Pogs. It's the circle of life, or something!
However, one thing did stand out as being quite amusing. You said that you sold over half of your 100 trading cards to those "suckers" for nine quid. But wait! Isn't a pack of 11 cards something like £3? This actually means you were selling your cards for far less than you bought them originally – it's not the buyers who were the suckers!

Seen This?

Dear 64 Magazine,
I noticed this little quirk almost immediately when I started playing *Majora's Mask*, and as yet I have not noticed anyone else picking up on it. Now I have your attention, this is what I found: When going to see the mask seller in Clock Town go round behind him, and among his various masks he has a Mario mask, this was visible in the screenshots in your review when I looked back and was surprised, as there was no little comment about it. I remember from *Ocarina of Time* that by looking through the windows in the castle garden you could see Mario and his friends in pictures and this was stated in your mag at the time, so I thought I should eventually mention this to you in case you had not picked up on it yet!
Keep it up everyone at 64 Magazine you have a great thing going!
Iain Russell, Newbury



Yes, we had noticed it. Funny isn't it?

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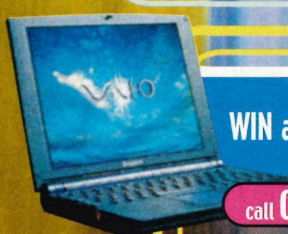
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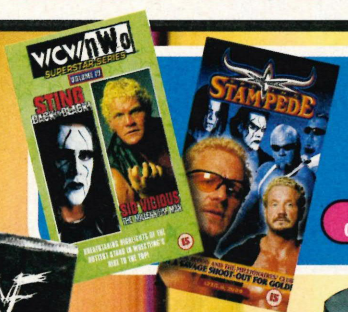


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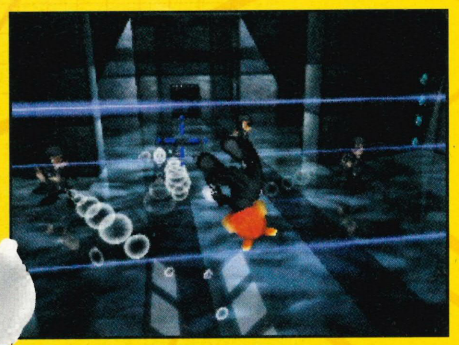
14 Conker's Bad Fur Day

18 Paper Mario

20 Dance Dance Revolution





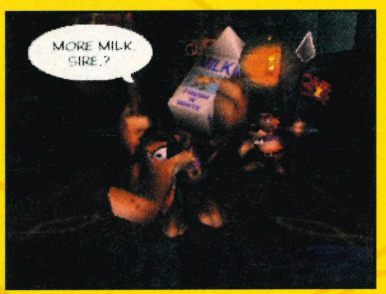


Good clean family fun? My furry arse it is!

Conker's

One of the biggest problems the N64 has always had to contend with is public perception of the machine. PlayStation and Dreamcast owners are always taking the mickey out of N64 titles for their cutesy graphics and twee storylines. Having said that, it's easy to see what they mean. If you didn't really look too closely at the N64, then games like *Mario 64*, *Yoshi's Story*, *Diddy Kong Racing*, *Banjo-Kazooie*, *Rayman*, *Mario Tennis* and *Super Smash Brothers* – the list just goes on – do rather give the impression of a console that is all about 'good clean fun'.

Genuine N64 enthusiasts know that this isn't the case of course, but with the public image of cute, family fun projected by Mario and his ilk, it's difficult for games of even the standard of *Goldeneye* and *Quake II* to do much about it. Until now that is. Gamers the world over are about to wake up and realise that while Nintendo might have been going down the 'Enid Blyton' route before, it's not necessarily going to be that way anymore. The reason? *Conker's Bad Fur Day*.



[Above] ***Milk – have you got the white stuff? Although what are the odds that he's spat in the carton?***



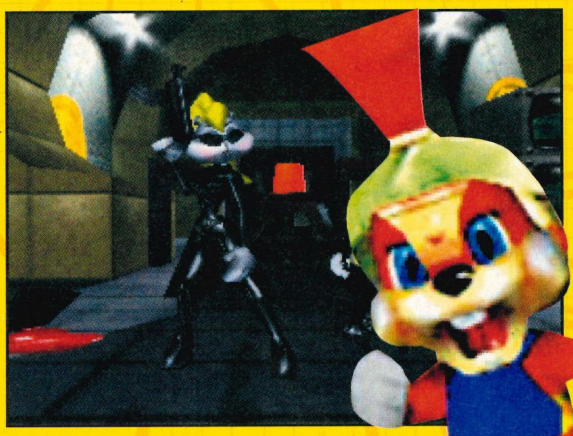
Conker's BFD first appeared several years ago as an in-progress project from Rare with the working title of *Conker 64*. As we had come to expect from Nintendo, it was all cute furry animals with nauseatingly friendly dispositions and it looked set to follow in the footsteps of *Mario 64*. Work on *Banjo-Kazooie*, however, meant that *Conker* was put on hold and nothing was heard of it for a full year, when it popped up with a new name – *Twelve Tales: Conker 64* – a new animation system and a multiplayer mode. The



CONKER'S BAD FUR DAY

- PUBLISHER: Nintendo
- DEVELOPER: Rare
- UK RELEASE: TBA



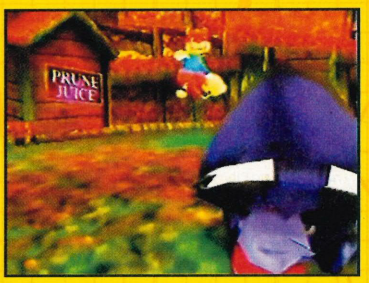


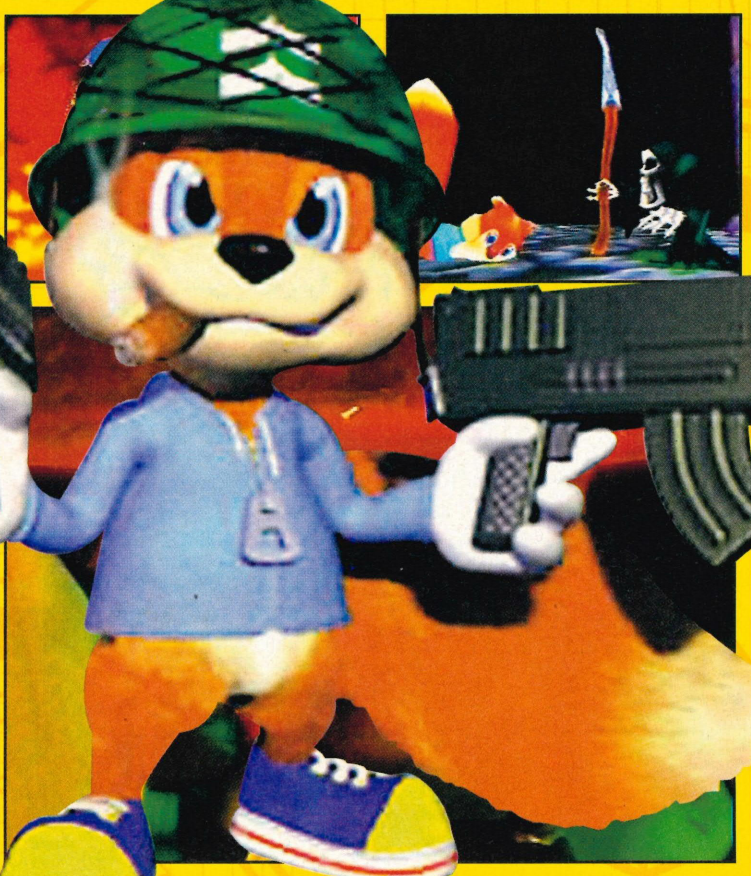


Bad Fur Day









[Above] ***Ah... isn't she cute? Of course she's doubtless got a sawn-off shotgun stuffed under her little blue dress ready to blast you!***



[Above] ***See, in my day teddy bears were cute and loveable and ready to give you loads of cuddles – they didn't carry semi-automatics!***

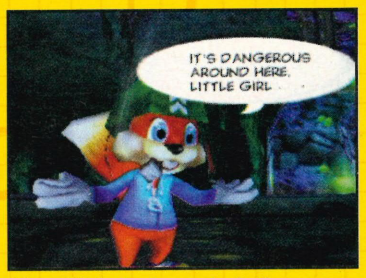


plot however, was still insufferably cute, as were the characters, and once more the game disappeared from the public eye.

The final incarnation of the title was unveiled to games journos just recently in Las Vegas, and – as previews at E3 and ECTS last year had hinted at – the game is now about as far from cute and fluffy as it can possibly be. Of course, it might not look it at first glance – it does still have cute cartoon animals in it after all – the thing is, these cute cartoon animals are the most violent, depraved, debauched, foul-mouthed, generally unpleasant creatures ever to grace

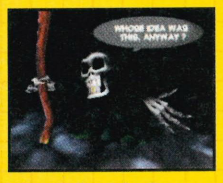


[Above] ***Forget Keanu Reeves – he's got nothing on Conker! Prepare for some serious slow-motion carnage!***

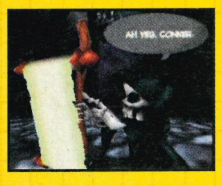


[Above] ***Woh-oh-oh... you're in the army now! Conker signs up for active service with the 59th – the 'Flying Furballs'.***





[Above] ***The Grim Reaper turns out to be a little shorter than we'd imagined. And he's apparently called Greg.***





a videogame cartridge.

Conker's Bad Fur Day pulls no punches at all as it satirises all manner of movies and TV shows and goes all-out to be quite probably the most brilliantly offensive videogame anyone has ever seen. And the best news is that in addition to being disgusting and funny, it also promises the best gameplay yet seen from a Rare adventure. From the look of things, it almost seems that Rare just said 'sod it', and left its game designers to have as much fun as they wanted with the game... if this *is* the case then well done Rare, because the result is, quite simply, outstanding!

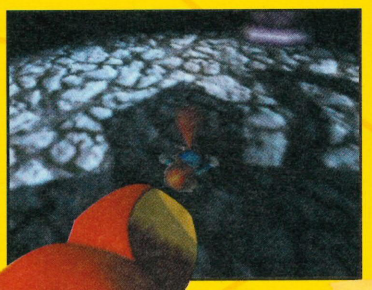
In addition to parodies of well-known and ultra-violent Hollywood blockbusters like *The Matrix* and *Saving Private Ryan*, *Conker's Bad Fur Day* also has more sexual innuendo and grosser toilet humour than an entire series of *South Park*. A few examples of the kind of thing you can expect, include:

• A level boss made entirely out of feces called 'The Great Mighty Poo' who sings opera and throws large lumps of... er, himself at you.

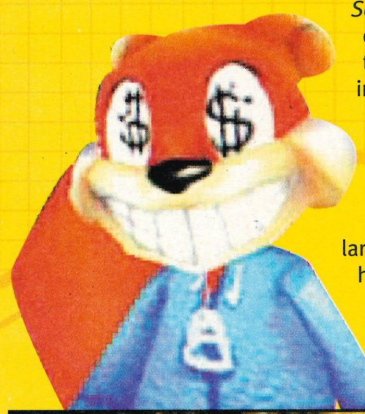
• Conker getting turned into a vampire and having to hunt down hapless villagers and drop them into a meat grinder to sate the hunger of his new master, Dracula.

• Having to feed prune juice to cows in order to give them diarrhea and thus fill up a drain with... er, poo, so that Conker can – ugh – swim through it to the next level.

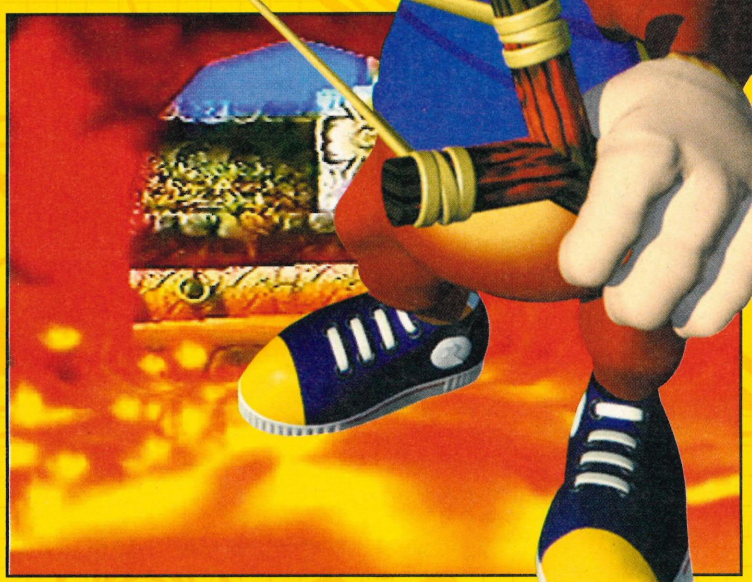
• More foul language than you can wave a stuffed James Ferman at.



Basically *Conker's Bad Fur Day* is violent, disgusting and very, very, very funny. Let's face it, we're all gonna love it. Let's just hope Nintendo UK gets its butt in gear and comes up with a release date for the UK version very soon. In the meantime, expect a review of the US incarnation, ASAP! ■







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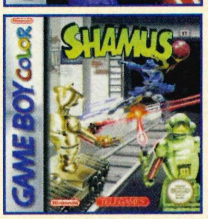
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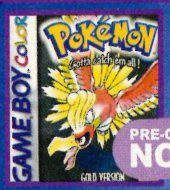
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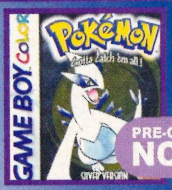
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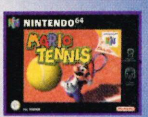












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Paper

He's working flat-out to make it to the N64!



[Above] ***"...And this is your new home Mr Mario. It has 52 bedrooms, one toilet and nothing else!"***

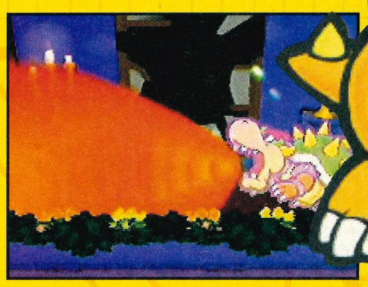




[Below] ***Hello and welcome to 'Princess Daisy's Tales Of The Erotic'. This week: my favourite kinky novels.***

Although Mario has returned to the N64 ready to kick more Bowser backside, this latest incarnation of everyone's favourite fat plumber is going to surprise a few of you. It seems that this time around, Mario has lost a little bit of weight, but unfortunately, only in one dimension. Has he been the victim of a horrendous steamroller accident, or on the strangest diet ever devised? Either way, he's as flat as a pancake under a very large anvil, and for the rest of this adventure it looks as though he's going to stay like that! Strange, we know!

Anyway, apart from the obvious flattening effect, Mario's latest quest is different in another way too! Instead of using his big wobbly bum to defeat his numerous foes, Mario instead follows in *Pokémon*'s footsteps. In *Paper Mario* the battles are done RPG–style, using menu screens and turn-based action to resolve the fights. So, as in *Pokémon*, you choose the attack you wish to make on your opponent, see how it affects him/her/it and then see how they fight back until only the victor is left standing! During these battles a number of special moves and attacks become available. This means you can still use hammers to bash away at your enemy, or even slam a shell into their surprised little faces. However, there *is* a degree of strategy involved. Mario can't simply beat all enemies with the same bottom-bounce tactic used in all the plumber's previous outings. This may be a Mario game, but there have to be *some* RPG-style rules!





Meeting friends and learning new tasks is also very important if any progress is to be made. These friends can be collected in Mario's pocket (pocket monsters, hmm?) and pulled out when the need arises to perform a task that Mario himself cannot do. These tasks might include things like moving heavy boulders, swimming lakes or even taking to the skies and if you don't find the right creature to help you, you may well end up stuck!

Visually, the game looks fab! Despite

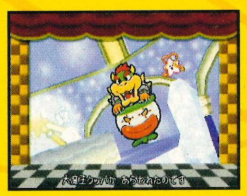
[Below] ***All aboard the Murder Express. Stopping at Suspectville, Motive Town, Weaponpool and Detective City.***



PAPER MARIO

PUBLISHER	Nintendo
DEVELOPER	Intelligent Systems
UK RELEASE	September

Mario

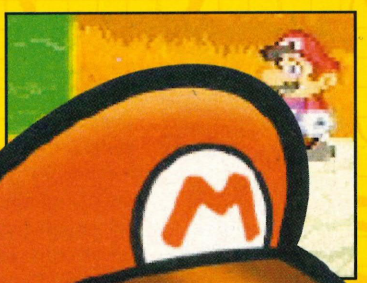


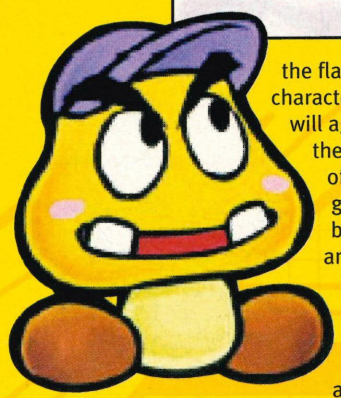
[Above] ***Help, help. I can't control my Superfly 2000 module. Mind out for the blades, I'd hate to give anyone a nasty nick.***





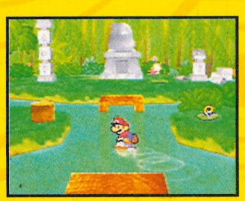












[Above] ***Caught on camera! Mario is discovered teasing the pond-life in his local park. Can someone please call Luigi?***

the flat, 2D main characters (which many will agree look similar to the old SNES version of Mario), the graphics are still beautifully animated. When Mario turns or spins around, he looks like an envelope against a 3D environment. To be quite honest, it's a gimmick that is rather a joy to behold! The backgrounds also still manage to invoke the traditional imagery of Mario's universe, with big, bouncy, crisp images and a colourful palette that would make a rainbow blush! With its interesting mix of unusual visuals and a strong RPG element with bonuses and real-time shenanigans galore, it could turn out that *Paper Mario* is the genre-busting platformer we've been waiting for! ■







Dance Dance Revolution: Disney's World Dancing Museum

Would you care to dance?

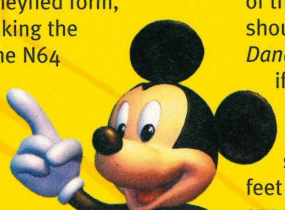


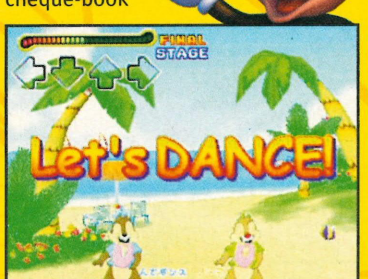


[Above] ***Who said Elvis was dead? It's clear to see that he's alive and well and living in Donald Duck. Where else?***

In nearly every arcade centre or funfair you go to these days it seems that those massively popular dancing games are making even the 'two left footed' among us get up and boogie! But this phenomenon (do do dee do do) is now no longer confined to the glitzy world of the theme park, oh no! Now you can bring home your dancing shoes and carry on swinging your pants as *Dance Dance Revolution* makes its way onto the N64. Well, it does if you live in Japan. Sadly, it seems that Europe (or even America for that matter) may well be denied a release of this title and that, if you are unable to play import games, is a bit of a shame.

Dance Dance has already been paraded on the PlayStation in its revamped Disneyfied form, and is now making the transition to the N64 complete with matching dance mat, cheque-book and pen! If you have ever seen one of those darn dancing games, you should already know how *Dance Dance Revolution* works, especially if you're the type of person who likes to show off on one! You listen to the music, watch the symbols on screen and tap your feet on the relevant sections of the special floor mat that comes with the game in time to the beat. Yes, it's that simple! The game has plenty of groovy tunes for you to bop along to and its Disney makeover ensures that all of your favourite characters appear! Despite this version of *DDR* looking a bit more candy-coated than the PlayStation's version, if all goes to plan, then *Dance Dance Revolution* should certainly be rocking our office sometime soon! ■





[Above] ***My mother said I was a dancer before I could walk, she said that I learned how to sing, long before I could talk...***

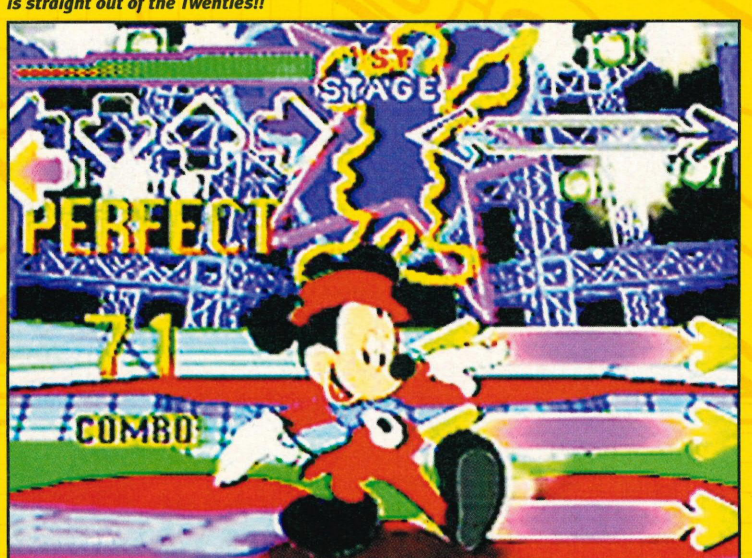


DANCE DANCE REVOLUTION: DISNEY'S WORLD DANCING MUSEUM

PUBLISHER	Konami
DEVELOPER	KCEK
UK RELEASE	TBA

[Below] ***You have to admit, Mickey Mouse looks very dashing in his suit! Even if the style is straight out of the Twenties!!***





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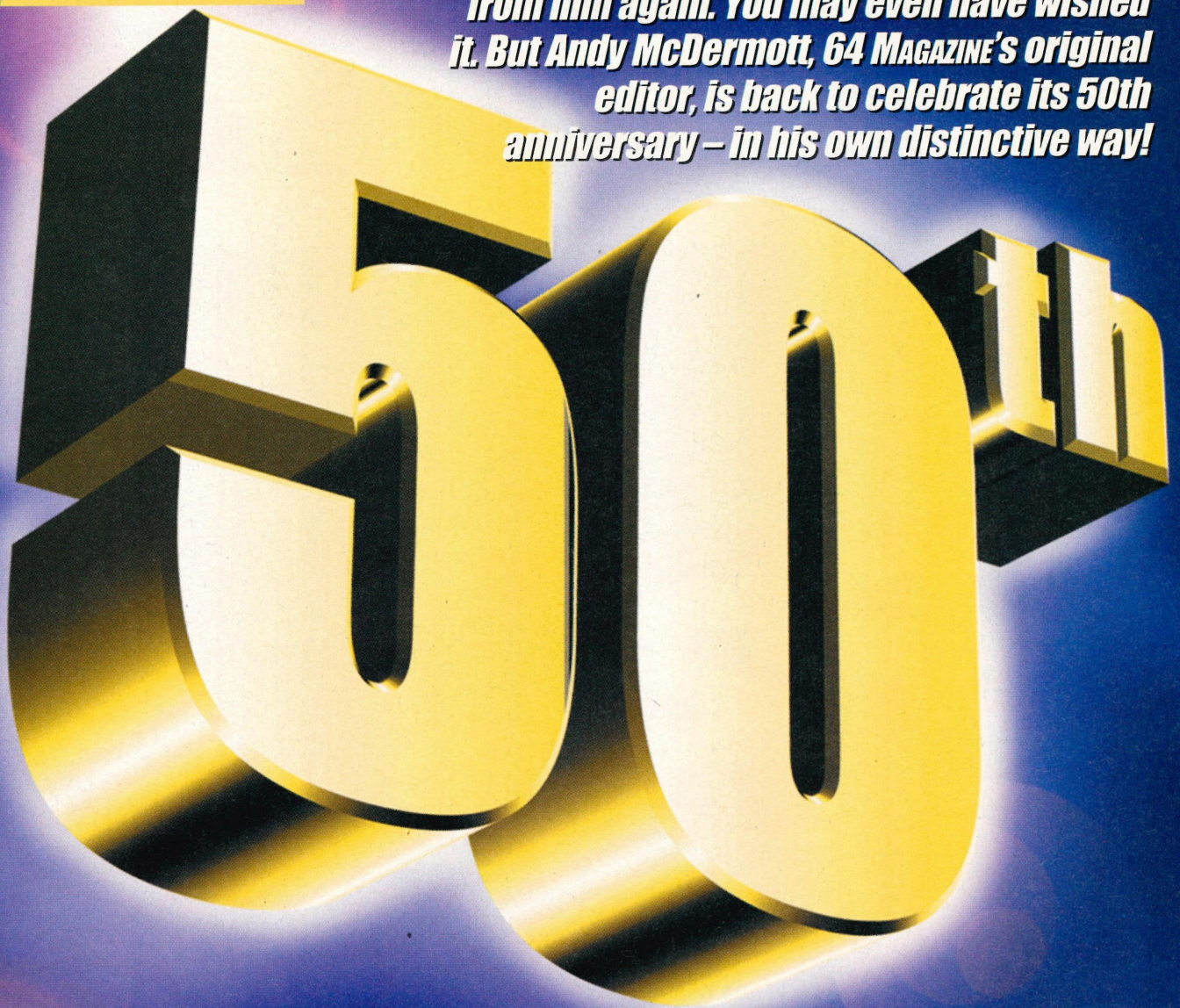
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Written by:
Andy McDermott

You may have thought you'd never hear from him again. You may even have wished it. But Andy McDermott, 64 MAGAZINE's original editor, is back to celebrate its 50th anniversary – in his own distinctive way!

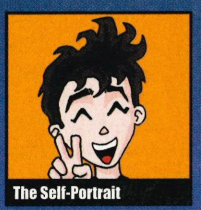


Birthday Retrospective

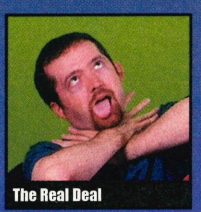
Return Of The Mc!

The Man Revealed!

Regular readers of 64 MAGAZINE will realise (if they think about it) that Andy's photo has never actually appeared in the mag. Whenever some representative picture of his mug was required, Andy would supply a Manga-style self-portrait. We felt the 50th issue was as good as any for letting you lot see what he really looks like! So, without further ado, here's how Andy sees himself, and how we all really see him...



The Self-Portrait



The Real Deal

Who would have thought it? A whopping 50 issues of 64 MAGAZINE. Looks like I owe somebody a tenner. But how did this momentous anniversary come about? Here's the story from someone who was there, in body if not always in mind.

Way back in early 1997, when Nintendo finally got around to launching the N64 in Britain, a publishing company thought it would be a capital idea to gather together its greatest talents and put together a high-quality, top-selling magazine dedicated to this new console. Meanwhile, in Bournemouth, a bunch of knuckle-draggers and deadbeats led by one A McDermott decided to beat them to it by knocking out 64 MAGAZINE first.

I jest, of course. I wasn't even on the magazine until its third issue.

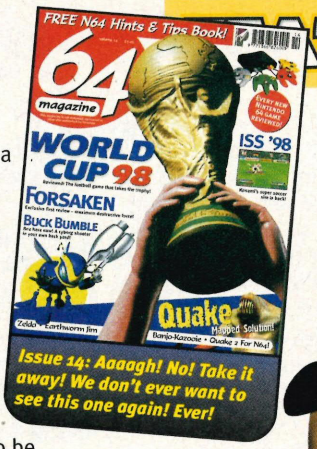
With extensive editorial experience (and a knack for alliteration) on the nation's third or fourth leading paranormal magazine (out of three or four), I was the obvious choice to drag back, screaming like a schoolgirl (and dressed like one too, but that's another story), to the world of videogames, having previously worked on such market-leading magazines as *Console XS* (dead), *Super XS* (defunct), *Sega XS* (RIP), *Super Gamer* (clogs popped), *PC Power* (ex-parrot), *Ultimate Player* (rotting in a ditch) and *Saturn Plus* (not merely pushing up daisies but practically rocketing them into orbit). What could go wrong?



Issue 1: Where it all began. The first N64 mag on the market... and still the best!

Well, we won't talk about issue 14 just yet.

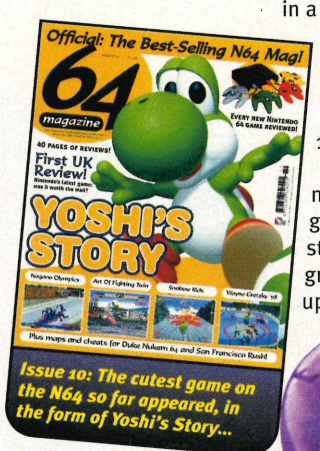
64 MAGAZINE was meant to be a glossy, stylish, grown-up and, frankly, expensive title, a decision reached on the basis that since Nintendo was charging 250 quid for its console and anything up to £80 for one game, kids weren't going to be buying it. We were right. Unfortunately, no-one else was buying it either, so Nintendo swiftly slashed the price of the N64. All of a sudden, kids flocked to the black box and sales of our kiddie-oriented competitors took off like ICBMs, leaving us staggering around in a daze like the survivors of a nuclear blast until we belatedly twigged that *something had changed*.



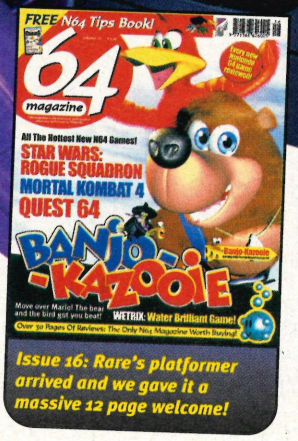
Issue 14: Aaaagh! No! Take it away! We don't ever want to see this one again! Ever!

Well, strategic planning is for the suits. And nobody at Paragon wears a suit. Easy enough to spot the problem, in hindsight.

Still, the early days were a heady time, when somehow 100 pages had to be filled with as many as *three* reviews! And we got to play quality games



Issue 10: The cutest game on the N64 so far appeared, in the form of Yoshi's Story...



Issue 16: Rare's platformer arrived and we gave it a massive 12 page welcome!

Best Moment

Are you kidding? Getting to go to Japan for Space World '97 (issue 9), and then, in order to get the cheapest flight, being forced (oh, the pain!) to stay for a few days extra. Ginza, Akihabara, Shinjuku... good job it was only a few days, or I'd be bankrupt!

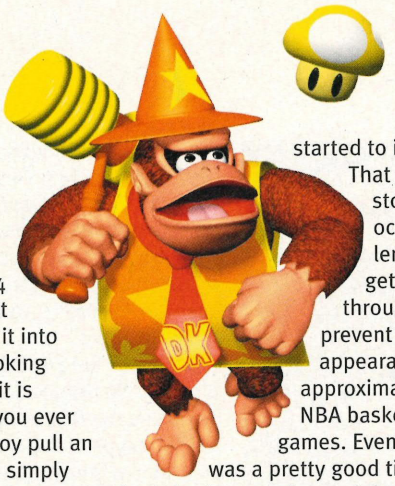
like *War Gods* and *FIFA 64* and *Clayfighter*! Somehow, we resisted suicide in order to wait for the genuine classics like *Goldeneye*, *ISS '98* and *Zelda*. Looking back on the whole experience from a safe distance, it's safe to say that, in fact, these are just about the only N64 games from the McDermott Era (wow, it sounds positively prehistoric when said like that) which have stood the test of time. *Forsaken*, 93%? *Star Wars Racer*, 90%? *Carmageddon*, 4%? None of them were worth anything near that.

But, anyway. Issue 14. Suffice it to say that this travesty, this refugee from the Bizarro Dimension, caused a major (and rapid) rethink of 64 MAGAZINE that transformed it into the sharp-looking powerhouse it is today. But if you ever want to see Roy pull an amusing face, simply walk up to him in the street, or corner him at a bar, or invade his bedroom while he sleeps, and utter the phrase "famous people who hover".



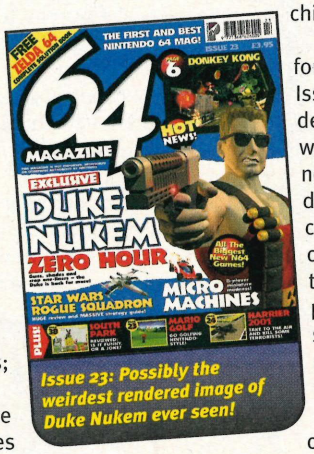
Issue 20: Andy had real problems playing Body Harvest – oh how he swore!





started to improve. That didn't stop the occasional lemon getting through, or prevent the appearance of approximately 476 NBA basketball games. Even so, it was a pretty good time, both for N64 gaming and the magazine itself. Coming into work each morning was a joy. Well, a mild delight. All right, it wasn't *especially* painful. Okay, so it beat gutting chickens for a living.

Then suddenly – for me – it was over. Issue 37 marked my departure from the world of Nintendo, no doubt to the delight of certain companies who could now flood the market with platform games starring cartoon characters, free from the threat of some really cutting sarcasm. And it wasn't until 17 minutes after I left that Nintendo launched its *Pokémon* assault on the nation's youth. Coincidence? I think not.



Issue 23: Possibly the weirdest rendered image of Duke Nukem ever seen!

After three years of cartridges and dodgy memory cards and stress-induced hair loss (but not, oddly, from my head), *DVD Review* beckoned, meaning I could now be rude about major film stars instead of



After issue 14 was buried in a lead-lined casket, things actually reached a level of professionalism that would make Mark and Lard proud. Who got the first reviews of *Banjo-Kazooie*, *Zelda*, *Turok 2*, *Duke Nukem: Zero Hour*, *Donkey Kong 64* and *Resident Evil 2*? It could well have been us; I was spending quite a few lunchtimes in the pub, so anything after midday tended to be a little blurry. But we got the games in, and unlike certain mags (mentioning no names, but all of them) didn't use unfinished preview cartridges or a Doctor V64 to do so.

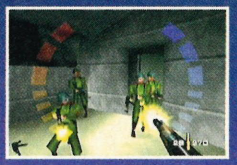
By this time, developers other than Nintendo and Rare had finally got to grips with programming the N64, so the quality of games as a whole

The Best And The Worst

As Editor, Andy got to see every N64 game that came out over a three-year period. What did he think were the highs and lows, game-wise?

1: Goldeneye

Not as advanced as *Perfect Dark*, but ultimately the presence of 'Bond, James Bond' tips the scales in its favour. We're still playing!



2: Zelda

Once again, Nintendo proved that when it wants to, it can revolutionise the way games are played. Surely the reason people buy N64s!



3: F1 World Grand Prix

The game that went to show you don't need a hugely expensive PC to play a top racing simulation! Took long enough though...



4: Resident Evil 2

Just a PlayStation port? No – as far as we're concerned it's actually far better, and a stunning piece of programming to fit it onto a cart!



5: Puyo Puyo Sun 64

Insanely addictive Japanese puzzle game with coloured blobs which for some reason never got a UK release. Why?



Worst Moment

The Unfortunate Incident (issue 29). Nothing like the threat of a lawsuit to get Monday morning off to a good start!

silly company mascots. Was that a small tear in the corner of my eye? Nobody could tell, as I gave it some high knees across the office so fast you couldn't see me for dust (or it could have been carpet mites, but that's our office for you). Incidentally, *DVD Review* is now the UK's best-selling home entertainment magazine. Just so you know. Go and buy a copy. Now! Go on! Run!

Anyway, after I left, various things happened. Roy came back from a stint on *Planet PlayStation* (as did his Family Value Pack of exclamation marks), the magazine assimilated *64 Solutions* into its collective, the almost mythical *Perfect Dark* finally arrived, Game Boy titles appeared in the mag, Nintendo announced that Dolphin was really Gamecube, and there still wasn't a decent beat-'em-up on the N64, *five years* after it first appeared in Japan. Some things never change (actually, I quite liked *Tom And Jerry: Fists Of Furry* Andy, but then we haven't always seen eye to eye on what makes a good N64 game, have we? – Roy).

And that wraps up this little trip into 64 MAGAZINE history. Hope you enjoyed the last 50 issues, especially numbers 3 to 37, which obviously rocked. Now, where's my cheque?

Nintendo: Super Brains

Nintendo has made numerous baffling decisions with the N64, which undoubtedly prevented it from beating the PlayStation to the top. Here are the biggest blunders witnessed by 64 MAGAZINE over the years...





- Using cartridges instead of CD-ROMs. Nintendo claims it was purely because they wanted a fast-loading medium. And not because they could charge other games companies £14 instead of 14p to make them.
- Holding back the release of the N64 for over a year after it appeared in Japan. "Hey, Hiroshi, that new-fangled PlayStation seems to be taking off in Europe thanks to Sony's marketing muscle. Should we respond to this?" "Nah."
- The whole 'quality over quantity' routine. As Sony discovered, you can churn out any old crap so long as there's lots of it. And it's not like the N64 didn't have more than its share of garbage games.
- 14-year-old boys have more cash, and so can buy more games, than eight-year-olds. 14-year-old boys don't want to play games full of happy flowers, cakes and rainbows. Sony spotted this. Nintendo didn't.
- Did we really need 276 cutesy 3D platform games? (I exaggerate for comic effect. It was only 127.)
- Why, in the name of Shigeru Miyamoto's underpants, was the Game Boy Camera option taken out of *Perfect Dark*? What *was* Rare thinking?

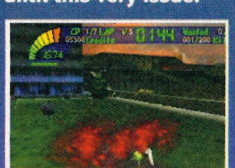






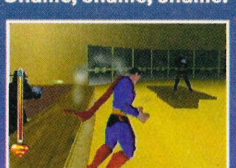
1: Carmageddon

Recently marked down to a 0% score, this truly is one of the most incompetently-made games of all time! A crapness unsurpassed until this very issue!



2: Superman

Somebody must have put Kryptonite in the Man of Steel's jockstrap, because his N64 debut was terminally weak! Shame, shame, shame.



3: Clayfighter 63 1/3

One of the first N64 fighting games... and still the worst of the genre! Apparently the review reduced a PR person to tears.



4: Cruis'n USA

The mighty have fallen – this mind-numbing bore was designed by the creator of *Defender* and *Robotron*! Just the first in a whole series of such trash, too!



5: Paperboy 64

Makes it into the 'worst' list because this unnecessary update of what was originally a classic arcade game ended up an absolute travesty!



Show and Hell



Letters Pray

Being a fairly bitter and malevolent sort, the boy McDermott was frequently rather sarky when replying to readers' letters, especially idiotic ones, which he often held up for public ridicule. Here, edited occasionally for length, are a few of his more evil replies to dumb letters...

- **"What the bloody hell are you on about? Speak English!" [Issue 7]**
- **"Ooh, ooh, we bow to your superior knowledge of magazine publishing. Instead of *Starfox*, obviously we should have put *NBA Hangtime* on the cover." [Issue 7]**
- **[To the line 'Your magazine is the worst N64 mag out'] "So why do you read it, you tosser?" [Issue 8]**
- **[To a complaint about a 'bad word'] "Remember, kids, it is big and clever to swear. Try it! Surprise your parents and teachers!" [Issue 14]**
- **[To a letter that started 'Dear 64 MAGAZINE, I think your magazine is crap'] "Dear [name deleted], we think you are crap." [Issue 16]**

It's not all just the excitement of sitting in an office in front of a computer when you edit a Nintendo mag – no, sometimes you have to go out into the real world! Videogame shows are the usual excuse, and some are better than others. Let our man give you the benefit of his experience in foreign travel...

E3

Better known as: The world's biggest videogame show; three days of trudging around exhibition halls the size of Canvey Island carrying a heavy rucksack; the ultimate blag-fest for boozers; tottie central.

Where is it? Usually in Los Angeles, although for a couple of horrible years it was in the stinky hell-hole known as Atlanta.

What happens? All the major players in the videogames market (and plenty of the minor ones) show off their wares for the next year. They do this by deafening you with speaker systems that would make even an Essex Boy wet himself in terror, having models wearing very little thrust brochures into your arms and, if you're smart, pouring copious amounts of alcohol down your throat.

Benefits: Free booze; the legendary (if overrated) Eidos parties; babe count off the scale; slight possibility of body-slamming Bill Gates.

Hassles: It takes 17 hours to trek from one side of the hall to the other; Los Angeles sucks. Really.



Issue 36: 'Where's Roy gone?' you all cried. Well... okay, so you didn't.

Space World

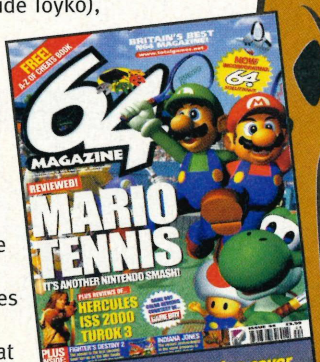
Better known as: Nintendo's big show; Japanese tottie central.

Where is it? Chiba (outside Toyko), Japan.

What happens? Nintendo overlord Hiroshi Yamauchi makes a speech that sounds like he's ordering the death of millions and chills you to your very soul; you see games that still won't have come out four years later; another 79 *Pokémon* games are announced.

Benefits: You get to gloat about going to Japan; seeing gadgets we won't get over here for another five years in Akihabara's bargain bins; comic shops selling nothing but hardcore erotic Manga based on videogame and anime characters; beer vending machines!

Hassles: The flight over there is so long you'll probably die of an embolism before the drinks are even served; a McDonald's value meal costs the equivalent of a small car; you get into the habit of bowing to everyone.



Issue 44: 'The Hercules cover that never was'. You've no idea much hassle we got.

ECTS

Better known as: Europe's main videogame show; the one no-one likes.

Where is it? Olympia, London

What happens? You see the same games that you saw a couple of months earlier at E3, only on smaller, cheaper stands; you talk to the PR people you spoke to on the phone the day before; kids who've blagged their way in for free by claiming to be journalists (ie, they put a game review on their Geocities Web page) nick all the press packs.

Benefits: People on stands don't tell you to "have a nice day"; you only have to haul your carcass as far as London.

Hassles: PR people on their home turf have their expenses watched more carefully, so less free booze; Olympia itself is designed exactly like a greenhouse, and gets a tad hot. ■



Issue 50: Quite possibly the finest issue ever! But how can we possibly be 50 old?

Criswell Predicts

Back in issue 14 (nooooooooo! Not issue 14!), as a blatant page-filler, we tried to predict what the N64's successor would be like. The feature was somewhat let down by the fact that the person we paid to render our artist's impressions in shiny CGI turned out to have all the graphical skill of a halibut. After someone has stamped on its head.

Still, our 'Nintendo X' April 2002 launch prediction probably isn't far off for the real Gamecube. Did we get anything else right?



- We were right that Nintendo would abandon cartridges, but guessed they'd go for 64DD-based MO disks, rather than weird-ass mini-DVDs.
- Four controller ports? Ho yus!
- 16Mb of RAM? Actually, we were well short of the mark here, Nintendo ponying up for an impressive 40 megs!
- The Gamecube's controller is even weirder-looking than our prediction, even taking into account the fact that our final render looked as much like Andy's original drawing (which oddly looked a lot like the XBox controller) as Britney Spears does to Mother Theresa (and she's dead!) We were right about the built-in Rumble Pak. Totally wrong about the rotational control and lack of a D-pad, however.

Team Choice!



Nicky

Fave Game: *Duck Dodgers*
Nicky's always been a fan of Daffy Duck, and she likes the idea of being able to zap people with a big gun!

Least Fave Game: *Goldeneye*
While Nicky doesn't actually think that this is a bad game (obviously), she's just really, really crap at it. Well... she is a girl (joke!)



Alex

Fave Game: *Sin And Punishment*
He loves his shoot-'em-ups, does Alex! This Japanese shooter really captured his imagination.

Least Fave Game: *FIFA 64*
Alex sees this as the turning point in the FIFA games series, where they "suddenly went crap". Fair enough!



Paul

Fave Game: *Banjo-Tooie*
Bumbling bears and loud-mouthed birds are apparently our Paul's perfect cup of tea! He quite likes the game too.

Least Fave Game: *Ready 2 Rumble: Round 2*
The office gaming area was not a particularly fun place to be when Paul was forced to review this dull game!



Roy

Fave Game: *Conker's Bad Fur Day*
Okay, so it's not out yet, but from what he's seen of it so far, Roy's convinced this is going to be the best N64 game ever!

Least Fave Game: *Power Rangers*
Having sat through this dismal game from beginning to end, Roy then spent three weeks in therapy getting over it.

So You Wanna Be A Videogame Magazine Editor?

No experience necessary! Seriously! Well, sort of. But here are some handy hints you should remember...

DO...

...know the difference between a PlayStation and an N64. And hold the joypad the right way up, it creates a better impression.

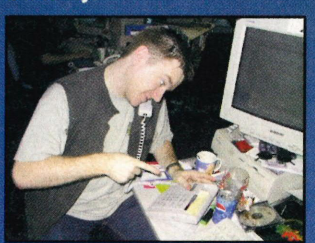


...learn how to nod and go "Mm-hmm" convincingly when you're being given a demo of a new game that's obviously crap, and the person giving the demo is trying to get it on the front cover.

...have at least a vague grasp of the English language, and little things like spelling and punctuation. (It's amazing how many videogame journos are functionally illiterate, able only to read the words "game over" and "free bar")

DON'T...

...leave jokily insulting voicemail messages for PR people upon whom you're depending for an exclusive. Sometimes they take them seriously.



...refer to a company's mascot character as a child molester, sheep-shagger or intravenous drug user.

...expect a company whose latest game you just compared in print to a pile of horse excrement to return your calls for at least three weeks.

...leave new writers with no grasp of the copyright or libel laws to their own devices.

Written by: Chandra Nair

The Future's

Last issue we took you on a brief tour of Nintendo's history, and tried to explain why the company is being so secretive about its new super-console. In part two, we show you why Nintendo will succeed in the next generation.





X-Cuse Me?

The X-Box was always going to be the foremost contender for Nintendo-basher of the year. What with Sony quietly slipping away, and Sega finally giving up the ghost, the battlefield has been left clear for the most intense console war that you have ever seen. The only thing is, Microsoft is not experienced in the console market, and it's already beginning to show. Bill Gates recently unveiled the final design and specifications for his little baby. The control pad, as expected, was uninspiring, looking remarkably similar to a Dreamcast pad. In fact, a certain web-site posted a "make your own X-Box pad" game, which consisted of stealing bits off other controllers, until you ended up with a collage made of Gamecube and Dreamcast pads.

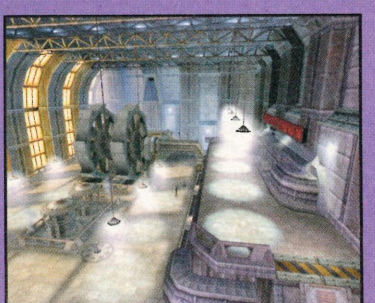
But that was expected, right? The word Microsoft isn't exactly synonymous with innovation – more like borrowing and improving, or to be more accurate, cunningly creating an exclusive mass-market. Mr Gates has no idea what Nintendo is up to, and this has forced him to have a direct dig at Gamecube's specifications. On the X-Box official web-site, you can view a chart of the X-box's all-important numbers compared directly to Gamecube and PS2. Below are some examples of the stats for you to look at:

As you can see, it doesn't paint a pretty picture for Nintendo – or it wouldn't if any of it was based on in-game comparisons. For starters, you can't directly compare figures across two completely different types of architecture. Every machine works differently, so the fact that one console has a larger number than the other (even if they are exactly the same component) means nothing. As it happens,





Property	X-box	PS2	Gamecube
CPU	733MHz	294.912MHz	405MHz PowerPC
Graphics Processor	250MHz	147.465MHz	202.5MHz
Total Memory	64MB	32MB	43MB
Memory Bandwidth	6.4GB/sec	3.2GB/sec	3.2GB/sec
Polygon Performance	125M/sec	66M/sec	6-12M/sec



N-Shaped! Part Two

the Gamecube's CPU is based on the Power PC architecture, which works in a completely different way to a standard PC CPU. Putting the two numbers next to each other is just plain ignorance. Maybe they just think that nobody will notice? In actual fact, one major developer has said (off the record) that Gamecube's CPU is easily equivalent to a 733MHz CPU. One down, several other misleading facts to go!

X-box supposedly has 21MB more memory than Gamecube. This is actually true, but Gamecube uses highly advanced texture-compression techniques (S3). It doesn't need all that memory, and if you take into account all that extra space available after compression, Gamecube has tons more virtual memory than X-Box.

The most misleading and downright stupid-looking comparison of all lies at the bottom of the table. What's that? X-Box is 11 times more powerful than Gamecube? Nintendo doesn't stand a chance! On the contrary, Nintendo has learned a valuable lesson – this time round, it's being realistic with its figures. The N64 had some awe-inspiring polygon-pushing numbers when it was first announced, but it never came close. According to this data, the PS2 can push 66 million polygons per second. That's funny – why is it that *Ridge Racer V* never goes above three million per second? The fact is that these figures are only true if there are no effects. Once you have a bunch of light sources, textures, and a decent frame rate, that number immediately goes down by around 90%! This puts Microsoft's machine at around 12 million per second. With



"With EA Canada announcing that they were achieving 15 million polygons per second with multiple effects and light sources, suddenly things look rosy again."



EA Canada announcing that in benchmark tests (on Gamecube) they were achieving in the region of 15 million per second with multiple effects and light sources, everything suddenly looks rosy again. 125 million polygons per second indeed!

Not Big In Japan

In what is likely to be a bit of an issue for Microsoft, Japanese gamers don't seem to be that bothered about the big X. None of





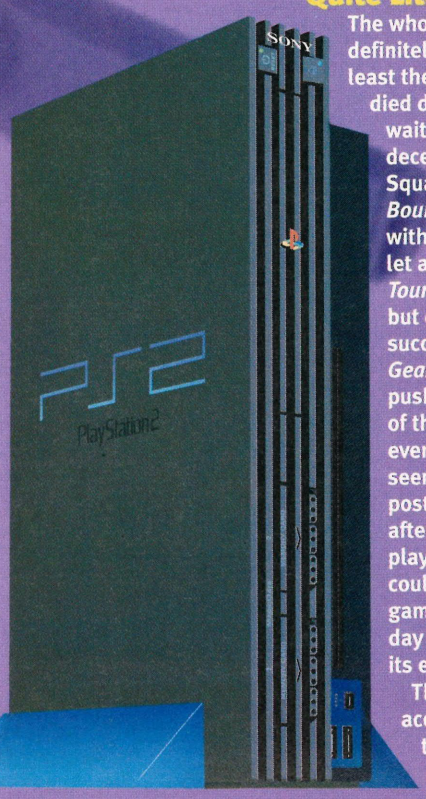
the games appeal to the Japanese audience. The situation is completely different with Gamecube. Pretty much every game that Nintendo showed at Spaceworld last year would appeal to the Japanese. OK, so Japanese companies like Namco, Capcom and Konami are developing for X-box, but they are developing for Gamecube as well. If they have to make the choice, they will almost certainly go with the native company. If Nintendo launch on time with all the games that they *say* they will have, the Japanese market should be sewn up. America is a slightly different kettle of fish. Both Microsoft and Nintendo are huge in the US. It's going to be one hell of a battle, and at the end of the day, it will probably come down to who launches first. As far as that's concerned, Microsoft is behind Nintendo in the 'getting full development kits out to developers' stakes. It's going to be a close one!

In Europe and the UK? Who knows? We probably won't see either machine until at least Spring 2002. Whatever happens in the US will probably be echoed over here. Take into account that Nintendo has opened up a new office in the UK, and is taking us a lot more seriously than it did before. We'll just have to wait and see.





Quite Literally PS... 2



The whole PS2 thang has definitely blown over, or at least the initial storm has died down. After months of waiting there are still no decent games out. Square's big hope *The Bouncer* came and went without even a sparkle, let alone a bang. *Gran Tourismo 3* looms close, but one game does not a success make. *Metal Gear Solid* has now been pushed back to the end of the year. Indeed, everything about the PS2 seems to have been a postscript or an afterthought. If Nintendo plays its cards right, it could have more quality games out on the launch day than PS2 has had in its entire lifespan!

They do have a few aces up their sleeves though. Following huge losses for a fourth year running, Sega has announced that it will be developing four titles for the PS2. This may come as a huge shock to most people. Why would Sega want to help the company that destroyed them? To be honest, it's probably only a short-term thing, designed to get some money into the company bank account as soon as possible. Look on it as Sega using Sony.

Squaresoft is also behind Sony. Whether or not they are developing for Gamecube is irrelevant, as they haven't announced anything. All we do know is that



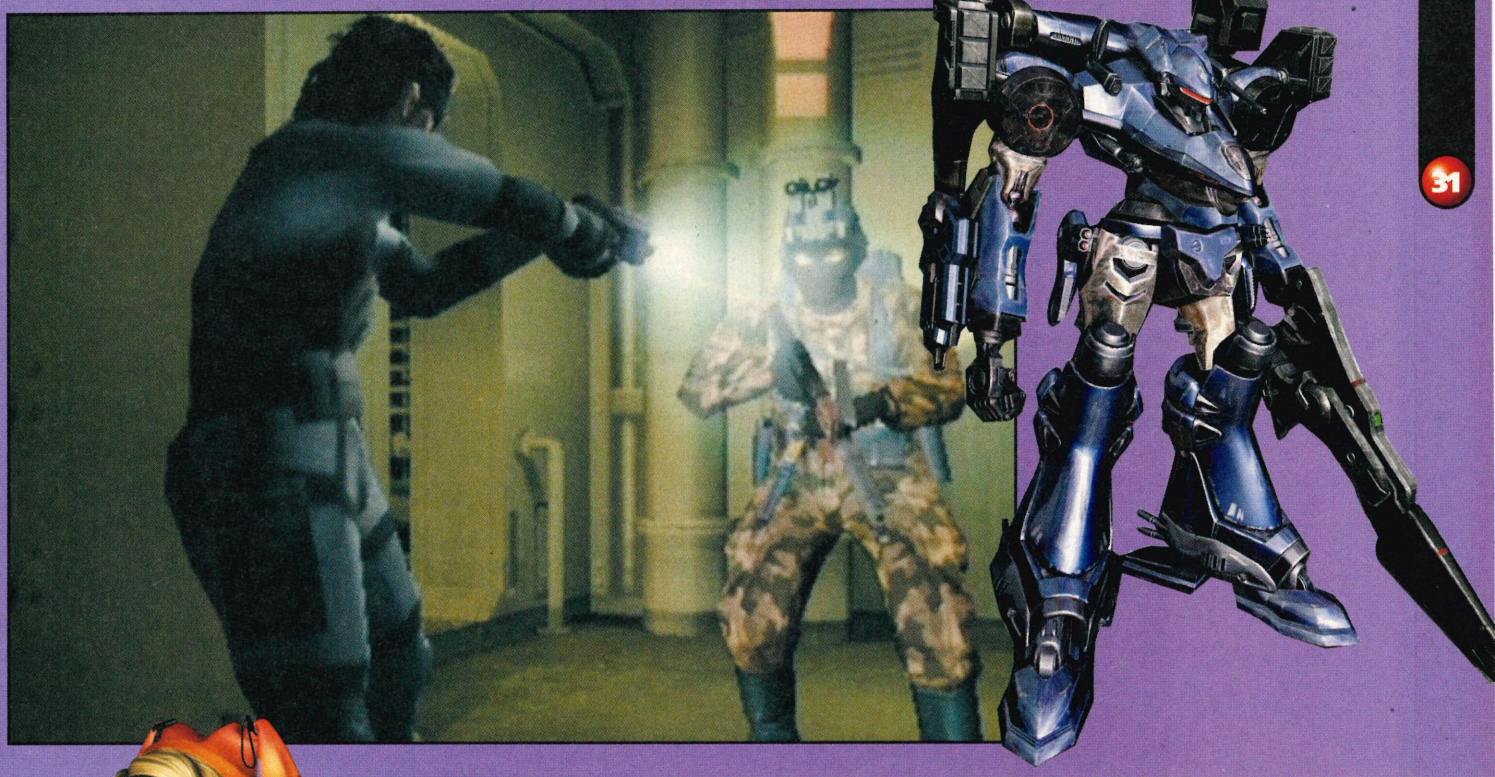
To Be This Good...

So what exactly will Sega be bringing out? The company's keeping very quiet at the moment – rumours abound that the information wasn't supposed to be released quite so early. Whether or not it was intended, the news is out. Sega has so many franchises – *House Of The Dead, Virtua Fighter, Virtua Racing, Daytona, Sonic, Virtua Cop*... the list just goes on and on. Let's hope that it can save the big games for Gamecube!











Final Fantasy X has been delayed in Japan to coincide with the launch of the Gamecube. That's just evil! Once again, it's all down to software. When July comes around, GBA will be in full swing. If Nintendo utilises the potential for connection between the two units, and launches with quality software, Sony doesn't stand a chance.



NO FLASHY SLOGANS...



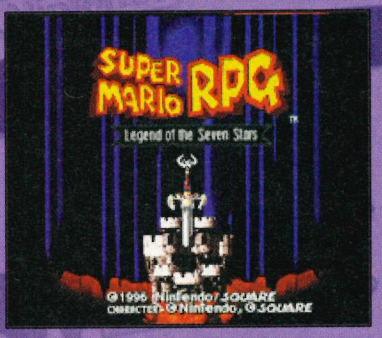
TOTAL GAMES .net

What? More News?

While we try ever so hard to keep you up to date in the news section, there is just too much news coming in. As we approach the launch dates of the two Nintendo consoles, developers bound by NDAs are sneaking out little bits of information. Probably the biggest news since last month's feature is that Squaresoft has stated that it would like to develop for Nintendo. As part of an interview, the president of the RPG-master said, "As president, I'm working hard to bring out a game on a Nintendo system, and I would like to continue to do so in the future."

"Everyday we look at what this machine can do and we realise that we are only beginning to scratch the surface of its potential"





This is the first confirmation of Squaresoft working with Nintendo since *Mario RPG* on the SNES. It's all coming together!

Lego Media has announced that it will be bringing its Technic range to Gamecube. It's not really a big deal, but it'll bring some variation to the line-up, and a new audience.

Here's something to make you dribble! Check out these quotes from Silicon Knights' (*Eternal Darkness, Too Human*) Denis Dyack.

"We have never felt more confident that Nintendo will dominate this generation."

"Everyday we look at what this machine can do and we realize that we are only beginning to scratch the surface of its potential. This really cannot be adequately described – you will better understand at E3."

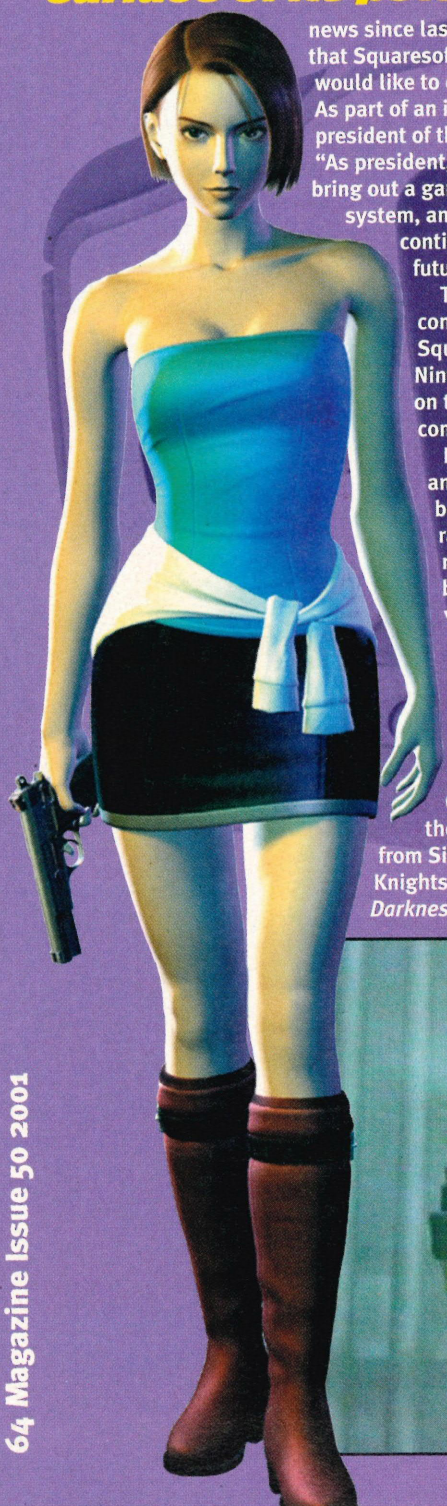
"Seriously, we believe the design of the GC is second to none and that this will be proven by the games. Lets wait to see what people say after E3."

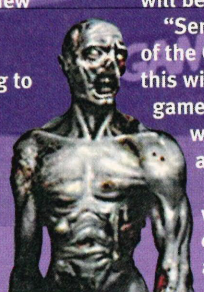
"Your jaw would drop. All of your apprehensions would quickly melt away and then all at once you would realise that this is just the tip of the iceberg."

We can't even begin to imagine what they have been doing, but it sounds like they're a bit pleased with what the Gamecube can do!

It doesn't stop there either. Capcom has announced yet another title as part of its multi-platform online games extravaganza. *Resident Evil 4* will be coming out at the end of this year in Japan. A US and UK date hasn't yet been given.

Last, but certainly not least, Atlus (the company behind *Snowboard Kids*) has announced that it plans to fully support the Gamecube. The developer even went as far as to say that it would be working on more games than it did for the N64. Enough of all the updates – let's get down to the important bit: the innards of the Gamecube.









All Teched Up

The Gamecube's architecture often gets compared to every other console on the block, but at the end of the day it all means nothing. What matters is what the actual games look like and how they play. It's no good bringing out a machine that is immensely powerful, so powerful that you can describe it as having an emotion engine, when it takes two years to learn how to get decent graphics and gameplay out of it. With the PS2, by the time developers learn how to use it properly, the competition will be out, and it will be producing superior graphics at the tap of a button. But what is it that makes games look so good, and why do some machines take so long to program for?

It's all to do with how well the internal components are designed, how efficiently they interact with each other, and how much of the work is done for the programmer. With Gamecube, an awful lot of the work is done onboard. Multi-pass rendering is a good example of taking a huge workload off the CPU. This technique allows polygons to have eight textures applied to them in one hit, effectively cutting the necessary workload by 80%. It's techniques like this that make lists of specifications pointless banter. For example, the Gamecube's CPU runs at 405MHz. This isn't as big a number as X-Box's 733MHz, but techniques such as multi-pass rendering mean that the processor doesn't need to work as fast in order to do a similar amount of work. PS2 would have to take a polygon and put one texture on it. Then it would have to spend time doing the next effect, and the next and the next. Meanwhile, Gamecube had it finished ten years ago. Why have huge specifications, which in turn boost up the price of the console, if you don't need them?

Gamecube only has 40MB of internal RAM. Compared to X-Box's 64MB. This seems a bit weedy, but you have to remember that 24MB of the 40MB is IT-SRAM, and 16MB of the 40MB is embedded DRAM. These types of memory are ridiculously fast. The graphics chip, codenamed 'Flipper', has S3 Texture Compression onboard. This allows huge amounts of textures or hugely detailed textures to be stored as minute files, which can be decompressed when they are needed. This technique has nothing to do with the CPU – it doesn't use any of its power. The X-Box on the other hand needs that extra power on the CPU, as the techniques that it uses draw their power directly from the central processor.



Obviously, there is a way around everything. The time-saving techniques that Gamecube uses can be programmed into the micro-code, or in the PS2's case, programmers can find different ways to use the vector units. This is possible, but it takes a lot of man-hours to do. In the time that a PS2 programmer has spent messing around with the internal code, a Gamecube programmer would have been doing something else. They can be concentrating on pushing the machine to its limits, rather than trying to get it started. The Gamecube's IT-SRAM is split into two

NO EMPTY PROMISES...



TOTAL GAMES net

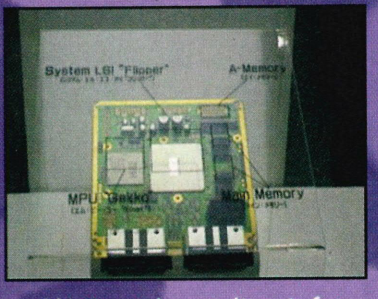


sets of 12MB. It is only because it is so fast that the machine is able to channel all the information through the 64bit data bus, which has a memory bandwidth of 3.2GB/s. Problems occur with other consoles (especially the N64) when far too much information is being sent to the bus at once – the result is that a bottleneck occurs at the bus.

You have to remember that this is Nintendo's umpteenth console. They know exactly what they want, and work extremely closely with whichever company it may be to make sure that what they get isn't anything less than perfect. They got a bit big-headed with the N64 and made some mistakes – the same sort of mistakes that Sony has made with its second machine. X-Box is another matter. Developers have commented that both Microsoft's and Nintendo's consoles are easy to develop for. They are both completely different, but very similar in many ways. You will probably find that games on both machines will have a very similar graphical quality.



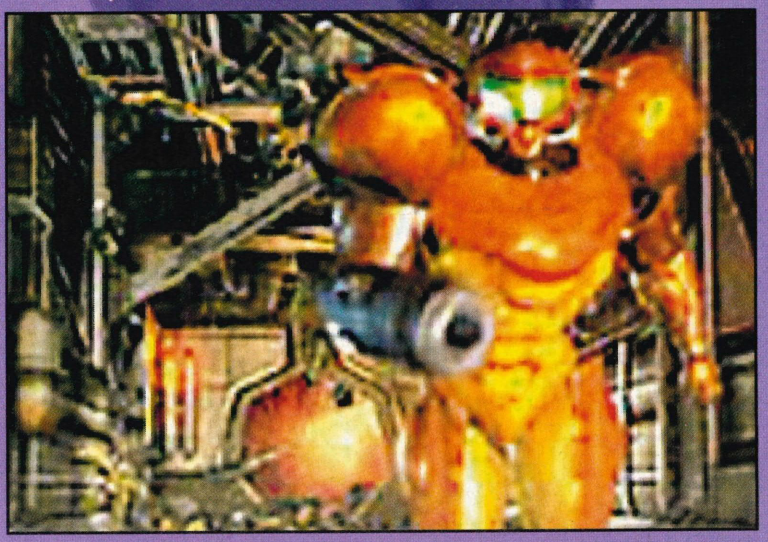




What about sound? One of the biggest mistakes that Nintendo made was to not have a dedicated sound chip in the N64. Obviously you could get decent sound from it, but it drew its processing power from the main CPU. Every extra channel that was used for music, drew even more power from the CPU. The only way round it, as Factor 5 found, was to mess about with the micro-code. As proven by *Zelda* and *Star Wars: Rogue Squadron*, decent sound was possible, but it took developers years to figure out how to do it. This time round, Nintendo has an amazing sound chip – Factor 5 are developing the MusyX sound tools for it. Can you think of anyone better? If Factor 5 could get amazing results out of a machine with no sound chip, imagine what it can do with a beautifully designed piece of kit! Once the chip has been taken apart and Factor 5 has found all its secrets, the information will be shared with everyone (in the form of new and improved development tools) and the tools will then be upgraded whenever anything new is found. This goes for all the development tools available on the Gamecube.

Full-blown development kits have been going out since the start of the year, and developers are extremely happy with them. It looks like Nintendo really has listened and learned. We'll have to wait until E3 to find out for sure. Only two months and counting... ■





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WHAT'S REVIEWED IN THIS ISSUE!

64 MAGAZINE reviews



38

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.

Indiana Jones And The Infernal Machine

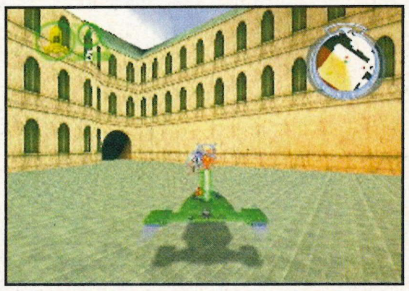
The man with the whip and the fedora in his first N64 outing – we really dig that crazy archaeologist!

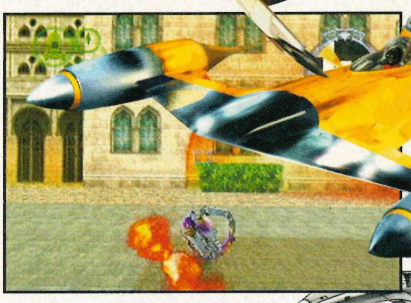
64 MAGAZINE RATING

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

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

46 Star Wars Episode One: Battle For Naboo







Rogue Squadron gets an *Episode One*-style makeover... and it's looking pretty darn good!

54 Scooby Doo: Classic Creep Capers



The cartoon dog and 'those meddling kids' hunt for clues in THQ's new adventure.

60 Power Rangers: Lightspeed Rescue



What's that? You thought *Carmageddon* was the worst game on the N64? Think again...

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

37

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 %

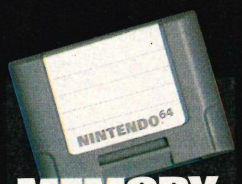
The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

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

Written by: Roy Kimber

Indiana And The Infernal

Real adventurers don't have size 36DD breasts... they have designer stubble and carry a whip!



MEMORY OPTIONS

MEMORY: Stores three saves

CONTROLLER PAK Not Used



$64,000 QUESTION

- ⊕ It's Indy on the N64!
- ⊕ Absolutely huge game.
- ⊕ Sprawling levels with nice variety.
- ⊕ Loads of speech and atmospheric music.
- ⊕ Loads to see and do.
- ⊕ Indy is very versatile.
- ⊖ Graphically very glitchy.
- ⊖ 3D jumping can be a pain.
- ⊖ Controls could be more responsive.
- ⊖ High frustration factor

NINFO

PLAYERS



EXPANSION PAK



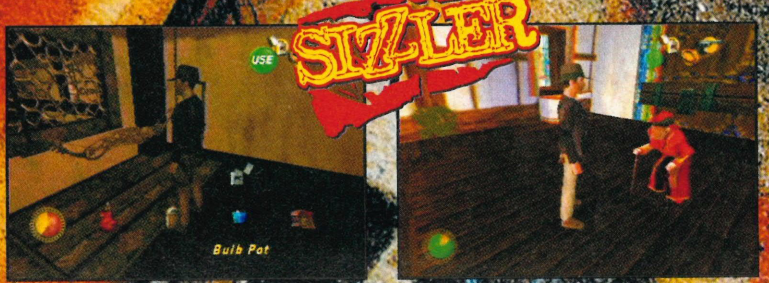
RUMBLE PAK



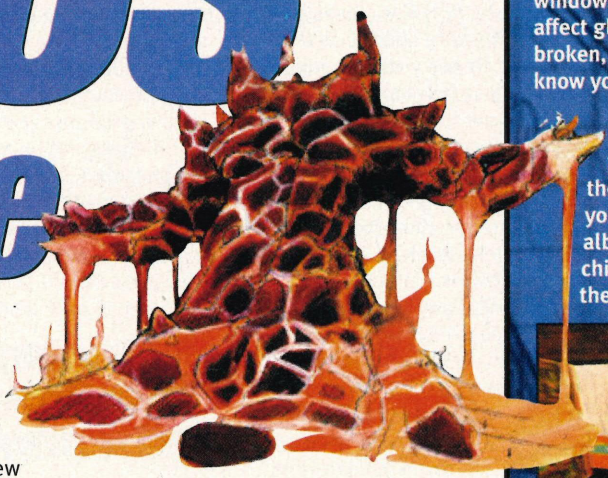
Publisher	LucasArts
Developer	Factor 5
Game Type	Platform Adventure
Origin	USA
Release	Out now (import)
Price	£39.99



64 MAGAZINE SIZZLER



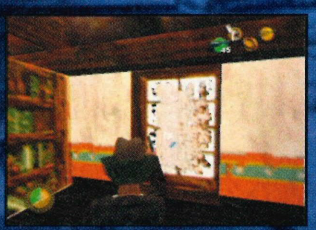
Jones Machine



Walking On Broken Glass

Indy's weaponry is a little on the feeble side – ordinarily it can't even shoot through windows! The only time it can affect glass is when it's already broken, as in this case. You know you can break it because Indy automatically targets it and then all you need to do is pull the trigger and you've got yourself a new doorway, albeit one that young children will probably cut themselves on.





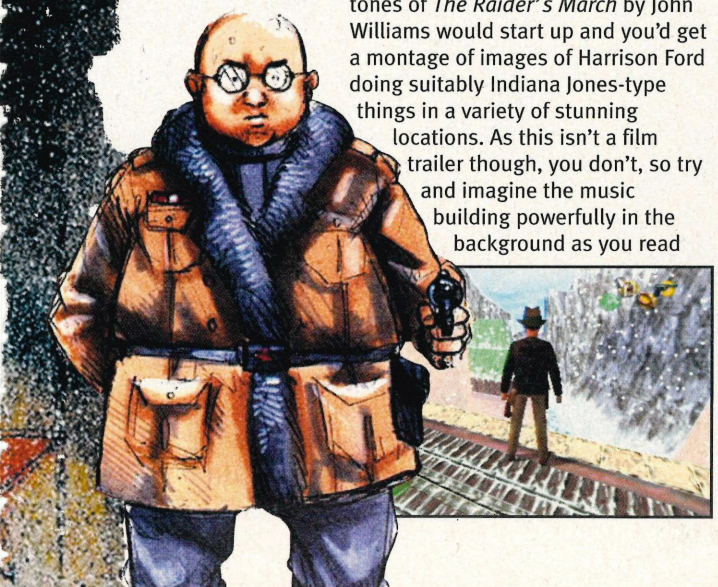
It's 1947 and the war is over. The Nazis – previously the most feared and hated military force in the world – are dead and gone. Unfortunately a new power is slowly taking their place, marching under a blood-red banner bearing a golden hammer and sickle. The Communist hordes intend to finish what Hitler started and conquer the world, and they've uncovered something that might help them to do so, in the form of an ancient, terrible machine which – legend has it – can bridge dimensions. As the mighty Red Army puts every resource it has to the task of finding and assembling this awful device, the free world turns to the one man who might be able to stop them. He's big, he's bad, he wears a fedora and carries a whip. No... not Julian Clary, this man could only be... Indiana Jones!

"This is not a game that you're going to finish the first day that you get it home"

Hey, Indy!

If this was a film trailer then that would be the point where the stirring tones of *The Raider's March* by John Williams would start up and you'd get a montage of images of Harrison Ford doing suitably Indiana Jones-type things in a variety of stunning locations. As this isn't a film trailer though, you don't, so try and imagine the music building powerfully in the background as you read through the review instead. Of course, if you had the game already, then you wouldn't need to imagine the music because the game supplies it. The presentation of the whole thing is excellent – after watching a suitably 'Infernal Machine' version of the Factor 5 logo appear, the title screen pops up, accompanied by said theme from *Raiders Of The Lost Ark* which is as synonymous with the whip-toting persona of Indiana Jones as is his fedora.

Assuming you can force yourself to get past this screen (personally we just sat and hummed along with the music for ten minutes first, 'getting in the mood' to take on the role of one of our favourite screen heroes) you are then introduced to the game through a fairly brief cinema sequence of Indy arriving at an archaeological dig site in the desert. This is just a taste of things to come both visually and audibly, and the level itself is ostensibly nothing more than a training section, introducing you to the character of Indy (as if we needed that!) and to his various abilities.



[Below] ***Aha, a torpedo! Now if only I had a full-size working replica of a World War II submarine to fire it from – I could go and invade Cuba!***

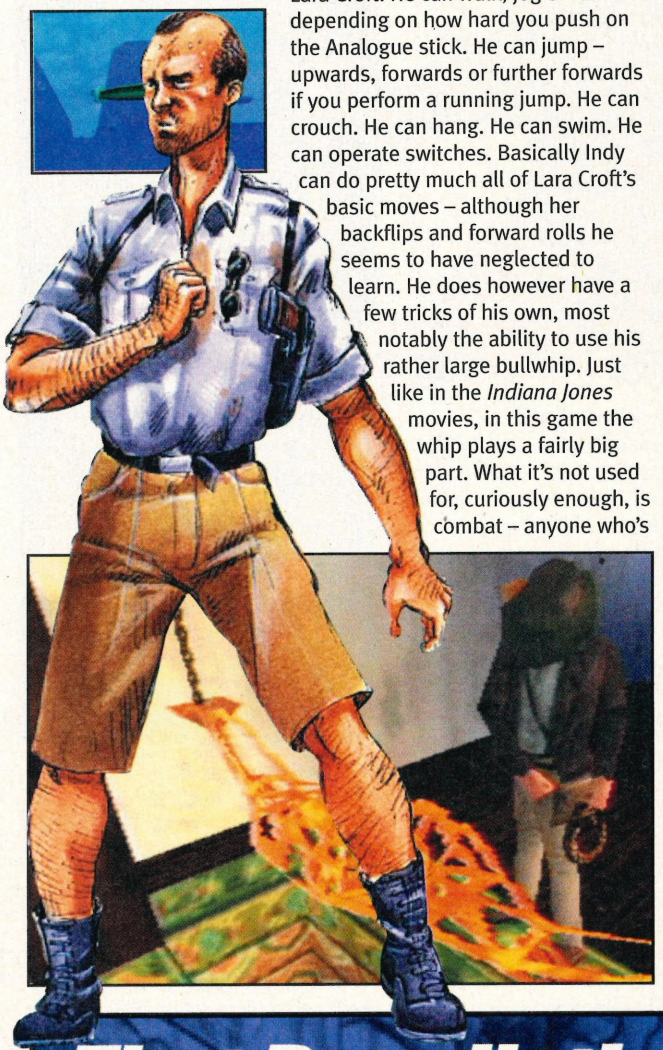




[Above] ***Indy attempts to jury-rig the torpedo with his Swiss Army knife – now remember kids: don't try this at home!***

Calling Doctor Jones

The first thing that is very apparent is that *Indiana Jones And The Infernal Machine* is very reminiscent of *Tomb Raider*. Like that series of games, you view the central character (most of the time at least) from a directly behind, third-person perspective, and the character of Indiana Jones also has many of the same abilities as Miss Lara Croft. He can walk, jog or run depending on how hard you push on the Analogue stick. He can jump – upwards, forwards or further forwards if you perform a running jump. He can crouch. He can hang. He can swim. He can operate switches. Basically Indy can do pretty much all of Lara Croft's basic moves – although her backflips and forward rolls he seems to have neglected to learn. He does however have a few tricks of his own, most notably the ability to use his rather large bullwhip. Just like in the *Indiana Jones* movies, in this game the whip plays a fairly big part. What it's not used for, curiously enough, is combat – anyone who's seen Indy whip a weapon out of a snarling enemy's hand might be surprised by this, but no, what the whip is generally used for is movement.



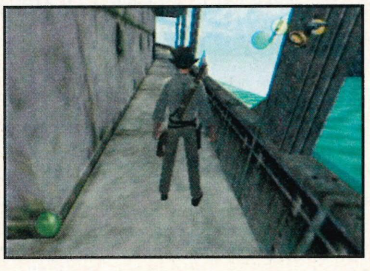
Junior!

There are two main uses for the whip: swinging and climbing. Both of these make use of some kind of 'whipping post'. Initially this takes the form of a fairly obvious thick wooden post with circular grooves cut into it just perfect for wrapping a whip around. As you progress through the game the whipping posts start to look a little less obvious, taking the form of anything from an innocuous light fitting to a carved crocodile head. You can always check whether Indy's going to be able to use his whip on something by simply taking it out (the whip, that is). Do this, and if there is anything whippable in the vicinity then the camera angle changes as Indy looks at it. Then all you need to do is press the action button and sit back and watch Indy do his thing. If the action selected is a swing then a cut-scene takes places accompanied by a suitably stirring piece of music and Indy swings across, if climbing is what you're trying to do then Indy wraps the whip around the relevant post and you can then hoist yourself up, hand over hand.

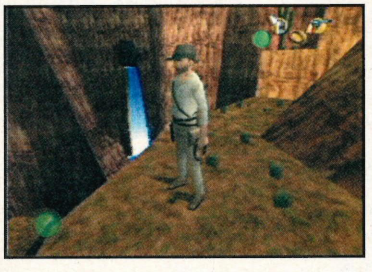
These whip techniques, together with Indy's other abilities, form the basis for the bulk of the gameplay. It's fair to say that the majority the gameplay in this title is puzzle-based rather than action-based. While there are lots of enemies to deal with, aside from the level bosses (which we'll come to in a bit) most of the bad guys are dealt with fairly easily and once you've spotted them you can usually take them out with just a shot or two. There's not a lot of prolonged battling such as you get in many of the *Tomb Raider* games on the PlayStation. The challenge comes, rather, in working out the routes through the level, figuring out the puzzles, and negotiating the rather hazardous and at times pretty damn tricky platform sections that form the majority of each stage.

"Very involving, at times a genuinely exciting 3D platform adventure"

[Below] ***A bit of a graphical problem on the ship – note how the water has disappeared just to Indy's right!***

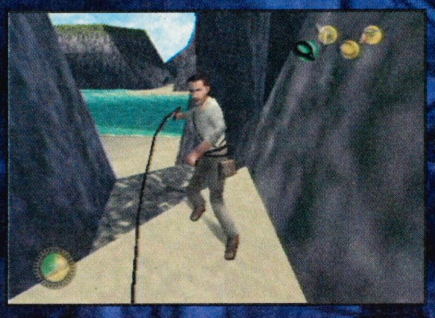


[Below] ***You begin the game up on a plateau by Indy's dig site. This is basically the training level.***



That Darn Hat!

Another of the (many) glitches in the game – we really hope they're sorted out before the UK release – is all to do, believe it or not, with Indy's faithful old fedora hat. On some of the levels, when you come out of the water the animation showing Indy putting his hat back on (he always takes it off for swimming) doesn't kick in, and you're left with a hatless Indy free to wander around on dry land. While this might not seem important, what it actually means is that the game thinks Indy is still in the water and as such it won't let you use objects properly. The only thing you can do to get Indy back to normal is hop back into the water and climb out again!

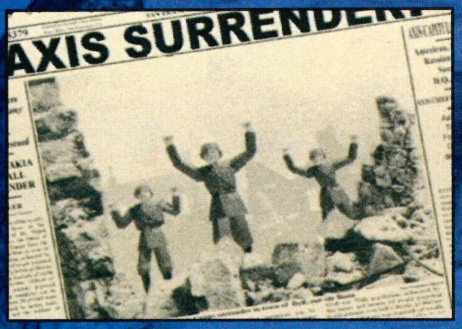






Good Evening, And Here Is The News...

Before you actually start the game you're treated to a newsreel-style series of headlines about the political situation since we last saw Indy...



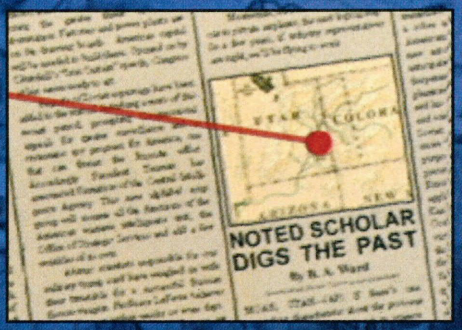
Yes... they've finally surrendered! The Nazis are out of it – now all we've got to do is take care of the Japanese...



Oops! There we go. Leave it to the Americans to go totally over-the-top! (Yes, we know nuclear bombs aren't funny.)



Hang on, what's this? Darn those Communists, next thing you know they'll be wanting to take over the world!



And while all this is going on, a well-known archaeologist is quietly minding his own business digging for old stuff...

Great New Diet!

Have you heard about the great new 'Temporal Shrub' diet? It's brilliant! As this demonstration shows, you can lose 100 years in just thirty seconds! Before: she's a withered old hag who can barely stand up straight. After: she's suddenly a rather gorgeous 20-year-old! Try Temporal Shrub today!







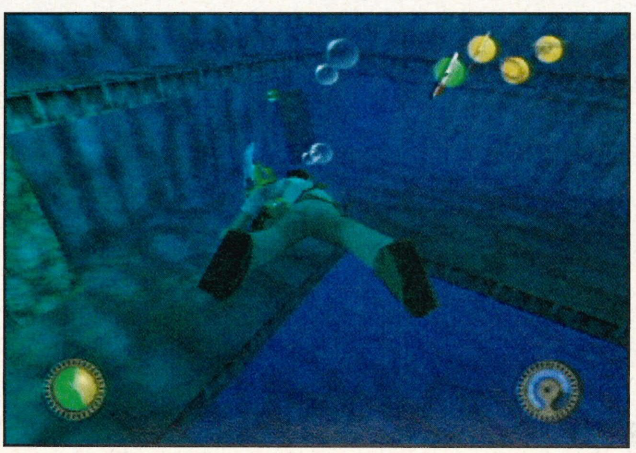
[Above] ***Anything Lara can do, Indy can do better... except maybe look really hot in a tiny cocktail dress with 3-inch heels.***

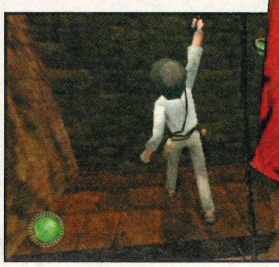
[Below] ***While underwater your only defence against the marauding piranha fish and wandering sharks is a large machete.***



Named After A Dog?

Of course, we haven't actually explained yet exactly what Indy is trying to do, so maybe we should. The plot of the game, as the title suggests, revolves around a machine. And no ordinary machine at that. While we tend to think of machinery as a modern invention, historians and archaeologists have in fact found examples of primitive machinery dating back thousands of years. The device in question in *Indiana Jones And The Infernal Machine* was – so the story goes – built 2700 years ago in the city of Babylon. Apparently (so we are told) the king at the time, Nebuchadnezzar II, constructed a strange machine inside the legendary Tower Of Babel





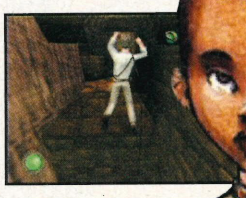


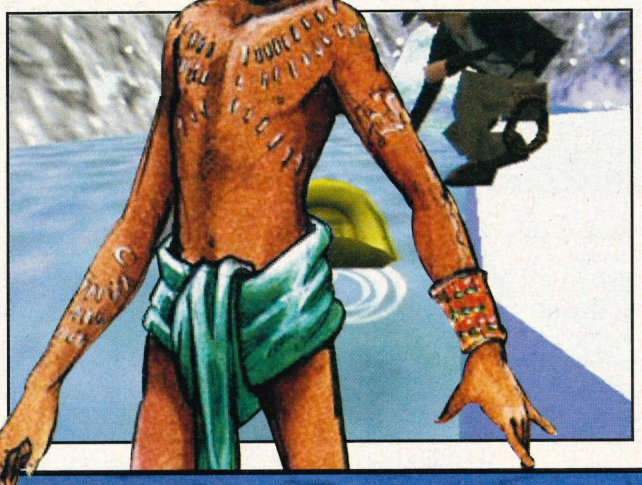


[Above] ***Indy plays the age-old game of 'chicken' with a 12-foot-high ice monster – is this guy really hard, or just really, really stupid?***

[Below] ***The targetting system is automatic – pull out your weapon (ooer) and Indy swings around to track any enemies nearby.***







with the intention of reaching across dimensions. At the time, the Babylonians destroyed the machine, but a Russian scholar has uncovered hints that the pieces of the device were scattered around the globe. Thus the Communists are hunting for the pieces with the intention of reassembling the machine and using it for nefarious purposes.

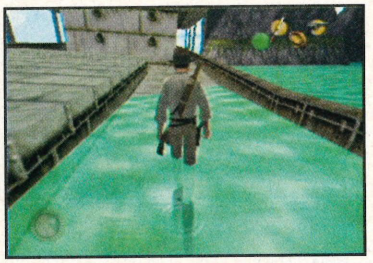
Snakes? I Hate Snakes!

Indy's task in the game is to recover the four pieces of the machine and prevent the Russians from making use of it. The catch is that he only has a clue as to where the first piece is and no idea about the other three... oh, and there's also the small factor that each piece – so the legend goes – is protected by weird and terrible creatures, disciples of an ancient winged God called Marduk.

What this essentially comes down to is a huge, sprawling 3D platform adventure as you race against the Commies to find the clues which lead to the various infernal machine parts and save the free world from evil. The level structure in the game is very similar to that of *Goldeneye*, in that each of the seventeen stages has a specific scenario and once you've completed it you can then go back and replay the level as many times as you want to hunt out any secrets you might have missed first time around. At the end of each level you are taken to the trading post. This is where Indy gets to stock up on ammo and health using the money he has accumulated collecting treasure on the previous stage. Most of the things you need to make your way through the game can be found within the levels, but the trading post is useful for stocking up on items that might be a bit scarce, like the Anti-Venom kits for instance, which are essential if you're not that quick on the draw and keep falling foul of the poisonous spiders, scorpions and other venomous nasties which roam many of the levels.

Whip Me!

So the real question has to be: how has Indy faired in his transition to the N64? Well... not bad. The important thing to point out here is that *Indiana Jones And The Infernal Machine* is not a totally original game, it's actually a port of an older PC title. As such, because of the way that games technology and graphics improve so fast over very short periods of time, graphically it does look a little dated,

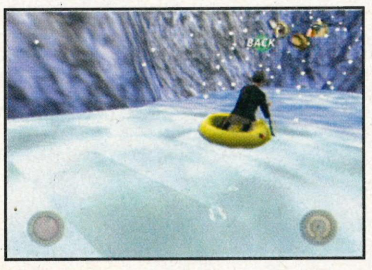


[Above] ***This old ship doesn't appear to be very seaworthy! I wonder what secrets are hidden in its hold?***

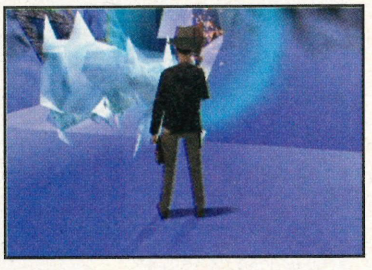
at least by the standard of recent titles like *Perfect Dark* and *Star Wars: Battle For Naboo*. That said though, being a port of a PC title, the graphics were obviously pretty good to begin with, so there's still plenty to look at. It's just that everything's a little... well, simplified. The textures in the game are fairly basic – although they do suffice – and lots of little touches that we're used to from games like *Zelda*, just aren't there. Indy leaves no footprints when he runs across snow or sand, for instance, and the water effects are a bit basic – almost blocky in places. However, the overall graphical effect is very atmospheric and does the job... just about. But more on that in a bit.

Indy himself looks very good, and he handles fairly well. Once you get used to the controls, you should be able to make Indy perform fairly

[Below] ***"We are sailing... we are sailing! Down the river... to the sea. Erm... anyone got the number for the Coastguard?"***



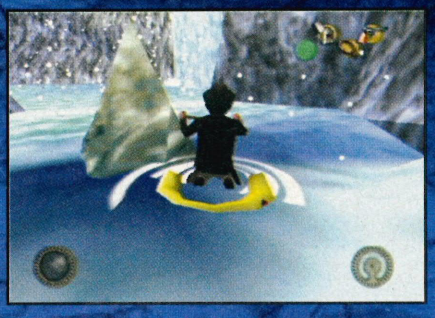
[Below] ***Back away you 'orrible mutant ice creature! Feel the wrath of my... er, large piece of machinery!***



That Sinking Feeling...

Throughout the game, Indy gets to utilise various vehicles, including a jeep and... er, a dinghy. The dinghy is of the inflatable variety, and our hero must paddle it through various rivers, avoiding treacherous rocks along the way. If you strike a sharp rock, you get a puncture and the dinghy loses air. These punctures can be repaired if you've got the special repair kits, if you haven't then you have to get to land fast. Fail and it's a watery grave for Indy!







"Graphically it does look a little dated"



[Above] *Indy returns to his old school chemistry lab to try and figure out an answer to the latest puzzling problem.*

A Frosty Reception

When you finally locate the resting place of the first piece of the infernal machine you don't exactly get a warm reception! Before you can get anywhere near it you're faced by the first of the guardians, a huge creature made entirely of ice that comes at you across the floors, walls and ceiling (just like Spiderman!) Your usual weapons are useless against it, however if you can manage to get to the machine part, it turns out to have some rather useful properties which you can turn to your advantage...



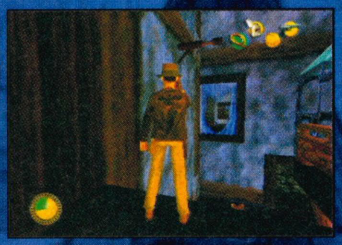


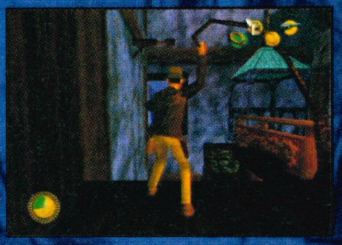


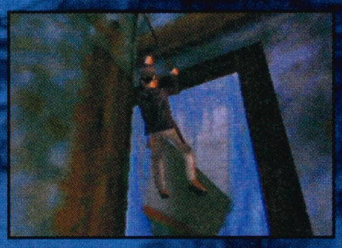


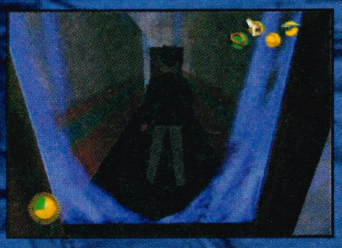
Having A Swinging Time

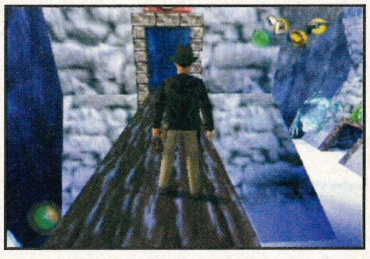
Can't reach that corridor ahead? No problem! Just pull out Indy's trusty whip, tap the B button and watch him do his thing! Before you can say 'ooh, kinky!' the adventurous archaeologist flicks his whip onto the conveniently-positioned post and – to a quick burst of *The Raider's March* – swings across the gap. What a hero!











[Above] ***The ice-monster's lair is effectively a small maze, at the end of which is the first machine part.***



[Above] ***Indy's appearance changes depending on the climate – in warm places he takes his jacket off... ooh!***

Valuable Antiques!

You too could have some valuable antiques just lying around the house! Ask yourself a few simple questions... Is there a room in your house which is always locked and which requires a huge ornate key to open it? Do strange noises come from that room such as might be made by a fearsome guardian creature? And do muscular hero-types often turn up at your front door, claiming to be on a mystical quest? If the answer to any of these questions is 'yes', then you may well have a magical antique like an Infernal Machine part – quick, go get Hugh Scully!



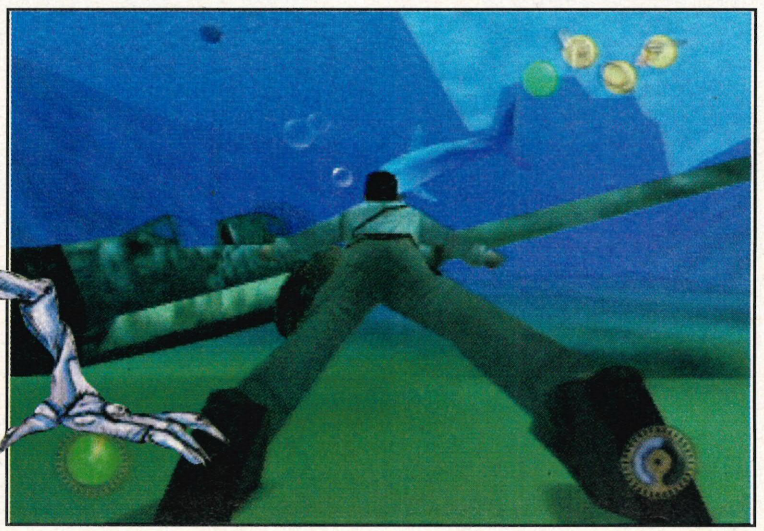


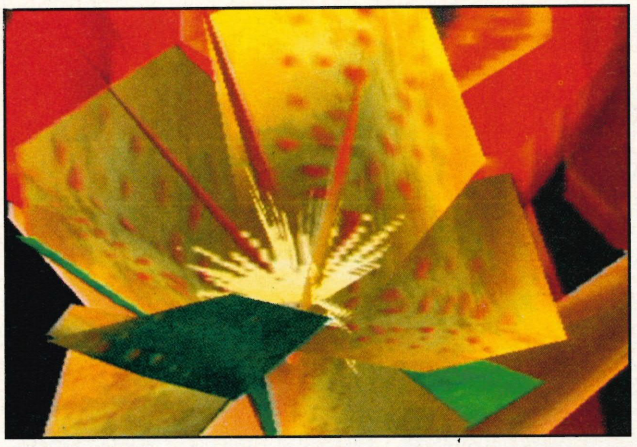
well, although there are a few complaints. The game uses a similar weapon and object usage system to that of *Zelda*. Similar, but not the same. Like *Zelda*, various weapons and objects can be assigned to the C Buttons, however unlike *Zelda*, pressing the appropriate C Button doesn't utilise them, instead it maps them to the B Button. Once this is done, you activate the object by pressing B. While we can see how this was obviously devised – the idea being that you only need to remember to press the B Button to get something to work – if you're familiar with the *Zelda* button formations, then often in a critical situation it's all too easy to revert to tapping the C Buttons and this can result in putting away the object you wanted to use instead of activating it!

Wot No Nazis?

Another small – yet potentially frustrating – problem comes in the way that Indy jumps. Much of the gameplay on the levels relies on you having to make accurate jumps in series, where one wrong move can mean a fall to your death or at the very least a trek back to the start of the section to begin all over again. *Tomb Raider* has this same







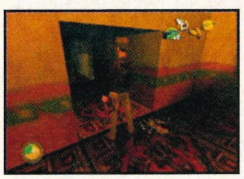
[Above] ***Isn't it pretty? This mystical flower holds the key to one of the puzzles which Indy must solve in his search for the Machine.***

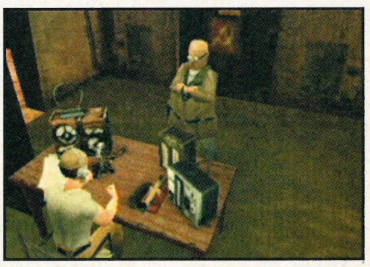
requirement, however in *Tomb Raider* the jumping system is very well thought out – pressing jump does a small jump forward, and if you step to the edge of a platform and tap back on the D-Pad once, Lara hops back exactly the correct distance for you to perform a running jump, so you know exactly how far you're going to leap. In *Indiana Jones And The Infernal Machine* however, the character of Indy doesn't have any set-distance steps, which means running jumps have to be a matter of timing. This is very tricky, and can get annoying because occasionally the controls – usually very responsive – can fail to respond quite as fast as they should with the result that – usually on that tenth consecutive and as such vitally important leap – Indy misses the jump and plunges downwards. The thing which should alleviate the frustration here is the save function. It's possible to save the game anywhere, so in theory when you're making a series of difficult jumps you simply need to quick-save each time you make a successful leap and then reload if you inadvertently fall. The catch is that there's something wrong with the saving. The game doesn't restart you at the exact point that you saved – it starts you somewhere close by, and inevitably this is never up on the tricky platforms, it's down on the floor where you don't want to be.

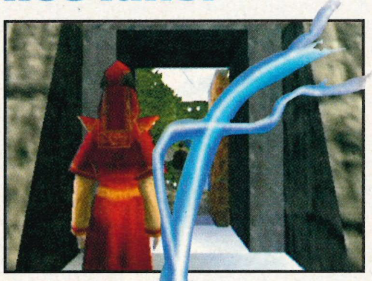
Er... You're All Clear Kid!

These problems with jumping and saving are a shame, because they up the frustration factor on what is otherwise an incredibly involving and enjoyable game. Indy is – as mentioned already – well designed and good fun to control, and he sounds great too, although don't expect to hear the dulcet tones of Harrison Ford in this title. Instead Indy is voiced by someone who sounds... well, a little like the Indiana Jones we've all come to know and love, and

"An absolute must for platform-adventure and Indiana Jones fans!"



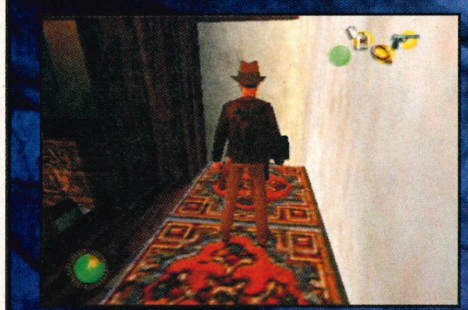




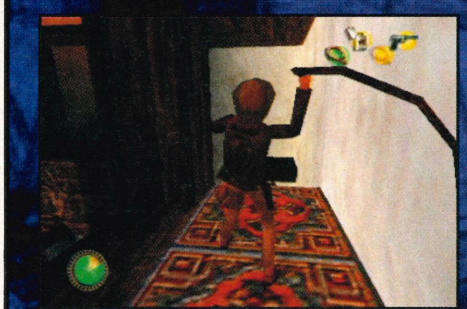


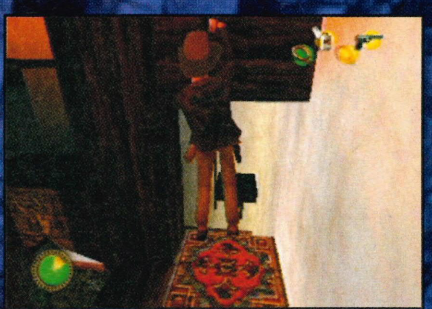
Upwardly Mobile

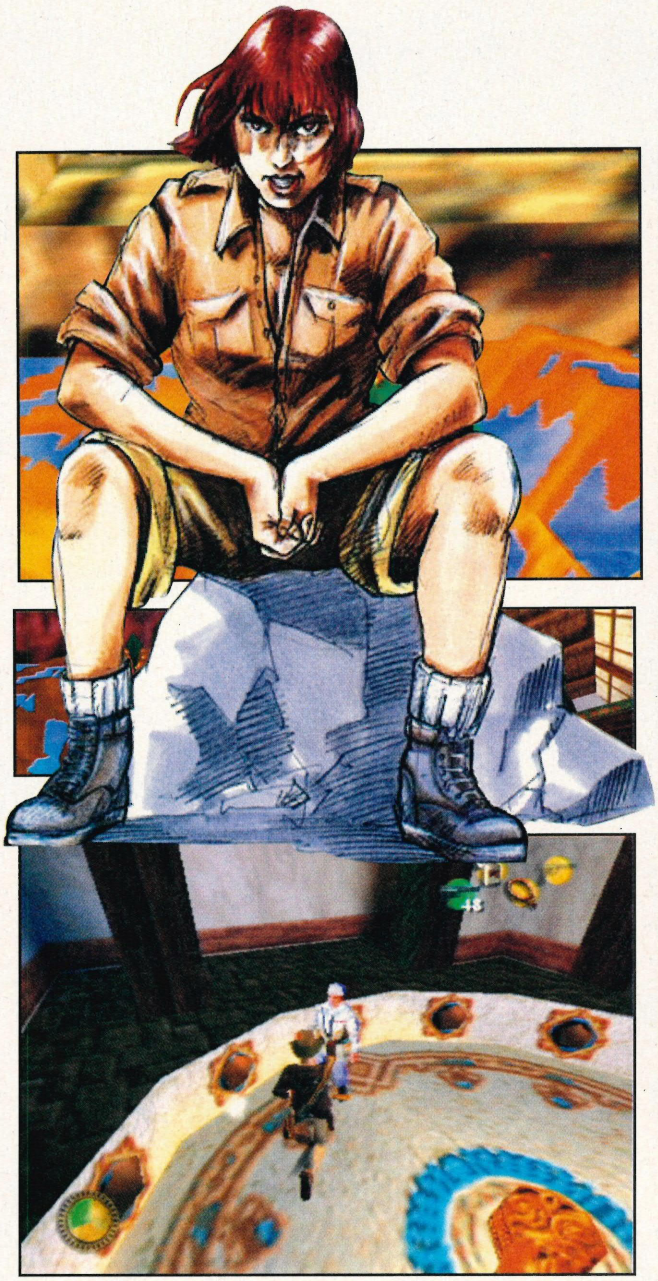
As well as being useful for getting across wide gaps, your whip comes in handy for climbing too. Simply stand under an appropriate whipping point, look upwards and tap B. Next thing you know you've got a makeshift climbing rope and – in the words of Yazz and the Plastic Population – from then, 'the only way is up'!











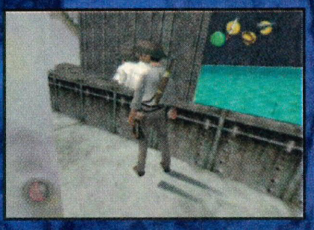
[Above] ***Indy comes across the official cleaner in one of the temples and berates him for not dusting the lintels properly.***

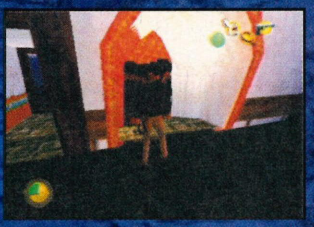
[Below] ***"Excuse me, I've got something in my eye. Could we cut please? I need to go back to my trailer. Are we cut? We are? Thank you."***



Play Glitchy For Me

One of the most disconcerting things about the game is when the graphics go a little awry. This seems to happen most often when looking through doorways, archways or windows. All of a sudden one Indy becomes a whole lot of Indys accompanied by various pieces of wall, as the game takes on the look of a rather bad Eighties pop video! Here are just a couple of examples of the sort of thing that we're talking about...





the sheer amount of speech in the game is just outstanding! The rest of the audio is pretty darn good too. As you progress through the level, little cinema-style audio and video cues let you know when you've found something important or when something particularly interesting is about to happen. These all serve to enhance the atmosphere of the game and often they aid you in spotting danger – when there's a venomous spider about to drop on your head from behind for instance!

Overall, *Indiana Jones And The Infernal Machine* is a very involving, at times genuinely exciting 3D platform adventure that suffers from a few small problems. The game itself is absolutely huge and every level should give you many, many hours of fun – this is not a game that you're going to finish the first day that you get it home, not by any means. The few annoyances – the jumping, the saving and the occasional graphical glitches – do detract from the overall enjoyment a little, but not so much that you find yourself wanting to stop playing. The game is currently being converted and debugged for the UK market before it's released by THQ, so hopefully in the process the graphical problems and the frustrations with the save option will be sorted out. We'll certainly tell you as soon as we get our hands on the final PAL code. Even with its problems though, *Indiana Jones And The Infernal Machine* is a first-rate game and an absolute must for platform-adventure and *Indiana Jones* fans alike!



2nd Opinion

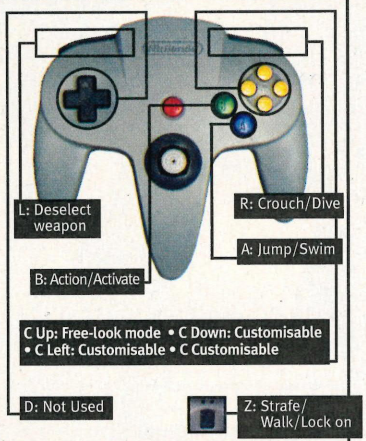
Rating

→ **Apart from the odd glitch in the programming, *IJATIM* still manages to be a thoroughly entertaining game that keeps the brain ticking over and the action flowing. It looks lovely and it should be on any serious gamer's wish list. It's definitely on mine!**

→ **Paul Gannon**

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Duke Nukem: Zero Hour: GT Intercative
Reviewed: Issue 27, 89%
Legend of Zelda: Nintendo
Reviewed: Issue 21, 96%

RATING

Graphics

Audio

Gameplay

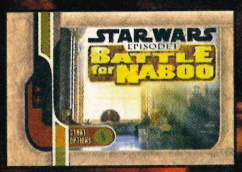
Challenge

OVERALL SCORE

90%

Soundbite:
Indy's first N64 outing and he's looking pretty good!

Written by: Alex Jones







MEMORY OPTIONS

MEMORY:
Stores up to three different game saves

CONTROLLER PAK
Not Used

Star Wars Episode One: Battle For Naboo

Save the citizens of Naboo by killing everything in sight...

NINFO

PLAYERS



EXPANSION PAK



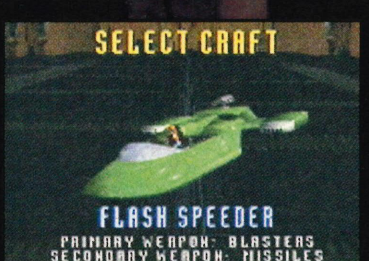
RUMBLE PAK



Publisher	LucasArts
Developer	Factor 5
Game Type	Shoot-'em-up
Origin	USA
Release	Out now (import)
Price	£39.99



[Above] *The Beckhams' garden shed was so vast, they would often get separated, and not see each other for days.*



[Above] *Ah, yes Madam, the green Mazda – a fine choice. Very reasonably priced, considering it's done over 30 light-years.*



[Above] *'Soon all Environment ministers will travel this way', yells Prescott from his coal-powered hovering piemobile.*

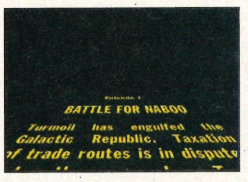


$64,000 QUESTION

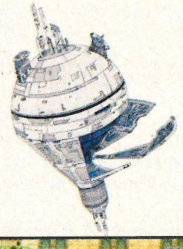
- ⊕ It's Star Wars... hurrah!
- ⊕ More enjoyable than sitting through the film
- ⊕ Lovely graphics
- ⊕ A decent challenge
- ⊕ Loads of different ships to use
- ⊕ No sign of Jake Lloyd's appalling acting
- ⊖ Gameplay similar to lots of other titles
- ⊖ Can get quite samey after a while
- ⊖ You can't disembowel Jar Jar Binks

Good old George Lucas. Not content with setting the standard for silly beards in Hollywood for the last 25 years, the great man has also created one of the most talked-about film franchises ever. The *Star Wars* phenomenon divides opinion like no other series of films. On the one hand, there's the kind of fan who will happily risk a fearful kicking by dressing up as Darth Maul *in public* to go and see the new instalment. On the other, there are thousands of film fans who would rather set themselves on fire than sit through another minute of Big George's latest waste of perfectly good celluloid.

Even confirmed fans of the *Star Wars* films like the 64 MAGAZINE team, however, could see that *Star Wars: Episode One* was brown in large patches from about the first scene onwards. Such opinions mean nothing though, and the fact that the film was pretty shite wasn't going to stand in LucasArts' way, was it? (Actually, I quite liked it – Roy.) So, with all the inevitability of Han Solo having 'a bad feeling' about something, we welcome *Star Wars Episode One: Battle For Naboo* onto the N64.



[Above] ***The actors in The Phantom Menace were so bad, George Lucas had a huge autocue projected onto the night sky.***



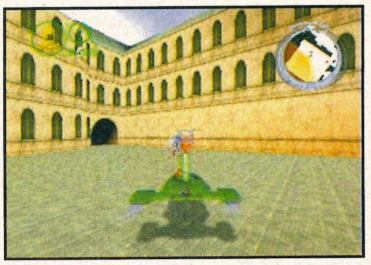


[Below] ***Once Venice was thoroughly drained and pedestrianised, the gondolas started to lose some of their appeal.***

> ***"This new title is definitely worthy of further investigation."***

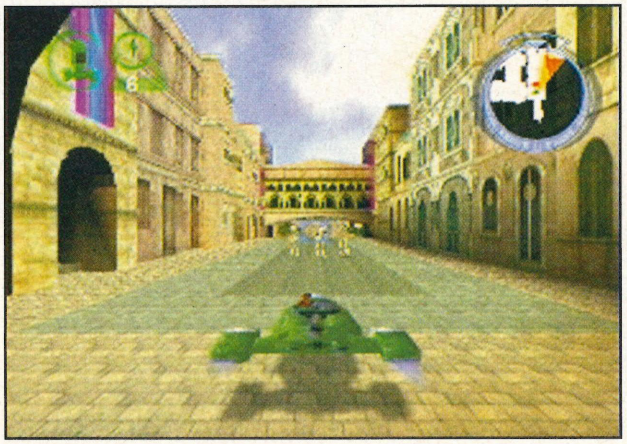
Patience, My Blue Friend...

Since the film hardly had enough plot to cover both sides of a Post-It note, only a complete dolt would fail to work out what you have to do in the game. That's right, you have to defend Naboo from the evil invasion of Darth Sidious and his nasty gang. To do this, you must pilot all manner of speeders, ships and hoverbikes around the various areas of Naboo and its little area of space, taking out droids, gun emplacements and other expensive pieces of Federation hardware. You form part of a crack defence team, headed by Queen Amidala's former head of security, Captain Panaka. You and your able compadres roam around large areas of, for example, Theed, taking on (and disposing of) all kinds of Federation filth. Although you are completely independent, the feeling of being part of 'the team' is reinforced by the fact that you have to work with a wingman, and watch out for one another when things get heated. The constant radio chatter from the Captain and other team members during battle makes this possible, and is (like lots of the game's features) similar to that found in *Rogue Squadron*, only much better.

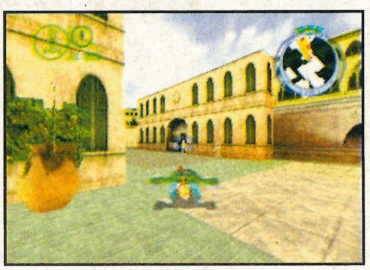


As well as sounding pretty brilliant, *Battle For Naboo* also looks gorgeous! Say what you like about *Episode One*'s lack of decent dialogue, but you'd have to be a blind cave-dweller to be critical of the film's visuals, and the same is true of its N64 offspring! As you can see from the screenshots, all of the game environments are beautifully rendered, with the architecture and streets of Theed in particular looking absolutely awesome!

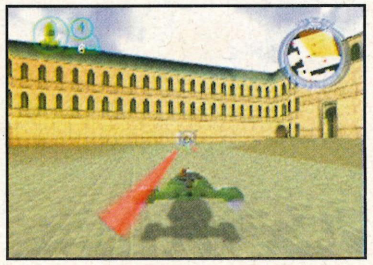
But enough about mere graphical thrills – what everyone wants to know is: 'Is it any good?' Well actually, yes, it is. In fact, *Battle For Naboo* is a great game – even if you don't like the whole *Star Wars* 'thing'. The designers have obviously taken ages getting the look and feel of Naboo's struggle just right, and underneath the impressively realistic exterior, the levels are, on the whole, pretty challenging and well designed. For example, your team is instructed to defend a farm and its occupants from hordes of Federation droids. Now, ordinarily, you would roam around the fields, sure, but all the droids would stay pretty much in the same area of the farm, right? Wrong! In *Battle For Naboo*, the computer-controlled enemies actually have a



[Below] ***It seems that Queen Amidala is hardly Naboo's answer to Charlie Dimmock: look at the size of that plant!***



[Below] ***Incoming! The Trade Federation's surprise tactic was to attack the Naboo with giant sticks of Brighton rock.***



My Son Is Here... I Have Felt Him

The introduction sequence for *Star Wars Episode One: Battle For Naboo* is pretty damned impressive. As you can see from these shots, everyone's favourite clumsy rastafarian squidman, Jar Jar Binks, is wandering along minding his own business (1). Suddenly, Jar Jar is squashed flatter than a Sumo champion's sofa by the mighty N (2), which has plummeted out of the heavens to permanently rid us of the amphibian bumbler.

Possibly drawn by the loud cheers of *Star Wars* fans worldwide, several droids on STAP hoverbikes turn up, and (3) promptly about-turn when the LucasArts logo appears. The action then switches to what looks like the inside of a futuristic space station, (4) where a pitched laser battle is raging. It turns out that the 'space station' was actually the inside of Factor 5's logo, which revolves, flaming, so it can be read (5). The flames die away to reveal the logo in all its pristine glory (6), and then the game begins!



Acting Lessons You Must Have, Yes...

We've seen some crap acting here at 64 MAGAZINE, believe us: *Crossroads, The Waltons, Coronation Street, Eldorado, The Bill, WWF Heat*... the list goes on. What we can't stomach, however, is pudgy-faced little rugrats getting paid absolute fortunes to stagger through lines that a Speak 'n' Spell could deliver with more authority and emotion. In the light of super-brat Jake Lloyd's agonising 'portrayal' of Anakin (or 'Mannequin') Skywalker in *Star Wars: Episode One*, we present the 64 MAGAZINE Top Ten Worst Child Actors In The World... Ever:

1 – Jake Lloyd
Dome-headed imbecile. Worryingly, six times more powerful than Yoda, and still 200 times less believable.

2 – Macauley Culkin
Biggest advert for smacking kids, ever.

3 – Dustin 'Screech' Diamond
'Hilarious' high school dunce. Hang on – he's 24!

4 – Scott 'Chachi' Baio
Made walking to a big cross on the floor while talking to Ron Howard look incredibly hard.

5 – Kurt Russell
The perma-tanned former Disney munchkin really should have been savaged by Gentle Ben long ago.

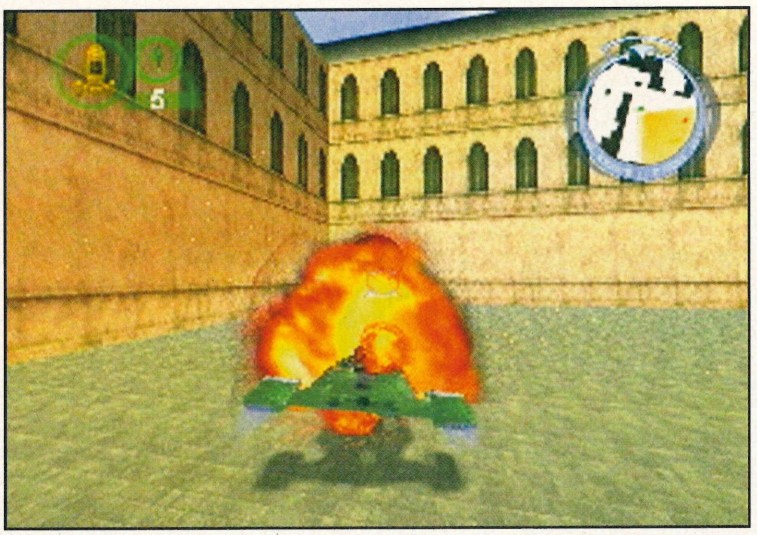
6 – Shirley Temple
Too frightening to contemplate. Possibly not human.

7 – Kit Culkin
Same crime as number two, only younger, and therefore more profoundly annoying.

8 – The *Why Don't You?* Gang
They told us to switch off our TVs. Who were we to argue?

9 – Fairy Liquid Kids
If those runts were so clever, why not get them to do the damned dishes?

10 – The Entire Cast of *Children's Ward*
Just like a real hospital, except with tons of kids who weren't that ill. More planks on show than B&Q, Homebase and Jewson's combined. Dire.



[Above] ***Battle For Naboo certainly isn't a slouch in the graphics department – check out that meaty explosion!***

decent degree of AI, which makes a pleasant change, and they attempt to chase you around the gaming area. All of this added depth means that the game is more involving, and the dogfights last longer. Fantastic!

That's No Moon...

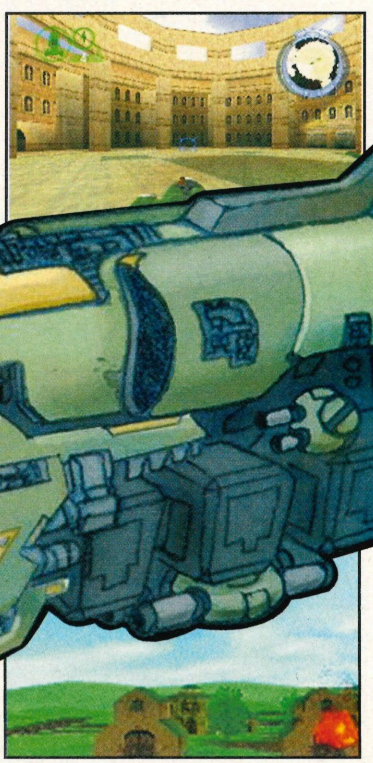
Another welcome addition to the good old *Rogue Squadron* idea is the ability to change ships halfway through a mission. One of the most annoying features of the scrolling shoot-'em-up genre is that the player doesn't often get the chance to change vehicles during levels, but in *Battle For Naboo*, you can fly into a damn great hangar at certain points throughout the game and exchange your ship for something a little more useful, more nimble or more heavily-armed. This tiny addition to the game adds longevity, because it means that more ships and weapons have to be mastered in order for you to progress in your quest.

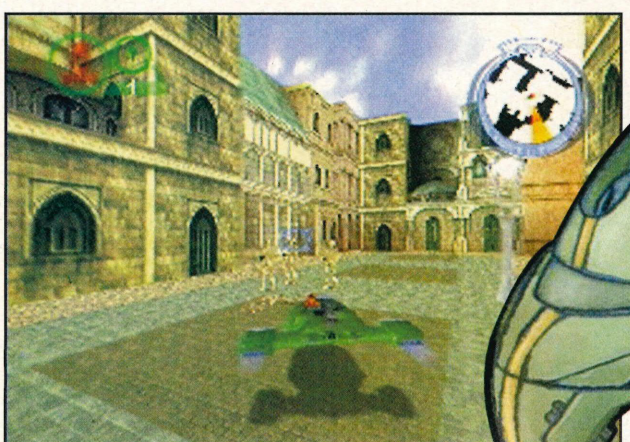
[Below] ***The plucky citizens of Naboo trained special 'attack moths' for their most dangerous missions.***

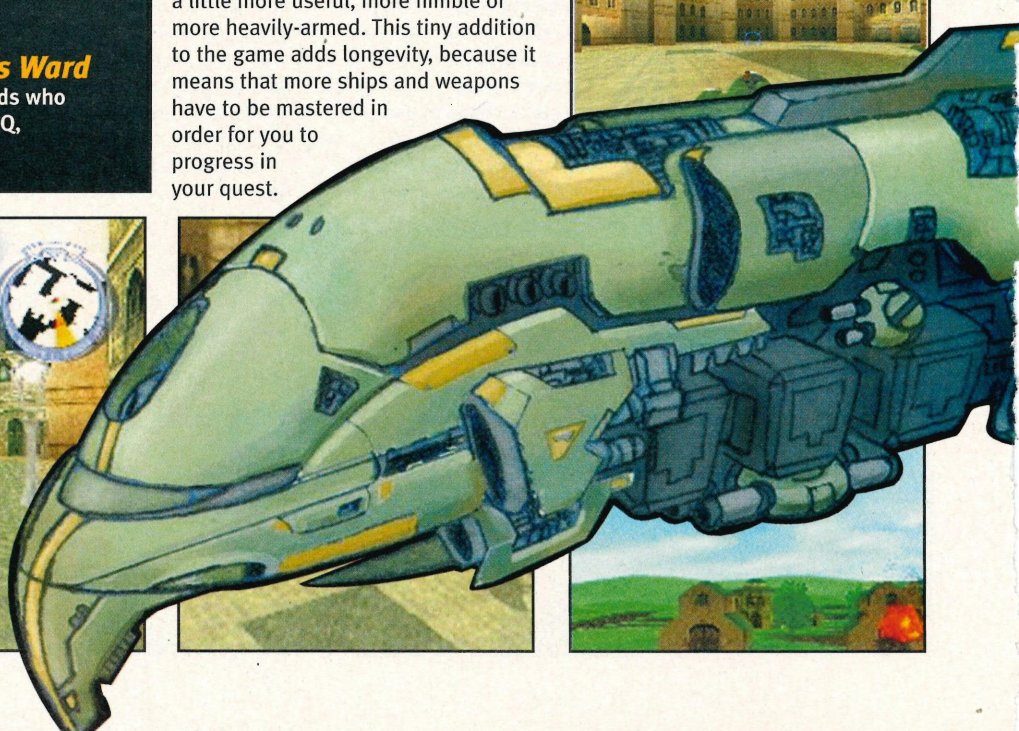


"As well has sounding pretty brilliant, Battle For Naboo also looks gorgeous!"

[Below] ***After filming finished, the set of Gladiator fell into disrepair, and became a Mecca for joyriders.***

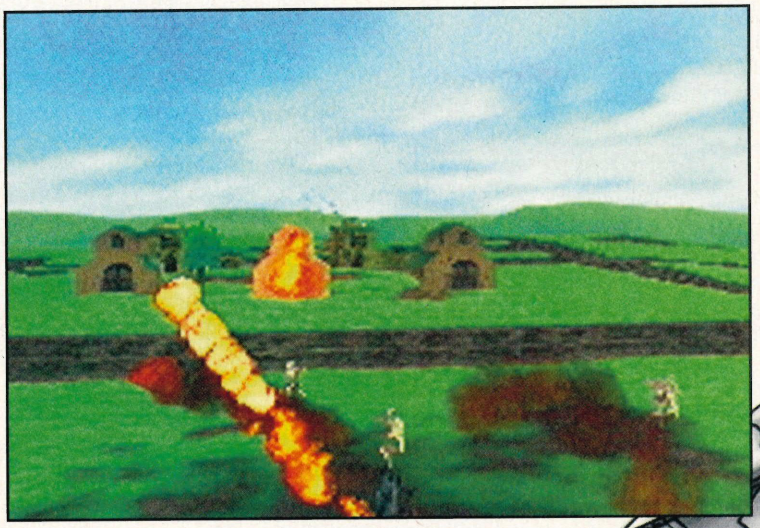


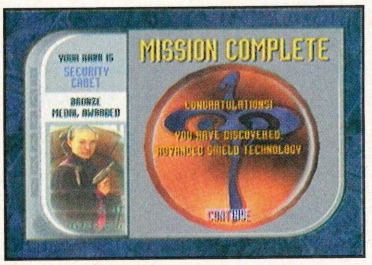




Star Whoops!

Perhaps the most famous *SW* blooper of all time, but worth revisiting for sheer comedy value, is when Han Solo and Luke get separated from the two hapless droids and Obi-Wan, and have to hide out in a control room in *Star Wars: A New Hope*. They get busted by a load of stormtroopers, who burst into the room, guns blazing. One of the last troopers to get through the door trips on the last step up to the room, and smacks his head on the door frame. Clang!





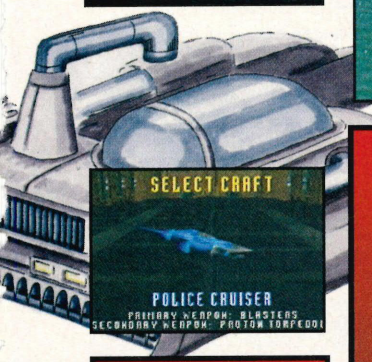
[Above] ***The Naboo unwisely thought their shakily-built mudhuts would stand up to sustained rocket attacks from the Trade Federation. The fools.***

[Below] ***Now, even to the untrained eye, this looks dangerous. That's the Naboo's last hope heading for the swamp. Oh dear.***



[Below] ***Swimming in the Thames proved deeply unpopular.***





Star Whoops!

Keen *Star Wars* watchers among you might already be well aware that, because of a tight shooting schedule, corners had to be cut in almost all of the special effects moments of the original trilogy. Hence when the Millennium Falcon is flying through an asteroid field in *Empire Strikes Back*, and manages to fly into one of the larger space rocks, our heroes are actually legging it into a humble potato. No really, it's a chiselled-out spud!

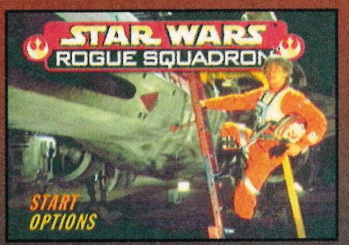
Spot The Difference!

Never let it be said that when LucasArts and Factor 5 get a good idea, they don't fully exploit it. While *Battle For Naboo* doesn't share the same cartoon-style graphics (or talking military frogs) as *Lylat Wars*, the similarity in the way that the two games play is pretty clear. However, as mentioned elsewhere in the review, *Battle For Naboo* is less linear, bigger, more violent and, well... better.

The simple reason for *Battle For Naboo* erring on the side of large explosions is because it is a direct descendant of last year's successful *Star Wars: Rogue Squadron* game, also developed by Factor 5. As you will be able to tell from these screenshots, the game engine from *Rogue Squadron* is pretty much identical to that of *Battle For Naboo*. And no bad thing!





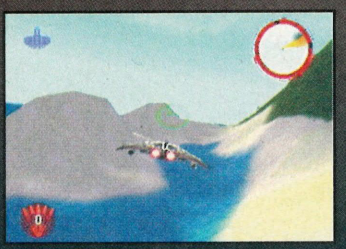




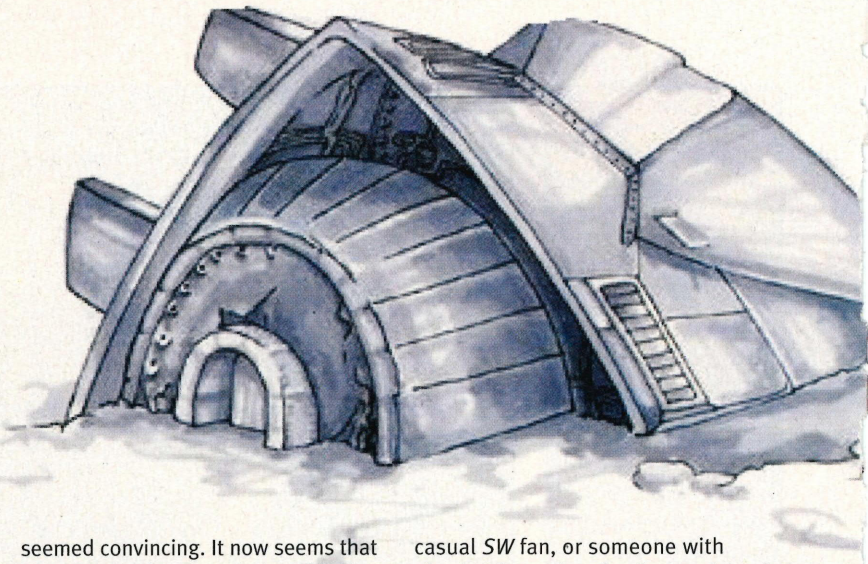
Hmmm, let's see: Fly your ship around a linear, futuristic environment, taking out alien hordes that attack you as you go. Sounds oddly familiar...



Oh look – the main craft in the game is viewed from behind. Apparently, the whole thing's linked together with lengthy cut-scenes. It'll never catch on!

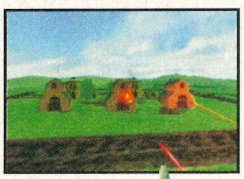


You'll never believe this, but your ship can do 'special moves' like quick rolls and turns, which helps during dogfights, and (Enough! We get the idea already! – Roy).



Star Whoops!

Even the lovechild of a weather presenter and a guest on *Jerry Springer* can work out that a solitary light source, like a torch, or the Sun, will cast one shadow. It stands to reason, then, that if there are two light sources, everything will have two shadows, right? Well, not if you're George Lucas. Tatooine has two Suns, but all the characters and objects in *Star Wars: A New Hope* have just one shadow. Strange!



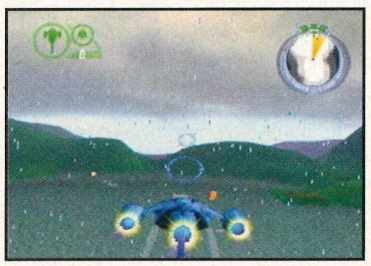
One of the best parts of the game is when you have to do battle with the Trade Federation over Naboo's swamps in a heavy downpour. During these sections, enemies fly in to attack your wee fighter on all sides. This leads to quite immense dogfights, and thanks to the well-realised Artificial Intelligence, it can get very tricky and tense. Also, the space-and-swamp-based levels in particular force you to rely heavily on your ears, rather than your eyes. By this we mean that team members instruct you as to which direction you should be flying, and what their chosen plan of attack is, and if you ignore them, you will almost certainly fail! This sense of realism is added to by the fact that the speech, unlike most cartridge-based titles, never seems to grate or get on the player's nerves, even when the game has been running for some considerable time.

The level of involvement with your team members not only helps you through difficult sections of the game, but it is also at the centre of another of the game's key features: teamwork. From the very first level onwards, you can be happily flying around, obliterating Federation gun towers, AT-ATs or droids, only to get the call from a stricken team-mate for assistance. Funnily enough, Captain Panaka always seems the most desperate and panicky when he summons you – not too reassuring, when you think about it. Personally, the fact that your team-mates rely on each other, and don't just fly off and act independently, was my favourite part of the game. This idea had been striven for in *Rogue Squadron*, but never seemed convincing. It now seems that LucasArts and Factor 5 have evolved the Artificial Intelligence to point where the team-work facets of the game engine work properly – and *Battle For Naboo* is all the better for it!

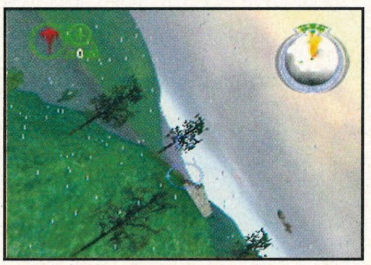
Take That, Rebel Scum!

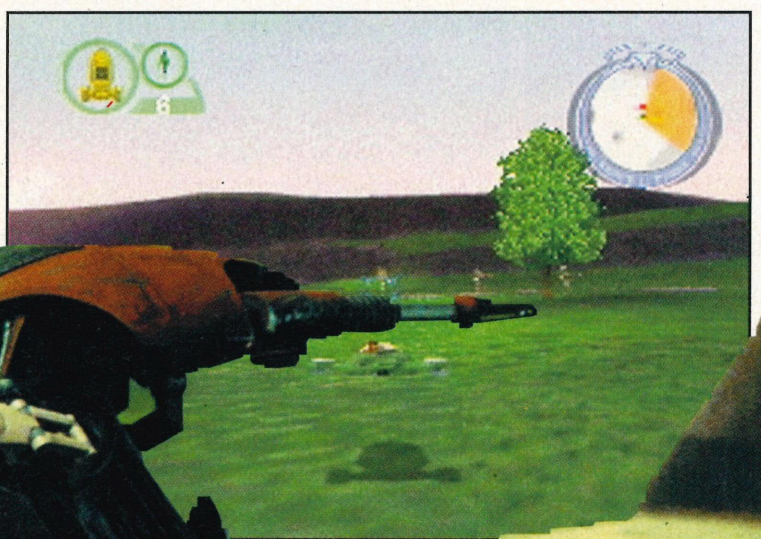
Like all games though, *Battle For Naboo* is not without its faults. Personally, I think that anyone who confesses to being a massive *Star Wars* fan is going to end up absolutely loving this game, but the casual *SW* fan, or someone with absolutely no time for George Lucas' 'Cowboys and Indians in space' lark, might see through *Battle For Naboo* immediately. While this title has no graphical or aural shortcomings, seasoned players might just find it a tad on the repetitive side after a while. This was the main problem with the likes of *Lylat Wars*, *Rogue Squadron* and *Forsaken* – while they were undoubtedly great examples of the of 3D shoot-'em-up genre, question marks loomed over their

[Below] ***Why is it that all the ships in Episode One look and work better than the Rebels' craft in later films, eh Lucas?***

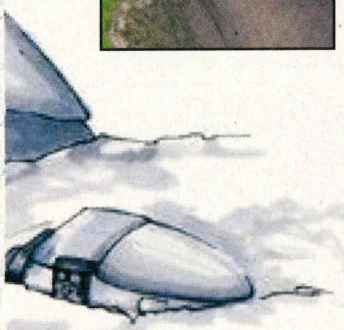


[Below] ***Do not adjust your magazine! The horizon's at that horrible angle because we're in the middle of a dogfight here, ok?***









long-term appeal. Personally, I think LucasArts and Factor 5 have gone to great lengths to improve upon *Rogue Squadron*'s fine example. However, they haven't quite cracked it yet – it still *feels* as if you're being guided around a linear environment, despite the copious amounts of window-dressing and scene-setting guff that the game throws at you. For example, when levels or sub-levels are completed, you're treated to arty-farty animations, such as the STAP fighters flying to another area of the besieged city of Theed, or Naboo Starfighters engaging with Trade Federation fighters up in

"LucasArts and Factor 5 have gone to great lengths to improve upon Rogue Squadron's fine example"

space. When you fly into a hangar to change your craft, another polished, well-rendered piece of film appears. This is all well and good, and ample proof that the companies responsible know how to program for the Expansion Pak, but what intelligent gamers wanted was interesting levels with ingenious challenges, or just loads to do, all the time.



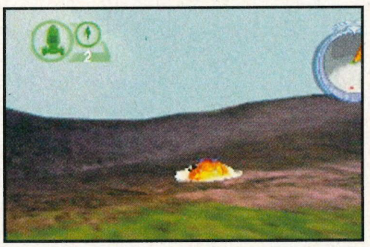
[Above] ***'This is your Captain speaking. The airline would like to apologise for the strength of the curries served on this flight.'***



Yoda... You Seek Yoda

Another problem I had with the game as a whole was the simple fact that the licence seems secondary to the whole gaming experience. Yes, the developers have accurately rendered Naboo, and all the ships look right, and the sounds are cinema-perfect, but where are all the famous

[Below] ***The Trade Federation's tactic for dealing with a persistent mole problem was typically brutal.***



characters? Apart from the Queen's former head copper, whose role in the film was fairly minor, there are no 'main' characters from the movie present. This came as a bit of a surprise to us all: why would a software company release a game licenced from a *Star Wars* film, and then not include recognisable segments from the film, or FMV interjections from, for example, the Emperor? The inter-level cut-scenes are all impressive, but none of them particularly give what all *Star Wars* fans will want from this game: the sensation that you're 'playing the film'. This could have been reached if the developers had intercut levels on the planet's surface with sinister shots of Darth Sidious and his cronies planning the invasion from their fleet in orbit, but this doesn't materialise – instead, we get a long, fairly dull shot of two Skiffs chasing each other down a river: hardly what we had in mind when we pictured '*Star Wars* game cut-scenes'.

Run Luke, Run!

Sin And Punishment proved that you could use the Expansion Pak for more than just hours and hours of extra

Star Whoops!

During the climactic Death Star battle towards the end of *Episode IV: A New Hope*, Porkins, the accurately-named lard-arse piloting one of the Rebel Alliance's X-Wing fighters, is shot down by a TIE Fighter. Literally seconds later, the X-Wing commander says 'All wings report in', and you can clearly hear Porkins say 'Red Six, standing by'. From the afterlife perhaps, or do our ears deceive us? Paranormal!



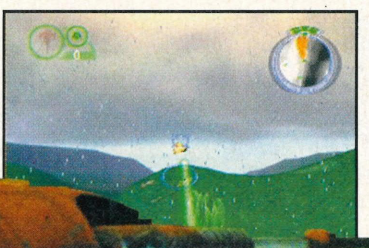
These Aren't The Droids You're Looking For

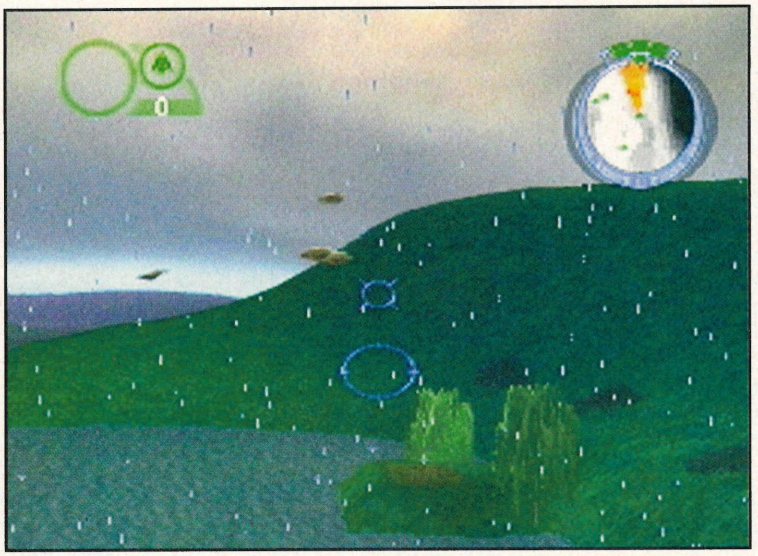
It seems that those hard-working fellows at LucasArts and Factor 5 had a few hours to spare, and thought it might be nice to hide some cool extras in *Star Wars Episode One: Battle For Naboo*. Apparently, if you enter TALKTOME at the code input screen then you are granted access to LucasArts' and Factor 5's audio commentary, which includes input from the developer team, and offers some handy hints on how to become a master of every level on *Battle For Naboo*. All of the stages feature five minutes plus of high-quality commentary. Quite how the boffins at Factor 5 have crammed all this into a cartridge is beyond us!

To get your sweaty mitts on some really cool stuff, simply enter, er, KOOLSTUF at the code input screen, and you are treated to all sorts of bonus features that show loads of early developer's sketches, game design ideas and more.

The game testers and designers also get in on the act, drawing your attention to some of the smaller design touches that you would otherwise have overlooked, and offer helpful hints throughout the stages. It's just like having the 'extra features' from a *Star Wars* DVD at your fingertips while you play the game, and hopefully a clue as to the way games are heading in the not too distant future!

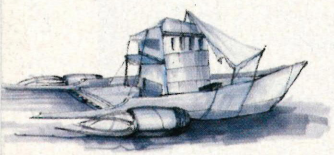






Star Whoops!

In the first scene on board the Millennium Falcon in *Episode IV*, Han, Chewbacca and the gang are preparing to make a swift getaway from Tatooine. Over Han's right shoulder, you can clearly see a man clad in green, standing in the gangway behind the cockpit. Who is this enigmatic fellow? A stowaway? A feckless employee of ILM who was standing in-shot? Who knows? It's another mystery!

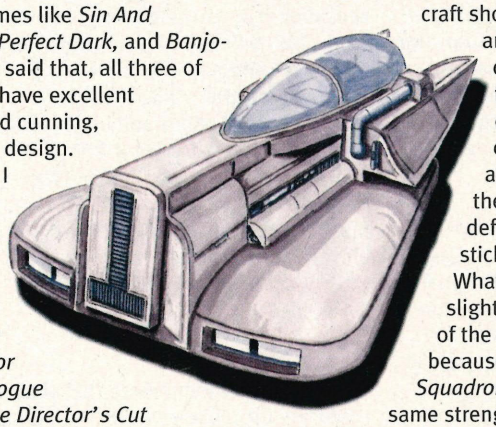


Star Whoops!

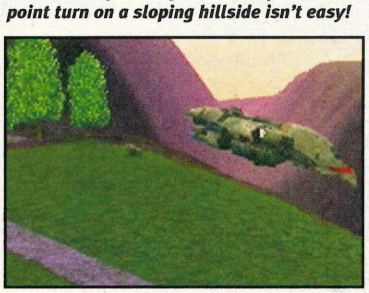
The original *Star Wars*, released in 1977, wowed audiences with its apparent technical wizardry and awe-inspiring space tomfoolery. We at 64 MAGAZINE think that viewers might have been slightly less impressed by the final Death Star scenes, had they known that all they were looking at was cereal boxes and toy soldier guns, covered in grey paint, stuck to four trestle tables in the studio's parking lot.

scenes that you will only really be interested in watching once or twice. As someone who initially had doubts about the usefulness of the Expansion Pak, I have to say that I've been impressed with the way it has enhanced games like *Sin And Punishment*, *Perfect Dark*, and *Banjo-Tooie*. Having said that, all three of those games have excellent playability and cunning, intuitive level design. After a while, I got the feeling that what I was playing wasn't *Star Wars Episode One: Battle For Naboo*, but *Rogue Squadron: The Director's Cut With Extra Bits And Bobs*.

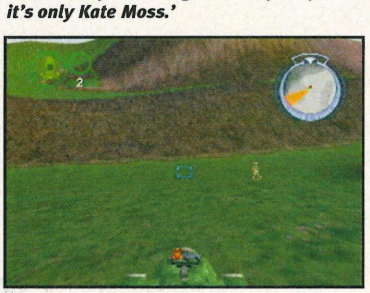
Don't get me wrong – *Star Wars Episode One: Battle For Naboo is* a great game, and if you enjoyed any of the games mentioned elsewhere in this review, then this new title is definitely worthy of further investigation. At the end of the day, the game works well: the controls are snappy, the craft are designed to be easy to pick up, but difficult to master – like all good space shoot-'em-up craft should be – and, if you can forgive a fair bit of the deja-vu that creeps in after a while, the game's definitely worth sticking with. What annoys me slightly is that all of the above is true because *Rogue Squadron* had all the same strengths and weaknesses. Sorry to sound harsh, but that's the way it appears to have worked out for the developers, who, to their credit, have produced a step forward from their previous work – just not a very big one, that's all.

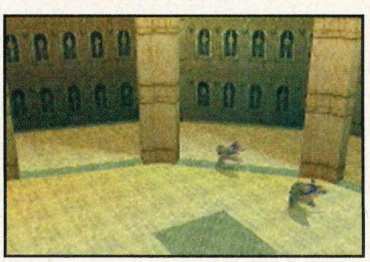


[Below] ***Getting several hundred tons of Federation spaceship to do a tidy three-point turn on a sloping hillside isn't easy!***



[Below] ***'Corporal, shoot that droid immediately! Oh, hang on, hold your fire – it's only Kate Moss.'***





2nd Opinion

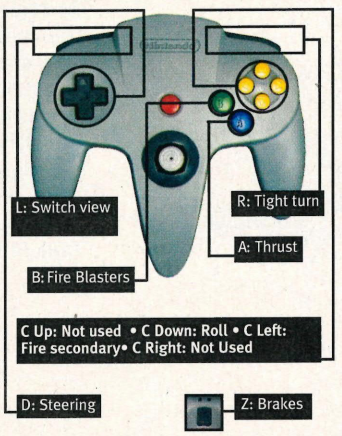
Rating

→ **I absolutely loved *Rogue Squadron*, so the fact that this bears more than a passing resemblance to that game isn't a problem. That said, I can't help but feel that *Battle For Naboo* is a little more linear. Apart from that though, it's a top notch shoot-'em-up!**

→ **Roy Kimber**

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

***Star Wars: Rogue Squadron* LucasArts**
Reviewed: Issue 23, 90%
***Lylat Wars*: Nintendo**
Reviewed: Issue 5, 87%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

89%

Soundbite:
Overall a great *Star Wars* shooter, but it could still have been light-years better.

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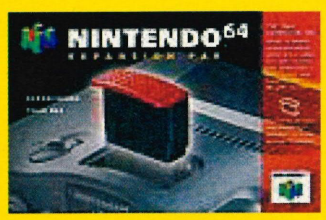
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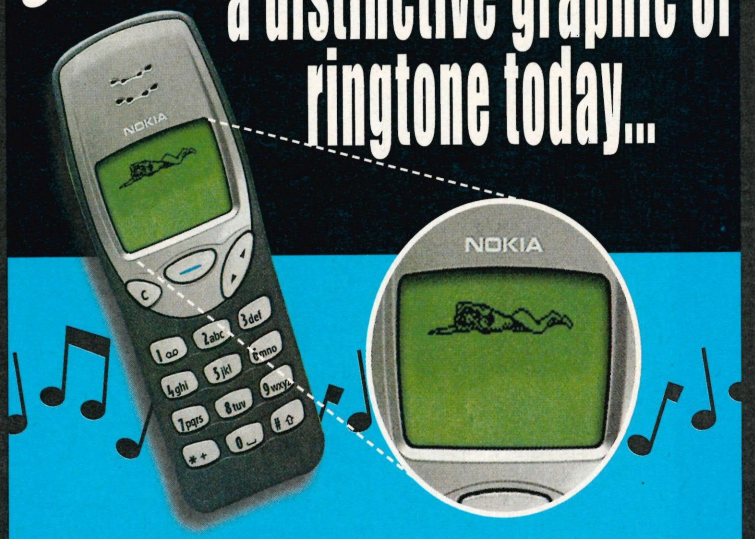
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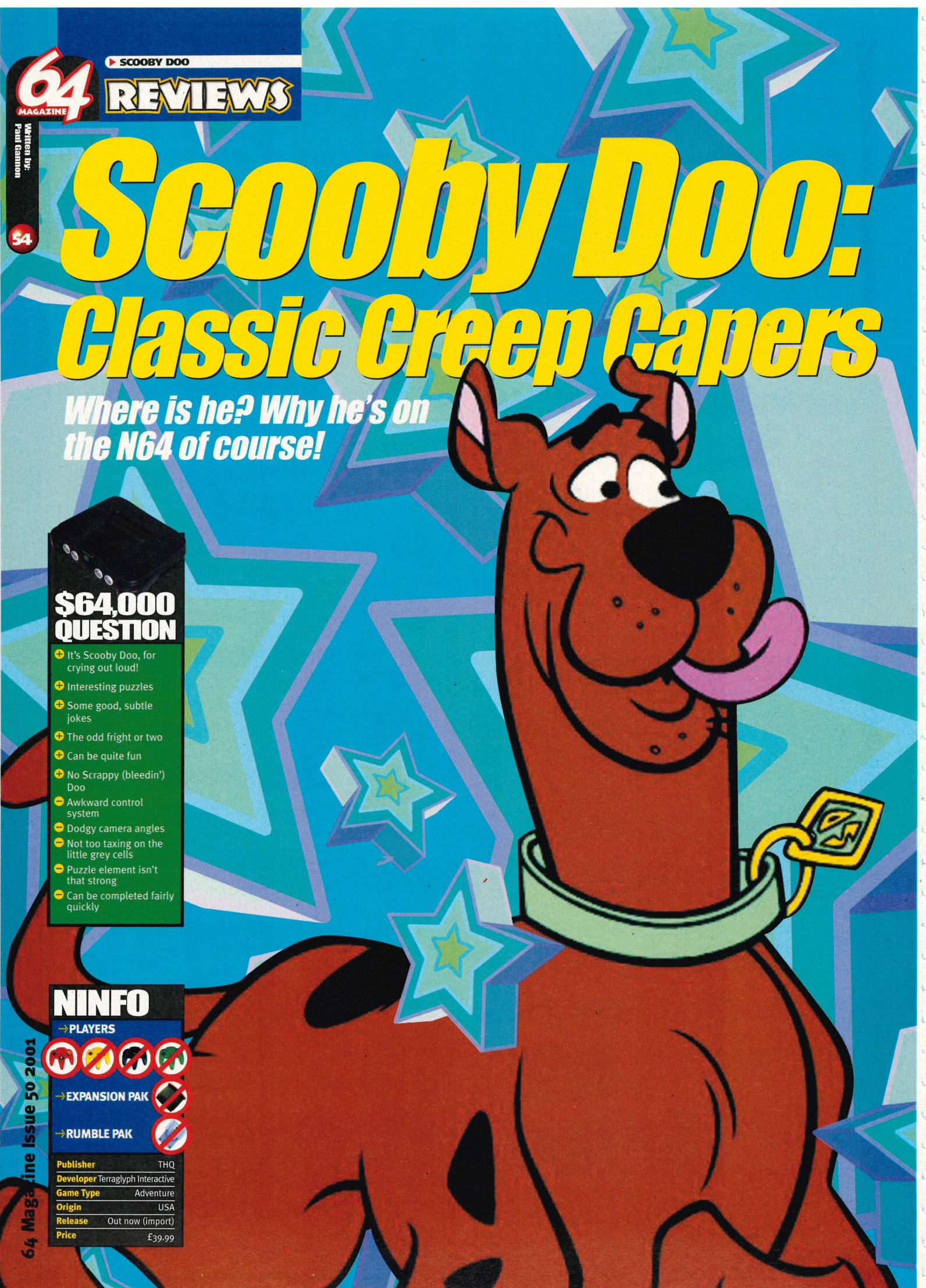
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Written by: Paul Gannon

Scooby Doo: Classic Creep Capers

Where is he? Why he's on the N64 of course!



$64,000 QUESTION

- ⊕ It's Scooby Doo, for crying out loud!
- ⊕ Interesting puzzles
- ⊕ Some good, subtle jokes
- ⊕ The odd fright or two
- ⊕ Can be quite fun
- ⊕ No Scrappy (bleedin') Doo
- ⊖ Awkward control system
- ⊖ Dodgy camera angles
- ⊖ Not too taxing on the little grey cells
- ⊖ Puzzle element isn't that strong
- ⊖ Can be completed fairly quickly

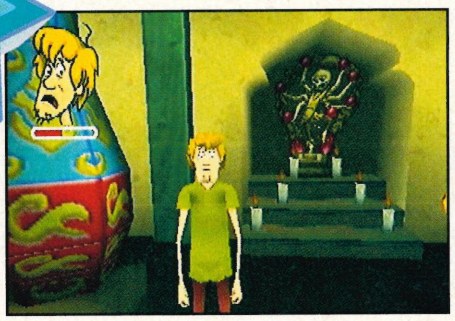
NINFO

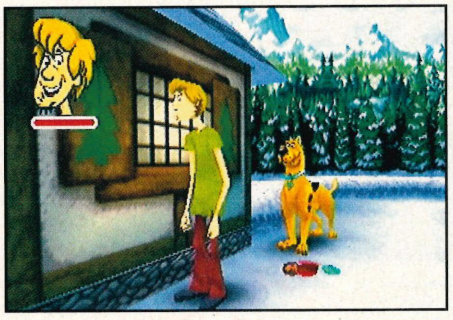
PLAYERS

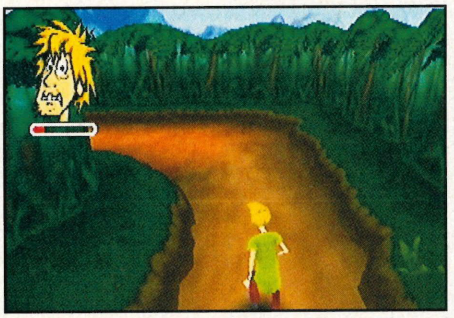
EXPANSION PAK

RUMBLE PAK

Publisher	THQ
Developer	Terraglyph Interactive
Game Type	Adventure
Origin	USA
Release	Out now (import)
Price	£39.99









MEMORY OPTIONS

MEMORY: N/A

CONTROLLER PAK Saves to up to three empty slots

The classic cartoon series *Scooby Doo, Where Are You?* was – and let's be honest here – a little predictable. It was a format that pretty much stayed the same for 30 years. You know the story: the gang are 'having a break' from all that mystery solving when they are promptly told that their holiday has to be cut short, because a pesky ghost is scaring all of the tourists away. So the gang decides to split up and look for it. Fred, Daphne and Velma walk aimlessly around whilst with buried treasure that he wants to keep everyone away from. So there you have it. But did you know that Scooby Doo's name was invented by Frank Sinatra? Well it was. Kind of. The story of Scooby's conception goes a little like this...

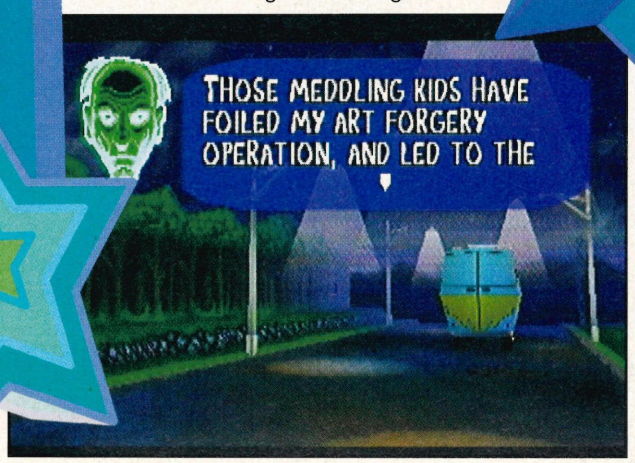
Scooby Did

Way back in the mid sixties Fred Silverman, who was head of daytime planning on the American TV station CBS, wanted a comedy cartoon series that was a cross between *I Love A Mystery* and *The Many Lovers of Dobie Gills*, which were a Forties mystery radio show and a Sixties hippie comedy TV show respectively. He took his idea to Hanna–Barbera and they came up with four teenagers and a dog who solve scary crimes. This show was at first called *Mysteries Five*, then *Who's Scared,* and the dog hardly featured in the show at all. However, CBS thought the show was too scary and wanted changes. That night Silverman was listening to Frank Sinatra's *Strangers in the Night* and heard the line "Scooby Dooby Doo"... after which he decided to make the dog the main star of the cartoon and call him – you guessed it – Scooby Doo. In the process, the series became less scary and more funny, and the show as we all know it was aired in September 1969. As for later developments – well, the less said about 1979, when they introduced Scrappy Doo (the little sod) the better!

So, there are all the ingredients, but how do they all fit onto a small, grey cart for your N64? Well, not too badly, as it happens!

"An undemanding scavenger hunt that doesn't live up to the classic cartoon it's based on"

Scooby and Shaggy manage to bump into the ghost every few seconds. After dressing up in drag and stumbling across a few clues, our heroes meet up with the rest of the gang again. Using Shaggy as bait they create a trap that never works, and then, thanks to a fluke, they capture the ghost. Once the ghost is unmasked, it always turns out to be the character who had warned them away at the beginning. Or the only other character in the episode, which doesn't really make it that much of a mystery! To cap it all, the bad guy's motive has always got something to do

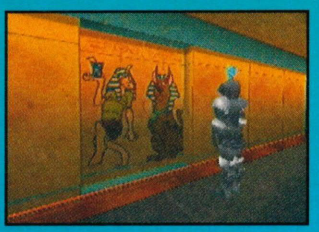




[Above] ***"No actually, my name is Fu Manchu. Which for you is just as bad, because I am a criminal mastermind!***

Hide and Seek

Imagine it: you're walking along a spooky corridor in a haunted house, when all of a sudden a ghost appears out of nowhere and scares the hell out of you. It gives chase and you find can't out-run it. What do you do? Why don't you take a page out of Scooby's book and find a really good hiding place? Throughout the game there are places you can hide if the need arises, providing you have the right disguise. In the following shots, Scooby and Shaggy have demonstrated some of their best subterfuges:





Scooby Does

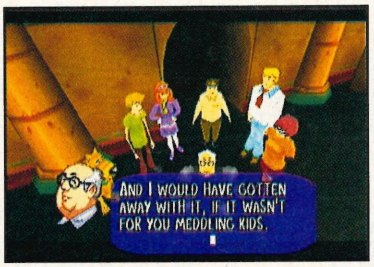
Scooby Doo: Classic Creep Capers is based upon actual episodes of the original TV series, and pits you in the role of the lanky, hungry one himself, Shaggy! Each level, or episode, puts you up against a very spooky spook who is haunting one of the four environments that you



It's All Gone Downhill!

Sometimes escape from a creepy ghoul means a bit more than just legging it into a corner and hiding! It means risking life and limb to avoid having the willies put into you (don't even think about it...) In a few cases, a downhill escape is the only thing you can do to evade the enemy. So, whether it means hot-footing it on top of a log or strapping a pair of skis to your feet, you'll need to swerve left and right as you hurtle downhill in order to escape!

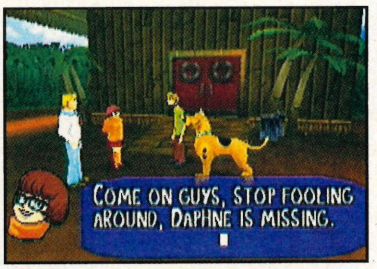




[Above] ***Let's be honest, it wouldn't be Scooby Doo without that classic "You meddling kids" line, would it?***



[Above] ***The problem with snowghosts is that because they are white and snow is too, it can be quite hard to spot them.***



[Above] ***Missing? I bet she's run off with some hunky beach dude! She's probably playing tonsil-hockey with him right now!***

and the rest of the gang are visiting. Of course, Mystery Inc 'ain't afraid of no ghost', so they set out to unmask whoever it is pretending to be one of the undead. Your role is to roam around the many environments collecting clues and pieces of bric-a-brac to make a trap with and insuring that your courage meter is constantly full. It wouldn't make sense for Shaggy to die, so instead he has a courage meter that shrinks every time he bumps into a creepy-crawly or a villainous ghoul. If this meter hits zero then Shaggy screams like a girl and – with Scooby by his side – does a runner! The only way to replenish your courage gauge is to pick up the Scooby Snacks that are lying around (Yuck! Eating food off of the floor, how disgusting!) or find the kitchen. There is a kitchen on every level bar the last, each of which allows you the chance to build a better butty.

Although the game is named after the dog with the dirty laugh, the Great Dane himself does very little besides get in the way. The operation of the game is straightforward: you have direct control of Shaggy and Scooby follows not too far behind. Unfortunately the daft dog has a really nasty habit of getting under your feet at all the wrong times, causing you to slow down. This can be even more annoying when you are trying to run away from a ghost who gives pursuit if he spots you. As you try to run away Scooby often manages to get between you and your escape route, with the result that you find yourself scared witless by the abhorrent apparition when you least want to be. It's sad, but no matter how loveable you consider Scooby to be, his interference is guaranteed to make you use more than a few expletives on him during the game. As mentioned already, considering this game is called *Scooby Doo: Classic Creep Capers*, Mr Doo actually does very little. He follows Shaggy, sniggers, says one or two lines of dialogue and basically just gets in the way. Maybe the game should have been called *Shaggy: Classic Creep Capers*!

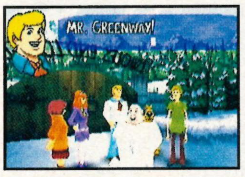
Scooby Don't

However, even without Scooby getting in the way, moving Shaggy around a haunted house or creepy cabin is a bit of a struggle anyway! Unlike many adventure games where the camera is positioned behind the





[Above] ***And now, ladies and gentlemen, Shaggy and Scooby star in their very own version of the hit musical South Pacific!***



[Above] ***So he was the snowghost all along? Oh sorry, I didn't want to ruin the mystery for anyone else! (Snigger!)***

What's The Story...?

As you may have gathered by now, this game is based on actual episodes from the original Scooby Doo TV series, well... apart from the last level, which is a whole new adventure! But anyway, here are the plots of the episodes...



What A Night For A Knight

A scientist has gone missing from his position in a museum and to cap it all, a suit of armour has come to life, terrorising everyone it meets. But is it a real ghost, or has art theft got something to do with it? Bit of a stupid question really!



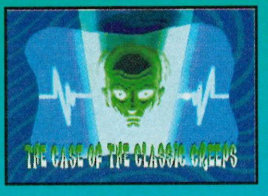
That's Snow Ghost

The gang are on holiday, enjoying the snow, the lovely cabins and the skiing but something is afoot. The tourists are being frightened away by something rather Yeti-looking and it's up to the Mystery Team to solve this troubling case.



A Tiki Scare Is No Fair

It seems that every time the gang go on holiday the place that they visit is always haunted by some ghost that is scaring all of the tourists away. This vacation is no different, with what seems to be an evil Witch Doctor being very naughty indeed!



The Case Of the Classic Creeps

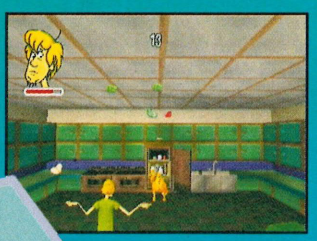
This brand new mystery opens with the discovery that the last three cases have been linked by one name: R Necros! Before the gang can join the dots they are kidnapped and locked away in various parts of an old house. Can you save them? Maybe!

"Most of the puzzle solving isn't really... well, all that puzzling!"

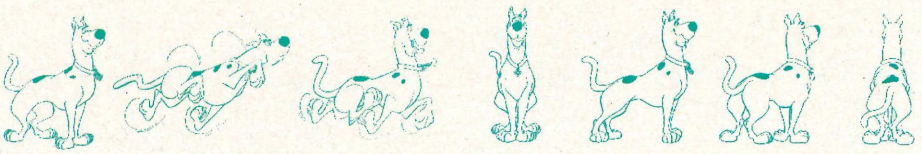


Midnight Snack

Are you low on courage? Are the Scooby Snacks gone for good? Have you found the kitchen yet? If you haven't, you'd better, because going to the kitchen is a must if you want to boost your courage levels. Scooby throws out all kinds of ingredients from the fridge and it's up to Shaggy to collect these flying pieces of food so that a sandwich can be made. After the clock runs out, all of the sandwiches you've made are eaten so that the courage meter can be fully replenished!



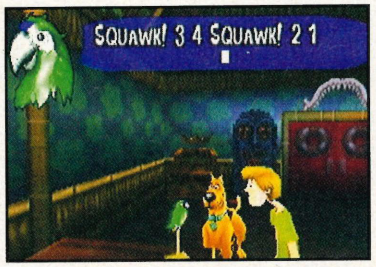




Right Said Fred

It appears blatantly obvious from playing *SD:CCC* that Fred, the guy with the scarf around his neck, is a complete sod! When you find any clues on your travels, Fred takes them off you and claims that 'he'd better look after them'. Swine! What he means is that when it comes to unmasking the criminal, he can take all the bleeding credit. He does bugger all except walk around and lose track of where Velma and Daphne are! What a git!





[Above] ***Although it looks cute and lovely, this parrot has actually got the most filthy mouth in the whole world!***



[Above] ***Shaggy and Scooby came across a very special treasure chest, but, once again, Fred came along and said "Oh, erm, I'll look after that!" What a thief and a rotter.***

action at all times (for example *Mario 64* or *Zelda*), *Classic Creep Capers* has Shaggy walking in and out of various camera angles in a similar fashion to the *Resident Evil* series. To cope with these constantly changing viewpoints, the directions on the controller change to accommodate each new angle. This means that if you were heading east from a scene, although you may be heading north in the next, you still find yourself going in the same direction as before. Unfortunately if you stop moving in a scene, the controls reset to match the environment. All this can be very frustrating and confusing at first, but given some time and a bit of patience, it can be easily mastered. This wouldn't be too much of a problem for a game for a more mature audience, but considering this one is primarily aimed at younger kiddiewinks, the control system does seem inappropriate. Maybe, in order to capture the essence of the show, these angles give the game a more cinematic feel, with camera changes resembling edit points in a TV show rather than the conventions of a traditional video game? In regard to the other controls, the A button is used the most, as it allows you to select whatever item you wish to use from your inventory. So apart from the whole movement issue, the rest of the controls are fuss-free!



Scooby Can't

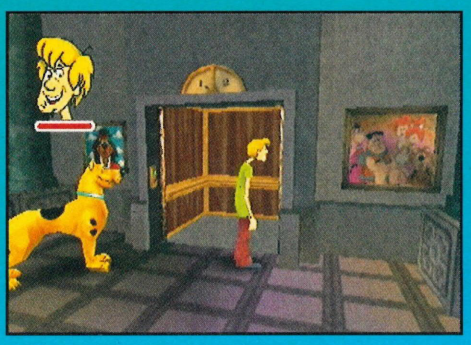
As an adventure game *Classic Creep Capers* isn't really a strong addition to the genre. Although there is plenty of fun to be had tackling the supernatural tasks, most of the puzzle solving isn't really... well, all that puzzling. The clues that you collect in order to unravel a mystery don't really piece together unless you know the episode the level is based on. Ultimately, both the clues and the trap pieces amount to nothing more than objects you must collect in order to finish the mystery. The few puzzles there are however, do need a little bit of brain power to decipher. On the episode "A Tiki Scare Is No Fair" a talking parrot will only give you the information you need if you give it a cracker! Also, when one of your team mates goes AWOL and you happen to find them, often they won't budge an inch unless you have just the right object or tool in your possession to free them! Some parts of the game require you to use your head to hide and not just run away. As we all know, Shaggy and his four-legged friend are cowards of the highest order, even more so than I am, and it's not in their nature to fight back. The only way, apart from running, to get rid of the Snow Ghost or the Black Knight when they give chase is to disguise yourself. During the game there are objects for you to collect that make handy disguises... that is, if you can find the right place to use them in!

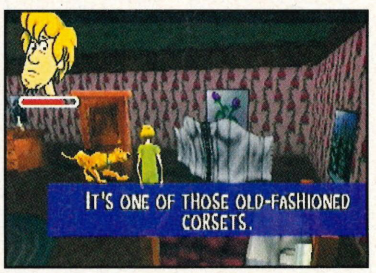
The downside to all this clue finding is that sometimes the clues can be ridiculously hard to uncover.

Game For A Laugh

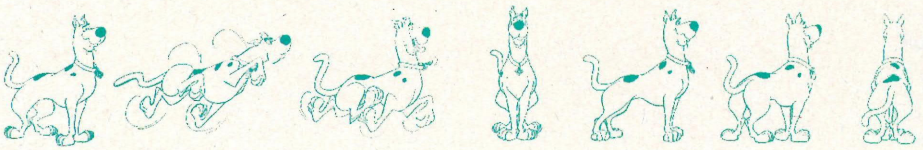
Nobody likes a laugh more than I do, apart from maybe my girlfriend, and possibly my good friend Tommy Knuckles, and his wife and kids. In fact, most people I know like a good laugh more than I do... (Right, stop ripping off *Monty Python* right now. You sad man! – Roy) Anyway, during Scooby Doo's adventures the programmers have deemed it necessary to include a few in–jokes to add a tiny bit more humour to the game. If you look close enough, you'll be able to see other Hanna–Barbera characters making some kind of appearance. For instance, a picture of *The Flintstones* hangs in the museum on Level One and there's a Yogi Bear coin on Level Three!

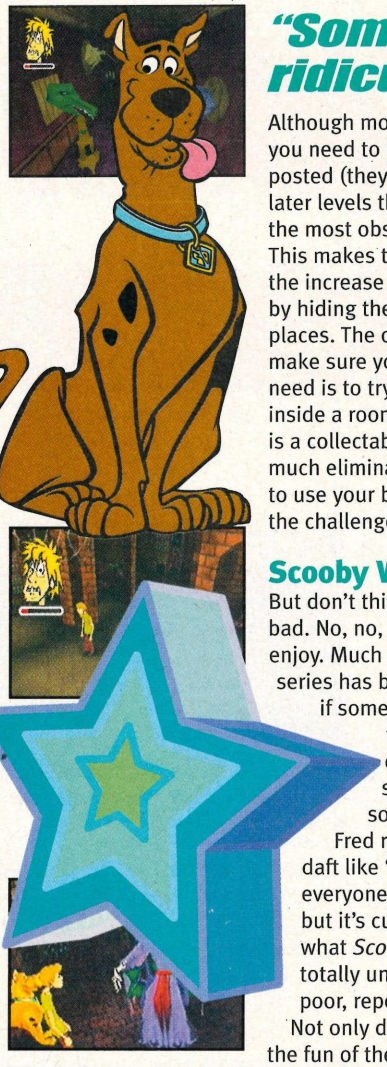






[Above] ***I bet you any money that Fred will nab that corset off of our two heroes and start dressing up like Lady Lovelylegs!***





[Below] ***And in this shot, Shaggy and Scooby have gone to the back of the shop to look at the, ahem, 'specialist' magazines!***

"Sometimes the clues can be ridiculously hard to uncover"

Although most of the time the items you need to pick up are clearly sign-posted (they flash on the screen), in later levels these objects are put in the most obscure places imaginable. This makes the levels harder – not by the increase in difficulty, but simply by hiding the clues in hard-to-spot places. The only possible way to make sure you have everything you need is to try to pick up everything inside a room in an attempt to see if it is a collectable object. This pretty much eliminates the point of having to use your brain in order to complete the challenge.

Scooby Won't

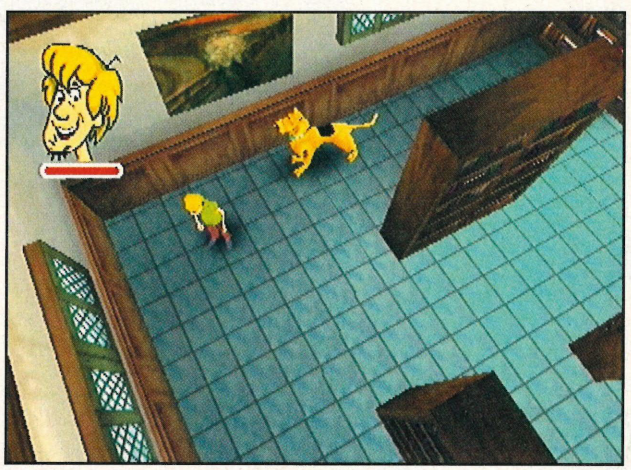
But don't think that the game is all bad. No, no, no! There is plenty to enjoy. Much of the humour from the series has been captured here, even if some of it is bad. You know the type of thing: Scooby does something silly, like saying "I'm hungry" (no sorry: "Rime Rungry") and Fred responds with something daft like "Oh Scooby" and then everyone laughs. Okay, it's weak, but it's cute and ultimately that's what *Scooby Doo* was all about – totally unconvincing ghosts and poor, repetitive gags!

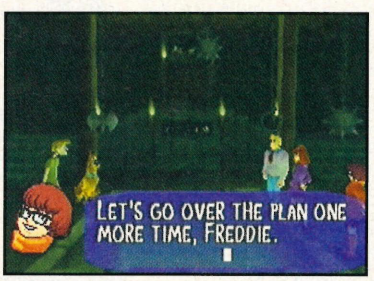
Not only does the game capture all the fun of the show (kinda) but visually it hits the bullseye too! All the gang have been faithfully brought to the screen exactly as you remember them and they have been placed in surroundings exactly like the ones Hanna–Barbera used to create. There are strong colours painted across the screen and the various environments complement the episodes from which they where based. It's all very pretty and faithful to its source.

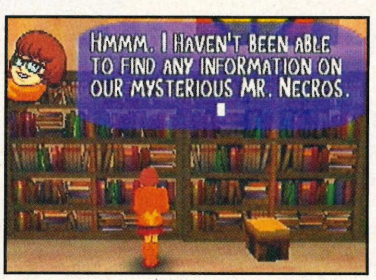
On the audio front, things are less pleasing. The music sounds as though it has been taken from a child's music box and the effects are just as unimpressive. Where this game should have triumphed was in the speech department. There are ample opportunities to have cut-scenes with dialogue and funny phrases throughout the action in this game but unfortunately almost all of the chances are missed. In between the searching sections, text on the screen informs you as to what is being said and where the action is going, but the only pieces of speech you do get are limited and quite sparse, which is a real shame!

Scooby Why?

Despite being an innocent and inoffensive game that makes a nice change from all the carnage the N64 gets these days, *Classic Creep Capers* is not strong enough to compete against its contemporaries. It's certainly not unplayable, in fact it can be quite enjoyable, but once all the levels have been completed (which can be done far too quickly) there is nothing to make you want to investigate the mysteries again! What you are left with, sadly, is an undemanding scavenger hunt that doesn't live up to the classic cartoon it's based on. ■







[Above] ***It's probably got something to with the fact that she can't reach the top shelf of the bookshelf.***

2nd Opinion

Rating

I have to admit that I think Paul's being over-generous with his score. The control system is a nightmare, the puzzle-solving is all a bit simplistic for my liking and Scooby himself doesn't really *do* anything! Life is just so full of disappointments these days...

Roy Kimber

64 Magazine Bottom Line

CONTROLS



ALTERNATIVES

Resident Evil 2: Capcom
Reviewed: Issue 35, 94%
Duck Dodgers: Infogrames
Reviewed: Issue 45, 85%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE %

78

Soundbite:
Could've gotten away with it, if it hadn't have been for those pesky programmers!

Written by: Paul Gannon

Power Rangers: Lightspeed Rescue

Power Rangers run out of juice!



MEMORY OPTIONS

MEMORY: N/A

CONTROLLER PAK Saves to free slots



$64,000 QUESTION

- ⊕ You never have to play this!
- ⊖ We did
- ⊖ Requires almost no skill
- ⊖ Power Rangers officially suck
- ⊖ Ugly flat environments
- ⊖ Can be completed ridiculously quickly
- ⊖ Makes you want to cry
- ⊖ No challenge at all

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	THQ
Developer	Mass Media
Game Type	Crap
Origin	USA
Release	Out now
Price	Way too much

Crazes are funny things aren't they? Every so often something leaps out at you from nowhere and proceeds to get extremely popular, extremely quickly. This something could be anything. It could be a pop band, a scooter, a toy, a TV show, a movie or even a videogame character! It doesn't matter, what matters is that the marketing and advertising people squeeze as much money out of it as they can before the craze in question disappears back up the arse from whence it came.

A few crazes that spring to mind are things like Teenage Mutant Hero/Ninja (whatever you decide to call them) Turtles, Cabbage Patch Dolls, He-Man, Bros, Take That and even the Mighty Morphin' Power Rangers. All the above have pretty much come and gone in the past 20 years to the great cardboard box in the sky... hang on – Power Rangers? They're still going, aren't they?

Yes friends, for some reason, somebody somewhere is still making a lot of money off of these spandex-clad idiots and somebody somewhere (probably in America) is still buying into it all. Well, at least that explains why there happens to be a new videogame based upon their exploits, gracing the N64 like a turd on top of a wedding cake (Oh, nice image! Cheers for that – Roy). In my view (and I hope I'm not alone on this) this game is unnecessary, unwanted and a waste of everyone's time.

Power Shortage

Let's backtrack a little shall we? What is a Power Ranger? It's a decent enough question and one that can be answered in a few simple words: a pile of poop! From a kid's TV series that managed to spawn merchandise by the bucket-load, these toys, in an interesting kind of way, allowed the show to continue on for a lot longer than it deserves. As it turns out, the spin-off material – toys, games, designer drugs (well, possibly not the latter) – have always been, if anything, even more popular than the actual programme they came from. This is surely the only reason why this particular trend has lasted for as long as it has.

If you're a budding scriptwriter and you, for some unknown twisted reason, want to write yourself a merchandise-creating series similar to that 'hit' television show *Power Rangers*, then make sure you add the following ingredients:

Create a villain of such 'incredible strength' that it can only be defeated by a weak karate chop to the head. Then write for a bunch of pathetic young actors who will only have to dub their lines anyway at a later date because they couldn't deliver them during the shoot. Next, make sure the creatures you create can easily be made by a fat old woman who designs pantomime cows for a living, and – one last point – always ensure the 'heroes' have a mammoth challenge to overcome. For instance, have them pronounce the word "stupendous" in just one take.

I'm sorry, what are we meant to be



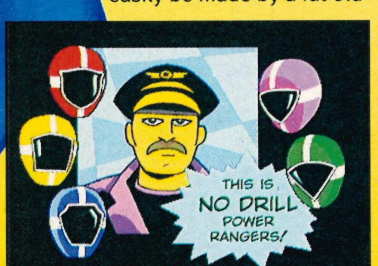
[Above] ***All of a sudden, the game stops being a rescue adventure and instead becomes a Benny Hill episode.***







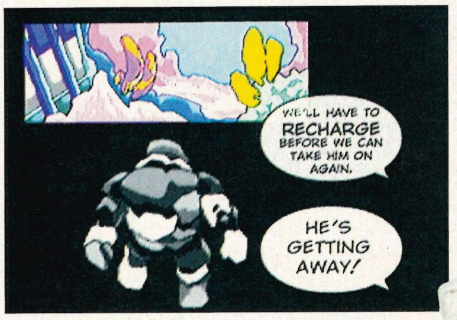
[Above] ***No wonder they wear masks. If I was a Power Ranger, I'd be ashamed to show my face too! Poor souls.***



[Above] ***This guy is their leader and looks like he used to be one of the dancers in the Village People. All together now, "YMCA..."***

The "Oh My God!

As honest, decent citizens, we here at 64 MAGAZINE need to keep you – the videogame buying public – aware of what are the most despicable and soul-sapping games currently available. Now, not every game is going to get that coveted Gold Medal award but that doesn't mean the other games are 'stinkers', not by any means. No, the truly nasty games are the ones that fail to grade a score that breaks into double figures, or a score so shockingly low that not even a goblin could crawl underneath. These are just a few that have tested our patience!







"A great example of how games shouldn't be made!"

talking about again? Oh yes, that *Power Rangers: Lightspeed Rescue* videogame. You had to remind me didn't you? Oh well, let's get on with it!



Lone Rangers

Yes, *Power Rangers: Lightspeed Rescue* is based on the TV series we've just been ranting on about for the last few hundred words and, unfortunately, it's just as pathetic. It seems we have a new addition to the "Oh my God! What A Terrible Game" Hall of Fame! *Lightspeed Rescue* is one of those titles that simply beggars belief in terms of pure quality... that is: a total lack of it. If you look back to Issue 47 when we featured this title in the 64Sight section, you'll notice that even then, things did not look good. *Lightspeed Rescue* was subject to a massive critical panning in the USA, and looked as though it was going to get the same horse-whipping here too. Which it is. If this game is anything to go by, then it must be a very dark time for N64 owners. With few games scheduled for release as it is, those that do get released should be of a far higher quality than this sorry effort.

What a Terrible Game" Hall Of Fame!

Superman

Reviewed: Issue 30
Overall: Score: 14% We said: "Playing *Superman* is a painful chore, like cleaning the oven while somebody repeatedly stabs you at the base of the skull with a chisel."



Clayfighter

Reviewed: Issue 8
Overall Score: 13% (later dropped to 8%) We said: "*Clayfighter* will stand as an object lesson for years to come of how not to program an N64 beat-'em-up."



Carmageddon 64

Reviewed: Issue 35
Overall Score: 4% (later dropped to 0%, that's right. Sod all!) We said "This is one of the most pathetic, badly-bungled and unplayable ports of all time."



So there you have it. *Carmageddon 64* was, until now, officially the most crap and decrepit game ever to disgrace the N64. Did you know that all these bad games were reviewed by former Editor Andy McDermott? We always knew he was a bit of a masochist!

But do you want to hear the funny part? You lot are still buying *Carmageddon 64*! Incredibly, it recently stood at number 2 in the Nintendo UK sales chart, which makes us wonder whether or not you actually read our reviews at all!

The End is Nigh...

Most people like to stick with a game, no matter how bad it is, simply to find out what happens at the end. Nearly every human individual demands some kind of closure in their lives, no matter how painful the process is to get there. This month we thought we'd spare you the pain of having to play through *Lightspeed Rescue* (or indeed buying it) and show you the ending. Which isn't the most impressive of things to look at. It has all the excitement of a smelly sock with a birthday candle in it. Anyway, enjoy the following shots...









...Or is it?!

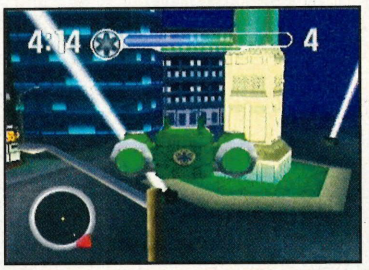
As it turns out, when you complete the game – or should that read, if you can be arsed finishing the game – the delightful Miss Fairweather (the Power Ranger's version of Q) informs you that there are now some secret levels for you to discover. But before you shout "Wow, bloody hell, how cool is that?" wait a few seconds. You see, these new levels are exactly the same as the others, you just get different objects to collect – oh... the excitement! Look, let's just cut to the chase shall we? You've read the review, you know what the game's like, now just forget about it. Move on with your life. We've all spent too much time on this rubbish as it is!



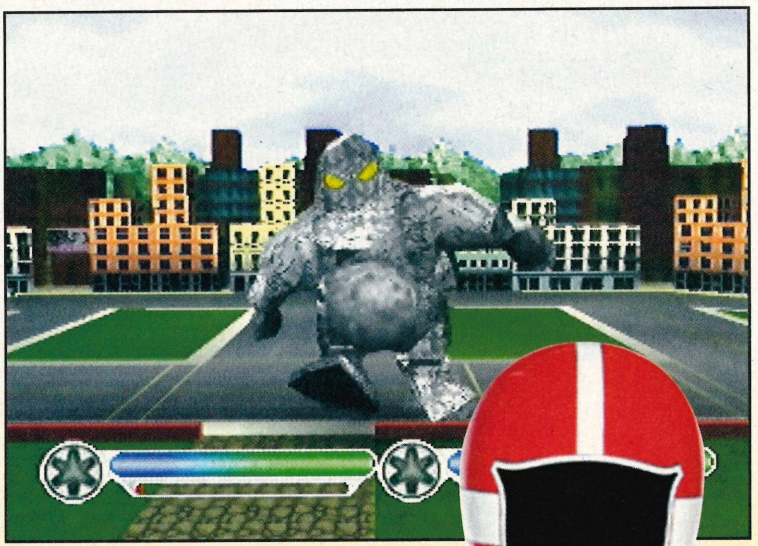








[Above] ***When the Rangers arrived at the premiere of their new movie, they didn't realise it was a trap to get rid of them!***



The plot for this game has something to do with a fallen meteorite and loads of rescues. Thanks to the rather appalling 'animated' sequences between levels, whatever story there is is lost because of some incredibly crap storytelling. Imagine a "Dick and Jane" book only without the captivating storyline and that's basically what you are given to read here. Although these animated scenes are supposed to resemble some kind of comic strip, the quality is so poor that you really wonder why anyone bothered!

Mega-Bored

The game does have some variety on offer. The levels switch between first-person fighting action, side-scrolling driving sections and bird's-eye-view adventure areas. Which would be fine were it not for the fact that all of these different styles contain absolutely no semblance of a challenge whatsoever. Bugger all. Zip. Nowt. Not even a hint of it. In fact, this is one of the few games where this reviewer has actually dozed off whilst playing. So in fact this game does present one challenge: staying awake while playing it! Seriously! In one section of the game you're asked to survive four minutes on the road, dodging enemy fire. However, if you move the Ranger's vehicle to the very top of the screen and leave it alone, none of the hazards come anywhere near you. Roy accidentally left this level running when he went off to make himself a cup of coffee and found upon his return that he'd completed it without once touching the controls!

[Below] ***The Rangers should have known better than to make pancake batter in the back of the van.***



"Absolutely no semblance of a challenge whatsoever. Bugger all. Zip. Nowt."

Robot Wars

Guess what, rat fans? As you play through the game and defeat the various bosses (something which takes an average of about 15 seconds to do) you then gain access to extra characters which you can use in the two-player battle arena matches! Oooooh! That's nice, isn't it? The arena battle is basically like any old fighting game, only slower, crapper and with a bunch of fairly ineffective, pretty pointless power-ups. The extra characters – once unlocked – have absolutely no effect on the gameplay, and the two-player mode as a whole is actually an even bigger waste of time than the one-player – at least that one has a storyline of sorts!











[Above] ***This is actually one of the most promising sections of the game... until you realise that it's complete rubbish.***

they perform very few kicks, can't jump and instead have strange laser-firing abilities? It all adds up to a game that is obviously very short on ideas and doing a very bad job of executing the few poor ideas that it actually has.

Rescue Me!

Graphically, the game sucks salty eggs. It's pants. None of the different environments look anything more than dull and flat and its surprising to find how many of the levels look exactly the same. The driving stages especially resemble the kind of thing that you would really expect to find on the NES, but we're pretty sure that even the good old NES wouldn't want this kind of game pushed into its slot! Hey, it had standards too y'know!

As for the Rangers themselves... well, let's just say they are not exactly portrayed as the macho type. Firstly, during the fighting areas, they have been programmed to run like complete pansies. Remember that one kid at school that everybody laughed at because he ran like a complete spanner? Well, the Rangers all run like that child. And here's an interesting thought. Considering that the Rangers are famed for their high-kicking, Martian-mashing, kung-fu exploits, then how come in the game

Aaaaaaagh!

This game can be finished with your brain on auto-pilot and, provided you have the patience, will be completed in no time at all. There are a load of options available but our favourite one was to never put this cart in our N64 ever again. Graphically the game is poor, as a challenge... well, it isn't one, and regarding gameplay – what gameplay? If you have any thoughts at all about buying this game then don't. Instead, give us the money you'd spend on it and we'll phone you up and laugh at you – that would be less annoying, trust us! *Power Rangers: Lightspeed Rescue* is a great example of how games shouldn't be made, but then considering its source material, there wasn't much chance of it being anything but the awful cash-in it appears to be! Let's just hope this means the Power Rangers will now finally sod off for good! ■

[Below] ***These shots are from the upcoming 'straight to video' sequel to Twister called Twister 2: CGI: Where Am I?***



2nd Opinion

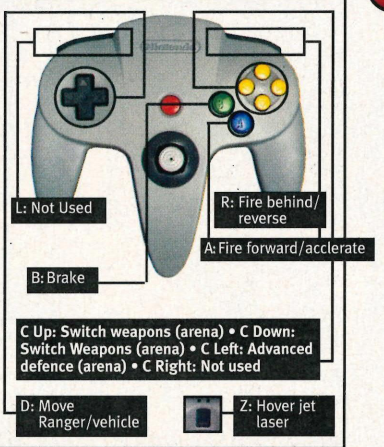
Rating

→ **Oh... My... God. Just when I thought that nothing could surpass the total abomination that was *Carmageddon* – along comes this. There aren't enough expletives in the world to truly convey the utter crapness of this title. Simply the worst game... on any format... ever.**

→ **Roy Kimber**

64 Magazine Bottom Line

Controls



Alternatives

Spiderman: Activision
Reviewed: Issue 49, 91%
Having all of your limbs broken... A far more enjoybale exercise!

Rating

Graphics

Audio

Gameplay

Challenge

Overall Score %

-25

Soundbite:
The first game in the history of 64 Magazine to actually score less than nothing!

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total Game Boy

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 Pokémon Gold/Silver
67 Ultimate Fighting Championship
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70 Antz Racing
71 Mr Driller
72 The Dukes of Hazzard: Racing For Home

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

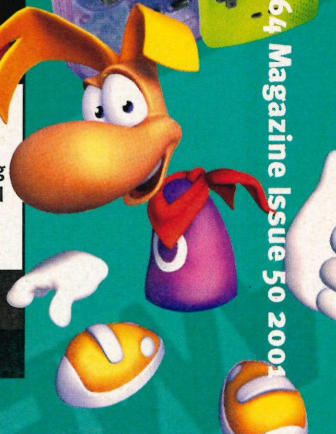
How long will this game last you?

OVERALL SCORE %

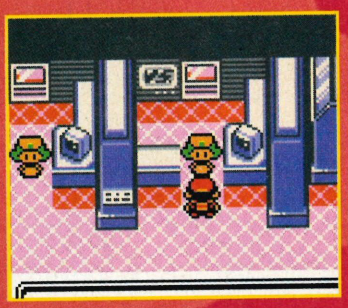
Like our N64 reviews, this isn't an average of the other scores but it is a definitive rating of the game. Anything over 90% is great, 89%-70% good and below 70%... well, it's not the best game on the market, that's for sure!

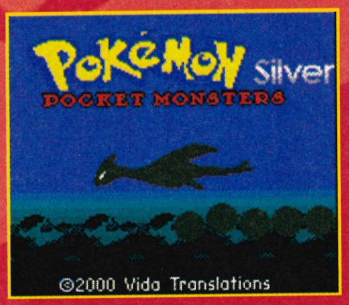
Soundbite:

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



Written by: Paul Gannon









Pokémon Gold/Silver

More fun than you can Poké sharp stick at!



Hello, my name is Paul Gannon and it's been three days since I last played *Pokémon Silver*. Once upon a time I hated Pokémon. Yes, I admit it, it's true. But sadly, friends, I soon got addicted when a copy of the aforementioned game appeared on my desk and I was asked to review it. Soon, I couldn't even take a shower without bringing my Game Boy in with me so that I could catch a Pikachu. But why did I get so addicted? Read on...

"You're guaranteed to get your money's worth from this title!"



[Above] *What are they biting and why are you so happy? You're not one of those animal lovers that takes it all a bit too far are you?*

Caught Out!

One of the main reasons why there is so much to do in the game is because it happens in real time. This means that if it's seven in the evening in real life, it's the exact same time in the game. This means that there are certain tasks or creatures to catch at different times of the day and therefore no way in hell you can possibly finish this game in a few hours! There are more challenges than before, more Pokémon to collect and fight with and tons of gadgets to use in order to become a top class trainer!

The playing area, although seemingly smaller than before, is still packed with more things to do and see than ever, and if you are new to this it might all seem a bit overwhelming, but don't worry! Even if you are a Pokémon beginner, the game is simple enough to get into and can get very addictive after a while. The only downside is that it tends to get boring in places, especially when you want to get from A to B but keep bumping into battles every few seconds!

With a whole host of things to do and 20 new monsters (10 in *Gold* and 10 in *Silver* respectively), you're guaranteed to get your money's worth from this title – if you don't already have any of the previous *Pokémon* games. If you *do* already have them, then you've got to decide whether you want to play through what is effectively the same game all over again (and even twice if you get both *Gold* and *Silver*) just to catch a few new Pokémon. The choice... is yours! ■

64 MAGAZINE SILVER

[Below] *Do you like what I've done to the place? I got those Changing Rooms people in and fixed up this stone dungeon!*



[Below] *Erm, no thanks. I don't really like abusive phone calls – let alone callers that want me to have a fight. I'll pass. Sorry!*



NINFO

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



$64,000 QUESTION

- ⊕ Bigger, better, brighter
- ⊕ Hundreds of pocket monsters to collect
- ⊕ Horribly addictive
- ⊖ The battles can get quite dull

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

90%

Soundbite: Give into the power of Pokémon, you know you want to!

Written by: Alex Jones

Ultimate Fighting Championship

'Ultimate Waste Of Money', more like!

The words 'Ultimate Fighting' should, in the minds of most right-thinking people, mean boxers like Mohammed Ali, George Foreman, Mike Tyson and Lennox Lewis: all undisputed champions of the noble art of boxing in their time. For fans of kick-arse pyjama-wearers, there's always the mighty Bruce Lee. So, a game based on the worryingly rule-free 'I'll-take-you-all-on'-fest that is the Ultimate Fighting Championship? "Yes please!" we all cry! Sounds like it could be the perfect beat-'em-up, doesn't it? Well, it isn't. Not even close.

Right That's It... Outside! Now!

Ultimate Fighting Championship is, in fact, an irredeemable, cartridge-shaped piece of sewage. Why? Well, *UFC* is cack because the first time I played it, I managed to complete the 'Championship' mode in 24 minutes on Normal difficulty. Twenty-four! If you started this game from scratch the moment Phil and Peggy had their first argument in an episode of *Eastenders*, you would be finished just as the closing theme music started. Really.

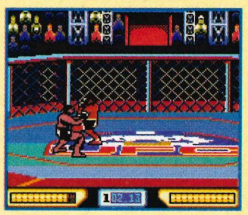
Somewhat shocked at the game's lack of challenge, I put the game on Hard, just to test it, and it must have been harder because I lost. I can't really recall what made the game more difficult, as I had been repeatedly bashing the A button for so long, I had long since collapsed with exhaustion. Therein lies the most annoying part of the game: to become World Champion of a sport you may well know very little about, you simply have to use one move over and over again until your 'feared' adversaries head for the hospital. Pathetic. Please don't go anywhere near this stinking puddle of goat's wee disguised as a game. A quicker, more entertaining alternative to buying this game would be to pay somebody £25 to repeatedly stab you in the hand with a pair of garden shears, understand? Good. Now, we're all off to have some much-needed counselling... ■

"Please don't go anywhere near this stinking puddle of goat's wee disguised as a game"



[Below] ***The only thing you'll learn from Big Jon is how many times you have to stamp on a Game Boy before it breaks.***

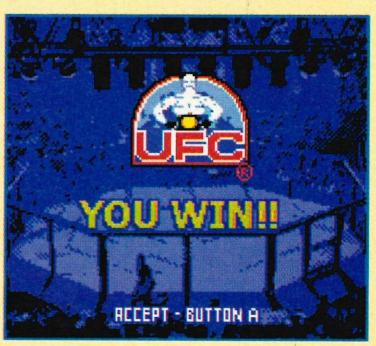




[Above] ***After an irate spectator threw a barrel of Loctite Boxer Adhesive® onto the fighters, the match descended into chaos.***

[Below] ***"Get away from me, you big nasty man! Can't you see that I'm so badly animated I can't defend myself?"***





NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	No save
Publisher	Crave
Developer	Fluid Studios
Game Type	Pitiful Beat-'em-up

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE

22%

Soundbite: Awful excuse for a beat 'em-up. Avoid it like the plague.



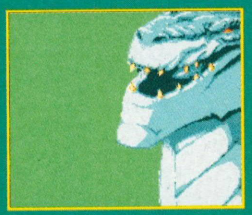
$64,000 QUESTION

- ⊕ Character animation will do, I suppose
- ⊖ Pointlessly easy
- ⊖ One punch is all you need to win
- ⊖ Dull and repetitive beyond belief

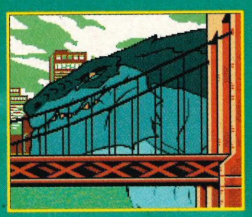
Written by: Paul Gannon

Godzilla: Monster Wars

Pick on someone your own size!



[Above] *It's time for 'Tonight With Godzilla', and on the show today he'll be talking to Godzuki, his long-lost scaly relative.*



Once upon a time the creators of *Independence Day* (or *ID4*), happy with the success of that film, decided to make an even bigger, noisier and more exciting film that would wow audiences all over the world. They made *Godzilla* instead! Despite receiving a complete battering from nearly all film critics and putting spectacle before plot and characters, the film still managed to make a healthy sum at the box office. A threat of a sequel hung in the air but sadly, something much worse was to happen: a cartoon series. In this series, Godzilla is a good guy and he helps a team of eco-warriors battle mutant abominations from all around the world! Well, as you can imagine, we wouldn't be talking about any of this if it didn't have something to do with a videogame, which it does!

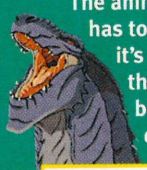


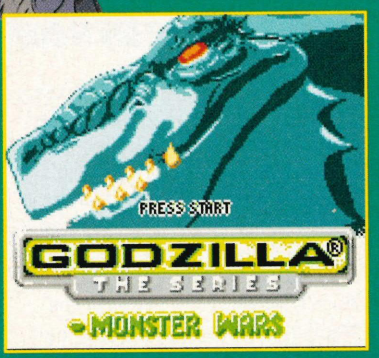
[Above] *Godzilla finally succumbs to the awful boredom of playing his own videogame and collapses to the ground in a heap.*

Big Mistake

The game, as you'd imagine, is based on the cartoon series and features the great green gargoyle in the starring role. You stroll across the screen, very slowly, and breathe fire on the various enemies that you encounter before the end of that level! And that, as they say, is that! Apart from a big boss at the end of every few levels, nothing changes, well, apart from the backgrounds!

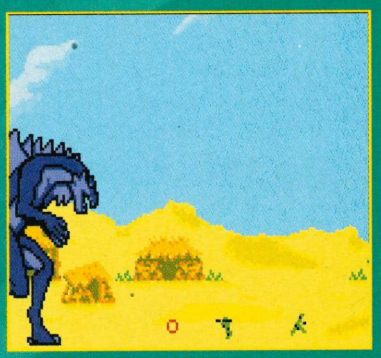
The animations and graphics, it has to be said, aren't that bad so it's just a shame really that the rest of the game is so bloody frustrating. The controls for the game are just plain awkward as the D-pad not only moves Godzilla forwards, but also controls his aim, his guard and his tail-whipping action. This means that when confronted with a few enemies at once, you become all fingers and thumbs and get to watch a huge chunk of energy disappear in the process! I won't mince words. This game pissed me off! ■







"The graphics aren't that bad, so it's just a shame the rest of the game is so bloody awful!"



[Below] *I didn't know that the team were involved with watching out for huge, abnormal winkies!*



[Below] *Ow, you stupid spanner! Not in the eye! I've got an interview to do later on for "Mammoth Winkies Magazine"!*



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Crave Entertainment
Developer	Crawfish Interactive
Game Type	Shoot 'em-up



$64,000 QUESTION

- ⊕ Large characters
- ⊖ Incredibly boring
- ⊖ Slow and cumbersome
- ⊖ Fiddly control system

RATING

Graphics	Audio

RATING

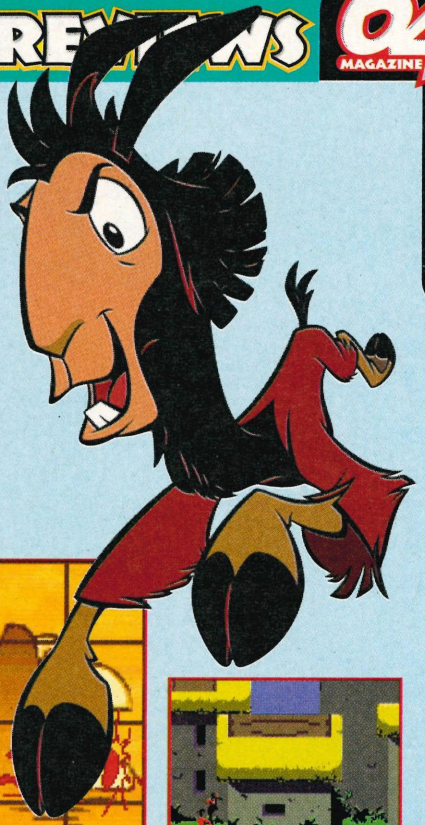
Gameplay	Challenge

OVERALL SCORE %

35

Soundbite:
Bigger doesn't necessarily mean better, especially on the Game Boy!

The Emperor's New Groove



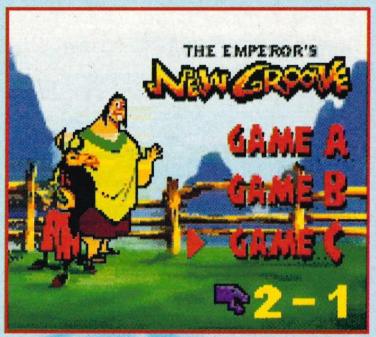
This game is a right load of spit!

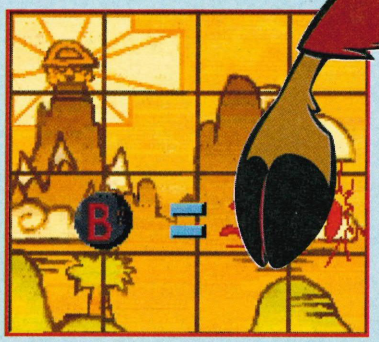
Written by: Paul Gannon

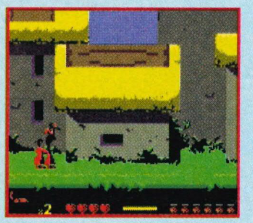
Disney's latest cinematic offering is something of a change from the norm. There are hardly any songs in it, there is no damsel to rescue and fall in love with and it's more like the kind of cartoon you'd expect Warner Brothers to come up with. But these are not bad things. In fact, it's because of the above reasons that it's probably one of Disney's best films. It's incredibly funny (really, *really* funny), crazy, full of action and adventure and, as you'd expect, has a load of merchandise trailing behind it! Sadly, this videogame has none of the charm or humour of the film and is just another soulless cash–in!

Bring It On

You control Emperor Kuzco who's been turned into a llama by his evil royal advisor Yzma. Basically, you must head back to your palace by clearing level upon level of repetitive, dull environments through the art of head-butting, spitting and annoying puzzle-solving. This game couldn't get any poorer. Graphically, it's ugly and captures none of the gorgeous scenes from the movie and Kuzco handles like Pac Man after one too many vodkas. The game tries to inject some kind of puzzle element but this fails miserably as it consists of having to spit on a switch that opens a door, and getting to said door before it closes. That's it. A bit pathetic and also very annoying too due to the fact that this race against time exercise is made tougher thanks to the hapless control system.







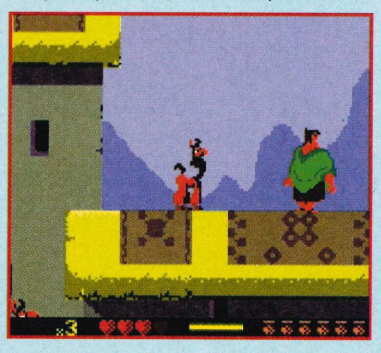
"About as much fun as an in-growing toenail"

Once again it seems a great movie has had its best qualities surgically extracted before conversion into a videogame that's about as much fun as an in-growing toenail. ■

[Below] ***This monkey has been very naughty and you must spit on it to teach it a lesson. Under no circumstances can it be spanked!***



[Below] ***This is your ally on the adventure. In the movie he's a valued friend. In the game, he's just a fat bloke at the end of the level!***





[Above] ***This snake is very dangerous. You may have to wrestle with it for quite a bit before you can pass. Spit at it before it spits at you!***

NINFO

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

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

40%

Soundbite: Go see the movie, forget about the game. It's that simple...



$64,000 QUESTION

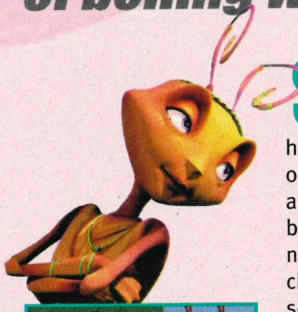
- ⊕ Great film
- ⊕ Learn new moves
- ⊖ Looks a bit ugly
- ⊖ An incredibly dull game

Written by: Alex Jones

Antz Racing

You'll need more than a kettle full of boiling water to stop this lot...





Sir David Attenborough is a man who likes ants. A lot. He's seemingly always got his head stuck in an anthill, waffling on by the light of his 'Insect Cam' about how organised the little buggers are. If he had *his* way, the nation's TV schedules would be choc-a-bloc with ant-related shows – so obsessed is he with the homelives of our leaf-carrying pals. *Ants In Practice*, *Changing Hills*, *AntEnders* and *Ready Steady Ant!* would replace normal telly before we had a chance to do something about it. Sir David would be chuffed to learn then, that according to *Antz Racing* on the Game Boy Color, the little blighters can drive as well!



[Above] ***Our hero's chosen mode of transport won't damage or pollute the envrironment, but it will keep you regular!***

Anty Lock Brakes

Antz was a fairly crap animated film released in 1998 (Oh come on! You lot have no taste in movies at all! – Roy) which followed the lives of Z, a worker ant with annoying Woody Allen mannerisms, and his bunch of tiny friends. Hence, EA have used the ingenious characters and environments from that film and stapled them loosely onto an isometrically-viewed version of *Mario Kart*. Although this doesn't sound too original, the characters are varied enough and the races tricky enough to keep you interested for ages.

There are loads of different tracks to race around, either in one-off 'Quick Race' mode or 'Four Seasons' – which is a championship of four races, with each one having different weather conditions to keep the action nice and interesting. Thankfully, the programmers have remembered the one thing that makes games last – playability. The range of icons to pick up, from speed bursts to invincibility, might be fairly standard, but *Antz Racing* is still great fun.

> **"The programmers have remembered the one thing that makes games last – playability"**

The game's graphics, detail and above all sheer speed make this a great title, even though it is *Mario Kart* with a few extra bits tacked on. If you fancy a rip-roaring racer for the GBC, there can't be many that top this one! ■



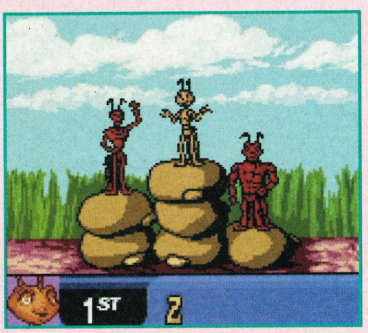
[Below] ***As the mind-bending hallucinogens took hold, Titchmarsh's garden designs got a little wacky.***



[Below] ***Before they got their racing qualifications, all the insects had to pass an incredibly rigourous eye test.***



[Below] ***The ants were especially proud of their new home, constructed entirely from crusty wholemeal rolls.***



NINFO

Link cable	No
Infa red	No
Built in rumble	No
Saves?	Password
Publisher	EA
Developer	RFX Interactive
Game Type	Racing



$64,000 QUESTION

- ⊕ Fantastic graphics
- ⊕ Super-fast insect action
- ⊕ Loads of great tracks
- ⊖ Not very original

RATING

Graphics

Audio

RATING

Gameplay

Challenge

OVERALL SCORE

93%

Soundbite: Put that DDT away - this game is fantastic! Buy it now, go on!

Written by: Roy Kimber

Mr Driller

64 MAGAZINE SIZZLER

A lot more fun than visiting the dentist!

Way back in the mists of time, in a mystical age when dinosaurs roamed the land, people trusted politicians and videogames were played on machines with less processing power than your average digital watch, gameplay was simple, straightforward and fun. *Mr Driller* is a game which could have come straight out of that era, but for the fact that the graphics are just a little bit too good.

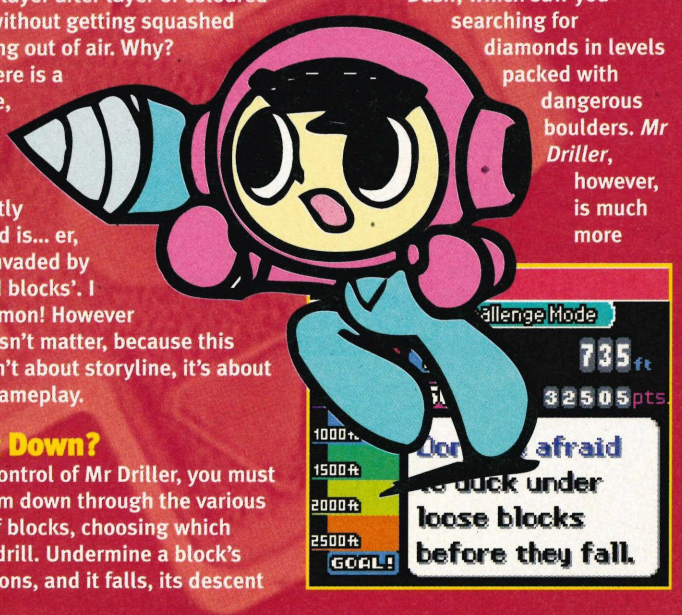
The object of the game is simple: you (Mr Driller) must drill your way through layer after layer of coloured blocks without getting squashed or running out of air. Why? Well, there is a storyline, but it's a little weak – apparently the world is... er, 'being invaded by coloured blocks'. I mean, c'mon! However that doesn't matter, because this game isn't about storyline, it's about frantic gameplay.

Going Down?

Taking control of Mr Driller, you must guide him down through the various layers of blocks, choosing which ones to drill. Undermine a block's foundations, and it falls, its descent only arrested when it hits another block or brushes against a block of the same colour. If this happens the blocks join together much like in *Puyo Puyo*, and disappear. Your oxygen steadily decreases as you move downwards, and so canisters of air must be collected to keep Mr Driller breathing.

Mr Driller is very reminiscent of an old arcade game called *Boulder Dash*, which saw you searching for diamonds in levels packed with dangerous boulders. *Mr Driller*, however, is much more frantic because once you've started moving downwards, it's very difficult to stop! With two depth modes and an incredibly challenging survival mode, *Mr Driller* is a must for any Game Boy Color owner. ■

"This game isn't about storyline, it's about frantic gameplay"





[Below] *The fate of the world rests on just one man: he's small, he wears pink and he carries a big drill. We are SO doomed!*





[Above] *Not the invasion of blocks! What kind of twisted evil genius would come up with a demonic plan like that one?*



[Above] *As you progress down through the layers of blocks, they become less regular in shape which causes new problems.*

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	No Save
Publisher	Namco
Developer	Namco
Game Type	Arcade Puzzler

RATING

Graphics

Audio

RATING

Gameplay

Challenge

OVERALL SCORE %

91

Soundbite: Simple, colourful, totally addictive arcade fun!

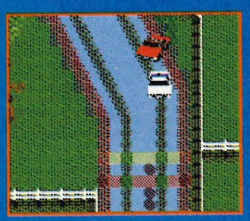
$64,000 QUESTION

- ⊕ Hugely addictive
- ⊕ Gets totally frantic
- ⊖ Simple straightforward gameplay
- ⊖ Maybe too simple?

Written by: Alex Jones

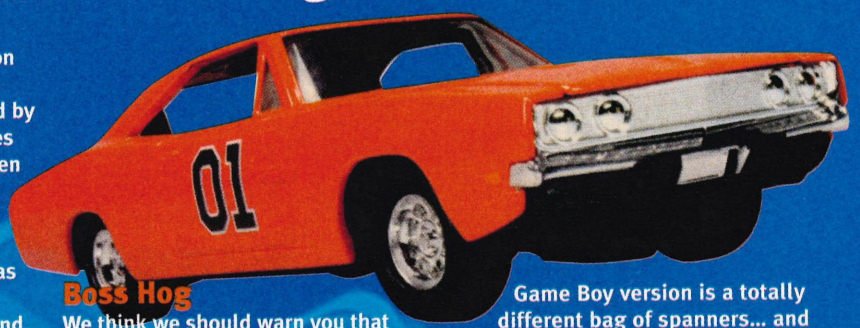
The Dukes of Hazzard: Racing For Home

Quick! Nail the doors shut! It's those good old boys...



[Above] *When the General Lee skidded into a river, the boys regretted welding their seatbelts on, as well as sealing the doors.*

Saturday morning television isn't what it used to be. These days, we're greeted by talking aardvarks, pop star's wives and – shudder – Ant and Dec. When we at 64 MAGAZINE were only wee scamps, the wealth of quality kids' telly on before the milk and papers arrived at the weekend was astounding. *The Clangers, The Flumps, Button Moon, Bagpuss* and, of course, the impossibly cool *Dukes Of Hazzard* were more than enough to keep us amused until the rest of the house yawned into life. We're pleased, then, that Southpeak Interactive have done the decent thing and brought the General Lee to the GBC!



Boss Hog

We think we should warn you that *Dukes Of Hazzard* fans with PCs or PlayStations have already had the dubious 'honour' of a version of this game for their machines. Unfortunately, it was a slap-dash load of old cobblers, and did the cult status of the Dukes considerable damage. Praise be then, that the Game Boy version is a totally different bag of spanners... and shiny, well-made spanners at that.

Your task is to race around twisty, varied tracks in the Dukes' car, the General Lee, chasing down no-good hoods and occasionally annoying the sheriff. The General barrels along at a startling rate of knots, and there are plenty of repair and turbo boost icons to pick up along the way.

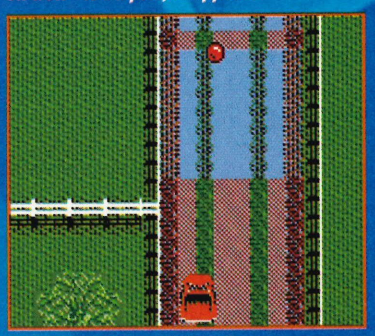
While some of the missions are straightforward races, others require a bit more exploration, and the freedom to roam is an unusual but refreshing variation on the racing format. The only thing which lets the game down is the – at times – slightly unresponsive steering, which can get annoying when you're really close to nabbing a villain, and can't quite knock him off the road.

All in all though, there's very little to fault here. *Dukes of Hazzard* is an extremely entertaining title, and well worth your pennies if you like racing games featuring unfeasibly powerful, bright orange cars.

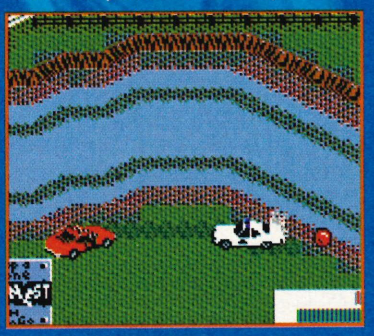
64 MAGAZINE SIZZLER

"Dukes of Hazzard is an extremely entertaining game!"

[Below] *Quick – it's the world's largest gobstopper! We've got to catch it and, er... oh well – it's a plot, I suppose!"*



[Below] *The police crackdown on annoying multi-tone car horns was greeted with loud cheers from the residents of Hazzard.*



NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	To Cart
Publisher	Southpeak Interactive
Developer	Spellbound
Game Type	Driving



$64,000 QUESTION

- ⊕ Faster than a very very fast thing
- ⊕ Decent opposition AI
- ⊖ Big, varied levels
- ⊖ Controls can get a bit clunky

RATING

Graphics



Audio



RATING

Gameplay



Challenge



OVERALL SCORE %

90

Soundbite: Lightning-fast powersliding fun in big flares. Great from the word go!

Back Issues

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.





IN ISSUE 49

- Reviews of Spiderman, Sin & Punishment, Ready 2 Rumble 2 and Cruis'n Exotica
- Features on the Gamecube and what makes a game genre
- Seven new Game Boy Color games
- Previews of Megaman, Indiana Jones ATIM and Mario Party 3
- Plus all the usual news, cheats and tips!

64 MAGAZINE BACK ISSUES

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

Scorezone

It's been nice to see some new scores enter the office this month. You kind videogame fanatics have sent in scores for *TWINE*, *Zelda: Majora's Mask* and even *Pokémon Snap*! So far, these scores have been rather impressive, so it's up to all of you to see if you can beat the rest to become the best! If there are any games that you are really good at, but which aren't already on these pages, then send them in. It doesn't matter what game you play, just as long as the scores are impressive. Mr Winner (no, not the film director) of this month's Scorezone is Benjamin Long in Hampshire who gave us more scores for new games than we knew what to do with. Obviously a lot of effort had gone into it on his part, so that must be rewarded. Well done, sir!

New Games Needed!

Does anyone own Donald Duck's adventure, *Quack Attack*, yet? That game is crying out for fastest time scores. The same can be said for *Rush 2049* and, of course, *Mickey's Speedway USA*. The quicker the better if you ask us! So remember, we're waiting!

Enter The Zone!

zFollow 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
0:38 John Potter, Essex
0:43 Jon Burrows, Queensland
0:46 Benjamin Long, Hants

DataDyne Research
1:36 Arif Mollah, Lancashire
1:38 John Potter, Essex
2:08 Jon Burrows, Queensland

DataDyne Central
1:24 Arif Mollah, Lancashire
1:25 John Potter, Essex
1:40 Jon Burrows, Queensland

Carrignton Villa
1:24 Arif Mollah, Lancashire
1:24 John Potter, Essex
1:36 Jon Burrows, Queensland

Chicago
0:19 John Potter, Essex
0:20 Arif Mollah, Lancashire
1:28 Jon Burrows, Queensland

G5 Building
1:03 John Potter, Essex
1:06 Arif Mollah, Lancashire
2:39 Jon Burrows, Queensland

Area 51: Infiltration
1:28 John Potter, Essex
1:41 Arif Mollah, Lancashire
1:58 Jon Burrows, Queensland

Area 51: Rescue
1:50 John Potter, Essex
1:54 Arif Mollah, Lancashire
2:53 Jon Burrows, Queensland

Area 51: Escape
1:50 Jon Burrows, Queensland
2:59 Arif Mollah, Lancashire
3:02 John Potter, Essex

Air Base
1:31 John Potter, Essex
1:46 Arif Mollah, Lancashire
1:50 Jon Burrows, Queensland

Air Force One
1:03 John Potter, Essex
1:06 Arif Mollah, Lancashire
1:37 Benjamin Long, Hants
2:10 Jon Burrows, Queensland

Crash Site
1:50 John Potter, Essex
1:54 Arif Mollah, Lancashire
2:11 Jon Burrows, Queensland

Pelagic 2
1:18 John Potter, Essex
1:28 Arif Mollah, Lancashire
2:10 Jon Burrows, Queensland

Deep Sea
4:01 Arif Mollah, Lancashire
5:27 Jon Burrows, Queensland

Carrington Institute
1:04 John Potter, Essex
1:06 Arif Mollah, Lancashire
1:26 Jon Burrows, Queensland

Attack Ship
2:52 John Potter, Essex
2:59 Arif Mollah, Lancashire
3:48 Jon Burrows, Queensland

Skeedar Ruins
1:48 Arif Mollah, Lancashire
2:03 John Potter, Essex
2:53 Jon Burrows, Queensland

Mr B's Revenge
1:57 Arif Mollah, Lancashire
1:58 Jon Burrows, Queensland
2:00 John Potter, Essex

Maian SOS
2:02 John Potter, Essex
2:32 Arif Mollah, Lancashire
2:55 Jon Burrows, Queensland

War
0:31 John Potter, Essex
0:36 Arif Mollah, Lancashire

The Duel
0:03 John Potter, Essex
0:04 Arif Mollah, Lancashire
0:04 Jon Burrows, Queensland
0:04 Benjamin Long, Hants

Legend Of Zelda

Biggest Fish
32 Pounds Benjamin Long, Hants
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
0:55 Benjamin Long, Hants
0:56 Darren Harris, Birmingham
0:58 Tammy Harris, Birmingham

Int 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

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

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

TWINE

Courier
1:59 Iain Lowson, East Lothian

King's Ransom
2:07 Iain Lowson, East Lothian

Underground Uprising
2:14 Iain Lowson, East Lothian

Midnight Departure
3:02 Iain Lowson, East Lothian

Masquerade
3:15 Iain Lowson, East Lothian

City Of Walkways
3:32 Iain Lowson, East Lothian

City Of Walkways 2
3:20 Iain Lowson, East Lothian

Pokémon Snap

Best Shot Score
8440 Benjamin Long, Hants

Zelda: Majora's Mask

Swamp Archery Game
42 Hits Benjamin Long, Hants

Goldeneye

Facility – 00 Level!
0:38 Arif Mollah, Lancashire
0:48 David Ryan, Derby
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 James Eyre, Leicester
0:53 Jon Payne, Derby
0:53 Timothy Darling, Kent
0:53 Benjamin Long, Hants

Facility
0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia
0:45 Richard Dunn, New Leake
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
1:05 Benjamin Long, Hants
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 Karl Jobst, Australia

Launch Silo
0:49 Arif Mollah, Lancashire
0:59 Benjamin Long, Hants
1:02 David Ryan, Derby
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 Benjamin Long, Hants
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 Benjamin Long, Hants
0:17 Chris Stuart, Peterhead
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
0:22 Benjamin Long, Hants
0:23 Chris Stuart, Peterhead
0:23 Luke Sutton, South Australia

Train
1:00 Benjamin Long, Hants
1:04 Arif Mollah, Lancashire
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

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

Water Caverns
1:00 Arif Mollah, Lancashire
1:02 Benjamin Long, Hants
1:04 David Ryan, Derby
1:05 Jon Burrows, Queensland
1:06 Matthys ten Ham, The Netherlands
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
1:14 Benjamin Long, Hants
1:16 Jon Burrows, Queensland
1:18 James Eyre, Leicester

Egyptian Temple
0:48 Arif Mollah, Lancashire
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland
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
01:19:26 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
01:27:81 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
01:20:74 Adam Tucker, Great Yarmouth

Royal Raceway
01:19:75 Jeffery Van der Aa, Netherlands
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
01:09:01 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
01:51:69 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
01:45:53 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

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

Monster Truck Madness

Graveyard
3:19 Stephen Davies, Manchester

Ruins
2:59 Stephen Davies, Manchester

Junkyard
3:40 Stephen Davies, Manchester

The Heights
7:07 Stephen Davies, Manchester

Voodoo Island
6:04 Stephen Davies, Manchester

Greenhill Pass
4:50 Stephen Davies, Manchester

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!

Let's go Disney crazy this month, shall we? If any of you have gotten your hands on *Mickey's Speedway USA* from Rare, or if you decided to take Donald Duck home with you in the form of *Quack Attack*, then we want to hear from you. It's a rather simple challenge but basically we'd like the fastest times on the first world of *Quack Attack*. That's just to get the ball rolling. Hopefully, that should spurn everyone else on to beat those scores!

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 properly 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

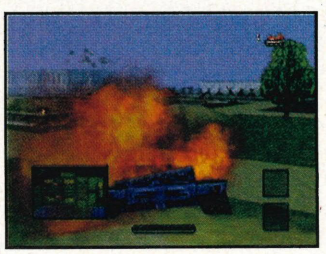
Enter WRDRB on the password screen and you'll be able to select the level that you want to play on

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

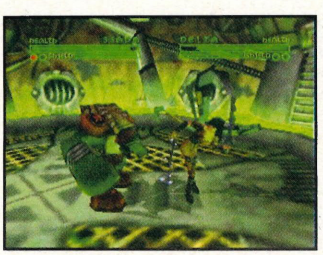
Desert stash
4S, 5H, 10C, QC, QC
The Gauntlet
4C, 5H, 10C, 9C, 4C
Blockout
AC, 7D, 6H, 6S, 2H
Danger Pass
6H, 2H, AS, 5H ,8H
Switchback
9D, 10D, JD, JH, QH
Gather TNT
9D, 10H. 10H, 7D, 5H
X marks the spot
AC, 7D, 8D, 5C, 8H
It's about time
6D, 4H, 9H, 6H,QC
Tres Amigos
7D, 10H, AH, 9S, 6H

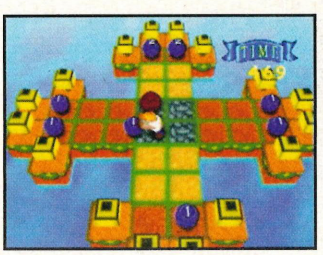
ALPINE ISLANDS

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!

Cruis'n Exotica

Could this game get any worse? No, because now you can access all parts of this 'driving' game if you feel inclined to do so!

For all cars and tracks enter the save game filename as
HOTRIDES.
Won't you have fun?

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 taxicab.

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 having to complete 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 quickly 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.

DEBUG Mode
When 'Press Start' appears at the opening screen, press C Up, Up, C Left, Right, C Down, Down, C Right, Right, A, B, and if all this button-bashing works, you should hear a sound. A cheats menu will be available but none of the options will be switched on (unless they were previously active or earned). When you start or reload a game, text will appear in the upper-left hand corner of the screen. Press Start on controller two to cycle through the list of options, such as invincibility, all weapons, all keys and also a level warp, even if you haven't completed whatever level you are currently on. Use the buttons noted below to change certain values, such as cloud colour. Note: Debug mode does not save on the controller pak like the other cheats.

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 every single one of 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!

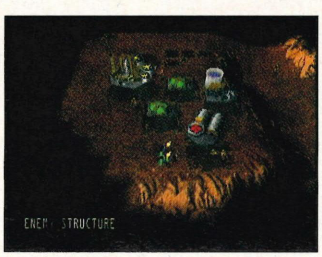
FIGHTER'S DESTINY

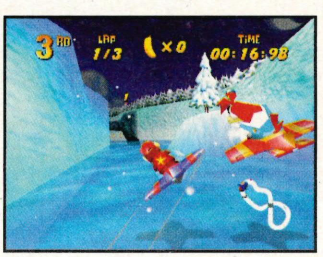
Hidden 9th Skill

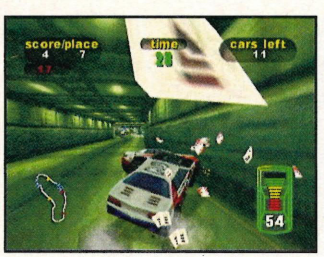
Collect your eight main skills from master mode as normal and then set up a two player battle using that character. If you win you are awarded your ninth skill!

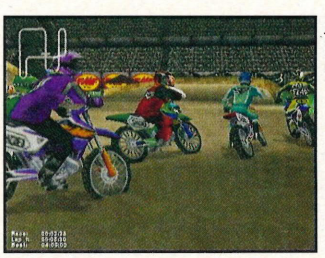
Hidden Werewolf
Select Pierre as your character then mid-fight press the L button. You should notice that as you press it more his nose grows! Continue pressing it until he explodes and transforms into a Werewolf!

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* with these net-busting 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 the action.

Bonus Stage
Highlight each of the characters listed in order and press start every time, then select the character you want to use.

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 correctly to open up the desired courses:

0EQ561G2
Camp Hyrule Cup 1

5VW6890G
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

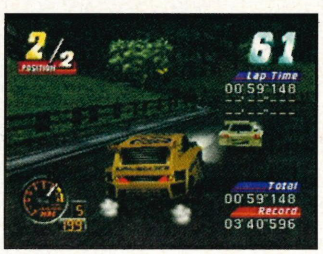
Double Speed
C Left, C Down, C Right, C Left, C Up, C Down, C Down, C, Down, C Down

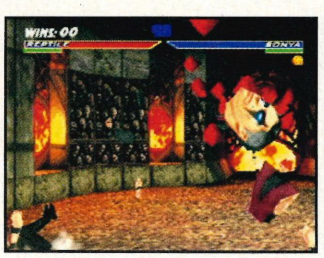
Slow CPU cars
C Right, C Up, C Left, C Down, C Right, C Up, C Left, C Down

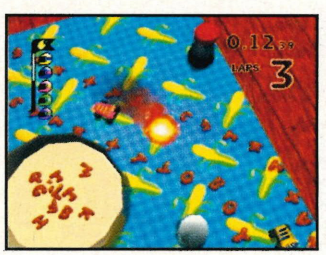
Transform Car
Down, Down, Up, up, Right, Right, Left, Left

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.

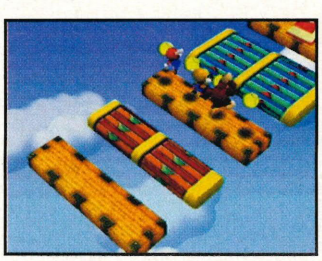
Player Inspection
On the player creation screen, you can view your player by pressing C Up, C Down, C Left, C Right.

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	**Gary**
Pikachu	Nidoran
Squirtle	Growlithe
Bulbasaur	Krabby
Brock	**Misty**
Geodude	Horsea
Vulpix	PsyDuck
Zubat	Staryu
Lt. Surge	**Erika**
Raichu	Tangelo
Jolteon	Weepinbell
Magneton	Gloom
Koga	**Sabrina**
Venomoth	Abro
Voltorb	Hypno
Golbat	Alakazam
Team Rocket	**Giovanni**
Weezing	Persian
Arbok	Sandslash
Golbat	Nidoking
Ritchie	**Lorelei**
Sparky (Pikachu)	Cloyster
Zippo (Charmander)	Poliwhirl
Happy (Butterfree)	Dewgong
Bruno	**Tracey**
Onix	Marill
Hitmonchan	Venomat
Primeape	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

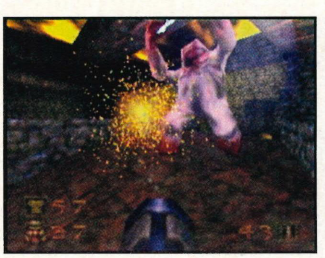
Unlock classes and boxers
Enter these codes in the championship mode to unlock the relevant class boxers.

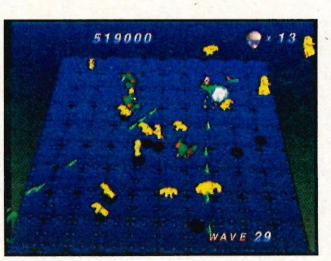
BRONZE
Bronze class

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.

Ready 2 Rumble Boxing: Round Two

Okay, even though the game sucks, you still might be interested in playing through it. Of course, the only reason to play through it at all is so that you can unlock the following characters. Here's how many times you need to complete *R2R:R2* to access those hidden boxers:

1 time
Freak E. Deke

2 times
Michael Jackson

3 times
G.C. Thunder

4 times
Wild "Stubby" Corley

5 times
Shaquille O'Neal

6 times
Freedom Brock

7 times
Rocket Samchay

8 times
Bill Clinton

9 times
Hillary Clinton

10 times
Rumbleman

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.

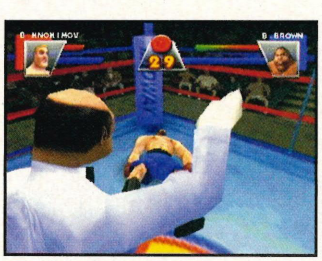
Super Tires
Hold down L, R and Z and tap all the C buttons six times.

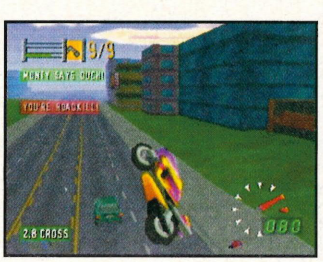
Gravity
Hold down L, R and Z and tap all the C buttons five times.

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

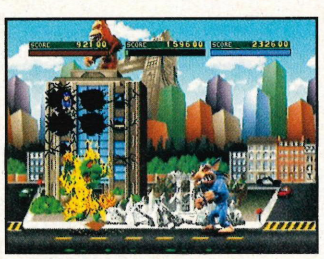
Jesus
Finish Christmas race

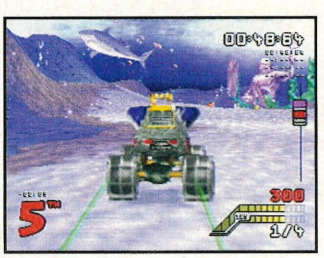
Satan
Finish New Years Day race

Ned
Finish 4th July race with Kyle

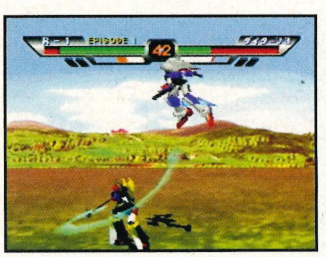
Damien
Finish Halloween race with Kenny

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: EPISODE ONE

Battle For Naboo
When is a video game not a videogame? The answer is when it thinks it is a DVD! If you want ot unlock some DVD-style extra features on this new *Star Wars* N64 game, then enter:

KOOLSTUFF
on the code input screen. If the code is successful, you will granted access to bonus art material. This material shows the early sketches and designs for the game.

TALKTOME
When this is entered you'll be given a full running commentary with insights into how the game was made, for every single level!

PATHETIC
This will give you infinite lives but, sadly, will also mean you are denied any medals!

EWERDEAD
This code will make every enemy die with just one shot. That will help you go easy on your trigger finger!

RUAGIRL?
This code will turn your ship a lovely shade of pink. Pretty!

OVERLOAD
This will give you advanced statistics for your craft.

NASTYMDE
Want to make the game tougher? If you do then this is the code for you!

LOVEHUTT
If you are really desperate, this code will make it possible to see the team that created the game. Don't worry, none of it is saucy!

DROIDEKA
If you would love to get your hands on the kind of shields the Droideka destroyer robots have, then entering this code will grant you that wish!

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

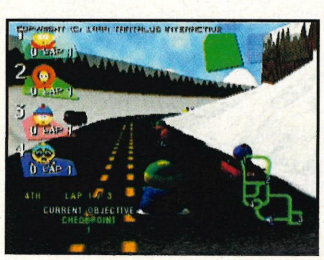
SUPERCROSS 2000

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

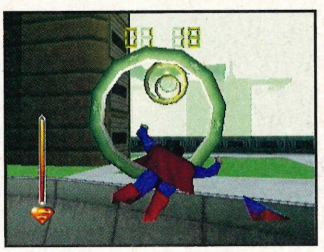
Spirit mode
THSSLKSCL

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, Dragonfly, 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.

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.

AND FINALLY, THANKS TO...

This month, many thanks and things must go out to **James** (we never got a surname) from Wimbledon, who drew our attention to the Debug mode in *Duke Nukem: Zero Hour*. If you have any cheats (THAT WORK!) which you would like to share with us then post them to us at:

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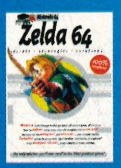
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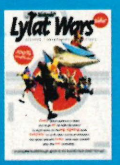
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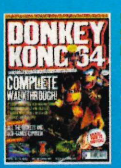
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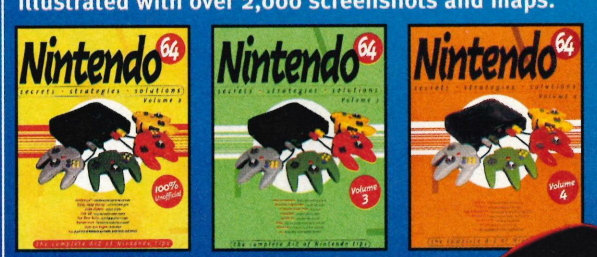
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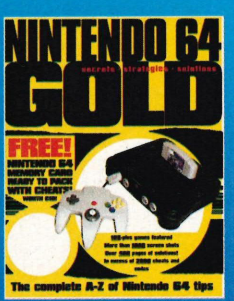


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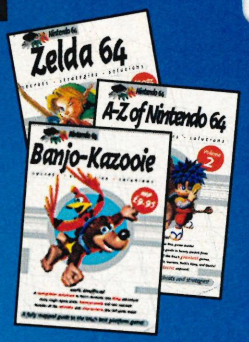


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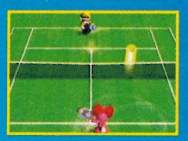


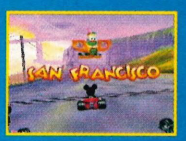


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NINDEX

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

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

64 MAGAZINE SIZZLER

95% AND ABOVE

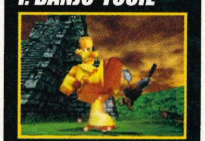
The Gold Medal Award only goes to those few games that you absolutely *must* own!

64 MAGAZINE GOLD MEDAL AWARD

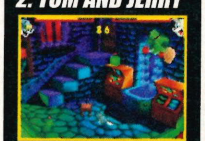
Game Name	Company	1	2	3	4	UK	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●		●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●		●	29	50%	Mediocre movie 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 Exotica	Midway	1-4		●			49	29%	More dull driving from the Cruis'n series. Shame.
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.

OUR TOP TEN!

1: BANJO-TOOIE



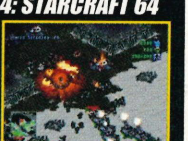
2: TOM AND JERRY



3: PERFECT DARK



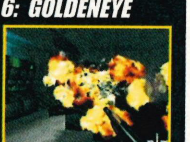
4: STARCRAFT 64



5: SIN'N' PUNISHMENT



6: GOLDENEYE



7: ZELDA: 2



8: TWINE



9: ZELDA



10: WORMS



64 MAGAZINE NINDEX

64 TOP SHOOT-'EM-UPS



1 Perfect Dark 98%
2 Goldeneye 95%
3 Sin 'n' Punishment 95%
4 TWINE 94%
5 Quake II 93%

Game Name	Company						Issue	Score	Comment
Donald Duck: Quack Attack	Ubi Soft	1	●	●	●	●	46	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.
Donkey Kong 64	Nintendo	1-4		●	●	●	34	93%	Huge platform adventure that's like *Banjo*, only more so.
Doom 64	GT Interactive	1	●			●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1					3	30%	Snoozesome Japanese *Mario* clone for kids.
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.

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%

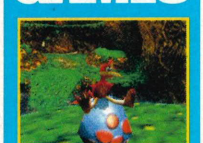
Game Name	Company						Issue	Score	Comment
Jet Force Gemini	Rare	1-4		●		●	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	●	●	●		29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2	●			●	3	70%	Rare-produced fighter where button-hammering beats skill.
Kirby 64: The Crystal Shards	Nintendo	1-4		●			40	86%	Madcap cartoon platform action – Japanese-style!
Knife Edge	THE Games	1-4		●		●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2	●	●		●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1		●		●	21	96%	Nintendo's tour de force – one of the best games ever written!
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.

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

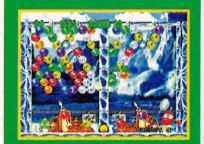


1 Tomb Raider 97%
2 Cannon Fodder 95%
3 Lemmings 93%
4 TOCA: Touring Car 92%
5 Daikatana 92%

Game Name	Company						Issue	Score	Comment
NHL Breakaway '98	Acclaim	1-4	●	●		●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	●	●		●	25	74%	Almost identical to *Breakaway '98*, so out of date!
Nightmare Creatures	Activision	1	●				24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1	●	●	●	●	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2	●	●		●	17	27%	Based on *Cruis'n USA*, and nearly as bad!
Ogre Battle: 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.
Ready 2 Rumble: Round 2	Midway	1-2	●	●			49	59%	More nice looking but ultimately disappointing pugilism from Midway.
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.
Sin And Punishment	Nintendo	1-2	●		●	6	49	95%	Frenetic shoot-'em-up action just like it was in 'the good old days'.
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.
Spiderman	Activision	1	●	●	●		49	91%	Platform adventure action with everyone's favourite wallcrawler.
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.

Game Name	Company						Issue	Score	Comment
Star Wars: Rogue Squadron	Nintendo	1		●	●	●	23	90%	Superb *Star Wars* combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2		●	●	●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	●	●	●	●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	●	●		●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1				●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2		●			20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4				●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4					11	66%	Japanese board game based on Tamagotchis.
Tarzan	Activision	1	●	●	●		39	85%	Cute cartoon platform adventures with Disney's apeman.
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



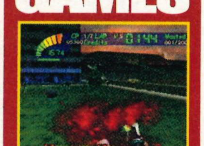
1 Bust-A-Move 2	91%
2 Bust-A-Move 3DX	90%
3 Puyo Puyo Sun 64	87%
4 Pokémon Puzzle	87%
5 Wetrix	86%

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



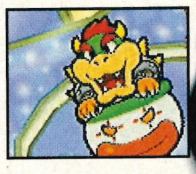
1 Carmageddon	0%
2 Clayfighter	8%
3 The Glory Of St Andrews	10%
4 Superman	14%
5 Waialae Country Club	15%

64 MAGAZINE NEXT ISSUE



Mario goes from fat to flat!











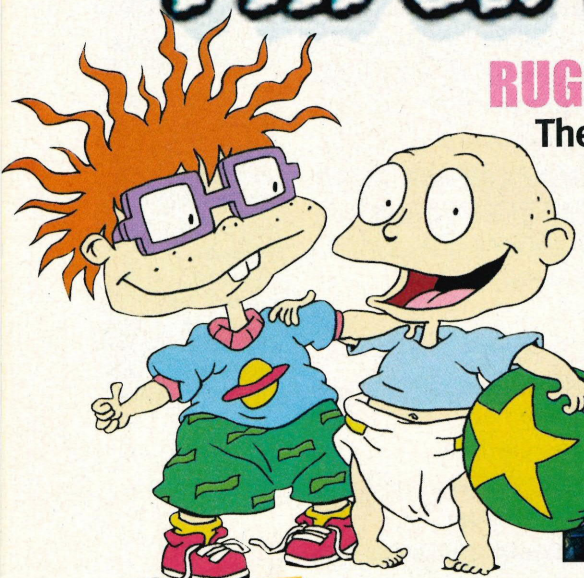




PAPER MARIO

RUGRATS IN PARIS

They're rats... they play on rugs... they're in France... they're *Rugrats in Paris*!



CONKER'S BAD FUR DAY

Even more on the foul-mouthed squirrel who's mad, bad and dangerous to know!









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Dead Pool: **Deadlines; Headaches; Cold feet; Lack of artwork; Lack of games; Interminable waits; Obsessive housemates; Lack of privacy; EB's Mére.**

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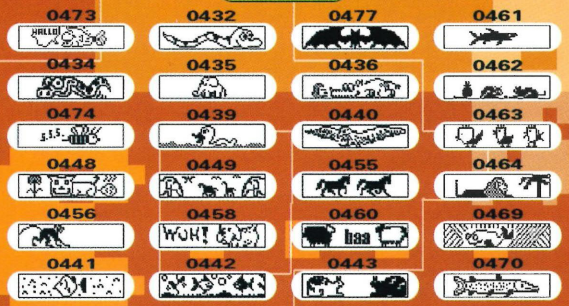
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GAME



Top 10



WORD



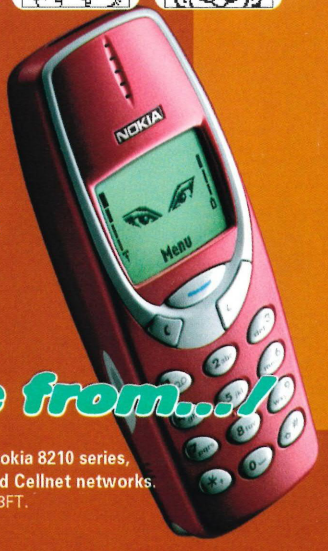
SPORT



CHARACTER



0001 AHA - Take on me
0005 Walk this way - Aerosmith
0015 Babylon 5 - Theme tune
0017 Barbie Girl - Aqua
0025 James Bond - Theme tune
0026 Boom - Vengaboys
0032 Europa - The Final Countdown
0043 Eastenders - Theme tune
0046 Eternally
0055 Killing me softly - Fugees
0075 Itchy & Scratchy - Theme
0095 MoneyMoneyMoney - ABBA
0132 The Simpsons - Theme tune
0146 Wannabe - Spice Girls
0148 Star Trek - Theme
0149 Star Wars - Theme
0167 YMCA - The Village People
0173 Axel F - Theme
0183 Coca Cola - Advert Theme
0199 Indiana Jones - Theme
0201 I Will Survive - Gloria Gaynor
0204 Knight Rider - Theme
0205 Knight Rider - Theme 2
0211 Let It Be - The Beatles
0219 Beautiful Stranger - Madonna
0244 The X-Files - TV Theme
0250 Going to Ibiza - Venga
0265 All Star - Smash Mouth
0267 American Pie - Madonna
0268 Robbie Williams - Angels
0274 Baby one more time - Britney S
0281 Alice Dee Jay - Better off alone
0289 Bye Bye Bye
0292 Aqua - Cartoon hero
0294 Tupac - Changes
0305 Sugar Ray - Every morning
0317 Christina Agu - Genie in a bottle
0368 FatboySlim-Right here,Right now
0374 Sex Bomb
0377 Robbie Williams - She's the one
0395 Thong Song - Sisqo
0404 Travis - Why does it rain on me



1000s more to choose from...!

The following Nokia handsets can receive both tones and graphics: Nokia 3310, 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000/9110. Nokia 51xx can only receive graphics. This service is available to Nokia users on the Vodafone, Orange and Cellnet networks. Vodafone calls cost £1.50 per minute. Orange and Cellnet calls cost 60p per minute. maximun cost is £3.00. SERVICES, PO BOX 144, STOCKPORT SK4 3FT.


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