100% NINTENDO 64 MAGAZINE™



GameCube ■ GB Advance ■ Nintendo 64 ■ Game Boy Color

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

TOTAL GAMES .net

Issue 53 www.totalgames.net £3.99

9 771366 626012 53

PARAGON PUBLISHING

REVIEWED!

POKÉMON STADIUM 2

More Pokémon than you can shake a Pikachu at!

FEATURING

Alone In The Dark
Lady Sia
Rayman
Aidyn Chronicles
The Mummy Returns
Mario Party 3
Spider-Man

BANJO-TOOIE

The bird and bear duo finally reach the UK!

NEW GAME BOY ADVANCE Games Reviewed and Rated



Pokémon Stadium 2



Rainbow Islands



Banjo-Tooie



GT: All Japan Racing

PLUS! DOUG'S BIG GAME • DARK ARENA • WDL THUNDERTANKS • 64 SOLUTIONS A-Z OF CHEATS
COMPETITIONS: X-MEN, DUKES OF HAZZARD & THE EMPEROR'S NEW GROOVE TOYS & GAMES

64 MAGAZINE • issue 53 • pokémon stadium 2 • banjo-tooie • aidyn chronicles • spiderman • rainbow islands • alone in the dark 2 • mario party 3



The Cheatmistress Presents

CHEATS UNLIMITED

TIPS, CHEATS & WALKTHROUGHS

THE WORLD'S NUMBER ONE CHOICE FOR GAMING HELP

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A - 01
Armorines
All Star Baseball 2001
Army Men Sarge's Heroes
Aero Gauge
Army Men Sarge's Heroes 2
Attitude (WWF)
Asteroids Hyper 64
All Star Baseball 2000
A Bug's Life
Air Border 64
Aero Fighters Assault
Art of Fighting Twin
All Star Baseball '99
Automobili Lamborghini

B - 02
Banjo Kazooie
Banjo Tooie
Body Harvest
Blues Brothers 2000
Battle for Naboo (Star Wars)
Bass Hunter 64
Buck Bumble
Bomberman Hero
Blast Corps
Bomberman 64
Beetle Adventure Racing
Battle Tanks
Bio Freaks
Battle Tanx Global Assault
Bust A Move 2
Battle Zone
Bust A Move 99

C - 03
Conkers Bad Fur Day
Command & Conquer 64
Carmaggedon
Castlevania
Cyber Tiger
Cruis'n the World
Clayfighter 64
Chameleon Twist
Cruis'n USA
Chameleon Twist 2
Chopper Attack
California Speed
Charlie Blast's Territory

D - 04
Donkey Kong 64
Diddy Kong Racing
Duke Nukem 64
Duke Nukem: Zero Hour
Daikatana
Doom 64
Destruction Derby 64
Deep Cover Gecko (Gex 3)
Donald Duck: Quack Attack
Duck Dodgers (Looney Tunes)
Dark Rift
Duel Heroes
Deadly Arts

E - 05
Earthworm Jim 3D
ECW Hardcore Revolution
Extreme G
Extreme G 2
Excite Bike 64
Eltale Monsters

F - 06
F-Zero X
Fighter's Destiny
FIFA 99
F1 World Grand Prix
FIFA 98
F1 World Grand Prix 2
Forsaken
F1 Pole Position
FIFA 64
Flying Dragon
Fists of Fury (Tom & Jerry)
Fighting Force 2
Fisherman Bass Hunter 64
Fox Sports College Hoops 99

G - 07
Golden Eye
Glover
Gex 3: Deep Cover Gecko
Gauntlet Legends
GT 64 Championship Edition
Gex
Golden Nugget 64
G.A.S.P. Fighter's Nextream
Goeman's Great Adventure

H - 08
Hybrid Heaven
Hercules
Hot Wheels Turbo Racing
Holy Magic Century
Hexen
Hydro Thunder
Hyper 64 (Asteroids)
Hey You Pikachu

I - 09
International Super Soccer
ISS 2000
ISS 98
Int. Track & Field 2000
I. Jones: Infernal Machine
In Fisherman Bass Hunter 64
Iggy's Reckin Balls

J - 10
Jet Force Gemini
James Bond: Golden Eye
James Bond: TWINE
Jeremy McGrath Supercross 2000
Jeopardy
Jeremy McGrath Supercross
J-League 11 Beat 97
Jikkyou World Soccer 98

K - 11
Killer Instinct Gold
Knockout Kings 2000
Knife Edge: Nose Gunner
K. Bryant in NBA Courtside
Kirby 64
Ken Griffey Jnrs Slugfest

L - 12
Legend of Zelda
Lylat Wars
Lego Racers
Legend of Zelda: M's Mask
Looney Tunes, Duck Dodgers
Lode Runner 3D

M - 13
Mission Impossible
Mortal Kombat Trilogy
Majora's Mask
Mario 64
Mario Karts
Mario Golf
Mario Tennis
Mischief Makers
Mortal Kombat 4
Mickey's Speedway USA
Mario Party 2
Mystical Ninja 2
Mario Party
Monster Truck Madness 64
Mace: The Dark Ages
Micro Machines
M Owen's World League Soccer 2000
Magical Tetris Challenge
Multi-Racing Championship
Mystical Ninja
Mortal Kombat: Sub Zero
Madden 64
Madden NFL '99
Major League Baseball
Monopoly
Mike Piazza's Strike Zone
Milo's Astro Lanes

N - 14
No Mercy (WWF)
NFL Quarterback 98
NBA Courtside
NHL 99
NFL Blitz
NHL Breakaway 99
NBA Jam 99
NBA Hangtime
NBA Live 2000
NBA Live 99
NBA Zone 98
NFL Quarterback Club 2000
Nagano Winter Olympics 98
NFL Quarterback Club 99
Nuclear Strike 64
New Tetris
NHL Breakaway
Nagano Olympic Hockey
Nascar Racing 99
NFL Blitz 2000
Nightmare Creatures

O - 15
Ocarina Of Time: Zelda
Operation Winback
Ogre Battle 64
Olympic Hockey (Nagano)
Off-Road Challenge

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

Q - 17
Quake 2
Quake 64
Quest 64

R - 18
Rainbow 6
Rayman 2
Resident Evil 2
Road Rash 64
Ridge Racer 64
Rugrats: Scavenger Hunt
Rush 2049
Roadsters
Ready 2 Rumble Boxing
Rampage Universal Tour
Rush 2 Extreme Racing USA
Revolt
Rampage World Tour
Revenge (WCW)
Rakuga Kids
Rage Wars (Turok 3)
Racer (Star Wars)
Robotron 64
Rogue Squadron

S - 19
Star Wars: Rogue Squadron
Star Wars: Battle for Naboo
Star Wars: Racer
Snowboard Kids
Super Smash Brothers
Super Mario
Shadowman
Shadows of the Empire
South Park
South Park Rally
Scooby Doo
Shadowgate 64
Sarge's Heroes
SCARS 4
Space Station: Silicon Valley
Supercross 2000
San Francisco Rush
Superman
Star Soldier
Super Robot Spirits
Starcraft 64
SimCity 2000
Snowboard Kids 2
Space Dynamites
Spiderman
Star Fox/Lylat Wars

T - 20
The World is Not Enough
Turok 2
Turok: Rage Wars
Turok: Shadow of Oblivion
Turok: Dinosaur Hunter
1080 Snowboarding
Tony Hawk's
Tonic Trouble
Top Gear Overdrive
The Legendary Journeys of Hercules
Top Gear Rally
Tom & Jerry: Fists of Fury
Twisted Edge Snowboarding
Top Gear Rally 2
Toy Story 2
Tarzan
Tetrisphere
Trials of the Four Towers
Triple Play 2000

U - 21
Universal Tour (Rampage)

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

W - 23
WWF No Mercy
WWF WrestleMania 2000
Worms Armageddon
World Is Not Enough
WWF War Zone
WCW vs NWO Revenge
Wave Race
War Gods
WWF Attittude
WCW Mayhem
World Cup 98
Winback: Covert Operations
World Driver Championship
World League Soccer 2000
Wetrix
Wipeout 64
WCW vs NWO World Tour
World Tour (Rampage)
Wayne Gretzky's 3D Hockey
WCW Nitro
Waialae Country Club
WCW Backstage Assault

X - 24
X-Men Mutant Wars
Xena Warrior Princess
XG2

Y - 25
Yoshi's Story
Yukel Yukel Troublemaker

Z - 26
Zelda
Zelda: Majora's Mask
Zero Hour (Duke Nukem)

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

LATEST RELEASES ADDED DAILY

GET HELP FASTER THAN EVER BEFORE

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER

09066 095 491

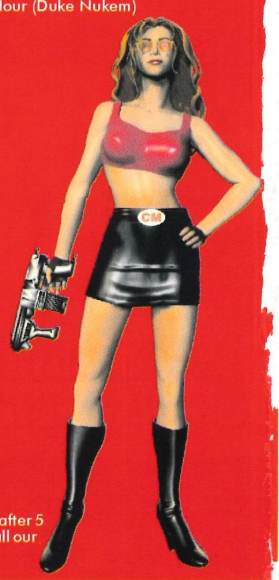
PERSONS AGED UNDER 16 MAY CALL THIS NUMBER

09066 095 790

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 (0)700 5900 020

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



Dreamcast. PlayStation GAME BOY COLOR SEGA SATURN PlayStation2 NINTENDO64 PC

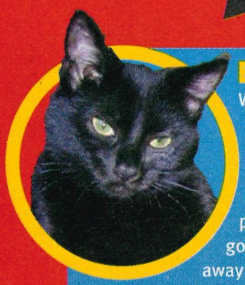
All logos are trademarks of their respective companies

Before calling Cheats Unlimited, please ensure you have permission from the bill payer. Calls to the under 16's number will cost no more than £3.00, and will end after 5 minutes. There is no maximum call time for the over 16's number. Please put comments or queries in writing to Interactive Telcom Ltd, 8 Grants Walk, PI25 5AA, or call our Customer Service: 08700 885 656 (BT National Rate Applies)

VISIT THE UK'S MOST EXTENSIVE VIDEO GAMES WEBSITE

COLLECT YOUR FREE WEEKLY E-MAG PLUS CHEATS, TIPS, GUIDES & ONLINE SHOP AT WWW.CHEATSUNLIMITED.COM

64 MAGAZINE Meet The Team!



EDITORIAL

Welcome to another issue of 64 MAGAZINE, and as you can see from the pictures, we all got a bit carried away this month playing *Pokémon Stadium 2*! To be honest, it's hard to see how we got any work done at all, because everyone is getting excited about the forthcoming E3 show in Los Angeles, where – for the first time ever – Nintendo is going to have playable GameCube games! If that doesn't get your heart pumping then you're obviously not a true Nintendo fan... er, or possibly you're dead.

Anyway, there's loads of cool stuff to be getting on with this issue, but we do have a kind of announcement to make. As most of you will no doubt have realised by now, the N64 as a commercial entity is pretty much on the way out. There's less than a handful of titles left to appear over the next several months, and many shops have stopped stocking the games altogether. Does that mean that we're giving up on the machine? Hell no! We fully intend to cover the N64 until its last breath, and after that we'll be concentrating on the Game Boy and – of course – the GameCube. But (there's always a but), due to the dearth of N64 titles and the fact that the GameCube is still some way off, we reckon that at the moment we simply haven't got enough material to keep bringing you quality issues of 64 MAGAZINE as regularly as we have been. Oh, we could keep going and simply fill the space that should contain all the latest game news with any old tat (as doubtless certain other, less scrupulous mags will), but instead we're going to – for the time being at least – simply cut down on the number of issues we release. So, instead of a weak issue every month,we're going to bring you a packed issue every two months. This ensures that you'll be getting the best mag for your money that we can possibly produce. As the GameCube draws closer and there's more to write about... well, things will probably change again, but in the meantime that's how it's gonna be. Oh... by the way, hope you like our special gift to you, it'll make you the envy of your mates... honest!

Roy Kimber,
EDITOR

This issue we have mostly been... transformed into Pokémon!



Roy

Position: The one in charge

After his exposure to *Pokémon Stadium 2*, Roy transformed into a grass-type 'Pardonmon'. He wandered aimlessly around the office, responding to every question with the word 'pardon?' This continued for some time, until an unfortunate accident with some fertiliser.

Game Of The Month:
Rainbow Islands



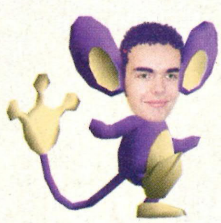
Paul

Position: Side-saddle

It wasn't long before even Paul – never the world's biggest *Pokémon* fan – came down with Pokémonitis. He changed into 'Grumpymon' and spent the rest of the month muttering under his breath about the weather, the train service and the standard of life in general.

Game Of The Month:
Banjo-Tooie





Alex

Position: Bloke who reads a lot

Alex evolved into 'Chattermon'. From then on, he simply couldn't stop talking, jabbering insanely and constantly voicing every pointless thought that entered his head. Eventually the inevitable happened and he won the job as breakfast show presenter on Radio 1.

Game Of The Month:
GT Racing



Nick

Position: Top crayoner

New (and old) 64 MAG designer Nick made the transformation into 'Stinkymon'. After that it was all anyone could do to sit near him, as he stunk the office out with a peculiar smell of lavender whenever he rubbed his chin. Finally we sold him to an air freshener manufacturer.

Game Of The Month:
Spider-Man



Turn to page 89 to subscribe!



www.totalgames.net

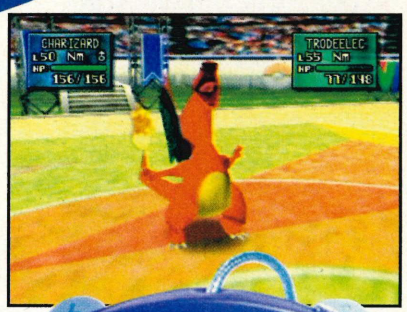
64 MAGAZINE contents

La la la la la la... 'merica!

Pokémon Stadium 2

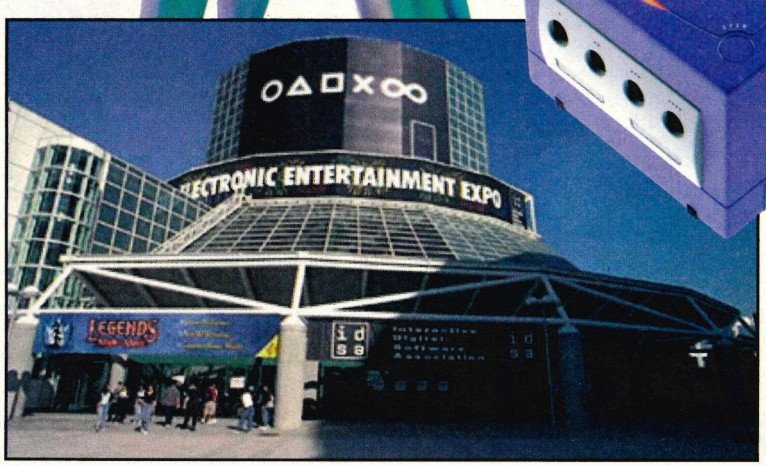
36 Love 'em or hate 'em, these little pocket monsters have had a profound effect on the Nintendo 64. Now they're back again in this sensational sequel to *Pokémon Stadium*.





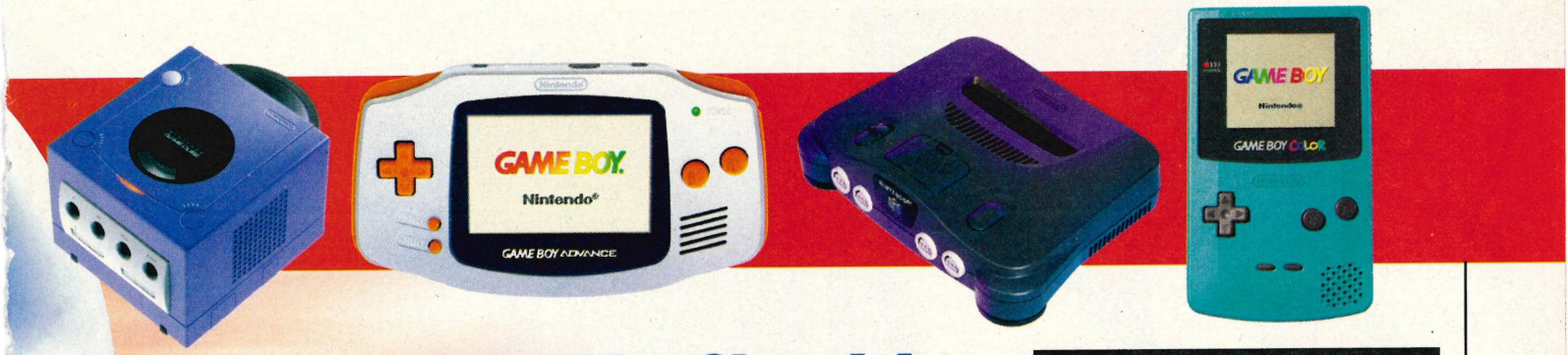






E3 Preview

24 It's the biggest videogaming event in the world and this year it's even bigger because Nintendo is coming and it's bringing the GameCube! Check out our preview of what you can expect to see...



Aidyn Chronicles

PAGE 50

More RPG-style action with lots of dragons, dwarves and sword-wielding heroes with daft names!

Banjo-Tooie

PAGE 60

We check out the UK version of Rare's *other* epic 3D platform adventure (the one without all the swearing!)

Rainbow Islands

PAGE 44

The Game Boy Color gets its own version of one of the most addictive arcade platformers ever!

Mr Driller 2

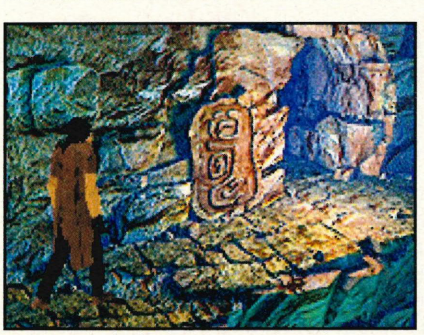
PAGE 48

Mr Driller's back to save the world, and this time he's doing it on the Game Boy Advance!

Alone In The Dark

PAGE 66

This would be the perfect Game Boy Color game to play on your own in a dark room... er, except that then you wouldn't be able to see the screen.



Win Stuff!

32

Games, toys, posters, mugs... we've got 'em and you can win 'em!



64 Solutions

76

Complete A-Z of Cheats

NEW LOOK A-Z



Quick Search...

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

64SIGHT

Spider-Man: Mysterio's Menace	14
Dark Arena	15
F14 Tomcat	16
Tony Hawk's Pro Skater 2	17
Rayman Advance	18
Lady Sia	20

REVIEWS

Pokémon Stadium 2	36
Spiderman 2: The Sinister Six!	42
Rainbow Islands	44
Mr Driller 2	48
Aidyn Chronicles: The First Mage	50
Doug's Big Game	54
Elevator Action	56
The Mummy Returns	58
Alone In The Dark: The New Nightmare	66
GT: All Japan Racing	70
WDL Thundertanks	71

UK UPDATE

Banjo-Tooie	60

FEATURES

But What Does It All Mean?	22
E3 Preview	24

COMPETITION

Win Games, Toys And Assorted Other Stuff	32

GAME BUSTERS

Scorezone	72
64 Solutions Complete A-Z of Cheats	76

REGULARS

64 Showcase	06
When I'm 64	10
Special Offers	88
Subscriptions	89
Nindex	90
Back Issues	97
Next Issue	98

NEWS
PERIPHERALS
RUMOURS
HOT ITEMS OF INTEREST

THE 64 SHOWCASE



Welcome to 64 Magazine's haven for all the latest news concerning Nintendo-related happenings around the world. If it's Nintendo, and it's interesting, then the chances are you'll read about it in here!



GameCube Gets A Definite Date!

THE FINAL DELAY?

Last month we reported on how Nintendo president Hiroshi Yamauchi mentioned the possibility of a four-week delay on GameCube's Japanese launch. Soon afterwards, an official statement came out of NCL, detailing an official launch date for the Japanese machine. Whereas the console *was* set for an end of July release, it has now been pushed back to 14 September, a delay of six weeks. The US launch has also suffered a similar fate, and the console will now hit the shelves there in November rather than October. This announcement seems to have come following Nintendo's pre-E3 software analysis at the start of April. Hopefully the extra six weeks will help to iron out any problems. Check out the interviews section of this month's E3 preview feature for more on the software situation with GameCube.

As usual, Nintendo was extremely confident in light of the announcement and is looking forward to blowing everyone away at E3. This statement came out of Japan...

"Nintendo's priority has always been to develop the highest quality hardware and software at affordable prices – we will only bring out the very best, nothing

TOTAL GAMES net

Titbits

ANOTHER FOR THE 'CUBE

Prolific Publishing has announced that it will be developing a GameCube title using NxN Software's digital asset management system, Alienbrain. Nothing much else has been said, but hey, it's another developer, right?

A WELCOME RAY OF LIGHT

Developers Raylight Studios are to bring a version of their Game Boy Color title *GB Rally* to Game Boy Advance. They are also seeking to get a GameCube license, possibly to bring the rally game to the 'Cube.

64 Magazine In LA!

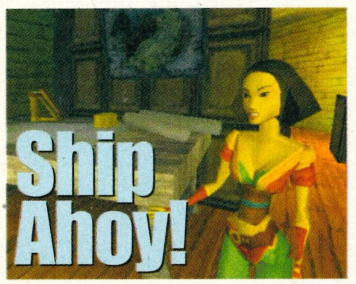
ALL THE LATEST STRAIGHT FROM THE US OF A

It's the show we've all been waiting for – as we approach the final straight in the run up to the greatest show of the past four years, Roy and Chandra are getting as much sleep as possible because one thing's for sure: between 16 May to 20 May, they aren't going to be getting much at all! Appointments have already been made with all the big GameCube backers, as well as a few that we reckon are hiding something special. Expect a huge E3 Review next issue, and if you can't wait until then, check out our 'not actually huge but still quite big really' E3 preview in this issue.

Just think, by the time you read this, we could have actually played *Mario* on the GameCube... aarrrgggghhh!







TOMB RAIDER IS SO PASSÉ

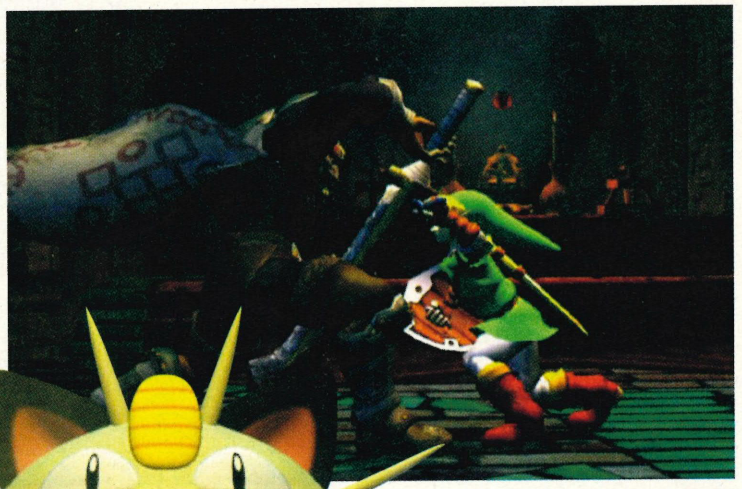
Interplay has announced that it will be bringing its potential *Tomb Raider*-beater *Galleon* to GameCube. Among the talented individuals working on the title are Toby Gard (designer and lead artist on *Tomb Raider*) and Paul Douglas (lead programmer for *Tomb Raider*). The publishers are aiming to get the game out for the US launch.

The original *Tomb Raider* was seen by many as a seminal title. If *Galleon* is anywhere near as good as *TR*, we're all in for a treat!



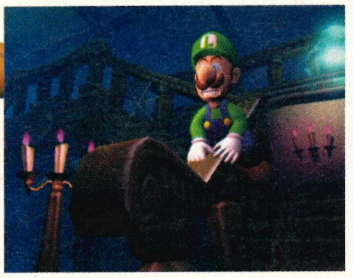
less." "We have already delivered over 600 GameCube development kits to outside developers and many of these games will be ready for E3. We have high hopes for the show and are confident the games will impress and astound attendees."

The second quote is interesting, considering that there aren't going to be many playable units available at E3 – perhaps we'll have to make do with video demos of many of the games. All will be revealed next issue...



[Above] *If you don't think this shot's impressive, then there must be something wrong with your eyes!*





"We have already delivered over 600 GameCube development kits to outside developers and many of these games will be ready for E3."

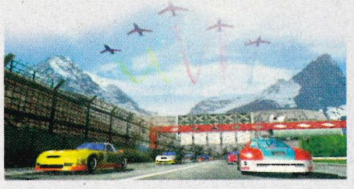
Sega Announces Team Players

SOMETHING BIG IS COMING THIS WAY!

Sega has finally released some solid facts (but only just) on what it has planned for GameCube. The company's two biggest teams, Sonic Team and Amusement Vision currently have projects underway with GameCube software. As yet, no titles have been announced, and we don't expect to hear anything more until E3, but the teams are responsible for titles such as *Sonic, Phantasy Star Online, Daytona, Fighting Vipers, Samba de Amigo* and *Burning Rangers* to name a few.



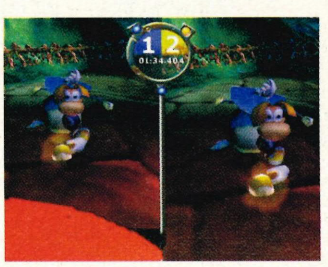
This is just the tip of the iceberg of Sega's support for Nintendo systems. Expect something amazing to be announced either at, or soon after, E3. We'll be tracking down Sega VP Charles Bellfield as soon as we step foot in the conference hall – don't worry, he won't get away!



Fit To Burst!

UBI SOFT GOES OTT

Ubi Soft took a giant leap towards mega-publisher-dom (wow, what a word) this month when it announced that it has 19 titles in development for GameCube! Although it didn't say exactly which ones, you can safely assume that *Rayman, Evil Twin* and *F1 World Championship* will be in there somewhere. The publisher also has seven titles for Game Boy Advance, 17 for Xbox and 22 for PS2.



TOTAL GAMES .net

Titbits

07

INTERACT WITH A PELICAN

Interact and Pelican, two console accessories manufacturers, have said that they will be showing GameCube accessories at this year's E3. Quite how they're going to design a pad when they don't know what the official pad looks like yet is anybody's guess, but rest assured there will be plenty of steering wheels.

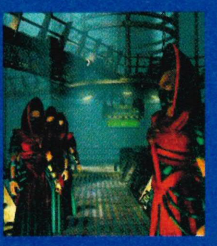
THE FUTURE'S FUSCHIA!

Nintendo has set a date for the fuschia version of the Game Boy Advance hardware. The unit (aimed at girls apparently) will go on sale in the US on 2 July, two weeks after the official launch. No date has yet been given for the PAL release.



EVEN MORE HUMAN

Second Party developer Silicon Knights has released some more shots of the FMV from their GameCube title *Too Human*. We suggest that you put a towel by your feet before you look at the shot below.



FANTASY IS FINALLY HERE...?

Japanese sofware giant Squaresoft is up and down like a yo-yo at the moment. Amongst other things, it mentioned that it would like to bring the *Final Fantasy* series to any platform that could conceivably go online. That would probably include GameCube, but you'll notice the company said 'like to.' The big question is whether Nintendo will let them...



Titbits

T-MINUS TWO WEEKS

Capcom held a press conference a few weeks ago to tell everyone about one of its new PS2 games. No-one was really interested in that, and when asked about the state of *Biohazard 0*, Capcom representatives commented that they couldn't say anything until E3, however, they did show one thing from the game: the title screen.



SONIC AT E3

It was thought that *Sonic* on the Game Boy Advance was being developed by Sonic Team, but in fact, it is being developed by a company called Dimps. SonicTeam will be involved in a supervisory role only. The game will be shown in a playable form at E3.



ANOTHER CONFIRMATION

It's pretty much assumed that Paradigm is developing for GameCube, but it went and confirmed the fact this month, by posting a recruitment advert, in which the company said "Teams are currently working on projects for the Sony PlayStation 2, Nintendo GameCube and Microsoft Xbox." We're really looking forward to whatever title is in development – Paradigm rarely lets us down.







Acclaim Ready Tu-rock?

THE DINOSAUR HUNTER STALKS IN THE E3 GRASS.

Acclaim finally made a statement regarding its GameCube plans this month. Unfortunately it just ended up creating more questions, rather than answering ones that we had. It announced that five titles would definitely be hitting GameCube before Christmas in the US, these being *Crazy Taxi, Dave Mirra Freestyle BMX 2, Extreme G3, NFL Quarterback Club 2002* and *All-Star Baseball 2002*. Notice how these are all multi-format titles? Many publishers are letting slip their general plans for GameCube, but none are announcing any exclusive titles. It seems as though Nintendo won't let any exclusive news out of the door until their E3 briefing on May 16. Don't worry about the mighty *Turok* not appearing on the list. You can be sure that it is in the works – there have been too many hints over the past six months for it not to be a reality. As usual, Acclaim had the same thing to say to us – the same thing that they tell everyone: "We have nothing on our list for GameCube that will be at the show." What does that mean exactly? You're only going to show stuff that isn't on your list? Damned PR people...

"It seems as though Nintendo won't let any exclusive news out of the door until their E3 briefing on May 16."

Flippin' Heiko!

CHECK OUT THIS PICTURE!

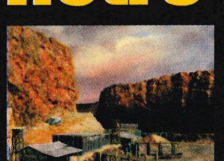
As we reported last issue, TDK Mediactive currently has a couple of titles in the works for the Game Boy Advance, namely the gorgeous looking *Lady Sia* and *No Rules*. We spoke to Heiko tom Felde, TDK Mediactive company director, and asked him what was planned for Nintendo systems:

"Our target to deliver a growing portfolio of serious games for platforms makes Nintendo's GameCube very interesting for TDK Mediactive. We can imagine some beautiful scenarios to be realised on a powerful console."



Take a long, hard look at the shot Heiko has given us. Then tell yourself that this is computer generated, possibly on a certain next-generation platform... we're saying nothing!

Retro Looks Back





HERE'S WHAT COULD'VE BEEN...

Retro Studios, the developer of the GameCube version of *Metroid*, has released some artwork from the now-canned racer *Thunder Rally*. The title was axed in favour of concentrating on the company's other titles, *Metroid* and *Runeblade*. The shots opposite show the sort of detail that we can expect from GameCube titles and if this is anything to go by, then we're in for some amazing stuff! Roll on E3!

Slowing To A Halt

ONE OF THE N64'S LAST GAMES SHIPS

One of the last titles for the N64 has finally been released in Japan. The much-touted *Animal Forest*, which was going to be one of Nintendo's communication games, hit the shelves on 14 April. The game is available in two different forms: on its own, or with a bundled memory card. Apparently the card allows you to play various mini-games with your friends. As far as we know, there are only two more titles due for release in Japan, those being *Powerful Pro Baseball* and *Derby Stallion 64*.



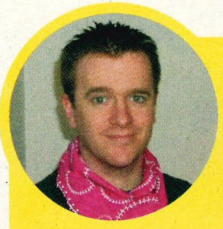


Handheld Hot Cakes

HALF A MILLION GBAs SHIFTED ALREADY!

The latest sales figures have come in from Japan concerning the Game Boy Advance. Nintendo managed to sell through 531,000 units in just four days! In comparison, the PS2 sold just 70,000 units in the same week. With Japanese sales doing so well, and new games being announced all the time, it doesn't seem like anything can stop Nintendo in the handheld sector, especially when the graphics are improving with every week that passes. Check out these shots of *Broken Sword* if you don't believe us!



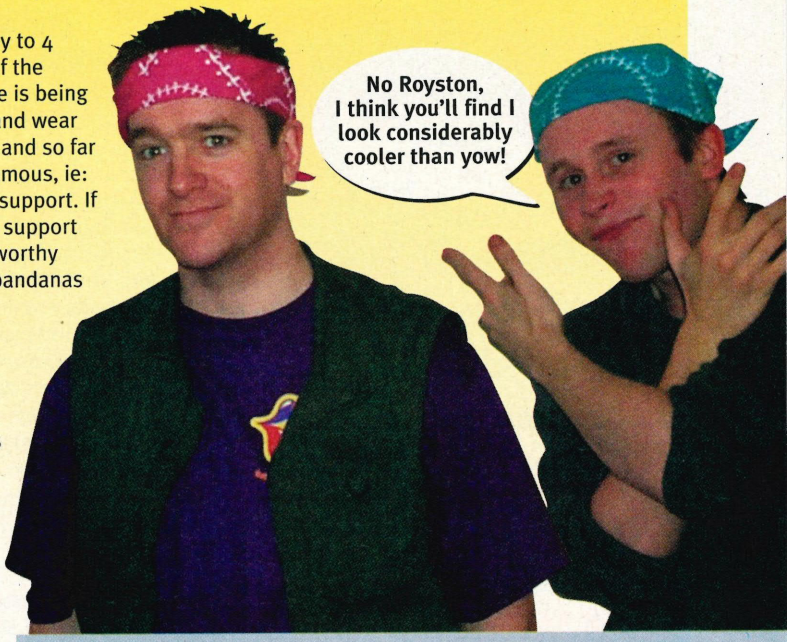


64 Magazine Supports... Bandana Week!

Yes, Roy's dream has come true – finally he's going to be able to legitimately wear a bandana out in public! 'But why?' You ask. 'How could this nightmarish scenario have come about?' The answer is that it's all for chaaaarity, mate! (To be read in a suitably Harry Enfield, 'Smashie and Nicey'-type voice.)

Basically, the week of 25 May to 4 June is Bandana Week, in aid of the Teenage Cancer Trust. Everyone is being encouraged to buy bandanas and wear them in support of the charity, and so far loads of famous (and not-so-famous, ie: us) people have pledged their support. If you'd like to join in, show your support and raise a bit of money for a worthy cause then you can purchase bandanas for £5 each from branches of Topshop, Tie Rack and Pilot or from the dedicated website **www.bandanaweek.com**. The website also contains more details of events and activities connected with the week.

Don't let the photos of Roy and Paul put you off – get out there and wear a bandana today!



64 MAGAZINE CHARTS

In association with GAME

Call (0208) 974 1555 for your nearest GAME store!

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

NINTENDO 64 TOP TEN

Position	Game	Publisher	64 Mag Score
1	Banjo-Tooie	Nintendo	93%
2	Conker's Bad Fur Day	THQ	96%
3	WWF: No Mercy	THQ	95%
4	The World Is Not Enough	EA	94%
5	Star Wars: Battle For Naboo	THQ	90%
6	Pokémon Stadium	Nintendo	88%
7	Lego Racers	Lego	76%
8	Pokémon Snap	Nintendo	90%
9	Mario Tennis	Nintendo	92%
10	Lode Runner	Infogrames	82%

GAME BOY TOP TEN

Position	Game	Publisher	64 Mag Score
1	Pokémon Gold	Nintendo	90%
2	Pokémon Silver	Nintendo	90%
3	The Simpsons	THQ	55%
4	Super Mario Brothers	Nintendo	N/R
5	Rugrats In Paris	THQ	73%
6	Robot Wars	BBC Interactive	N/R
7	Lego Island 2	Lego	N/R
8	Tetris DX	Nintendo	N/R
9	Pokémon Pinball	Nintendo	80%
10	Pokémon Yellow	Nintendo	N/R

DVD review



ON SALE NOW

- NEW UK DVDS REVIEWED
- THE BEST PLAYERS TESTED TO THE LIMIT
- YOUR COMPLETE GUIDE TO DVD ENTERTAINMENT!

the future is here...

DVD Review is available from all good newsagents, please ask for your copy now

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 chart N64 titles courtesy of those incredibly nice people at GAME! Can't say fairer than that...

GAME











Contact 64 Magazine

By email: 64mag@paragon.co.uk

By post:

When I'm 64
64 MAGAZINE
Paragon Publishing
Paragon House
St Peters Road
Bournemouth
BH1 2JS

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!

WIN! The Top Four Games From The N64 Chart!

Effing Great!

Dear 64 MAGAZINE,

I would just like to say a couple of words about your mag. First of all the Number One reason why I like your mag is because of your swearing – eg: in issue 51 when you were reviewing *Conker's Bad Fur Day*, you used the word sh*t, most game mags wouldn't even use the words 'shut up' which makes your mag Number One for swearing. My second reason is I can always trust you to tell me which games are sh*t and which games are worth spending money on, which again makes you my Number One mag!

I've only got one more question, er... well, I sort of need your opinion: which one of these three games is the best, *Conker's BFD*, *Banjo-Tooie* or *Star Wars Episode 1: Battle for Naboo*?

Stefan Lazic, London

Er... cheers Stefan. We'd obviously like to think you bought 64 MAGAZINE because of all the hard work that goes into getting you the latest, most up-to-date info on all that's new in the world of Nintendo, but if you like it because we use 'naughty words'... well fine! Incidentally, the word you're referring to was, actually, 'shot', and we asterisked out the 'o' because Paul has a fear of four-letter words that rhyme with the word 'plot'. Weird, but there it is! Oh... and it was a preview, not a review. And you should definitely get *Conker's Bad Fur Day*, considering your love of swearing, although we're guessing that you might not be old enough to buy it just yet...

A Nintendo Rookie Writes...



Dear 64 MAGAZINE,

Firstly, I am very impressed with the standard of your mag. I only started getting it from issue 50 and it has given me some very useful information about the launch dates of the GBA and GameCube which I am eagerly looking forward to, as most (if not all) the readers of this mag doubtless are. Much to my dismay however I have just discovered that the launch of the GameCube

STAR LETTER

Prize Winner

Those Were The Days...

Dear 64 MAGAZINE,

Remember the gory days? (We're assuming you mean 'glory days', or do you just live in a rough neighbourhood? – Roy) When we N64 owners could smugly fend off PC and PlayStation fans alike with one word: "*Goldeneye*". When Nintendo and Rare turned out masterpiece after masterpiece, each cartridge falling neatly onto high street shelves. When Nintendo's people abided impatiently under anticipation of *Zelda 64*...

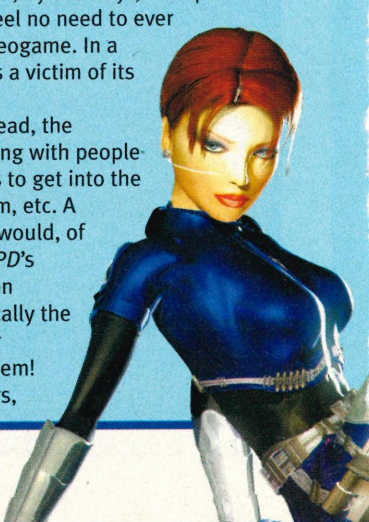
Yet times change, and so does the games market. Sony's PlayStation took gaming to a populace that had previously ignored games and consequently didn't understand them. Not even the PS2 can shake PSOne's grip on the general public. The N64's presence in shops continues to fade: I can't even find *Majora's Mask* anymore. And as for Sega: they've all but given up.

Endings can be unceremonious, but the N64's demise will be stylish. What with great games like *Perfect Dark* and *Zelda: Majora's Mask*, Nintendo has hardly resorted to putting us on 'cold turkey.'

Some say that *Perfect Dark* was too little, too late (heresy!) Nay, it was too *much*, too late. You see, by the time it was released, the N64 was heading gracefully for the exit, and not many "casual gamers" could be persuaded to buy *PD*. On the other hand, the loyal fans who did purchase it were overwhelmed by its quality (what's going on with your Top Ten, by the way?) As a proud owner of *PD*, I feel no need to ever buy another videogame. In a way, Nintendo is a victim of its own success.

Even as you read, the Internet is buzzing with people discussing ways to get into the G5 meeting room, etc. A cheat cartridge would, of course, extend *PD*'s replay value even more... but typically the shops no longer bother to sell them!

I hear rumours,





will not be until next year in the UK! This will, however, allow better games to be produced before then. By the way, I got the date from your website which is very good.

Also I was just wondering if there was a reason for having the PAL and NTSC versions rather than just one for N64 games? I only got my N64 earlier this year so I do not know about it. I discovered the difference when I visited the USA, I decided to buy games while I was there, but I was told that they would not work as the USA uses the NTSC games and so they would not work properly on my PAL version UK system.

Well done again for the mag.

James Parry, Reading



You've only been reading since issue 50? Where have you been?! Glad to hear that you like TotalGames.net though – all those day-glo ads weren't in vain after all. As to the PAL/NTSC question, we'll pass you over to Professor Chandra, 64 Magazine's master of all things technical...

"Ahem! Right... NTSC refers to Japanese and US systems. The traditional connection to TVs in these regions is RGB Scart or Composite AV Phonos. In Europe, the standard connection is the aerial socket or Co-Axial. Our TVs are capable of delivering a more detailed picture, as they display 17.5% more lines on the screen at any one time. Unfortunately, this means that the console has to work 17.5% harder in order to display the picture. This extra strain on the CPU results in one of two things:

1) The picture you get displays as it would on a non-European NTSC TV, ie: you don't get a full-screen picture.

2) You get a full-screen picture, but the speed of the game is slower.

Whichever way it goes, it means that the developers have to make a different version of the game for PAL regions, thus, we generally have to wait longer for our games.

The only way to avoid this is for everyone in Europe to use RGB SCART as a standard connection. Any TV less than five years old will have this connection, but there are still a great many people that use the usual Co-Axial connection.

Sega did well with the Dreamcast by giving players the option to choose the NTSC/60 MHz mode, therefore, if you had a SCART socket, you could play the game as it was supposed to be. This is probably (hopefully) how the GameCube will work."

Love Thy Nintendo

Dear 64 Magazine,

Let them speak, but don't let them get over it! Just like David F, my mates think that PSX has ruled, they brag about it as if it is important! Well I think that they're wrong about it. N64's graphics and gameplay are much, much better than PSX's! My father shouts at me when I keep playing for several hours on N64! I get nervous and start shouting, and that's because I'm attracted to it. Anyone that is reading 64 Magazine and is planning to buy a console, I advise him to buy an N64, because there is nothing like it. It's cool, strong and the best of all!

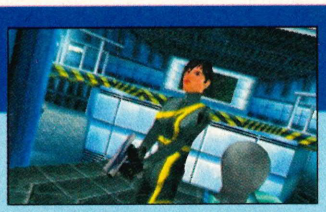
Charly Habib, Lebanon.

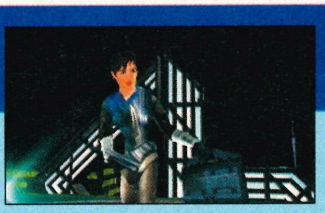
Er... right. You're attracted to your N64? Well, whatever rings your bell I guess. However, we can't fault your enthusiasm for the console, and it's good to know that 64 Magazine is still reaching an international audience. It never ceases to amaze us quite where in the world issues of the magazine manage to pop up!

A Heretic!

Dear 64 Magazine,

I am a first-time writer and a long-time reader. I have read every issue of 64 Magazine and every issue of N64 Pro and to be honest with you I am appalled with some of today's gamers. For instance, take issue 50's Star Letter – he had a few good points but I think he should have his head examined because when he comes to cartridges he is talking bull,



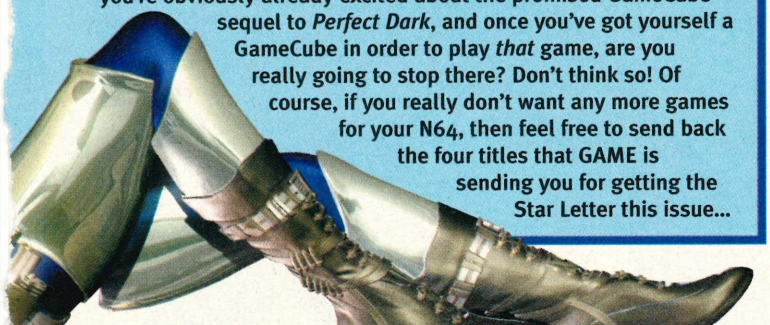


though, that the GameCube will launch with a *Perfect Dark* sequel. Can I possibly resist? It would be like squeezing a camel through the eye of a needle, except less Biblical.

It is heartening to know that 64 Magazine is still on the go through these difficult times, but I fear the end is nigh. Now excuse me while I go and play *Area51: Rescue* for the gazillionth time...

Andrew Mcneill, Glasgow

Okay, we have to admit it. The N64 *is* coming to the end of its run, but let's face it, it's had a good innings! And as you say Andrew, there are several games which people are going to still be playing on their beloved black console for many years to come. Not sure about never needing to buy another videogame though... although you're obviously already excited about the promised GameCube sequel to *Perfect Dark*, and once you've got yourself a GameCube in order to play *that* game, are you really going to stop there? Don't think so! Of course, if you really don't want any more games for your N64, then feel free to send back the four titles that GAME is sending you for getting the Star Letter this issue...



Dreamcast magazine
The world's most advanced console magazine



FOR ALL THE LATEST NEWS, PREVIEWS AND REVIEWS!

ISSUE 21 OUT NOW ONLY £2.99

SIX BILLION PLAYERS – ONE MAGAZINE!

Dreamcast Magazine is available from all good newsagents, please ask for your copy now

LETTERS



Oops, We Did It Again!

Dear 64 Magazine,

I'm afraid you're constantly making mistakes in that little magazine of yours. It's a shock, I know. I mean, how can such talented writers make mind-bogglingly simple cock-ups? Well, I am here to do my Dennis Norden impression and point these things out...

Joseph Usagi correctly pointed out that you said there were only 20 new Pokémon in *Gold/Silver*. Okay, this was a typing error, and you can be forgiven.

However, in your response to his e-mail, you said: "Celebi is actually the 101st, making a total of 252 if you include Mew." This is incorrect.

Mew is number 151, Celebi is number 251 (Internet research) Seeing as neither of these are in *Gold/Silver*, it means the available ones in the game go from 152 to 250. This means there are 99 new Pokémon to find and NOT 100, this also means there are actually 251 in existence and NOT 252.

I feel pride in that I know more than you, so-called experts.

Thank you for your time,

Thomas Crowther, via email

Oh bloody hell! Yes, okay, we got it wrong again. Celebi is indeed the 251st Pokémon, so you're right and we were wrong... again. We've ritualistically flailed our so-called in-house Pokémon 'expert' and promise that it'll never happen again. To be honest, we're pretty good on most things, we just get a little confused by the umpteen trillion different Pokémon. So... well done, you're the best, woo-hoo, you can die happy. Hurrah.

PS: The 'talented writers' in 'this little magazine' of ours corrected all the spelling errors in your letter for you.

the cartridge and the CD both have good qualities such as:

- CDs look better.
- Cartridges are harder to break.
- CDs can't hold much memory.
- Cartridges can save games without the need for a memory card.

Now look, I could go on about CDs and cartridges for the whole of this damn letter but I have other issues to talk about. Firstly, I have to say that the PS2 is a cool machine when it comes to its games but in my opinion it looks like a portable radiator and have you seen that it has a whopping big fan on it? However I think that the GameCube is going to do amazingly well when it arrives on the shores of the UK.

Secondly, I have to bow down to the creators of *Zelda: Majora's Mask* because that game has blown me away. It has been a lot better than *Ocarina Of Time* because that was just really small, however the only game that I can say that has beaten *Zelda* in the RPG category is *Final Fantasy IX*. I am a great lover of adventure games such as *Monkey Island* and I am a great lover of RPGs such as *Final Fantasy*, so my final words on this subject are: hats off to the creators of these titles.

Finally, wouldn't it be great if all the companies such as Sega, Nintendo, Sony and Microsoft all came together and created a sort of super-console so that you wouldn't be rowing with your brother or mates over who had the better console, and also the console could end up being infinitely more powerful than any console that one company could make on its own.

Dean Foster, Shrewsbury

You reckon *Final Fantasy IX* is better than *Zelda: Majora's Mask*, do you Dean? Them's fighting words where we come from! Anyone else got a point of view? As for it being better if everyone came together and created a super-console – while we might well get a powerful console, it would mean that one company would dominate the market and have absolute say on prices and what could and couldn't appear on that machine, which as far as we're concerned would not be good at all! Plus, if there was only one console on the market, then it *wouldn't* necessarily have to be super-powerful, because there would be no alternative to it! At the end of the day, competition breeds innovation, and means that consumers get more choice. The day that all the big boys get together and form SegSonTendoSoft will be a dark day for videogamers everywhere!

Stop Criticising!

Dear 64 Magazine,

Why do some people always complain about the quality of N64 games? I feel that if they have a problem with the games then they should have thought about that when they purchased their N64 and they should just move on and 'sling their hooks'.

There are plenty of top quality games out there, for example: *Zelda*, *Zelda 2*, *Goldeneye*, *Banjo-Kazooie*... I could go on for ages but you get the picture. There are so many games on the N64 that are miles better than those on the PlayStation or Dreamcast.

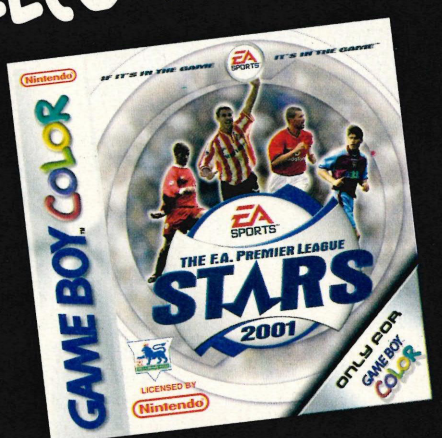
The bottom line is that people should focus on the good points of the N64 and not so much on the bad points. Just get on with it and find a game you like and if you can't find a game on the N64 that you like (gasp!) then you must be very, very strange.

Luke Garner, Coventry

Well said Luke. Obviously if an N64 game is rubbish then we should be able to complain, but not to the extent that we forget about all the really decent titles that are out there.



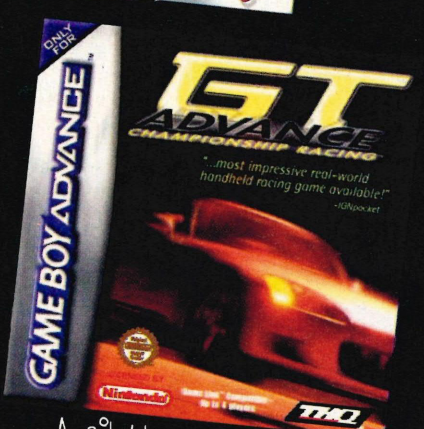
WELCOME TO THE G+ CLUB WORLD OF COLOR



WHY NOT JOIN THE THQ G-CLUB for FREE AND GET GOODIES, EXCLUSIVE INFO AND DISCOUNTS ON NEW RELEASES.







...Available 22nd Jun 2001!

CUT OUT THIS COUPON AND SEND IT TO: THQ G-CLUB, FREEPOST NEA8297, SHEFFIELD, S3 7ZZ

Please join me to the G-club.

No stamp required within UK.

Name:	Boy or girl:	Address:
	Post code:	Date of birth:	Age:
If you are 16 years old or under, please ask a parent or guardian to sign!	Signature:	

64 MAG-JUN

Software © 2001 Electronic Arts Inc. All rights reserved. EA Sports, the EA Sports logo and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. EA Sports' is an Electronic Arts' brand. " [In the Lion logo] The FA Premier League Limited 2001. All FA Premier League Club logos are trademarks of the respective Clubs and are used with the kind permission of the respective owners. Manufactured under license from The FA Premier League Limited. No association with nor endorsement of this product by any player is intended by the license granted by The FA Premier League to Electronic Arts. Player names and likenesses used under license from the International Federation of Professional Footballers ("FIFPro"). All stadia and sponsors' names and logos are the property of their respective owners. © 2001 LucasArts Entertainment Company LLC. . © 2001 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. GT Advance Championship Racing - Game and Software © 2001 MTO Inc. Exclusively licensed to and distributed by THQ Inc. worldwide, excluding Japan. Developed by MTO Co., Ltd. MTO and its logo are trademarks of MTO Co., Ltd. All manufacturers, automobiles, names, brands and associated imagery and logos are trademarks and or copyrighted materials of their respective owners. All automobiles featured may not be commercially available outside of Japan. All Rights Reserved.© MATCHBOX and associated trademarks are owned by and used under license from Mattel, Inc. ©2001 Mattel, Inc. All Rights Reserved. Exclusively licensed to and distributed by THQ Inc. 2001 THQ inc THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. © 2001 Nintendo Co., LTD. Inc. NINTENDO ®, GAME BOY™ AND ㊀ ARE TRADEMARKS OF NINTENDO CO., LTD.

www.Gclub.net

THQ

64 sight

See the games of tomorrow today!

14 Spider-Man: Mysterio's Menace
15 Dark Arena
16 F14 Tomcat
17 Tony Hawk's Pro Skater 2
18 Rayman
20 Lady Sia





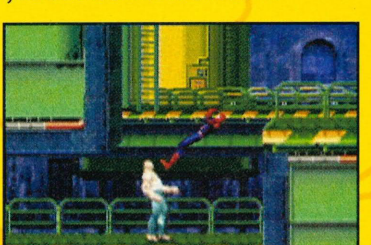
Spider-Man: Mysterio's Menace

Up for an incy-wincy bit more fun?

Dear, dear, dear! Everywhere you go these days it seems to be Spider-Man this and Spider-Man that! Oh look, there's a movie coming out! Golly gosh, there's a plethora of videogames on the horizon! What are Spider-Man fans to do? Well, to be honest, probably wet their pants in excitement, especially if they are planning on getting Game Boy Advances. *Spider-Man: Mysterio's Menace* from Activision promises to be the webbed wonder's wildest adventure yet as Mysterio manages to place the whole city under a horrible illusion that only Spider-Man can stop. These few screenshots show just how great the game is looking and if the rumours bouncing around are true, then the game will be just as cool to play. Information is sparse at the moment, but as soon as we hear anything, you'll be the first to know! ■

SPIDER-MAN: MYSTERIO'S MENACE

PUBLISHER	Activision
DEVELOPER	Vicarious Visions
UK RELEASE	Autumn

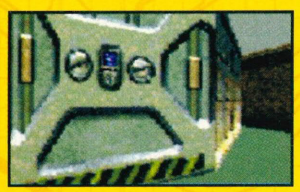




[Above] ***In the heat of the moment, the bad guy said some pretty nasty things about Spiderman's mother, the cad!***



[Above] ***In his spare time, Spider-Man likes to unwind and take his mind off the horrors of the day by going along to his ballet classes. Except he doesn't wear a tutu, obviously.***

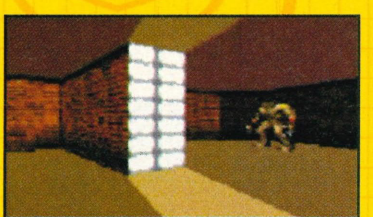


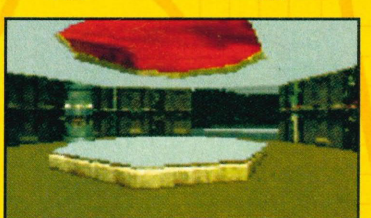




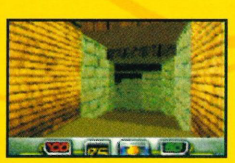

GBA goes FPS!

Dark Arena



[Above] ***All you've got to do is sneak up to that goon and quickly stick a bullet in his head. Be careful now, he looks quite hard.***





Strictly speaking, the Game Boy Advance shouldn't be able to do what Graphic State is planning. As we all know, the GBA is not a 3D system and, by rights, wouldn't be able to cope with a first person shooter... or would it? As you have probably guessed by now (if you have already looked long and hard at the screenshots plastered around this page) it seems Graphic State and Majesco have come up with an engine that can replicate the style of a first-person shooter and all the blood-crazed fun that comes with it.

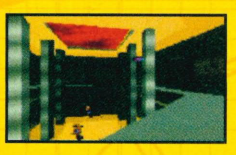
So, if you have a disturbing thirst for buckets of blood, huge weapons and more creepy monsters than the whole *Hellraiser* series combined, then you will be delighted to discover that the GBA is to play host to a first-person fight to the death that goes by the name of *Dark Arena*!

The game places you in an abandoned training camp where genetically engineered creatures (which were designed to test the trainee soldiers) have gone a bit mad and killed everyone, leaving only you (yes, you) to try and escape with your life. Or what's left of it. Anyone who's played a game of this genre before – and let's face it, very few gamers haven't – will know exactly what to expect. You must wander around a series of long corridors, carrying a bloody big gun and blasting the hell out of anything that moves. There are six weapons for you to search for and a few of them even have a sniper mode, which always comes in handy!

You get 20 massive levels for your money, plus a mass of FMV sequences and the game can also be linked to three other GBAs for tons of deathmatch carnage. Although still in its early stages, *Dark Arena* nevertheless looks rather fine and should be out sometime before the end of the year. We can't wait! ■

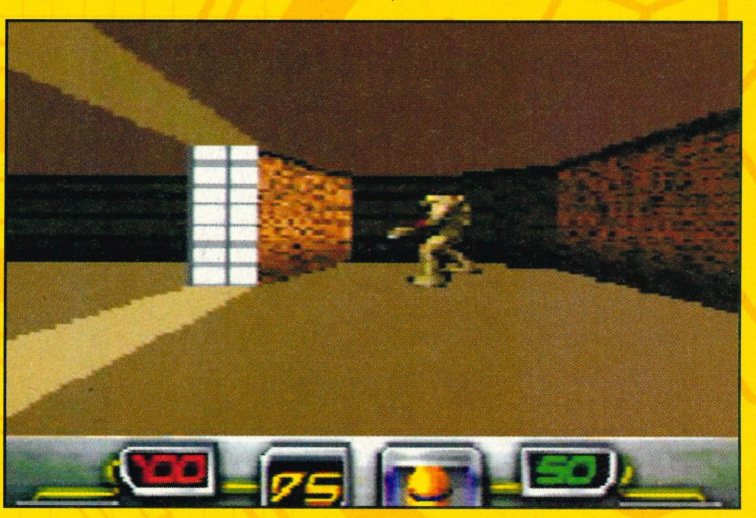
[Below] ***Caught short on a large level that's got no toilets? Just go in the corner – it's not as if anyone'll notice...***







[Above] ***Alright darlin', we'll get the parts in to fix your roof but it won't get finished until Christmas, give or take...***



DARK ARENA

PUBLISHER	Majesco
DEVELOPER	Graphic State
UK RELEASE	Christmas 2001







A game guaranteed to take your breath away!

F14 Tomcat





[Above] ***Ok then...A5. Hurray! I have sunk your battleship! Return fire if you dare...***

Those magnificent in their flying machines, they go up diddly up up, they go down diddly down down... and all that sort of nonsense. Still, if you fancy yourself as a Tom Cruise or (God forbid) a Val Kilmer, then you'll be pleased to hear that Majesco is about to release a game for the GBA set to satisfy even the most war-scarred of fighter pilots.

F14 Tomcat is a flight sim (obviously) based upon an early SNES title called *Turn And Burn: No Fly Zone*, and as you can imagine, it features plenty of dogfights, a large arsenal of weapons, loads of things to blow up and some hot chicks to boot. Well, okay, maybe not that last one, but it will have everything else that fans of the genre demand, and of course, enjoy!

As pilot of your F14, you're granted access to all that the plane can offer. You can fire off a few Air Interceptor missiles, take pot-shots at MIG 29s with your 20mm cannons and show off your handling skills as you try to out-fly your opponents. But bear in mind that after each mission you've gotta fly back to your carrier to be debriefed otherwise you'll get into terrible trouble!

The graphics, although unable to support full 3D effects, can emulate that look because of the GBA's damn fine sprite capabilities. Because of this, the game still looks and feels like a 3D shoot-'em-up – and you can fly in any direction you please.

The added bonus of course is that this title – like many of GBA ones – offers a multiplayer option that allows you and your friends to fight it out to the death. The game should be released in the USA in July and here... well, soon after, hopefully! ■

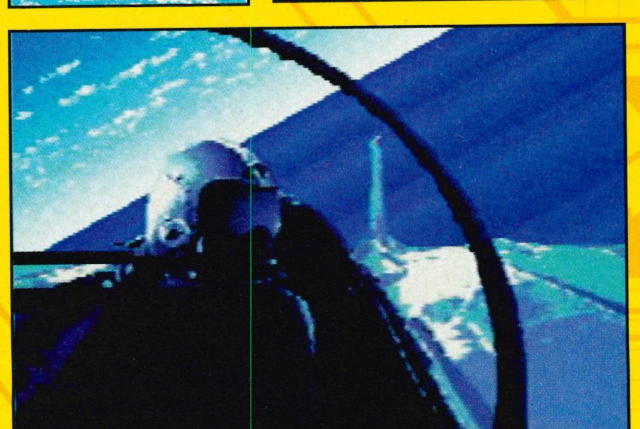


[Below] ***Right, there's the supermarket, all I've got to do now is find a place to land this thing. Ah, there's a disabled spot that's free!***

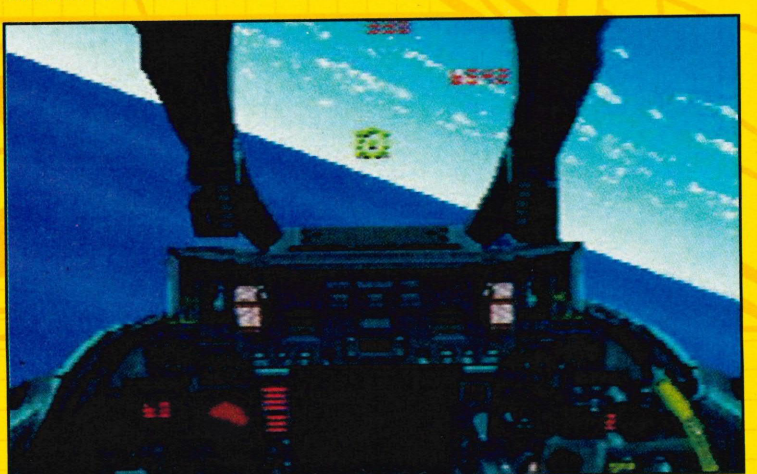


F14 TOMCAT

PUBLISHER	Majesco
DEVELOPER	Virtuacraft
UK RELEASE	TBA



[Above] ***I really feel sick. I haven't felt this bad since that ill-advised attempt to row across the Atlantic in a washing-up bowl!***



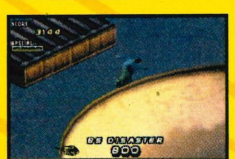
64SIGHT

Tony Hawk's Pro Skater 2



Time for a little bump and grind!





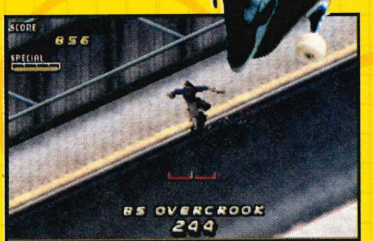
[Above] ***Hey dudes, how about we get some air, pull a kickflip and say some more stupid phases that no one else uses!***

There hasn't really been a version of *Tony Hawk's Pro Skater* that has been unsuccessful, so why should that trend stop for the GBA? The answer is that it probably won't. From what we've seen so far of this wonderful little skateboarding title, the game is looking very nice indeed!

Tony Hawk's places you in the role of professional skater Tony Hawk (hence the title) and you must pull off as many stunts, tricks and dangerous moves as possible to unlock new areas and become the best darn skater in the world.

Many of the levels from the Dreamcast and PlayStation versions of this game have been transferred directly over to the GBA. However, because the GBA is not a 3D machine (as stated so many times before) the action is now viewed from fixed angles. You can still skate in New York, The Hangar, France, A School Yard, and Skate Street but there are now also some new secret areas – designed specifically for the GBA – for you to unlock. Another important point to mention is that the multitude of moves you get to pull off in the other versions of this title can be achieved in this game, which is a relief as the temptation to simplify things for the handheld must have been a great one. Other familiar features are also all here, including the hidden tapes and letters to search for, plus lots of cash to collect!

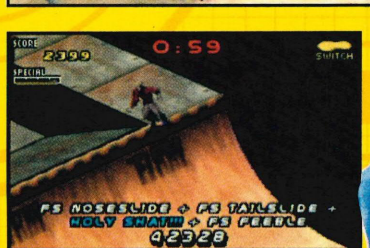
Aside from the fact that the game looks fantastic, it also plays very well and doesn't suffer in the least from its move to the GBA. You can be sure of a review of this title just as soon as we get our grubby mitts on it! ■



[Above] ***This is my new special skating move. I call it the 'Sudden Need To Get To Casualty Before I Lose Too Much Blood'.***







[Above] ***This looks far too dangerous. Maybe he should consider a safer hobby like, say... hopscotch?***

F14 TOMCAT

PUBLISHER	Activision
DEVELOPER	Vicarious Visions
UK RELEASE	Summer

NO FLASHY SLOGANS...



TOTAL GAMES .net









Rayman Advance

He's at least twice as mad as Paul, and he's got no limbs!

It's been a while since Rayman, 'the limbless wonder', last bounced onto our screens. To be honest, no-one's really missed him – no helplines have had to be set up, no counselling services have been overrun with tearful teenagers demanding to see our hero chuck his hand at someone again, and, quite honestly, Rayman's something of a bit-part player on the console scene. And that's a shame, because games featuring this likeable bundle of extremities have normally been pretty top-drawer – much like this latest instalment on the Game Boy Advance.



Like all the other *Rayman* games, you control our gangly hero as he rampages across various tried-and-tested platform environments, lurching over unsteady walkways, and collecting little blue crystals in the same way Mario snaffles coins and Sonic stows gold rings. Our disconnected friend must also overcome all kinds of foes by battering them with his oddly detachable fist. Other than that, the gameplay is fairly standard platform action from the word go. But, there *are* a few different sublevels to be getting on with, like our personal favourite, when Rayman ends up flying around on the back of a giant pink mosquito! No, really!

One of the first things that hits you about *Rayman Advance* is the lushness of the graphics. What we have here is continuous four-level parallax scrolling on a full-colour handheld console the size of a small cornish pasty. It's pretty impressive. What's gonna really





The Mind Boggles...





Games programmers, let's face it, must be a pretty odd lot. These people are hired because of their coding skills, their artistic flair, or, in the case of *Rayman Advance*, their ability to design some of the most, er, *warped* platform environments yet seen on a handheld console! Seriously though, you've got to be a bit mad to dream up the vividly colourful, cartoonish levels we are presented with in *Rayman Advance* – but it's just this kind of loopy game design that gamers crave. Dig those kerazy colours and go psychedelic, maaan!

RAYMAN ADVANCE

PUBLISHER	Ubi Soft
DEVELOPER	Ubi Soft
UK RELEASE	June 2001



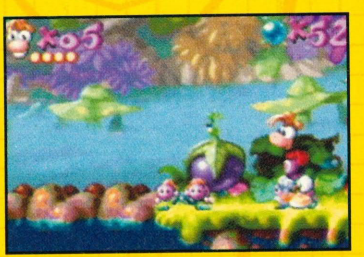
[Above] ***Rayman unwisely stuck his head in the unattended guillotine.***

impress gamers is the fact that, as Rayman wanders through the game, he's surrounded by fluttering bluebirds, swooping sparrows and frolicking toadstools (yes, this title even has funky fungus!) These effects add a great deal of depth and humour to proceedings, and it's sometimes quite distracting to constantly find woodland creatures under Rayman's feet while you're trying to get him across a difficult section of a level!

It should be pointed out at this stage that the preview code we got hold of from those hardworking boffins at Ubi Soft was prone to the odd crash, but the game will doubtless be totally sorted well before its release in June. That said, this title is already seriously impressive to look at, and a riot to play, with just the right mix of hilarious platform antics and a hard-as-nails challenge. In fact, several of the stages we encountered were fiendishly difficult – a bit of a change from the normal Game Boy platformer!

This game looks like it could be something of a GBA classic, so we'll be keeping you posted and reviewing the finished article in a future issue of the magazine. ■

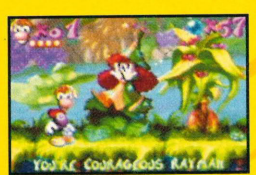




[Above] ***Standing under the world's biggest fruit tree was a hobby fraught with danger.***









[Above] ***Bluebottle Airways flew daily from Stanstead to Majorca – stopping at every heap of dog dirt in between.***



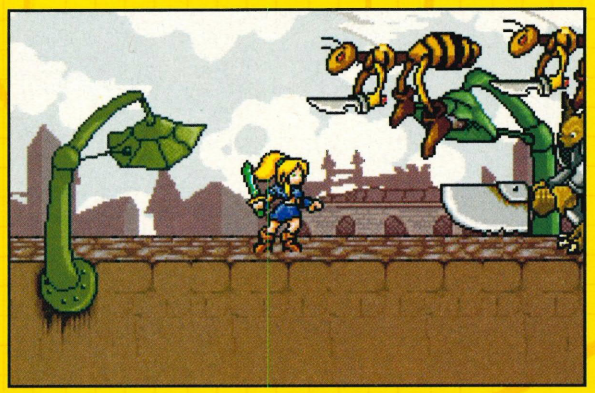
[Above] ***Rayman comes across an old Sesame Street favourite, Mr Snuffleupagus currently battling with anorexia.***

NO EMPTY PROMISES...



TOTAL GAMES .net

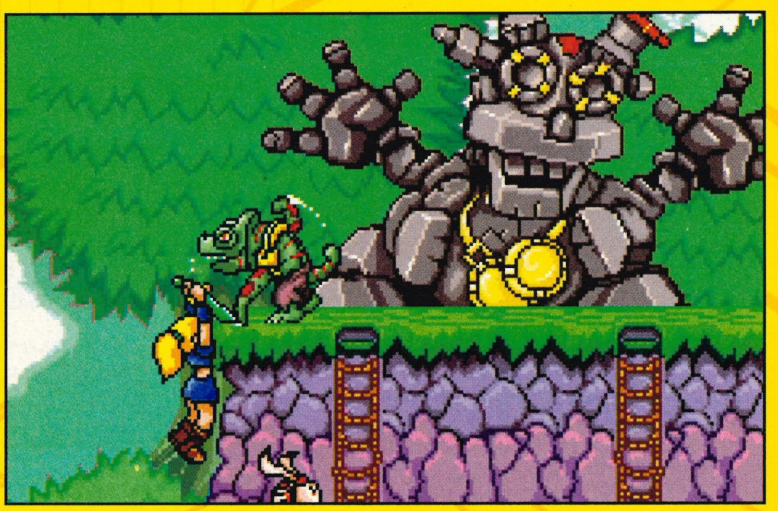












Lady Sia

She's a lady... woah, woah, woah, she's a lady!

[Above] ***Look at this wacky-looking statue! It's like a cross between the Krypton Factor and Scrapheap Challenge – but without that balding bloke who used to be in Red Dwarf.***

It's true what they say, y'know, about 'a woman scorned'. Any man who has ever, for whatever reason, got on the wrong side of 'the fairer sex', will know exactly what that phrase means! So, for all those evil creatures who have attacked and destroyed Lady Sia's beloved homeland, well, they'd better watch out, because she's about to go on the rampage! TDK Mediactive has only just stepped into the warm waters of videogames, but so far it has been making a rather good name for itself. Its latest title (and first for the Game Boy Advance) looks set to be just as impressive as any of the other platform games heading towards to the world's newest and coolest handheld! *Lady Sia* looks fab! Inspired by Japanese anime and sporting some glorious graphics, the game pits the femme fatale against a whole host of formidable foes across four action-packed worlds!

The game features 21 different evil creatures to beat into submission, contains loads of bonuses, tasks and secret passages and one of the good Lady's special talents involves an incredible transformation into a giant sasquatch! We've yet to test the actual playability of *Lady Sia*, but if TDK has put the same amount of effort into the gameplay as it has the graphics, then *Lady Sia* could spell good news for Game Boy Advance owners all around the world! ■

LADY SIA

PUBLISHER	TDK Mediactive
DEVELOPER	RFX Interactive
UK RELEASE	July/August 2001

[Below] ***Just say 'NO' kids! What in the name of Mr Miyamoto has been going on here? It's the crazy world of Lady Sia alright!***



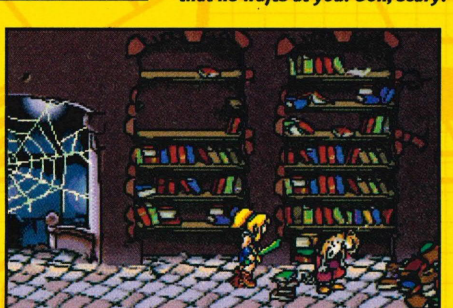


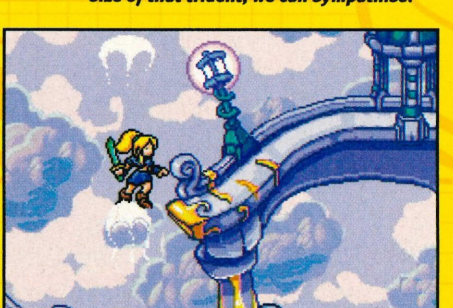
[Above] ***This looks as though this bad guy's greatest weapon is a bit of paper that he wafts at you! Ooh, scary!***



[Above] ***"They don't like it up 'em!" as a Dad's Army character would say. By the size of that trident, we can sympathise!***







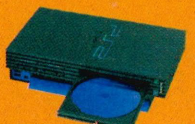
JUST 100% GAMES

TOTAL GAMES .net

THE UK'S PREMIER VIDEOGAMES WEBSITE


Dreamcast


PSone


PlayStation2


GameCube


Nintendo64


Game Boy


Xbox


PC CD-ROM

WWW.TOTALGAMES.NET

FEATURE



Written by: Roy Kimber

But What Does It All Mean?

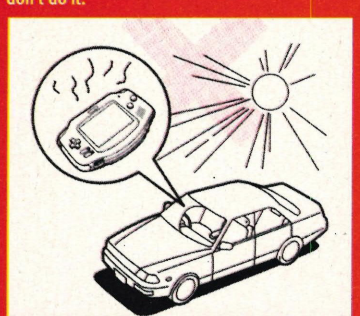
A cut-out-and-keep guide to... the Game Boy Advance.



If you're lucky enough to have bought yourself (or had someone buy you) a Japanese Game Boy Advance, then doubtless you're having a whale of a time with it. However, what you might not realise is that you're missing out on some very important information! The Japanese Game Boy Advance manual – which is, predictably enough, printed in Japanese – has six pages dedicated to Dos and Don'ts. Basically, it tells you exactly how you should handle your GBA. Some of these are fairly obvious, such as don't drop it (well... duh!) and don't pour water on it, but there are also a few more unusual ones, at least that's what Roy (self-proclaimed Japanese language expert following his six lessons in the subject three years ago) reckons. Here, courtesy of said linguist, are our top-ten favourite Game Boy Advance manual warnings, starting from ten and working upwards...

At 10... Don't use it as a sun visor for your car.

Good advice this. Basically, no matter how tempted you are to try this... don't. The Game Boy Advance is just too small to give effective coverage from the sun's rays and if you do attempt to use it for this purpose you're only going to come back to a very, very hot car. So don't do it.



At 9... Don't let it take up smoking.

Very healthy advice this. After all, we all know that smoking is not only an incredibly disgusting habit which turns your fingers and teeth yellow, makes your clothes smell, gives you fantastic halitosis and gives total morons the illusion that they look 'cool' while doing it, but it is also is a major cause of lung cancer, which – let's face it – is pretty bad! Taking all this into account, Nintendo would like you to ensure that your little GBA remains a non-smoker, forever.



At 8... Don't try and use it for some kind of majorette routine.

While the attractive look and ergonomic stylings of the GBA might make it tempting to take two of them, tie them together and then enter some kind of gymnastic competition, it's not a tremendously good idea. Extensive laboratory tests have shown that centrifugal forces acting upon the GBA's graphics chip can result in the visuals of every game starting to resemble the N64 version of *Power Rangers: Lightspeed Rescue*, and you certainly don't want that! There's also the danger that passing Nintendo fans who haven't got their own GBAs may well become hypnotised by the movement of the little techno-marvel so that you end up with a posse of people following you around like some latter-day Pied Piper.



At 7... Don't try and steer your car with it.

Bit of an obvious one this. Quite simply: don't become so enamoured by the GBA's fantastic racing games that you make the mistake of believing that the wonder-console can actually drive your car for you. No matter how smooth the cornering of the jet-powered vehicles in *F-Zero*, it still doesn't mean that your GBA will be able to successfully negotiate your battered Vauxhall Astra around a hairpin bend on a small country lane in Dorset. Trust us on this, it simply doesn't work! Incidentally, we know the number of a great mangled vehicle recovery service in case you ever need one...





At 6... Don't... er, keep it in your pocket.

Not really sure about this one. After all, it *is* a handheld console designed to be taken places and as it's pocket-sized, the obvious place to carry it would indeed be in your pocket! We're fairly sure this instead refers to the danger of forgetting that the GBA is in your pocket and sitting on it, thus rendering it anything from mildly damaged to totally inoperable, depending on the size of your bottom... which is actually something worth thinking about.



At 5... Don't try to wear it as a shoe.

Yes, fairly sound advice this. It might be the most powerful handheld machine on the market, but when it comes to doubling as footwear, the Game Boy Advance just doesn't cut it. You can tell really, by the way that the design engineers totally omitted a hole for you to insert your foot into (unless you've got really, really small feet, in which case they might fit into the cartridge slot, however we wouldn't recommend trying).



At 4... Don't use it as a fire extinguisher.

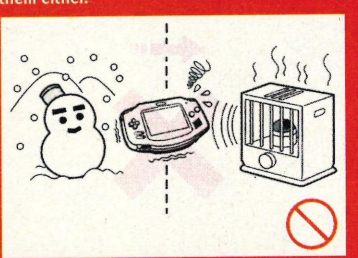
Not something that many of you would probably have thought of doing, admittedly, but in this age of American-style 'sue them all' attitudes, it's wise to cover all the bases. In case of fire, don't try and put it out with your GBA. Chances are you won't extinguish the fire (unless it happens to be a really, really small one) and you're liable to find that when the fire eventually dies out, your beloved console has vanished, to be replaced by a small puddle of strange-smelling charred plastics. You have been warned.





At 3... Don't let snowmen or miniature heaters play with it.

Yes, as anyone who's seen the film *The Snowman* knows, Aled Jones' rendition of 'Walking In The Air' gets really annoying after a while. Er... that is to say, you can't trust snowmen. They break things. In fact they break everything. Give a snowman your GBA and before you know it, it'll be in pieces on the floor. As for miniature heaters... well, they're just like snowmen, only hotter, and with less in the way of opposable thumbs, so don't trust them either.



And finally, the Number One thing not to do with your Game Boy Advance...

Don't... er, well, don't touch it!

Yes, if you really want to ensure that no harm comes to your Game Boy Advance, then Nintendo's advice is... don't even touch it. In fact to be extra safe, don't even remove it from the packaging. And wrap the packaging in bubble-wrap. You'll still be cool – just owning the machine gives you a certain status – but you won't risk damaging this masterpiece of technology. Better safe than sorry!



At 2... Don't taunt small children with it.

Important one this – don't use your Game Boy Advance to tease small, underdeveloped children. Not because it's mean (although it is, sort of, unless they're really annoying small children) but because there's an outside chance that your GBA might get damaged. For instance: you place your cherished handheld on a suitably out-of-reach cupboard and then sit back to watch as your little brother or sister struggles gamely to reach it. Good entertainment? Maybe. But just when you're really beginning to enjoy things, the little tyke puts on a sudden growth spurt (as they do) and manages to send your prized possession tumbling to the floor where it smashes into a dozen pieces. Scary thought!



FEATURE



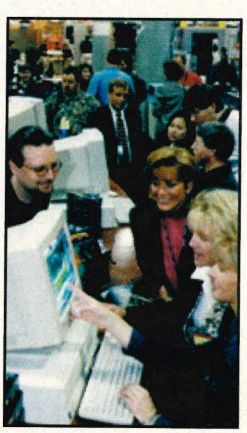
Written by: Chandra Nair

Entertainment

What you can expect from the biggest videogames show in the world!

THE CALM BEFORE THE STORM

The Electronic Entertainment Expo, held in Los Angeles, has slowly grown into one of the most anticipated events of the gaming calendar, allowing companies from all over the world to show off their latest wares to a captive audience. Yet somehow, this year is different. Anticipation for this year's event has reached previously unheard-of levels. Yes, a fair number of people will be there to have their first glimpse of the Xbox, with whatever uninspiring direction Microsoft is taking us in today. Yes, people will crowd around some of the PS2's first impressive pieces of software, in the shape of *Gran Tourismo 3* and *Final Fantasy X*, and yes, Sega will be showing everyone that choosing to concentrate on software was the best decision that it ever made. These things will all draw the crowd, but there is one aspect of the show, which makes it absolutely unmissable. That aspect? GameCube.







Traditionally, Nintendo has chosen to unveil any new developments at Nintendo Spaceworld, held in August in Tokyo, but the intended launch dates for the new console dictate otherwise. E3 will now be the chosen platform for the full (well, almost) unveiling of Nintendo's potential next-generation leader.

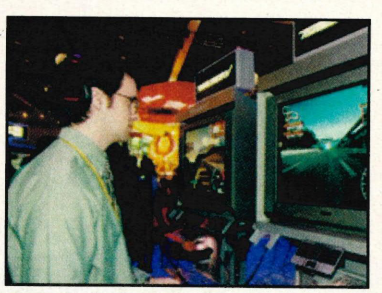
While it's no secret that GameCube exists, it may as well be. Outside of NCL, NOA and selected development studios, nothing is known about the console. Those who do know, keep their mouths firmly shut, avoiding any GameCube-related questions like the plague. Nintendo can be a particularly heavy ton of bricks when it wants to be, and any slip of the tongue would see heads rolling in all directions.

To be completely honest, we know practically nothing about GameCube. Forget Spaceworld '00. We were shown what the casing might look like, and what the joypad might look like, and we were given a thimbleful of meaningless specifications. Any of these things could have changed since we saw them last.

So what can we expect to see in terms of actual finished GameCube product? Well, there's good news and there's bad news. The good news is that Nintendo has specifically said that anything playable will be running in real time on GameCube hardware. No development kits, no workstations, no PCs, just pure GameCube. The bad news is that GameCube units don't grow on trees. The number of finished machines that are available is extremely limited, and as such, only the absolute cream of the software will be playable. To be honest, it's more than likely that the playable demos will only be available on the Nintendo stand. If EA's *SSX* is looking particularly good, it will be playable at the Nintendo stand and available in video form at the EA stand. This is a blessing in disguise really – it means that the playable software will be of the highest standards, because after all, there is no room for disappointment with the competition just around the corner.

As well as software, you can expect the final hardware design and specifications to be unveiled. The price of the console will not be available. According to NCL (Nintendo of Japan), it will be based on the console's reception at the show. The selling price will be announced five days after the show has ended. We predict a figure of around £200. Nintendo may also touch upon its online strategy, but we doubt that it will let it out of the bag *just* yet.

Over the next few pages, we'll show you what you can hope to see next month, along with what the games companies think. But hold on, isn't there something we've missed?







USA

WHAT ABOUT THE GBA!?



Okay, okay, we're coming to that. How could you think that we would forget about what will no doubt be the best-selling games machine for the next five years (and then some)? Despite the fact that the Game Boy Advance is out in Japan, E3 will actually be the first time that non-Japanese developers and publishers have been able to show off their hottest properties. You'll find yourself hard-pushed to name a console publisher that doesn't have a number of GBA titles in the works. It's entirely possible that we'll come away from the show with a bad case of GBA Poisoning – let's face it, the little handheld will be there at every turn.

As far as announcements are concerned, don't expect anything big to come from anyone but Nintendo. It is the only company that hasn't been throwing information out like there's no tomorrow, so it's probably the only company that has anything new left to say. It's about time that the GBA *Pokémon* game was unveiled, hopefully with the news that it will be the first game to support the new E-Card Reader (see last issue's news). We will also almost certainly get to see just how it is that the GBA links up with its big brother. NCL executives have said that the link-up software will not be shown until sometime next year, but we should at least see how the GBA can be used as a Personal Display Unit.



In terms of software, this will be your first chance to get a glimpse of titles such as *Doom, Tony Hawk's, Spiderman, Magical Vacation, Super Street Fighter II, Namco Museum* and many more. Next issue's E3 coverage is going to take up a lot of room!

Launch Titles

We'll doubtless see loads of GBA games at this year's show, so many that we could fill a whole magazine with previews. What follows is a list of the US launch titles and some of those that will follow shortly after. These will definitely be playable, and are the ones about which Nintendo is going to be making the most noise.

Launch titles...

Army Men Advance
Castlevania: Circle of the Moon
ChuChu Rocket
Earthworm Jim
Fire Pro Wrestling
F-Zero: Maximum Velocity
GT Advance Championship Racing
High Heat Baseball 2002
Iridion 3D
Krazy Racers
Namco Museum Volume One
Pinobee: Wings of Adventure
Pitfall: The Mayan Adventure
Rayman Advance
Ready 2 Rumble: Round 2
Super Dodge Ball
Super Mario Advance
Tony Hawk's Pro Skater 2
Top Gear GT
Tweety And The Magical Jewel

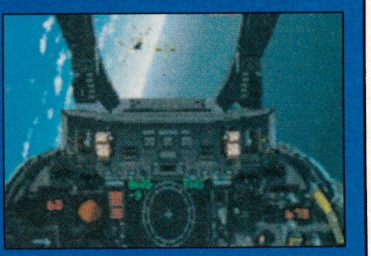
After launch...

Bomberman Tournament
Breath of Fire
Dark Arena
Final Fight
Fortress
Golden Sun
Hot Potato
Lady Sia
Lego Bionicle: Tales of the Tahunga
Mario Kart Advance
Mega Man EXE
Monster Rancher Mania
Power Rangers: Time Force
Sonic the Hedgehog Advance
Super Street Fighter II
Tetris Worlds
Wings











EXTRA PADDING

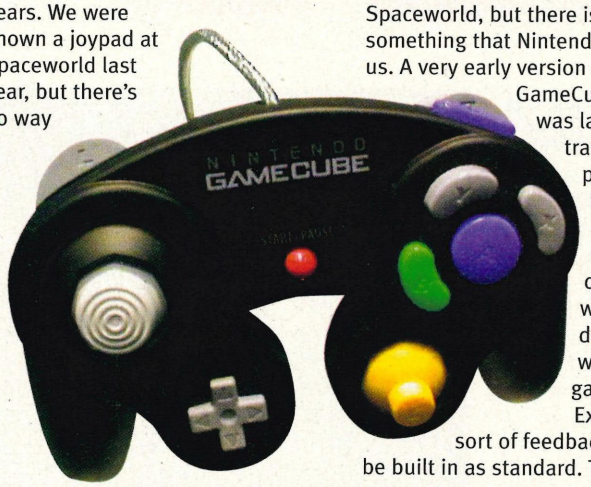






It would be pretty foolish for Nintendo to hold back on the final design for the GameCube controller. Admittedly, in previous features, we have gone on and on about how Nintendo needs to be careful when it comes to showing off its ideas. Now that GameCube is set for a September release (in Japan), that gives the competition four months in which to get their act sorted out. Despite this fact, Nintendo really does need to show us what Mr Miyamoto and his team has been working on for the past two years. We were shown a joypad at Spaceworld last year, but there's no way that this was the finished design. It *was* a great design, and typically Nintendo, but there were no special features. Rumours of tilt-sensitivity and built-in voice-recognition were flying about last year. They suddenly disappeared after Spaceworld, but there is definitely something that Nintendo is not telling us. A very early version of the GameCube joypad was lacking the traditional D-pad, proof that the pad is constantly evolving, depending on what developers want for their games.





Expect some sort of feedback feature to be built in as standard. The trigger buttons will of course be analogue, as will the large action button. We may even find that there will now be two Z Triggers, an awesome proposition! The GameCube controller is tiny, designed for Japanese players – Nintendo may have altered the design, making it slightly larger for the west, but when we tried it out, it seemed just the right shape and size.

The big question concerns those elusive special features. The Wavebird version of the pad has already been shown. Essentially, it's a cordless version of the standard pad. Could it be that this was a tester, to see what people's reactions would be? Perhaps the standard design will turn out to be the Wavebird, after all? Could voice-recognition really be a possibility? Just think of how it would change the way we play, especially with mission-based games. Tilt-sensitivity is a very doubtful proposition. People have enough trouble adapting to analogue controls, let alone changing angles at the same time. Whatever strokes of genius Mr Miyamoto has been coming up with, we're sure that we won't be disappointed.

Now And Then

At the moment there are three different versions of the GameCube controller. The early version shows that the pad is still being designed. It isn't at all polished, and there is no D-pad. The supposedly finished standard design could well be the finished casing, albeit missing a couple of features. The Wavebird is a more chunky design, with a built-in infrared receiver. Would there be enough room for an infrared receiver AND force feedback AND voice-recognition? All will be revealed...





GAMER'S PARADISE

So let's get this straight... We get on a plane, which is kitted out with a SNES and *F-Zero*. We get to LA and get to see the all the latest gaming gear over a period of three days. Hmmm, jealous yet? Well, if you're not, you soon will be after we've told you what GameCube games to expect at the show. Remember that these are predictions, based on what we know or have heard. We haven't had room to print every game that we think will appear – these are just the big ones. Predictions or not though, we're drooling already! ■

COMPANY: Silicon Knights

STATUS: Second Party Developer

64 MAGAZINE PREDICTIONS: Company President Denis Dyack has been extremely generous with his praise for GameCube. Expect to be blown away by playable versions of *Too Human* and *Eternal Darkness*. The latter hasn't actually been confirmed for GameCube, but it certainly isn't going to be appearing on the N64 this late.



COMPANY: Retro Studios

STATUS: Second Party Developer

64 MAGAZINE PREDICTIONS: Despite recent changes at the company (see Showcase), Retro has confirmed that it has a team working on a first-person version of *Metroid*, which will hopefully be ready for the US GameCube launch. This will be playable. It also has a team working on a *Dungeons & Dragons*-style RPG, currently going by the codename *Runeblade*. Interesting...



COMPANY: Rare

STATUS: Second Party Developer

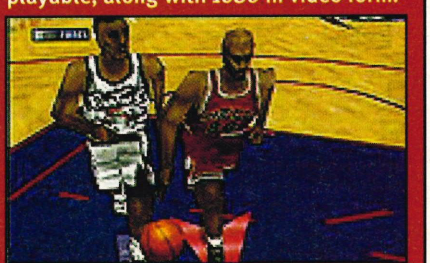
64 MAGAZINE PREDICTIONS: Rare has officially said nothing other than the fact that *Dinosaur Planet* has now been moved to GameCube. We predict that playable demos of *Velvet Dark/Shot In The Dark*/(whatever) will be shown – maybe even a playable *Killer Instinct* sequel. *Dinosaur Planet* (possibly with a *Starfox* twist) and *Conker's Other Bad Fur Day* will probably turn up in video form. And there's always that big secret that everyone keeps talking about...



COMPANY: Left Field

STATUS: Second Party Developer

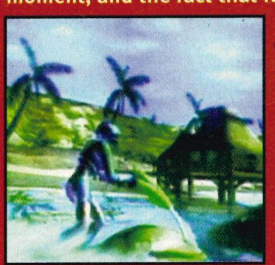
64 MAGAZINE PREDICTIONS: Rumours are still flying that Left Field has been handed the reigns to the sequel of *1080 Snowboarding*. It is also the company behind *Kobe Bryant's Basketball*. We predict that *Kobe Bryant* will be playable, along with *1080* in video form.



COMPANY: NSTC

STATUS: In-house Developer

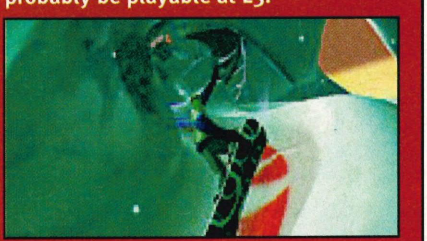
64 MAGAZINE PREDICTIONS: *Waverace*, *Waverace*, *Waverace*. That's all we're going to say. There are no hints at any other titles. Considering that jet-ski racing is turning up a lot on TV at the moment, and the fact that NSTC have been beavering away on something for a long time, this should be playable and near completion.



COMPANY: EA

Status: Publisher

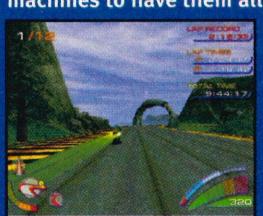
64 MAGAZINE PREDICTIONS: Word came out of EA Canada that GameCube tests were competed last year with very impressive results. Since then, *SSX: Special Edition*, *FIFA 2002* and *Madden 2002* have been rumoured to be in development. One of these titles will probably be playable at E3.



COMPANY: ACClaim

STATUS: Publisher

64 MAGAZINE PREDICTIONS: Acclaim has recently confirmed that *Crazy Taxi*, *Dave Mirra Freestyle BMX 2*, *Extreme-G 3*, *NFL Quarterback Club 2002* and *All-Star Baseball 2002* are all in development and will be ready for the US launch. It's doubtful whether there will be enough machines to have them all playable, but expect at least two of them to appear. We're confident that *Turok 4* will appear on video.

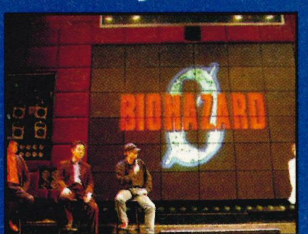


COMPANY: Capcom

COMPANY: Capcom

Status: Publisher

64 MAGAZINE PREDICTIONS: *Biohazard 0* will be playable – there is no doubt about that. Capcom executives showed the title screen at the Tokyo Game Show and said that nothing else would be shown until E3. Other franchises such as *Final Fight* and *Street Fighter EX 4* may appear on video.

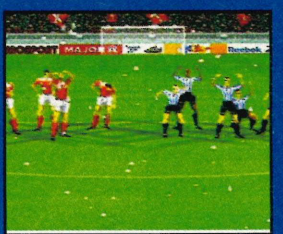


COMPANY: Konami

COMPANY: Konami

STATUS: Publisher

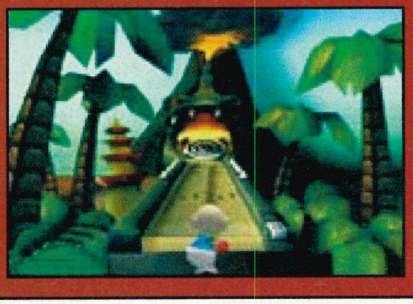
64 MAGAZINE Predictions: We can definitely tell you two things. A version of *International Superstar Soccer* will be playable, *and Silent Hill 2* is not in development. We predict that new versions of Konami favourites like *Contra* and *Castlevania* will almost certainly appear on video. If only they would get on and develop a new version of *Cybernator*!





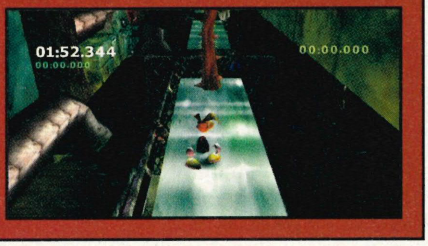
COMPANY: THQ

STATUS: Publisher
64 MAGAZINE PREDICTIONS: *Rugrats* will be there, but probably only in video form. As yet, there have been no hints as to any other titles. This doesn't mean that nothing else is in development – far from it. It's just that there are too many possibilities to make a prediction.



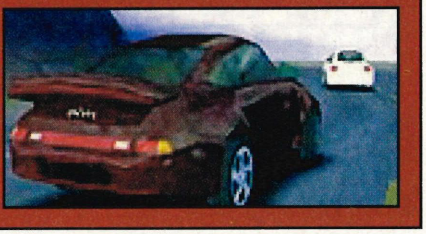
COMPANY: UBI SOFT

STATUS: Publisher
64 MAGAZINE PREDICTIONS: Last month Ubi Soft confirmed that it has a mind-boggling 19 titles in development for GameCube! *Rayman 3*, *Tetris* and a wrestling game will probably be playable, whereas titles like *Evil Twin* and *F1 World Championship* will be on video. God (or perhaps Ubi Soft) only knows what the other titles are.



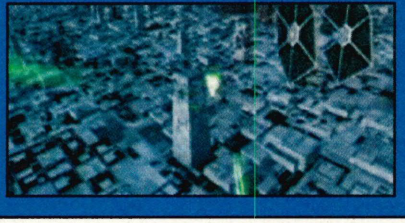
COMPANY: Midway

STATUS: Publisher
64 MAGAZINE PREDICTIONS: Midway's recent announcement that it plans to back GameCube in a big way made us all happy people. The fact that Kemco is developing for GameCube may mean that Midway will be publishing a version of *Top Gear*. This, along with *NFL Blitz* and *San Francisco Rush* will hopefully make an appearance.



COMPANY: Factor 5

STATUS: Third Party Developer
64 MAGAZINE PREDICTIONS: We pretty much know what to expect from Factor 5. *Thornado* and some sort of *Star Wars* license will be playable, both looking and sounding gorgeous. These guys have had enough on their plates, what with these two games and the GameCube's sound tools to deal with. Don't worry, we won't hassle them too much... not!



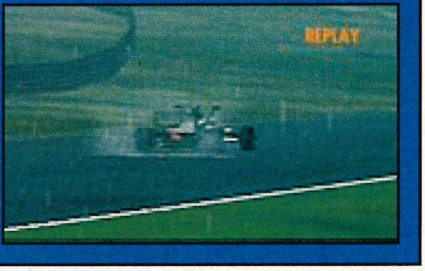
COMPANY: Namco

STATUS: Publisher
64 *MAGAZINE*
PREDICTIONS: Namco has made it publicly known that it is putting its full weight behind GameCube. Conversions *of Ridge Racer V* and *Tekken Tag Tournament* are pretty much confirmed as playable titles. We can only hope that *Soul Calibur 2* will turn up in some form.



COMPANY: Infogrames

STATUS: Publisher
64 MAGAZINE PREDICTIONS: We reckon that we'll get to see versions of *Unreal Tournament*, *Bomberman* and maybe even a flight simulation from Paradigm. It's doubtful whether anything will be playable, but we can dream.



COMPANY: Activision

STATUS: Publisher
64 MAGAZINE PREDICTIONS: We may only get to see one title, hopefully in the shape of *Tony Hawk's*. There are several other titles in development, but nothing has been confirmed as yet.



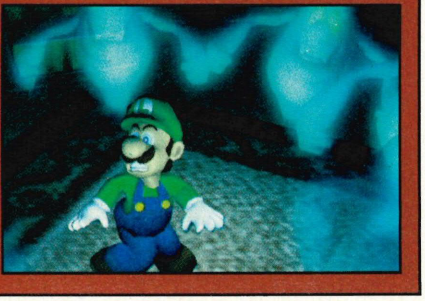
COMPANY: Sega

STATUS: Publisher
64 MAGAZINE PREDICTIONS: Two of the major Sega teams, Sonic Team and Amusement Vision are developing for GameCube. These guys have developed titles such as *Sonic the Hedgehog*, *Phantasy Star Online*, *Samba de Amigo*, *Chu Chu Rocket*, *NiGHTS: Into Dreams* and *Burning Rangers*. Expect *Phantasy Star Online 2* to be playable as well as an announcement on the much-talked-of Nintendo/Sega collaborative RPG.



COMPANY: Nintendo

STATUS: Publisher
64 MAGAZINE PREDICTIONS: Do we really need to say this? *Mario* and *Zelda* will be playable. *F-Zero* may turn up on video – all the other big franchises have been licensed out, leaving Nintendo's in-house teams to concentrate on original titles.





THE FINAL WORD

Most of the predictions in this feature are just our opinions, so we thought that we'd contact some of the companies involved to see what they had to say.

NAME: LOUISE GABRIEL COMPANY: UBI SOFT



Q) Do you intend on supporting the GBA and/or GameCube with any software? If yes, are there any details which you can give us?
A) Yes, Ubi Soft is very committed to both formats – we have already announced seven GBA titles including *Rayman Advance* at launch and *Batman Vengeance*.

Q) Despite the fact that Nintendo is playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think (from a product awareness point of view, in light of Xbox's recent software unveiling) that Nintendo should have released solid information before now?
A) Nintendo has handled the promotion of the console perfectly so far – there is huge interest and little criticism as yet. Those who need to know the specifications (ie: developers) are fully aware of them.

Q) Which titles (on any format) are you most looking forward to seeing at this year's E3?
A) Capcom's *Biohazard O* looks exceedingly cool.

Q) And finally... if you had to pick one, which Nintendo franchise would you most like to see developed for the GameCube?
A) I've always been a massive *Zelda* fan myself.

NAME: METRO MUSAFA COMPANY: MIDWAY



Q) Do you intend on supporting the GBA and/or GameCube with any software? If yes, are there any details which you can give us?
A) Midway will be supporting both the GBA and the GameCube with an extensive array of titles, starting with *Ready 2 Rumble Round 2* on GBA coming out on 22 June 2001. At this early stage, I am unable to comment on the other secret titles we have in development for both GBA and GameCube but keep reading the magazine and you'll get the scoop on all our upcoming titles.

Q) Despite the fact that Nintendo is playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think that Nintendo should have released solid information before now?
A) No, I think that Nintendo will do what it does best – letting the quality of the software speak for itself. Roll on E3.

Q) Nintendo has proven with the GBA launch-dates that it can deliver hardware to various territories over a short space of time. GameCube's projected release dates of 14 September (Japan) and mid-November (US) show an equally ambitious target. Given this dedication to other territories, together with the ease of development for the system, do you think that Nintendo has learned from its previous mistakes?
A) Nintendo has placed an ambitious schedule ahead of it by launching the GameCube machine in the two aforementioned territories during the busy Fourth Quarter. Most third-party publishers will have a hard time meeting the respective launch dates with supporting software. For the consumer, this means potentially only a handful of titles will be ready at launch. However, I am personally expecting to be wowed by Nintendo's first-party launch titles, which I'm, sure, will be held secret until the very last minute.

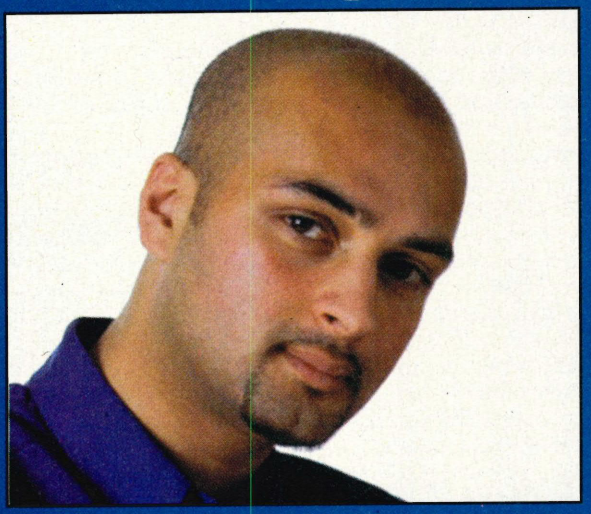
Q) NCL has gone on record as saying that the average development time for a GameCube title is 6-12 months. Given that many of the major publishers had confirmed receipt of finished development kits by March this year, GameCube should have plenty of software come Easter 2002. Ubi Soft alone has 19 titles in development. What do you think could possibly stop Nintendo winning this time?
A) I think that Nintendo will be even more responsive to developers, with updated middleware tools and technical support. This will help build a stable development relationship in which the cost and indeed average time frame for development can be reduced, making the GameCube an attractive platform to support.

Q) Which titles (any format) are you most looking forward to seeing at E3?
A) Without a doubt the next *Mario* game on GameCube!

Q) Which Nintendo franchise would you most like to see developed for the GameCube?
A) *Metroid* (which is already in development) *Star Fox* (Nintendo), *Yoshi's Island* (Nintendo) and *Zelda* (Nintendo).



NAME: ASAM AHMED
COMPANY: THQ



Q) Do you intend on supporting the GBA and/or GameCube with any software?
A) THQ is the biggest third-party Nintendo publisher, and we fully intend to retain this dominant position. Whilst much of our next-gen Nintendo activity we can't talk about yet, we are certainly supporting both GBA and GC with new products. We're bringing *Tetris* to GBA as well as the superb *GT Advance* racing game, and we've been vocal about bringing our huge *Rugrats* licence to GC.
Q) Despite the fact that Nintendo is playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think that Nintendo should have released solid information before now?
A) Nintendo is a very shrewd company and the fact that it has constantly provided the goods should be indication enough that it'll have a plan of action up its sleeves. If Nintendo is being a tad quiet, then I'm sure it knows what it's doing.

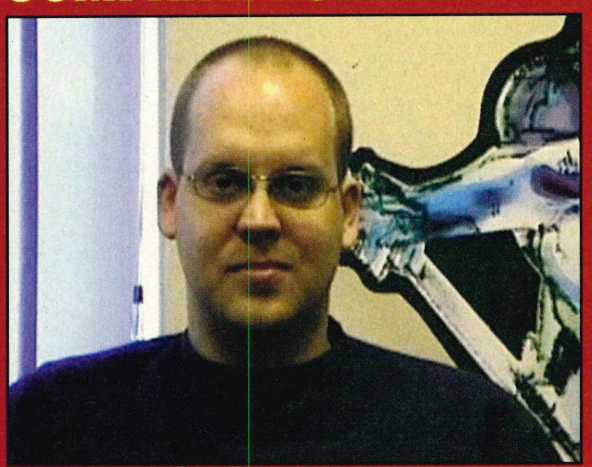
Q) Nintendo has proven with the GBA launch dates that it can deliver a lot of hardware to the various different territories over a short space of time. GameCube's projected release dates of 14 September (Japan) and mid-November (US) show an equally ambitious target. Given this dedication to other territories, together with the ease of development for the system, do you think that Nintendo has learned from its previous mistakes?
A) Nintendo hasn't really made mistakes before as such in the context you mention; the case is more to do with the market conditions and logistics of performing a multi-territory simultaneous launch. All hardware manufacturers have grown with the market and in this respect will adjust the launch plans to cater for the conditions at hand.

Q) NCL has gone on record as saying that the average development time for a GameCube title is 6-12 months. Given that many of the major publishers had confirmed receipt of finished development kits by March this year, GameCube should have plenty of software come Easter 2002. What will stop Nintendo winning this time?
A) Competition and unpredictable fluctuations in other markets. Producing games consoles relies heavily on other industries, from chip-makers to plastics moulding and even distribution. With PS2 and Xbox around, the outlook for gaming in general is great, but it's too early to say who will come out on top. We're not likely to see a situation where Sony can dominate any more, certainly not to the extent that the PlayStation did.

Q) Which titles (any format) are you most looking forward to seeing at E3?
A) Definitely *WWF SmackDown! 3* and *Metal Gear Solid 2*

Q) Which Nintendo franchise would you most like to see developed for the GameCube?
A) A decent re-working of *Super Mario Kart*.

NAME: JON MURPHY
COMPANY: KONAMI



Q) Do you intend on supporting the GBA and/or GameCube with any software?
A) Konami always works closely with Nintendo. We will heavily support both GBA and GameCube. We'll have two launch games for GBA – *Castlevania* and *Konami Krazy Racers*. I think there'll be another 10 titles before the end of the year. It's a little early to say what we've got planned for GameCube yet.

Q) Despite the fact that Nintendo is playing down the GameCube's specifications, several developers have spoken out on why they think it will have the most advanced software. Do you think (from a product awareness point of view, in light of Xbox's recent software unveiling) that Nintendo should have released solid information before now?
A) I don't think they need to. Nintendo's machine will be awesome and everyone will want one. Xbox is fighting against PS2, not GameCube.

Q) NCL has gone on record as saying that the average development time for a GameCube title is 6-12 months. Given that many of the major publishers had confirmed receipt of finished development kits by March this year, GameCube should have plenty of software come Easter 2002. What will stop Nintendo winning this time?
A) The style of games and PS2's head start. GameCube will still be positioned as a toy, whilst PS2 (or simply PlayStation) has replaced the idea of a games console. PlayStation is mass market, Nintendo will remain a specialist product. Having said that, GameCube *will* be big.

Q) Which titles (any format) are you most looking forward to seeing at E3?
A) *Silent Hill 2, Devil May Cry, Final Fantasy X, Gran Tourismo 3*

Q) Which Nintendo franchise would you most like to see developed for the GameCube?
A) I guess *F-Zero*.

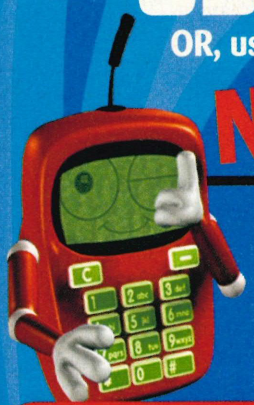
UNIQUE LOGOS & TONES FOR YOUR NOKIA, SAGEM OR MOTOROLA



Just choose a ring tone or graphic from this page, call the order line and your selection will be sent - instantly!

CALL **090-77-87-06-81** (from Ireland call 1580-927-240)

OR, use the Fax-Back line- **090-77-87-05-49** (Ireland 1580-927-241)



NEW TONES FOR SIEMENS & ERICSSON PHONES

Now available ONLY*on the Website! *See base of ad for details

LISTEN TO THE CHART TOP 20 ON THE PREVIEW LINE 0905-028-0131

Calls on this No. are only 25p per min.



POPULAR RINGTONES

0257 2 Times - Ann Lee
0260 Absolutely Everybody - Vanessa Amorosi
0001 A-ha - Take On Me
3707 Always Come Back To Your Love - Samantha Mumba
0267 American Pie - Madonna
3697 American Dream - Jakatta
0268 Angels - Robbie Williams
0273 As Long As You Love Me - Backstreet Boys
0013 Beverly Hills Soundtrack - Axel F
0017 Barbie Girl - Aqua
1583 Bat Out Of Hell - Meatloaf
0166 Benny Hill - Theme
0281 Better Off Alone - Alice Deejay
0282 Bitter Sweet Symphony - The Verve
0283 Blue - Eiffel 65
0025 Bond - James Bond Theme
0284 Boom Boom Boom - Vengaboys
0285 Born To Make You Happy - Britney Spears
3672 Case Of The Ex - Mya
0294 Changes - Tupac Shakur
1516 Charlie's Angels - Film Theme
0033 Countdown - Europe
0296 Crazy - Britney Spears
3682 Dancing In The Moonlight - Toploader
1507 Dancing Queen - Abba
0299 Don't Call Me Baby - Madison Avenue
0043 Eastenders - Eastenders TV Theme
3702 Ei - Nelly
3678 Everytime You Need.. - Fragma/M Rubia
1577 Feel The Beat - Unknown
3708 Feels So Good - Melanie B
0052 Flintstones - Flintstones TV Theme
0312 Flying Without Wings - Westlife
0055 Fugees - Killing Me Softly
0065 Halloween - Halloween Film Theme
1588 Heart Of Asia - Watergate
3698 Here With Me - Dido
1502 Hey Jude - Beatles
1500 Holler - Spice Girls
1518 I Believe I Can Fly - R. Kelly
0322 If You Had My Love - Jennifer Lopez
0199 Indiana Jones - Film Theme
3705 It Wasn't Me - Shaggy
0075 Itchy And Scratchy - The Simpsons
1508 I Turn To You - Mel C
0201 I Will Survive - Gloria Gaynor
1519 Kids - Robbie Williams
0335 King Of My Castle - Wamdue Project
0204 Knightrider - TV Theme
3691 Last Resort - Papa Roach
0085 Liberty - Unknown
0086 Light My Fire - The Doors
0087 Lion Sleeps Tonight - Tight Fit
0340 Living La Vida Loca - Ricky Martin
3692 Loco - Fun Loving Criminals
0088 Loony - Cartoon Theme
0342 Mambo No 5 - Lou Bega
0221 Match Of The Day - TV Theme
0346 Millennium - Robbie Williams
1584 Missing You - Puff Daddy
0094 Mission Impossible - Theme Tune
0396 Moving Too Fast - Artful Dodger
3706 Ms Jackson - Outkast
0099 Muppets - Cartoon Theme
1501 Music - Madonna
0353 My Love Is Your Love - Whitney Houston
1590 My Love - Westlife
1587 No Scrubs - TLC
0109 One Love - Bob Marley
0357 Oops I Did It Again - Britney Spears
0359 Out Of This World
3680 Played A Live (the Bongo Song) - Safri Duo
0108 Pretty Fly For A White Guy - Offspring
1515 Real Slim Shady - Eminem
0365 Re-Wind - Artful Dodger Fea. Craig David
1585 Rock DJ - Robbie Williams
1836 Rock - WWF Theme Tune
3673 Rollin - Limp Bizkit
0372 Scar Tissue - Red Hot Chilli Peppers
0128 Scooby Doo - Cartoon Theme
0374 Sex Bomb - Tom Jones
0377 She's The One - Robbie Williams
3710 Shut Up And Forget About It - Dane Bowers
1517 Sky - Sonique
1513 Stan - Eminem
1578 Silence - Delerium
0148 Star Trek - Film Theme
0151 Star Wars 3 - Film Theme
1586 Stomp - Steps
1841 Stone Cold Steve Austin - Wrestling Theme
3693 Stutter - Joe Feat Mystikal
0152 Superman - Film Theme
0382 Sweet Like Chocolate - Shanks And Bigfoot
3690 Teenage Dirtbag - Wheatus
0156 Teletubbies - Cartoon Theme
0387 The Bad Touch - Bloodhound Gang
3700 The Call - Backstreet Boys
3711 The Ladyboy Is Mine - Stuntmasterz
3676 The Next Episode - Dr. Dre/Snoop Dog
0132 The Simpsons - TV Theme
1579 The Way I Am - Eminem
0395 Thong Song - Sisqo
0157 Titanic - Film Theme
0394 Toca's Miracle - Fragma
0159 Tubular Bells - Mike Oldfield
3679 Touch Me - Rui Da Silva Feat Cassandra
0397 Tragedy - Steps
1514 Vindaloo - Fat Les
0005 Walk This Way - Aerosmith
3670 Whole Again - Atomic Kitten
1576 Who Let The Dogs Out - Baha Men
0404 Why Does It Always Rain On Me - Travis
0167 YMCA - Village People
3545 You'll Never Walk Alone - Football Theme
0407 You Say It Best - Ronan Keating
1512 Zombienation - Kernkraft

GREAT GRAPHICS

WRESTLING

THE ROCK 1835 | HARDY BOYZ 3040
APA PROTECTION 3042 | BUH-BUH RAY DUDLEY 3043
CHYNA 3044 | RAYON DUDLEY 3045
COOL 3046 | KANE 3047
KA KURT ANGLE 3048 | STONE COLD STEVE AUSTIN 3049
DEADMAN THE UNDERTAKER 3050 | HHH TRIPPLE H 3051
Y2J 3052 | RIKISHI 3053
TEST 3054 | BIG SHOW 3055
HARDCORE 3056 | WRESTLEMANIA 3057
RAW IS WAR 3058 | SMACKDOWN 3059

MUSIC

XZIBIT 4150 | ATOMIC KITTEN 4151
BACKSTREET BOYS 4152 | BAHA MEN 4153
COLDPLAY 4154 | CRAIG DAVID 4155
FATBOY SLIM 1682 | Dido here with me 4158
ORDER 4159 | dream 4160
FUN LOVIN' CRIMINALS 4161 | GORILLAZ 4162
Jakatta 4163 | limp bizkit 4164
melanie b 4165 | NELLY FURTADO 4166
OUTKAST 4167 | PAPA ROACH 4168
toploader 4171 | ARTFUL DODGER 4173

MUSIC

Spice Girls 1547 | EMINEM 1555
S CLUB 7 1564 | vengaboys 1668
Stereophonics 1670 | OASIS 1672
ABBA 1679 | BOLLAKASHA 4002
Staines 4011 | Shaggy 4110
Robbie 4111 | Britney 4113
ELVIS IS THE KING 4114 | Madonna 4115
Heartless 4117 | destiny's child 4157
RONAN 4169 | samantha mumba 4170
U2 4172 | METALLICA 0845

FILMS/TV

007 1550 | Buffy 1552
STUART LITTLE 1671 | The Matrix 1716
1719 | AUSTIN POWERS 1720
JEDI 1721 | SCREAM 1730
STAR WARS EPISODE I 0693 | 0566
POOH 0609 | 0635
0655 | X-MEN 1717
THE BLUES BROTHERS 0677 | 0681
MIB 0686 | AMERICAN PIE 0699
SPEED 0707 | TITANIC 0710

FOOTBALL

ROVERS 1469 | Charlton 1652
COVENTRY 1653 | IPSWICH TOWN 1654
LEICESTER CITY 1655 | I ♥ BECKHAM 1832
UNITED 3501 | the blues 3503
BARNSLEY 3930 | FOREST 3937
FULHAM FC 3938 | BRISTOL 3940
NORWICH CITY FC 3942 | POMPEY 3944
SHEFFIELD WEDNESDAY 3948 | THE BLADES 3950
3954 | TOBY TYKE 3956
TRANMERE ROVERS FC 3957 | THE HORNETS 3958

FOOTBALL

Arsenal 1461 | CHELSEA 1462
DERBY 1463 | EVERTON 1464
LIVERPOOL 1466 | Newcastle Utd. 1468
1475 | HEARTS 1481
SCOTLAND 1485 | Wolves 1489
Millwall F.C. 1546 | 1650
SUNDERLAND 1660 | TOTTENHAM HOTSPUR 1661
RED DEVILS 3511 | BOLTON WANDERERS FC 3932
CARDIFF CITY 3934 | CRYSTAL PALACE 3936
QPR QUEENS PARK RANGERS 3946 | WEST BROM FC 3960

For 1,000s more, go to the website: www.uniquelogos.co.uk

The following Nokia handsets can receive both tones and graphics- Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series Nokia 9000/9110. The Nokia 51xx series can only receive graphics. Tones are compatible with Sagem Models are MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC959(R) and Motorola T250, V50, V100 & V8088 (2001 models). Tones for Siemens and Ericsson cannot be sent over the order lines. See the Website for details. Calls to 0905 No costs 25p per min. Order line & fax cost £1.50 per minute, average call time 2.5 min. Calls from mobiles may cost more. A service of TAP, Borehamwood WD6 4PJ. Callers must be over 16 and get permission from the bill payer. Customer Support UK 0870-046-0047 (Ireland: 1850 927222) or write to Fun Tones, PO Box 9107, Birmingham B7.

COMPETITION

Win Stuff!

Yes, we've gone competition mad this issue! People keep offering us stuff to give away and so we thought 'why not?' Check out all the stuff we've got below and then skip to the second page to see how to enter!

The Mummy Returns

You can check out our review of new Game Boy Color title *The Mummy Returns* on page 58 of this issue, and once you've done that, pop back here for the chance to win some *cool Mummy Returns* movie stuff! Vivendi Interactive has given us five T-Shirts, five stickers, five tattoos, five copies of the Game Boy Color game and five pairs of tickets to see the movie!

WIN!
5 x Mummy Returns GBC Games
5 x Pairs of Tickets To The Movie
5 x T-Shirts
5 x Stickers
5 x Tattoos



The Dukes Of Hazzard: Racing For Home

We reviewed this game back in issue 50 and were more than a little impressed by it, so when Ubi Soft offered us a bunch of stuff to give away... why, we jumped at it. We've got a signed framed photo of the cast, two copies of the Game Boy Color title, two Daisy Duke's Jeep kits, two General Lees (the Duke's familiar orange car – also signed) and ten double-sided *Dukes Of Hazzard* posters. A must for fans of the TV series or the game!



WIN!
1 x Duke's Of Hazzard Signed Framed Photo
2 x Dukes of Hazzard GBC games
2 x Daisy's Jeep Kits
2 x Signed General Lees
10 x Dukes of Hazzard Posters

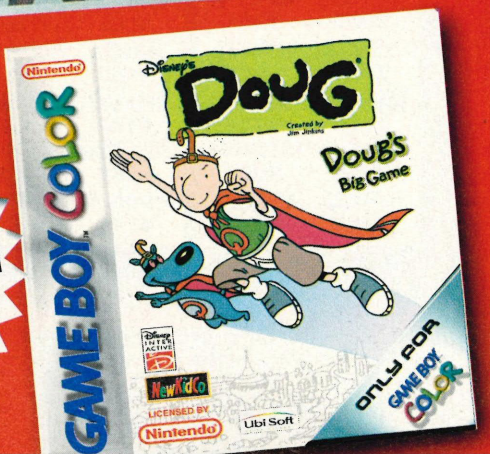




Doug's Big Game

Disney character Doug is the star of one of Ubi Soft's latest platformers for the Game Boy Color, *Doug's Big Game*. It's reviewed on page 54 of this issue, however you don't have to take our word for what it's like, because Ubi Soft has given us a Game Boy Color, a Game Boy carrying case and five copies of the game to give away to 64 MAGAZINE readers!

WIN!
1 x Game Boy Color Console
1 x Game Boy Color Bag
5 x Doug's Big Game



How To Win!

Right, we thought we'd make things simple for you. We're lumping all the stuff we've been given together in one big competition so that you only need to fill out the one entry form! Simply answer the questions below, and send the form back to us by the closing date of 26 July 2001 to stand a chance of winning.

First correct entry drawn from the hat after that date wins... (deep breath) a Game Boy Color Console, a Game Boy Color Bag, a copy of *Doug's Big Game*, a *Dukes Of Hazzard* signed framed photo, a copy of *Dukes Of Hazzard*, a Daisy's Jeep Kit, a General Lee, a *Dukes of Hazzard* poster, three *X-Men* games, a Mutant Cycle Set, a Mutant Electronic Talkback Figure, a Mutant Figure, a *Mummy Returns* T-Shirt, Sticker and Tattoo, a *Mummy Returns* game, a pair of *Mummy Returns* movie tickets, a copy of *The Emperor's New Groove* and two mugs!

Second place wins: a *Doug's Big Game*, a copy of *Dukes Of Hazzard*, a Daisy's Jeep Kit, a General Lee, a *Dukes of Hazzard* poster, *an X-Men* figure, a *Mummy Returns* T-Shirt, Sticker and Tattoo, a *Mummy Returns* game, a pair of *Mummy Returns* movie tickets, a copy of *The Emperor's New Groove* and two mugs!

The next three winners get: a *Doug's Big Game*, a *Dukes Of Hazzard* Poster, an X-Men figure, a *Mummy Returns* T-Shirt, Sticker and Tattoo, a *Mummy Returns* game and a pair of *Mummy Returns* movie tickets!

And five runners-up win a *Dukes Of Hazzard* poster and an *X-Men* figure.

You've got to be in it to win it though, and to do that you need to answer the following three worryingly simple questions:

Question 1: What's the name of Nintendo's successor to the Game Boy Color?
A: The Really Good Game Boy
B: The Game Boy Mediocre
C: The Game Boy Advance

Question 2: What's the name of the big videogames show in LA that at which Nintendo will be unveiling the GameCube?
A: E3
B: E4
C: R2D2

Question 3: Who was the designer on 64 Magazine up until last issue?
A: George
B: Nicky
C: Nigel

Name: .....
Age: .....
Address: .....
.....
.....
.....
Email (if any): .....
.....

From time to time you may be sent news about exciting new products and opportunities that might be of interest to you. If you do not wish to receive such information please tick this box.
Alternatively state clearly that you do not wish to receive this information on your postal entry.



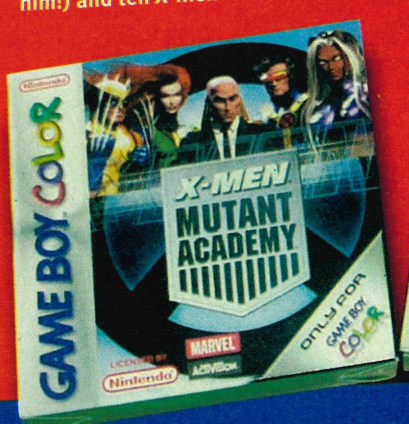
WIN!
3 x Activision X-Men Games
1 x Mutant Cycle Set
1 x Mutant Electronic Talkback Figure
10 x Mutant Figures





X-Men

Activision has already got quite a few *X-Men* titles in circulation with more on the way, and the company has teamed up with Vivid Imaginations to give you lot some pretty decent prizes. We've got three different *X-Men* Game Boy Color games to give away, plus an *X-Men* Mutant Cycle set, a Mutant Electronic Talkback figure (who shouts at you when you speak to him!) and ten *X-Men* mutant figures!





The Emperor's New Groove

Ubi Soft has been knocking out absolutely loads of Game Boy Color titles lately, and we reviewed *The Emperor's New Groove* back in our fiftieth birthday issue. If you fancy giving the game a try but find yourself a bit short of cash then you'll be pleased to know that Ubi Soft has kindly donated us two copies of the game and some rather cool *Emperor's New Groove* mugs to boot!

WIN!
2 x The Emperor's New Groove GBC Games
4 x Mugs



WHAT'S REVIEWED IN THIS ISSUE!

64 reviews

64 MAGAZINE





Pokémon Stadium 2

PAGE 36

More Pokémon than ever before – try and contain yourselves, please!



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.

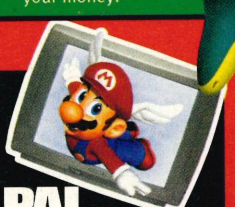
EXPANSION PAK Does the game have Expansion Pak's extras?

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.

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.

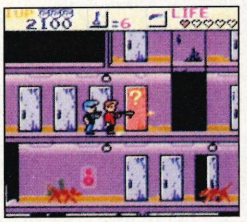
Average – a game that gets this score does its job adequately in this category, but isn't anything special.

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!

REVIEWS







Spiderman 2: The Sinister Six!
PAGE 42
Everyone's favourite webslinger gets his second handheld outing.

Elevator Action
PAGE 56
Do a John McClane in this handheld conversion of a classic arcade game.

The Mummy Returns
PAGE 58
Prepare yourselves for some not-very-good *Tomb Raider*-esque action

Rainbow Islands
PAGE 44
Classic arcade action with two small boys who used to be dragons!

Banjo-Tooie
PAGE 60
It's bears and birds time again with yet more 3D adventuring from Rare!

Mr Driller 2
PAGE 48
The blocks are back to invade the world! Who ya gonna call...?

Alone In The Dark: The New Nightmare
PAGE 66
Are you scared yet? Well, *are* ya? This is some pretty scary sh*t right here...

Aidyn Chronicles: The First Mage
PAGE 50
Wander aimlessly across a land populated by all manner of strange beasties.

GT: All Japan Racing
PAGE 70
The car's the star in this excellent Game Boy Advance racer.

Doug's Big Game
PAGE 54
Definitely not the most accurately-named game we've seen on the GBC...

WDL Thundertanks
PAGE 71
Fancy a bit of tank-based action on your Game Boy? Well... try this!

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!

90%-94% 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.

75%-89% 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.

50%-74% 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.

30%-49% 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.

10%-29% You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

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

64 MAGAZINE BOTTOM LINE

CONTROLS



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

ALTERNATIVES

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

RATING

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

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

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

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

OVERALL 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!

REVIEWS



Written by: Roy Kimber

NINFO

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Nintendo
Developer	Nintendo
Game Type	RPG/Beat-'em-up
Origin	US
Release	Out now (import)
Price	£64.99



$64,000 QUESTION

- ⊕ Great-looking Pokémon
- ⊕ 12 new mini-games
- ⊕ Addition of in-battle move explanations
- ⊕ Incorporates all the new Pokémon
- ⊕ More Game Boy compatibility options
- ⊕ Comprehensive Pokémon tutorial
- ⊖ Still requires the Game Boy games to get the most from it
- ⊖ Transfer pak not supplied
- ⊖ Essentially the same game as before



MEMORY OPTIONS

MEMORY:
Stores saved games, Pokémon, stats, badges and scores

CONTROLLER PAK
N/A

SUPPLIED BY

Video Games Centre
Contact info: 0102 527314

Pokémon



Got Gold and Silver? Then you'll probably want this!

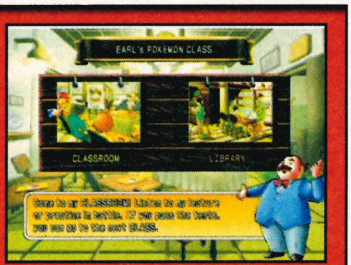
Following the release of *Pokémon Gold* and *Pokémon Silver* on the Game Boy Color, it comes as no real surprise that a new version of *Pokémon Stadium* has been produced. After all, Nintendo obviously realised long ago that repackaging what is essentially the same game with just a few changes doesn't mean that no-one's going to buy it – quite the opposite in fact!

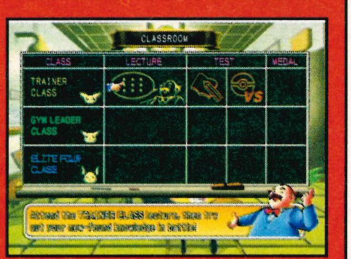
Pokémon Stadium 2, admittedly, has a few more enhancements over its predecessor than the *Gold* and *Silver* games have over *Pokémon Red*, *Blue* and *Yellow* on the Game Boy Color. But you'd expect that, considering that games on this format cost considerably more! For a change, we're not going to spend the initial part of this review explaining exactly what *Pokémon* is all about – let's face it, if you haven't worked it out by now then you're not gonna – and we're not even going to spend a few paragraphs lambasting *Pokémon* for the way the phenomenon has almost taken over the N64. The fact of it is, if it wasn't for *Pokémon*, the Nintendo 64 would – almost certainly – have died on it's butt quite a while ago, so we have the little strangely-named monsters to thank for the fact that the console has lasted this long.

"Pokémon Stadium 2 is a great game, with a few improvements over the original"

Back To School

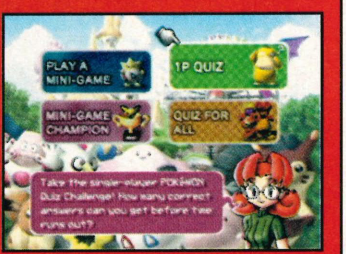
If you're a newcomer to Pokémon then when you initially load up *Pokémon Stadium 2* the first place you should visit is Earl's Pokémon Academy. Inside here you can attend special classes on Pokémon training, starting with the basics and working up to advanced handling and tactics.





Do You Know Your Pokémon!

Another new addition to the game since the original *Pokémon Stadium* is the quiz section. This requires you to answer as many questions as possible within a time limit, ranging from the ridiculously easy to the incredibly hard. The hard questions require you to have considerable knowledge of the Game Boy Color *Pokémon* games. Unfortunately, you don't win anything in the quiz – it's just for fun!









Stadium 2



Pokémon



GUTSY GOLBAT



Fly your Golbat along a horizontally-scrolling landscape, collecting hearts and avoiding getting any electric shocks. The Golbat with the most hearts at the end of the level is the winner!



BARRIER BALL



This is essentially a four-player version of *Pong*. Move your barrier left and right and try and deflect the ball into one of your opponents' goals. Trickier than it sounds!



TUMBLING TOGEPI



This mini-game is a fairly straightforward race. Guide the little Togepi down the screen to the finish line, avoiding the various obstacles in a bid to be the winner!

Pokéfun!

Yes, we've seen some of the greatest games in the console's life in the last year or so, but – aside maybe from *Goldeneye* and *Legend Of Zelda* – there can't have been many N64 games which have sold quite as many consoles as *Pokémon*. So for that we're grateful. However, like Shigeru Miyamoto (as interviewed in issue 45 of 64 MAGAZINE) we reckon that *Pokémon* has maybe held the limelight long enough and perhaps it's time for something new. We're not saying we want to see the end of the little critters, not by any means – they're already confirmed to be appearing on the Game Boy Advance and are pretty much a safe bet for an early GameCube title – however, we

"it's not anything earth-shatteringly innovative"

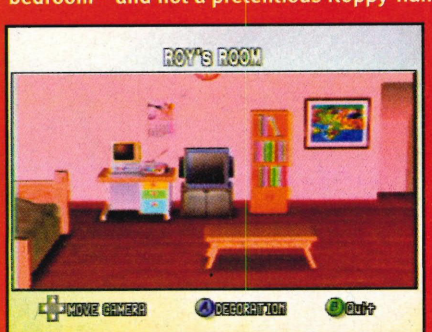
Choose!

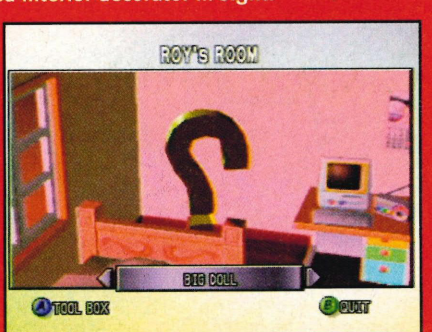
As a Pokémon trainer, you can have up to six Pokémon in your party. Of these, each time you battle, you get to take just three into the arena (unlike the six you can use in the Game Boy Color games). Choosing which three you take is important, as you need to be able to deal with a wide variety of opposing Pokémon, and therefore it's important to ensure that your three aren't all of a similar type. Half the battle is decided in the planning stages, so choose carefully!



Changing Rooms

If you've been playing through the Game Boy Color *Gold* and *Silver* Pokémon games, then you'll probably have come across various items of furniture and other bedroom-related items on your travels. If you connect your Game Boy cart to *Pokémon Stadium 2* via the transfer pak, then you can make use of these different items to redesign your on-screen bedroom – and not a pretentious floppy-haired interior decorator in sight!





Party 2

Yes, like its predecessor, *Pokémon Stadium 2* has a selection of mini-games which are very reminiscent of those in the recent *Mario Party* titles. Up to four players can take part in one of twelve different games on three difficulty levels, and all of them are pretty good fun. They are, in no particular order...



TOPSY-TURVY



Four spinning Pokémon in a circular ring – the idea of this one is to knock your opponents out of the ring a specific number of times without getting knocked out yourself.



CLEAR CUT CHALLENGE



Using some rather sharp Pokémon, the idea here is to cut the logs that drop down the screen as close below the white line as possible. Good reactions are needed here.



FURRET'S FROLIC



Each player controls a Furret, and as the game progresses, bigger and bigger balls are rolled onto the screen. The idea is to knock as many as you can into your goal.



PICHU'S POWER PLANT



This game looks simple but is actually quite tricky. You must move the D-pad in the direction of the electric rods, then hammer A or B as fast as possible to charge up Pichu.



RAMPAGE ROLLOUT



Hurtle round the track in a bizarre racing game. Utilize the whirlwind power-ups to hamper your opponents and be the first over the finish line to win!



STREAMING STAMPEDE



This is a very simple game – each round you must count specific Pokémon. As the difficulty level increases the Pokémon come faster and with more distractions.



DELIBIRD'S DELIVERY



A test of your memory and your joypad skills, this one! You must guide Delibird up and down the screen, avoiding hazards and collecting gifts which need to be delivered.



EGG EMERGENCY



As eggs drop from the sky you must move left and right to catch them, however you need to avoid the Pokémon that drop or you get a shock and lose eggs.



EAGER EEVEE



All four Pokémon run around in a circle, and the idea is to leap in and grab the items in the middle when the cover is removed. Not the best of the games, but fun for a while.





Handheld On The Big Screen!

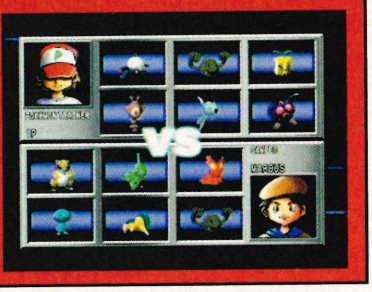
A particularly useful option in *Pokémon Stadium 2* is the facility – as in the original *Pokémon Stadium* – to play the Game Boy Color *Pokémon* games in their entirety through the N64 through the use of a Game Boy Transfer Pak. This means that you're not restricted to a small screen and seriously reduces the chance of eyestrain if you've got a decent-sized television to play on! As *Pokémon Stadium 2* has a lot of elements that interact with the Game Boy Color games (such as the opportunity for you to win game coins by doing the N64 quiz) it's very useful to be able to swap back and forth between them.



Challenge Cup!

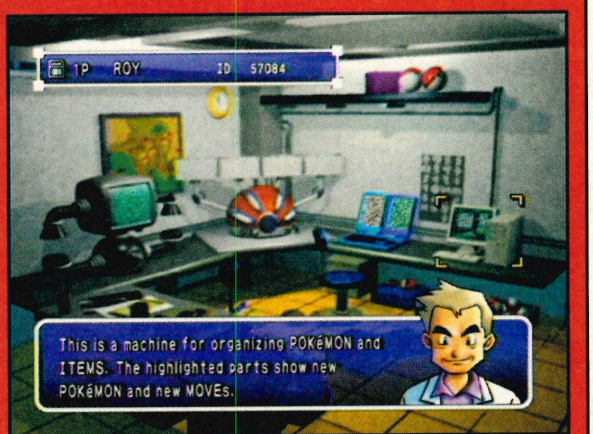
This is one of the numerous tournaments that is available within the game. If you choose to compete in this mode, then rather than letting you choose your own Pokémon, the game instead gives you a set of pre-selected ones to fight with. This is handy if you're new to the game and so aren't really sure which Pokémon to choose, plus it's also good experience as it forces you to take control of Pokémon that you might never have fought with before. In this way, you learn a lot about different monsters, and may well discover a type that you have a particular talent for handling. It's also a good mode for those *Pokémon* enthusiasts who haven't got a Game Boy Color and thus don't have any of the little monsters already trained up!





Come Up To The Lab...

It wouldn't be a *Pokémon* game without an appearance from the renowned Pokémon expert Professor Oak now, would it? The Professor's laboratory isn't far from the stadium and it offers you a variety of different functions, including the ability to organise your items and a Pokémon trading facility. There's also a rather slick Pokédex, which, like the one in the Game Boy Color games, allows you to check on the statistics of all the Pokémon you've encountered so far. It's essentially the same facility as in the Game Boy Color titles, except that the displays are much more impressive!







too would like some big new world-shaking game on Nintendo that doesn't necessarily involve little red and white balls and umpteen zillion strange, cute monsters. Okay? Good. On with the review.

Pokésequel!

Pokémon Stadium 2 is quite obviously the sequel to the hugely successful *Pokémon Stadium*. The game proved so popular in fact, that Nintendo ran a series of competitions around the world with it, culminating in the first ever Pokémon Olympics in Australia. Essentially, *Pokémon Stadium* was not so much a game in its own right, as more a showcase for the Game Boy Color versions of *Pokémon Blue*, *Red* and *Yellow*. These games put you in the role of an aspiring Pokémon trainer, who must travel the land, capturing Pokémon and training them up so they become the most powerful beasties around. *Pokémon* fans could battle the in-game trainers, or – if they so fancied it – take on human opponents via the Game Boy link-up facility. The only problem with all this was that the limited graphical capabilities of the Game Boy and the Game Boy Color meant that the monsters weren't visually all that impressive and the battles weren't terribly exciting to watch. Enter *Pokémon Stadium* and the Game Boy Transfer Pak. Plug your copy of *Blue*, *Red* or *Yellow* into the Pak, plug the Pak into an N64 controller, turn on *Pokémon Stadium* and before you know it your lovingly cared-for Pokémon are battling on the TV screen in stunning 3D colour! That was the theory and it seemed to take Pokémon fans by storm.

Now owners of *Pokémon Gold* and *Silver* can do the same with their Game Boy Color games, thanks to *Pokémon Stadium 2*. As before, the game allows you – via the Transfer Pak – to battle with your little monsters in impressive 3D. Also as before, there's the opportunity to play the entire Game Boy Color version (ie: the wandering around, RPG elements of it) on a normal television, via an option in *Pokémon Stadium 2*.

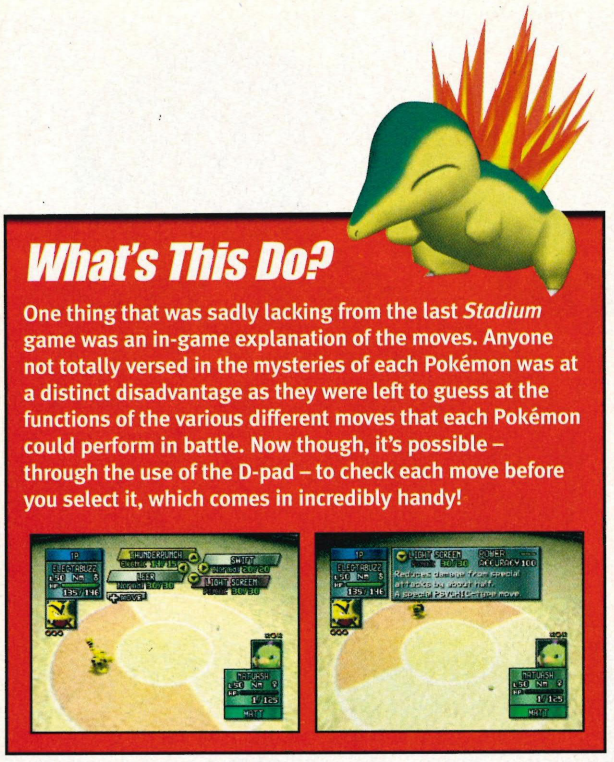
Pokéquiz!

New additions to the game since the original include some new mini-games, a Pokémon quiz and a few other tweaks, but at the end of the day, what you're basically getting is the same game again. This raises



[Above] ***So you're feeling a bit ill are you, Mr Haunter? Very well then, if you'd just like to stick your tongue out and say 'aah'...***

"Think of it more as a 'Pokémon Stadium: Deluxe Version', rather than a totally new game."

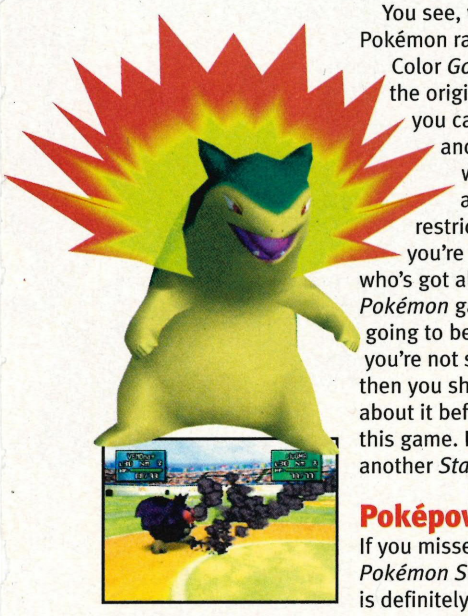


What's This Do?

One thing that was sadly lacking from the last *Stadium* game was an in-game explanation of the moves. Anyone not totally versed in the mysteries of each Pokémon was at a distinct disadvantage as they were left to guess at the functions of the various different moves that each Pokémon could perform in battle. Now though, it's possible – through the use of the D-pad – to check each move before you select it, which comes in incredibly handy!

something of a dilemma if you've already got the original game – is it really worth shelling out the cash for this new one? Well, yes, at least if you're a serious Pokémon fanatic.

You see, while you can't use Pokémon raised on the Game Boy Color *Gold* and *Silver* games with the original *Pokémon Stadium*, you can use the old *Red*, *Blue* and *Yellow* Game Boy games with *Pokémon Stadium 2* – albeit with a few restrictions. This means that if you're one of those obsessives who's got all the different Game Boy *Pokémon* games, then *Stadium 2* is going to be very handy for you. If you're not such a fanatic however, then you should definitely think about it before you dash out and buy this game. Do you really need another *Stadium* game, after all?







Poképower!

If you missed out on the first *Pokémon Stadium* though, then this is definitely the one that you want to consider. *Pokémon Stadium 2* has more options than the first game and – in addition to being compatible with the older Game Boy games as well as the new ones – it also has a few nice enhancements that make it much better for novice Pokémon trainers. Like the in-battle move explanations for example. The only catch is that the new game – in the US at least – doesn't come with the Game Boy Transfer Pak.

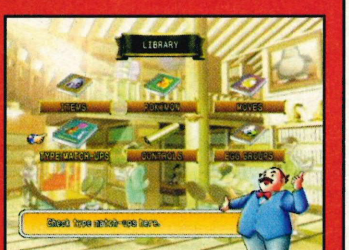
This means that if you haven't got the first *Pokémon Stadium* then to get the most out of this title you're going to need to get hold of a Transfer Pak elsewhere, and it's not yet known whether Nintendo will be selling it separately in the UK (as most N64 owners will know by now, peripherals like the Expansion Pak are almost impossible to get hold of in this country now, so whether Nintendo will release the Transfer Pak separately over here still remains to be seen).

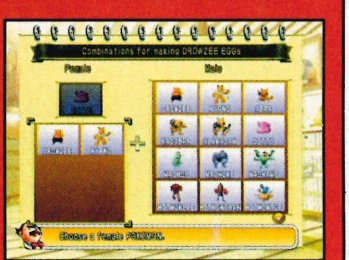
Pokémon!

At the end of the day, *Pokémon Stadium 2* is a great game, with a few improvements over the original, but it's not anything earth-shatteringly innovative. As such, if you've only a passing interest in Pokémon then it might be worth seeking out a second-hand copy of the original game instead, although obviously this won't allow you to play with any monsters that you've trained up on the Game Boy Color *Gold* and *Silver* games. Doubtless the fact that this is a Pokémon game will ensure that it sells loads to all the fans out there, but we're telling you now: don't expect anything that you haven't seen before. Think of it more as a *Pokémon Stadium: Deluxe Version*, rather than as a totally new game. ■

Book Smarts

In addition to the classroom option, there is another resource available to you if you want to learn more about Pokémon, namely: the Library. Here you find a wealth of information on all sorts of things from different Pokémon types to Pokémon breeding patterns. This is the place to go once you've got a firm base of Pokémon knowledge, as you need that in order to understand a lot of the more advanced stuff.





2nd Opinion

Rating

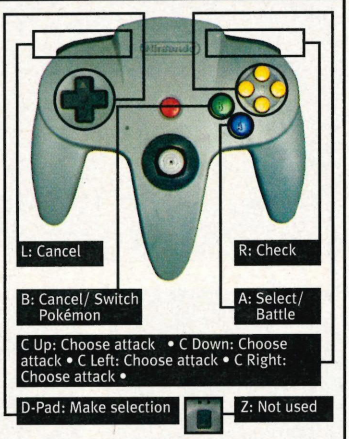


IPersonally, i feel that this is a bit of a con. If you liked the first *Pokémon Stadium* then this is more of the same, but frankly I find it dull! Instead of releasing two games, why didn't they just wait? Then you wouldn't have to pay for it twice!

Paul Gannon

64 Magazine Bottom Line

Controls



Alternatives

***Pokémon Stadium:* Nintendo**
Reviewed: Issue 39, 88%
***Pokémon Snap:* Nintendo**
Reviewed: Issue 45, 90%

Rating

Graphics



Audio



Gameplay



Challenge



Overall Score

89%

Soundbite:

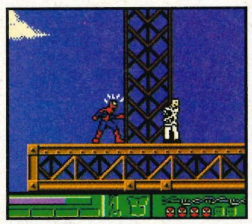
Essentially the same game again, albeit with a few useful improvements.

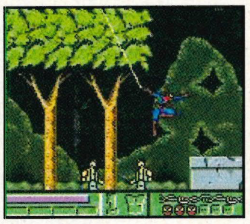


Written by: Paul Gannon



It's the return of the real king of the swingers!





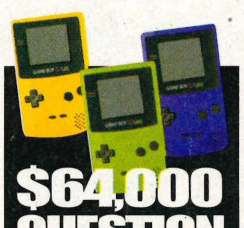


Spider-Man 2: The

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	Activision
Developer	Torus Games
Game Type	Platform





$64,000 QUESTION

- ⊕ Cling to any surface!
- ⊕ Masses of action
- ⊕ A strong challenge
- ⊖ Can get a little boring

We're all aware that he can 'do whatever a spider can', but Spider-Man also has a lot of advantages that a regular spider would be jealous of. For instance, when Spider-Man is taking a bath he doesn't have to put up with a woman screaming at him. He certainly doesn't end up underneath a cup, being escorted outside by a rather miffed boyfriend, does he? Or what about when he's using a drainpipe to climb the side of a building, does the rain come down and flush him out? No! It's also a fact that he doesn't get a bunch of nasty little kids chasing after him so that they can pull his legs off. (Paul! Talk about the game! Remember, the *game*? – Roy.) Er... so, in many respects he's lucky, but unlike a spider, Spider-Man does have to put up with the constant threat of evil forces kidnapping his relatives. It's this very problem that Spider-Man (AKA: Peter Parker) has to deal with in this latest Game Boy Color outing.

Web Wise

Yes, Spidey fans, it looks as though a whole host of trouble is about to hit town and everyone's favourite webslinger is the only guy able to take on some of the most nefarious criminals to ever grace the Game Boy Color. By running, swinging and fighting your way through a shed-load of action-packed levels, you (as Spidey) must take on the enemy in order to save your aunt from the clammy clutches of a mysterious foe!

The action is viewed in the usual side-scrolling platform style which is typical of the GBC. What is *not* typical is that because this is Spider-Man we are talking about here, he can cling to nearly any surface and he can also sail through the air thanks to his webslinging, swinging powers! This opens up the playing arena to encompass not just the ground but to places high above, including the buildings that tower over the various areas, which makes for fantastic freedom of movement and ensures that the game is a great deal of fun to get into.

It also means this game is not as straightforward as other platform games. Instead of simply moving left to right whilst whacking the odd enemy until you get to the end, you instead get to go in any direction you like. In many cases you have to explore every square inch to fulfil your objectives which ultimately benefits the gameplay immensely!

Kerb Crawling

The game itself looks rather fantastic. The main bulk of the game captures the cartoon look of the comics



[Above] *That vending machine has tricked me again! I wanted cheese and onion crisps and the bleedin' packet got stuck! Grr!*



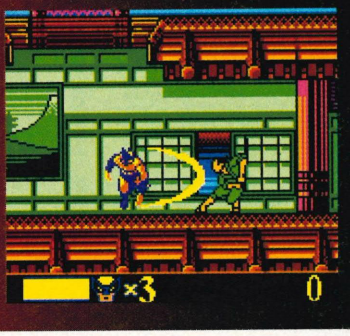
[Above] *'Boof'? What kind of a sound effect is 'Boof'? Sounds like something out of that old, camp Batman TV series!*



Marvel-lous!

That's not all folks! As it happens there are a few more Marvel Comics-based videogames due to arrive in the not too distant future, on your GBC or GBA! Apart from a few *X-Men* titles, some of which you may already be familiar with (*Mutant Academy*?), the man of the moment, Wolverine himself, has been granted his own Game Boy Color outing! It's called *Wolverine's Rage* and features a whole load of jumping, bashing and slashing for you to get to grips with! Take a peek at these screenshots and wait with bated breath until a review comes your way!





Sinister Six!

"Spider-Man is a tip-top platform title and certainly one of the best of its genre."

perfectly. The cut-scenes too look just as marvellous. Spider-Man is animated well so he moves fluidly across the levels. Each leap, punch or crawl looks good and feels easy to control. Possibly the only drawback to this would be that the collision detection seems a little off. Sometimes you can land a punch on a heinous villain while not seeming to be all that close to him, which may not sound too bad from a player's point of view, but when the same can be said for an attack on Spider-Man, it soon becomes obvious that this is not always an ideal situation!

The only other problem is that all the levels are fairly similar, with little or no variety to spice up the challenge. While it might take you quite a while to get through the whole game, the fact that every level offers you the same basic challenge can make it quite tedious after a while. In fact, it's only the end of level bosses that break up the monotony of the main bulk of the game. To be honest though, *Tomb Raider* had similar problems and yet that was still an extremely addictive title!

Overall, you can forgive the game's shortcomings because *Spider-Man 2* is a tip-top platform title and certainly one of the best of its genre. For those of you with a taste for adventure and a penchant for action, mixed with a wee bit of strategy, this game is just about perfect! ■



[Right] ***Ooh, what a feeling! When I'm dancing on the ceiling! Y'know from this angle, I can see right up that guy's trouser leg. Yikes!***



2nd Opinion

Rating

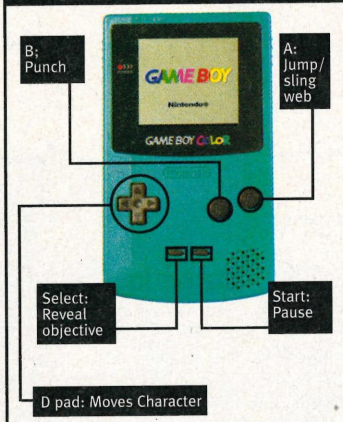


→ I've got to admit it – I was VERY impressed by this game! I expected another duff platformer and instead Torus has come up with an INCREDIBLE platformer! *Spider-Man 2* is incredibly versatile and handles like a dream. Check... this... out!

→ **Roy Kimber**

64 Magazine Bottom Line

CONTROLS



ALTERNATIVES

Tomb Raider: **THQ**
Reviewed: Issue 43, 97%
Donkey Kong Country: **Nintendo**
Reviewed: Issue 47, 90%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

89%

Soundbite:
Top platform action for all 'true believers'!



Written by: Roy Kimber

Rainbow

Eat rainbow, insufferably cute animal scum!

NINFO

Link cable	No
Infared	No
Built in rumble	No
Saves?	No save
Publisher	TDK Mediactive
Developer	TDK Mediactive
Game type	Platform



$64,000 QUESTION

- ⊕ Gorgeous graphics
- ⊕ Incredibly addictive gameplay
- ⊕ 11 different worlds
- ⊖ No save option

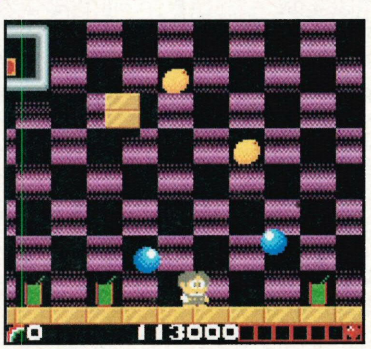
TDK Mediactive is new to the world of videogames, its first foray into Game Boy Color territory coming in the form of Game Boy versions of fairly old arcade licences. The first, *Elevator Action* (reviewed elsewhere in this issue) is a fairly entertaining game. The next: *Extreme Sports* is – frankly – pants, so much so that we decided it wasn't worth reviewing. The real jewel in the crown for TDK though, and the game which every (every!) self-respecting Game Boy Color owner should have in their collection, is a masterpiece of platform action by the name of *Rainbow Islands*.

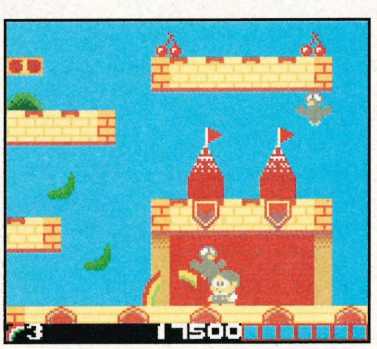
Long-term gamers will be familiar with this title, which met with some considerable success both in the arcade and on various home gaming formats in the days before the PlayStation and the N64. The plot of the game is simple: a pair of small boys called Bub and Bob (who used to be dragons, but more on that in a minute) have to save a little archipelago called the Rainbow Islands. This is a tiny cluster of islands upon which all sorts of weird and wonderful creatures live strange and bizarre lives.

Somewhere...

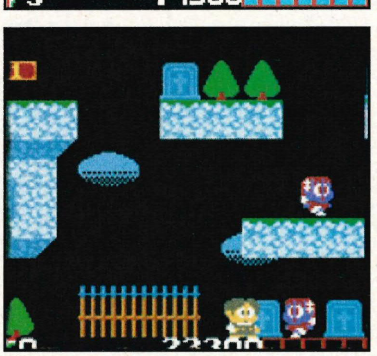
Now, if you're old enough, then you'll probably remember *Bubble Bobble*, a terrific arcade game (which has also been released on the Game Boy Color) which starred two little dragons – the aforementioned Bub and Bob – who had to fight through level after level of strange meanies in a quest to save their girlfriends, with naught but a strange capacity for blowing bubbles and a few handy power-ups to help them.

Bubble Bobble was simple, cute and incredibly addictive and thus it was inevitable that it would spawn a sequel. Rather than just produce another identical game with different levels though, arcade-meister Taito instead came up with a slightly different concept. Bub and Bob became human, and instead of bubbles, they fired rainbows (as you do) and thus *Rainbow Islands* was born (shortly afterwards the boys







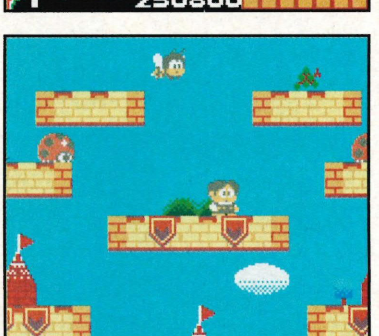




[Right] *Bub contemplates the purchase of a new Nike running shoe which should give him a rather nice turn of speed.*

[Right] *This metallic level is populated by angry robots and has all sorts of things dropping from above – Bub needs to wear a hard hat!*



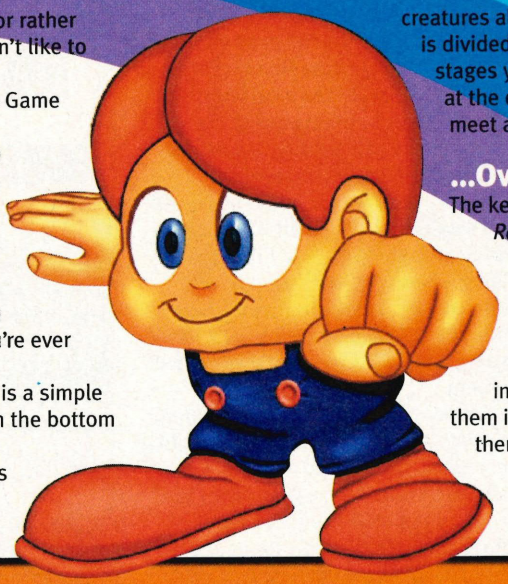


Islands

swapped their rainbows for rather camp parasols, but we don't like to talk about that).

Rainbow Islands on the Game Boy Color is a practically flawless conversion of the arcade game. Unfortunately it's only one-player (a link-up option would've been the icing on the cake!) but despite this it's one of the most addictive games you're ever likely to play.

The object of the game is a simple one – make your way from the bottom of each stage to the top, collecting various bonuses and avoiding/offing all manner of nasty creatures along the way. Each island is divided into six stages, every two stages you get a bonus, and then at the end of the sixth stage you meet a huge level boss.



...Over The Rainbow...

The key to the addictiveness of *Rainbow Islands* is in the rainbows. These function as weapons, as a means of getting about, and as a way of uncovering hidden bonuses. Fire a rainbow into a bad guy, and you turn them into a fruit which you can then collect for extra points. Drop a rainbow on a bad guy however (accomplished by making a rainbow and then jumping through it, causing it to fall down the screen) and it turns into something more special – either a high-scoring object or a power-up of some kind. Falling rainbows also often reveal previously invisible items.

In addition to their offensive capabilities though, your rainbows also make exceedingly good bridges. Once you've got the hang of it, it's possible to make your way up the screen without ever needing to stand on a platform, and indeed, on the later levels you pretty much have to do just that!

Da Boss!

At the end of each of the islands, you come across a huge boss monster. These are all themed to match the island, and strangely, their toughness doesn't always match the difficulty level of the island – ie: some of the early bosses are incredibly tricky while a few of the later ones are a complete walkover! Essentially, defeating each boss is simply a matter of learning their attack pattern and keeping out of their way!

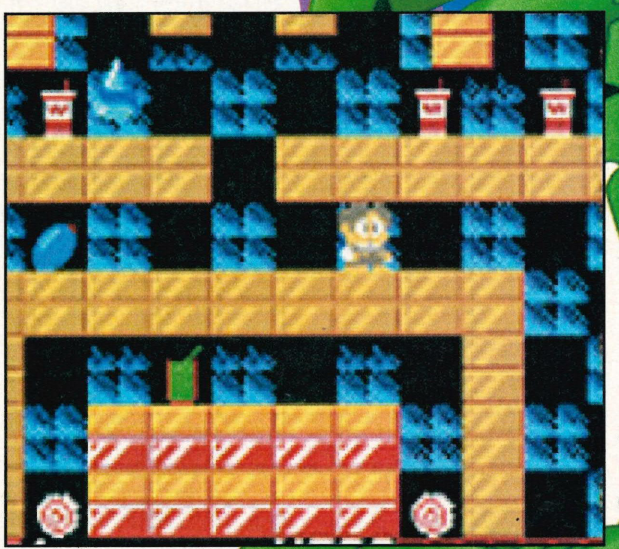




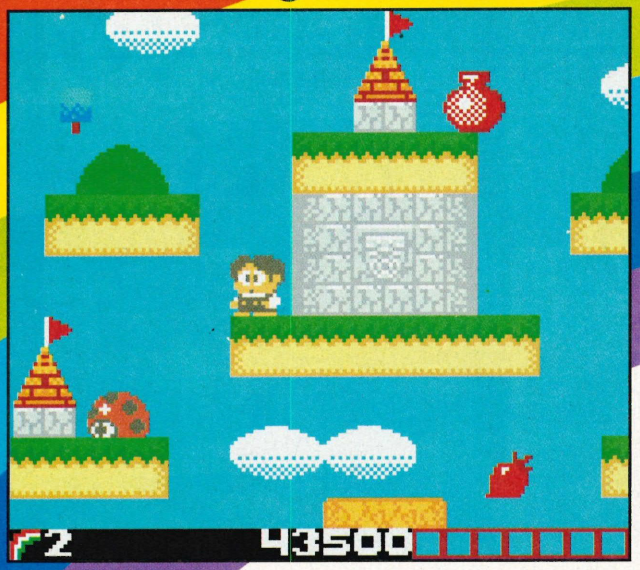




"The game which every (every!) self-respecting Game Boy Color owner should have in their collection"



[Above] *This level looks remarkably similar to one from the arcade game that preceded Rainbow Islands: Bubble Bobble.*





2nd Opinion

Rating



→ IWho cares about fancy graphics when solid gameplay more than grabs your attention? This classic game, although not very taxing, will certainly keep you occupied and entertained for as long as any other title around. Simple, fun and engrossing stuff.

→ **Paul Gannon**

"Ultra-addictive classic arcade gameplay"

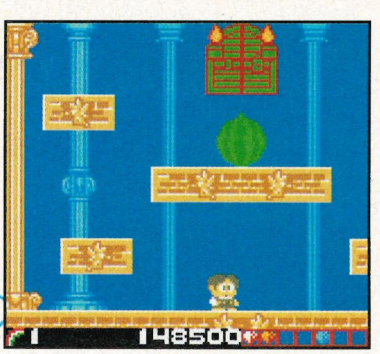
Initially you can only fire single rainbows and they come out fairly slowly, however by collecting potion power-ups you can increase the number of rainbows you can utilise, and the speed at which they are produced. You can also get a running shoe, which increases the speed of your movement – very useful against the nippier enemies.

...Way Up High!

The game is divided into three different modes – Story mode, Score Attack and Time Attack. In Story mode you initially have access to six different themed islands, each of which has its own particular look and suitable enemies (like Insect Island, for example, where all the bad guys are insects or variations thereof). Finish all the islands in Story mode successfully and you get access to a seventh, Dragon Island. However, play the game in one of the other two modes, and you get access to yet more islands – a total of 11 in all – each with six stages and an end-of-island boss. While it *is* possible to get through the initial six stages fairly quickly, the later islands ensure that you'll have plenty to keep you coming back to the game, long after you would've tired of others.

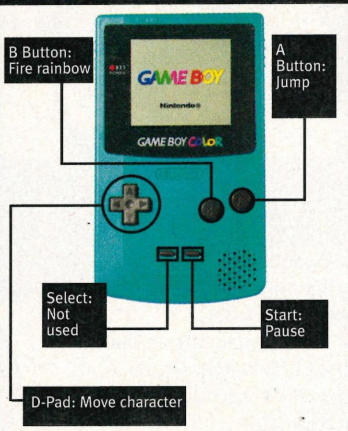
The only real downside to *Rainbow Islands* is that there is no save facility, not even a password, and this is a shame because it means you lose all your scores once the machine is turned off. Despite this though, the game is an absolute must-buy, with ultra-addictive classic arcade gameplay and some of the best graphics yet seen on the Game Boy Color. Oh... and it has some of the catchiest music too! If you've got a Game Boy Color, then you really need to get a copy of *Rainbow Islands*, it's as simple as that! ■





64 Magazine Bottom Line

CONTROLS



ALTERNATIVES

Donald Duck: **Ubi Soft**
Reviewed: Issue 46, 90%
Rayman: **Ubi Soft**
Reviewed: Issue 43, 87%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

93

Soundbite:
Ultra-addictive classic platform action!

Inspector Cheats

UK's No1 CHEAT SERVICE

if you've got the game... WE'VE GOT THE CHEAT!

OVER 4000 CHEATS

MANY MORE GAMES AVAILABLE

A
Aero Wings
Air Force Delta
Alien V Predator
Alpha Centuri
Alundra
Alundra 2
Armada
Armored Core 2

B
Battlezone 2
Berserk
Biohazard 2
Black/Matrix AD
Blue Stinger

C
Carrier
Ceasar III
Champ Manager 2
Chef's Luv Shack
Chu Chu Rocket
Civilization
Colonization
Command and Conquer 2
Cool Boarders
Cool World
Crazy Taxi
Cutthroats
Cyberia

D
Dark Forces 2
Dark Seed
Darksun
Daytona USA 2
Dead or Alive 2
Dead Or Alive 2
Deathtrap Dungeon
Descent 2
Descent 3
Diablo
Die hard Trilogy
Discworld
Discworld 2
DrumMania
Dynamite Cop
Dynasty Warriors 2

E
EA Sports Cricket
Earthworm Jim 2
Earthworm Jim 3D
Ecco the Dolphin
ECW Hardcore Revolution
Eternal Ring
Evolution
Evolution: The World Of Sacred Device
Expendable
Extreme G2

F
F355 Challenge
Fighting Force 2
Flag to Flag
Flight Unlimited 2
Four Wheel Thunder
Fox College Hoops 99
Full Throttle
Future Wars

G
Gauntlet Legends
Gemfire
Get Bass
Get Medieval
Giga Wing
Gradius III & IV
Grand Theft Auto 2
Gunbird 2
Gundam side story 0079: Rise from the ashes

H
HardCore Heat
Hardcore Heat
House of the Dead
Immortal

I
Ishar 3

J
James Bond
Jikkyou World Soccer 2000
Jimmy White's 2: Cueball
JoJo's bizzare Adventure

K
Kessen
Killer Loop
King of Fighters Dream Match '99

L
Legacy of Kain

M
Mag Force Racing
Maken X
Marvel vs. Capcom 2: New Age Of Heroes
Marvel V's Capcom
MDK
MDK 2
Men in Black
Metal gear Solid
Metal Slug
Might & Magic 8
Mission Impossible
Mortal Kombat Gold
Mr Driller
Myth
Myth 2 Soulblighter

N
Namco Museum
NBA 2K
NBA Showtime: NBA on NBC
NFL 2000
NFL Blitz 2000
NHL 2K
Nightmare Creatures 2
Nocturne

O
Outcast
Overseer

P
Parasite Eve
Plasma Sword
Pokemon Stadium
Pop'n Music
Power Stone
Power Stone 2
Psychic Force 2012
Puyo-Puyo 4

Q
Quake
Quake 2

R
Racer
Rainbow 6
Rayman 2: The great Escape
Re-Volt
Red Alert
Resident Evil
Resident Evil 2
Resident Evil DC
Resident Evil: Code Veronica
Ridge Racer 4
Ridge Racer 5
Roadsters
Robotron X
Rogue Squadron

S
Samba de Amigo
Seaman
Sega Rally 2
Settlers 3
Shadow Tower
Shadowman
Shutoko Battle
Shutoko Battle 2
Silent Hill
Silver
Sin
Sky Surfer
Slave Zero
Sonic & Knuckles
Sonic Adventure
Soul Edge
Soul Fighter
Soul Reaver
Soul Reaver
South Park Rally
Space Channel 5
Space Quest 2
Speed Devils
Street Fighter Alpha
Street Fighter EX 3
Street Fighter III 3rd Strike
Striker Pro 2000
Super Gokuden Messiah
Super Runabout
Super Speed Racing

T
Tech Romancer
Tee-Off
Tekken Tag Tournament
Test Drive 6
The Dig
The House Of The Dead 2
Theme Hospital
Thief
Time Stalkers
TNN Motorsports
Tokyo Extreme Racer
Tomb Raider 3
Tony Hawk's Pro Skater
Toy Commander
TrickStyle

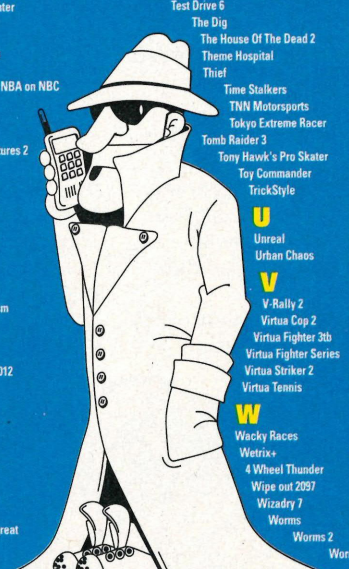
U
Unreal
Urban Chaos

V
V-Rally 2
Virtua Cop 2
Virtua Fighter 3tb
Virtua Fighter Series
Virtua Striker 2
Virtua Tennis

W
Wacky Races
Wetrix+
4 Wheel Thunder
Wipe out 2097
Wizadry 7
Worms
Worms 2
Worms Armageddon
WWF Attitude
WWF: Royal Rumble

Y
Yoshis Story

Z
Zelda
Zombie Revenge
Zork III



UNDER 16s RING:
0905 072 0014

OVER 16s RING:
0905 072 0019

OVERSEAS +44 (0)702 167 0002
CUSTOMER SERVICE NBR 0702 160 0010

SEE OUR COMPETITION PAGE AND WIN GREAT PRIZES ON:
www.dialandwin.co.uk

SEE OUR WEB PAGE ON: www.cheatnetwork.co.uk

PLAYSTATION, PLAYSTATION 2, NINTENDO, DREAMCAST, GAMEBOY, PC, SAGA, SATURN

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00; the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put

---

WE BUY, WE SELL WE EXCHANGE
TRADING BY POST IS EASY

GAMESTATION

THE UK'S LARGEST INDEPENDENT VIDEO GAMES RETAILER

WHERE IT'S NEVER GAME OVER

OFFERING YOU THE LARGEST SELECTION OF NEW & USED GAMES IN THE UK

BIRMINGHAM, BOLTON, BRADFORD, BRISTOL, BROMLEY, CAMDEN, COLCHESTER, COVENTRY, CROYDON, DERBY, HULL, IPSWICH, LEEDS, LEICESTER, LUTON, MANCHESTER, NEWPORT, NORTHAMPTON, NOTTINGHAM, PETERBOROUGH, PLYMOUTH, PORTSMOUTH, READING, SOUTHEND, SUTTON, TAMWORTH, WAKEFIELD, WALSALL, WATFORD, WEMBLEY, WOLVERHAMPTON, YORK.

Want **cash** for your old games?
Want to **exchange** your old games?
Looking for the best price on **new & pre-owned** games?
CALL..0870 876 1444
OPENING HOURS: MON-FRI 9am-6.30pm SAT 9am-5pm

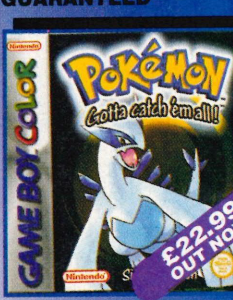
special offers!

LOWEST PRICES GUARANTEED

NEW RELEASES



POKEMON GOLD



POKEMON SILVER

£37.99	£49.99	£19.99



BANJO TOOIE



CONKER'S BAD FUR DAY



POKEMON SNAP

Why pay more? Get a

pre-owned

game you want FOR LESS

ALL PRE-OWNED TITLES ARE GUARANTEED



1080 SNOWBOARDING	£10.99
BANJO KAZOOIE	£14.99
BODY HARVEST	£5.99
DIDDY KONG RACING	£12.99
DONKEY KONG + EXP	£29.99
GOLDENEYE	£13.99
ISS 2000	£26.99
JET FORCE GEMINI	£16.99
MARIO GOLF	£22.99
MARIO TENNIS	£28.99
MISSION IMPOSSIBLE	£10.99
OPERATION WINBACK	£26.99
PERFECT DARK	£29.99
POKEMON SNAP	£23.99
RAINBOW SIX	£19.99
ROGUE SQUADRON	£14.99
SMASH BROTHERS	£27.99
STAR WARS - RACER	£14.99
WORLD IS NOT ENOUGH	£28.99
WRESTLEMANIA 2000	£22.99
WWF NO MERCY	£32.99
ZELDA	£14.99
ZELDA 2: MAJORA'S MASK	£32.99





(CALL FOR OTHER TITLES)





Want cash for your old games? We will pay you

cash

for the following



DAIKATANA	£17
DIDDY KONG RACING	£8
DONKEY KONG + EXP. PAK	£22
FLYING DRAGON	£10
MARIO KART	£8
MARIO PARTY	£20
MARIO PARTY 2	£20
MYSTICAL NINJA 2	£15
NEW TETRIS	£10
OPERATION WINBACK	£20
PERFECT DARK	£22
POKEMON STADIUM	
+ TRANSFER PAK	£22
RAINBOW SIX	£12
RAYMAN 2	£15
SMASH BROTHERS	£20
TONY HAWK'S SKATEBOARDING	£20
TRACK & FIELD 2	£15
WCW MAYHEM	
WORLD IS NOT ENOUGH	£20
WORMS ARMAGEDDON	£8
WWF NO MERCY	£22
ZELDA 2	£22





(CALL FOR OTHER TITLES)





Got games you don't want?

trade them

against other games and receive the following value!



ALL STAR TENNIS	£14
BATTLETANX GLOBAL ASSAULT	£14
CASTLEVANIA LEGACY OF DARKNESS	£15
CRUISIN WORLD	£12
DUKE NUKEM ZERO HOUR	£12
GAUNTLET LEGENDS	£14
ISS 2000	£24
JET FORCE GEMINI	£12
MARIO GOLF	£18
MARIO KART	£12
MARIO PARTY	£24
MARIO PARTY 2	£24
MARIO TENNIS	£23
OPERATION WINBACK	£23
PERFECT DARK	£25
POKEMON STADIUM & TRANSFER PAK	£25
RAINBOW SIX	£16
RAYMAN 2	£18
SMASH BROTHERS	£24
TONY HAWK'S SKATEBOARDING	£24
TOY STORY 2	£20
WAIALEE COUNTRY GOLF	£12
WAR GODS	£10
ZELDA 2: MAJORA'S MASK	£25





PLEASE NOTE WE UPDATE OUR PRICE LISTS DAILY
THIS LIST IS CORRECT AT TIME OF GOING TO PRESS
PLEASE PHONE FOR CURRENT PRICES AND AVAILABILITY

GAMEBOY COLOR Dreamcast

GAMESTATION SPECIALISE IN NEW & PRE-OWNED GAMES

PROOF OF POSTAGE IS NOT PROOF OF RECEIPT
PRICES CORRECT AT TIME OF GOING TO PRESS
PRICES SHOWN APPLY TO MAIL ORDER SHOPPING ONLY AND ARE NOT ALWAYS THE SAME IN STORE
TO AVOID DISAPPOINTMENT PLEASE CALL TO CHECK STOCK AVAILABILITY
ALL CASH AND TRADE-IN PRICES ARE FOR GAMES WITH BOXES AND INSTRUCTIONS, AND IN REASONABLE CONDITION

NO07

GAMESTATION
PO BOX 47
YORK
YO30 4YY

Name
Address
Postcode
Tel
email

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

THANK YOU

☐ Card ☐ Postal-order ☐ Issue no ...../.....
Expiry date ...../.....

GAME TITLE	PRICE
P&P	
cheques payable to GAMESTATION TOTAL	

☐ Cheque
Card no .....

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

TRADING PRICES MAY VARY DEPENDING ON THE CONDITION OF THE GAME
ALL OFFERS ARE SUBJECT TO AVAILABILITY WHILE STOCKS LAST
THESE OFFERS MAYBE WITHDRAWN WITHOUT NOTICE
ORDERS UNDER THE VALUE OF £30 P&P £1 PER ORDER
FOR FULL TERMS AND CONDITIONS APPLY TO
GAMESTATION PO BOX 47 YORK YO30 4YY

24/05 24/05

Written by: Chris Blyth





Mr Driller 2

NINFO

Link cable	Yes
Number of players	2
Saves?	To Cart
Publisher	Nintendo
Developer	Namco
Game type	Arcade puzzler
Origin	Japan
Release	Out now (import)
Price	£54.99

Eat your heart out Bob the Builder – there's a new workman in town!

Mr Driller – darling of the Sega Dreamcast and recent star of his own Game Boy Color title – has made his debut appearance on the new Game Boy Advance... and this time he means business! So what new adventures does this latest game send our hero's way you ask? Well he has to drill through layer upon layer of blocks. And that's about it. There's no jumping. There's no climbing. There's definitely no shooting. There's just drilling, drilling and more drilling. This is a basically a very, very simple game.





At the beginning of each stage you start off at ground level (which – in this case – is the top of the stage) and then using your trusty drill you have to bore your way down as far as possible into the ground. This ground is made up of *Tetris*-style blocks which must be removed one at a time. However, the gameplay isn't as easy as it sounds because if you remove a block that was supporting another one then the upper block falls down on top of you and Mr Driller becomes an instant pancake. Game Over man!

The idea is to be very careful which blocks you remove, but if you do cause a block to fall then you have to drill like hell to get out of the way. Of course, in doing this you might well start another fall of blocks... and so it continues. In addition to this, being under the ground, air is limited and so your oxygen supply runs out after a certain amount of time which means you have to keep collecting air-tanks in order to stay alive.

Blockbuster!

At times this game gets to be very fast and very, very frantic because you are drilling as fast as possible to get some more oxygen, but at the same time you need lightning-fast reactions to avoid all the falling blocks. The downside to the game is that – like in the first title – in *Mr Driller 2* every level is ultimately very similar and so there is little variation in the gameplay. You just spend your time drilling down and down. This might seem almost boring to the untrained eye but in fact you get so absorbed in the game that you find you can't put it down... you just can't stop that drilling!



While *Mr Driller 2* does look like a game for kids – and will doubtless



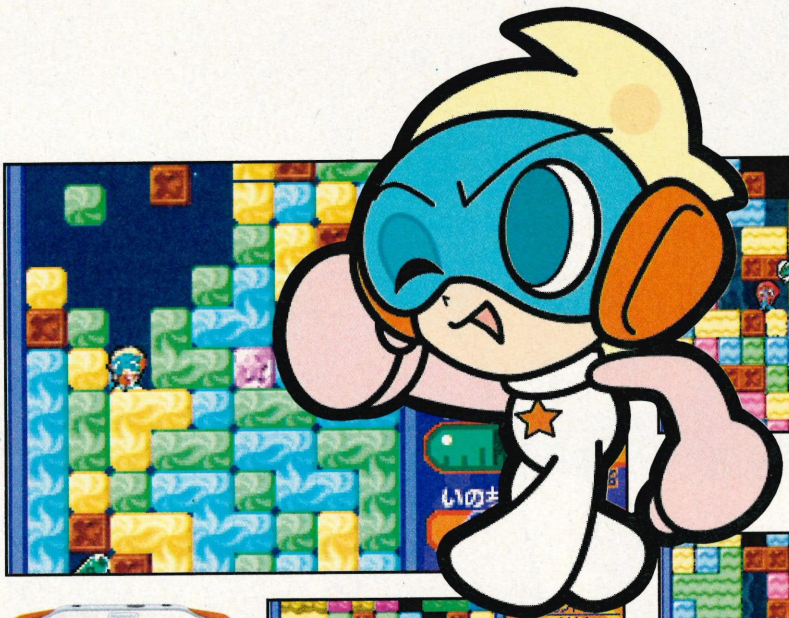


[Above] *This patio is designed to make passing birds crashland, providing a cheap alternative to Sunday roasts.*



[Above] *Carol Vorderman dressed very strangely indeed for the Japanese pilot edition of Countdown.*





[Above] ***Well, well, Mr Driller...looks like your time could be up!***





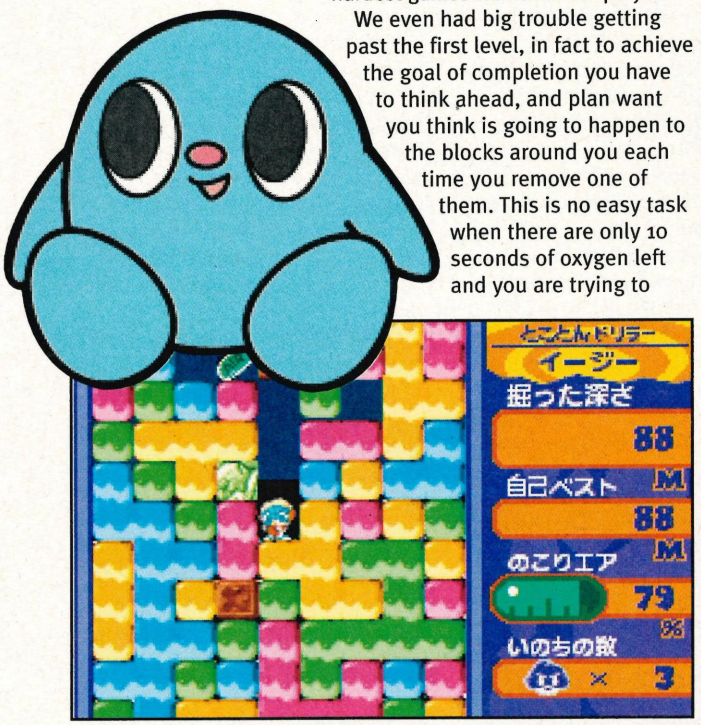
$64,000 QUESTION

- ⊕ Crisp 2D graphics
- ⊕ Fast and fun
- ⊖ It's very hard
- ⊖ The levels are all pretty similar to eachother

attract them with its simple gameplay and cute, colourful graphics – it isn't necessarily, it fact it's a regular wolf in sheep's clothing... it's one of the hardest games we have ever played!

We even had big trouble getting past the first level, in fact to achieve the goal of completion you have to think ahead, and plan want you think is going to happen to the blocks around you each time you remove one of them. This is no easy task when there are only 10 seconds of oxygen left and you are trying to move downwards as quickly as is humanly possible!

Mr Driller 2 is a fun game but may not be what many people want from the Game Boy Advance. The general consensus seems to be for new games, not old Game Boy Color games with polished graphics and just an extra number stuck on the end of the title. *Mr Driller 2* is very limited in gameplay variety so don't expect to be playing in a rich 3D environment. However, that said, the whole thing is incredibly addictive and very simple to just pick up and play, with the added bonus of cheesy music which will doubtless be great for driving your family mad on a long car journey. *Mr Driller 2* is a very unusual game. To be honest it's a lot like Marmite in videogame form. You're going to either love it or hate it! ■



"You're going to either love it or hate it!"





[Above] ***Okay, so it won't singe off your eyebrows with its graphics, but puzzle games are normally a bit dull to look at!***

2nd Opinion

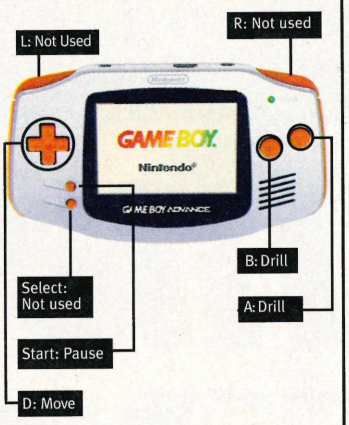
Rating

→ As a puzzle game, this little beauty is complusive, addictive and a whole lot of fun. Although quite tough in parts, there are so many options available that it'll be a long time before you get bored with it. It's damn fine to be honest, I love it!

→ **Paul Gannon**

64 Magazine BOTTOM LINE

CONTROLS



ALTERNATIVES

***Mr Driller*, Namco**
Reviewed: Issue 50, 91%
***Lemmings*, Take 2**
Reviewed: Issue 45, 93%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

80%

Soundbite:
Incredibly addictive but ultimately repetitive puzzler.

REVIEWS



Written by: Alex Jones

Aidyn Chroni

The First Mage

Prepare to battle all manner of goblins and mages and knacker your sturdy walking shoes in this latest 64-bit trudge-fest!

NINFO

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	THQ
Developer	THQ
Game Type	RPG
Origin	US
Release	Out now (import)
Price	£64.99

RPGs are not, at first glance, all that thrilling. Picture if you will the average Games Workshop fanatic, or, if you like, a *Dungeons & Dragons* devotee. What do you see? Hmm... not a pretty sight is it? Role-playing games have, since well before the dawn of time, lacked a certain basic level of cool. Perhaps it's the amount of time you have to spend on them before you get anywhere meaningful, or the fact that every character has to have a plainly ridiculous name. Whatever it is, there's just something that's not quite right about a person who enjoys spending half their life worrying about HP, spell levels, and the turn-based antics of someone called, for example, Tharg Deathdealer. That's not to say that RPGs can't be great fun – they can – but not the kind of quick-fix adrenaline rush that the games console was designed for all those moons ago. RPGs have traditionally been the preserve of serious PC types called Colin – until now, that is. *Aidyn Chronicles: The First Mage* is here to try and prove, once and for all, that playing an RPG on a games console is, in fact, cooler than a penguin's cold bits.

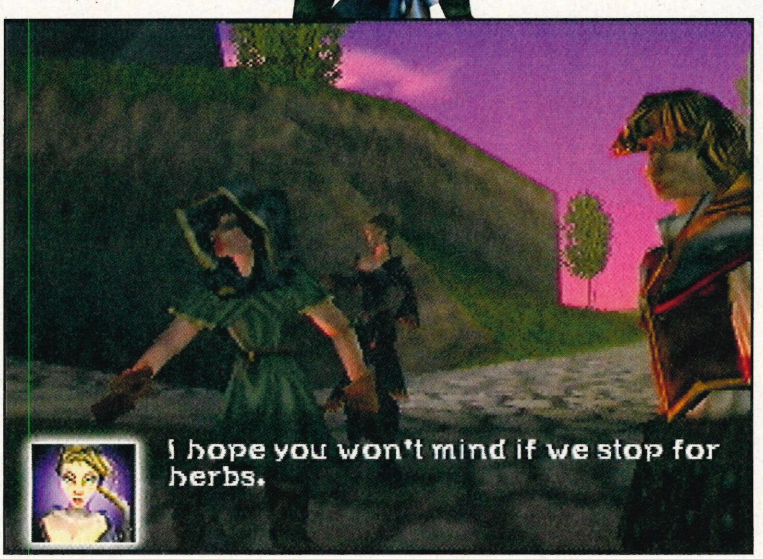


$64,000 QUESTION

- ⊕ The gaming area is pretty massive
- ⊕ Quite a challenge
- ⊕ Lots of interesting folk to interact with
- ⊕ Atmospheric, with a good, detailed plot
- ⊕ Tons of decent enemies and good spells to fight them off with
- ⊖ Control system is quite dodgy, especially in combat situations
- ⊖ Graphics look quite dated in places
- ⊖ Turn-based gameplay gets very dull
- ⊖ Camera control and angles are a bit irritating
- ⊖ Too much walking and talking, not enough violent fighting!

After You, I Insist...

The first step *Aidyn Chronicles* takes towards combining the depth and atmosphere of a top-hole RPG with the hack 'n' slash action of an arcade game is in its basic design. You control Alaron, a young orphan knight who's been knobbled by some particularly nasty goblin poison, and who must reach a reclusive race of mages on the other side of the kingdom so they can cure him before he croaks. Predictably, our hero is accompanied on his quest by a bunch



[Above] ***"I told you, this is a dangerous quest to cure me of a nasty dose of poisoning before I die. It is not, repeat not, a chance for you to perfect one of your recipes!"***





[Above] ***All those years spent watching 'Knightmare' on CITV would serve young Alaron well here...***

cles:



[Above] ***Alaron's latest vat of homebrew was nearly ready to drink.***





SUPPLIED BY

Video Games Centre
Contact info: 01202 527314

of 'RPG-by-numbers' companions: the rock-hard, short-tempered soldier, the elfin thief, and the girlie one who would be all-but-useless if she wasn't a bit of a whiz with the old magical abilities – you get the idea.

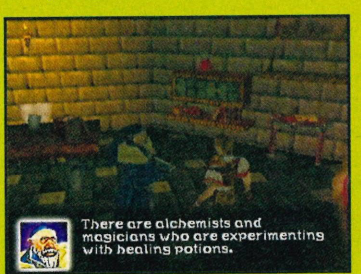
As your posse hoofs it towards their final destination, they are attacked by all sorts of monsters, wild animals, and, oddly, giant vermin. It's in these situations that *Aidyn Chronicles* scores its first success. Instead of all the usual 'Orc attacks Goat with Big Stick, Goat avoids attack'-type cobblers that normally reduces even the most exciting of fights to simple one-button tap-o-ramas, you can actually aim your sword slash, club swing or magic spell cast. This, coupled with the fact that all the characters and enemies can still move during combat (albeit within a restricted area),

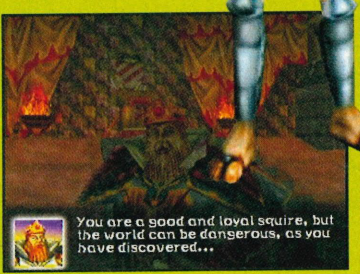


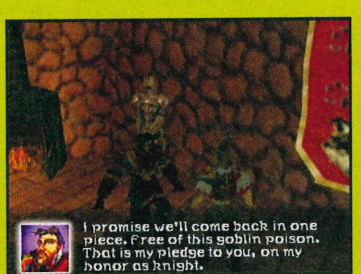
All Mouth And No Trousers

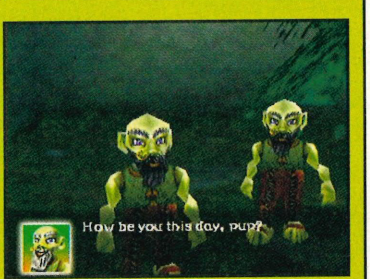
In all RPGs, there's always a fair amount of aimless nattering to be done in order to progress in your quest. For those not accustomed to the standard RPG format (wander around, talk to every person you find, then move to the next area) this can get extremely annoying. One thing that made the veins in our foreheads throb with rage was that everyone young Alaron ran into had plenty to say, but none of them seemed to have anything really useful to contribute! As you can see from these randomly-picked screenshots, verbal diarrhoea is absolutely rife in the mythical land of Iden! We've had enough chitchat – let's just get on with the mindless violence, shall we?











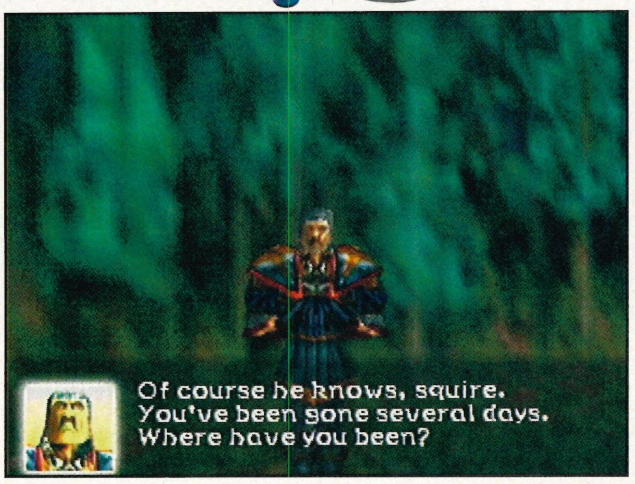


[Above] ***The fireflies in the forest were extremely friendly, helping holidaymakers back to their campsite at night.***



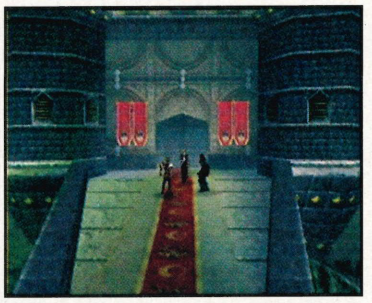
[Above] ***Our hero's radioactive pet parrot, who answered to the name Sellafield, was the talk of the forest.***

"The environments suffer from the kind of pop-up not usually seen outside the books section of an Early Learning Centre"





[Above] ***Alaron's 60-foot statue of himself, erected without planning permission in his garden, enraged his neighbours.***



[Above] ***"Look at the state of this carpet! Three hours I spent cleaning that, and now someone's brought mud in on their shoes!"***

makes the combat sections a slight improvement on the norm. Also, the enemies are no pushover, and the game's AI soon takes care of gung-ho adventurers, who, for example, set off on their quest at night. The first time we played the game, we thought nothing of setting out on the quest at midnight, only to be set upon by five hungry wolves and brutally slaughtered about five yards from the castle! Whoops!

"Aidyn Chronicles is well worth your time and money if you are a confirmed fan of the genre"



[Above] ***These little bald fellows aren't a threat, but they are very irritating.***

[Below] ***This knight's new plasma-screen television was the envy of the castle.***

Wincy Willis Would Be So Proud

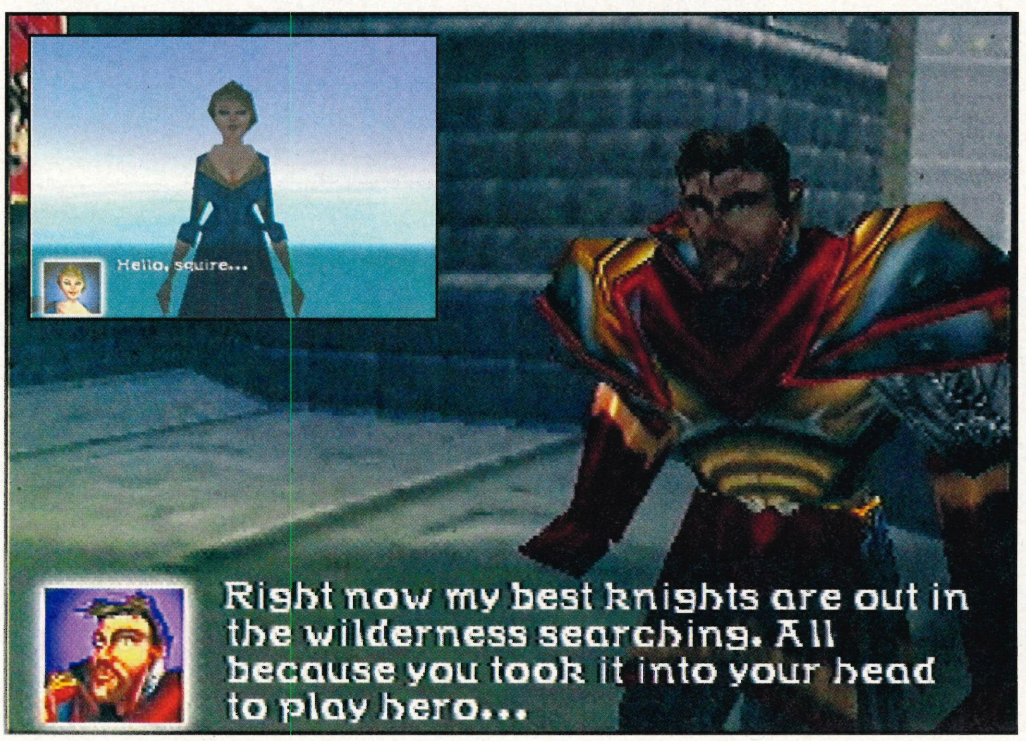
Another great feature of *Aidyn Chronicles* is the role played (pardon the pun) by the landscape and the weather. We've already mentioned that it gets a lot harder to travel through the dense forests of Iden during the night, because wild animals roam the highways and byways without a care in the world, and are more than willing to separate any foolhardy adventurers from their limbs if you stumble across them. However, if your party travels the same road during daylight hours, the animals are frightened off by the number of villagers and knights around, and thus won't bother you too much.

This impressive AI is complimented by wildly varying (and convincing) weather conditions – which have a serious effect on your party's stamina and speed of travel. Another factor that builds on the atmosphere and realism of the game is the inclusion of a level of fatigue for each of your team members. By this we mean that if they've been trudging through a downpour that would put the Brazilian rainforest to shame for a whole day, then your comrades will be rather tired and thus if they get ambushed during the night, will hard pushed to defend themselves from attack. This means you have to rest the group tactically – recharging their HP by letting them have a sleep at night in as safe an area as you can find. As the adventure progresses however, finding that elusive safe haven becomes increasingly difficult, and if your team does not contain someone with decent Ranger (lookout) skills, then you'll be in more danger than a slow-witted turkey taking a free tour of the Bernard Matthews factory!

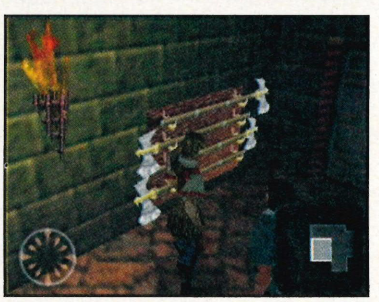
Mage Rage

Unfortunately, *Aidyn Chronicles* isn't without its faults – and we're not talking minor teething problems here. These are the kind of errors in design that would have Anne Robinson and the rest of the *Watchdog* team on the case right away. For a start, the graphics are a little, well... old. Despite boasting an Expansion Pak-assisted graphical treat on the box, *Aidyn Chronicles* is graphically of a similar standard to *Quest 64*, or any of the more middle-aged RPG games previously released on the N64.

The majority of the characters and enemies are fairly well drawn, but their animation leaves quite a lot to be desired. The environments







[Above] ***Marks and Spencer's new 'Medieval Weapons Department' was an ill-advised attempt to boost profits.***

When Vermin Attack

This is not a game for animal lovers, anyone who's vegetarian, or fans of the rodent population in general. The reason for this is a simple one: *Aidyn Chronicles* is full of weird-ass gameplay elements – visions, dreams, potions etc – but one of the strangest is the way in which your peaceful, mainly law-abiding band of lads and lasses is randomly set upon by crazed vigilante wildlife. When we say wildlife, we don't mean cute ickle bunny rabbits, or small adolescent voles with an axe to grind. No, we are instead referring to the kind of horrible, record-breakingly ugly monster creatures that would make kids' TV's famously balding animal expert Terry Nutkins crash his scooter. Er... presuming he's got one, obviously. Take a look at these charmingly rabid little fellows, and you'll see exactly what we mean...





themselves, while detailed and massive, suffer from the kind of pop-up not usually seen outside the books section of an Early Learning Centre. The sound is also fairly unremarkable: the music is atmospheric and almost constant, but the spot effects are more than a little lame – a giant rat making a noise like a chicken when it dies doesn't help on the realism front!

Another major issue we had with this game was its control system. During the fights, you can't aim your attacks very precisely because of a combination of the constantly shifting camera angles and the slow response of the controls. This leads to all manner of problems – ranging from being unable to manhandle the camera round quickly enough to see where you're going, to being unnecessarily killed by really weak enemies, because you can't aim your shots properly.

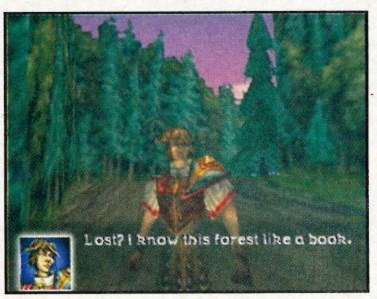
Wherever I Kill My Rat, That's My Home

All of these problems aren't particularly the fault of the programmers though – *Aidyn Chronicles* is, just like that other monument to averageness, *Mega Man 64* – dated because it was started absolutely donkey's years ago, and we've been awaiting the release for what seems like several Ice Ages.

Overall, *Aidyn Chronicles* is still well worth your time and money if you are a confirmed fan of the genre. Despite its flaws, the game is still very playable and enjoyable, but it will definitely test the patience of anyone who likes more instantly playable games. It's a shame, because underneath it all, there is a decent little game in there... somewhere.







[Above] ***That's reassuring to know, because we've not got the foggiest clue where we should be going!***

2nd Opinion

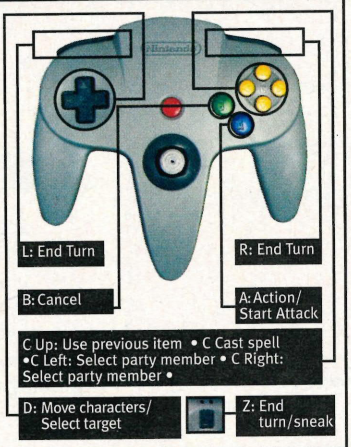
Rating

I'm not the world's biggest fan of RPGs, and this one didn't exactly convert me to the cause. That said, it's a fairly enjoyable game for a while and doubtless it will keep the diehard N64 role-playing fanatics out there happy for a while.

Roy Kimber

64 Magazine Bottom Line

Controls



Alternatives

Majora's Mask: **Nintendo**
Reviewed: Issue 47, 95%
***Mystical Ninja*, Konami**
Reviewed: Issue 13, 80%

Rating

Graphics

Audio

Gameplay

Challenge

Overall Score

73%

Soundbite:
An ambitious RPG marred by duff control system and iffy graphics.



Written by: Paul Gannon

Doug's Big

Are you cool enough to dig Doug?

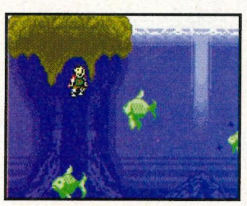
NINFO	
Link cable	No
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	Ubi Soft
Developer	New Kid Co
Game Type	RPG

Unless you are an avid fan, it's possible that you have never heard of *Doug* before. It's one of Disney's Saturday morning cartoon series that tells of the adventures of a boy and his dog as they try to win the heart of a certain little lady by the name of Patti.

"Doug's Big Game is an imaginative and certainly enjoyable title"



[Below] ***Never before in videogame history have fish been so cute looking and yet acted so viciously! Watch that haddock, it bites!***





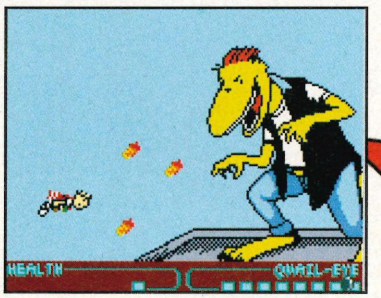
The show has got all the elements you'd expect from Disney, including a selection of wacky and yet caring friends, enemies and pets. The plots involve all the usual mix of moral mazes and fantastic adventures, and the humour is very bittersweet. After a successful series and a feature-length movie (that managed to come and go more-or-less unnoticed), a game is now available for the Game Boy Color. It goes something like this...

Patti Cake: Baker's Man

Doug has been stood up by Patti, possibly for the thousandth time and he is, understandably, a bit upset and rather eager to know where the girl he worships has disappeared to. By talking to friends and relatives, while at the same time helping them out with their little problems, you must endeavour to help Doug find Patti as soon as possible!

The game is divided into a series of tasks and mini-games. The tasks themselves involve the usual collection of objects and coming to the aid of those in distress. At the end of each task, Doug escapes into a dream-world where he is Quailman, a superhero to end all superheroes. In these sections you must dodge or attack the enemy to finish the stage and move on to the next challenge in the real world. Once all of these areas have been completed you eventually find Patti. Along the way, in order to make your search quicker and easier, there are coins to collect (these coins allow you to use call boxes that give you important information) and power-ups to find when in Quailman mode.



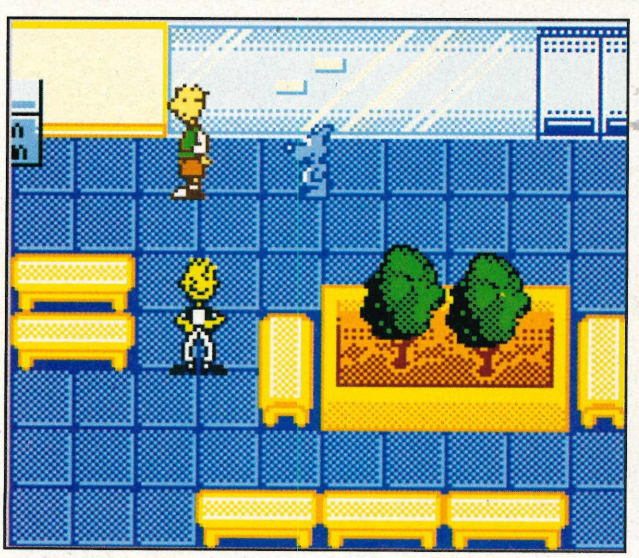


[Above] ***Evil takes on many forms but this one just takes the mickey. How is Doug supposed to fight that thing?***

Doug Deeper

Doug is relatively simple to get into and the challenges are quite good fun. However, some of the tasks can be a little odd, especially when you have to hunt for an object that has been hidden in the weirdest place imaginable! Possibly the strangest thing about *Doug's Big Game* is how it is actually structured. After playing through it once, you'll notice how short the game is and possibly even think that you have been short-changed. This is not the case. As it turns out, when you have played the game through once, you're told how well you did and it is up to you to better that effort. Ultimately, the aim of the game is to try to find Patti in the quickest time possible.

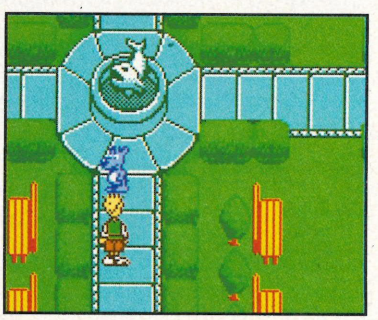
Although the idea of playing through the game over and over just to ensure that you have found Patti



[Above] ***Sunday afternoons in the departure lounge were a bit of a drag – Doug's flatulence made them even harder to bear.***



[Above] ***It's truly a-mazing how many genuinely crap puns you can cram into even the simplest two-page review.***



[Above] ***Let's all meet up in the year 2000. Won't it be strange when we're all fully grown? Er, not really – it's already 2001.***

Game





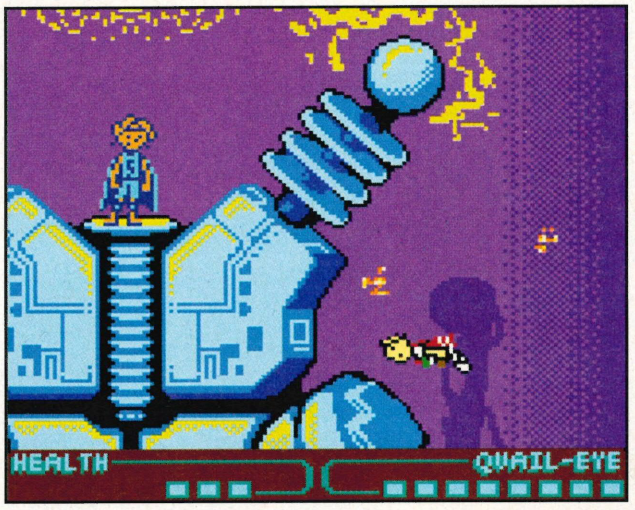
[Above] ***"Bye kids, we'll see you next week for another exciting adventure with Fetish Boy and Bondage Dog. Happy whipping!"***

$64,000 QUESTION

- ⊕ Visually faithful to the original cartoon
- ⊕ A variety of objectives
- ⊖ Some of the challenges are bizarre
- ⊖ Strange game structure

quicker than last time may seem dull, the game's been programmed so that each time you play through tiny changes have been made to it. So although the basic structure is the same, some of the tasks change and the Quailman mini-games vary too. This means that you get a lot more gameplay out of the title than you first realise and also means that there is always something new and interesting to discover.

The sound, as with most Game Boy titles, is rather unremarkable, but at least it's not annoying or repetitive! Visually, the graphics capture the images from the cartoon show perfectly and each screen looks bright, colourful and fun. Even if you are not a fan of the show, *Doug's Big Game* is an imaginative and certainly enjoyable title, although the strange game structure may well not be to your taste. ■





[Above] ***The brutal side-effects ofDoug's vindaloo binge had the unexpected effect of curing the town's overcrowding problem.***

2nd Opinion

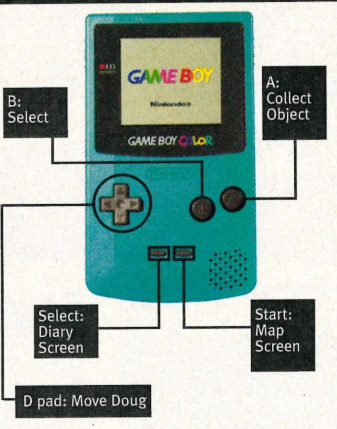
Rating

IWell to be honest, *Doug's Big Game* just wasn't as 'big' as I'd expected it to be! I appreciate the fact that you need to play it repeatedly and it's good that there's always something new, but the main game itself could have stood to be a little... well, 'bigger'!

Roy Kimber

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Daikatana: **Kemco**
Reviewed: Issue 45, 92%
Pokémon Gold/Silver: **Nintendo**
Reviewed: Issue 50, 90%

RATING

Graphics

Audio

Gameplay

Challenge

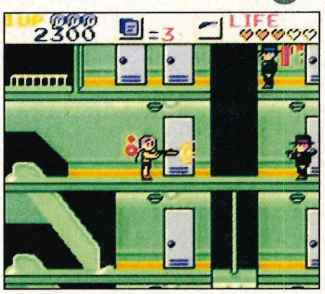
OVERALL SCORE %

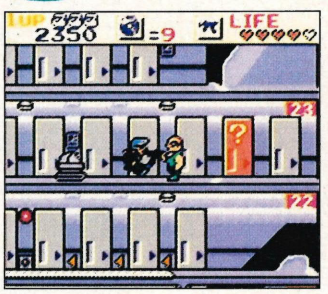
80

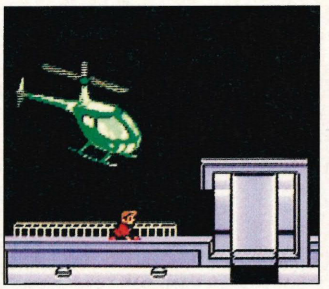
Soundbite:
Doug's Big Game **is as big or as small as you want it to be!**



Written by: Paul Gannon







Elevator Action

Lovin' an elevator! Big time!

NINFO

Link cable	No
Infrared	No
Built in rumble	No
Saves?	No Save
Publisher	TDK
Developer	Taito
Game type	Platform

In the Good Old Days™, games were simple and fun and what was wrong with that? Nowadays™, the success of a game seems to be down – in large part – to how pretty it looks. So in this age of 128-bit consoles, it's refreshing to see a game on the Game Boy which counts on the gameplay rather than on how many lovely images it can boast. *Elevator Action* isn't going to win prizes for best new or most amazing-looking game, but it does what the Game Boy was designed to do. Namely: to present games which are simple enough to just pick up and play, with gameplay to keep you hooked.

Going Down?

In *Elevator Action*, you play as one of three secret agents, whose mission is to infiltrate top government buildings and, using lift shafts, escalators and air ducts, break into rooms and steal top secret documents! Each agent has a different ability that distinguishes them from the others. So, for example, one might be fast and a good jumper but he may not be so strong, while someone who is very strong might be a bit on the slow side! The action is definitely 'old school' and very reminiscent of those good old Spectrum and Commodore games. You must run, jump and shoot your way through four large buildings in a side-on scrolling adventure that plays better than it looks. The bad guys and booby traps ensure that the action flows at a blistering rate, and coupled with the numerous weapon upgrades, this game is also strong on variety too!

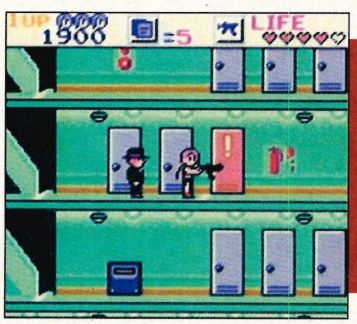
The downside is that a lack of a password or save-to-cart system means that you always have to start at the beginning of the game when the machine is turned on, and – after a while – the action *does* get repetitive. Despite this though, the simple gameplay is addictive, and if you're going on any long car or train journeys then it's perfect for passing those otherwise dull hours! ■

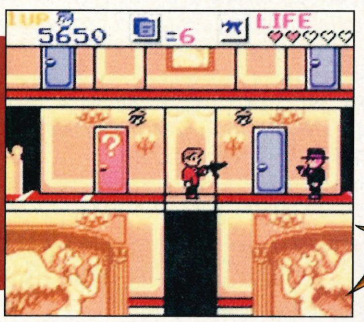


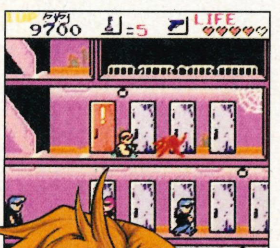
$64,000 QUESTION

- ⊕ Simple and addictive
- ⊕ Fast and action packed
- ⊖ Repetitive
- ⊖ Lacks a save function

"The action flows at a blistering rate!"







[Above] ***All these floors and doors and yet I cannot find the toilets! If I don't find them soon, well, I'd hate to see what happens! Suffix to say, it will get nasty!***

2nd Opinion

Rating



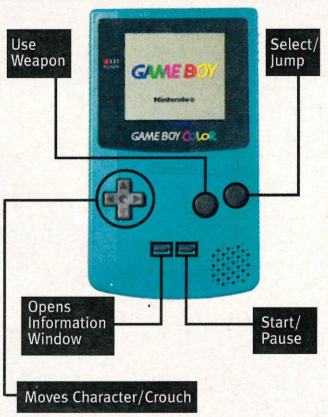
→ For the first time in recorded history, I actually agree with Paul about something... kind of. *Elevator Action* is a great laugh for a while, but once you get fazed by the 'samey' level designs you might give up on this otherwise decent action game.

→ **Alex Jones**



64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Lemmings: **Take 2**
Reviewed: Issue 45, 93%
Alfred's Adventure: **SCI**
Reviewed: Issue 44, 80%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

80%

Soundbite:
This is a simple, fun, old-school Game Boy Color action game!

CHEAPTONES.COM

60p Per min!

JUST MAKE A NOTE OF THE RING TONE OR LOGO CODE THAT YOU WANT AND THEN CALL THE ORDER LINE ON

★NOKIA
★SAGEM
★MOTOROLA
ALL NETWORKS

0906 698 1142

Calls to the Order Line are charged at 60p per min. Average call 2-3 mins.
1000's more logos & ring tones to choose from on the web at www.cheaptones.com.
Don't pay top whack - call cheaptones! Instant delivery by SMS.

RINGTONES

It Wasn't Me - Shaggy: CODE 3676
Bob The Builder: CODE 3636
Stan - Eminem: CODE 1192
The Simpsons: CODE 1439
Mission Impossible 2 - Limp Bizkit: CODE 1261
Dancin' In The Moonlight - Toploader: CODE 3677
Rollin' - Limp Bizkit: CODE 3670
A-Team: CODE 3652
Real Slim Shady - Eminem: CODE 1191
Who Let The Dogs Out - Baha Men: CODE 3542
Rock DJ - Robbie Williams: CODE 3566
James Bond: CODE 1430
Match Of The Day: CODE 1444
Stan - Eminem: CODE 1292
Charlie's Angels Theme: CODE 1030
Forget About Dre - Dr. Dre: CODE 1179
Buffy The Vampire Slayer Theme: CODE 1028
Independent Women - Destiny's Child: CODE 3569
What's The Difference - Dre & Eminem: CODE 3663
Take A Look - Limp Bizkit: CODE 1342
Reach - S Club 7: CODE 1332
Blue: CODE 1449
The Way I Am - Eminem: CODE 1194
WWF DGeneration-X Theme: CODE 1062
Fraggle Rock Theme: CODE 3666
Hawaii Five O: CODE 3533
Rocky Theme: CODE 1050
The Royle Family: CODE 3669
Pink Panther: CODE 1436
Thunderbirds: CODE 3529
Walking - Craig David: CODE 3638
Freestyler - Bombfunk: CODE 3637
Star Wars: CODE 1425
Sex Bomb - Tom Jones: CODE 1393
Last Resort - Papa Roach: CODE 1306
Feel The Beat (Version 2) - Darude: CODE 3660
Beverly Hills Cop: CODE 1432
Groovejet - Spiller: CODE 3544
Mission Impossible: CODE 1421
Muppets: CODE 1443
Dirty Dancing Theme: CODE 1034
Case Of The Ex - Mya: CODE 3560
Benny Hill Theme: CODE 1027
Marshall Mathers - Eminem: CODE 3664
Blue - Eiffel 65: CODE 1186
Rugrats: CODE 3530
Ruff Ryder's Anthem - DMX: CODE 1176
Eastenders: CODE 3632
Rendezvous - Craig David: CODE 3659

LOGOS

3472
3466
3507
3440
3509
3473
3502
3508
3454
3519
2548
3640
2128
3443
3463
3479
3461
3442
3494

www.CheapTones.com, Box 94, M6 8DF.
Calls charged at 60p/min. from a landline - maybe more from your mobile.
Help Line and phone compatibility check - 0870 800 6991.
AVAILABLE ON ALL NETWORKS. Fax-back on 0870 800 6989.

WIND UP A FRIEND, CALL 09067 555 158, Calls charged at 75p/min.
www.WindUpCalls.com, PO Box 94, M6 8DF.

PLAY YOUR FAVOURITE HEROES ON GAME BOY™ COLOR



THE MUMMY RETURNS™



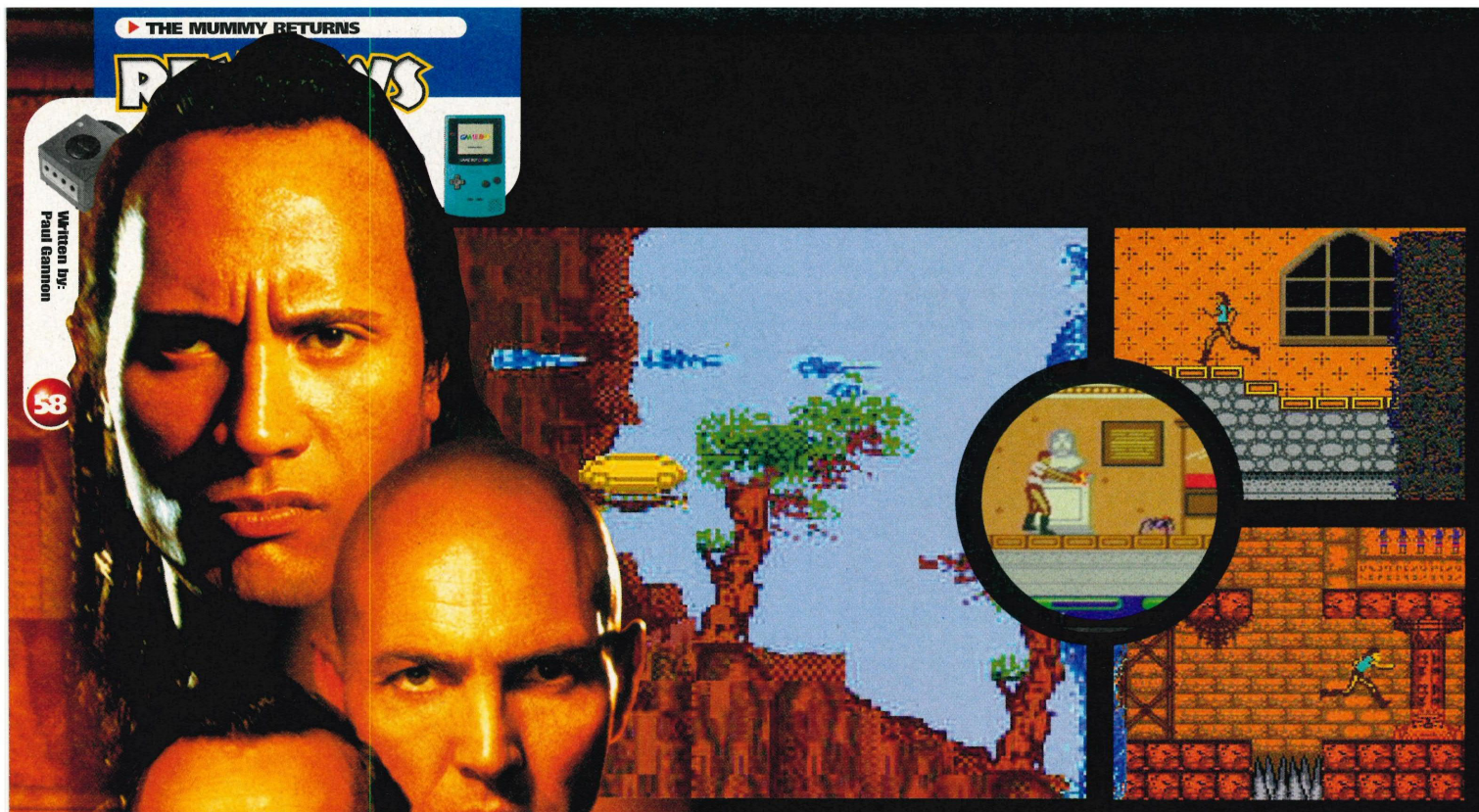
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
www.universalstudios.com

GAME BOY COLOR
Available May 2001



"THE MUMMY RETURNS" INTERACTIVE GAME © 2001 UNIVERSAL INTERACTIVE STUDIOS, INC. ™ UNIVERSAL STUDIOS. LICENSED BY UNIVERSAL STUDIOS LICENSING, INC. ALL RIGHTS RESERVED. NINTENDO®, GAME BOY™ AND ARE TRADEMARKS OF NINTENDO CO.,LTD

Written by: Paul Gannon



Tomb be or not tomb be!

The Mummy Ret

Another movie, another sequel and, yes my dear friends, another cash-in videogame. It seems like only yesterday (but was, in fact, issue 48) that we reviewed *The Mummy* for the GBC and now, only a few months on, the sequel to the game based upon the sequel to the very successful movie is arriving on your handheld console.

The new movie is set a few years after the previous adventure, where we find Rick and Evelyn have settled down, married and ended up with a new son. After raiding another tomb, the happy couple have the rather stupid idea of stealing a necklace that holds great power, and in the process, this not only resurrects the mummy from the last film, but also unearths the very powerful Scorpion King. The game follows the plot of the movie quite closely and thus this is where you come in, taking the role of either Rick or his lovely lady wife Evelyn...

Tomb Time!

The Mummy Returns certainly seems like it could be good value for money. The game is split into eleven levels and these take the form of one of four different gameplay styles. The first is a scrolling 'escape from... whatever' section that forces our heroes to run as fast as they can away from whatever it is that is chasing them. This can be anything from a wall of water to a plague of flies.

The next, again, is a side-scrolling platform section where you must simply get from the left of the area to the right, shooting things and jumping hazards. The third style is a kind of beat-'em-up: playing as either Evelyn or Rick, you must defend yourself with a nice big sword against the hoards of enemies that come your way.

The final gameplay-style is a first-person shoot-'em-up. Your actual movement is restricted to just ducking whatever the enemy is throwing at you, while you use the aim icon to blast your foes.

Out of all of these different playing styles only the last example is really enjoyable. All of the others suffer from a really high frustration factor mainly because the characters you control all handle rather badly. A great example of this is when you have to run away from something. As you desperately try to avoid all of the pitfalls and obstacles, while at the same time trying not to caught out by the edge of the screen, you soon discover that both characters are about as responsive as a tortoise after one too many cans of Special Brew.

Another annoying point is that if you miss-time a jump and land slap bang in front of something, it becomes impossible to jump over it. This ultimately means that the character just has to just stand there and wait for death which happens quite a lot and doesn't really get any better as you proceed through the levels!

Curses!

The game itself doesn't look too bad. The sprites are big and colourful and easy on the eye. The sound effects and music are also rather nice – it's just a pity that the rest of the game falls flat. Admittedly there are some nice touches. Most of the information screens are written in hieroglyphics which you can decipher by holding down the A button, which is cute at first, but ultimately a gimmick. With patience and effort *The Mummy Returns* can be completed relatively quickly, but because the game is, on the whole, slow, awkward and unresponsive, there is precious little fun to be had here. Its predecessor, although simpler, was far more fun to play and required a bit more thought, so if you have to pick between the two, go for the original. Maybe it's true what they say... sequels do suck! ■

"The game is, on the whole, slow, awkward and unresponsive"

NINFO

Link cable	No
Infrared	No
Built-in rumble	No
Saves?	Password
Publisher	Vivendi Interactive
Developer	Game Brains
Game Type	Platform



$64,000 QUESTION

- ⊕ Varied styles of gameplay
- ⊕ Decent graphics and sound
- ⊖ Poor controls
- ⊖ Frustrating elements



urns



[Above] *After a hard day's digging in the desert, the archaeologists liked to wind down by doing a bit of morris dancing.*





2nd Opinion

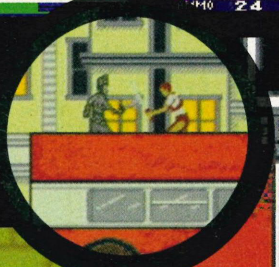
Rating

IOn the face of it this game looks pretty promising, and even seems vaguely reminiscent of *Prince Of Persia*. Sadly though, it falls flat in the gameplay department and ends up being alternately dull and irritating. Give it a miss.

Roy Kimber







[Below] *The commuter took aim at a kid passing him on a micro-scooter, and did the world an almighty favour...*

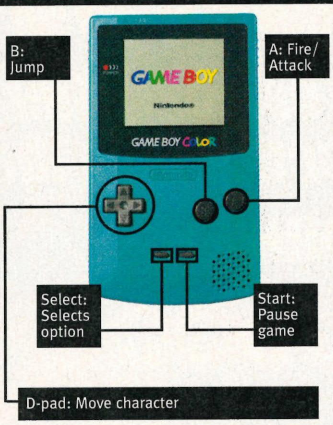




[Above] *As he'd been undead for 7,000 years, Ramses had time to perfect his kung fu skills, and proved a bit of ahandful when he was let out.*

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

The Mummy: **Konami**
Reviewed: Issue 48, 79%
Perfect Dark: **Nintendo**
Reviewed: Issue 45, 90%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

60%

Soundbite:
An interesting mix of styles that doesn't quite work.

Written by: Paul Gannon

Banjo-Tooie

The Godfather Part 2 of videogames (ie: similar to but better than the original!)



NINFO

- PLAYERS
- EXPANSION PAK
- RUMBLE PAK

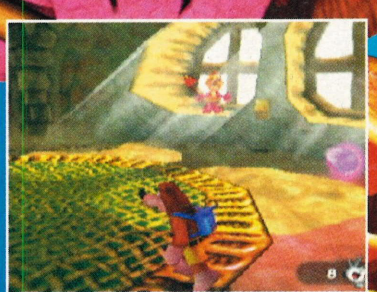
Publisher	Ninendo
Developer	Rare
Game Type	Platform
Release	Out now
Price	£39.99

MEMORY OPTIONS

- MEMORY: Stores game settings and saves
- CONTROLLER PAK N/A

$64,000 QUESTION

- ⊕ Glorious graphics
- ⊕ Tons of variety
- ⊕ Massive challenge
- ⊕ Action-packed
- ⊕ A stern test of the old grey matter
- ⊕ More moves than in the previous outing
- ⊕ Typical Rare humour
- ⊕ Decent multiplayer games galore!
- ⊕ It's very big...
- ⊖ Possibly a bit too big
- ⊖ Too much backtracking
- ⊖ Some frustrating and annoying elements







If someone was to ask you to list the top ten best games on the N64, then we reckon that at least four of them would be Rare titles. That is not such a ridiculous boast when you really sit down to think about it. Rare has given us *Goldeneye*, *Perfect Dark*, *Banjo-Kazooie* and – more recently – *Conker's Bad Fur Day*. Still, if you wait a little while longer until you've played *Banjo-Tooie*, then we're pretty sure that a fifth Rare title will crop up on that top ten list. "But it's a sequel!" you cry, "and by its very definition will be inferior to its predecessor, and to compensate, it will just reuse all of the same ideas and make the challenges bigger and harder!" To a certain extent that is true, but is it such a bad thing? Many of the most popular sequels of all time have succeeded because the ante was upped quite considerably. Examples of this would be (in movie terms) *The Empire Strikes Back*, *Aliens* and *Toy Story 2*, which all took the elements that were successful and familiar and built upon them. *Banjo-Tooie* succeeds because it does exactly that. It takes all of the components that made *Banjo-Kazooie* so popular and raises the stakes to make for a remarkable, enjoyable and absolutely gob-smacking challenge!

Bear Naked Ladies

So what's going on then? Well, for a start, Grunty's back from the dead and sucking the life force out of the living to reanimate her rotting



"Banjo-Tooie is just about everything a great game should be"









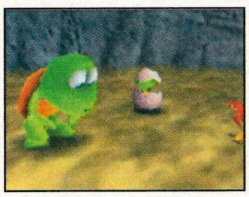
[Above] ***After a while, the game of charades started to bore the pants off Banjo.***

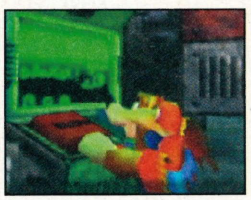
corpse. Thanks to a rather large laser, Gruntilda and her two equally foul sisters are taking pot-shots at Banjo's buddies and turning them into zombies, which isn't very nice is it? It's up to Banjo and his big-mouthed bird friend Kazooie to save the day before everyone is turned into the living dead and Gruntilda once again casts a horrible shadow over the land!

One of the most interesting aspects of this game is that practically all of the special moves Banjo and Kazooie learned in the first game are available right from the beginning of this one. This makes the first few stages incredibly easy to get into as you are not starting from scratch, so the action can begin straight away. Another point to add to all this is that, of course, there are plenty more moves and abilities to learn along the way! As you progress through *Banjo Tooie*, these new moves add more and more to the variety of the game. However, there are, as in all things, positive and negative sides to this.

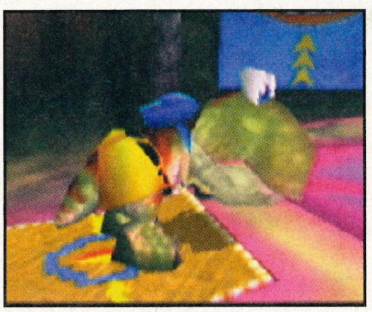
The positive side is that there are constantly new areas of the game to discover and investigate. At first, some parts of the game, for whatever reason, maybe out of reach. As you gain a new ability you can go back and complete the tasks or collect the items you need to move on. However the negative part is mainly the fact that investigating the same areas over and over again can become







[Above] ***During a break from chasing Gruntilda, Banjo passed the time by accessing obscure 'adult' Internet sites.***



Famous Bears We Have Known!

Okay, so Banjo is a mighty nice bear. He likes to run around strange environments, rescuing his friends and beating up bad guys. He certainly is a good role model, especially to other bears! But what have the other bears of the world offered us? Let's find out shall we?

Bungle



The resident bear on the kids show Rainbow. A rather fey and, dare we say it, camp character who always wrapped a towel around his waist after a shower, despite walking around naked the rest of the time!



Gentle Ben

In the tradition of those 'young boy befriends unusual animal' American TV shows, Gentle Ben was a big bear who saved Ron Howard's brother from things like hunters and property developers. Crap!

Paddington Bear



Anyone who hates this bear is just a miserable old fart. I mean, what is there to hate about him? He's funny, cute and loves marmalade. Also, he likes wearing wellies. Who doesn't?



Care Bears

These guys were so cute and caring (hence the name) that their sweetness could rot your teeth. They starred in a few feature films and had cousins. But just because they were American, doesn't mean they got up to anything with them!

Yogi Bear



He's smarter than the average bear. Which doesn't mean much does it? How many bears do you know that can tell a good joke or question authority? We know none! Besides, this guy likes stealing pic-i-nic baskets. Fool!



Dani Behr

Our favourite bear so far. She looks lovely, is the best actress in the whole wide world and used to be on the telly. I wonder if she's free on Saturday? Oh yes, and as far as we know, she doesn't take dumps in the woods! (Do you know actresses that do, then? – Roy.)

Honourable Mentions:

Rupert the Bear, Nookie Bear, The Three Bears, Baloo, Kissyfur, Teddy Ruxpin, President Roosevelt (Theodore, not Franklin D) and Dexter from that Paul Whitehouse show, y'know: *Happiness*.



PAL PERFORMANCE

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

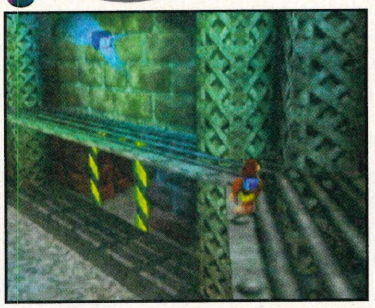
Borders: None

Speed: No noticeable loss of pace











"Banjo-Tooie should be high on your most wanted list!"

quite tiresome. This is even more of a problem when you consider just how big the game is. *Banjo-Tooie* is absolutely massive and some levels are so huge that finding a place to start is a challenge in itself. Ultimately, what Rare has created is a challenge worthy of a videogames master. There is absolutely no way on earth you'll get through this game in just a few short hours of intensive play. There is just so much to see and do that, despite the insufferably cutesy look to the whole thing, even the most seasoned gamers will be probably be very hard-pushed to finish it without screaming a profanity or two!

Bird Brain

The difficulty level of the game changes in accordance with the moves you pick up, and as a result, the challenge steadily increases. The first few stages are simple enough to complete, but this all serves as a precursor to the action which is to follow. Once you have picked up more tricks and talents, the game changes so that these abilities are not wasted. Using every trick in the book is the only way to get that last elusive Jingo or to reach that seemingly impossible ledge. It's great to play a platform game that gives you lots to think about as well as offering tons of action to get your fingers around.

But it's not just the usual running and jumping antics that make up the gameplay in this title, no sir, because at several points in the game everything goes a bit first-person and thus moves the gameplay into a whole new dimension.

These *Doom*-style sections are a nice change from the platform areas and keep the game fresh. If you know the genre, you'll know what to expect. If not, then expect to wander around a whole host of maze-like corridors with tons of baddies waiting to leap out on you at every turn! Another aspect of the gameplay which keeps the interest-level up, once again, relates back to the varied moves you have learned. The fact that in this game, unlike the first, Banjo and Kazooie can actually split up to perform tasks on their own, ensures that there are plenty of different and unusual puzzles ahead.

In fact, variety is the spice of *Banjo-Tooie* and it's why, no matter how frustrating the game gets, you'll still want to stick with it. There are so many fun and interesting styles, environments and challenges available that you'll find it very hard to put the control pad down even for a second. It really is *that* addictive.





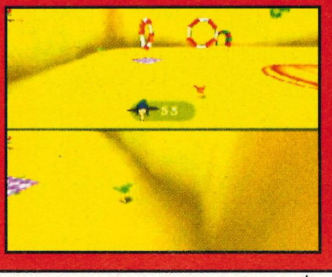


It's A Multiplayer Must-Have!

Another feature in the game that we should have mentioned in the review (but didn't) is the rather grand multiplayer games that are available. Compared to the last game, *Banjo-Tooie* is packed to bursting point with mini-games and deathmatches. All of the sections you open throughout the game can be replayed and even the first-person sections can be accessed. The multiplayer aspect is just another great example of why this is an essential purchase!



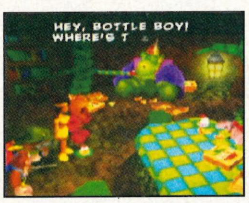




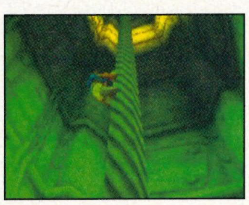








[Above] ***Who in their right mind would choose that decor? Stevie Wonder?***





Bear Bait

As we've come to expect by now, the graphics are up to the usual high standard that Rare always seems to so effortlessly deliver. Besides the frame rate dropping ever so slightly whenever the screen becomes busy, there is very little else to fault here. The animation of all the characters, especially Banjo and Kazooie, is a lot better than before. Everything is very smooth and extremely detailed. This detail is so specific that even the shadows cast by the characters match their appearance and are not just some dark round spot on the floor (an element that was also improved upon in *Conker's Bad Fur Day*). Once again, the environments are awash with all kinds of pretty colours and the textures for each area are just as attractive.

Controls-wise, the game is wonderful. No, it's better than that, it's near perfect. Banjo (and Kazooie for that matter) handles brilliantly, and is responsive and easy to control with the trusty Nintendo pad.

Considering the huge amount of moves you have to remember, each one remarkably becomes second nature to pull off when the need arises. So there are no problems on that front!

The only thing that spoils this game is the sometimes awkward camera which, when you least need it to be, will somehow get trapped behind an object or spin around to a strange angle. This very rarely happens, but when it does occur, it really gets in the way of what you are trying to do!

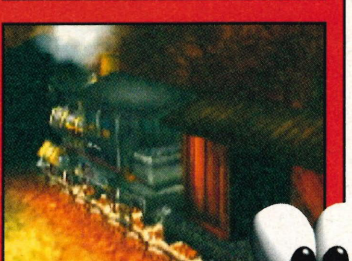
A Bird In The Hand...

Because so much care and attention has been put into *Banjo-Tooie*, the result is a title with outstanding graphics and gameplay. Obviously sound is an important factor and one which plays an important part in the game. If you are lucky enough to play this game in surround sound, then each cry from a jingo or musical cue which points you in the necessary direction can be heard perfectly. Another great part of *Banjo-Tooie* is the comedy and humour that appears throughout the game. From the witty captions that appear under each boss stage through to the rather mean and cutting comments Kazooie makes to nearly every character she meets, there is always something to make you smile.

This Is The Age Of The Train!

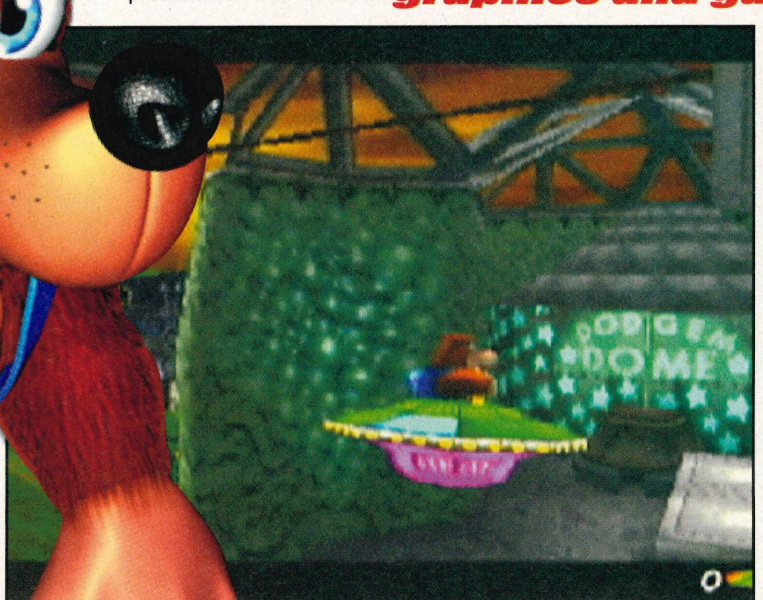
Certain areas of *Banjo-Tooie* are linked by a rail system. 'Chuffy the Train' rides these rails and can transport you to and from these different worlds. In some cases Chuffy becomes an important tool. One example of this would be when you have to heal a sick dinosaur. This dino must be carried to the train and then sent along to Mumbo in a different area who is able to heal it. Luckily this train doesn't run late or have an aisle full of screaming kids to contend with!

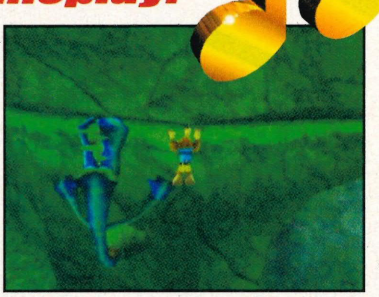


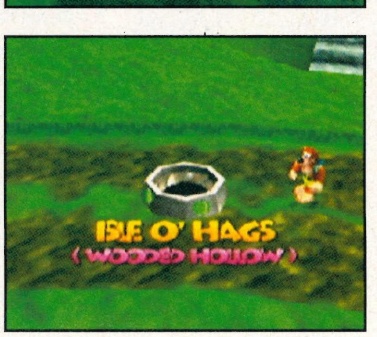


"A title with outstanding graphics and gameplay!"

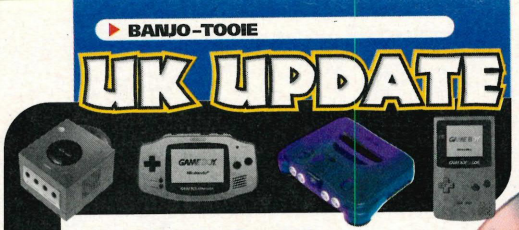








UK UPDATE









[Above] ***In Jurassic Park IV, a lot of the budget was saved for this set piece that involved a cute dinosaur roaring a bit. Er, wow.***



Banjo-Tooie is a an absolutely massive and extremely impressive title that any true fan of tough challenges and action-packed gameplay should definitely own! Admittedly, towards the end the game becomes a little bit too tough but the addictive, compulsive gameplay ensures that despite what you may end up screaming at the screen, you will more than likely come crawling back to give it just one more try.



[Above] ***"Use the Force, Banjo" whispered a disembodied voice in Banjo's ear.***

Bear-illiant!

Although this is still a relatively new title, certain aspects of the game do seem a little bit dated. Obviously there is nothing really new or revolutionary on show here but what there is still proves to the world why Rare is the leader in this, and many other, genres. This game is only surpassed by another one of Rare's own titles... yes, you've guessed it: *Conker's Bad Fur Day*. Whilst *CBFD* looks and sounds better, we suggest it's more of a gung-ho, all action, hell-for-leather battle-fest, whereas *Banjo-Tooie* is more for those who like their games served with a little more brain food and puzzle solving. Another rather more obvious difference is that *CBFD* also has an absolute shed-load of swearing in it, something *Banjo* doesn't need. Both titles are equally amazing games, but each has their own specific audience to appeal to, and if you loved the first *Banjo* outing, then *Banjo-Tooie* should be high on your most wanted list!

Banjo-Tooie has just about everything in it that a great game should have and very little one shouldn't. This title comes highly recommended and shows that the N64 has come a long way from its *Super Mario 64* roots. The only question it begs now is: where does Rare go from here? The answer? Bring on the GameCube! ■

2nd Opinion

Rating



Having played the final version of *Conker's Bad Fur Day* since I reviewed the import version of *Banjo*, I have to say that I prefer the former. However, this is still a fantastic game and one that will give many people many happy hours of gameplay.

Roy Kimber



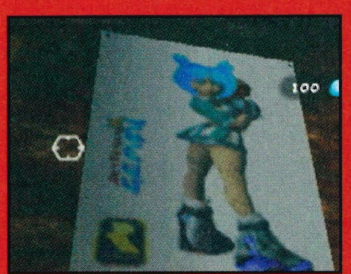


[Above] ***So this is where Ubi Soft keep all of Rayman's body parts, is it?***

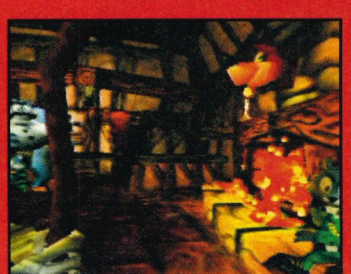
Cameo Parts!

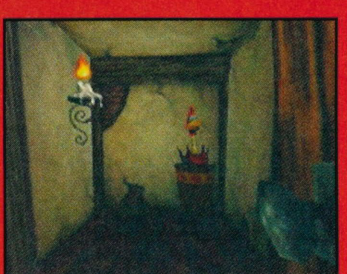
Rare certainly like to keep it in the family, don't they. In *Banjo-Tooie*, they sneak a couple of *Jet Force Gemini* posters in Bottles' family home and in *Conker's Bad Fur Day*, Banjo and the bird get a cameo in that game too!

You have to keep one eye open of course, but if you look carefully, you'll spot Banjo's head over the fireplace in the *Conker* menu area. Kazooie's appearance is in the chapters screen, hidden in the back of a closet. It's all very clever...



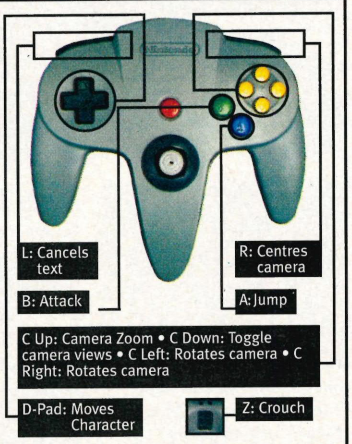






64 Magazine Bottom Line

Controls



Alternatives

***Banjo-Kazooie*, Nintendo**
Reviewed: Issue 16, 90%
***Conker's Bad Fur Day*, THQ**
Reviewed: Issue 52, 96%

Rating

Graphics



Audio



Gameplay



Challenge



Overall Score

93%

Soundbite:

Banjo bounces back: much bigger, badder and better!

BEAT THE COMPETITION



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

call 0906 960 1101
combination portable text TELEVIDEO



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

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

WIN a PC Computer with DVD
call 0906 960 1104

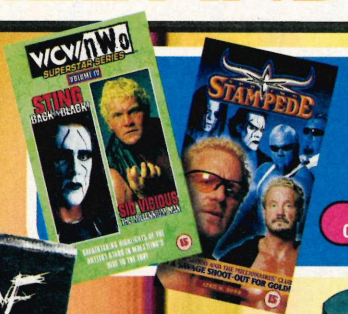


WIN a mobile phone no bills, no worries – just pay as you go!
call 0906 960 1105

CALL AND WIN



WIN a Laptop Computer
call 0906 960 1106



WIN WWF Video Series Volume IV selection
call 0906 960 1107



call 0906 960 1108
WIN a City Scooter



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



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



call 0906 960 1111
WIN a Dreamcast console



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



WIN a Pocket TV
call 0906 960 1113



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



WIN a mini disc player
call 0906 960 1118



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



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



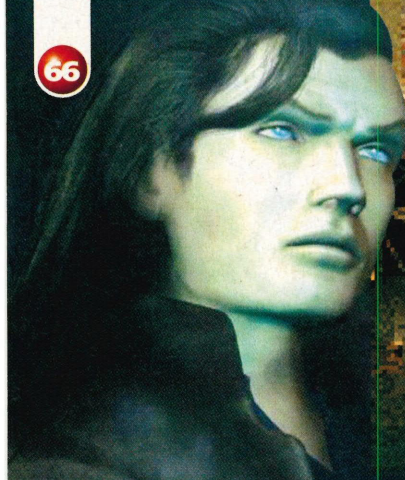
WIN a discman
call 0906 960 1117

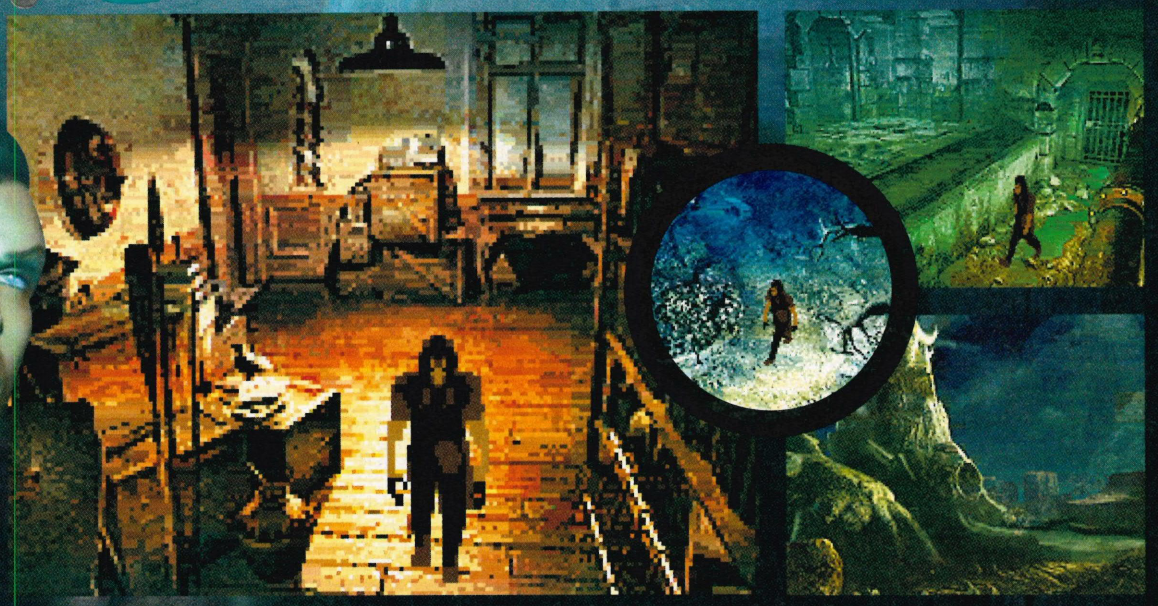
CALLS CHARGED AT £1 PER MIN – MAXIMUM COST OF CALL £3. ASK PERMISSION FROM THE PERSON RESPONSIBLE FOR PAYING THE PHONE BILL. COMPETITION CLOSES ON 30th JUNE '01. AFTER WHICH THEY MAY BE REPLACED BY A SIMILAR SERVICE ON THE SAME NUMBERS. WINNERS WILL BE PICKED RANDOMLY FROM CORRECT ENTRANTS FOR RULES OR WINNERS NAMES SEND S.A.E. TO: I.L.N. SERVICES, PO BOX 107, KNUTSFORD, CHESHIRE, WA16 6AG

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



Written by: Alex Jones





Good Lord! A 3D adventure on the Game Boy Color!

Alone In The Dark: The

Well, well, well... hasn't Nintendo's famous handheld come a long way? Who'd have thought that any of us would live to see the day that a 3D RPG with great big bits of *Resident Evil*-style action chucked in would appear on the dot matrix screen? Well, we're all still here, and so is the first-ever authentic three-dimensional adventure game for the Game Boy Color – it's *Alone In The Dark: The New Nightmare*!

Ask any one of the 64 MAGAZINE team to name three 'hateful things about the mid Nineties', and – if you give us enough SS-grade truth serum – we'll come up with the following: the frightening popularity of Whigfield; the sinister rise of the shellsuit as a fashion item; and the fact that no-one with a games console could get anything like the then-legendary PC scare-a-thon *Alone In The Dark*. Well, you can now get all sorts of games that have, quite frankly, surpassed the benchmark set by this once cutting-edge PC title on all sorts of consoles, so is it worth your time and energy in miniature form? Er... yes, it is.

An Oldie But A Goldie

The first time you play *Alone In The Dark*, you're bowled over – it really looks like no other Game Boy Color game we've ever seen. The graphics are awesome: texture-mapped 3D that puts the cut-scenes in many other games to shame. Your task (to avenge the murder of your colleague and recover a powerful ancient artifact) is made all the more engrossing by the environments that you find yourself playing through. These range from well-drawn castles to spooky houses and forests – all contained within a well-designed 'island' setting. If we were being picky, we'd say it was a bit easy to lose track of where you're supposed to be heading, but then if the game featured big signposts saying things like 'certain death this way', then being lost wouldn't be half as scary, now would it?

Another great part of this game – in fact the most exciting part of the game to play – is the combat sections. Normally, this type of adventure game has clunky, slow fight scenes, and the change in control system that's needed often doesn't work too well. *Alone In The Dark* gets round this problem by simply aping the *Resident Evil* series, and turning into a 3D shoot-'em-up when you get attacked. These sections are a vast improvement on the old turn-based system, as quite often you're surrounded by several no-good pieces of scum that need dispatching with one of your many and varied weapons. Our personal favourite was the shotgun, as it did quite spectacular amounts of pellet-based damage to almost everything it was pointed at! Kerblam!

Look out! Behind You! Aiiiiieeeee!

Having established that *Alone In The Dark* is actually a fairly corking title it's now our sorry duty to point out the few flaws that the game has. The first is the movement system: because the game works by having the character walk around essentially static backgrounds set at different angles, it's all too easy to lose your orientation when you pass between scenes and this can be quite annoying. It's not enough to detract from the game as a whole although the fact that the viewpoint constantly switches angles as you move through the game makes controlling the central character a bit of a nightmare when you have to get anywhere in a hurry. It can result in you leaving one area only to walk right back into it again when the camera angle switches on the next screen and you get mixed up as to which way your character is facing.

If you can put up with these factors (and we think you'll be able to) then *Alone In The Dark* is a fantastically well-realised adventure, and a game well worth investigating! ■

"Alone In The Dark is a fantastically well-realised adventure!"

NINFO

Link cable	No
Infrared	No
Built-in rumble	No
Saves?	To cart
Publisher	Infogrames
Developer	Pocket Studios
Game Type	3D adventure



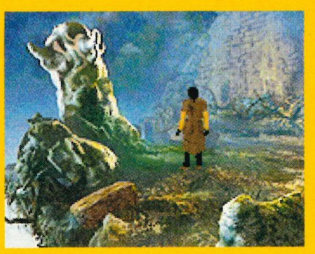
$64,000 QUESTION

- ⊕ Cor! It's 3D-tastic
- ⊕ Massive game with oodles to do
- ⊖ Can get stuck wandering around for ages
- ⊖ Camera is quite irritating

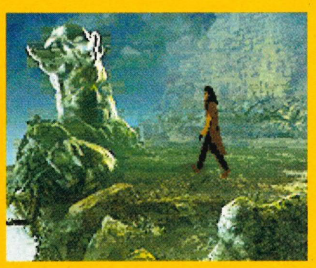


Hello? HELLO? I'm on the train!

It's the one-sided, shouty conversation that every librarian dreads. It's also the one thing that a tired commuter doesn't want assaulting his eardrums after a hard day's work. That's not to say that listening to someone fighting a losing battle with their mobile phone can't be funny – anyone who's seen *Trigger Happy TV* knows it can. In *Alone In The Dark*, though, knackered communications are a bit more worrying. See, your accomplice, who first told you of your fellow archaeologist's untimely death, can communicate with you via walkie-talkie. The only problem with this is that, being based on Shadow Island, the reception is worse than in the channel tunnel, so the messages (which appear in the form of wordy cut-scenes) get shorter and shorter as the game goes on. Is it just the appalling weather on Shadow Island that's interfering? Or is it something far more sinister? Well, this game is supposed to be scarier than Anne Robinson, so what do you reckon?



[Above] ***"No wonder I can't get a signal! Look at all these trees!"***





New Nightmare



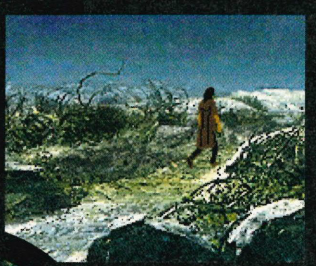
2nd Opinion

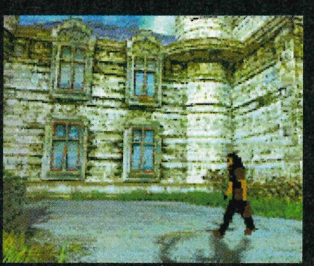
Rating

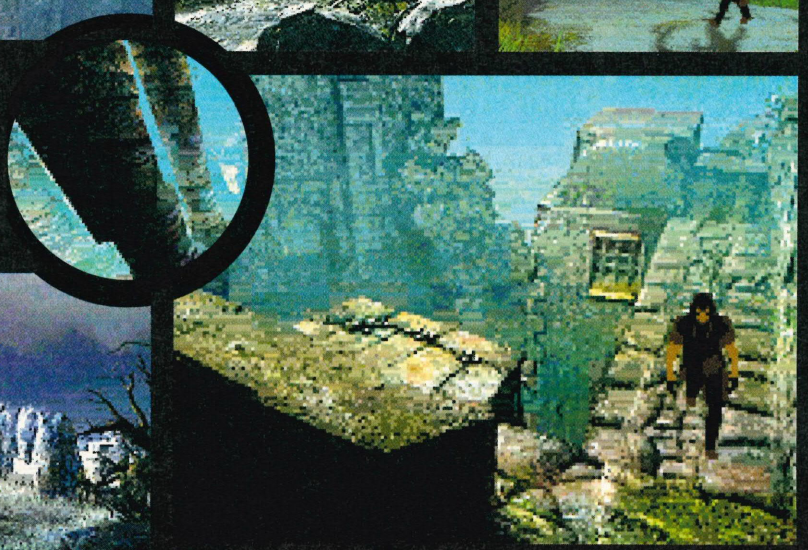


→ The look of this game is simply the best thing the Game Boy has had to offer, ever! It looks and plays a lot like the PSOne version and captures the survival horror genre feel extremely well. The camera does get annoying but otherwise it's rather fine!

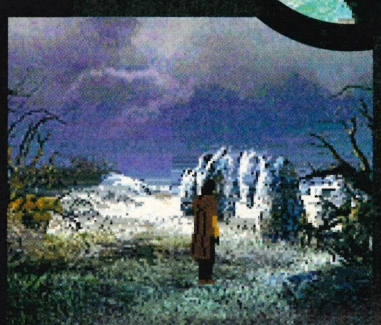
→ **Paul Gannon**







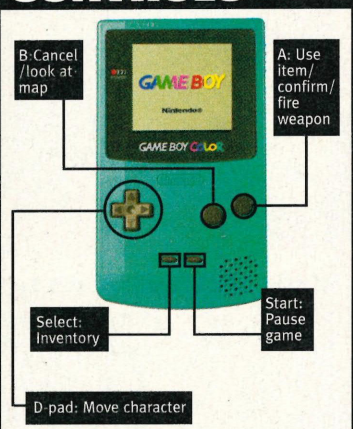
[Below] ***"Brrr! That idiot Kettley was lying – it's bloody freezing out here, and the only coat I've got is this flimsy pac-a-mac!"***



[Above] ***"When the estate agent said 'in need of renovation', I wasn't expectiing something out of the Tomb Raider movie!"***

64 Magazine Bottom Line

Controls



Alternatives

Aliens: Thanatos Encounter: **THQ**
Reviewed: Issue 51, 85%
Daikatana: **Kemco**
Reviewed: Issue 45, 92%

Rating

Graphics



Audio



Gameplay



Challenge



Overall Score

89%

Soundbite:
Atmospheric and fantastic-looking, but the viewpoint and controls let it down.

gameplay™
THE GATEWAY TO GAMES

SALES HOTLINE CALL NOW! LOCAL RATE

0845 20 10 444

SALES LINES OPEN MON-FRI 9AM-8PM, SAT & SUN 10AM-6PM

QUOTE REF: P64(53)

GAME BOY COLOR



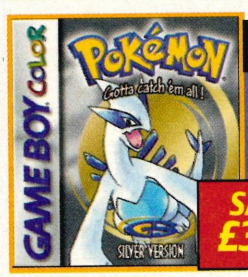
Pokemon Gold

Product Code: GA1665



The first true sequel to Pokemon is finally here! 100 new Pokemon, full colour graphics and tons of new features are all included. This game includes 6 exclusive Pokemon.

SAVE £3.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £26.99



Pokemon Silver

Product Code: GA1666



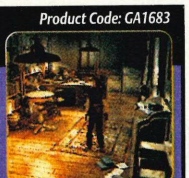
This game is exactly the same as Pokemon Gold, but with 6 exclusive Pokemon including Teddiursa and Gilgar. Trade with a friend that owns Gold and catch 'em all!

SAVE £3.00 | FULL PRICE ~~£29.99~~ | GAMEPLAY PRICE £26.99



Alone in the Dark The New Nightmare

Product Code: GA1683



You will not believe how good the graphics are in this baby. Who needs the Game Boy Advance when this Resident Evil-esque adventure looks and plays this well?

SAVE £2.00 | FULL PRICE ~~£24.99~~ | GAMEPLAY PRICE £22.99

>> GAME BOY GAMES A - Z <<

NOW EVEN LOWER PRICES!!!

GA1631	102 DALMATIONS	£19.99
GA1489	ALFRED'S ADVENTURE	£18.99
GA1439	ALL STAR TENNIS 2000	£20.99
GA1592	ALPHA TEAM	£14.99
GA1558	ARMY MEN 2	£22.99
GA1493	AUSTIN POWERS: UNDERGROUND LAIR	£21.99
GA1593	BACKGAMMON	£22.99
GA1560	BATMAN OF THE FUTURE	£19.99
GA1577	BLADE	£22.99
GA1520	BUST A MOVE MILLENNIUM	£18.99
GA1355	CASPER	£22.99
GA1518	CAT CONSTRUCTION	£22.99
GA1348	CHASE HQ	£21.99
GA1490	COOL BRICKS	£18.99
GA0044	CROSS COUNTRY RACING	£20.99
GA1551	CYBER TIGER	£17.99
GA1521	DAVE MIRRA FREESTYLE BMX	£17.99
GA1557	DISNEY'S ALADDIN	£19.99
GA1556	DISNEY'S DINOSAUR	£19.99
GA1105	FLINTSTONES: BURGER TIME IN BEDROCK	£22.99
GA1620	GRAND THEFT AUTO 2000 — SAVE £2.00 FULL PRICE £24.99 NOW ONLY £22.99	
GA1519	HOT WHEELS STUNT TRACK DRIVER	£22.99
GA1568	INSPECTOR GADGET	£19.99
GA1425	INTERNATIONAL KARATE 2000	£22.99
GA0097	INTERNATIONAL TRACK AND FIELD	£14.99
GA1600	JIMMY WHITE'S CUE BALL	£22.99
GA1113	JUNGLE BOOK	£22.99
GA1625	LEGO RACERS	£19.99
GA1626	LEGO STUNT RALLY	£19.99
GA1612	LOONY TUNES COLLECTIONS MARTIAN REVENGE	£19.99
GA1530	MAGICAL DROP	£14.99
GA1658	MARIO TENNIS	£19.99
GA1454	METAL GEAR SOLID	£22.99
GA1502	MICRO MACHINES V3	£18.99
GA1633	MR DRILLER	£14.99
GA1595	MTV SPORTS: TJ LAVIN'S ULTIMATE BMX	£20.99
GA1501	NASCAR 2000	£18.99
GA1072	POKEMON BLUE	£22.99
GA1336	POKEMON PINBALL — SAVE £15.00 FULL PRICE £24.99 NOW ONLY £9.99	
GA1071	POKEMON RED	£22.99
GA1450	POKEMON TRADING CARD GAME	£22.99
GA1443	POKEMON YELLOW — SAVE £2.00 FULL PRICE £24.99 NOW ONLY £22.99	
GA1453	PONG	£22.99
GA1602	POP N POP	£22.99
GA1413	RAYMAN	£19.99
GA1378	READY 2 RUMBLE BOXING	£17.99
GA1117	ROAD RASH	£22.99
GA1513	ROLAND GARROS FRENCH OPEN TENNIS	£6.99
GA1587	RUSH 2049	£22.99
GA1597	SCOOBY DOO	£22.99
GA1115	SPIDER-MAN	£17.99
GA1295	SUPER MARIO BROTHERS DELUXE	£19.99
GA1623	THE MUMMY	£22.99
GA1590	THUNDERBIRDS	£18.99
GA1538	TOCA TOURING CAR CHAMPIONSHIP	£22.99
GA1632	TOM & JERRY - MOUSE HUNT	£19.99
GA1405	TOMB RAIDER	£22.99
GA1541	TONY HAWKS PRO SKATER 2	£22.99
GA1442	TOONSYLVANIA	£22.99
GA1432	TUROK 3	£19.99
GA1624	UNO	£14.99
GA1466	VEGAS GAMES	£21.99
GA1667	WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR	£22.99
GA1312	WARIOLAND 3	£22.99
GA1615	WOODY WOODPECKER RACING	£22.99
GA1565	X-MEN : MUTANT WARS	£19.99

>> GAME BOY ESSENTIALS <<



SAVE £2.00

GA1498 **Gamester Essentials Pack** ONLY £12.99

"For less than £13 this pack gives you a rechargeable battery pack, a mains adapter and a bum bag (or fanny pack to our colonial chums). What a deal, eh?"



GA1491 **XploderGB** ONLY £19.99

If you enjoy cheating when you play then this cart allows you to do just that on the Game Boy. It's particularly handy for getting those last few Pokémon you're missing out on.

SAVE £5.00

>> GAME BOY PERIPHERALS <<

VALUE PACKS

GA1498 GAMESTER ESSENTIALS PACK — SAVE £2.00 FULL PRICE £14.99 NOW ONLY £12.99

GA1517 GAMESTER TRAVEL KIT — SAVE £2.00 FULL PRICE £14.99 NOW ONLY £12.99

CHEATS

GA1419 XPLODERGB — SAVE £5.00 FULL PRICE £24.99 NOW ONLY £19.99

GA1685	XPLODER LITE	£12.99

LINK LEADS

GA1456 UNIVERSAL LINK LEAD – TRANSPARENT BLUE — NOW ONLY £6.99

GA1458	UNIVERSAL LINK LEAD – TRANSPARENT GREEN	£6.99
GA1461	UNIVERSAL LINK LEAD – SOLID BLACK	£6.99
GA1455	UNIVERSAL LINK LEAD – CLEAR	£6.99
GA1459	UNIVERSAL LINK LEAD – TRANSPARENT PINK	£6.99
GA1460	UNIVERSAL LINK LEAD – TRANSPARENT ORANGE	£6.99
AC5021	LOGIC 3 GAMEBOY LINK LEAD	£3.99

POWER SOURCES

GA1686	BATTERY PACK & AC APADTOR	£8.99
GA1687	BATTERY PUCK	£14.99

LIGHT MAGNIFIERS

AC5100 GAMESTER LIGHT MAGNIFIER – PURPLE — NOW ONLY £6.99

GA1891	GAMESTER LIGHT MAGNIFIER – TEAL	£6.99
AC5101	GAMESTER LIGHT MAGNIFIER – GREY	£6.99
GA1892	GAMESTER LIGHT MAGNIFIER – KIWI	£6.99

LIGHT SOURCES

GA1692 NYKO WORM LIGHT – CLEAR PURPLE — SAVE £2.00 FULL PRICE £9.99 NOW ONLY £7.99

AC5096	GAMESTER SPOT LIGHTS – PURPLE	£8.99
AC5098	GAMESTER SPOT LIGHTS – YELLOW	£8.99

SPEAKERS

GA0051	STEREO EARPHONES	£3.99

STORAGE

KT0360	LOGIC 3 GAME BOY STORAGE TOWERS – 4 TOWERS	£6.99
KT0365	LOGIC 3 REPLACEMENT GAME BOY GAME CASES – 8	£5.99

CARRY CASES/OTHER

GA1890 GAMESTER GAME BOY HARD CASE – PURPLE — SAVE £2.00 FULL PRICE £9.99 NOW ONLY £7.99

GA1893	BODY BOY - PURPLE	£7.99

PRE-ORDER TODAY FOR FREE DELIVERY ON DAY OF RELEASE

1000's MORE GAMES IN STOCK NOW

DISCOUNTED GAMES *DELIVERED FREE* THROUGH YOUR DOOR!

>> OPEN AN ONLINE ACCOUNT AT WWW.GAMEPLAY.CO.UK AND << >> >> GET £5 OFF YOUR NEXT ONLINE ORDER!!! << <<

£5 E-MAIL VOUCHER ONLY APPLIES TO ORDERS OF £35 OR MORE. SEE WEBSITE FOR DETAILS.

OVER 18 ONLY



SAVE £7.00

Conkers Bad Fur Day

(ADULTS ONLY) Product Code: NN1396



That loveable cutesy squirrel from Diddy Kong Racing is back – in the most violent, profanity filled video game ever. You'll believe a rodent can swear.

FULL PRICE ~~£59.99~~ GAMEPLAY PRICE £52.99



SAVE £7.00

Banjo-Tooie

Product Code: NN1389



The bird and bear are back to their Mario-like antics with this sequel to Rare's best ever 3D platformer. You'd never believe the N64 could manage graphics this good.

FULL PRICE ~~£49.99~~ GAMEPLAY PRICE £42.99



SAVE £7.00

Star Wars Battle for Naboo

Product Code: NN1429



From the people that brought you Rogue Squadron comes this sort of sequel set in the Episode I universe. Destroy loads of those skinny robots and teach Darth Maul what for.

FULL PRICE ~~£49.99~~ GAMEPLAY PRICE £42.99

N64

Game Boy ADVANCE



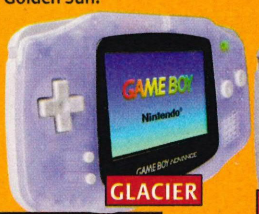
INDIGO

RELEASED 22nd June

The greatest next-generation console is here!!

The Game Boy Advance has more 2D power than a PlayStation, a giant widescreen display, stunning stereo music and sound, plus you get the chance to play four-player games using just one games cartridge.

The games are the perfect balance between 21st century updates of classics like Mario Kart and Doom, newer titles like Tony Hawk's Pro Skater 2 and Chu Chu Rocket!, and totally original games like real-time strategy title Napoleon and RPG Golden Sun.





The future is within your grasp!!

ORDER NOW! GAMEPLAY PRICE ONLY £79.99

>> N64 GAMES A - Z <<

NOW EVEN LOWER PRICES!!!

NN1413	AIDYN CHRONICLES	COMING SOON
NN1412	BATMAN OF THE FUTURE: RETURN OF THE JOKER	£22.99
NN1257	CARMAGEDDON	£27.99
NN1360	CASTLEVANIA 2 : LEGACY OF DARKNESS	£29.99
NN1344	CYBER TIGER	£19.99
NN1311	DISNEY TARZAN	£29.99
NN1424	DONALD DUCK - QUACK ATTACK	£27.99
NN1364	ECW HARDCORE REVOLUTION	£24.99
NN1355	EXCITE BIKE 64	£36.99
NN1384	F1 RACING CHAMPIONSHIP	£19.99
NN1289	F1 WORLD GRAND PRIX 2	£14.99
NN1432	INDIANA JONES & THE INFERNAL MACHINE	COMING SOON
NN1411	INTERNATIONAL SUPERSTAR SOCCER 2000	£29.99
NN1420	LEGEND OF ZELDA MAJORAS MASK	£42.99
NN1295	MARIO GOLF	£34.99
NN1415	MARIO TENNIS	£34.99
NN1392	MICKEY'S SPEEDWAY USA	£19.99
NN1322	NBA JAM 2000	£19.99
NN1297	PERFECT DARK	£42.99



NN1421 POKEMON PUZZLE LEAGUE — SAVE £10.00 FULL PRICE ~~£49.99~~ NOW ONLY £39.99

NN1388	POKEMON SNAP	£19.99
GA1421	POKEMON STADIUM	£46.99
NN1515	POWER RANGERS LIGHT SPEED RESCUE	£29.99
NN1187	RAYMAN 2	£39.99
NN1377	RIDGE RACER 64	£35.99
NN1293	ROADSTERS	£19.99



NN1430 RUGRATS IN PARIS — SAVE £12.00 FULL PRICE ~~£49.99~~ NOW ONLY £37.99

NN1417	SAN FRANCISCO RUSH 2049	£24.99



NN1431 SCOOBY DOO — SAVE £12.00 FULL PRICE ~~£49.99~~ NOW ONLY £37.99

NN1290	STAR WARS EPISODE 1 RACER	£29.99
NN1420	THE LEGEND OF ZELDA: MAJORA'S MASK	£42.99
NN1418	THE WORLD IS NOT ENOUGH	£34.99
NN1423	TIGGERS HONEY HUNT	£32.99
NN1382	TUROK 3	£29.99
NN1324	TUROK: RAGE WARS	£24.99
NN1416	WWF NO MERCY	£29.99
NN1239	ZELDA OCARINA OF TIME	£18.99

>> N64 ESSENTIALS <<



NN1248 **Official N64 RAM Expansion**

ONLY £24.99

Insert this cartridge into your N64 and it immediately becomes twice as powerful. It only works with specific games but it's certainly worth it, especially for Perfect Dark and Majora's Mask.

NN1011B **Scart Lead**



The N64 often gets accused of having fuzzy graphics, but using a SCART lead can rectify the problem. So if you want stereo sound and pin sharp graphics step right up!

ONLY £5.99

>> POSTAGE & PACKAGING <<

We offer FREE 2nd Class delivery on ALL ORDERS! These should arrive within 5 working days of despatch. Alternatively you can upgrade to 1st Class delivery for just 99p! This should get your order to you within 2 working days fromdespatch. If you're really in a hurry we can do a "Next Day Delivery" (Monday - Friday) for just £4.99 for the first item plus £1 for each extra item. Please note that your order will have to be placed by 3.00pm and that someone will have to be home to receive the delivery. If you order on-line we'll even send you an e-mail to let you know when we've sent your order.

MASSIVE SAVINGS on N64 PERIPHERALS!!!

>> N64 PERIPHERALS <<

WHEELS

PL1060 TOPDRIVE ROADSTER £36.99

RAM EXPANSION

NN1248B SCREAM RAM EXPANSION £22.99

MEMORY

NN0994B 1MB PLUS RUMBLE £8.99

CHEATS

NN0030A DATEL N64 ACTION REPLAY £24.99

NN1217 XPLORER N64 CHEAT CARTRIDGE £16.99

FREE 2ND CLASS DELIVERY ALLOW 7-8 DAYS

1ST CLASS DELIVERY NORMALLY 2 WORKING DAYS **99p**

PLEASE CALL TO CONFIRM PRICES AND AVAILABILITY BEFORE ORDERING AS SOME ITEMS MAY BE LIMITED STOCK AND PRICES ARE SUBJECT TO FLUCTUATION

✂ Cut out this order form and post to: Gameplay, PO Box 264, Tingley, Wakefield, WF3 1YB

NAME: .....

ADDRESS: .....

.....

POSTCODE: ..... TEL: .....

SIGNATURE: ..... HAVE YOU ORDERED BEFORE? YES / NO

EMAIL: .....

☐ Please tick here if you do not wish to receive promotional materials from us or third parties which you may find interesting.

Cheques/Postal Orders made payable to Gameplay

Cash ☐ Cheque ☐ Postal Order ☐ Card ☐ Expiry Date ☐☐/☐☐ Issue No. ☐☐ SWITCH ONLY

Card No. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PRODUCT CODE	NAME	PRICE
		£
		£
		£
		£
	OPTIONAL EXPRESS CHEQUE CLEARANCE:* ADD £1.00 HERE NOT available for bank drafts or building society cheques	£
	Gift Vouchers (multiples of £5)	£
	Unfortunately we cannot take Amex or Electron. Prices correct at time of going to press. E & OE. P&P	£
	TOTAL	£

Thank you for your order!

Sent to press 30/4/2001 P64(53)

"Britain's Leading Mail Order Games Retailer"

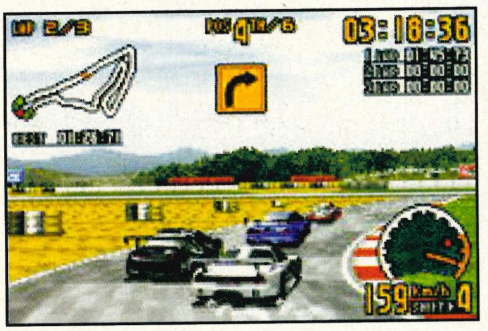
visit www.gameplay.co.uk

gameplay™ THE GATEWAY TO GAMES



Written by: Alex Jones

GT All Japan Racing



Get your foot down and burn rubber with Kemco's scorching handheld racer!

NINFO

Link cable	Yes
Number of players	4
Saves?	To Cart
Publisher	Kemco
Developer	Vision Works
Game type	Racing



$64,000 QUESTION

- ⊕ Decent graphics and sound
- ⊕ Loads of options and cars to choose from
- ⊕ Good course editor
- ⊖ Car handling isn't all that hot at times

Driving games are, thankfully, far from accurate depictions of the world of motoring. If they were, we'd be treated to such mouth-watering titles as *Bank Holiday Jam!*, *Sunday Afternoon: Potter In The Country* (with Rumble Pak-assisted cattle grids) and *Bored Commuter 4: Diesel Edition*. Isn't it a stroke of luck, then, that *GT: All Japan Racing* on the Game Boy Advance is based on the supercharged dream motors of the Japanese Touring Car Championship?

Memorable Miniature Motoring Marvel

The basic idea of *GT: AJR* (for those of you who hadn't quite grasped it within 0.04 seconds of seeing the screenshots) is this: pelt around the various tracks featured in the All Japan Touring Car Championship, finishing high enough up the field to eventually get crowned champion. There is a showroom-full of quality Eastern motoring hardware to pick from – everything from big, powerful Mazdas to, er, even bigger and more powerful Nissans. The racing itself is certainly entertaining, fast enough to frighten your Gran (always the acid test of any racing game) and has enough challenges and features – like the excellent track editor – to keep you burning rubber for yonks. The only real problem we had with the game was the slightly reluctant handling of some of the bigger cars, but this could be ironed out with a bit of clever tuning in the car setup screens. The graphics are very clear and detailed, with nice rain effects and tire smoke. Unfortunately, the GBA's still-puny speaker makes the cars sound only slightly beefier than a chloroformed wasp trapped in a teabag, but that can't be helped.

While it's not nearly as good as *F-Zero*, *GT Racer* has more longevity, and has more variety of racing than its lightning-fast rival. If you want just one GBA racer, get *F-Zero*, but if you want two, buy this as well, because it's a cracking good game! ■

"The racing itself is certainly entertaining, and fast enough to frighten your Gran"







[Above] ***"Right then, Mr Jones, if you'd like to bring the car to a stop when I tap the dashboard...aagh! It's the middle pedal you lunatic!"***



2nd Opinion

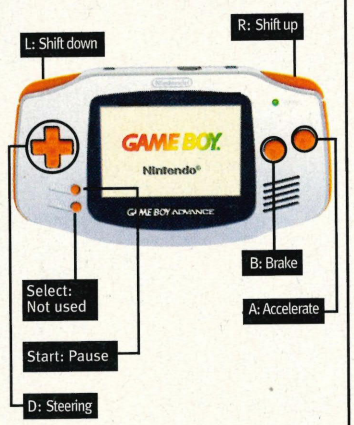
Rating

I have to admit that I was pleasantly surprised by this title. Third-person racers on the GBC haven't exactly been awe-inspiring, but this title shows that we can expect much better from the GBA! It's fast, it'sfun, it's great! Take it for a test drive today!

Roy Kimber

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

F-Zero: **Nintendo**
Reviewed: Issue 52, 92%
Toy Story Racer: **Activision**
Reviewed: Issue 52, 90%

RATING

Graphics

Audio

Gameplay

Challenge

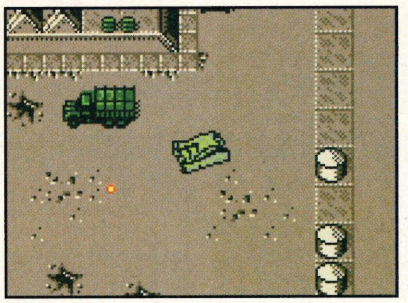
OVERALL SCORE %

83

Soundbite:
A decent racing game except for the fact that, unfortunately, it's not as good as *F-Zero*.



[Below] ***The Brigadeer caused a stir by taking the company car to Tesco.***



WDL Thunder Tanks

Fancy rampaging though the streets of Moscow? Good!

NINFO

Link cable	Yes
Infrared	No
Built in rumble	No
Saves?	Password
Publisher	3DO
Developer	Sunset Entertainment
Game type	Action



$64,000 QUESTION

- ⊕ You can smash up all the scenery
- ⊖ Not very colourful
- ⊖ Very repetitive game-play and levels
- ⊖ Doesn't hold your attention for long.

In *WDL Thunder Tanks* your mission – if you choose to accept it – is to drive through different cities, completing various different objectives. In doing so you also get to blow up houses, boats, cars, trucks and pretty much anything else that is unfortunate enough to get in your way!

The cities in the game are set out a lot like the ones in *Grand Theft Auto* and *Driver* on the Game Boy – viewed from a top-down perspective – and they're all packed with lots of public property to spectacularly blow up as you pass through.

Your main opponents are other tanks, and there are plenty of them scattered throughout the various cities. Even though the game designers have come up with a fairly entertaining game in principal, unfortunately in the end it just doesn't live up to its potential.

"Overall this is a fairly poor effort with only a few decent ideas"

Armoured Antics

The problem is that the gameplay in *WDL Thunder Tanks* is very repetitive, and there is nothing really new or exciting to do as you progress through the game. For the majority of the time it's a simple case of just hammering the fire button and trying to destroy a never-ending onslaught of tanks. One thing that we really hated about this game is that, during a heated battle, there is really no way to avoid the shots from the other tanks. You always take damage from the enemy machines and the only effective way to destroy them is to move right up to them and keep bashing the fire button.

Overall this is a fairly poor effort with a only few decent ideas. The gameplay is lacking in any real depth and all the levels are a bit too simple, with only slight differences between each mission. Ultimately it's all just a little dull. ■



[Above] ***Neighbourhood Watch decided to get a little bit more 'hands on' in the tougher areas of Britain's inner cities.***

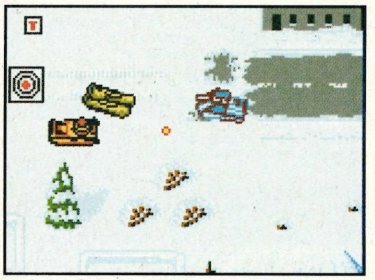
2nd Opinion

Rating



→ This game is fairly good fun for a while, however it soon becomes apparent that each successive level is just more of the same – driving round blowing everything up until there's nothing left – and then the boredom begins to set in.

→ **Roy Kimber**

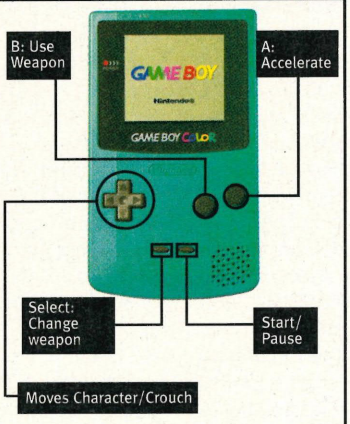


[Above] ***After only one round of the Tank Ice Racing Championship, the sport was abandoned because everyone kept sinking.***

64 Magazine Bottom Line

Written by: Chris Blyth

CONTROLS



ALTERNATIVES

***Grand Theft Auto 2*: Rockstar**
Reviewed: Issue 46, 90%
***Cannon Fodder:* Codemasters**
Reviewed: Issue 48, 95%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

39%

Soundbite:
Very repetitive and dull. There are far better games on the GBC.

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

Scorezone

IN ASSOCIATION WITH Logic 3

Roll up, roll up and welcome to the greatest show in town! See some of the most amazing feats ever performed by man, woman or cute, circus-trained dog! At the moment, there seems to be a trend for you lot to send in scores for older games. Does anyone buy any new titles these days? Come on, surprise us! Show us what you can do without the aid of a safety net (or cheat codes for that matter). The lucky, lucky recipient of this month's Scorezone prize is **Barry Drew** in **Cambs**, for his rather long list of scores that landed with a bump in our office. Well done to you Sir!

New Games Needed!

Yes, we'd like to see some newer titles appear on this list. And no, that doesn't just mean more scores for *TWINE*, *Perfect Dark* or even *Goldeneye*! There are a whole host of new and exciting games out there that you should be whittling away at like a hermit with a piece of tree! Whatever that means...



Enter The Zone!

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

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

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

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

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

Perfect Dark

dataDyne Central
0:36 Arif Mollah, Lancashire
0:38 John Potter, Essex
0:43 Jon Burrows, Queensland

dataDyne Research
1:36 Arif Mollah, Lancashire
1:38 John Potter, Essex
1:45 Michael Ilioski, Victoria

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
1:53 Michael Ilioski, Victoria

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
1:47 Michael Ilioski, Victoria

Air Force One
1:03 John Potter, Essex
1:06 Arif Mollah, Lancashire
1:37 Benjamin Long, Hants

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
5:35 Ben Downe, Halifax

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
0:42 Ben Downe, Halifax

The Duel
0:03 John Potter, Essex
0:04 Jon Burrows, Queensland
0:04 Christopher Ilioski, Victoria

Quake 64

Map 1: The Slipgate Complex
0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford

Map 2: Castle Of The Damned
0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland

Map 3: The Necropolis
1:00 James Eyre, Leicester
1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland

Map 4: Gloom Keep
0:15 James Eyre, Leicester
0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford

Map 5: The Door To Chthon
0:09 James Eyre, Leicester
0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford

Map 6: House Of Chthon
0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeney, Bury St Edmunds

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

Map 9: The Crypt Of Decay
1:12 John Brennan, Bicester
1:18 Raymond Burton, Stocksbridge
1:19 Karl Watt, Shetland

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

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

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

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

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

Map 16: Satan's Dark Delight
2:07 John Brennan, Bicester
3:00 Kevin Seeney, Bury St Edmunds
3:10 Colin Vincent, Hull

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

Map 20: The Elder God Shrine
0:37 John Brennan, Bicester
0:39 Colin Vincent, Hull
0:40 James Eyre, Leicester

Map 21: The Palace Of Hate
0:37 James Eyre, Leicester
0:44 Colin Vincent, Hull
0:47 John Brennan, Bicester

Map 22: The Pain Maze
0:49 John Brennan, Bicester
0:52 Colin Vincent, Hull
1:10 David Martin, Bootle

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

Map 24: The Nameless City
1:26 John Brennan, Bicester
1:34 David Martin, Bootle
1:51 Colin

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

Moo Moo Farm
01:15:77	Jeffery Van der Aa, Netherlands
01:17:32	Arif Mollah, Lancashire
01:19:00	Barry Drew, Cambs

Koopa Troopa Beach
01:20:86	Jeffery Van der Aa, Netherlands
01:22:35	Barry Drew, Cambs
01:23:12	Arif Mollah, Rochdale

Frappe Snowland
00:25:33	Arif Mollah, Rochdale
00:25:34	Arthur van Dalen, Netherlands
00:27:45	Alan Pierce, Salisbury

Mario Raceway
00:18:80	Arif Mollah, Rochdale
00:25:72	Ben Kitchin, Australia
00:27:79	Adam Tucker, Great Yarmouth

Wario Stadium
00:18:32	Jeffery Van der Aa, Netherlands
00:18:84	Arif Mollah, Rochdale
00:19:16	Ben Kitchin, Australia

Choco Mountain
0:46:08	Jeffery Van der Aa, Netherlands
0:57:96	James Eyre, Leicester
01:00:56	Richard Dunn, New Leake

Royal Raceway
01:19:75	Jeffery Van der Aa, Netherlands
01:26:99	Ben Kitchin, Australia
01:27:43	Adam Tucker, Great Yarmouth

Kalamari Desert
00:44:39	Arif Mollah, Lancashire
00:50:70	Jeffery Van der Aa, Netherlands
00:52:47	Ben Kitchin, Australia

Yoshi Valley
00:34:23	Barry Drew, Cambs
00:34:83	Stacy Needham, Bicester
00:34:88	Aaron Norris, Western Australia

Rainbow Road
03:08:87	Ben Kitchin, Australia
04:04:70	Arif Mollah, Rochdale
04:04:92	Adam Tucker, Great Yarmouth

Banshee Boardwalk
00:52:31	Jeffery Van der Aa, Netherlands
00:55:24	Ben Kitchin, Australia
00:58:76	Jon Burrows, Queensland

Donkey Kong's Jungle Parkway
00:28:81	Arif Mollah, Rochdale
00:29:03	Aaron Norris, Western Australia
00:34:57	Barry Drew, Cambs

Sherbet Land
00:58:05	Ben Kitchin, Australia
00:59:59	Arif Mollah, Lancashire
01:35:89	Jon Burrows, Queensland

Bowser's Castle
01:12:59	Jeffery Van der Aa, Netherlands
01:20:90	Adam Tucker, Great Yarmouth
01:24:12	Ben Kitchin, Australia

Toad's Turnpike
01:35:52	Jeffery Van der Aa, Netherlands
01:38:35	Barry Drew, Cambs
01:45:53	Jon Burrows, Queensland

Diddy Kong Racing

Ancient Lake
00:32:21	Stacy Needham, Bicester
00:37:11	Keith Boiston, Felling
00:42:03	Adam Charlton, Buckden

Fossil Canyon
00:58:26	Stacy Needham, Bicester
01:04:03	Keith Boiston, Felling
01:04:62	James Eyre, Leicester

Jungle Falls
00:41:51	Stacy Needham, Bicester
00:41:53	Adam Charlton, Buckden
00:42:60	Keith Boiston, Felling

Treasure Caves
00:42:20	Keith Boiston, Felling
00:44:75	Adam Charlton, Buckden
00:47:71	Arthur van Dalen, Netherlands

Whale Bay
00:50:03	Stacy Needham, Bicester
00:53:01	Keith Boiston, Felling
00:56:75	James Eyre, Leicestershire

Pirate Lagoon
01:01:23	Keith Boiston, Felling
01:04:36	Rob Pierce, Salisbury
01:05:73	Jan-Erik Spangberg, Sweden

Windmill Plains
01:33:18	Keith Boiston, Felling
01:35:45	Adam Charlton, Buckden
01:45:93	Richard Dunn, Boston

Crescent Island
01:06:25	Stacy Needham, Bicester
01:07:45	Keith Boiston, Felling
01:11:40	Adam Charlton, Buckden

Hot Top Volcano
00:58:20	Stacy Needham, Bicester
01:04:33	Keith Boiston, Felling
01:10:35	James Eyre, Leicester

Greenwood Village
01:12:31	Stacy Needham, Bicester
1:22:01	Jan-Erik Spangberg, Sweden
1:22:73	Kevin Seeney, Bury St Edmunds

Haunted Woods
00:47:65	Stacy Needham, Bicester
00:51:26	Keith Boiston, Felling
00:52:76	Richard Dunn, New Leake

Frosty Village
01:10:96	Stacy Needham, Bicester
01:19:01	Rob Pierce, Salisbury
01:20:60	Richard Dunn, New Leake

Everfrost Peak
01:19:88	James Eyre, Leicester
01:25:26	Richard Dunn, New Leake
01:28:11	Darren Harris, Birmingham

Snowball Valley
00:41:80	Stacy Needham, Bicester
00:5340	Richard Dunn, New Leake
00:54:70	Jan-Erik Spangberg, Sweden

Boulder Canyon
01:25:48	Keith Boiston, Felling
01:33:36	Rob Pierce, Salisbury
01:33:81	Danny Dunn, New Leake

Walrus Cove
01:27:81	Stacy Needham, Bicester
01:29:31	Keith Boiston, Felling
01:30:73	Adam Charlton, Buckden

Spacedust Alley
01:25:03	Stacy Needham, Bicester
01:28:83	James Eyre, Leicester
01:34:51	Danny Dunn, New Leake

Darkmoon Caverns
01:39:13	Keith Boiston, Felling
01:46:41	Adam Charlton, Buckden
01:49:03	Richard Dunn, Boston

Spaceport Alpha
01:32:00	Stacy Needham, Bicester
01:32:31	Keith Boiston, Felling
01:41:51	James Eyre, Leicester

Star City
01:14:20	Stacy Needham, Bicester
01:29:36	Kevin Seeney, Bury St Edmunds
01:30:45	Rob Pierce, Salisbury

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

Donkey Kong 64

Rambi Arena
216	Sean Matthews, Paisley
228	Andrea Earwicker, Wilts
220	Tim Freeman, Wilts

Enguarde Arena
365	Sean Matthews, Paisley
345	Karl Jobst, Australia
250	Anthony Hooley, Breaston

Jetpac Arcade Game
811395	Kevin Lillie, Liverpool
661910	James Eyre, Leicester
655360	Jeffery Van der Aa, Netherlands

The World Is Not Enough

Courier
1:59	Iain Lowson, East Lothian
2:10	Rob Cooper, Cardiff
2:33	Jennifer Phillips, Stoke On Trent

King's Ransom
2:05	Jennifer Phillips, Stoke On Trent
2:07	Iain Lowson, East Lothian
2:22	Rob Cooper, Cardiff

Underground Uprising
2:14	Iain Lowson, East Lothian
2:19	Jennifer Phillips, Stoke On Trent
2:24	Rob Cooper, Cardiff

Midnight Departure
2:59	Rob Cooper, Cardiff
3:02	Iain Lowson, East Lothian
3:10	Jennifer Phillips, Stoke On Trent

Masquerade
3:12	Jennifer Phillips, Stoke On Trent
3:14	Rob Cooper, Cardiff
3:15	Iain Lowson, East Lothian

City Of Walkways
3:32	Iain Lowson, East Lothian
3:40	Ben Downe, Halifax
3:59	Kate Seddon, Newcastle

City Of Walkways 2
3:28	Kate Seddon, Newcastle
3:20	Iain Lowson, East Lothian
3:36	Bob Cooper, Cardiff

Pokémon Snap

Best Shot Score
8440	Benjamin Long, Hants
8010	Jennifer Phillips, Stoke On Trent
7880	Ben Downe, Halifax

Yoshi's Story

37500	Anthony Hooley, Breaston
37424	Danny Dunn, New Leake
35998	Richard Dunn, Boston

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

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

Boonta Training Course
1:08:575	Julian Scott , Newry
1:50:993	Richard Lewis, Surrey
1:53:644	Darren Harris, Birmingham

Executioner
4:39:014	Stephen Hill, Kent
4:48:130	Tim Hughes, West Sussex
5:00:653	Darren Harris, Birmingham

Malastare 100
2:01:442	Tim Hughes, West Sussex
2:03:049	Stephen Hill, Kent
2:14:014	Darren Harris, Birmingham

Mon Gazza Speedway
0:23:073	Julian Scott, Newry
0:47:409	Stephen Hill, Kent
0:48:878	Richard Lewis, Surrey

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

Vengeance
4:05:078	Julian Scott, Newry
4:05:716	Tim Hughes, West Sussex
4:18:857	Darren Harris, Birmingham

Abyss
3:43:245	David Scott, Newry
3:52:312	Ben Downe, Halifax
4:00:998	Jennifer Phillips, Stoke On Trent

The Gauntlet
6:07:653	David Scott, Newry
6:12:314	Jennifer Phillips, Stoke On Trent
6:23:149	Ben Downe, Halifax

Grapevine Gateway
4:05:972	David Scott, Newry
4:17:001	Ben Downe, Halifax
4:33:094	Jennifer Phillips, Stoke On Trent

Sebula's Legacy
2:40:818	Julian Scott, Newry
2:56:576	Ben Downe, Halifax
3:32:912	Jennifer Phillips, Stoke On Trent

Dug Derby
2:17:161	Julain Scott, Newry
2:22:111	David Martin, Bootle
2:24:936	Rob Cooper, Cardiff

Banjo-Kazooie

Spiral Mountain
0:02:01	Jon Burrows, Queensland
0:02:10	Andrew Shirley, Chester
0:02:25	Niall Hickey, County Waterford

Mumbo's Mountain
0:04:44	Jon Burrows, Queensland
0:05:28	Kevin Seeney, Bury St Edmunds
0:06:30	Danny Dunn, New Leake

Treasure Trove Cove
0:08:29	Jon Burrows, Queensland
0:10:50	Jan-Erik Spangberg, Sweden
0:11:06	Richard Dunn, Boston

Mad Monster Mansion
0:10:45	Jon Burrows, Queensland
0:14:09	Andrew Shirley, Chester
0:14:15	Jan-Erik Spangberg, Sweden

Bubblegloop Swamp
0:14:07	Jon Burrows, Queensland
0:15:02	Kevin Seeney, Bury St Edmunds
0:15:19	Jan-Erik Spangberg, Sweden

Clanker's Cavern
0:08:31	Jon Burrows, Queensland
0:08:47	Kevin Seeney, Bury St Edmunds
0:09:16	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

Rusty Bucket Bay
0:12:18	Jon Burrows, Queensland
0:13:30	Kevin Seeney, Bury St Edmunds
0:16:14	Jan-Erik Spangberg, Sweden

Freezeezy Peak
0:13:19	Jon Burrows, Queensland
0:13:34	Kevin Seeney, Bury St Edmunds
0:15:25	Jan-Erik Spangberg, Sweden

Gobi's Valley
0:11:25	Jon Burrows, Queensland
0:12:44	Jan-Erik Spangberg, Sweden
0:14:44	Kevin Seeney, Bury St Edmunds

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

Gruntilda's Lair
0:46:46	Michael Ilioski, Victoria
0:54:22	David Martin, Bootle
1:06:34	Colin Vincent, Hull

SCOREZONE



Goldeneye

Facility – 00 Level!
0:38 Arif Mollah, Lancashire
0:48 David Ryan, Derby
0:55 Jon Burrows, Queensland

Byelomorye Dam
0:47 Arif Mollah, Lancashire
0:50 William Peers, Stoke
0:52 David and Christopher Ryan, Derby

Facility
0:39 David Ryan, Derby
0:40 Jon Burrows, Queensland
0:44 Luke Sutton, South Australia

Runway
0:21 Arif Mollah, Lancashire
0:22 Zak Brown, Australia
0:23 Jon Burrows, Queensland

Surface 1
0:52 Arif Mollah, Lancashire
0:57 Jon Burrows, Queensland
1:01 Magnus Smith, Burra Isle

Bunker 1
0:16 Arif Mollah, Lancashire
0:17 David Ryan, Derby
0:19 Jon Burrows, Queensland

Launch Silo
0:49 Arif Mollah, Lancashire
0:59 Benjamin Long, Hants
1:02 David Ryan, Derby

Frigate
0:23 Arif Mollah, Lancashire
0:24 Jon Burrows, Queensland
0:25 Magnus Smith, Burra Isle

Surface 2
0:54 Jon Burrows, Queensland
0:56 Karl Jobst, Australia
0:57 Barry Drew, Cambs

Bunker 2
0:20 Arif Mollah, Lancashire
0:20 David Ryan, Derby
0:22 Benjamin Long, Hants

Statue Park
2:22 Arif Mollah, Lancashire
2:30 Jon Burrows, Queensland
2:33 Karl Jobst, Australia

Military Archives
0:16 Arif Mollah, Lancashire
0:16 David Ryan, Derby
0:16 Jon Burrows, Queensland

Streets
1:00 Zak Brown, Australia
1:08 Arif Mollah, Lancashire
1:12 Jon Burrows, Queensland

Depot
0:22 Arif Mollah, Lancashire
0:22 David Ryan, Derby
0:22 Jon Burrows, Queensland

Train
1:00 Benjamin Long, Hants
1:04 Arif Mollah, Lancashire
1:15 William Peers, Stoke

Jungle
1:02 Arif Mollah, Lancashire
1:02 Karl Jobst, Australia
1:05 Jon Burrows, Queensland

Control Centre
3:39 Arif Mollah, Lancashire
3:40 Jon Burrows, Queensland
3:43 James Eyre, Leicester

Water Caverns
1:00 Arif Mollah, Lancashire
1:02 Benjamin Long, Hants
1:04 David Ryan, Derby

Cradle
0:39 Arif Mollah, Lancashire
0:40 Jon Burrows, Queensland
0:42 Karl Jobst, Australia

Aztec Complex
1:06 William Peers, Stoke
1:07 Arif Mollah, Lancashire
1:08 David Ryan, Derby

Egyptian Temple
0:48 Arif Mollah, Lancashire
0:49 David Ryan, Derby
0:50 Jon Burrows, Queensland

Shadows Of The Empire

City 1
1:45:65 Ian Lawlor, Churwell
2:02:98 Jon Burrows, Queensland
2:03:91 Sam Doyle, Glossop

City 2
3:07:66 Jon Burrows, Queensland
3:10:45 Ben Downe, Halifax
3:21:23 David Martin, Bootle

City 3
1:58:36 Jon Burrows, Queensland
2:01:33 David Martin, Bootle
2:33:01 David Martin, Bootle

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

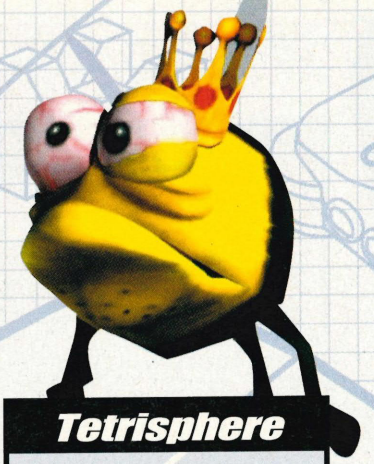
Desert 2
1:54:70 Jon Burrows, Queensland
1:59:33 David Martin, Bootle
2:11:45 Ben Downe, Halifax

Desert 3
2:27:18 Jon Burrows, Queensland
2:33:76 David Martin, Bootle
2:43:85 Ben Downe, Halifax

Space Station 1
1:44:58 Ian Lawlor, Churwell
2:06:30 Jon Burrows, Queensland
2:10:44 David Martin, Bootle

Space Station 2
2:15:95 Jon Burrows, Queensland
2:16:31 David Martin, Bootle
2:54:87 Kate Seddon, Newcastle

Space Station 3
2:49:41 Jon Burrows, Queensland
2:53:66 Kate Seddon, Newcastle
3:19:35 Jennifer Phillips, Stoke On Trent



Tetrisphere

Rescue
913530600 John Lambregts, The Netherlands
259549700 Joel Smith, Springwood,Australia
145032800 Jay Scott, Fort-William

Legend Of Zelda

Biggest Fish
32 Pounds Benjamin Long, Hants
24 Pounds Harris Shackleton, Halifax
24 Pounds Matthew Thompson, Cookham

Marathon Race
1:02 Philip Longhurst, Sudbury
1:02 David Ryan, Derby
1:04 Karl Jobst, Australia

Horse Race
0:46 Mark Nicol, Western Australia
0:46 Michael Tokarz, New South Wales
0:47 Barry Drew, Cambs

Horseback Archery
2000 points Mark Nicol, Western Australia
2000 points Matthys ten Ham, Netherlands
2000 points Christopher Ryan, Derby

Graveyard Race
0:34 Barry Drew, Cambs
0:50 Stephen Hill, Kent
0:52 Karl Jobst, Australia

Zelda: Majora's Mask

Swamp Archery Game
42 Hits Benjamin Long, Hants



Scorezone Challenge!

To put it simply... WE WANT YOUR *CONKER'S BAD FUR DAY* SCORES! NOW!

But failing that, we'd quite like to see what you have done with the likes of *Mario Tennis* and, if you like, *Pokémon Puzzle League*. So, which of you sturdy lot is going to take up the challenge?

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!

NOKIA -Ringtones & Graphics MOTOROLA & SAGEM -Ringtones Only

RINGTONES & GRAPHICS



TOP RINGTONES	Ref:	NOK.	MOT.	SAG.
1. STAN	105859	✓	✓	✓
2. NEXT EPISODE	138444	✓	✓	✓
3. SAY MY NAME	102937	✓	✓	✓
4. YOU MAKE ME SICK	118263	✓		
5. I WANNA BE YOU	143149	✓		✓

ICONS


REF: 103663


REF: 120575


REF: 139399


REF: 100848


REF: 111566


REF: 104645

only 60p per min

There's 1000s more to choose from!

09065 899 977

www.iconaphone.com

Calls cost 60p/min from landline. Mobile operators may charge more. Ask bill payer's permission before calling. Av. call 2 mins. Maximum cost £3.00, the call will be automatically terminated. Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service No 0870 121 9565.

the gamestore

Dreamcast, PlayStation, N64, Gameboy and **PC CD Rom**
New and Pre-Owned Games for **Sale** and **Exchange**
Consoles, Games and Accessories
Mail Order Now Available

83-85 Holme Lane, Hillsborough, Sheffield S6 4JP Tel: 0114 2345002
Open Mon - Sat 10am - 5.30pm - All Major Credit Cards Accepted

GAMES 4 U

Call Us First - UK's Lowest Prices



GAME BOY COLOR £47.99


£274.99


£69.99

Pre-Order Gameboy Advance Now, Cheapest Price In The UK. Call!



Call us for a free catalogue

1000s of games

07931 451990

GAMETRADER Computer games

PlayStation

USED PLAYSTATION SPECIALISTS

- Games From £5.00 plus £1.00 p+p
- Unable to find the game you want
- Huge stock always available
- 100% Guaranteed
- Check out our website
- Mail Order

www.gametrader.co.uk

Gametrader Ltd, 119 South Road, Haywards Heath, West Sussex RH16 4LR.
Gametrader Ltd, Unit 18, The Market Place Shopping Centre, Burgess Hill, West Sussex RH15 9NP.

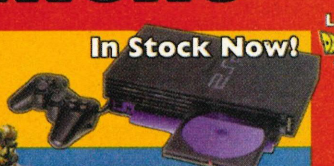
King Cat Entertainment

Call: 020 8767 1101
email: sales@kingcat.co.uk
web: www.kingcat.co.uk

Cheques Payable to: KING CAT & send to P.O. Box 24363, London, SW17 9FF

1st Class Delivery or Next day!
Please call for latest price and stock.
Call for your free brochure.

In Stock Now!



Loads of DRAGON BALL Z Videos



Lots of GBA Games give us a call



PSOne & PS2



All action figures



Legend
Ultimate Battle 22
Final Bout
DRAGON BALL Z



Trading Cards
Videos
T-Shirts
Action Figures and more...



METAL GEAR SOLID

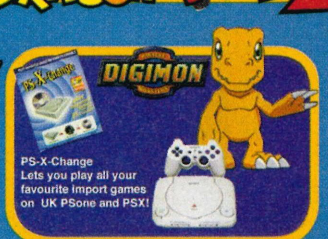
Controllers
Memory Cards
Cable
Remote control
Stands
DVD's
and loads more...

N64/GameBoy

Pikachu N64 Console £84.99
Controllers
Memory Cards
Games from Japan/USA all in one place.

Sailor Moon
Videos
Figures
Cards
and more...





DIGIMON

PS-X-Change
Lets you play all your favourite import games on UK PSone and PSX!

Pokemon Stadium 2
Gold/Silver in stock now!



N64 Universal Games Adaptor
Plays all USA/Jap Games on your Nintendo!





Harvest Moon
Survival Kids
Final Fantasy
Dragon Warrior I+II
Hello Kitty
and loads more...

Dreamcast



Gundam Wing
movies
figures
games





THE POWERPUFF GIRLS

Hello Kitty
watches
Mobile Phone Cases
Wallets/Purses
BackPacks
and more...



Sale
Loads of games at super low prices. Call us for more, too many to list!
Pokemon Trading Cards From £3.99
Booster Packs From £1.00
Colour Game Boy £49.99





Get yours now!



www.kingcat.co.uk
secure online ordering

CHEAT CENTRAL

64 A to Z

Of Hints, Tips & Cheats...

SOLUTIONS

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.*

ALL THE LATEST N64 CHEATS UPDATED EVERY MONTH

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 immediately 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 level.

Porsche 959
Finish the basic arcade mode on expert level.

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

BANJO-KAZOOIE

Special Codes
Bottle's puzzles in Banjo's house give you special codes if you complete all seven of his challenges. Once you've completed the challenges, enter these codes at the castle in Treasure Trove Cove to get the cheat – the catch is: if you don't complete the puzzle, you can't use the code!
Note: You should enter NOBONUS to cancel the code.

Puzzle	Code & Effect
Puzzle 1	BOTTLESBONUSONE Big Head
Puzzle 2	BOTTLESBONUSTWO Big Arms and Legs
Puzzle 3	BOTTLESBONUSTHREE Small Head and Tall Body
Puzzle 4	BOTTLESBONUSFOUR Kazooie has Big Head andWings
Puzzle 5	BOTTLESBONUSFIVE Big Heads and Feet
Puzzle 6	BIGBOTTLESBONUS A combination of the above
Puzzle 7	WISHYWASHYBANJO Turns Banjo `into Kazooie turns invisible)
Washer	

BANJO KAZOOIE

Secrets Revealed!!
Once you've drained Treasure Trove Cove, the following codes can be entered at the Sand Castle.
(If you don't know how to do this then read on... there should be a ledge with a bucket above the castle. If you fire two eggs into the bucket, the castle will drain itself, revealing letters upon the floor. To use these letters you must perform the Beak Buster move on each of the panels.)
Some of these codes will play a cut-scene while some will simply make a lovely noise.
The following codes will unlock six new eggs and the ICE KEY (ooohh), but please note that you can only get these if you have been to the levels these items can be found in. It's up to you to find a use for these extra items.
NOTE: When you enter a cheat that isn't egg or key related you should be advised that if you use more than two, Grunty (the old hag) will erase your game.
Also, you'll need to type the word 'cheat' before each code, but you don't need to use the spaces!

1) NOW YOU CAN SEE A NICE ICE KEYWHICH YOU CAN HAVE FOR FREE
This reveals the Ice Key inside the Freezeezy Peak Ice Cave.

2) DONT YOU GO AND TELL HER ABOUT THE SECRET IN HER CELLAR
This opens a casket in Grunty's Cellar which holds a Blue Egg.

3) OUT OF THE SEA IT RISES TO REVEAL MORE SECRET PRIZES
This cheat raises Shark Food Island, where you'll find a Purple Egg.

4) A DESERT DOOR OPENS WIDE ANCIENT SECRETS WAIT INSIDE
This unlocks the rock wall gate in Gobi's Valley where you will discover a dark blue egg!

5) AMIDST THE HAUNTED GLOOM A SECRET IN THE BATHROOM
This reveals a Green Egg in Mad Monster Mansion's second-floor bathroom. Wierd!

6) THIS SECRET YOULL BE GRABBIN THE CAPTAINS CABIN
This cheat reveals the red egg previously hidden in the Captain's Cabin in Rusty Bucket Bay.

7) NOW BANJO WILL BE ABLE TO SEE IT ON NABNUTS TABLE
This uncovers the Yellow Egg in found in Nabnut's house in Click Clock Wood.

8) THERES NOWHERE DANKER THAN IN WITH CLANKER
This code opens Clanker's Cavern.

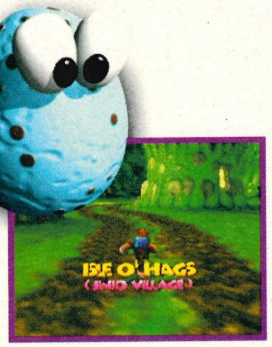
9) NOW INTO THE SWAMP YOU CAN STOMP
This code opens up the Bubble Gloop Swamp.

10) THE JIGGYS DONE SO OFF YOU GO INTO FREEZEEZY PEAK AND ITS SNOW
Opens Freezeezy Peak





* 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!



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 of the 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

RCKTSRDGLR
Unlock all weapons

WRDRB
Boat Assault Bonus Level

NNKNHCKS
Unlock Brandon's Gang

TRDDYBRRRKS
Unlock Custom Gang

HPPYHPPY
Invincibility

80DYS
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 to appear 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!

CONKER'S BAD FUR DAY

Multiplayer Codes!
Wash Your Mouth Out!
When you enter the code screen and type in any swear word you can think of, the fire imp things give you a right telling off for being rude! And quite right too!

Use Conker in War or Race Mode
Enter:
WELLYTOP
at the cheat screen and you'll be rewarded with Conker, who can now appear in Total War mode or the race mode! Hurrah!

Unlock Gregg the Grim Reaper
Enter:
BILLYMILLROUNDABOUT
at the cheat screen and a skeleton and Gregg will be available in the





multiplayer games.

Extra Brutal Multiplayer
This one is... well, a little rude, so to spare your blushes we've printed it in reverse. To enable the code, enter it starting with the letter on the right and working backwards!
Enter:
YEKCOJKNUPS
at the cheat screen and when you attack someone with a sword/chainsaw in multiplayer, the death animation will look like something straight from *The Matrix*. This code works ONLY in single multiplayer however!

Unlock Neo Conker
Enter
EASTEREGGSRUS
at the cheat screen and you'll be allowed to play as Neo Conker in multiplayer games.

Unlock The Heist Level
Enter:
CHOCOLATESTARFISH
at the cheat screen and if you go into 'chapters' you'll now be able to play the Heist level (*The Matrix* send up)!

Unlock "It's War"
Enter:
BEELZEBUBSBUM
at the cheat screen to access this cheat!

Use Frying Pan in Multiplayer Race Mode
Enter:
DUTCHOVENS
at the cheat screen to give yourself a frying pan as your default weapon!

Unlock Caveman For Multiplayer
Enter:
EATBOX
at the cheats screen to grant you access to the cavemen.

Unlock Slopranos In Chapter Mode
Enter:
ANCHOVYBAY
at the cheat screen and The Slopranos is now open for you to use in Chapters Mode.

Unlock The Baseball Bat In Race Mode
Enter:
DRACULASTEABAGS
at the cheat screen so you can now use a baseball bat instead of a stick!

Unlock Uga Buga in Chapters Mode
Enter:
MONKEYSCHIN
at the cheat screen and you'll now be allowed to play as Uga Buga!

Unlock Zombies and Villagers for Multiplayer
Enter:
BEEFCURTAINS
at the cheat screen and there will be zombies and villages galore in multiplayer.

Unlock Barn Boys in Chapter Mode
Enter:
PRINCEALBERT
at the cheat screen and the Barn Boys are all yours!

Unlock Bats Tower
Enter:
CLAMPIRATE
at the cheat screen and Bats Tower is all yours!

Give Yourself 50 Lives
Enter:
BOVRILBULLETHOLE
at the cheat screen and you'll be granted with 50 lives in the single player mode!

Unlock Every Chapter and Cut-Scene
Enter:
WELDERSBENCH
at the cheat screen and every chapter and cut-scene will available!

Unlock Sergeant, and Tediz Leader
Enter:
RUSTYSHERIFFSBADGE
at the cheat screen and during the multiplayer games, these characters are yours!

Unlock Weasel For Multiplayer
Enter:
CHINDITVICTORY
at the cheat screen and the weasel's yours!

Very Easy Mode
Enter:
VERYEASY
at the cheat screen and the game will be as easy as pie!

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 to unlock in total.

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!

DR. MARIO 64

Unlock Hard AI
Here's how to make life that little bit more difficult in Vs. Computer or Flash mode. After you have selected your character, when it is time for you to select an opponent, hold down the L button and tap the A button when the character is highlighted. Another star should be added to the opponents handicap. Also "Com Lv Hard" should appear in the upper right-hand corner of the screen.

Unlock S-Hard AI
To really make things tricky in the same mode as the above, hold down the L button and tap B. This should add two stars and the words "Com LV S-Hard" to the screen.

Increase Your Virus Population
In Marathon Mode, you can increase the Virus Population by simply pressing the L or R buttons during play. This means you can keep on scoring despite having a relatively clean screen.

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, 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 hidden cheat menu and enter one of the following codes to gain 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

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.

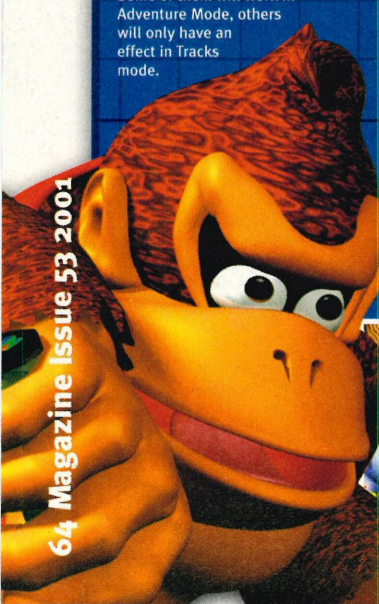
DIDDY KONG RACING

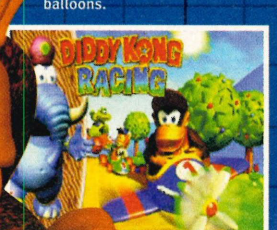
More Magic Codes:

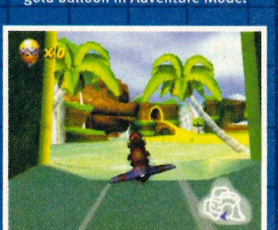
DODGYROMMER
This allows you to access the ROM checksum.

EPC
This allows you to access the EPC lock up display.

EOLAOBFENRLONE
This allows you to receive a free gold balloon in Adventure Mode.









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 R 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







JET FORCE GEMINI

The cheats have to be opened under the options menu and can be switched off and on once you have unlocked them. The following three cheats are awarded for collecting all those lovely ant heads:

Rainbow Blood Cheat
Requirements: Collect 100 ant heads.

Jet Force Kids Cheat
Requirements: Collect 200 ant heads.

Ants Into Pants
Requirements: Collect 300 ant heads.

Kill the Fish
If you really have to kill this fish you can with this simple method! You'll need to use some mighty big explosives, the cluster bombs or grenades should do, and chuck them into the pond.

Secret Flamethrower Ammo
When your flamethrower is running on empty search for some lanterns carried by Tribals! If you shoot at the Tribals, they'll drop these lanterns and you can then pick them up and use them to power the flamethrower!

Selective Ammo
To collect ammo for a gun that has none, select the weapon you want to refill and collect weapons from the dead. When collecting these objects, it will automatically supply your gun with all the necessary ammo you'll ever need.





CHEAT CENTRAL



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.

HARVEST MOON 64

Running a farm is not an easy job. Especially in real life, let alone in a videogame such as Harvest Moon! To make things that little bit simpler for you, here are a few tips to make the job as easy as possible!

Chickens
Using the staircase, place all of your chickens on the roof. Somehow, they will manage to get fed without you having to do anything. Another plus point is that they still lay their eggs!

Easy Medals
To win medals in the horse race you need to save the game the day before the race and then place a bet on any old horse (go on, spend all of your money!) Once you have discovered who won the race, restart the game from the beginning of that day! Now you should be able to foresee who the winner is and collect all those lovely medals!

How to get rid of your dog
If you are a bit sad and for some reason want to get rid of your pet dog, then bring it into the bathroom. Once inside, place the dog on the floor and it should walk into a black area (a hole?) Even though you shout, it won't come back. How sad!

How to get the empty bottle
Unless you find as alcoholic in the game, the only other way to find an empty bottle is from a guy called Rick. During the festivals in the town square (most notably the Flower Festival) you can collect this bottle and then proceed to keep medicines or liquids in it!

Make Ann fall in love with you
This is a sure-fire way to get the girl! Ann likes to chat so to worm your way into her heart you'll need to chat to her as often as possible. She likes things like wool, catmint flowers and also animals. This means you should bring her these things and especially show her your pet! One last thing, she loves cake!

How to make Elli fall in love with you
If Elli is more your type then woo her with fish, eggs and milk, and if you give it to her every day (you know what I mean!) she'll soon fall in love. NOTE: If you marry Elli, then her Grandmother won't die during the festival. She also won't die if you ignore her on this very same day!

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. Or until you're bored.

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 to access this bizarre cheat; 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 costumes, hold down any one of the C Buttons whilst selecting the fighter and then press Evade quickly 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 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.

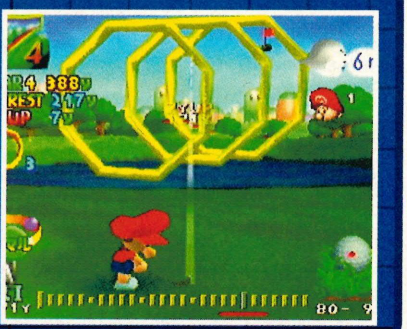
Hidden Characters
To play as any of these hidden characters simply complete the required tasks:

Metal Mario
Get 108 birdie badges in tournament mode

Sonny
Beat him in 'Get Character' mode

MapleGet 50 birdie badges in tournament mode





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 then play Bumper Ball Maze 1 in the mini-game house.

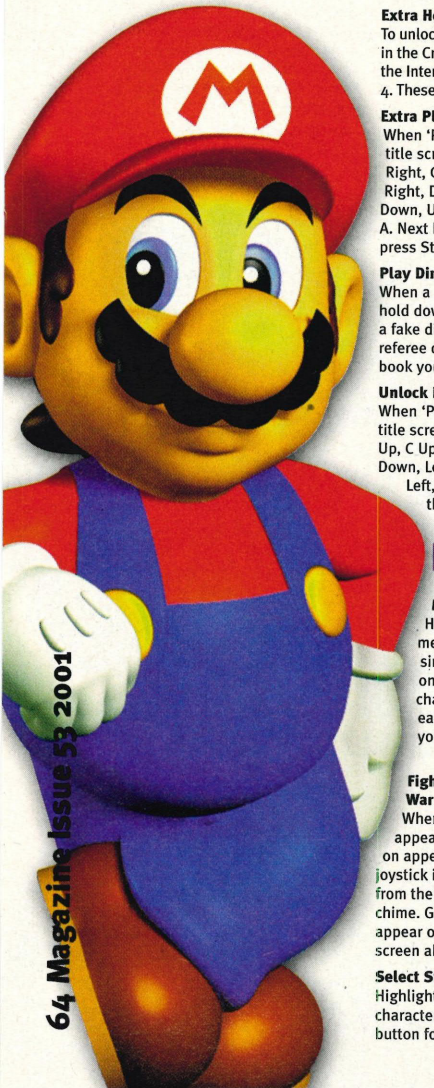
Bumper Ball Maze 2
Clear all 50 mini games on mini-game island to access Maze 2.

Bumper Ball Maze 3
Set a new record on both Bumper Ball Maze 1 and 2 to open the third Bumper Ball 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 has disappeared, special items will be available in the shops.





MICKEY'S SPEEDWAY USA

Unlock Louie
If you manage to come first in the first three tracks on Intermediate Level, then that lovely Louie will be all yours to race with!

Unlock Victory Vehicles Circuit
If you'd like to unlock the Victory Vehicles circuits (which consists of Yellowstone, Washington D.C, Malibu and the Everglades) then win three circuits set on Professional level.

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- Turns the player into an automated 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

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	



PAPER MARIO

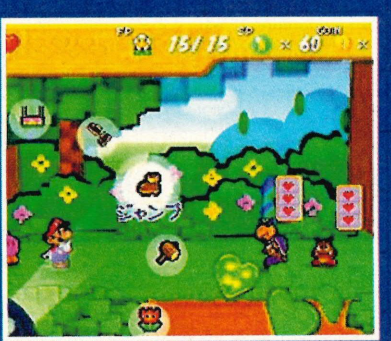
Secret Pipes
To discover these pipes, head back to Toad Town after you have received the Stone Hammer in the Dry Dry Ruins. Once in Taod Town, enter the sewers via the pipe with the PRIVATE sign next to it. On the left is a stone that can be smashed with your hammer. If you now go through the tunnel, on the other side will be a giant Blooper. If you defeat him, he will reveal three new warp pads that will take you to Goomba City(left), Koopa Village (middle) and the Dry Dry Outpost (right)! Not bad eh?

Secret Playroom
In Toad Town, go south until you get to Li'l Oink Farm. Go left to the narrow passage way that is not fenced off and then hit the tree with your hammer. A pipe should appear on the right. This pipe leads you to the playroom where you can play games to earn cash. However, you will need the silver or gold card to play!

Classic Mario
To become classic Mario, go to Boo's Mansion and look for the door on the right as you enter the building (opposite the bookcase on the left) Enter the door and you'll be in a room with a vase. There will be a box in front of it and so jump on this box to jump into the vase. When you exit the vase you'll look just like classic Mario. Sadly, this will wear off as soon as you leave the room!

Hidden Hearts
On Pleasent Path, you'll see three striped blue poles. The one on the left will follow you with it's eyes. If you run around it, hearts will appear, along with the classic *Mario* theme! Bizarre, but useful nonetheless!

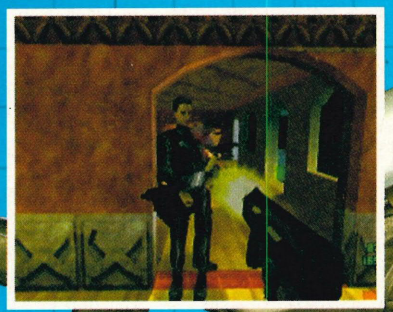


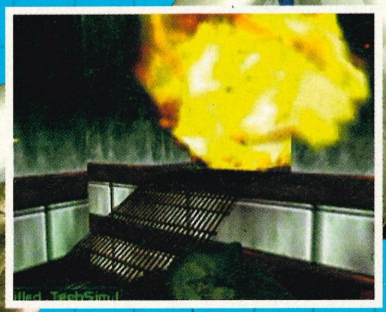


CHEAT CENTRAL

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.





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 soon 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.

Unlock Class 2 and 3 at Puzzle University
Hold Z and press A, B, R Button, A, A, B, R Button, A at the title screen.

Jigglypuff
To make this little fella sing, simply execute a chain or a combo, the bigger the effort the longer it'll sing!

TRAINERS AND THEIR POKÉMON!

Ash
Pikachu
Squirtle
Bulbasaur

Brock
Geodude
Vulpix
Zubat

Lt. Surge
Raichu
Jolteon
Magneton

Koga
Venomoth
Voltorb
Golbat

Team Rocket
Weezing
Arbok
Golbat

Ritchie
Sparky (Pikachu)
Zippo (Charmander)
Happy (Butterfree)

Bruno
Onix
Hitmonchan
Primeape

Blaine
Arcanine
Charmeleon



POKÉMON STADIUM 2

Unlock GB Tower Secrets
If you want your Game Boy games to run at a higher speed when you play at Game Boy Tower then defeat the Gym Leader Castle or win all the Stadium Cups in Round One. This gives you the Doduo sticker so that you can play Gold/Silver at double speed in GB Tower. If you do the same for Round Two, then you'll be allowed to play at Hyper Speed!

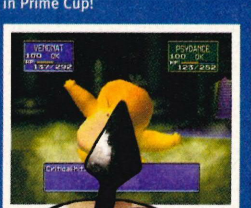
Fight Your Rival
When you have won all of the cups in Stadium Mode and beaten all of the trainers in Gym Leader Castle, you'll unlock a Rival Cup in the lower corner of the main map. If you go to it, you'll be able to pit your team against Mewtwo, Ho-oh and Lugia!

Get Rare Pokemon
If you win the Rival Cup you will be able to get your hands on Farfetch'd Pokémon with Baton Pass. In Round Two, a win will let you use a Gligar with Earthquake. Because these moves are not normally used by these particular Pokémon, this makes them very rare and very useful!

Get More Knowledge at Pokémon Academy
If you manage to pass your exams and win the school battles, more information becomes available to you in the library. This includes items for the Game Boy games!

Rent Celebi
If you want to get your hands on this guy, you'll have to get to Round Two by beating all of the cups in Stadium Mode, defeating all the trainers in Gym Leader Castle and beating your rival! Once all this is done, you can rent Celebi in Prime Cup!









Magamar

Gary
Nidoran
Growlithe
Krabby

Misty
Horsea
PsyDuck
Staryu

Erika
Tangelo
Weepinbell
Gloom

Sabrina
Abro
Hypno
Alakazam

Giovanni
Persian
Sandslash
Nidoking

Lorelei
Cloyster
Poliwhirl
Dewgong

Tracey
Marill
Venomat
Scyther

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 then 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 .....CZBC55RFFMRQ
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

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

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



CHEAT CENTRAL



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, you should 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 anywhere 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.

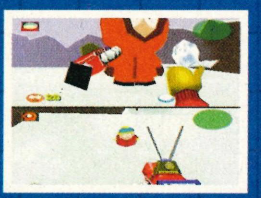
Turbo Start
For race mode with default control settings Hold L before the countdown. Release L and hold R when the countdown reaches 3. Release R and hold L when it gets to 2. Release L and hold R when the countdown hits 1. If done right, you car should get off to a flying start!

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

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 Al	AIOUTRAGE
Alien	MAJESTIC
Starvin Marvin	SLAPUPMEAL





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 this new-found 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.

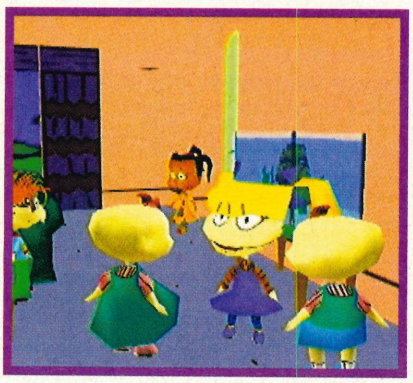
Play as Stormtrooper
Repeat the code to access the wampa, but keep pushing C Right until the Stormtrooper eventually appears.

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 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

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
GIVEUP

Alternate Radar
This lovely little number gives you that futuristic look and causes the double the amount of damage!
SPTWOKNN



SPIDERMAN

The following codes are all entered in the Cheats Menu.

Unlock Everything
Go to the Cheats Menu and enter the following code to unlock a whole load of stuff (includes costumes and comic books).**TRUBLEVR**

Complete Gallery
If you want to have the complete gallery of characters, then simply type the following code! **WHOSINTGM**

Full Health
For full health enter the following code (remembering the space between HELP and ME). **HELP ME**

All-Powerful
If you fancy being an invincible web-slinger enter the following code. **TURTLE**

Level Select
If you'd like to swing between any level you want, just type **LVLSKIPPER**

Unlimited Webbing
You'll never run out of stick stuff with this password! **STICKYSTUF**

Unlock Ben Reilly Costume
If you really have to be Ben Reilly, then type this password in to get that costume (again, remembering a space). **DA CLONE**

Unlock Captain Universe Costume
If you would rather save the world as Captain Universe then type this code in! **POWCOSMIC**

Unlock Peter Parker Costume
Forget the spandex, go for the natural look with the Peter Parker code. **MISTERMJ**

Unlock Quick Change Spidey Costume
This allows you to wear the quick-change costume. **GTATNKFST**

Unlock Spider-Man 2099 Costume

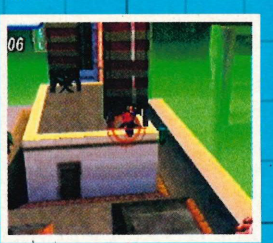
Unlock Spidey Unlimited Costume
This costume grants you unlimited stealth (note the space between the two words) **LIMITED ED**

Unlock Symbiote Spidey Costume
This suit grants you unlimited web fluid. Which is nice! **SYMBSPID**

Unlock all Comic Books
If you're the lazy type, you can unlock all the comic books with this password. **CLTTHMALL**

Unlock all Slide Shows
See every piece of the story in one go. Go on, you know you want to! SMESTORY





CHEAT CENTRAL



RADAR

More A-Wings
ACE

Millennium Falcon
FARMBOY

All power ups
TOUGHGUY

Bearded man on screen
HARDROCK

View Credits
CREDITS

Control AT-ST
CHICKEN

View Movies
DIRECTOR

Music Test
MAESTRO

Open all levels
DEADDACK

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!

SUPER MARIO 64

Get 100 Lives from Yoshi
After getting 120 stars a cannon will appear by the water outside the castle. Shoot yourself onto the roof. Yoshi will give you 100 lives and then leave you.

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 "00 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.

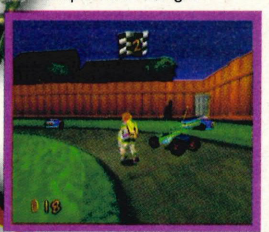
Suit Skins:
Complete the Curiour level on "Secret Agent" difficulty in under 2:00.

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 "00 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



TUROK

FULL CHEATS LIST
Enter the following in the cheat menu provided in the game

Gives Everything
NTHGTHDGDCRTDTRK

Show enemies
NSTHMNDNT

Quake Mode
CLLTHTNMTN

Vivid colours
LLTHCLRSFTHRNB

Tiny enemies
ZDNCHN

Pen and Ink mode
DLKTCR

Disco mode
SNFFRR

Gallery mode
THBST

All weapons
CMGTSMMGGTS

Infinite Ammo
BLLTSRRFRND

Unlimited lives
FRTHSTHTTRLSCK

Spirit mode
THSSLKSCL

Credits
FDTHMGS

Robin Mode
RBNSMTH

Fly mode
LKMBRD

TUROK 2: SEEDS OF EVIL

All entered on cheat entry screen

Big Head mode
UBERNOODLE

Stick Mode
HOLASTICKBOY

Tiny Mode
PIPSQUEAK

Zach's Cheat
AAHGOO

Pen and Ink
IGOTABFA

Gouraud mode
WHATSATEXTUREMAP

Blackout mode
LIGHTSOUT

Juan's Cheat
HEEERESJUAN

Ultimate Code
BEWAREOBLIVIONISATHAND

TUROK 3: SHADOW OF OBLIVION

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

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

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

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

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

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

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

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

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

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

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

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





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.











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 of the 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, 000 points and get a first place rating.

Quick Start
You should press up twice right after the word go vanishes.

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 really cool secret wrestlers!

OUR UNDYING GRATITUDE...

...goes to Matthew Williams all the way over in sunny California who filled us in on few missing codes for *Diddy Kong Racing*! If you've got any to share with us, send them to:

CHEATS A-Z
64 MAGAZINE
PARAGON PUBLISHING
PARAGON HOUSE
ST PETERS ROAD
BOURNEMOUTH
BH1 2JS

You won't win anything, but we promise we'll shower you with praise!

Special Offers



Discount Deals on Best-selling Books!

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



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



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



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



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



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

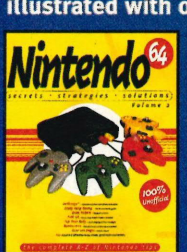


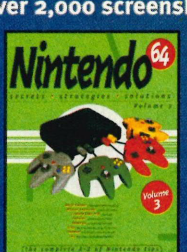
MAXIMUM SOLUTIONS: TUROK 2
ISSN 1463-7243 • £3.95
Massive solutions to both *Turok* games on the N64! Includes a complete guide to weapons & characters, plus walkthroughs.

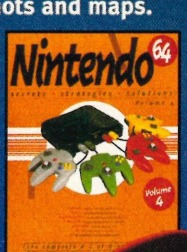


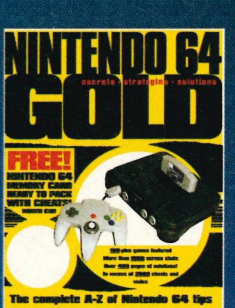
MAXIMUM SOLUTIONS: DONKEY KONG 64
ISBN 1-84179-027-3 • £3.95
Complete game walkthrough in colour to help you through every level and the main event. All the secrets revealed!

NINTENDO 64 SECRETS, STRATEGIES, SOLUTIONS VOLUMES 2, 3 OR 4
Pick one of these massive collections of Nintendo 64 hints, tips, playing guides and cheats. Superbly illustrated with over 2,000 screenshots and maps.









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

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

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



64 MAGAZINE #53
SPECIAL OFFERS

YOUR DETAILS

Name .....

Address .....

.....

.....

Postcode .....

Phone number .....

Email .....

Date of birth .....

SPECIAL OFFERS ORDER FORM

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

1 .....

2 .....

3 .....

(*Normal and special prices apply for individual purchases.)
Please note that the exact covers and contents shown here are subject to change due to circumstances beyond our control. Ask for confirmation when you order.

Payment

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

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

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

Expiry date ☐☐/☐☐ Issue no ☐☐

Signature .....

Date .....

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

PARAGON PUBLISHING

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

ROCK YOUR NOKIA AND MOTOROLA & SAGEM

PHONE 090-77-87-08-16
24 HOURS A DAY, 7 DAYS A WEEK

NEW! NOW TONES WORK ON

Sagem: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956 & MC959(R) MODELS

Motorola: T250, V50 & V100, V8088, & Timeport 260 MODELS

NEW! NOW AVAILABLE! TONES FOR SIEMENS & ERICSSON PHONES
Tones cannot be sent to Siemens & Ericsson via the telephone order line (Go to our website below to obtain tones for these phones)

1. Call the number below
2. Quote the 4-digit code
3. Receive your selection – immediately!!

Top 20 Tones

NEW! HEAR THE TOP 20 CHART TONES BEFORE YOU ORDER - PHONE 090-50-28-01-30 (For this line only calls cost 25p per min)

1	What Took You So Long	Emma Bunton	3751
2	It Wasn't Me	Shaggy	3705
3	All For You	Janet Jackson	3741
4	Out Of Reach	Gabrielle	3763
5	Pure & Simple	Hear 'Say	3729
6	Clint Eastwood	Gorillaz	3721
7	Butterfly	Crazy Town	3744
8	Whole Again	Atomic Kitten	3670
9	Uptown Girl	Westlife	3719
10	Let Love Be Your Energy	Robbie Williams	3762
11	Teenage Dirtbag	Wheatus	3690
12	Bow Wow	Lil Bow Wow	3752
13	Run For Cover	Sugar Babes	3761
14	I'm Like A Bird	Nelly Furtado	3713
15	The Way You Love Me	Faith Hill	3760
16	Crawling	Lincoln Park	3759
17	How You Like Bass	Norman Bass	3758
18	Salsoul Nugget	M&S/Girl Next Door	3742
19	Only For A While	Toploader	3757
20	Straight Up	Chante Moore	3745

Top Tones

0001 TAKE ON ME - A-HA
0005 WALK THIS WAY - AEROSMITH
0010 DON'T CRY FOR ME ARGENTINA - MADONNA
0017 BARBIE GIRL - AQUA
0033 THE FINAL COUNTDOWN - EUROPE
0055 KILLING ME SOFTLY - FUGEES
0054 FRIENDS - GARY NEWMAN
0057 FUNKYTOWN - FUNKY TOWN
0058 GET DOWN - BACKSTREET BOYS
0085 LIGHT MY FIRE - THE DOORS
0087 THE LION SLEEPS TONIGHT - TIGHT FIT
0075 ITCHY AND SCRATCHY - THE SIMPSONS
0078 BLACK OR WHITE - MICHAEL JACKSON
0095 MONEY MONEY MONEY - ABBA
0108 PRETTY FLY FOR A WHITE GUY - OFFSPRING
0109 ONE LOVE - BOB MARLEY
0159 TUBULAR BELLS - MIKE OLDFIELD
0167 YMCA - THE VILLAGE PEOPLE
0166 WANNABE - SPICE GIRL
0182 CHILDREN - ROBERT MILES
0197 I SWEAR - BOYZ II MEN
0291 I WILL SURVIVE - GLORIA GAYNOR
0219 BEAUTIFUL STRANGER - MADONNA
0221 MATCH OF THE DAY - THEME
0250 GOING TO IBIZA - VENGABOYS
0200 IT'S NOT RIGHT - WHITNEY HOUSTON
0211 LET IT BE - BEATLES
0217 LOSING MY RELIGION - REM
0236 SHOOP SONG - SALT AND PEPA
0240 STARS AND STRIPES - NATIONAL ANTHEM
0243 TEARS IN HEAVEN - ERIC CLAPTON
0245 THOSE WERE THE DAYS - QUEEN
0248 UNDER THE SEA - LITTLE MERMAID
0395 THONG SONG - SISCO
0346 MILLENNIUM - R WILLIAMS
0402 WHAT A GIRL WANTS - CHRISTINA AGUILERA
0382 SWEET LIKE CHOCOLATE - SHANKS AND BIGFOOT
0299 DON'T CALL ME BABY - MADISON AVENUE
0296 CRAZY - BRITNEY SPEARS
0284 BOOM BOOM BOOM - VENGABOYS
0282 BITTERSWEET SYMPHONY - THE VERVE
0309 FALL APART - SUGAR RAY
0268 ANGELS - R WILLIAMS
0259 I ONLY KISS WHEN THE SUN DON'T SHINE - VENGABOYS
0322 IF YOU HAD MY LOVE - JENNIFER LOPEZ
0335 KING OF MY CASTLE - WAMDUE PROJECT
0374 SEX BOMB - TOM JONES
0357 OOPS I DID IT AGAIN - BRITNEY SPEARS
0377 SHE'S THE ONE - ROBBIE WILLIAMS
0257 TWO TIMES - ANN LEE
0258 AMERICAN WOMAN - LENNY KRAVITZ
0260 ABSOLUTELY EVERYBODY - VANESSA AMOROSI
0265 ALL STAR - SMASH MOUTH
0267 AMERICAN PIE -MADONNA
0272 AROUND THE WORLD - RED HOT CHILLI PEPPERS
0273 AS LONG AS YOU LOVE ME - BACKSTREET BOYS
0275 BACK AT ONE - BRIAN MCKNIGHT
0277 BACKSTREET'S BACK - BACKSTREET BOYS
0279 BAILAMOS - ENRIQUE IGLESIAS
0280 BELIEVE - CHER
0281 BETTER OFF ALONE - ALICE DEEJAY
0283 BLUE - EIFFEL 65
0285 BORN TO MAKE YOU HAPPY - BRITNEY SPEARS
0287 BURNING DOWN THE HOUSE - TOM JONES
0294 CHANGES - 2PAC
0292 CARTOON HERO - AQUA
0308 FAITH - GEORGE MICHAEL
0312 FLYING WITHOUT WINGS - WESTLIFE
0316 FROM THE BOTTOM OF MY BROKEN HEART - BRITNEY SPEARS
0317 GENIE IN A BOTTLE - CHRISTINA AGUILERA
0320 I GOT A GIRL - LOU BEGA
0327 IT'S ALRIGHT - EAST 17
0328 I'VE BEEN HANGING AROUND THIS TOWN - COUNTING CROWS
0330 I WANT IT THAT WAY - BACKSTREET BOYS
0331 I WANT YOU BACK - N SYNC
0333 JUST CAN'T GET ENOUGH - DEPECHE MODE
0336 KISS ME - SIXPENCE NONE THE RICHER
0339 LEARN TO FLY - FOO FIGHTERS
0340 LIVIN LA VIDA LOCA - RICKY MARTIN
0342 MAMBO NO5 - LOU BEGA
0353 MY LOVE IS YOUR LOVE - WHITNEY HOUSTON
0356 NEVER BE THE SAME AGAIN- MEL C
0358 OTHERSIDE - RED HOT CHILLI PEPPERS
0359 OUT OF THIS WORLD - THE CURE
0360 PERMISSION TO SHINE - BACHELOR GIRL
0362 PRAY - TINA COUSINS
0363 PURE SHORES - ALL SAINTS
0364 PUT YOUR LIGHTS ON - SANTANA
0365 RE-WIND - ARTFUL DODGER
0368 RIGHT HERE RIGHT NOW - FATBOY SLIM
0372 SCAR TISSUE - RED HOT CHILLI PEPPERS
0376 SHE'S SO HIGH - TAL BACHMAN
0378 SHOW ME THE MEANING OF BEING LONELY - BACKSTREET BOYS
0379 SOMEDAY - SUGAR RAY
0381 STILL - MACY GRAY
0383 TAKE A PICTURE - FILTER
0385 THANK GOD I FOUND YOU - MARIAH CAREY
0386 THAT'S THE WAY IT IS - CELINE DION
0387 THE BAD TOUCH - THE BLOODHOUND GANG
0389 THE DOLPHINS CRY - LIVE
0390 THE GREAT BEYOND - REM
0391 THIS KISS - FAITH HILL
0392 THEM THE MORNING COMES - SMASH MOUTH
0393 THERE SHE GOES - THE LAS
0394 TOCA'S MIRACLE - FRAGMA
0109 ONE LOVE - BOB MARLEY
0396 TOO FAST - ARTFUL DODGER
0397 TRAGEDY - STEPS
0398 UP AND DOWN - VENGABOYS
0399 WAITING FOR TONIGHT - JENNIFER LOPEZ
0400 WEIR - KILLING HEIDI
0401 WE THINK IT'S LOVE - LEAH HAYWOOD
0402 WHAT A GIRL WANTS - CHRISTINA AGUILERA
0403 WHERE I'M HEADED - LENE MARLIN
0404 WHY DOES IT ALWAYS RAIN ON ME - TRAVIS
0405 WHY DON'T YOU GET A JOB - OFFSPRING
0406 YOU DONT KNOW ME - ARMAND VAN HELDEN
0407 YOU SAY IT BEST - ROMAN KEATING
0408 YOU SANG TO ME - MARC ANTHONY
1500 HOLLER - SPICE GIRLS
1501 MUSIC - MADONNA
1502 HEY JUDE - BEATLES
1503 ESPECIALLY FOR YOU - KYLIE
1504 THE POWER OF LOVE - JENNIFER RUSH
1505 SEX MACHINE - JAMES BROWN
1506 SORRY - HARDEST WORD - ELTON JOHN
1507 DANCING QUEEN - ABBA
1508 I TURN TO YOU - MEL C
1512 ZOMBIENATION - KERNKRAFT 400
1513 STAN - EMINEM
1514 VINDALOO - FAT LES
1515 THE REAL SLIM SHADY - EMINEM
1517 SKY - SONIQUE
1518 I BELIEVE I CAN FLY - R KELLY
1519 KIDS - R WILLIAMS & KYLIE
1520 PARKLIFE - BLUR
1575 THE LONELY ONE - ALICE DEEJAY
1576 WHO LET THE DOGS OUT - BAHA MEN
1577 FEEL THE BEAT - DARUDE
1578 SILENCE - DELERIUM
1579 THE WAY I AM - EMINEM
1580 AFRAID OF STRANGERS - IRON MAIDEN
1581 THE MODEL- KRAFTWERK
1582 MONDAY MONDAY - MAMAS AND PAPAS
1583 BAT OUT OF HELL - MEATLOAF
1584 MISSING YOU - PUFF DADDY
1585 ROCK DJ - R WILLIAMS
1586 STOMP - STEPS
1587 NO SCRUBS - TLC
1588 HEART OF ASIA - WATERGATE
1589 IF I LET YOU GO - WESTLIFE
1590 MY LOVE - WESTLIFE

Films/TV

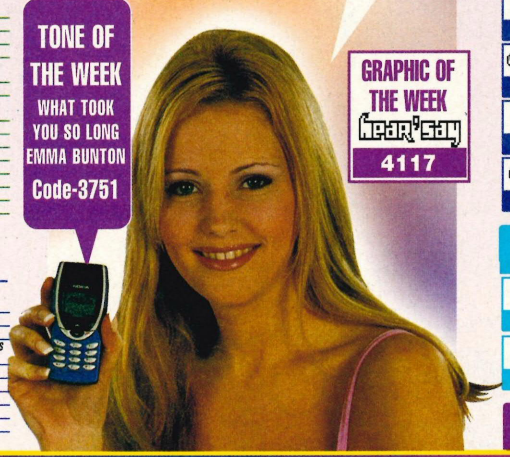
0025 JAMES BOND - THEME
0187 JAMES BOND DOCTOR NO - THEME
0043 EASTENDERS - THEME
0052 THE FLINTSTONES - THEME
0065 HALLOWEEN - THEME
0078 BLACK OR WHITE - MICHAEL JACKSON
0094 MISSION IMPOSSIBLE - THEME
0101 HAVE I GOT NEWS FOR YOU - THEME
0132 THE SIMPSONS - THEME
0151 STAR WARS - THEME
0152 SUPERMAN - FILM - THEME
0155 THUNDERBIRDS - THEME
0156 TELETUBBIES - THEME
1516 CHARLIES ANGEL'S - THEME
0157 TITANIC - FILM - THEME
0013 BEVERLY HILLS COP - AXEL F
0088 LOONY TUNES - THEME
0098 MUNSTERS - THEME
0099 MUPPETS - THEME
0112 PEANUTS - SNOOPY - THEME
0117 POPCORN - THEME
0130 SESAME STREET - THEME
0148 STAR TREK - THEME
0008 AMERICA - (WEST SIDE STORY) THEME
0229 POSTMAN PAT - THEME
0015 BABYLON 5 - THEME
0085 MONTY PYTHON'S FLYING CIRCUS - THEME
0035 DALLAS - THEME
0044 THE ENTERTAINER (THE STING)
0047 EUROVISION - THEME
0166 BENNY HILL - THEME
0284 KNIGHT RIDER - THEME
0199 INDIANA JONES - THEME

Football Songs

4134	Glory, Glory	Man Utd, Spurs
3545	You'll Never Walk Alone	Liverpool
4140	Blue Is The Colour	Chelsea
4131	Coming Round The Mountain	Arsenal
3541	Marching On Together	Leeds Utd
3543	I'm Forever Blowing Bubbles	West Ham
3540	City Till I Die	City
3544	When The Saints Go Marching In	Southampton
3546	Z Cars	Everton/Watford
3547	Fields Of Athenray	Celtic
4137	Keep Right On	Birmingham City
4130	Blue Moon	Man City
4132	Daydream Believer	Sunderland
3133	Delilah	Stoke
4135	Here We Go Again	Any Team
0221	Match Of The Day	Theme
4138	Nay Nay Never	Burnley
4139	Play Up Pompey	Portsmouth
1514	Vindaloo	England
3548	The Great Escape	Shef Wednesday

TONE OF THE WEEK
WHAT TOOK YOU SO LONG EMMA BUNTON
Code-3751

GRAPHIC OF THE WEEK
Hear'Say
4117



Films/TV

The Godfather 1716	X-MEN 1717	STUART LITTLE 1671	THE ROCK 1835	POTH 0609
SCREAM 1730	BLADE RUNNER 1725	ALIEN 1727	JEDI 1721	AMERICAN PIE 0699
STAR WARS 0675	007 0667	BEETLEJUICE 1726	THE BLUES BROTHERS 0677	TITANIC 0710
THE MARK OF ZORRO 0682	MIB 0686	JAR WARS EPISODE I 0682	SPEED 0707	Buffy 1552

Music

		EMINEM 1555	Robbie 4111	ATOMIC KITTEN 4151
BACKSTREET BOYS 4152	toploader 4171	METALLICA 0845	BAHA MEN 4153	CRAIG DAVID 4155
limp bizkit 4164	ARTFUL DODGER 4173	Shaggy 4110	BOOMKASHA 4002	S CLUB 7 1564
westlife 1728	CLUB 1328	vengaboys 1668	STEPS 1669	Stereophonics 1670
OASIS 1672	MOLOKO 1673	MADONNA 1674	KYLIE 1675	IRON MAIDEN 1676
boyzone 1677	blur 1678	ABBA 1679	Spice GIRLS 1680	All Saints 1681
Fatboy Slim 1682	PULP 1683	smash!hits 1684	britney spears 1685	the Corrs 1686

Football

		BECKS 4254	IPSWICH 4243	LEEDS 4244
OWEN 4262	SUNDERLAND 1660	LIVERPOOL 4246	MIDDLESBORO 1658	Charlton 1652
CELTS 3509	ROVERS 1469	Newcastle 4247	BARNSLEY F.C. 3930	SOUTHAMPTON 1659
COVENTRY 1653	CHELSEA 4240	UNITED 3501	PORTSMOUTH 3945	THE CHAMPIONS 1897
SUNDERLAND 1660	KEANO IS god 1571	CARDIFF CITY 3934	Millwall F.C. 1546	CRYSTAL PALACE 3936
BOLTON WANDERERS FC 3932	BURNLEY F.C. 3933	GILLINGHAM F.C. 3939	WIMBLEDON F.C. 3961	WEST BROMWICH 3960
FOREST 3937	STOCKPORT COUNTY 3949	WEST HAM 1472	QPR QUEENS PARK RANGERS 3946	WATFORD F.C. 3959
NORWICH CITY F.C. 3942	NOTTS FOREST 3943	SHEFFIELD UNITED FC 3947	GUNNERS 3514	Wolves 1489

Cars

MERCEDES BENZ 0500	Ferrari 0502			
Volkswagen 0507	Alfa Romeo 0517			
VIPER 0525	quattro 0533			
BMW 0543	0510			

Celtic Symbols

4020	4022	4024
4032	4023	4026
4031	4033	4042
4044	4043	4046

Toons & Games

			CARTOON NETWORK 1715	0436
1662	1712	0452	1714	0438
JOHNNY BRAVO 1713	RAINBOW SIX 4098	ELDA 4100	Pit Bull 4060	LARA 4090

Plus...

0471	1665	0432
Neighbours 1563	0430	1479
EastEnders 1554	0567	SIMPLY THE BEST 1898
TYNK 0635	0569	GARFIELD 0457

Lovers Corner

		I'm sorry 2872
I MISS YOU 2732	my angel 2754	LOVE 2800
EX- 2770	I YOU 2762	2789
LOVE YOU 2736	2797	My Valentine 2794
Flirt me 2771	Lover 2764	love you 2841

090-77-87-08-16

24 Hours a day, 7 days a week
(from Ireland – 1580-927192)
Or for more information use the Fax-Back line - 090-77-87-08-36 (from Ireland - 1580-927-193)



www.findatone.co.uk

FOR 1,000s MORE TONES AND GRAPHICS

*The following Nokia handsets can receive both tones and graphics- Nokia 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series Nokia 9000/9110. The Nokia 51xx series can only receive graphics. This is a service from Teleworld, CY-1087, Nicosia, Cyprus. Landline Calls cost £1.50 per minute, average call time 2.5 min (£3.75). Make sure you have the bill payers permission. Calls from mobiles may cost more. Orders are normally sent immediately. Customer Support UK 0870-046-0047 (Ireland: 1850 927222) or write to Fun Tones, PO Box 9107, Birmingham B7.



NINDEX

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

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game 64 MAGAZINE has ever reviewed in an ultra-condensed form, allowing you to compare the different titles at a glance.

If you want to get the lowdown on any Nintendo 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 so often we review the scores to see if the games still deserve them. If you need game information then this is exactly where you need to look!

90% AND ABOVE

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

64 MAGAZINE SIZZLER

95% AND ABOVE

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

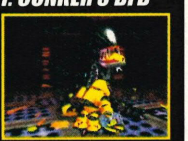
64 MAGAZINE GOLD MEDAL AWARD



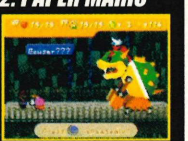
Game Name	Company						Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●		●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●		●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2				●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	●			●	15	40%	Slow and unplayable *Wipeout* rip-off.
Airboarder	Human	1-2	●	●			14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4	●	●		●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball 2000	Acclaim	1-4	●	●	●	●	27	85%	Improved version of the above.
All-Star Baseball 2001	Acclaim	1-4	●	●	●		40	85%	Another great version of this baseball game, only on import though!
All-Star Tennis '99	Ubi Soft	1-4	●			●	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4	●	●	●	●	34	81%	*Turok*-based alien blaster – good but slightly outdated.
Army Men: Air Combat	3DO	1-4	●	●	●		45	69%	Fairly nice airborne action, shame about the appalling graphics!
Army Men: Sarge's Heroes	3DO	1-4	●	●	●	●	35	74%	Decent 3D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4		●		●	36	42%	Hard-to-play and unnecessary *Asteroids* update.
Augusta Masters '98	T&E Soft	1-4	●				17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4	●	●		●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1		●		●	16	90%	Excellent (if slightly easy) adventure.
Banjo-Tooie	Nintendo	1-4		●		●	48	95%	More crazy platform adventuring, only even better!
Bassmasters 2000	THQ	1-2	●	●			36	84%	Surprisingly playable fishing game.
Batman Of The Future: Return Of The Joker	Ubi Soft	1	●	●	●	●	46	65%	Fairly bland beat-'em-up which doesn't offer anything particularly new.
Battletanx	3DO	1-4	●	●			26	78%	Doesn't look like much, but it's a good multiplayer blast!
Battletanx: Global Assault	3DO	1-4	●	●			37	88%	Much improved graphics, more tanks and better combat!
Battlezone: Rise Of The Black Dogs	Crave	1-4	●	●	●	●	37	69%	Graphically disappointing but fun shooter with a mixing of strategy.
Beetle Adventure Racing	EA	1-4	●	●		●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2	●	●		●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1	●			●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Blues Brothers 2000	Virgin	1-2	●	●		●	43	79%	Amusing, fairly challenging platform adventure that fails to thrill.
Body Harvest	Gremlin	1		●		●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4	●			●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1				●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4	●				12	65%	Sub-par Japanese wrestling game.
Brunswick Circuit Pro Bowling	THQ	1-6	●				45	55%	A bowling game… with skittles, balls 'n' stuff.
Buck Bumble	Ubi Soft	1-2	●	●		●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2	●			●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4	●	●		●	22	90%	As *BAM2*, but now for four players!
California Speed	Midway	1-2	●	●			26	45%	Tragically bad sequel to *Cruis'n USA* and *World*.
Carmageddon 64	SCi	1-2	●	●		●	35	0%	Yes, zero percent! Absolutely the worst N64 game ever!
Castlevania	Konami	1	●			●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Castlevania: Legacy of Darkness	Activision	1	●	●	●	●	37	86%	Very similar to the first game but great fun all the same!
Chameleon Twist	Ocean	1-4				●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1	●	●		●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4		●		●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4				●	34	69%	*South Park* version of *Mario Party* – more a renter than a buyer.
Chopper Attack	GT Interactive	1		●		●	18	70%	Plodding *Desert Strike*-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2				●	8	8%	The second-worst game on the N64 after *Carmageddon*!
Command & Conquer	Nintendo	1		●	●	●	30	90%	Graphically updated and still ultra-playable strategy game.
Conker's Bad Fur Day	THQ	1-4		●		●	52	96%	The slickest, funniest, most involving platform adventure on the N64!
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.
Donald Duck: Quack Attack	Ubi Soft	1	●	●	●	●	46	85%	Disney's Duck gets his back-up in this amusing but tricky platform adventure.

OUR TOP TEN!

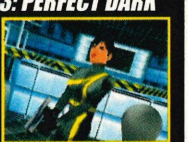
1: CONKER'S BFD



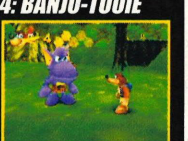
2: PAPER MARIO



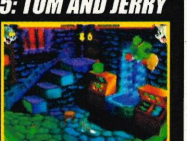
3: PERFECT DARK



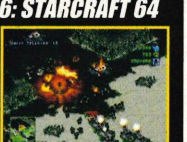
4: BANJO-TOOIE



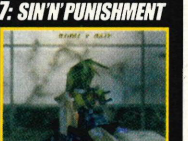
5: TOM AND JERRY



6: STARCRAFT 64



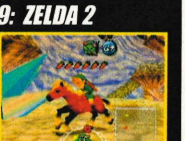
7: SIN'N'PUNISHMENT



8: GOLDENEYE



9: ZELDA 2



10: ZELDA



NINDEX



64 MAGAZINE 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
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.
Excitebiku 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.
Indiana Jones And The Infernal Machine	LucasArts	1		●	●		50	90%	Move over Lara, there's a new adventurer in town!
Indy Racing 2000	1-2		●	●			43	79%	Incredibly fast racing game which is, sadly, slightly flawed.
In-Fisherman Bass Hunter 64	Take 2	1-2		●	●	●	33	84%	Oddly compelling fishing sim, but not for everyone.
International Track and Field: Summer Games	Konami	1-4	●	●	●		39	90%	Classic button-bashing sporting action on your N64 – joypads beware!
ISS 2000	Konami	1-4	●	●	●	●	44	90%	Fantastic footie fun but not really any better than ISS '98.
ISS 64	Konami	1-4	●			●	3	93%	Excellent footy game, now bettered by *ISS '98*.
ISS '98	Konami	1-4	●			●	18	95%	The best football game *ever*. Fact!!
Jeremy McGrath Supercross 2000	Acclaim	1-4	●	●	●	●	41	79%	Above-average off-road motorcycle racing.
J-League Dynamite Soccer	Imagineer	1-4	●				6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	●				8	60%	Another *J-League* game with comedy players.
J-League Perfect Striker 2	Konami	1-4	●	●			31	88%	Japanese *ISS* update that offers very few new features.
Jeopardy!	Take 2	1-3					14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4		●		●	33	90%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4	●	●		●	8	76%	Syrup-sporting American football game.

64 MAGAZINE 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%

NINDEX



Game Name	Company						Issue	Score	Comment
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!
Mega Man 64	Capcom	1		●			51	58%	Mega Man gains a new dimension and loses all his playability!
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	●	●		●	25	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	●	●		●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	●			●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	●	●		●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	●			●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	●	●			39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	●	●		●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	●			●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	●	●		●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	●	●		●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	●	●		●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	●	●			27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4	●	●			42	78 %	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2	●	●		●	22	85%	American football game played for laughs and arcade-style action.
NFL Blitz 2001	Midway	1-4	●	●	●		48	91%	Super-fast, ultra-violent arcade-style American football.
NFL Quarterback Club '98	Acclaim	1-4	●	●		●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	●	●	●	●	21	89%	Updated and improved version of *NFL QBC '98*.
NHL Quarterback Club 2000	Acclaim	1-4	●	●	●	●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4	●	●		●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	●	●		●	12	80%	Early attempt at a hi-res sports game. Not bad.
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.

64 MAGAZINE TOP ADVENTURE GAMES



1 Zelda	96%
2 Zelda 2	95%
3 Paper Mario	95%
4 Resident Evil 2	94%
5 Silicon Valley	87%

64 MAGAZINE TOP PLATFORM GAMES



1 Rayman 2	96%
2 Banjo-Tooie	95%
3 Rayman 2	94%
5 Donkey Kong 64	93%
5 Super Mario 64	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%

NINDEX

64 MAGAZINE 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 MAGAZINE TOP SPORTS GAMES



1 ISS '98 95%
2 Tony Hawk's Pro Skateboarder 94%
3 ISS 64 93%
4 Mario Tennis 93%
5 Michael Owen's WLS 2000 92%

Game Name	Company						Issue	Score	Comment
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.
Paper Mario	Nintendo	1		●	●		51	95%	Mario proves that RPGs can be fun for everyone... extremely good fun!
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	●			●	52	87%	Yet another addictive puzzle title... this time with Pokémon in it!
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!
Power Rangers: Lightspeed Rescue	THQ	1-2	●				50	-25%	Probably the worst game in the world. Ever.
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 In Paris	THQ	1-4	●			●	51	80%	Title for younger players with some nice mini-games. A little dull in places
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.
Scooby Doo: Classic Creep Capers	THQ	1	●				50	78%	Attractive to look at but suffers from control and gameplay flaws.
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.
Star Wars: Rogue Squadron	Nintendo	1		●	●	●	23	90%	Superb *Star Wars* combat game, but can get rather repetitive.

NINDEX



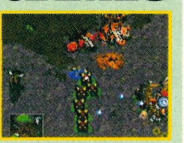
Game Name	Company						Issue	Score	Comment
Star Wars: Episode 1 Racer	Nintendo	2		●	●	●	28	82%	Very fast, but too easy to provide long-term excitement.
Star Wars Episode 1: Battle For Naboo	THQ	1	x	•	•	•	52	90%	Top Rogue Squadron-esque action with the Episode 1 characters.
Supercross 2000	EA Sports	1-2	●	●	●	●	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 MAGAZINE 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 MAGAZINE 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 MAGAZINE TOP BAD GAMES



1	Power Rangers	-25%
2	Carmageddon	0%
3	Clayfighter	8%
4	The Glory Of St Andrews	10%
5	Superman	14%

NINDEX



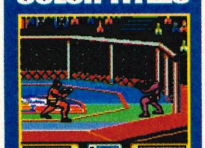
64 MAGAZINE TOP GAME BOY COLOR TITLES



1	Tomb Raider	97%
2	Mario Tennis	96%
3	Cannon Fodder	95%
4	Lemmings	93%
5	TOCA: Touring Car	92%

Game Name	Company	Saves	Link-Up	Format	Issue	Score	Comment
Air Force Delta	Konami	Password		GBC	48	75%	Potentially good, ultimately disappointing, Afterburner imitation.
Aladdin	Ubi Soft	Password		GBC	46	65%	Dull Disney platformer – give Jungle Book a try instead.
Aliens: Thanatos Encounter	THQ	Password		GBC	51	85%	Enjoyable top-down Xenomorph-blasting action.
Alfred's Adventure	SCI	Password		GBC	44	80%	Finger-lickin' platform fun with a chicken called Alfred!
Antz Racing	EA	Password		GBC	50	93%	A movie licence that isn't a platform game… and it's great!
Batman: Chaos In Gotham	Ubi Soft	Password	●	GBC	47	79%	Fairly decent beat-'em-up with the 'Caped Crusader'!
Batman Of The Future	Ubi Soft	Password		GBC	46	45%	Incredibly dull fisticuffs with a futuristic crime-fighter.
Blade	Activision	Password		GBC	49	76%	Another great movie gets the duff game treatment!
Buzz Lightyear	Activision	Password		GBC	60	55%	Missed opportunity to do something special with a great character.
Cannon Fodder	Codemasters	To cart		GBC	48	95%	Highly amusing, tremendously addictive arcade-style war game.
Cool Bricks	SCI	Password		GBC	44	90%	Tremendously fun bat 'n' ball game in the Arkanoid mould.
Croc	THQ	Password		GBC	43	68%	Repetitive and a little frustrating – shame!
Croc 2	THQ	Password		GBC	51	85%	Croc goes all Zelda for his second GBC title, and it's a definite improvement!
CyberTiger	EA	Password	●	GBC	46	90%	A damn fine golf game – even without Mario in it!
Daikatana	Kemco	To cart		GBC	45	92%	Top time-travelling RPG-style action-adventure with dodgy dialogue.
Dinosaur'us	EA	To cart		GBC	49	74%	Dull platform adventuring with Pokémon-style combat.
Disney's Dinosaur	Ubi Soft	To cart		GBC	45	85%	Enjoyable dinosaur romp for the younger Game Boy Color owners.
Donald Duck	Ubi Soft	Password		GBC	46	90%	Duck-tastic (sorry) platforming adventures with Uncle Donald!
Donkey Kong Country	Nintendo	To cart	●	GBC	47	90%	Tough but rewarding platform from those game-meisters at Rare!
Dukes Of Hazzard	Ubi Soft	To cart		GBC	50	90%	Highly enjoyable free-roaming race 'n' chase action!
Emporer's New Groove	Ubi Soft	To cart		GBC	50	40%	Decent Disney movie = Duff Game Boy Color platform game!
F-Zero	Nintendo	To cart	●	GBA	52	92%	Super-fast racing – it's like having a SNES in your pocket!
Formula One 2000	Take 2	To cart	●	GBC	45	40%	Nice menu screens – incredibly dreary racing!
Godzilla: Monster Wars	Crave	Password		GBC	50	35%	Sad, awkward cash-in on the fairly duff movie.
Grand Theft Auto 2	Rockstar	Password		GBC	46	90%	Unscrupulously enjoyable game with a few minor flaws.
Grinch, The	Konami	Password		GBC	48	78%	Fairly average Pac-Man clone loosely based on the movie.
Harvest Moon 2	Ubi Soft	To cart	●	GBC	51	82%	More farming fun in the same vein as the first.
Hype: The Time Quest	Ubi Soft	Password	●	GBC	43	89%	Medieval platform adventuring with the Playmobil toys.
Inspector Gadget	Ubi Soft	Password		GBC	47	85%	An enjoyable platform game marred by annoying collision detection.
Jungle Book	Ubi Soft	Password		GBC	47	86%	Classy platform action based on a classic animated film.
Legend Of The River King 2	Ubi Soft	To cart	●	GBC	51	70%	Zelda-style fishing fun, if you like that kind of thing!
Lego Alpha Team	Nintendo	To cart		GBC	48	78%	Enjoyable, if slightly repetitive puzzle game with Lego characters.
Lego Stunt Rally	Lego Media	To cart		GBC	48	80%	A cross between Lego and Scalextric on the GBC!
Lemmings	Take 2	To cart		GBC	45	93%	Fantastic platform-puzzle fun with a bunch of tiny suicidal mammals.
Lion King, The	Activision	Password	●	GBC	52	72%	Nice looking but ultimately uninspiring platform game.
Lucky Luke	Infogrames	Password		GBC	45	68%	Very average and somewhat repetitive Wild West action.
Mario Advance	Nintendo	To cart	●	GBA	52	92%	Classic handheld gameplay with some fantastic visuals!
Mario Tennis	Nintendo	To cart	●	GBC	51	96%	It's game set and match to Mario and pals!
Magical Drop	Swing	No save	●	GBC	44	68%	Fairly average balloon-bursting Puyo-Puyo-style puzzle game.
Merlin	EA	Password		GBC	49	71%	Pretty average platform adventure with King Arthur's favourite magician.
Mickey's Speedway USA	Nintendo	To cart	●	GBC	52	92%	Game Boy Color racing the way Rare likes to do it!
Mr Driller	Namco	No save		GBC	50	91%	Incredibly simple yet ridiculously addictive arcade puzzle game.
Mummy, The	Konami	Password		GBC	48	79%	Retro platformer which requires a lot of thought and patience.
Obi Wan's Adventures	THQ	Password		GBC	49	91%	Atmospheric action/adventure with young 'Old Ben' Kenobi.
O'Leary Manager 2000	Ubi Soft	To cart	●	GBC	44	90%	Decidedly decent player-manager footie title.
Perfect Dark	Nintendo	To cart	●	GBC	45	90%	Incredibly impressive but highly taxing shoot-'em-up action.
Player Manager	THQ	To cart		GBC	51	83%	Fairly playable game, if a little visually unexciting.
Pokémon Gold/Silver	Nintendo	To cart	●	GBC	50	90%	More 'collect 'em all' action with the Pokémon.
Pokémon Pinball	Nintendo	To cart		GBC	47	80%	Simple, addictive, playable pinball action… with Pokémon!
Pokémon Trading Card	Nintendo	To cart	●	GBC	47	86%	More Pokémon battling, only this time they're on cards!
Rayman	Ubi Soft	Password	●	GBC	43	87%	Immensely enjoyable platform action with a very strange hero!
Return Of The Ninja	Nintendo	Password		GBC	51	84%	Old-style platform action – top stuff!
Road To Eldorado	Ubi Soft	Password	●	GBC	44	69%	Another film licence, another dreary platformer – what are the odds?
Rugrats In Paris	THQ	Password		GBC	51	73%	Enjoyable platformer with some addictive mini-games.
San Francisco Rush 2049	Midway	Password		GBC	46	45%	A good contender for the worst GBC racing game ever!
Scooby Doo	THQ	Password	●	GBC	52	75%	Entertaining adventure romp that's a little too short.
Simpsons, The	THQ	Password	●	GBC	52	70%	Disappointing platform game that wastes a good licence.
Supercross	Infogrames	To cart		GBC	48	90%	Extremely impressive, pocket-sized motorbike racing.
Thunderbirds	SCI	Password		GBC	47	90%	Shoot the bad guys, rescue the good guys – FAB!
TOCA	THQ	Password		GBC	43	92%	Highly addictive and surprisingly realistic racing on your GBC.
Tomb Raider	THQ	To cart		GBC	43	97%	The best platform game on the Game Boy Color… ever!
Tom And Jerry	Ubi Soft	Password		GBC	46	85%	Fairly decent platform adventures with Jerry Mouse.
Toy Story Racer	Activision	Password	●	GBC	52	90%	Slightly unusual GBC racer that works rather well.
Turok 3: Shadow Of Oblivion	Acclaim	Password		GBC	44	50%	Dull and repetitive, despite an attempt at variety of gameplay.
UFC	Crave	No save		GBC	50	22%	Probably the most inappropriately named game ever!
Wacky Races	Infogrames	Password		GBC	43	79%	Colourful, fairly enjoyable, madcap racing action!
Xena: Warrior Princess	Nintendo	To cart		GBC	49	75%	More-or-less average Zelda-esque platform adventure.
Xtreme Wheels	Nintendo	To cart		GBC	49	65%	Rather frustrating BMX racing game which you'll quickly tire of.

64 MAGAZINE TOP BAD GAME BOY COLOR TITLES



1	UFC	22%
2	Godzilla	35%
3	Formula One 2000	40%
4	Emporer's New Groove	40%
5	Batman Of The Future	45%

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 52...

- **Huge review of the funniest game on the N64 – *Conker's Bad Fur Day*!**
- **First ever reviews of hot new Game Boy Advance titles *F-Zero* and *Mario Advance*.**
- **Previews and reviews including *Earthworm Jim*, *Dr Mario* and *Pokémon Puzzle League*.**
- **Plus, news, tips and more!**



64 MAGAZINE BACK ISSUES #53

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 34 ☐	Issue 35 ☐	Issue 36 ☐	Issue 37 ☐
Issue 38 ☐	Issue 39 ☐	Issue 40 ☐	Issue 41 ☐	Issue 42 ☐
Issue 43 ☐	Issue 46 ☐	Issue 47 ☐	Issue 48 ☐	Issue 49 ☐
Issue 50 ☐	Issue 51 ☐	Issue 52 ☐		

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

Personal details

Your name

Address

Post code Email

Phone number Date of Birth

Cheque or Credit/Debit payment

1. I enclose a sterling cheque made payable to Paragon Publishing Ltd ☐
2. Please charge my: ☐ Visa ☐ Mastercard ☐ Amex ☐ Switch ☐ Delta

Card number: | | | | | | | | | | | | | | | | |

Expiry date: | | | — | | | Issue No: | |

Signed: Date:

Please return this coupon or a photocopy of it (together with your cheque/PO if applicable, made payable to Paragon Publishing Ltd) in an envelope to **Paragon Publishing Ltd, FREEPOST (BH1255), Bournemouth, Dorset BH1 2ZZ**

Or call our credit card hotline on: **01202 200200**

NEXT ISSUE





The Game Boy Advance Launches!

Yes, by the time you get your hands on the next issue of 64 MAGAZINE, the Game Boy Advance will be available in the UK! We'll bring you reviews of the launch line-up and let you know what's hot, what's not and also what to expect of this little miracle of technology in the coming months.

PLUS

An absolutely massive report on the most important E3 show for Nintendo fans so far. Reviews of Dr Mario 64, the UK version of Indiana Jones And The Infernal Machine and any other N64 title that we can get our hands on! And of course we'll have all the latest developments on the GameCube plus news, tips, cheats and more!

Issue 54 of Britain's best Nintendo magazine – with you on 26 July

64 MAGAZINE

Paragon Publishing Ltd,
Paragon House
St Peter's Road, Bournemouth
Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Website: www.paragon.co.uk

CUSTOMER SERVICES
If you have a problem with any aspect of this magazine – from competition enquiries to damaged copies or missing covermounts, please contact our Customer Services Manager, **Karen Wyatt** on 01202 200225, or email karenw@paragon.co.uk

MAGAZINE TEAM
Editor **Roy Kimber**
64mag@paragon.co.uk
01202 200249
Managing Editor **Nick Roberts**
www.totalgames.net Editor **Saul Trewern**
saul@paragon.co.uk
01202 209336
Group Art Editor **Nick Trent**
Sub Editor **Alex Jones**
Writer **Paul Gannon**

Contributors
Chandra Nair, Steve Gotobed, Andy Hope, Paul Ridley, Claire Kressinger, Chris Blyth, Mark Shufflebottom

Thanks to
Neena & Asam@THQ, Estelle@Ubi Soft, Zoe & Thea@Cake, Jo@Game, Bo & Guy@Activision, Helen@TDK, Sarah@PR Direct, Martin@Videogame Centre

ADVERTISING
Advertising Manager **Felicity Mead**
01202 200224
(felicity@paragon.co.uk)
Classified Advertising **Marcus Reeves**
Tel: 01202 209366
(marcus@paragon.co.uk)
Display Advertising **Leylah Honeyborne**
Tel: 01202 200223
(leylahh@paragon.co.uk)
Copy Controllers **Jo Dieppe, Lorraine Troughton**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osbourne**
Bureau Manager **Chris Rees**
Scanning/prepress **Liam O'Hara, Mark Dolan**
Circulation Manager **Tim Harris**
Tel: +44 (0) 1202 200200
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
64 MAGAZINE is available for licensing overseas. For details, please contact:
International Manager **Cathy Blackman**
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200235
Email: cathb@paragon.co.uk

DIRECTORS
Editorial Director **Damian Butt**
Production Director **Jane Hawkins**
Circulation & Marketing Director **Kevin Petley**
Advertising Director **Peter Cleall**
Art Director **Mark Kendrick**
Finance Director **Steven Boyd**
Managing Director **Mark Simpson**

SUBSCRIPTIONS
Subscription rates for 12 Issues UK £34
Europe £43 World £55
Subscriptions Hotline: 01454 642442

Printed by Duncan Web Offset, Farleigh Hill, Tovil, Maidstone, Kent, ME15 6XA

Distributed by Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD
Tel: 0207 3968000

64 MAGAZINE is fully independent and is in no way an official Nintendo licensed publication. The views expressed within are not necessarily the opinions of Nintendo UK, its software partners or third party software publishers. All copyrights and trademarks are recognised. No part of this magazine may be reproduced without the written permission of the publisher.

Dead Pool: **Solicitors; Defective Macs; Solcitors; Defective alarm clocks; Mobile phones; Minorca; Solicitors; Surveyors; Jumped up Staff Writers; Mortgages**

© 2001 Paragon Publishing Ltd
64 MAGAZINE
ISSN 1366 6266
Cover image © Rare

PARAGON PUBLISHING

ABC 14,945
1 July 2000 - 31 Dec 2000
Member of the Audit Bureau of Circulation

RESERVE YOUR COPY TODAY

64 MAGAZINE

Make sure you don't miss out on a single issue of the only choice for N64 gamers by reserving your copy every month at your friendly local newsagent!

NAME _____

ADDRESS _____

_____

POSTCODE _____ TEL _____

The next issue of 64 MAGAZINE is available from 26 July 2001

Please reserve me a copy of 64 MAGAZINE (ISSN: 1366-6266), priced £3.99

Newsagent Information
64 MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, www.paragon.co.uk) and is available from your local wholesaler.
64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

INVADE your mobile

Ringtones & Graphics



Just choose a new ring tone or graphic from the selection below, or for more see the website... **www.mobile-tone.co.uk** or ring our faxback service on: **0702-160-0154**

Then call the order line below & follow the instructions. calls last 2 minutes on average

Orange/Cellnet users call: 09050 620 329

0907-787-0157

Ireland Order Line: **1580 927 190**
Faxback: **1580 927 191**

Ringtone service NOW available for SAGEM & MOTOROLA mobiles!!!

3726 He Loves U Not - Dream
3697 American Dream - Jakatta
3708 Feels So Good - Melanie B
3727 This Year's Love - David Gray
1576 Who Let The Dogs Out
0374 Sexbomb
1585 Rock DJ-Robbie Williams
1513 Stan
0395 Thong Song
1515 Real Slim Shady
0294 Changes
0132 Simpsons
0268 Angels
1579 The Way I Am
1516 Charlie's Angels
3151 Star Wars
0282 Bittersweet Symphony
0283 Blue
0065 Halloween
1501 Music
3719 Uptown Girl - Westlife
3705 Shaggy - It Wasn't Me
3670 Whole Again - Atomic Kitten
3721 Clint Eastwood - The Gorillaz
3690 Teenage Dirtbag - Wheatus
3690 I'm Like A Bird - Nelly Furtado
3707 Always Come Back To Your Love - Samantha Mumba
3706 Ms Jackson - Outkast
3728 Think About Me - Artful Dodger feat. Michelle
3724 Jaded - Aerosmith
3712 Nobody Wants To Be Lonely - Ricky Martin with Christine Aguilera
3723 Piano Loco - DJ Luck and MC Neat
3725 X - Xzibit
3698 Here With Me - Dido
3716 Paradise - Kaci

ALL NEW

4093	0714	4096	1178	0713		
4094	0716	1192	4095	1166	0712	2378
2402	2474	2570	0582	2575	2500	2468
2409	2477	2572	0609	2479	2482	2573
2406	2417	2492	2495	2574	0610	0655
2369	2385	2425	2398	2379	04053	2386
2367	2370	2384	2432		2463	2436
0455	0461	2433	4058	1177	2941	2959
2944	2949	2950	2953	2994	2962	2561
2942	2112	2534	2542	2919	2921	3425
3431	3415	3402	3400	3395	3428	3371
3339	3349	3426	3357	3362	3365	3375
3337	3335	3316	0795	0775	0796	0802
1176	0748	0749	0756	0761	2093	0813
1665	2109	2163	2115	2172	2095	2124
2475	2160	2107	2154	2194	2097	2184
2470	2473	2940	2948	2376	2113	2532
2951	2546	2510	2918	2823	2821	2807
2872	2740	2749	2827	2765	2763	2757
2752	2755	2756	2780	2786	0520	0559
	0510	0543	0546	0501	0500	

1000's 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. Sagem models are: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC(R). Motorola: T250, V50, V100, V8088, Timeport 260 and V2288. This service is available to Nokia users on the Vodafone, Orange & Cellnet networks. Vodaphone calls cost £1.50 per minute, Orange & Cellnet calls cost 60 per minute. mximun cost is £3.00. C.D.F. SERVICES, PO BOX 144, STOCKPORT SK4 3FT.

WANTED

FEWEGITIVE



SECRET MILITARY ORGANIZATION NAME: Sheep COMPLEXION: Soft & cuddly

OFFENCES: er... grass guzzling, pavement violation act no. 2 (illegal dumping)... erm ... having big googly eyes!

Sheep in the Big City

CATCH OUR OTHER NEW SHOW "HOME MOVIES" ALSO ON CARTOON NETWORK

Www.CartoonNetwork.co.uk

CARTOON NETWORK

THE BEST place for CARTOONS

Sheep in the Big City ™& © 2001 Cartoon Network. An AOL Time Warner Company. All rights reserved.