100% NINTENDO 64 MAGAZINE™

Issue 54

GameCube ■ GB Advance ■ Nintendo 64 ■ Game Boy Color

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FIRST LOOK!

STARFOX ADVENTURES: DINOSAUR PLANET

The furry fellow returns in his greatest ever space adventure!

WIN! GAME BOY ADVANCES ON PAGE 21

MARIO KART ADVANCE

Just one of the many superb GBA titles at E3!

WIN! GAME BOY COLOR GAMES FROM TDK

PLUS!

ETERNAL DARKNESS

Prepare for something special!

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Excitebike 64



Bomberman Tournament



Mario Party 3



Castlevania

PLUS! KURU KURU KURURIN • RAYMAN ADVANCE • READY 2 RUMBLE • CHU CHU ROCKET • PINOBEE
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All Star Baseball '99
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THE ABOVE LIST IS JUST A SELECTION OF WHAT'S AVAILABLE

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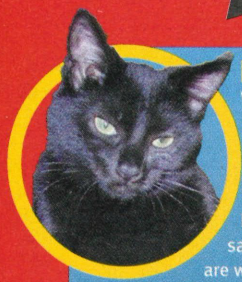
64 MAGAZINE Meet The Team!



EDITORIAL

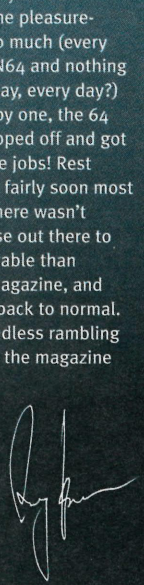
We're back! What do you mean you didn't notice we'd gone? Anyway, you know what they say – some things are worth waiting for!

There have obviously been quite a few developments since issue 53 of 64 MAGAZINE, not least the incredibly successful launch of the Game Boy Advance in the UK – hurrah! Have you got yours yet? We have, and we've also got a whole pile of GBA reviews of the rather groovy launch titles!

Other features this issue include a mammoth E3 piece – Chandra was locked away in a cupboard for weeks after we got back from LA so that he'd concentrate on writing it, and well worth the cramped conditions and total lack of food we think it was too!

What else? Well... recently we've had a positive barrage of letters from befuddled N64 gamers out there begging us for help on the Rare masterpiece that is *Conker's Bad Fur Day*. Finally able to stand it no longer, we relented, and made Paul write a guide for it. It's big, it's detailed and it starts on page 60 – hope it comes in useful!

There's not really much else to tell you at the moment, needless to say we were all absolutely blown away by the GameCube titles on show at E3, and we're quite literally counting the days until the Japanese launch. Aside from that... well, as we've had twice as long to bring you the mag, we found ourselves at a bit of a loose end for a week or two, with nothing to do but play loads of games. Eventually the pleasure-overload just got too much (every tried playing on an N64 and nothing else for 14 hours a day, every day?) and so quietly, one by one, the 64 MAGAZINE team all sloped off and got themselves part-time jobs! Rest assured though that fairly soon most of us realised that there wasn't actually anything else out there to do that's more enjoyable than writing for an N64 magazine, and soon things settled back to normal. Anyway, enough mindless rambling from me, get on into the magazine proper and read up on all the latest news and gossip from the wondrous world that is Nintendo.



Roy Kimber, EDITOR

This issue we have mostly been... getting ourselves part-time jobs!

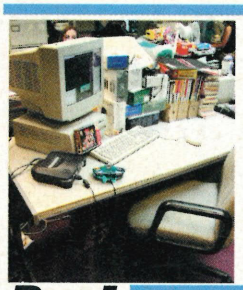


Roy

Position: Near the middle

Editor Roy took the spare 'not working on 64 MAG' time too take up the occupation he'd always wished he'd tried: professional stuntman. He jumped off buildings, got into martial arts battles and managed to set himself on fire – and that was all just on the way to the job centre!

Game Of The Month: *Bomberman Tournament*

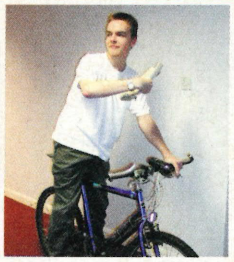


Paul

Position: Left of centre

Paul was the only member of the team who didn't get himself another job in the lull period. He spent so much time working on the *Conker's BFD* guide that in the end he didn't have time for anything else. Then one morning we arrived in the office and he'd vanished without a trace! Weird...

Game Of The Month: *Excitebike 64*

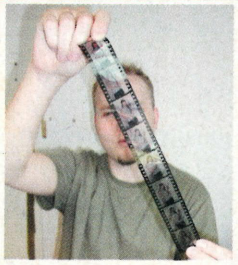


Alex

Position: Underneath

Canny Sub Alex took the chance to earn himself slightly better cash between issues, nipping out and getting himself a job as a paperboy (the wage for which is roughly three times his annual salary!) It was quite difficult persuading him to come back onto the mag!

Game Of The Month: *Mario Party 3*



Nick

Position: Somewhere else

Arty-farty design chap Nick put his eye for detail to work as a freelance photographer. He was inundated with offers of work from several major tabloids, until they found he was using a disposable camera and getting the photos developed at the local branch of Boots!

Game Of The Month: *Konami Krazy Racers*





Turn to page 88 for special offers



64 MAGAZINE
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64 conte

We've played on GameCube, you haven't...so nerr!

Excitebike 64

40

We get all muddy and break bones by chucking ourselves off mounds of earth in front of paying spectators. Oh, and we play this absolutely storming throttle-'em-up for the N64. You might well want a copy.

Star Fox Adventures: Dinosaur Planet

06

The talking fox with that funny plane thing bounces back in his own adventure on GameCube. We've got the shots!



E3 Feature

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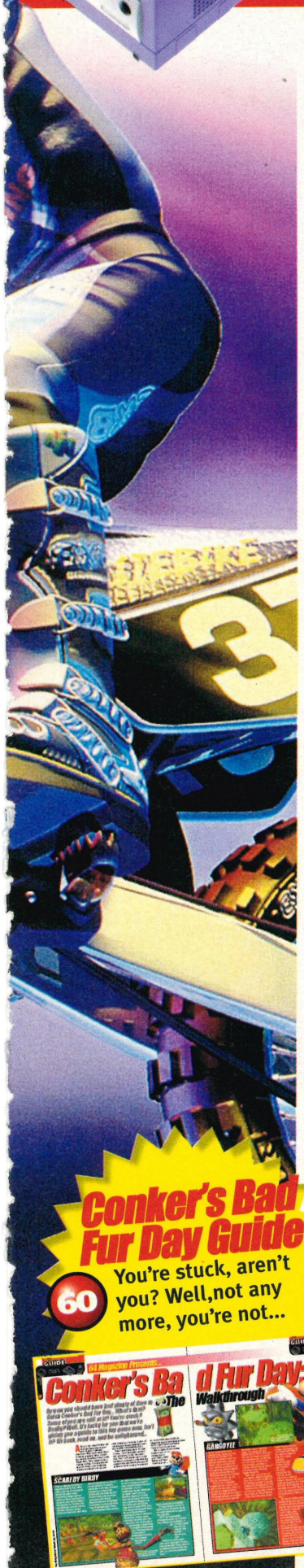
We bring you the definitive E3 guide, which is so massive, it actually had to be carefully lowered into the mag using our special 64 MAGAZINE Insanely Large Features Crane.





Tony Hawk's Pro Skater

PAGE 36

In keeping with the 'violent injuries in games' theme started with *Excitebike*, we test out this isometric olliefest.

Ready 2 Rumble

PAGE 37

We like boxing, we like beat-'em-ups, and we really like afros – but do we like them squished onto a GBA?

Castlevania

PAGE 38

Yet another SNES classic checks in at the Old Games' Home that is the Game Boy Advance. How's it look?'

Chu Chu Rocket!

PAGE 39

Insane title, insane game! Rescue mice with rockets from marauding cats in this barking Japanese puzzle offering.

Konami Krazy Racers

PAGE 44

That's quite a boast, isn't it? Just how 'krazy' is this game? We reveal the shocking truth.

Kuru Kuru Kururin

PAGE 46

More fiendishly addictive Japanese puzzly action. Possibly unputdownable, if such a word exists.

Pinobee

PAGE 47

Insufferably cute platform action, featuring lots of characters with disturbingly large eyes.

Rayman Advance

PAGE 48

He's got no limbs, but he has got a rather lovely platform game to boast about, so it's not all bad news.

Mario Party 3

PAGE 50

To paraphrase that pint-sized pop 'eccentric' Prince, 'It's time to get down and party like it's £49.99!'

Bomberman Tournament

PAGE 56

Chase your friends and blow them up in this (you've guessed it) rehashed SNES classic.

1942

PAGE 58

The venerable Game Boy takes delivery of an age-old arcade shooter.

Conker's Bad Fur Day Guide

60

You're stuck, aren't you? Well,not any more, you're not...

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

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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!

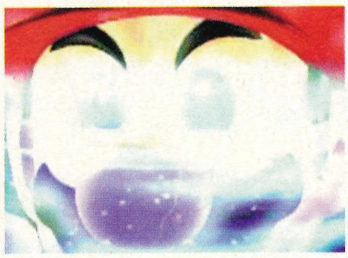


Sub £200 Price

BUT STILL NO PAL DATE

Following the runaway success of GameCube at this year's Electronic Entertainment Expo in LA, Nintendo has announced that its next generation console will be launched in the US on November 5 at $199. This is in stark contrast to the Xbox's launch price of $299, which incidentally will happen three days later. With this month's third party announcements, Nintendo's plethora of triple-A titles, and a new mass-market price, the GameCube's future seems assured.

So what does this mean for the UK? Despite the fact that no specific European date was announced, a tentative 'early 2002' suggests that the Easter holidays are the most likely ETA. The $199 price-point will translate to £199 at the most, although we suspect that



[Above] ***Mario's stag 'do' went well, but he looked terrible the following morning.***

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Titbits

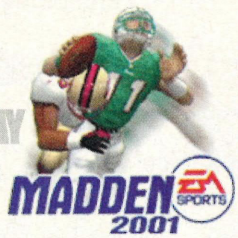
SONIC LOVES US!

While we're on the Sega trail, Sega of America CEO, Peter Moore, went on record as saying that he wouldn't be surprised if Sonic appeared on GameCube. Apparently Sonic creator Yuji Naka is a big fan of the GameCube hardware!

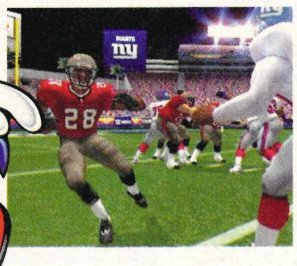


GameCube Gets EA-ten Alive!

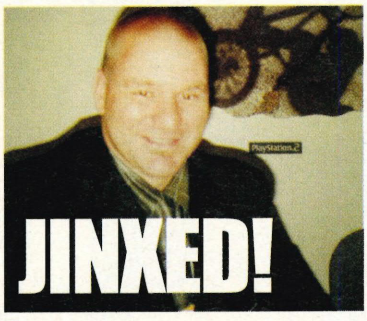
EA JUMPS ON BOARD IN A BIG WAY



Just before E3, super-publisher EA announced that it currently has 10 titles in development for GameCube. It specifically mentioned versions of its franchise hits *Madden*, *FIFA*, *SSX* and *NBA Street*, but other titles such as *Harry Potter* and a *007* title can also be expected. EA's CEO Larry Probst had this to say on the matter; "EA takes a systematic approach to evaluating new hardware platforms, and we're very excited about the potential for the Nintendo GameCube." "Nintendo has a proven track record in the areas of vision, innovation and execution – that positions the Nintendo GameCube as a major force in the videogame industry."



Despite announcing its support, only one of these titles was shown at E3. *Madden NFL 2002* looked good, but we've seen it all before. You can expect shots of the other games to start appearing towards the end of the summer period.



ACCLAIM GETS EXCITED

As well as showing a minute-long video of *Turok 4* at E3, Acclaim also showed an extremely brief snippet of a new game, nicknamed *Jinxed*. The video didn't really show much other than the main character, who is reminiscent of Juno from *Jet Force Gemini*. Nobody would say anything about the title, but project leader David Dienstbier was brimming with excitement over the video. This will definitely be one to look out for.



Set For 'Cube!

£149 could be a distinct possibility.

The only aspect of the GameCube which has not been talked about yet is the online capabilities. The fact that Sega has announced *Phantasy Star Online 2* (see this issue's E3 Feature)



however, suggests that there is indeed something big going on in that department. When questioned on the subject, Nintendo executives merely replied that all would/might be revealed at a certain Nintendo show, to be held in Tokyo this August. Hmmm, wonder what that could be? If you want to find out more, then flick over to the article on the next page.

"A tentative 'early 2002' suggest that the Easter holidays is the most likely ETA."



[Below] ***E3 was packed, but we think it was probably worth it!***



Titbits

IT'S A MYSTERY...

A certain publisher confirmed a 'certain number' of GameCube titles (in confidence) to us this month. We can't tell you what they are, but we can probably get away with hinting. Erm... his latest hair cut is terrible and he plays football... the other title has something to do with a boxing film... or maybe we're just making this all up. Who knows?

JUST PERFECT

Yeah, OK, so we kept insisting that the sequel to *Perfect Dark* would be at E3. And, yeah, OK, we were wrong. Rare probably did it just to teach us journalists a lesson. Despite this, insiders are still maintaining that the title is well underway and will be ready for the second half of next year. Ever get the feeling that these insiders are just planted hype-machines?

MARIO GOES SUPER

Not really an essential piece of information this, but it gives us an excuse to tak about *Mario Kart* some more. When *Mario Kart* is released in the US and UK it will not be called *Mario Kart Advance*. Instead, it will be changed to *Mario Kart Super Circuit*... so there.



OOOOH, SEXY!

Matsushita has announced that its sex-on-a-stick GameCube/DVD-player will be released in the US in the second half of 2002. This is very encouraging news, as it means that it will probably turn up over here as well... in 2010 maybe. But really, we could see it over here as early as Christmas 2002.

Four Million For Launch

SO MANY CUBES AND SO LITTLE TIME



Nintendo's post-E3 financial report saw it predicting that it will sell four million GameCubes worldwide by March 2002. Obviously this doesn't include Europe, so those figures are for the US and Japan alone!

There were fears that Nintendo wouldn't be able to produce enough machines for the launch, but this latest announcement sees a very confident company. Production of the disc drives is currently underway at three facilities, each capable of outputting 300,000 units per month. That's just under one million per month with two months still to go until the Japanese launch. As long as the other components are ready (most of them have been in production for a while now) there won't be any problems.

In the same report, Nintendo indicated that it expected sales of the GBA to lift group operating profits by 42%! Wow! That's a lot of extra profit...

What Colour Was Yours?

Since our last issue, the Game Boy Advance has launched in two territories. On June 11 the little console launched in the US, selling out immediately. Within one week of it being on sale, eager gamers managed to buy their way through 500,000 units, a record figure! Nintendo of America immediately supplied 100,000 more, with the June 22 UK release date seeing similar levels of interest in the new console.





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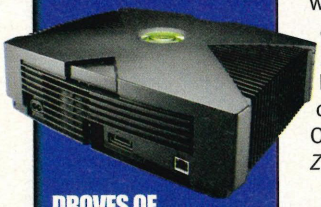
Titbits

XBOX UNDER FIRE

It seems as though Xbox is getting stick from all angles at the moment. Games analyst Shunji Yamashina said in an interview "nobody needs to buy an Xbox," while Ken Kutaragi, president of Sony, commented that Xbox games were just extensions of PC games! You see, it's not just us that's doing it!



DROVES OF TITLES

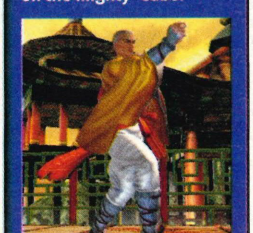
Interplay has got us all excited this month. The company behind *Baldur's Gate* will have GameCube titles 'arriving in droves.' Sadly Interplay didn't say anything more, but we'll keep digging for you.

JUICY BIT OF INFO

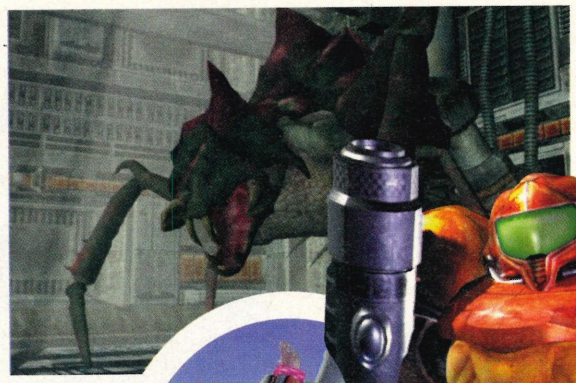
Die Hard: Next Generation, a first-person shoot-'em-up, will be coming exclusively to GameCube courtesy of Bits Corp. We met up with the ex-RIQA developers at E3 and chatted to them about the title. Sadly we just don't have the room to print the interview, but suffice to say that they love the GameCube's architecture and that we should be in for a treat with this one. More news as it breaks.

AM2 GET CUBED!

One of Sega's finest development teams, AM2, has revealed that it is working on GameCube. Fronted by Yu Suzuki, the infamous team has been responsible for titles such as *Ferarri Challenge*, *Sega Rally* and *Virtua Fighter*. That makes a total of three Sega teams working on the mighty 'Cube!



NINTENDO SPACEWORLD 2001



[Right] *As well as being pug ugly, this beasty shows the power of the GameCube.*

NINTENDO SAVES THE BEST 'TIL LAST

Goodbye E3, Hello Spaceworld!



You may notice from our E3 Feature (go and read it, then come back, okay?) that there were hardly any GameCube announcements from the Japanese third parties. In fact, Kemco and Sega were the only companies to say anything at all. On top of that, where were *Mario*, *Zelda* and *Metroid*, huh?

It seems that this was all part of Nintendo's little plan. All of the Japanese companies that we spoke to (Konami, Namco, Enix, Capcom, Hudson, Atlus, Tecmo, Koei) said that they weren't allowed to say anything. All of the big Japanese announcements are being held back for Spaceworld, which will be held in the Makahuri Mess Hall, Tokyo on August 23-25. Titles such as *Tekken 4*, *Soul Calibur 2*, *ISS*, *Resident Evil o* and *Bomberman* are bound to show up at this show.

As for Nintendo, you can expect Miyamoto-san's new Mario title to make its debut appearance at the show, which takes place three weeks prior to the Japanese launch! New playable levels of *Zelda* and *Metroid* should also be there. Here at 64 MAGAZINE, we're already arranging our flights over to the Far East!

"You can expect Miyamoto-san's new Mario title to make its debut appearance at the show"

Malice Likes Everyone

THE XBOX EXCLUSIVE THAT NO LONGER IS

You may remember reading about a game called *Malice* in previous GameCube features.

It was being developed by Argonaut, and was supposed to be the Xbox's Mario-beater. Now it seems that Microsoft is no longer publishing the title, and rumblings from within the company suggest that it will now be a multi-platform title. Tut-tut, poor Microsoft...

And So It Begins...

THIRD PARTIES START ANNOUNCING

Following the tidal wave that was E3, various publishers have started to release details of what games they are developing. Activision, THQ, Midway and Ubi Soft have announced multiple titles, and here they all are.

Jackie Chan Adventures	Activision
Tony Hawk's Pro Skater 3	Activision
Spiderman	Activision
Batman: The Movie	Ubi Soft
Donald Duck	Ubi Soft
Largo Winch	Ubi Soft
Rally Simulation	Ubi Soft
Rayman Tribes	Ubi Soft
Rogue Spear	Ubi Soft
Tarzan	Ubi Soft
Hot Wheels	THQ
Jimmy Neutron Boy Genius	THQ
MX 2003 feat Ricky Carmichael	THQ
Rocket Power	THQ
Rugrats	THQ
Scooby Doo	THQ
Spongebob Squarepants	THQ
Tetris Worlds	THQ
WWF Wrestlemania	THQ
NFL Blitzv	Midway
NHL Hitz	Midway
Spy Hunter	Midway

Spy Hunter must be that mystery GameCube title that Paradigm is working on. Expect the announcements to keep rolling in.

Contrast Control

IS THIS A HIDDEN FEATURE?

After a certain web-site posted a news article about a hidden contrast control on the Game Boy Advance, Nintendo quickly responded by way of a press release. The switch, which can be found under the label on the back of the unit, is hidden for a purpose. It is not actually a contrast control but a voltage control. It adjusts the voltage passing to the liquid crystal display. The standard setting is where it should be – changing it will have the effect of brightening/dimming the screen, but it will also damage the display in the long run. We recommend that you don't touch the switch, however tempting it may be. If it all goes wrong, that's £90 down the drain!

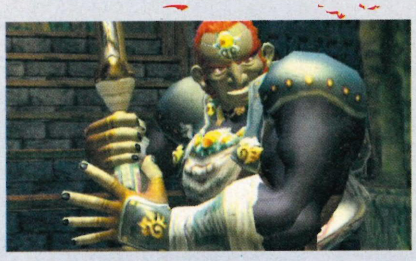




64 MAGAZINE MOST WANTED

GAMECUBE

Everything about GameCube is perfect. It's tiny, well-priced, easy to develop for, has a dream-like interface and already has a library of top games in development. We already have ours on order from Japan. September can't come soon enough.



ETERNAL DARKNESS

Five minutes with Silicon Knights' psychological thriller was enough to put us totally in awe of Denis Dyack and his extremely talented team. Don't believe any bad reports that you may have read about this game. They are all written by people who obviously didn't play it.

SPACEWORLD 2001

August 23 sees the start of Nintendo Japan's show, Spaceworld. This is the event at which *Mario* and *Zelda* will definitely be playable. Taking place three weeks before the native launch, this is where Nintendo will showcase its baby.



MARIO KART SUPER CIRCUIT

It's obvious now why Nintendo decided to hold this title back. It has come on in leaps and bounds since we last played it – it now looks and feels awesome, and as such is one of our most anticipated games. By the time you read this, we'll be playing it!





PIKMIN

Miyamoto really can't do any wrong can he? Everything that he creates is magical, and *Pikmin* is no exception. Controlling your little spaceman with up to 100 little Pikmin in tow really has to be experienced. It's just so much fun!

64 MAGAZINE CHARTS

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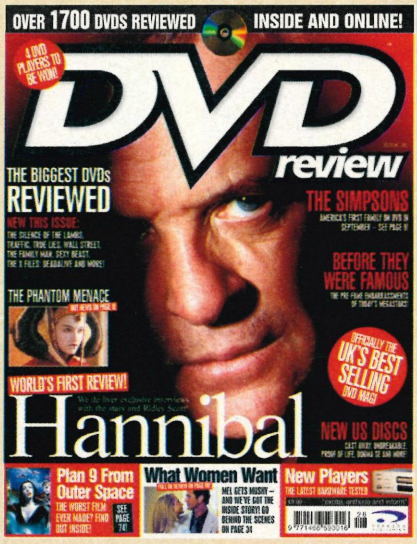
NINTENDO 64 TOP TEN

Position	Game	Publisher	64 Mag Score
1	Conker's Bad Fur Day	THQ	96%
2	Banjo-Tooie	Nintendo	93%
3	WWF: No Mercy	THQ	95%
4	Lego Racers	Lego	76%
5	Mario Tennis	Nintendo	92%
6	The World Is Not Enough	EA	94%
7	WCW vs NWO	THQ	85%
8	Star Wars: Battle For Naboo	THQ	90%
9	Super Smash Bros	Nintendo	87%
10	Excitebike 64	Nintendo	92%

GAME BOY TOP TEN

Position	Game	Publisher	64 Mag Score
1	Pokémon Gold	Nintendo	90%
2	Pokémon Silver	Nintendo	90%
3	Croc 2	THQ	85%
4	Super Mario Brothers	Nintendo	N/R
5	Ronaldo V-Football	Infogrames	N/R
6	Scooby Doo:	THQ	75%
7	Pokémon Yellow	Nintendo	N/R
8	Mr Driller	Namco	91%
9	Wario Land 3	Nintendo	N/R
10	Spider-Man 2	Activision	89%

DVD review



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When I'm 64







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

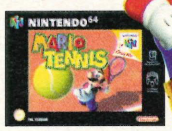
STAR PRIZE

Got something to say? Something that you think other gamers ought to know about? Then write to 64 MAGAZINE! The Star Letter each month wins the top four 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!

In Need Of New Glasses?

Dear 64 MAGAZINE,

I know you lot have been very busy of late, what with E3, the launch of the GBA and getting the lowdown on GameCube – the excitement must have been quite tangible. I do, however, have a complaint (ducks volley of abuse instinctively).

Firstly there has been no review of *Conker's Bad Fur Day*. We had a very good preview with the words "review next issue", but I've just finished that issue, and unless it's hiding in the ads section there's no review of *Conker's*. How come? (Eh? Are you having a laugh? Ten pages? Issue 52? 96%? Ring any bells? – Alex)

On your advice I recently bought *Mario 64*, and got four player's guides, then I bought *Goldeneye*, and I've lost count of the number of player's guides I've got. Nearly every game I've got has a player's guide to accompany it.

I recently took the bull by the horns and bought *Conker's Bad Fur Day* on the strength of your preview, and I then proceeded to get stuck, thinking you'd help me out with a guide next issue, but nothing appeared. Then *Banjo-Tooie* came out and you said there'd be a guide for *Conker's* and a guide for *Banjo*. Come on guys, I can't be the only one who needs the player's guides, or

Prize Winner

STAR LETTER

Hope Springs Eternal!

Dear 64 MAGAZINE,

I thought that I'd better start this letter off in the way that everyone else does: "I think your magazine is brill, and I really enjoy reading it". It's just the right size for hiding between the pages of my history textbook when I'm supposed to be revising. Thanks for taking that into account lads!

I wrote to talk to you about the gaming death of the N64. I don't understand why everyone is so upset about it. For one thing, there will be clear-out sales galore! I was able to pick up *Zelda: Ocarina Of Time* for £15 from GAME. A couple of weeks ago, I nearly wet myself when I walked into HMV in London: *Turok: Rage Wars*, *South Park: Chef's Luv Shack* and *Wipeout 64* for £4.99 each!

I don't get much pocket money at all, and can't get a job because I live in a rural area (paperboy's already taken!) These sales therefore will help people like me beef up our measly N64 collections because we can't afford the £49.99 price tag that hangs off most N64 games. I was so looking forward to *Conker's Bad Fur Day*, but £60? Come on! Did Rare have to go out to darkest Africa to hunt the game down or something? Finally, a game comes along that ditches Nintendo's 'baby' image, and no-one can afford it!

If the PSone has a bigger selection of games at £10 a pop at the moment, people are bound to appreciate it, because they won't want to pay vast sums for games on the N64. Sadly then, classics such as *Zelda*, *Perfect Dark* and *Conker's Bad Fur Day* might be forgotten.

Tom Hockin, Shropshire

First of all Tom, great to hear you're reading our magazine instead of concentrating on your schoolwork – that's true dedication! You're also spot on about the avalanche of cut-price games waiting to be picked up by eagle-eyed bargain hunters across the land as the N64 nears the final curtain. Happy hunting one and all!

It's fairly unlikely that the classics you mention will be forgotten though. When the GameCube finally shows up, you can expect next-gen, all-singing, all-dancing versions of all the most memorable N64 titles to appear on it, as well as cracking original titles too. On the subject of *Conker's Bad Fur Day* – don't get too angry at Rare, because although it *was* our favourite 3D adventure developer that programmed the game, it wasn't Rare that actually published it, and thus the blame for the £60 price tag lies somewhere else...

Anyway, because of your rural, not-currently-working plight, we thought we'd be nice and send you some Star Letter-style freebies! Hope you enjoy 'em!







there wouldn't be a market for them.

Moan over... did you get many surprises at E3? Will GameCube hit UK shores by Christmas? Will the big N still schedule delays? Were there peripherals on show at E3?
Colin Morgan (40), Bridgend

We've been racking our brains here in the 64 MAGAZINE offices, and can't work out how you missed the frankly mammoth *Conker's* review in issue 52. Still, you've bought a quality game, so no harm done.
As far as player's guides go, you'll be chuffed to learn that there's the first part of a *Conker's* walkthrough elsewhere in this issue, which took so much hard work to produce that Paul's arms fell off. Twice. Enjoy!
All the E3 gossip is contained in the gargantuan E3 feature in this very issue, so read on and prepare for a few tasty rumours and some luvverly screenshots.

More Mindless Violence And Swearing Please!

Dear 64 MAGAZINE,
Is it just me, or has Nintendo stopped coming up with new ideas? (It's just you, but carry on – Alex) I bought one of your magazines and for some reason it's still all the boring old games. (I like your mag though). Nintendo is not coming up with anything new, it's just all the same stuff – either sequels, remakes, or transfers from PlayStation. When is Nintendo going to stop making Mario games? NOT ONLY KIDS PLAY N64!

Now, *Conker's Bad Fur Day*, that's a good game. The first day it came out I bought it. Rare put new ideas in it and I think people want more games like that, as well as better sports games. We've got *Mario 64*, *Banjo-Kazooie* and *Donkey Kong* – why do we need more games like those? We want more titles with violence and gore!

If they don't start making any new games people will stop buying N64 games!

Come on programmers, USE YOUR BLOOMIN' IMAGINATIONS!
Michael David, NSW, Australia



It's a fair point Michael – there are a lot of sequels and ports available on the N64, but surely that's true of any games machine? As for the console being aimed at younger gamers, well, there are games available for all age groups on the N64, ranging from the much-maligned *Pokémon* series to the really-quite-scary 'grown-up' games like *Resident Evil*, *Shadowman* and, as you rightly point out, the filth-fest that is *Conker's Bad Fur Day*. The point is that Nintendo is trying to cater for all tastes and ages, but the younger gamers are spending more money on franchises like *Pokémon*. Developers never set out to make dull games, and there are still enough talented and imaginative coders out there to keep us going for a while yet.

A Satisfied Customer

Dear 64 MAGAZINE,
I have been reading for about two years now. I have always been impressed by the honest reviews and overall quality of the mag. However, as everyone knows, you recently became a multi-format Nintendo magazine. I own an N64, and I have noticed that N64 articles in your mag are rapidly decreasing! In one issue, most of the 64 Showcase was GBA. This is understandable since this was the launch of the GBA in Japan, but now only about two games out of the many you review in your mag are N64. I would like to know if this is because the N64 is dying, or just GBA excitement? Wouldn't it be easier to just have a sister mag for GBA and GBC and leave 64 MAGAZINE to N64 and (in the future) GameCube? As for the CD vs cartridges debate, I think that CDs are better, because although they have to load, they reduce the price by £10-20. The reason for CDs being better is not "because they look better". I think Dean Foster was saying what PSOne/2 owners are saying about GameCube. You should judge a machine by its games, not by how it looks (not that the PS2 is gorgeous by any means!) Other than my small quibble, brilliant mag, keep up the good reviews.
Craig F, via email



Are you related to Eighties cinema cop Axel F? Brothers perhaps? No? Oh well, it was worth a shot...
The reason that there are less and less N64 reviews is simply because there are virtually no more new games coming out for the N64. Having said that, we are dead excited about the GBA, and, as for the GameCube, well, it looks set to blow everything else out of the water, so you'll really want to

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LETTERS



Comedy Of Errors?

Dear 64 Magazine,

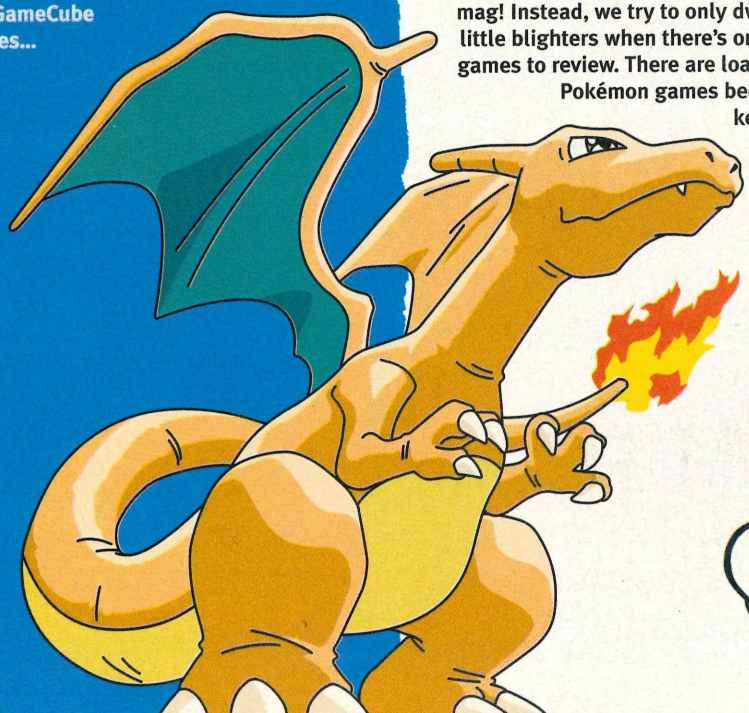
First of all I'd like to prevent you from stopping reading right here by saying what a fantastic brilliant magazine you produce. Now, I'd like to point out some of the foolish mistakes that I, and your other readers, are making.

1. People think you write the games.
2. People think you make a bad Nintendo magazine.
3. People think the N64 is dead (there is a grain of truth in that).
4. I passed up an easy opportunity to get a Game Boy Advance.
5. I got a letter published in Memory Card Losers.
6. I am bothering to write this letter.
7. We are unprepared for the tsunami that is GameCube.
8. Nintendo made a pig's ear out of its marketing with the N64.
9. Sony made a pig's ear out of the PlayStation2.
10. Sega made a pig's ear and a half out of the Dreamcast.
11. *Power Rangers: Lightspeed Rescue*, *Carmageddon*, almost every single golfing game ever made...
12. Less than half the world will read this magazine.

I just thought you ought to know.

Edward Plant, via email

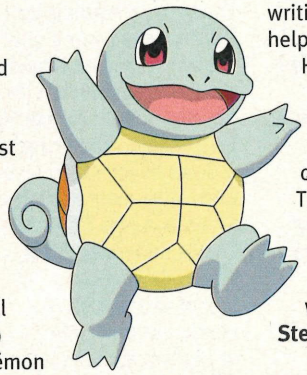
Hmm... thanks for that, Eddie. However, we'd like to make it clear that:
1. The GameCube is a great next-gen games console, not a towering chunk of the Pacific ocean that flattens Hawaiian people's houses in the dead of night.
2. If you passed on a GBA, you are a fool.
3. The N64 will live on forever in the hearts and minds of those enlightened souls whose lives have been, and continue to be, illuminated by its greatness. At least until the GameCube arrives...



be around when the console hits the UK! CDs are cheaper, admittedly, but the games are (by and large) significantly smaller and less complex than their cartridge counterparts. You are right though – a console should be judged on what games it boasts, not what medium it uses, or its design. Apart from the Atari Jaguar, for which there can be no excuses.

Pokérant

Dear 64 Magazine,



What is it with you and Pokémon? I know, I know, you bunch at Nintendo create it, (Just for once, we'll ignore that – Alex) but that doesn't mean you have to talk about it week in, week out.

I mean, why the hell would anyone want to produce loads of Pokémon games, and why would anyone want to buy 'em?

I reckon they're pants. Useful only as an item to cure a wobbly table! It started off with just a couple of games (that even I could handle) but now there are loads: *Pokémon Puzzle League*, *Pokémon Snap*, *Pokémon Stadium*, etc. It's getting pathetic!

Actually I don't own any of them (good riddance!) but I've played them on my mate's N64 and they're crap, so I'd like you to stop boasting about Pokémon games that suck!

If you ask me, *Micro Machines*, *Premier Manager*, *Worms: Armageddon*, *Zelda*, *Virtua Athlete* and *TWINE* are the best, but then again, you probably don't agree. Well, I'm off to win the World Cup again...

Glen Pawsey, Hertford

Woah there! Someone's got a bit of a bee in their bonnet (as Roy's Grandma used to say) about Pokémon then! We don't chunter on endlessly about the collectable critters in this mag! Instead, we try to only dwell on the little blighters when there's one of their games to review. There are loads of Pokémon games because people keep buying them, and just because you don't like the games, that doesn't mean a great many other readers don't feel differently. Each to his own, as a wise man once said...

Games Designer Of The Future?

Dear 64 Magazine,

I am an avid reader of 64 Magazine, and I am writing in the hope that you might be able to help me?

Having played the majority of N64 games and been disappointed by the quality, I have devised a game which I think will rate higher than any title Nintendo can currently offer!

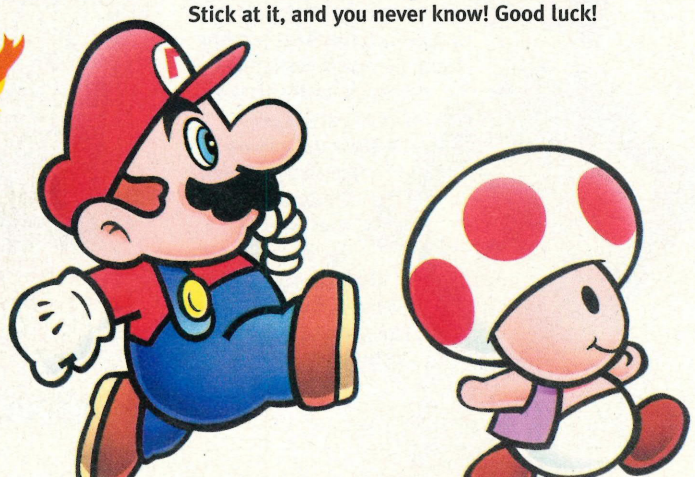
The stumbling block for me is how to further this idea. I am hoping that you can advise me on who to contact and how to present my idea. Any advice and help would be appreciated.

Stephen Bolton, Brixton



This is a tricky one, and we're afraid the chances of your idea reaching the shop shelves are pretty slim. Games developers spend months on end chucking ideas around before they finally decide which games to put into development. To convince them that your idea is worth pursuing, you'll have to have a truly inventive new game genre, or a revolutionary control system, or never-seen-before level designs (and lots of them). Occasionally, games that started life as doodles on the back of an exercise book can make it to the big time, but it can take years (*Worms*, for example, was in development for several years before it finally went on sale.)

Develop your idea as far as you can, with drawings and storyboards to illustrate it, then you need to start ringing round the various software companies to see if they'll take a look and to check who you should send it to. Stick at it, and you never know! Good luck!



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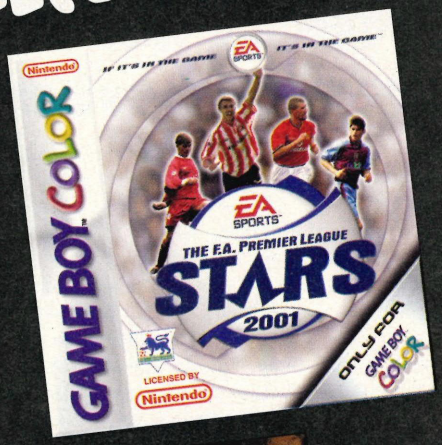

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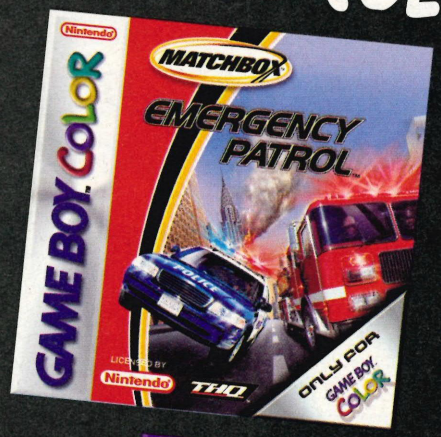



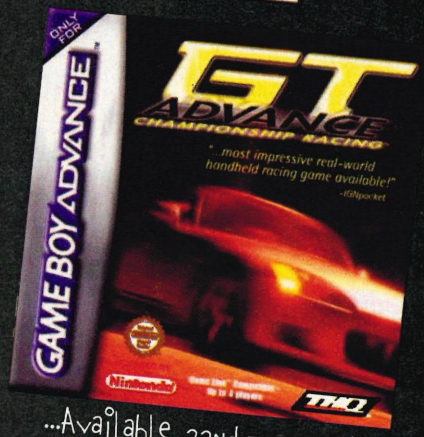

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64 MAG-JUN

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64 sight

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14 Starfox Adventures: Dinosaur Planet

16 Eternal Darkness



StarFox Dinosaur

Fox is back, but this time he's on foot!

Nobody will ever ignore Miyamoto-san again. Months ago he mentioned how he would like to see *StarFox* characters in Rare's *Dinosaur Planet*, but no one ever imagined that it would happen, and certainly not that it would be this far into production.

Fox, Peppy and Slippy have returned. The scene is set eight years on from their previous adventures. It seems that Falco has disappeared off on some solo mission, but you never know... he may turn up to help at some point in the future.

Trouble has broken out on Dinosaur Planet – an evil General Galcian has brought in his troops and is holding the normally docile dinosaurs captive. You control Fox on a quest to save the planet in a style akin to *Zelda*. The similarities go further than the aesthetics – the battle engine and the usage of items is also very similar. One of Fox's weapons takes the form of a long staff. Used correctly, this staff can help Fox to get up to hidden areas. All he needs to do is thrust it into the

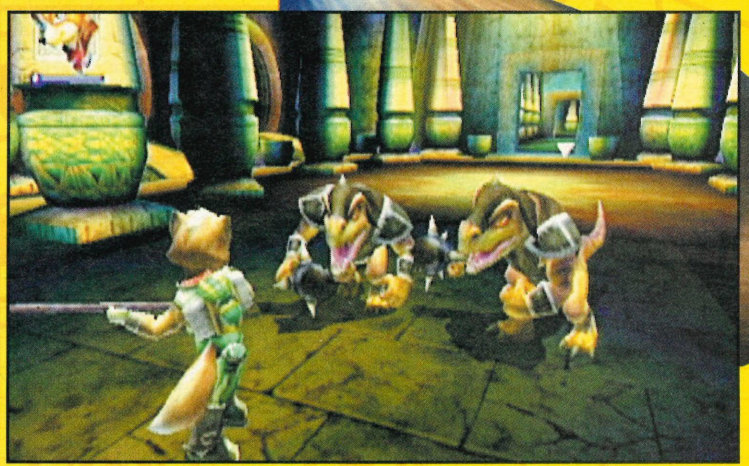


STARFOX ADVENTURES: DINOSAUR PLANET

→ PUBLISHER	Nintendo
→ DEVELOPER	Rare
→ UK RELEASE	TBC



[Above] *Yes, that really is full-render, 60 frames per second, 24-bit colour ingame footage. Scary, isn't it?*



Adventures: Planet



correct area (represented by a pad on the ground) and the staff will carry Fox, pogo-style to his destination. You can expect multiple power-ups to be available, as well as magic spells. Fox can also use his staff as a standard weapon (whacking his enemies) and a tool for levering items (moving rocks, etc)

Dynamic Duo

Along the way you find a young dinosaur by the name of Tricky. Somehow the Tricerotops Prince has escaped from the evil clutches of the ground troops, and he's probably the only native help that you're going to get. It's more than likely that the two characters will learn special combination moves, not unlike Banjo and Kazooie.





Rare hasn't revealed much more about the game other than details on some of the sub-characters, which you can read about in the boxout below.

Despite this, what has been shown looks fantastic and believe us when we say that it plays just as well. It doesn't look like *Zelda* will be finished for a while, but this will more than make up for it!

They're back!

NAME .....Fox McCloud
JOB .....He's the daddy!
SO WHAT DOES HE DO?
Erm, wanders around with a stick and hits evil things.

NAME .....Slippy
JOB .....Weapons Tech
SO WHAT DOES HE DO?
Supplies Fox with all the latest gadgets and equipment

NAME .....Peppy
JOB .....Mission Support
SO WHAT DOES HE DO?
He gives directions from the safety of his ship (coward!)

NAME .....Rob the Robot
JOB .....Supervisor
SO WHAT DOES HE DO?
Always on hand when you need supplies (what's the bet that he'll charge an arm and a leg for them?)





ETERNAL DARKNESS

"From beneath the secrets of time and space, the story of the Eternal Darkness unfolds, echoed through twelve chosen souls. Twelve people, their fates inextricably entwined with the destiny of the human race, fight an incomprehensible war against the malignant regime of the Ancients."

You can just tell when a game is going to be something special. It's hard to explain, but it's just a feeling that you get – the same feeling that accompanied your first look at *Mario 64* or *Pilotwings 64*, yet *Eternal Darkness* is nothing like either of those past Nintendo favourites.

Take a glimpse at the screenshots on these pages. Sure, it looks nice, but it's just *Resident Evil*, right? That dismissal is one which was murmured by many an E3 visitor, even by so-called 'experienced games journalists' who should have known better than to judge a book by a distant cover.





ETERNAL DARKNESS

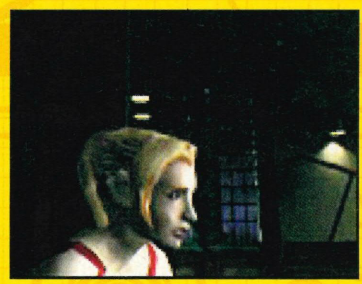
PUBLISHER	Nintendo
DEVELOPER	Silicon Knights
UK RELEASE	2002

Thankfully, 64 MAGAZINE took some time out to talked to the man in charge, and spent some quality time with the most promising title at E3 '01.

Kept In The Dark

Woah, hold on a second! *Eternal Darkness* was supposed to be one of the N64's last great hopes. What happened there? Well, as we reported months ago, N64 titles haven't been selling particularly well – *Conker's Bad Fur Day* had terrible sales figures (compared to what it deserved), and it would have been damaging to release a potentially even more adult-orientated title into the games market.

To be honest though, the decision to change formats was probably made long before this happened. No doubt Nintendo saw the problem coming, saw the potential of *ED* as a GameCube launch title, and decided that it would fit in perfectly with its new approach. *ED* most definitely is a great example of the much-touted 'Nintendo Difference.'



Silicon Knights' President Denis Dyack wouldn't comment on how long the GameCube version had been in development, but he assured us that it was heartbreaking for the team to stop work on the N64 version after they had achieved so much.

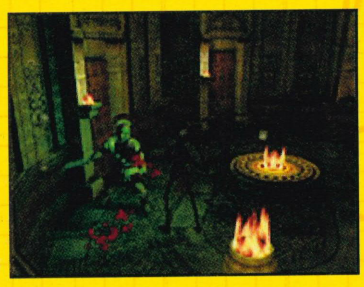
Cube Vision

The latest version of *ED* uses a similar story line to its 64-bit cousin. In fact, much of the game is the same – from the settings, through the battle system, to the insanity meter, everything is very familiar. In line with this, you would have thought that the developer had used some sort of porting software, but *ED* GameCube has been written from the ground up, especially for the hardware. Boy does it show! Every graphical effect that you could dream of (well, nearly) is in there. Real-time light sourcing, ray tracing, reflection mapping, bump mapping, rolling fog, particle effects, facial animation – you name it, it's got it. The graphics engine as a whole is so powerful, that the in-game graphics rival those of the FMV sequences in the N64 version!

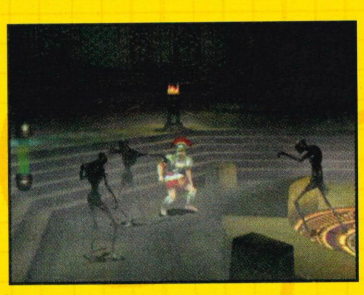


[Above] ***This shot shows just how detailed lighting effects are on the GameCube.***









Whereas *ED* N64 ran at 25-30 frames per second (an astonishing achievement for an N64 game, and it was in hi-res mode!), its big brother runs at a constant 60fps, resulting in a breathtakingly smooth and lifelike experience. Even with 20 enemies on screen the action will never fall below this high standard. All of this is displayed in full 24-bit colour. This really makes a difference to the game. The range of hues apparent in the textures and the lighting effects creates one of the most believable environments yet seen.

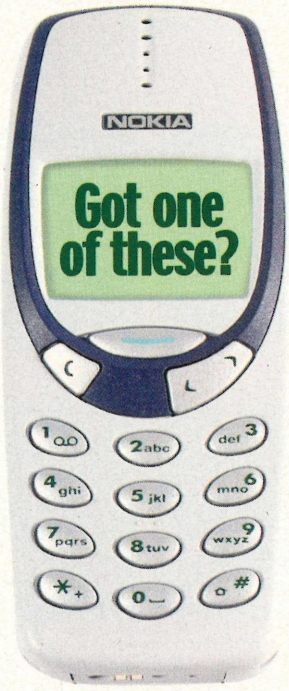
Okay, so you know by now that *ED* is a technical marvel, but what makes it so special? Surely 64 MAGAZINE hasn't been swayed by pretty graphics and tech specs?

Wish You Were Here

If you watch *Eternal Darkness* for about 10 seconds (especially the Alexandra levels), you could be forgiven for thinking that it is just another *Resident Evil* clone. Alexandra runs around an old mansion picking up medikits and blowing zombies' heads off, yadda, yadda, yadda. Watch the same level for 10 minutes and you'll begin to see what it is that makes this so fine. Silicon Knights has definitely done its homework. Each section of the game is set in a specific time period, in which you will take control of a certain character. Pious Augustus is a Roman soldier, complete with all the plumes and armour that you would expect from a warrior of that period. He explores a castle possessed by evil, and is armed only with a broadsword. The environment is authentic not only in its attention to detail, but also in its ambience. You just know that if you were in a haunted castle, this is what it would feel like. The moody soundtrack (in Dolby Surround, of course), the popping torches, the clunking of armour – Factor 5 has done wonders with the MusyX sound tools, and Silicon Knights' sound wizards have used them to their full potential.

[Below] ***Alexandra kept forgetting to ring MFI about her faulty mirror.***



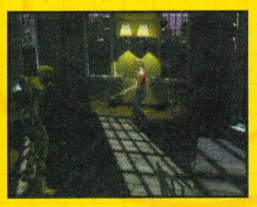


Then you'll be wanting this...

MOBILE m8

Ringtones, Graphics, SMS... and much, much more!

On Sale 26 July



[Above] ***Not really very homely is it, this place? Atmospheric or what?***

Psychotically Thrilled!

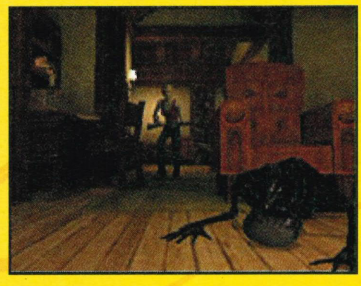
One of the main features of *ED* is the Insanity Meter. This is represented by a green guage on the left of the screen. Every time you leave an enemy to its own devices instead of killing it, your sanity level goes down. Your character starts to worry. That worry slowly turns into paranoia, which slowly drives your character insane. You can see them looking around at everything, their heads turning this way and that to investigate every sound and movement. Their faces change as well. As with the rest of the game, facial animation plays a big part in the realism stakes – the whole face changes depending whether they are happy, shocked, scared or paranoid.

Once your Insanity Meter is empty, anything can happen. Silicon Knights has only revealed a few of the possible consequences, and hopefully it will stay that way. Disclosing any more information will only ruin the game for everyone else, but we'll let you in on one of them. As Alexandra walks down a narrow corridor, she begins to feel a bit weird. The next thing she knows is that her arm has fallen off! Over the next couple of minutes, parts of her body simply drop off, until she is dragging her headless, legless body around with one arm. At this point the player has no idea what is going on. Then, in the blink of an eye, Alexandra is back at the start of the corridor, health replenished. Other examples are much more subtle, and will have you questioning what is real and what is in your head.

There is so much more to talk about in this game, amazingly even a four-page preview doesn't provide enough space to tell you about everything that we saw. Check out the interview below for an insight into the minds of the developers, and check out the in-depth preview, which will follow in just a couple of months.

Be afraid... Be very afraid...





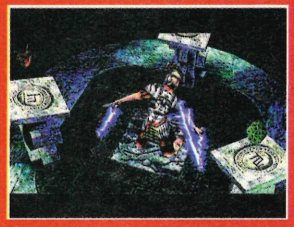
[Above] ***Ugh! What the hell's that thing? Let's hope that whatever it is, it's well and truly dead, anyway!***



[Above] ***Ah, a charming fireside chat with three undead skeletons with one thing on their minds: your death!***

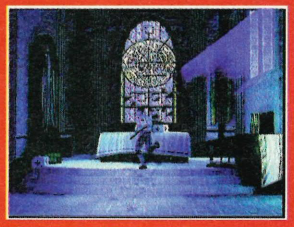
In The Olden Days...

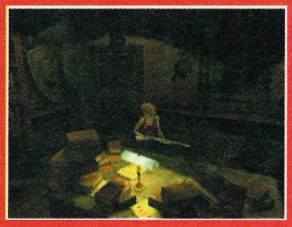
It's when you put the two versions of *ED* next to each other that you realise just how powerful the GameCube is. The intricacy of the character models in particular stands out. Each character is made up more polygons than an entire scene from the N64 version!



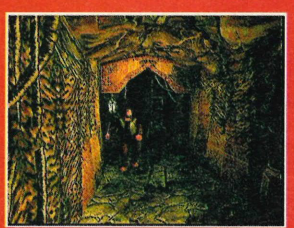


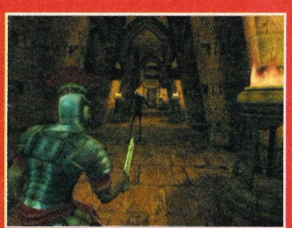
1) You can even see the muscles flexing in Pious's neck in the GameCube version!





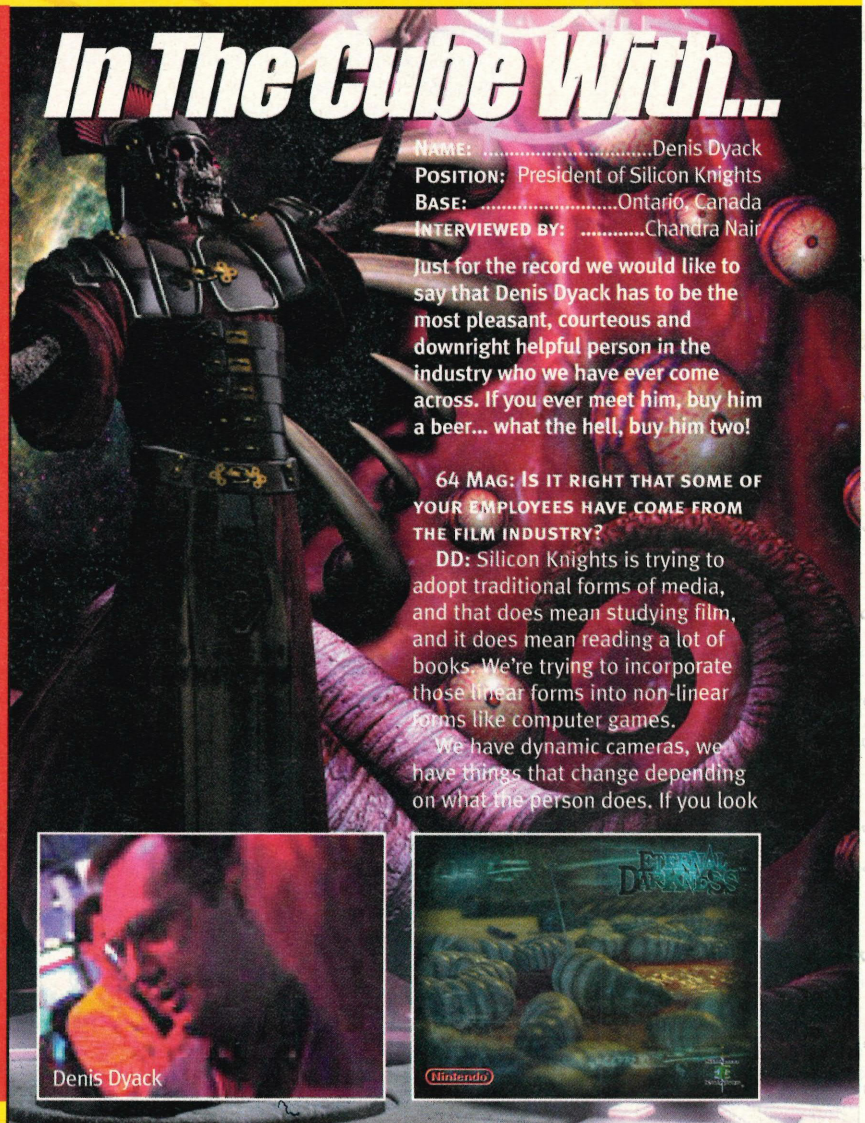
2) Every object in the room is now made of polygons, resulting in fantastically gloomy rooms.





3) Among the extra layers of textures, which can be applied is bump mapping. Stone walls have never looked so real.

In The Cube With...



NAME: .....Denis Dyack
POSITION: President of Silicon Knights
BASE: .....Ontario, Canada
INTERVIEWED BY: .....Chandra Nair

Just for the record we would like to say that Denis Dyack has to be the most pleasant, courteous and downright helpful person in the industry who we have ever come across. If you ever meet him, buy him a beer... what the hell, buy him two!

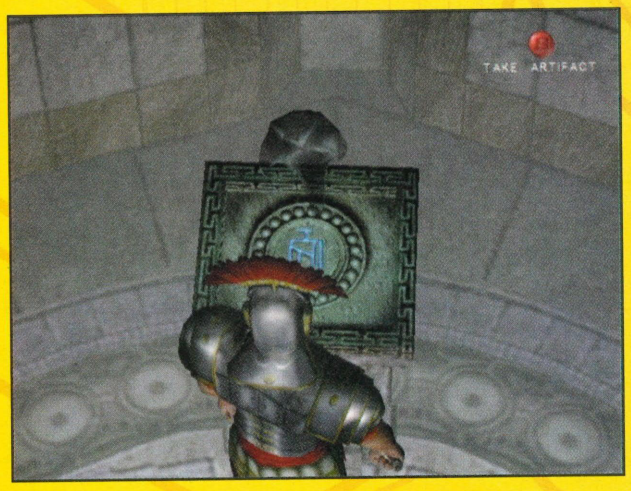
64 MAG: IS IT RIGHT THAT SOME OF YOUR EMPLOYEES HAVE COME FROM THE FILM INDUSTRY?

DD: Silicon Knights is trying to adopt traditional forms of media, and that does mean studying film, and it does mean reading a lot of books. We're trying to incorporate those linear forms into non-linear forms like computer games.

We have dynamic cameras, we have things that change depending on what the person does. If you look

Denis Dyack

"The range of hues apparent in the textures and the lighting effects creates one of the most believable environments yet seen."



[Above] ***Eternal Darkness guides the novice player through easier early levels, so you learn the game as instinctively as possible.***

at *ED* (*Eternal Darkness*), the graphics will grab you, and the controls hopefully make it very easy for you to sit down and go "this is easy to play." Beyond that, we've got this incredibly detailed, arcing storyline, and people will realise that there is more to this game than meets the eye and they'll really want to find out what's going on here.

When the game launches we think that it's going to appeal to adults. People will say "this is a mature game, but it's not because of the violence at all."

64 Mag: Are there any features, which couldn't go in the N64 version due to hardware limitations, which you've now been able to put in?

DD: Oh absolutely. The true vision of the game can now come through. With the N64 version we were getting frame rates of between 25-30fps (frames per second).

64 Magazine: For the Nintendo 64, that's a great achievement though.

DD: Sure, for the N64 running in high resolution, that was great. With the GameCube, we're running at 60fps in 24bit colour. Load times are actually faster on the GameCube than they were on the N64 (!!) We found that when we were playtesting it we had to put an eighth of a second delay in, because when the rooms switched so fast, they were cognitively shocked by the change. So we put a sound effect in, and a nice fade-in and said okay, this is better. We use a lot of techniques to make sure that people never see loading times.

With the N64 we were very limited with what we could do with the cinematics. Now our stuff is just as good as the FMA stuff that we used to pre-render. We've added more Insanity Effects, we added more animations. The number of polygons on the character models is now what we used to use for an entire render (whole screen) on the N64. Gameplay is pretty much the same, which is timeless in my opinion. The story didn't change at all. We can have more enemies on screen if we want to – by the time we get done with the optimising, we estimate that we will be able to get up to 15-20 enemies on-screen without dropping below 60fps.

GameCube is a hot machine. GameCube is incredible."

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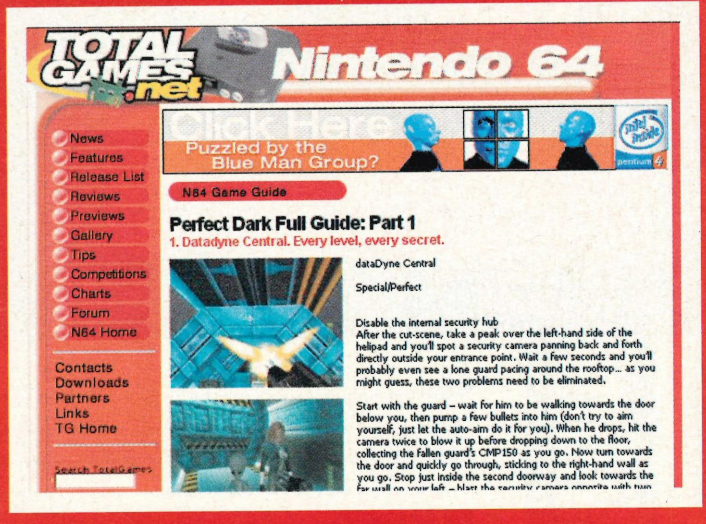

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COMPETITION

Win Stuff!

Win Game Boy Color Games From TDK Mediactive!



ALRIGHT, GAME BOY COLOR OWNERS LISTEN UP!
Those generous people at TDK Mediactive have given us 10 copies of classic arcade conversion *Rainbow Islands* on the Game Boy Color and also 10 copies of their newest Game Boy title, *Shrek: Fairytale Freakdown*, based on the new hit Dreamworks movie, *Shrek* (starring Mike Myers and Eddie Murphy) to give to you ugly lot!

If you fancy tackling the multitude of monsters as Bub or Bob, or jumping into the green skin of the loveable ogre Shrek, then to be in with a fighting chance, all you've got to do is answer the following simple question on the entry form supplied and send it to us at: Bub Meets Shrek Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS.

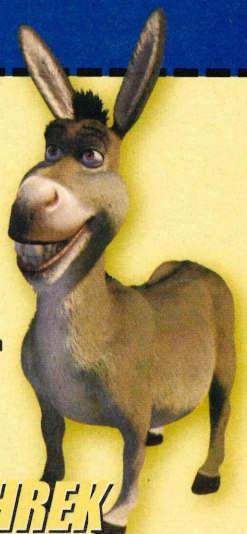
Question: We loved *Rainbow Islands* so much when we reviewed it, that we gave it which coveted 64 MAGAZINE award?
A: .....A BAFTA.
B: .....A Sizzler.
C: .....An Oscar.

Both *Rainbow Islands* and *Shrek* are in the shops now, and for more info on these and other TDK titles, pop along to www.tdk-mediactive.com!

How To Win!

Name: .....
Age: .....
Address: .....
.....
My Answer Is... .....
.....

1. All entries must be received by 20 September 2001 2. There is no cash alternative. 3. Editor's decision is final and no correspondence will be entered into. 4. No employee of Paragon Publishing or any company with products on offer within this competition is eligible to enter. 5. Only one entry per person. 6. By entering, competitors agree to be bound by the rules and requirements of the competition. 7. You may be sent news about products and opportunities from related companies. If you do not wish to receive such information, please tick this box: ☐



BUB MEETS SHREK

GAMESTATION



WIN!



Win!

Three Game Boy Advances From GAMESTATION!

GAMESTATION is the largest independent videogames retailer in the UK. In November, to celebrate their eighth anniversary, the company launched a mail order service for people who need games NOW but can't get to one of the many GAMESTATION shops – so now you can buy, sell and trade games without ever leaving your house! This has already been a massive success because of the huge range of games they have at extremely competitive prices.

Now GAMESTATION has decided to give lucky 64 MAGAZINE readers the opportunity to win a massive a really cool prize – one of three brand new Game Boy Advances complete with one game!

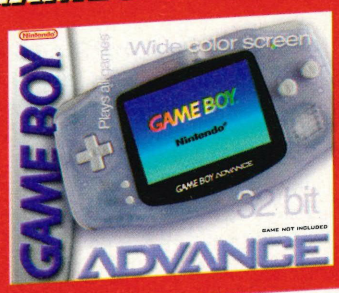
All you have to do to be in with a chance of winning, is answer this simple question:

What service has GAMESTATION just launched?

A.....A service wash
B .....A mail order service
C .....A military service

To enter, simply fill in the entry form below and send it to 'I'm Ready To Advance' Compo, 64 MAGAZINE, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS.

If you're not lucky enough to win one of the GBAs, or fancy buying something else, you can contact GAMESTATION by post at the following address: GAMESTATION, PO Box 47, York, YO30 4YF; by phone on: 0870 8761444; or find them on the Internet at: www.gamestation.co.uk.







How To Win!

Name:.....
Age: .....
Address:.....
.....
My Answer Is... .....
.....

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IM READY TO ADVANCE

FEATURE

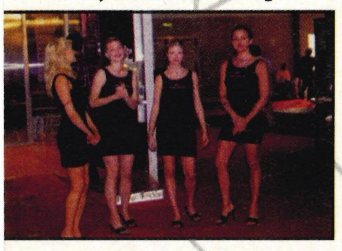


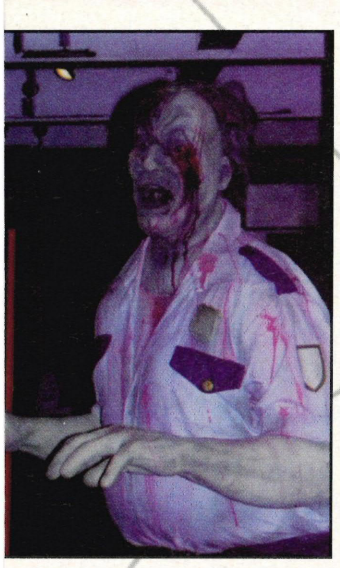
Written by: Chandra Nair

Remember.

Remember, The Fifth of Novem

[Below] ***These special videogame experts were on hand to dole out vital information to passing journalists. Yeah. Right.***



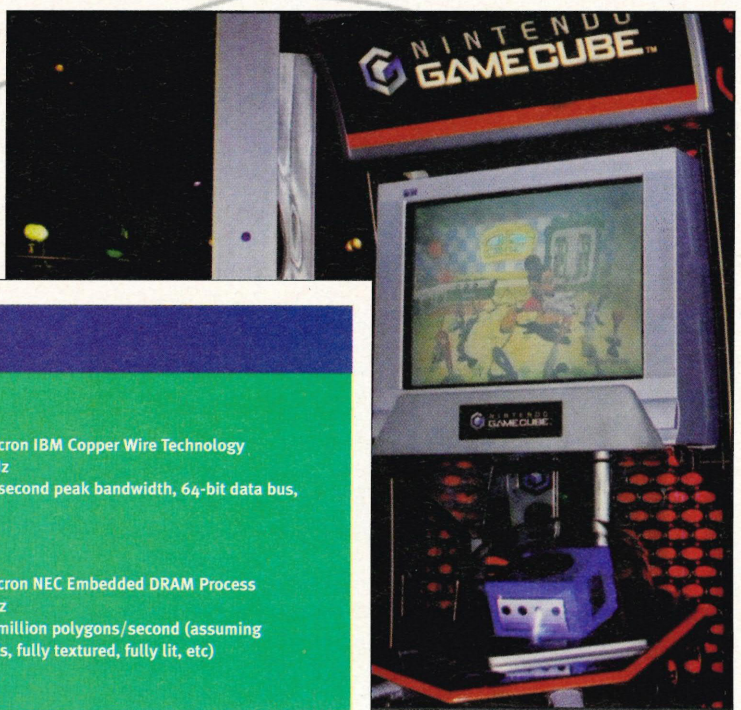


Nintendo's Fourth Coming

As we finally touch down in LAX airport, it suddenly dawns on us that this is what the past six issues of 64 MAGAZINE have been leading up to. Let's face it – if you've stuck with Nintendo, then you can consider yourself to be a truly dedicated fan. The faith involved is almost religious in nature, relying on stories, rumours and promises of something untouchable. Here at 64 MAGAZINE, it goes further than blind faith. We knew that Nintendo would come through, and finally, we have the proof that you've all been waiting for for all this time.

Nintendo will launch the GameCube in the US on 5 November 2001 at a mass-market price point of $199 (£155). Microsoft, on the other hand, will launch Xbox in the US on 8 November at a $299 (£230) price point. At first glance, this may well go some way to explaining why it was that Nintendo stole the show at E3, but now consider that Nintendo of America didn't announce a price until after E3 had finished. Evidence enough of the 'Nintendo Difference.'





The Nintendo Difference

So here they are – the final stats for the GameCube console. You may notice that the clock speed of the Micro Processing Unit has shot up, whereas the clock speed of the System LSI has dropped. Check out this month's Showcase to find out exactly why this has happened. Rest assured that it was for a good reason, and one that makes the hardware more stable than ever!

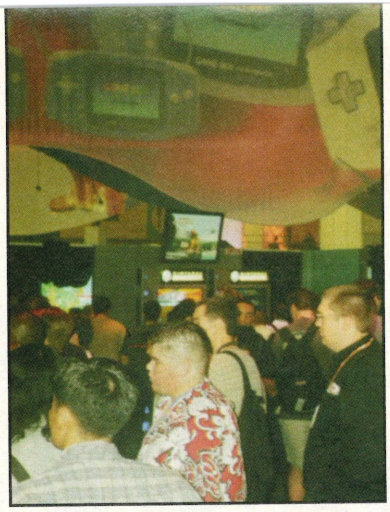
MPU (Micro Processing Unit)

Custom IBM Power PC "Gekko".....0.18 micron IBM Copper Wire Technology
Clock Frequency.....485 MHz
External Bus.....1.3 GB/second peak bandwidth, 64-bit data bus, 162 MHz clock

System LSI

Custom ATI/Nintendo "Flipper" .....0.18 micron NEC Embedded DRAM Process
Clock Frequency.....162 MHz
Real-world polygon .....6 to 12 million polygons/second (assuming actual game conditions with complex models, fully textured, fully lit, etc)
System Memory.....40 MB

FEATURE



[Below] ***Fat Americans look on in hushed awe, unaware that the evil GBA poltergeists are watching them from above. Look out!***

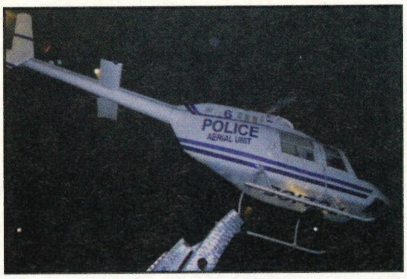
ber

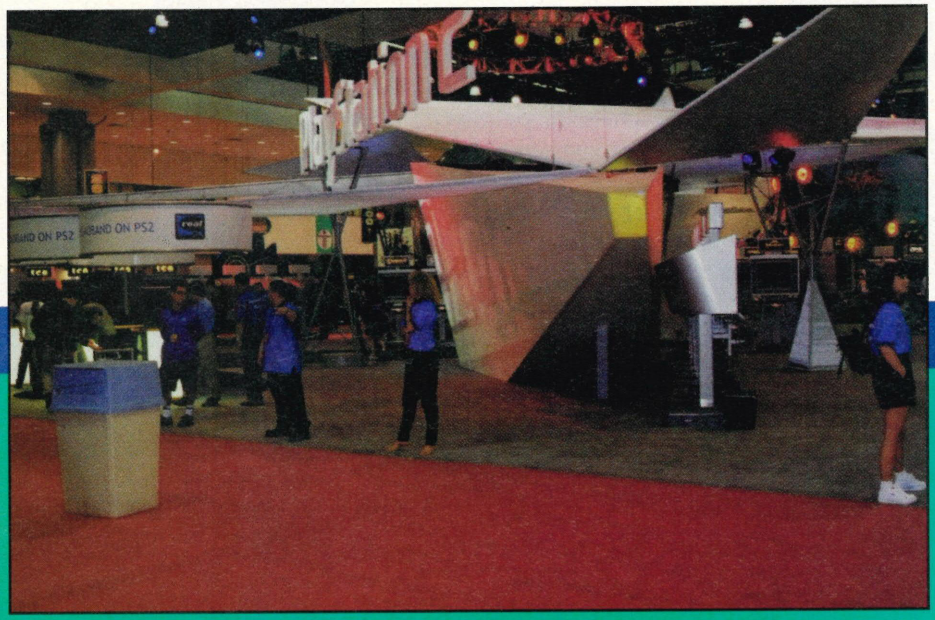
Although the games on the Nintendo stand completely bowled everyone over, you'll probably notice that very little was said by companies outside of the Nintendo camp. To be perfectly honest, this was Nintendo's show. The big N and its second parties showed off their wares, but the most that could be squeezed out of most of the third parties was a tight-lipped "watch this space." Don't let this set the alarm bells ringing however. To quote Nintendo's press release: "In the days and weeks to come, expect major announcements from publishers that have been waiting to announce their support for the Nintendo GameCube." It seems that Nintendo has purposely held back the third parties' announcements. Check out this month's Showcase for all the latest news on this issue.

Despite the fact that the majority of publishers and developers wouldn't say a word about their particular titles, they were only too happy to praise Nintendo. From big-time Nintendo supporter Konami, to newcomer Rage (not even developing for GameCube... or are they?) not a bad word was said. It wasn't just a case of the games community acknowledging GameCube, but also putting a general nose up to Xbox. When questioned as to his opinions of GameCube, Jon Murphy of Konami replied: "It is without doubt a force to be reckoned with... much more so than some other next generation platforms that we could mention." Comments like this were not uncommon among the third parties. Another plus for Nintendo came in the form of Microsoft executives apparently doubting their own tactics. Rumours soon spread around the halls that Microsoft was seriously rethinking its broadband strategy. Considering the fact that this was one of Xbox's major selling points, you have to wonder what this will do to developers' confidence in Microsoft's ability to provide the service that it has touted for so long.









[Above] ***As you can see, the PlayStation2 stand was pretty empty for long periods of E3 this year. We can't think why... oh hang on – Nintendo unveiling the most eagerly-awaited console in ages might have been a factor!***

Le PS Deux Resistance

Nintendo's stand was constantly crammed with visitors, all desperate for a chance to get hold of the new controller and an all-too-brief look at the latest offerings from NCL and its second parties. The same couldn't be said for Sony and Microsoft. While those playing *Eternal Darkness*, *Pikmin* and *Rogue Leader* had to be torn from the pads, visitors to the Xbox stand were putting down the plastic interface long before their time was up. As far as Sony was concerned, there were times when its stand was virtually empty!

FEATURE



>> The Box of

The Big Screen

If there is one word that immediately sprang to mind when we walked into the Nintendo booth, it was: 'BIG.' Nintendo had the biggest stand at the show, and a large portion of the walls were covered in projection screens, which were constantly bombarding us with videos, holograms and spectacular lighting effects. It was actually a little surreal to have an enormous, green Yoshi towering above you, but the look on his face said it all.

Most of the videos shown on the stand were future GameCube titles that hadn't made it as playable demos. You can find out more about these in the 'Straight To Video' boxout.



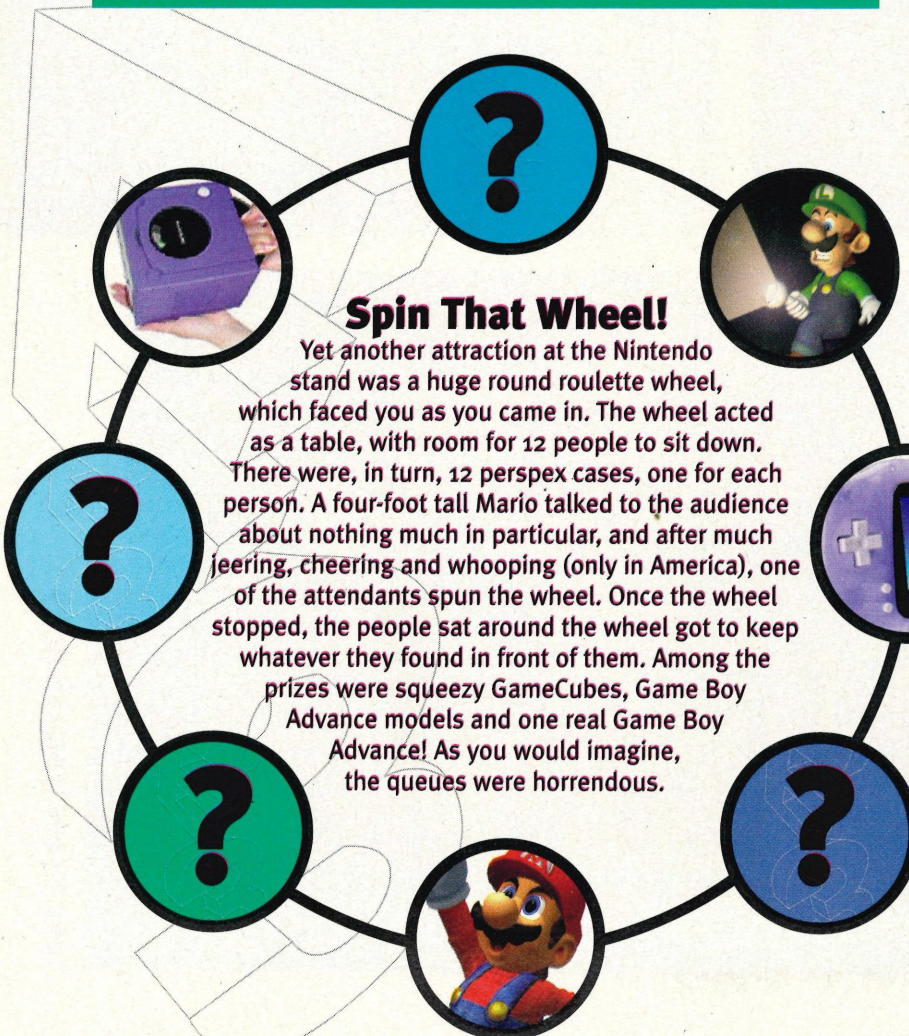
Stand 2816. A place of invention, innovation and technical prowess – more importantly, a place to fill you with a sense of awe, magic and wonder, three things that are so rarely found in today's polygon-obsessed gaming community.

Stand 2816 existed as a huge section of the Los Angeles Convention Centre, the biggest stand at this year's Electronic Entertainment Expo. As we were drawn to it (its sheer planet-like size meant that it had its own gravitational pull!) the nausea-inducing beeps, whistles and "game overs" that fill the giant room faded away. From the moment we set foot in Stand 2816, we were no longer at E3. In fact, we forgot that E3 even existed. This was the world of Nintendo, and we may never have left!

Do you remember the first time that you visited a theme park, say Alton Towers or Thorpe Park? Remember that buzz hitting you as you walked through the turnstile into another world? That was the feeling that Nintendo achieved this year – no other stand even came close. From the water feature to the talking *Mario* and *Wario* Roulette game, to the huge video screen, to the *Chemical Brothers*-esque DJs, to the rows of glass cases, to the games with their individual booths – every last detail smacked of professionalism and a company that knew exactly how good it was.

Nintendo's entire attitude was summed up by its stand. Flagging the 'The Nintendo Difference' slogan, the big N succeeded in showing everyone that technology is no longer an issue. The difference comes in the games, and the games were awesome. Other lesser companies, perhaps not quite so confident of their wares, used scantily clad booth babes (and all manner of other gimmicks) to get people to look at their assets. Nintendo chose to place its knowledgeable, well-dressed female helpers where they were most needed: by the consoles.

And so we come to the reason that Stand 2816 was jam-packed for just about every second of the three-day event – the games. The titles that any visitor immediately saw were the playable versions of *Luigi's Mansion, Pikmin, Super Smash Brothers Melee, Starfox Adventures: Dinosaur Planet, Kameo, WaveRace: Blue Storm, Eternal Darkness, Star Wars: Rogue Leader and Kobe Bryant Basketball.*



Spin That Wheel!

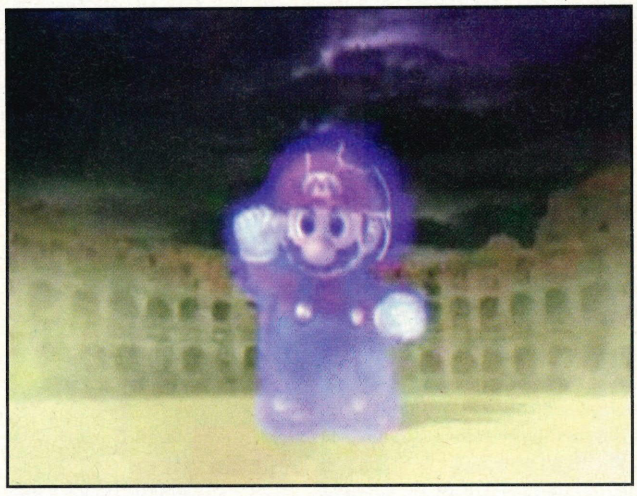
Yet another attraction at the Nintendo stand was a huge round roulette wheel, which faced you as you came in. The wheel acted as a table, with room for 12 people to sit down. There were, in turn, 12 perspex cases, one for each person. A four-foot tall Mario talked to the audience about nothing much in particular, and after much jeering, cheering and whooping (only in America), one of the attendants spun the wheel. Once the wheel stopped, the people sat around the wheel got to keep whatever they found in front of them. Among the prizes were squeezy GameCubes, Game Boy Advance models and one real Game Boy Advance! As you would imagine, the queues were horrendous.



FEATURE

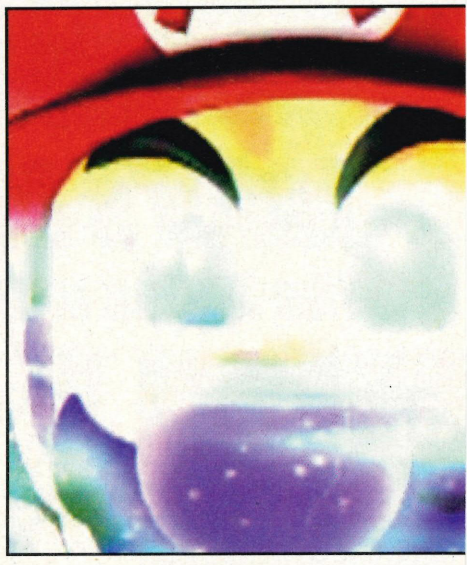


Delights





[Below] ***Hmmm. Mario's looking distinctly unwell in this shot. Let's hope he didn't overdo it at the Nintendo E3 parties!***

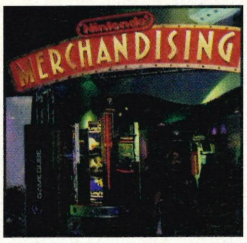


It's testament to the impact that these games made, that there was not even a whisper of "Where's *Mario, Link* and *Samus*?" No one cared.

You could literally have spent weeks playing the games in this section, but eventually (probably after one go) the friendly but assertive hands of the booth babe would prize the pad from your sweaty grip. From here, you could walk past a series of cubic glass cases, containing glistening examples of future hardware, such as the DVD-compatible GameCube (see 'This Is Hardcore' boxout) and the broadband adapter. Then you could step back and watch the games which, for one reason or another, only made it as video sequences (see our 'Straight To Video' boxout). Finally, you could sit back and catch your breath, only to realise that something was missing. You haven't even gone through to the GBA section yet!

Enough of all this talking – let's check out the games...

[Below] ***Never afraid to make the most of an opportunity, Nintendo's E3 merchandising stand was massive. Ker-ching!***





This Is Hardcore

We spotted something very special in one of the glass cases – something so special that it made us contemplate getting our swag bags out! There were four glass cases lined up next to each other, holding a Game Boy Advance, a GameCube, a Game Boy Advance linked up to a GameCube, and a chrome-coloured GameCube. Woaahhh! But hold on a second... it looked a bit different, with buttons down each side and an LCD display on top, and it was a little bit taller than usual! Grrrr, it must have been Matsushita/Panasonic's GameCube DVD-player. It might even be out for launch in Japan (dribble, dribble).

A hardcore piece of kit if ever we saw one!







FEATURE



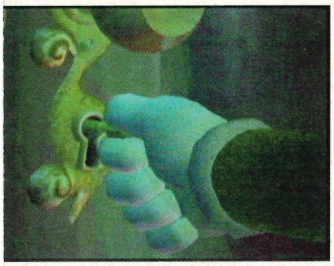
Nintendo An

CYNICAL STATEMENT:
Nintendo is all about *Mario*, *Zelda* and *Pokémon*.

64 MAGAZINE SAYS: Hmmm, that's funny – we didn't see any *Mario*, *Zelda* or *Pokémon* games anywhere...

Luigi's Mansion

The Italian underling returns to clean up after Mario!

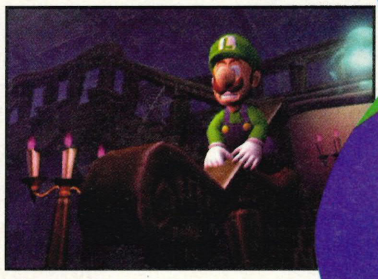


[Below] ***Luigi is visited by the Ghost of Videogames Past. Spooky!***



We were expecting Luigi to make an appearance, after all, Miyamoto-san had said as much, but we weren't expecting him to star in his very own game!

Despite being playable, very little has been revealed about this game. It seems that Luigi has inherited a mansion, which is inhabited by an army of ghouls and goblins. Armed with a vacuum cleaner and a spotlight, our favourite green plumber ventures inside to deal with them. The boos in question need to be stunned with the flashlight (controlled with the joystick) before they can be sucked in with the vacuum cleaner (the power of the vacuum is controlled by the analogue R button). Everything in the surrounding area, from dust particles, to curtains, to mirrors, is affected by the flashlight and the vacuum, with an astonishing degree of realism. Add to this the fact that you can upgrade to a water hose and a flame-thrower!





Pikmin

Guess what's at the bottom of the garden?



This game had to be the most pleasant surprise of the show. Miyamoto-san's latest pet project sees you taking the role of a little alien (we'll call him Burt) who has crash-landed on a strange planet, inhabited by the Pikmin. With his ship smashed into a gazillion pieces and scattered all over the place, escape seems impossible. Thankfully the Pikmin are friendly creatures who agree to help Burt gather up the remains, while they tackle the various evils strewn about.

With up to 100 Pikmin at your command, you begin to see what Mr Miyamoto was messing about with in the *Mario 128* demo. Each Pikmin can be commanded to attack a specific object, be it a spider, a bug or a solid obstacle like a wall. A lone Pikmin won't be much good against a huge bug, but 20 of them will soon bring it down.

The gameplay is nigh-on perfect, and the photo-realistic textures (straight from Shigeru's garden!) make it pure eye candy.



FEATURE



swers All

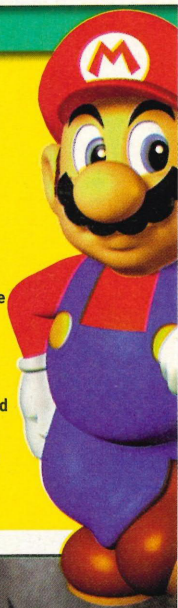
Super Smash Bros Melee

Now That's What I Call Insane!



Rumours of this game were flying about in the week leading up to this event, and thank goodness they were true. At first glance, *Super Smash Bros* doesn't impress in the graphical stakes – the characters are small and the textures seem a bit plain. It's when you see the characters close up that you realise just how detailed they are. Directly comparing them to the original game is the only way to fully appreciate the difference.

The character selection has been bumped up significantly, and there are plenty of new modes to try out. Home Run Contest, Tournament and Snapshot Mode all allow you to win items, which take the form of fully rendered models of Nintendo characters. One of the video screens ran a section of the game, whereby all of the models are shown, one after the other. Scores of non-playable characters were also on display, including Kid Icarus and Sonic! Considering the intricate detail on these models, it's entirely possible that they will be secret characters.



Wave Race: Blue Storm

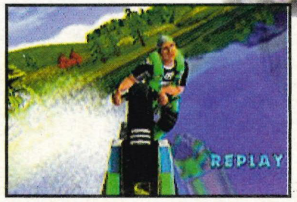
The most realistic water effects ever seen! Towel not included.

The N64 version of *Wave Race* boasted water effects so accomplished, that not even arcade machines could come close. Even so, developer NSTC has somehow managed to improve upon them to the extent that you won't be able to differentiate between the in-game visuals and the real thing. Every single physical quality of H2O is imitated in real-time. Refraction, reflection, spray, surf and splash are all represented. Real-time weather conditions such as wind and rain also make an appearance – raindrops even drip down the screen, affecting the clarity of the picture.

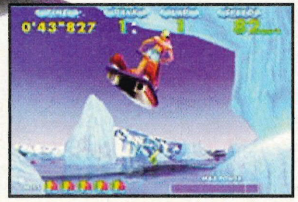
NSTC really has worked hard to get water effects this advanced, so much so that it has had to lower the frame-rate to a constant 30 frames per second. Don't expect to see anything like this on the Xbox – it just won't happen.

Blue Storm handles even better than the original, and with a new controllable Turbo Boost you can choose exactly when you want that extra kick.



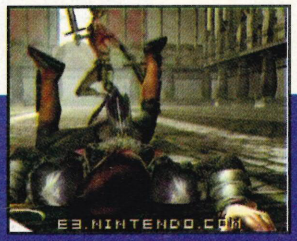


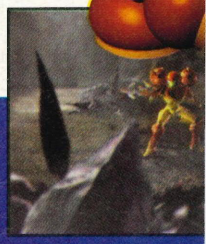
[Above] ***GameCube's graphics processor gets a workout...***



[Above] ***The level of clarity and detail will take your breath away!***







Straight To Video

There were more than enough playable GameCube games available at E3 – having anymore would have been pointless! Even so, it came as a shock when we realised that *Zelda* and *Mario* were nowhere to be seen. Thankfully the huge video screen told a slightly different story. The five-minute long video showed off a handful of titles including *Zelda, Metroid, Raven Blade, Mario Kart, Donkey Kong Racing* and *Mickey Mouse*.

Sadly Nintendo was not willing to show anything more from *Zelda* – the video being shown was merely the Spaceworld 2000 footage. All the other demos were pre-rendered sequences, using in-game models. *Metroid* looked gorgeous. All too brief scenes of Samus being surrounded by huge bugs were all that we need to refuel our excitement for this Retro-developed title. Another title from Retro is the *Dungeons & Dragons*-style RPG, *Raven Blade*. The potential for this title is enormous, but with its potential comes a far off release date of late 2002. Even that seems ambitious.

The *Mario Kart* demo was more of a teaser than anything else. Fully rendered versions of Mario and Luigi in go-karts slid into view and battled it out on screen before disappearing out of sight. The kart models are the same ones used for the bonus items in *Super Smash Brothers*. *Donkey Kong* showed off a similar setup, albeit with lush backgrounds and a multitude of vehicles *including* rhinos, swordfish and wasps.

Last of all was *Mickey*. Apparently Capcom is handling this title, although the company won't openly admit to it. Dancing cutlery scenes, reminiscent of those in *Fantasia*, showed off the incredibly slick animation that's possible with the hardware.

FEATURE



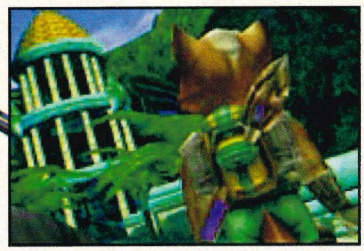
StarFox Adventures: Dinosaur Planet

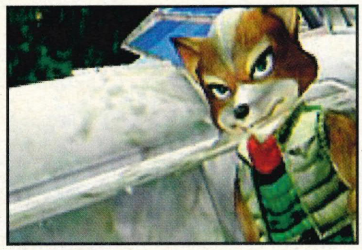
The Arwings are back, but where's Falco?

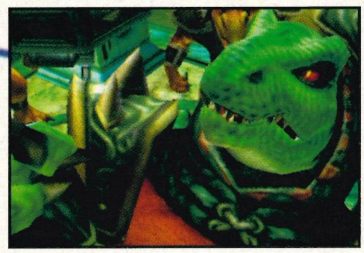


Word had already leaked out that *Dinosaur Planet* had undergone a dramatic change, but to be honest, the change is quite subtle. The main character model (Fox McCloud) is very similar in design to what he was before. Also on hand are some other members of the *StarFox* team. Slippy and Peppy are there to offer tactical advice and advanced gadgets, while a new character in the form of Rob The Robot is available to supply you with any items that you might need.

Fox's main weapon at the moment is a magical staff, which can also be used to solve various puzzles. The *Zelda* influence definitely shows through in this respect – in one section Fox places the staff in a slot in the ground. The slot powers up the staff and allows Fox to perform a Super Jump. No doubt there will be a plethora of power-ups like this one.



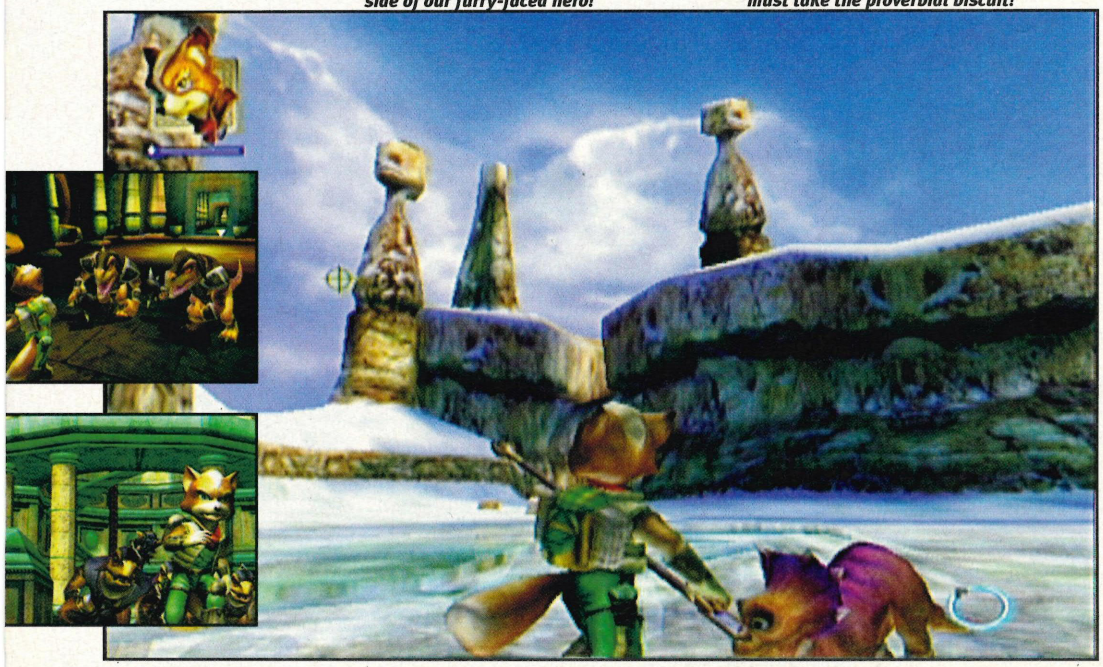




[Above] ***This scaly fellow looks like the sort of cad that could be a thorn in the side of our furry-faced hero!***



[Above] ***Yikes! We've seen some ugly bleeders in our time, but this shocker must take the proverbial biscuit!***

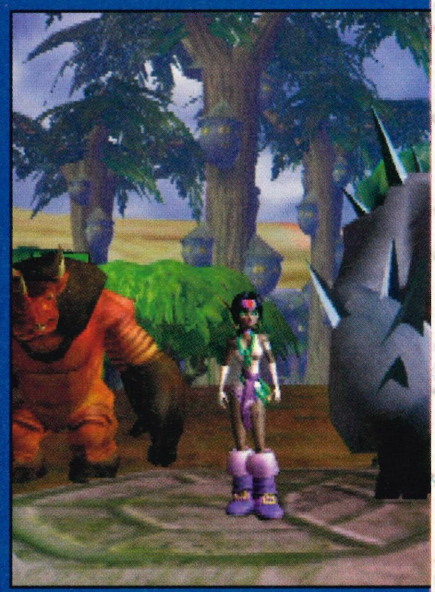


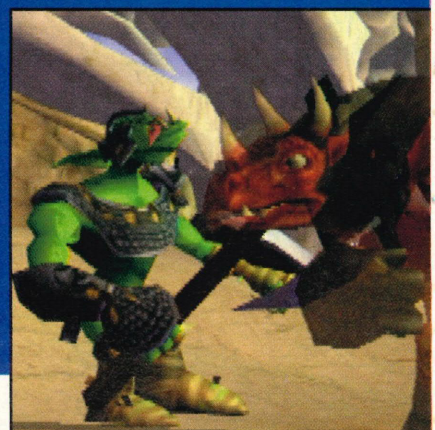
Kam

All the mighty-morphing power that you'll ever need!

Starring the fairy princess of the same name, *Kameo* sees you attempting to recover the six Elemental Ancestors from the Dark Troll King. His planet is inhabited by a bunch of decidedly ugly trolls. There's absolutely no way that Kameo can take them on by herself, but by adopting baby monsters and raising them, she can train them to help her on her quest. Kameo's unique ability allows her to morph into any of the creatures that she raises. Each one has a set of abilities, which will no doubt be essential at certain points in the game.

While Kameo is morphed, you can see her inside the monster-form that surrounds her, not unlike the exoskeleton cargo loaders in the film *Aliens*. It's a shame that this title looks so similar (at first glance) to *StarFox* – because of this, people are overlooking its potential. Believe us, this will be one to watch!





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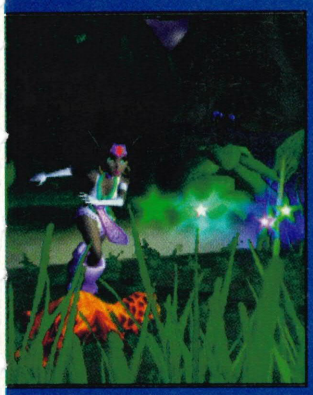






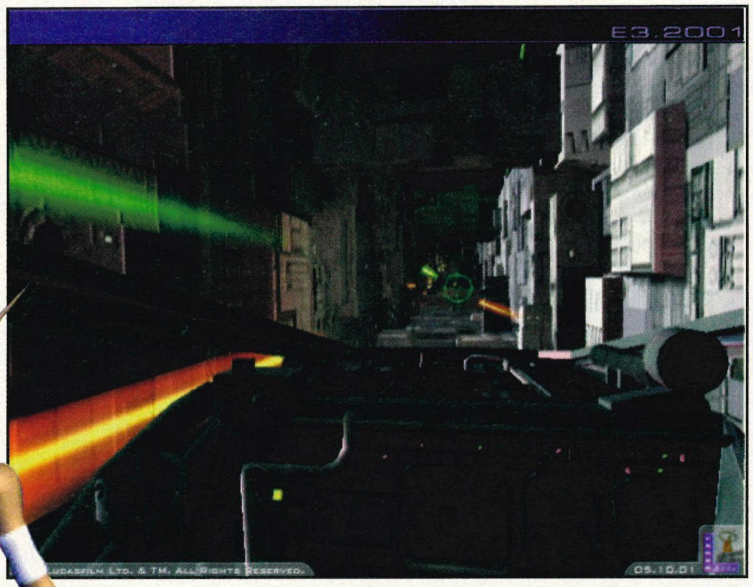
Star Wars Rogue Leader: Rogue Squadron II

The force has never been more beautiful.

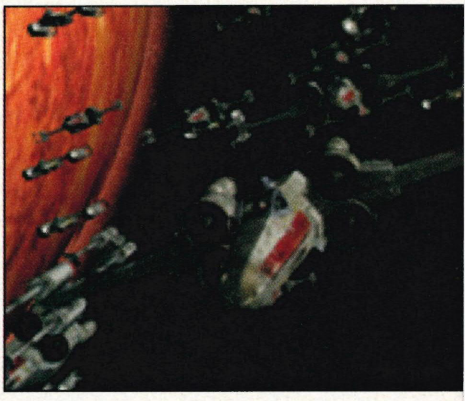
If any title has the power to open up Nintendo to a completely new market, it has to be this. Running at 60 frames per second with ship models that mirror those in the *Special Edition* films, *Rogue Leader* delivers what every *Star Wars* fan has ever dreamed of. In fact, rumour has it that Lucas Arts asked Factor 5 to tone down the textures on the ships, so that it didn't look better than the actual films!

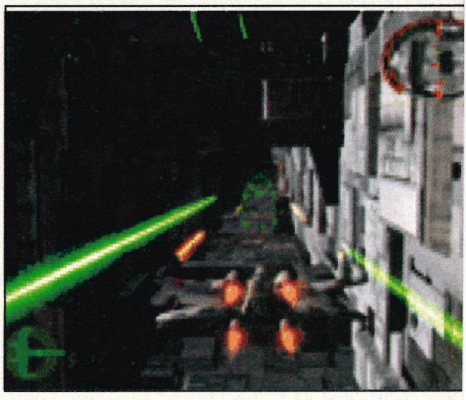
With 11 missions such as the Death Star trench run and the Battle of Hoth, and the ability to fly in an X-Wing, A-Wing, Y-Wing, B-Wing and a Snow Speeder, this will be the ultimate *Star Wars* simulation for years to come.

These shots just don't do the game any justice. All we can say is, go and watch the *Special Edition* version of the trench run. Then pretend that you're controlling it. Ta-da!

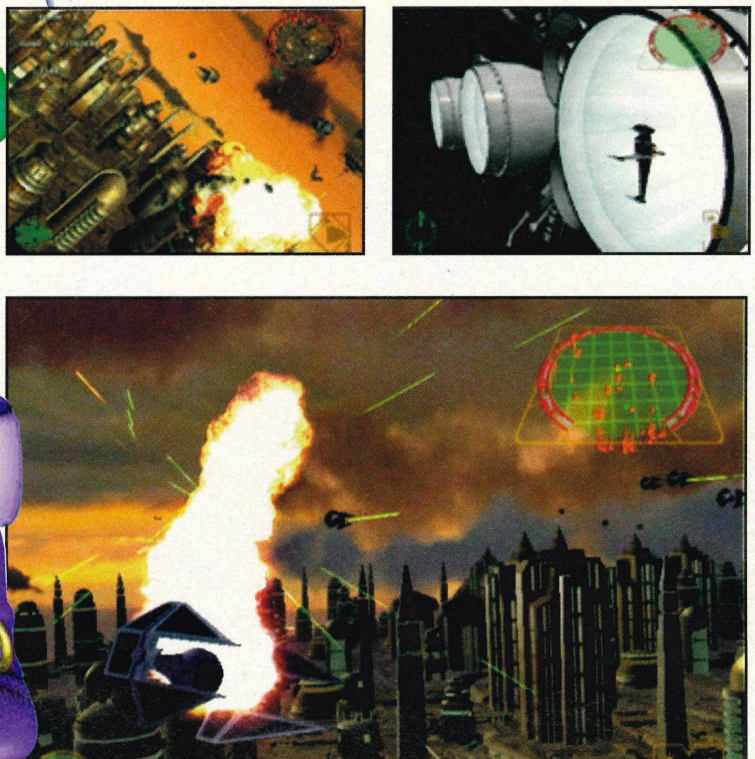


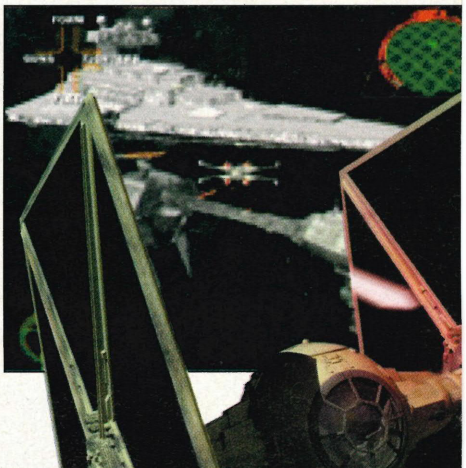
[Above] ***If this game gets any more like the film it's based on, we'll be off to get the ridiculously overpriced popcorn and rustly sweet wrappers! Just look at it!***





[Above] ***Getting caught up in the crossfire of the dozen-or-so dogfights going on over-head looks pretty amazing!***



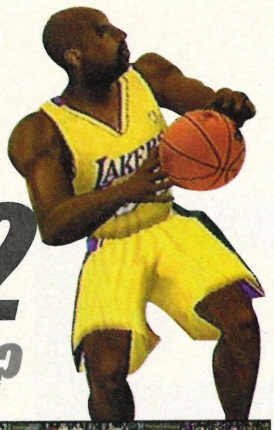


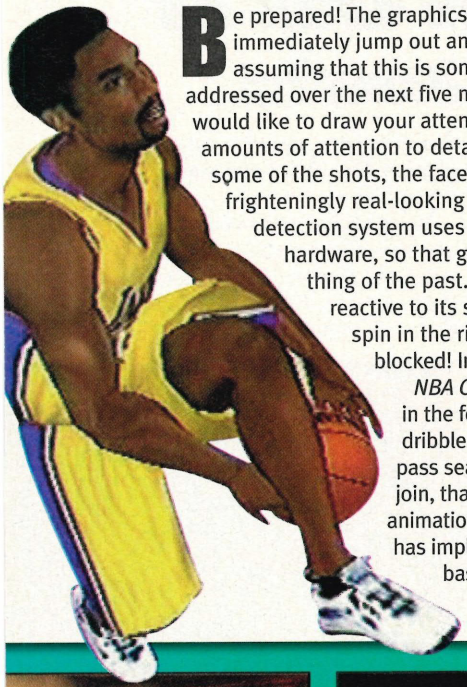
FEATURE



NBA COURTSIDE 2002

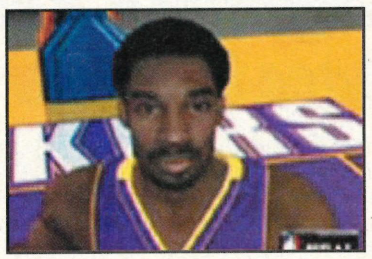
Are you ready for the most realistic b-ball yet?



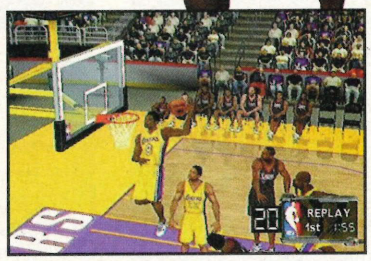


Be prepared! The graphics on this title will not immediately jump out and grab you. We're assuming that this is something that will be addressed over the next five months, but for now we would like to draw your attention to the insane amounts of attention to detail. As you can see from some of the shots, the face mapping creates frighteningly real-looking characters. The AI and detection system uses the full power of the hardware, so that graphical glitches are a thing of the past. The ball is completely reactive to its surroundings – it will even spin in the right direction if a shot gets blocked! Impressive!

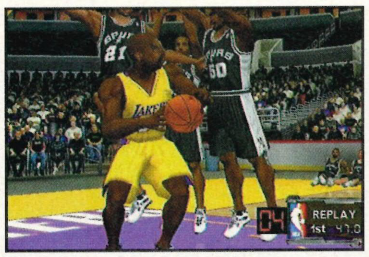
NBA Courtside's real forté comes in the form of its animation. A dribble morphs into a jump or a pass seamlessly. There is no visible join, thanks to the hundreds of animation sequences that Left Field has implemented. The definitive basketball simulation? We think so.



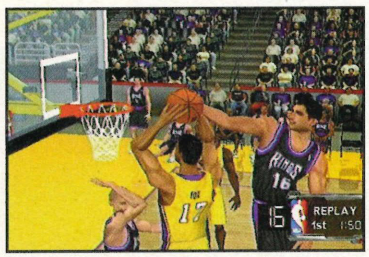
[Above] ***Kobe Bryant's boat race in digital form: The GameCube shows off... again.***



[Above] ***This isn't finished code, but it still looks pretty damn good to us!***



[Above] ***All the players are pretty gosh-darn lifelike, we think you'll agree.***



[Above] ***Slam dunk! That'll be two points to the Los Angeles Lakers then!***









Eternal Darkness

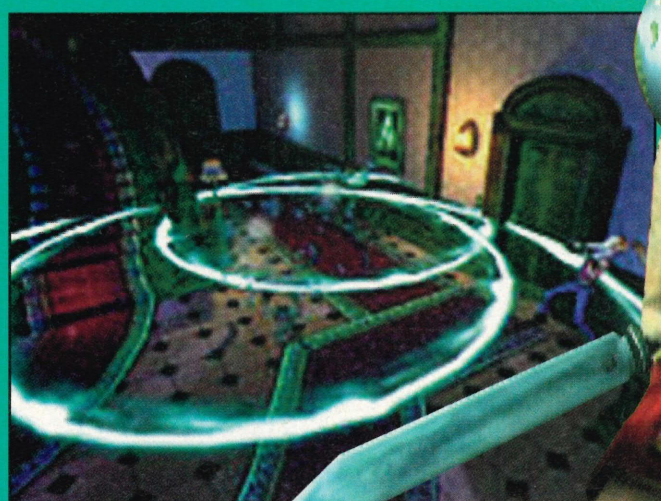
The philosophical horror that'll see you losing your head!

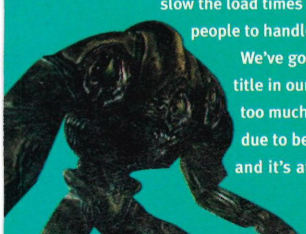
We've been hyping this title ever since we first set our eyes upon it at E3 2000. It was a technical marvel on the N64, but now Silicon Knights has been able to recreate its original vision to the fullest.

The entire game runs at a constant 60 frames per second, even with up to 20 enemies on screen! The real-time cut-scenes look as detailed as any FMV that we've seen so far, and it all flows seamlessly with the action.

You won't believe this, but the loading times are – wait for it – faster than the N64 version! Silicon Knights has even had to slow the load times down, as they were too fast for people to handle.

We've gone into a lot more detail on this title in our in-depth preview – there's just too much to tell you. *Eternal Darkness* is due to be released in December in the US, and it's at the top of our most wanted list!







The Best of the Rest



As if the wonderful sights and sounds eminating from the Nintendo stand weren't enough, there were also a whole host of other developers and publishers to visit. Hey, this job isn't easy you know!

First up, we'll tell you about Sega's offerings. As we've been reporting in previous issues, Sega is gearing up to support the GameCube in a big way, and the three titles that it was showing at this year's show are just a taster of things to come. *Virtua Striker 3*, *Monkey Ball* and *Phantasy Star Online Version 2* are all coming our way. *Virtua Striker 3* is the standout title – the 30-second long video shows frustratingly little of the game. Despite that, it's all running in real-time and it looks fantastic. If Konami doesn't show *ISS* at Spaceworld in August, this will be one of the big titles at the Japanese launch. *Monkey Ball* is a cracking little game involving a monkey... and a ball! Erm, enough said, the shots explain the game far more successfully than we ever could. *Phantasy Star* looks identical to the Dreamcast version at the moment, however, this title is significant, as it confirms the existence of some sort of online plan for the GameCube.

The Electronic Arts stand was miles away from the Sega stand, so we were hoping that the trek would be worth it. As it turns out, there was only one GameCube title in the form of a very early version of *Madden 2002*. It was running right next to the Xbox version and the two games looked identical! There's nothing much to say about it really – it looks great, but underneath the graphics it's just *Madden* by numbers.

Our extensive search of the many halls of E3 revealed only two more stands that were willing to show us anything GameCube-related. They were the Kemco stand and the Acclaim stand. Kemco (responsible for the *Top Gear* series) was showing two videos. The first was *Batman: Dark Tomorrow* and the second was *Universal Studios*. We don't have many details at the moment as the two games are still very early and none of the material shown was in-game footage.

Acclaim showed a very brief video of *Turok 4: Evolution*. Set as a prequel to the other instalments, the video showed the true nature of the designers' expectations for the game, including flying sections and levels bursting with lush scenery. After a lot of hassling (Acclaim US hate us for it unfortunately) we were taken into a side-room and shown a four-week old version of *Dave Mirra Max*. It looked easily as good as the PS2 version and ran at a constant 60 frames per second. All that after four weeks in development! We almost fainted there and then.

Sadly we can't fit any more details into this section, but make sure you check out the Showcase section for more on what wasn't at the show, and what we reckon will show up at Spaceworld 2001.



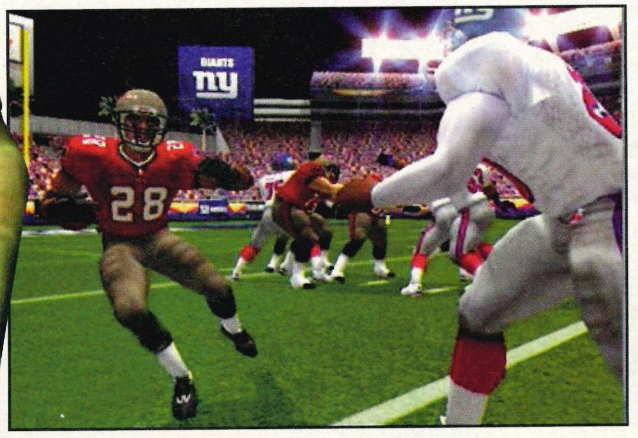
[Above] ***Phwoar! Look at the lighting effects on that. We know it's just a startup screen, but it bodes well for the rest of the game!***

[Below] ***This kinda reminds us of Sonic 2 and 3, except far, far better, obviously!***





[Below] ***Just look at the quality of the character animation in that screenshot, and then imagine it running at 60fps. PlayStation2? PlayStation Who, more like.***







GBA Takes All



[Above] ***Rare seems to have got to grips with the GBA. That has to be a good thing!***



[Above] ***Diddy Kong Pilot looks like another Rare classic. We can't wait!***



[Above] ***Check out the lighting effects on that screenshot! Yummy!***



[Above] ***Once again, the level of detail on the GBA continues to astound us!***



[Above] ***Quite how a picture of Roy's new house got on there we'll never know!***

As we predicted last month, Game Boy Advance totally swamped E3. Every single console publisher had at least one title to show us. You could almost be forgiven for thinking that the GBA was indigenous to the US and that it had been at the top of the food chain for the best part of the last 500,000 years. It really did consume every last bit of floor space. Sadly there is no way that we can cover all of them – even a dedicated GBA magazine couldn't do that. For now, we've grabbed shots of all of the games that could be found on the Nintendo stand, as well as a few others that really stood out.

Having not announced anything for the GBA, it was a surprise to see Rare providing four playable titles. Two of these were to be expected – *Diddy Kong Pilot* and *Banjo Kazooie: Gruntilda's Revenge* are similar in concept to their N64 counterparts, but it's still a pleasant surprise to see that Rare has totally got to grips with the technology. Instead of the usual gang of cartoon critters, *Diddy Kong Pilot* offers a number of branches from the *Donkey Kong* family tree as well as some of the *Kremlings*.

The next title, *Coconut Crackers* is a simple tile-based puzzle game, padded out with a bunch of bonus games. The real surprise was *Sabrewulf: Rumble In The Jungle*. Everyone thought that this was going to be a GameCube title – we didn't think for a second that it would be heading for the GBA!

Significant titles from Nintendo came in the form of new versions of *Golden Sun, Magical Vacation* and *Mario Kart*. We've covered all three of these games before, but it was nice to see that the extra development time afforded to them is being put to good use. *Mario Kart* is due for release right about now in Japan. Based on what we saw, expect record sales to follow.

As you can probably imagine, Sega was shouting extremely loudly about its GBA offerings. *Spyro the Dragon* made a surprisingly strong appearance. Presented in a similar vein to the PSOne version, the isometric platformer looks glorious. The graphics on the GBA seem to get better with every new title – more proof that the limits of the GBA will not be reached for some time yet. *Sonic* was also very impressive – everything that you would expect from the little guy has been implemented, and it could just be the best version yet. *Advanced Columns* is an update of the age-old *Tetris*-esque classic. Hey, every platform has to have one, right? Rumours were banded about concerning a GBA version of *Phantasy Star*, but there didn't appear to be one, and the Sega rep merely laughed at us when we mentioned it. Oh well.



As well as a very strong line-up from Capcom (*Street Fighter, Breath of Fire, Final Fight*) and Activision (*Bomberman Tournament, Mat Hoffman, Tony Hawk*), there were also surprise hits in the form of *Super Dodgeball Advance, Earthworm Jim* and, last but not least, *Fire Pro Wrestling*.

Phew, that'll probably do for this issue. Remember to check out the Showcase section for all the latest announcements! Ladies and gentlemen...E3 is over!

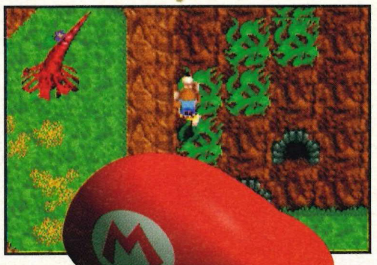


[Above] ***Hmm, this sounds like a fine upstanding establishment! Pint please!***



[Above] ***After her success with dogs, Barbara Woodhouse trained misbehaved dragons.***













Top 20 Chart Tones

1	Don't Stop Movin'	S Club 7	3764
2	It's Raining Men	Geri Halliwell	4455
3	Ride Wit Me	Nelly feat. City Spud	4459
4	Cold As Ice	MOP	4453
5	You Are Alive	Fragma	4458
6	Out Of Reach	Gabrielle	3763
7	Up Middle Finger	Oxide & Neutrino	4620
8	Still On Your Side	BB Mak	4621
9	Play	Jennifer Lopez	4454
10	Upside Down	A * Teens	4622
11	Who's That Girl	Eve	4457
12	Survivor	Destiny's Child	4280
13	Get UR Freak On	Missy Elliott	4283
14	Clint Eastwood	Gorillaz	3721
15	It Wasn't Me	Shaggy	3705
16	Lovin' Each Day	Ronan Keating	4281
17	Deep Down And Dirty	Stereo MC's	4623
18	Butterfly	Crazy Town	3744
19	Teenage Dirtbag	Wheatus	3690
20	Before You Leave	Pep Deluxe	4624

Top Tones

0001 TAKE ON ME - AHA
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
0086 LIGHT MY FIRE - THE DOORS
0087 THE LION SLEEPS TONIGHT - TIGHT FIT
0075 ITCHY AND SCRATCHY - THE SIMPSONS
0076 BLACK OR WHITE - MICHAEL JACKSON
0095 MONEY MONEY MONEY - ABBA
0100 PRETTY FLY FOR A WHITE GUY - OFFSPRING
0109 ONE LOVE - BOB MARLEY
0159 TUBULAR BELLS - MIKE OLDFIELD
0167 YMCA - THE VILLAGE PEOP
0146 WANNABE - SPICE GIRL
0182 CHILDREN - ROBERT MILES
0197 I SWEAR - BOYZIIMEN
0201 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 - SISQO
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
0292 CARTOON HERO - AQUA
0294 CHANGES - 2 PAC
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 NOS - 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 SHES 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 THEN 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 - RONAN 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
0076 BLACK OR WHITE - MICHAEL JACKSON
0094 MISSION IMPOSSIBLE - THEME
0101 HAVE I GOT NEWS FOR YOU - THEME
0132 THE SIMPSONS - THEME
0151 STARWARS - THEME
0152 SUPERMAN - FILM - THEME
0155 THUNDERBIRDS - THEME
0156 TELETUBBIES - THEME
1516 CHARLIES ANGELS - 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
0204 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...	Southampton
3546	Z Cars	Everton/Watford
3547	Fields Of Athenray	Celtic
4137	Keep On Right	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

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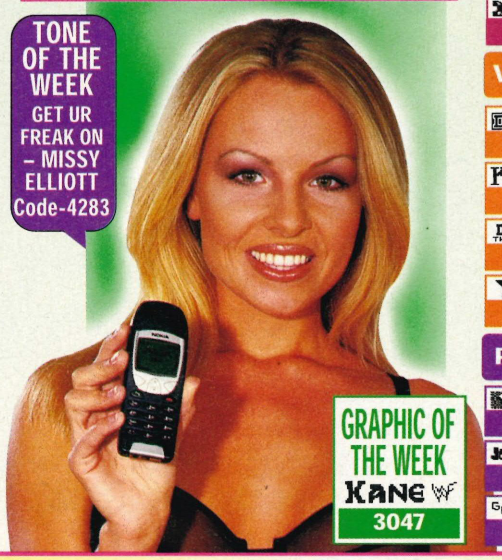
TONE OF THE WEEK
GET UR FREAK ON – MISSY ELLIOTT
Code-4283



GRAPHIC OF THE WEEK
KANE
3047

Films/TV

		STUART LITTLE 1671	THE ROCK 1835	POSH 0609
THE FORTH KNIGHT 1716	X-MEN 1717		AUSTIN POWERS 1720	FEAR FACTOR 0635
SCREAM 1730				
STAR WARS 0675	007 0667	BEETLEJUICE 1726	BLUES BROTHERS 0677	TITANIC 0710
THE MARK OF ZORRO 0682	MIB 0686	0681	SPEED 0707	Buffy 1552

Music

		EMINEM 1555	HEAR'SAY 4117	ATOMIC KITTEN 4151
BACKSTREET BOYS 4152	toploader 4171	METALLICA 0845	Shaggy 4110	CRAIG DAVID 4155
limp bizkit 4164	ARTFUL DODGER 4173	BAHA MEN 4153	BOOMKASHA 4002	MADONNA 1674
westlife 1728	S CLUB 7 1564	vengaboys 1668	STEPS 1669	Stereophonics 1670
OASIS 1672	MOLOKO 1673	Robbie 4111	BLUE 1675	IRON MAIDEN 1676
boyzone 1677	blur 1678	ABBA 1679	Spice Girls 1680	Atomic Kitten 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	3930	SOUTHAMPTON 1659
COVENTRY 1653	CHELSEA 4240	UNITED 3501	PORTSMOUTH 3945	THE CHAMPIONS 1897
THE REDS 1895	KEANO is god 1571	CARDIFF CITY 3934	Millwall F.C 1546	FA CUP 2000 WINNERS 4270
BOLTON WANDERERS FC 3932	BURNLEY F.C. 3933	GILLINGHAM F.C. 3939	UMBLEDONED 3961	DESTROY 3960
FOREST 3937	STOCKPORT COUNTY 3949	WEST HAM 1472	QPR QUEENS PARK RANGERS 3946	WATFORD F.C. 3959
CITY 4271	RANGERS 4272	SHEFFIELD UNITED FC 3947	GUNNERS 3514	Wolves 1489

Wrestling

COOL 3046	KANE 3047			
KURT ANGLE 3048	STONE COLD STEVE AUSTIN 3049			
DEADMAN THE UNDERTAKER 3050	TRIPLE H 3051			
Y2J 3052	RIKISHI 3053			

Star Signs

AQUARIUS 1687	ARIES 1688	CANCER 1689		
CAPRICORN 1690	GEMINI 1691	LEO 1692		
LIBRA 1693	PISCES 1694	SAGITTARIUS 1695		
SCORPIO 1696	TAURUS 1697	VIRGO 1698		

Plus

FEAR FACTOR 0635		RAINBOW NETWORK 1715	0436	
1662	1712	0452	1714	0438
JOHNNY BRAVO 1713	RAINBOW SIX 4098	ELDA 4100	Pit Bull 4060	LEGO 4090
GARFIELD 0457	I'm sorry 2872	0471	1665	0432
		Neighbours 1563	0430	1479
		EastEnders 1554	4024	SIMPLY THE BEST 1898

Lovers	Celtic Symbols	Drinks
my angel 2754	4020	VODKA 4341
I ♥ YOU 2762	4031	TEQUILA 4340
EX-♥ 2770	4022	I ♥ BEER 4329
Lover 2764	4023	Budweiser 4322
2789	4043	BACARDI 4321

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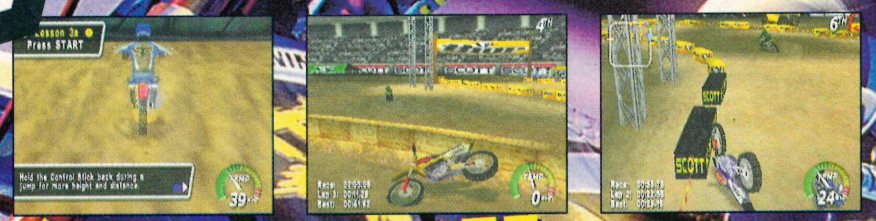
WHAT'S REVIEWED IN THIS ISSUE!

64 reviews

MAGAZINE



Excitebike 64

PAGE 40

All those years spent watching *Junior Kickstart* pay off in this 64-bit spoke frenzy.



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

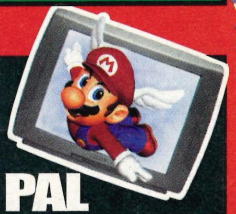
- **PLAYERS** The number of people who can play the game.
- **EXPANSION PAK** Does the game have Expansion Pak's extras?
- **RUMBLE PAK** Can you plug this in to shake along with the game?

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?



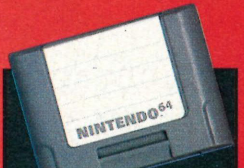
$64,000 QUESTION

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!

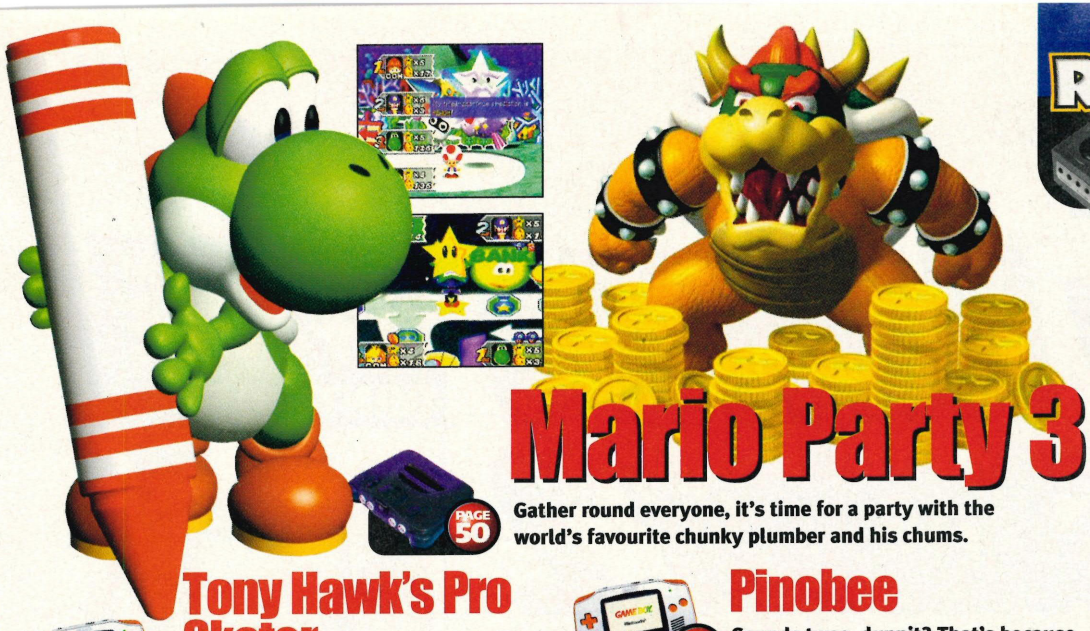
A good job – there might be a few rough edges that could have been better, but nothing serious.

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



Mario Party 3

PAGE 50

Gather round everyone, it's time for a party with the world's favourite chunky plumber and his chums.

Tony Hawk's Pro Skater

PAGE 36

Woah, dude! Like, totally rad isometric skatebording game, man!

Ready 2 Rumble

PAGE 37

Hitting people isn't nice. Unless there's a painful-sounding 'crunch' noise attached.

Castlevania

PAGE 38

Ghosts! Ghouls! Big draughty halls and creaking doors! Sounds great to us!

Chu Chu Rocket!

PAGE 39

Just don't ask. This is one helluva mad game. Check out our review here!

Konami Krazy Racers

PAGE 44

Who said 'shameless *Mario Kart* clone'? Shame on you!

Kuru Kuru Kururin

PAGE 46

Try saying that after two litres of Aeroflot pilots'-strength Russian vodka...

Pinobee

PAGE 47

Sounds twee, dunnit? That's because it is! Oh Lord yes!

Rayman Advance

PAGE 48

Graphically lush platform romp with Ubi Soft's likeable bundle of extremities.

Fire Pro Wrestling

PAGE 54

Pretend to hurt others in this staged beat-'em-up with silly facepaint on.

GT Advance

PAGE 55

Big cars get thrashed about on the small screen. Seatbelts a good idea.

Bomberman Advance

PAGE 56

Double-cross and incinerate your mates in this revamped classic.

1942

PAGE 58

The GBA's faintly embarrassing elderly uncle stumbles across an ancient blaster. But is it any good?

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

35

CONTROLS



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

ALTERNATIVES

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

RATING

Graphics

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

Audio

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

Gameplay

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

Challenge

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

OVERALL SCORE %

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

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



Written by: Paul Gannon

Tony Hawk's Pro Skater 2

One skating game you definitely won't get 'board' with!



NINFO

Link cable	No
Number of players	4
Saves?	Battery Backup
Publisher	Activision
Developer	Vicarious Visions
Game type	Sports



$64,000 QUESTION

- ⊕ Absolutely stunning graphics and animation
- ⊕ Tons of moves to perfect
- ⊕ Loads of cool courses
- ⊕ Oh, it's just great!
- ⊖ A little tricky when you first start playing.

Possibly the greatest thing about *Tony Hawk's Pro Skater 2* on the Game Boy Advance is that you can try to pull off all of those cool-looking moves without the fear of falling violently on your face or breaking your legs. However, this isn't the only reason why this portable piece of gaming heaven is one of the best titles yet for the GBA. No, the real reason is because of the beautiful graphics, simple-yet-addictive gameplay and damn fine controls.

Skate Or Die!

If you are a fan of any of the *Tony Hawk's* games on other systems, then you'll be amazed by the sheer brilliance of this latest version. Despite the fact that the action is viewed from a different angle (it's now an isometric view and not third-person) the game looks and plays just like any other incarnation. You can pull off all of the familiar moves very easily and putting them all together is no problem at all, even though there aren't as many buttons to fiddle with. *Tony Hawk's Pro Skater 2* is amazingly addictive and incredibly simple to get into. Fine, you may struggle at the beginning but a few tutorials will soon sort that out. The sound is possibly the only real weak spot, but this is mainly due to the tiny speakers that dog every Game Boy system. Everything else, however, is near flawless and it all combines to form a game which is a definite 'must have' for any self-respecting GBA owner. Consider yourself told! ■



"Beautiful graphics, simply addictive gameplay and damn fine controls!"



[Above] ***This skater's got so much air, he's actually heading into orbit!***



[Above] ***Tony suddenly realised someone had tied his shoelaces together.***



[Above] ***"There ain't nothing wrong, with a little bit of bump and grind!"***

2nd Opinion

Rating



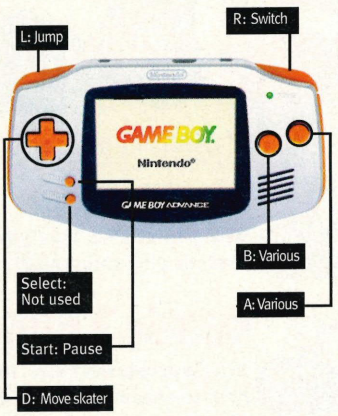
→ I have to say I was pretty blown away by this game – it's fantastic! Graphically it's outstanding, and it's no slouch in the gameplay department either! If you were a fan of *Tony Hawk* on the N64 then you certainly don't want to miss out on this version.

→ **Roy Kimber**



64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

***Supercross*: Infogrames**
Reviewed: Issue 48, 90%
***Xtreme Wheels*: Nintendo**
Reviewed: Issue 49, 65%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

95

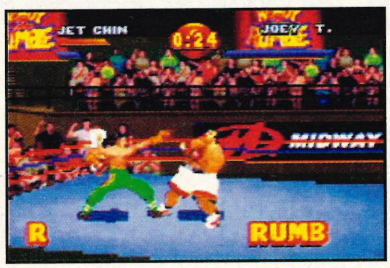
Soundbite:
This has to be one of the most impressive games for the GBA so far!



Written by: Roy Kimber

Ready to Rumble: Round 2

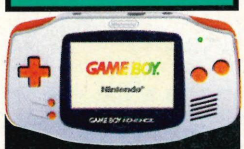




Arcade fisticuffs in the palm of your hand!

NINFO

Link cable	No
Number of players	1
Saves?	Password
Publisher	Midway
Developer	Crawfish Interactive
Game type	Boxing



$64,000 QUESTION

- ⊕ Looks fantastic
- ⊕ Sounds great
- ⊖ Rather complex moves
- ⊖ Hard on your fingers!

In general, videogame boxing aficionados have divided opinions on the previous *Ready 2 Rumble* games on other formats. Some consider them fantastic fun, others find them too arcadey.

Ready 2 Rumble:Round 2 on the Game Boy Advance is essentially (according to Midway at least) the PlayStation2 version of the game, crammed onto an itty-bitty cart. While this seems like quite a claim, it's an indisputable fact that – graphically at least – the game does, superficially anyway, bear a striking similarity to the PS2 incarnation.

You have a choice of several different boxers, almost as many as on the PS2, with only two of the bonus fighters missing (Bill and Hillary Clinton, in case you were wondering) and all the training modes from the original version are here for you to tinker with too.

Watch Us Wreck The Mic!

The object of the game (in case you didn't know) is to pick a boxer and train them up until they're the top of their field. You do this through various types of exercise, feeding them the right vitamins and supplements, and – of course – by fighting other boxers.

Ready 2 Rumble Round 2 is a great attempt at a boxing game and it does have a lot to it, however, the number of different move combinations may be a bit much for the casual gamer. Plus, we found that the need to hammer the A, B, L and R buttons repeatedly did get quite painful after a while. Doubtless fans of the *Ready 2 Rumble* series will love it though, and thankfully there's not a PJ or a Duncan in sight! ■

"Thankfully there's not a PJ or a Duncan in sight!"



[Left] ***The angrier your boxer gets, the more Rumble he builds up.***



[Above] ***Ooofyah! That smarts! The lad in the green trews is getting a bit of a pasting.***



[Above] ***It's a robot with a punchbag for a head! You can take him out, champ – just use that handy can of WD40!***

2nd Opinion

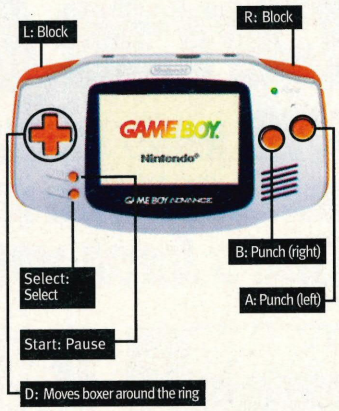
Rating

Having been a fan of the Ready 2 Rumble series on other platforms for some time, I was looking forward to this, and it didn't disappoint. If you fancy a GBA beat-'em-up that doesn't take itself too seriously, you should consider getting this slugfest!

Alex Jones

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

***UFC*: Crave**
Reviewed: Issue 50, 22%
***Batman: Chaos in Gotham*: Ubi Soft**
Reviewed: Issue 47, 79%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

75%

Soundbite:
Fun, arcade boxing that requires a little too much dexterity.



Written by: Martin Mathers

Castlevania: Circle Of The Moon

Grab your vampire-proof pants and stuff 'em full of garlic – Vlad's back yet again!

64 MAGAZINE SIZZLER

NINFO

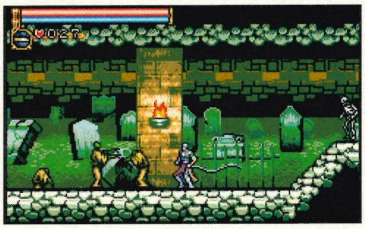
Link cable	No
Number of players	4
Saves?	To cart
Publisher	Konami
Developer	In-house
Game type	Adventure

Dracula's a persistent chap, isn't he? No matter how many times he's put back into his grave, he always manages to come back again. In this – the umpteenth *Castlevania* game – it's the job of Nathan Graves (trainee vampire hunter and all-round good looker) to send ol' Vlad back where he belongs once again... until the next time, of course.



I Vant To Bite Your Finger

Circle Of The Moon goes the way of the PlayStation game *Castlevania: Symphony Of The Night* by having just the one absolutely huge level to play through, rather than lots of short ones. Mind you, that doesn't mean it's over in a flash – exploring the entire castle will take you ages! You need to find your way around and collect all manner of magical items to access every nook and cranny... oh, and there are some rather nasty (and really massive) boss monsters to take care of too!



Despite being on a handheld, the visuals and music in the game really astound – they create just the right mood for a game about vampires and other nasty stuff.

These combined with the action-packed pace of the adventure manage to create a game that'll keep you going for ages and just when you think it's over... well, the game is only just beginning. This game is excellent to the extreme! ■



$64,000 QUESTION

- ⊕ How many times? This game looks amazing!
- ⊕ Loads to do, and never less than fun.
- ⊖ Gets a bit difficult towards the end...
- ⊖ No secret castle? Boooo! No fair!

"There are some rather nasty (and really massive) boss monsters to take care of!"



[Above] ***All was going well, until some massive text hit our hero on the head.***



[Above] ***Spooky! Now Nathan's under attack from giant, er, numbers...***



[Above] ***Hiiiya! Our man tries out his 'argument settler' on a nearby pillar.***

2nd Opinion

Rating



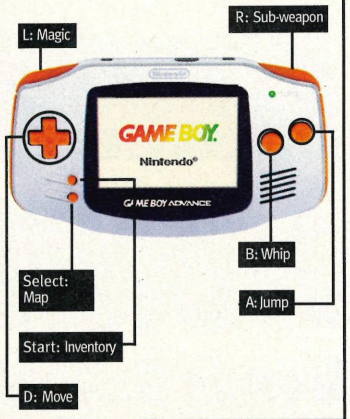
I've never really been a fan of the *Castlevania* titles, and this is still a flaming tricky game, but the atmosphere on this little handheld number alone would knock the socks off even the most hardened Game Boy Advance sceptic.

Jem Roberts



64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

***Alone In The Dark: The New Nightmare*: Infogrames**
Reviewed: Issue 53, 89%
***Daikatana*: Kemco**
Reviewed: Issue 45, 92%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE %

94

Soundbite:
Possibly one of the best *Castlevania* titles on any console, let alone a handheld!





Chu Chu Rocket!

Rescue cute cartoon rodents in this totally insane cat 'n' mouse puzzler!

Written by: Nick Roberts

NINFO

Link cable	Yes
Number of players	4
Saves?	To cart
Publisher	Sega
Developer	Sonic Team
Game type	Puzzle



$64,000 QUESTION

- ⊕ Frantically addictive multiplayer action
- ⊕ Puzzle mode will keep you going for a while
- ⊖ Control method is a pain in the bum
- ⊖ Not as much fun playing it on your own...

It's not often you can say that a game which was originally on an all-powerful console just one year ago has been converted over to a handheld almost perfectly. Not surprisingly though, that's exactly what you can say about *Chu Chu Rocket!* on Game Boy Advance!

Think it all looks a bit confusing for a puzzle game? Well, don't worry if you don't know your Chu Chus from your Capu Capus – the concept is easy to grasp. The aim is to guide the blue and white mice (known as Chu Chus) into your coloured rocket by means of the arrows – Chu Chus only run in one direction, so you need to divert them by placing an arrow in their path to get them going where you want them. Of course, you have to avoid any traps along the way... as well as those dreaded orange Capu Capus (or cats, if you want to be picky about it).

Rocket In Your Pocket

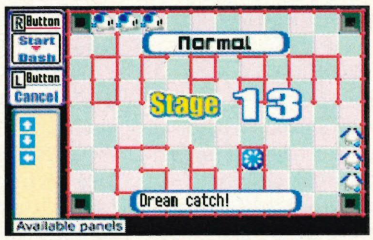
There are so many modes in the GBA version of *Chu Chu Rocket!* that it's hard to decide where to start. If you're a lone puzzler, you might fancy the Puzzle mode where dropping arrows in the right place is essential, whereas those of you with friends can have a go at the madcap Battle mode, where it's every man for himself. Then there's the Challenge mode which involves hitting target scores and even the chance to create your own levels if you're that way inclined. It's all a bit daunting really!

This game was fantastic on the Dreamcast – probably even helping to sell the console itself – and it looks set to do the same for the GBA. Check it out, you'll regret it for years to come if you don't! ■

"Those of you with friends can have a go at the madcap Battle mode"



[Above] ***The solution of Hampton Court Maze was leaked to the press by a gardener.***



[Above] ***As you can see, Chu Chu Rocket! is no oil painting. It's still great fun though!***



[Above] ***Deary me, that tablecloth could do with a bit of a clean... oh, I think that might be the gaming area after all.***

2nd Opinion

Rating



→ The graphics may well be complete pants, but if we had a 'mad gameplay-ometer, it would be off the scale from the moment you turn Chu Chu Rocket! on. That said, if you're not playing in multiplayer mode, the game loses about 90% of its appeal.

→ **Alex Jones**

64 Magazine Bottom Line

CONTROLS



ALTERNATIVES

***Mr Driller 2*: Namco**
Reviewed: Issue 53, 80%
***Lemmings*: Take 2**
Reviewed: Issue 45, 93%

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

88%

Soundbite:
Definitely worth getting hold of if you've got a bunch of mates and a link cable!



Written by: Saul Trewern





Excitebike

Engines, dirt, mudflaps...what more do you need?

NINFO

- PLAYERS
- EXPANSION PAK
- RUMBLE PAK

Publisher	Nintendo
Developer	Nintendo
Game Type	Racing
Origin	USA
Release	Out Now (import)
Price	£39.99

Dirt-bike games across all formats have always shown promise at first... until that is, you actually get to play them. Nobody has previously managed to capture the feel of tearing across jump-filled, rut-infested dirt tracks at 60mph on a bike that can out-accelerate a Porsche... until *Excitebike 64* that is. At last, the true feeling of this exhilarating sport has been transferred to the videogame arena with style, grace and healthy doses of the big air, tight racing and frightening speed that motocross is known for. Nintendo may have taken its time in delivering *Excitebike 64* to European shores but never has a wait been more worth it!

So what's it all about? Well, for starters, motocross fans can forget about playing as their daredevil heroes and petrol-heads will be disappointed that the bikes aren't based on the real models. The only thing that even hints of officialdom is the odd logo from companies like Scott, who make motocross clothing and goggles. So without the periphery aspects that other developers use to sell often second-rate games, developer Left Field has had to actually come up with a game that relies on gameplay to sell it.

Burnin' Rubber

Excitebike 64 has you hooked from the very first corner but its not until you learn the control nuances that the game really comes into its own. The control system itself is fairly simple with buttons for accelerate, brake, turbo and slide. On top of this you have the trick controls, but *Excitebike 64* is best played as a pure racer. To begin with, you inevitably find yourself trailing the pack and hitting the deck with annoying regularity. The idea isn't simply to go as fast as you can on the straights and take the corners as smoothly as possible because motocross tracks aren't the flat smooth places that most racing game fans are probably used to.

You're constantly up against jumps, ruts, bumps, hills, burns and bomb-holes of hugely varying sizes and intensity. To get through all the obstacles that the tracks throw at you and still keep your speed up, you need to make deft use of the turbo button (which acts and sounds like the power-bands on a scrambler). If you don't apply this extra burst of power at just the right moment, you land incorrectly and lose your momentum, only to watch the pack go sailing past you. After grasping how to ride your dirt-bike to a certain degree of proficiency you can then really start to race the AI-controlled opponents, which is where the fun *really* begins.

Down And Dirty

A motocross start is one of the most nerve-racking moments in motorsport and *Excitebike 64* portrays it to perfection. The race to the first corner for the 'holeshot' is tense and exciting and the feeling doesn't let up for the rest of the race. Your opponents try every trick in the book to block or get past you, and you have to be doing the same with them. Every corner is a challenge,



$64,000 QUESTION

- ⊕ Looks great
- ⊕ All the bikes handle incredibly well
- ⊕ Loads of race modes
- ⊕ Contains the original *Excitebike* as a minigame!
- ⊕ Four-player mode manages to keep up the speed
- ⊕ Never seems to get boring, no matter how long you play it for!
- ⊖ Controls a little tricky to start with
- ⊖ Difficulty level might well be set a little high for a lot of gamers.







[Right] ***That's a quite ridiculous amount of air, young man. Careful!***



MEMORY OPTIONS

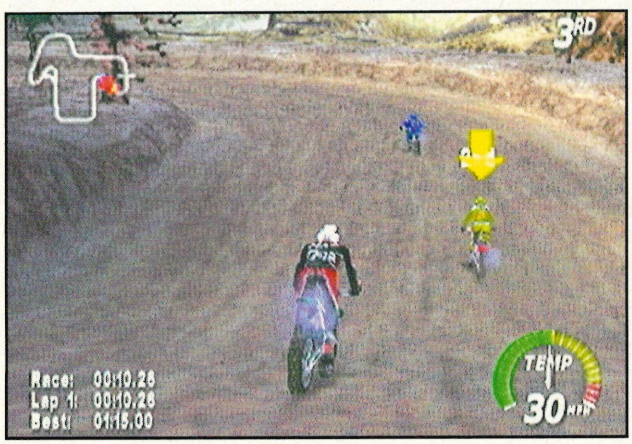
MEMORY:
Stores scores and unlocked tracks

CONTROLLER PAK
Stores time-trial ghost

every jump a nightmare when you're in the pack, but when you come out of the thick of it in first place, the feeling is pure satisfaction. And that's just on the easier modes. Once you get up to the Pro difficulty level you find the racing even tougher. But after practicing until you're good enough to really mix it with the big boys, you gain even more enjoyment and satisfaction from the action.

"At last, the true feeling of this exhilarating sport has been transferred to the videogame arena"

Riding a motocross bike is a particularly terrifying experience and the Left Field staff have obviously ridden a few in their time, because *Excitebike 64* is brimming with realism. They've got the cornering down to a tee – whether it's long sweeping bends, tight horseshoe corners or steep burns. Even more authentic than the cornering though, is the way in which your bike and rider handle the undulating terrain and truly stupefying jumps. It has to be said that this only looks great when you get it just right, but then that's real incentive to keep getting better and better, isn't it? In short,



[Above] ***Either the engine on that bike is about to give up the ghost, or the rider's lunchtime triple egg sandwich is starting to fight back...***



Do It Yourself!

Excitebike 64 **has eighteen brilliantly designed racing tracks. It will take a long time to learn every corner, jump, rut and obstacle on each course and it's only then that you can really start to push the envelope and race to win in the Pro difficulty mode. However, it doesn't stop after you've learned everything as Left Field has thoughtfully included a track editor in the game. So when you've mastered everything the game has to offer, you can then start to built your own courses, which gives the game an almost infinite lifespan!**









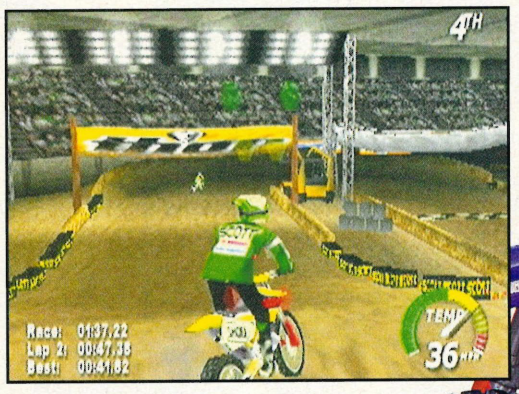
Back To School

To really get the most out of this title you need to learn how to get the best from the bikes. The easiest way to accomplish this is to use the tutorial option which explains clearly how to handle the machines from the absolute basics right up to the flashy stunts.









[Above] *Our man's reluctance to get rid of the stabilisers on his bike cost him dearly during the race.*



Left Field has created easily the most realistic and enjoyable motorbike physics engine ever. Doubtless PC fans will have something to say about that but we've never seen the kind of fluidity that can be achieved over the rough terrain in *Excitebike 64* in any other game.

Rev It Up!

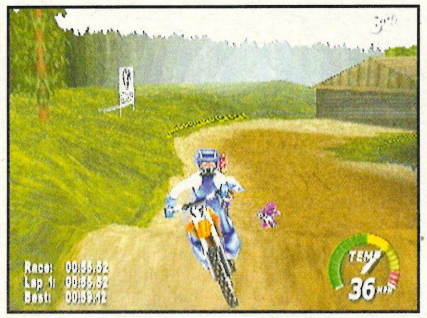
All this realism would be useless however, without the other key factor that makes *Excitebike 64* such a great playing experience – the tracks. These are the most authentic we've ever seen on a dirt-bike game. The outside motocross tracks are long, hill-strewn affairs with rough jumps and natural obstacles to avoid. The corners vary between sweeping curves and tight angles, while the jumps are often three-pronged affairs in that you might hit two on the way up a hill before you actually reach the main death-defying leap. These outside courses often prove faster than the more technical stadium-based supercross circuits where tight jumps, wrist-breaking sequences of bumps and sharp corners are the order of the day. It's in the stadiums though that your technical ability is really tested. You have to traverse masses of bumps and ruts and time your jumping to perfection, because – more often than not – the landing leads directly onto a corner. Supercross may be slower and tighter, but like motocross, the tracks are plenty wide enough to make overtaking possible.

Off-Road

Left Field hasn't stopped at creating the best racing tracks ever seen though – there is also a whole load of extras to be unlocked. Only two are open at the start – the stunt track and the desert race. The stunt track is stadium-based and is just a free-ride area filled with jumps, ramps and kickers. It's here that you can perform a limited but exciting array of tricks,



[Above] *The Pizza Delivery Grand Prix was a bit of a flop with the fans, but the race took more than half an hour, so they claimed their money back.*

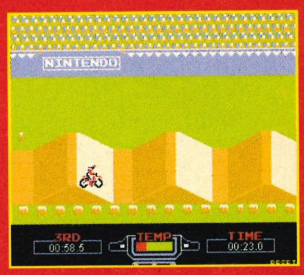


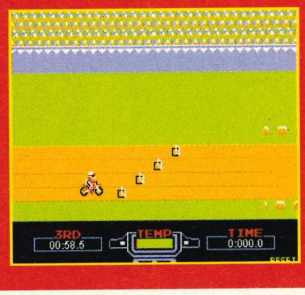
"Motocross fan or not, you really have to have Excitebike 64. Period."



In My Day...

There are loads of hidden extras in *Excitebike 64* – the original NES version of the very first *Excitebike*! It's well worth unlocking this, as it's an action-packedz retro blast from the past. Is that cool, or what?



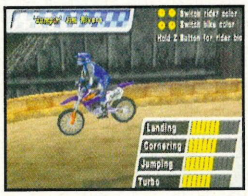


which are accomplished using combinations of the stick and the Camera buttons – this is fiddly, but fun nonetheless.

The desert race is more instantly rewarding and takes the form of a point-to-point sprint with no track boundaries. The challenge here is negotiating the huge sand dunes while keeping your speed up and not overheating your engine. It's superb fun and playable over and over again as there's no actual track and the course randomly generates each time. Other extras include a multi-player soccer game and the original 2D *Excitebike* game, all of which will keep you playing for an age.

We've purposely avoided telling you about the graphics so far because *Excitebike 64* is one of those rare entities in gaming today – a gameplay-led title. Which is lucky because the graphics are nothing to write home about. Even the Expansion Pack doesn't add much to the visual side, but as you are generally concentrating on controlling your scrambler and thus not looking at the scenery it really doesn't matter. Having said this though, the tracks themselves are all drawn extremely well and – more to the point – designed authentically. It's just that the whole thing seems to have a rugged, unpolished look about it.





[Below] ***When one of his death-defying tricks went wrong, stuntman Evel Knievel would often take out his fury on his bike.***

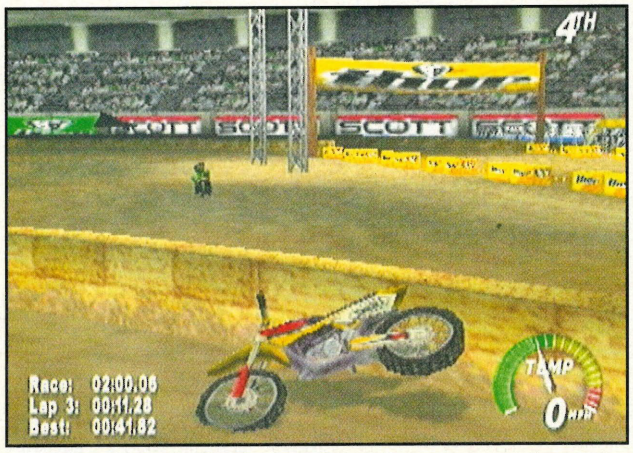


[Above] ***Realising that he was about to lose, Copperfield decided to cheekily levitate all the other racers. Get out of that!***

Out Of Sight!

There *are* a few niggling problems within the game itself. Firstly, it can be very frustrating, especially in Season mode. Here you have to place first overall but at times the odds seem unfairly stacked against you. If you don't score well in the first few races you find yourself restarting the whole season which can become extremely time consuming. However, once you've truly mastered the controls, you're able to give as good as you get and fight it out in every round. Another problem is that, like many other Nintendo racers, when you can't see your competitors, they seem to have a mind of their own. This basically comes down to the fact that if you get the 'holeshot' and a good first lap, you encounter back markers by the second lap. However, make a few mistakes on lap one and you won't see any back markers for the entire race. This is obviously built in to make it more exciting when you're leading, but it's basically redundant.

The few problems that arise with *Excitebike 64* are outweighed ten times over by just how much fun it is to play. The tracks are stunning and the physics engine manages to feel realistic, but also work perfectly as a game. Not only this, *Excitebike 64* comes complete with its own track editor, meaning that you'll probably still be playing it for years to come! It really is the first truly playable, ultra-addictive motorbike game. It's also one of the last great N64 titles, so motocross fan or not, you really have to have *Excitebike 64*. Period. ■



2nd Opinion

Rating

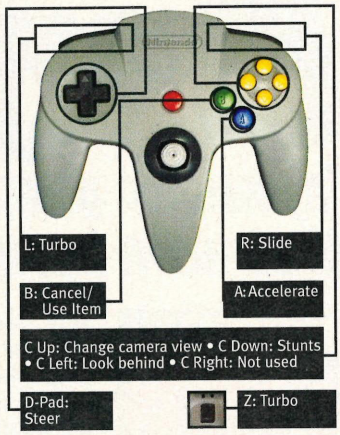


→ This game caused a major stir in the 64 Magazine office as we all went multiplayer motocross mental for a while! *Excitebike* is totally ace, and has everything you'd want from a console racer. It's a crying shame it took so long to appear on the N64!

→ **Alex Jones**

64 Magazine Bottom Line

Controls



Alternatives

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

Rating

Graphics



Audio



Gameplay



Challenge



Overall Score

92%

Soundbite:
The best motocross game we've ever played! It's fantastic!



Written by: Jem Roberts

Konami Krazy Racers

Japanese gamers' favourites appear in their own handheld racer!

NINFO

Link cable	Yes
Number of players	2
Saves?	To Cart
Publisher	Konami
Developer	In-house
Game type	Racing



$64,000 QUESTION

- ⊕ Challenging tracks with some ingenious jumps and obstacles.
- ⊕ Just as good as *Mario Kart*, only out now not in a few months time!
- ⊖ We don't know some of the characters very well over here.
- ⊖ The computer-controlled characters seem to always come off better in a battle!

Konami has pulled a fast one on Nintendo by creating a fantastic *Mario Kart*-style game, and releasing it for the Game Boy Advance before Nintendo can release *Mario Kart Advance*! Originally called *Wai Wai Racing* in Japan, *Konami Krazy Racers* has eight characters to choose from. They are all stars of previous Konami games like Dracula from *Castlevania*, the Ninja from the *Metal* Gear series, Goemon from the *Mystical Ninja* games and stars of *Parodius*, *Gradius* and *Pop' n Music* – and they all turn out to be pretty mean karters too!

Choose from four game modes with Grand Prix, Time Attack, Free Run and Mini-Battle on offer and you can race these great mini-karts through 16 game-based courses. There's the tricky Pop 'n' Beach with sandy shores to rip through and water hazards, Skybridge has you hopping among the clouds with some death-defying leaps to make and Ice Paradise sees the karts slip-sliding away!

I Have The Power!

With power-ups galore like lightning, moles to leave holes in the track and turbos (plus some great presentation), *Konami Krazy Racers* is the perfect alternative to Nintendo's own karting game. There's even a hidden level you can unlock if you're a really hot karter – and it's rumoured to be based on the *Metal Gear Solid* games! Cool!

The racing is fast and furious with a real challenge from the computer-controlled competitors and loads of fun. This is the game to pick up if you like an action-packed racing game with a twist of fun. ■



[Above] ***As you can see, this is pretty similar to Mario Kart. Can't be a bad thing!***

"Konami Krazy Racers is the perfect alternative to Nintendo's own karting game!"



[Above] ***The first Grand Prix to be held on the moon lacked spectators.***



[Above] ***Freakily, these remind us of the speed-up pads from F-Zero!***



[Above] ***The characters all have decent personalities and AI – handy in races.***

2nd Opinion

Rating



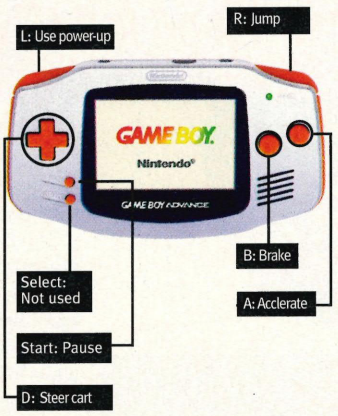
I quite literally couldn't put this game down! The graphics are fantastic, and the sound is just out of this world! My only real complaint would be that it's a little easy to finish the whole thing, which is a shame, because aside from that it's damn near perfect!

Roy Kimber



64 Magazine Bottom Line

CONTROLS



ALTERNATIVES

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

RATING

Graphics



Audio



Gameplay



Challenge



OVERALL SCORE

90%

Soundbite:
Karting perfection from Konami!

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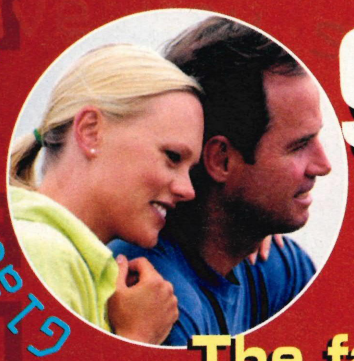

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Step 2 - You will then receive a free 'Welcome Message', which tells you how to get any assistance.

Step 3 - You need to select a name for yourself (otherwise you will be identified by your telephone number - not very interesting and you may not want to give your number out!!) by sending NAME (followed by the name you wish to give yourself) to 8911.

Step 4 - Get a list of rooms available by sending LIST to 8911.

Step 5 - To enter a room send JOIN (followed by the name of the room you wish to enter) or to join the general room send JOIN GENERAL to 8911

Step 6 - After entering a room send LIST to 8911 to see who is in the room.

Step 7 - Once in a room you send a message to everyone by sending SAY (followed by your message) to 8911, e.g. SAY Hello would send everyone a message from you saying 'Hello'.

Step 8 - To send a message to a particular person only send TELL (followed by your message) e.g. TELL Bob Hello - would say Hello to Bob only.

Step 9 - To stop receiving messages, but to stay in the Room - send SLEEP to 8911. When you are ready to receive messages again send WAKE to 8911.

You can get more details on other features of the service by calling 0870 046 1885.

For a complete list of all the commands available (which does not cost anything) send HELP to 8911. You will then receive a list of commands. For details on a specific command send HELP (followed by the command) to 8911.

If you wish to unsubscribe at anytime just send U CHAT to 8911.

For more information visit our web site -

www.textparty.co.uk

or call 0870 046 1885.

All messages received are charged at 50p+VAT, except for the HELP and WELCOME messages.



Are you free today?

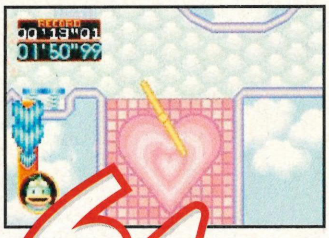
Hi Claire.I'm fine.see u tonight

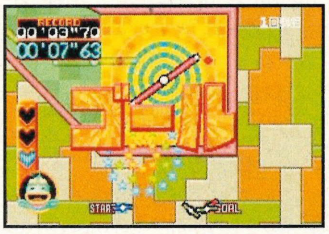
***NOT ON VODAFONE? - you can still use this service see the website for details.**

If under 16 you must get permission from the bill payer.



Written by: Roy Kimber







64 MAGAZINE SMILER

Kuru Kuru Kururin

Who'd have thought that playing with a stick could be so much fun?



$64,000 QUESTION

- ⊕ Easy to just pick up and play
- ⊕ Superbly addictive gameplay
- ⊖ Maybe a little too addictive!
- ⊖ Can get a little frustrating in places.

NINFO

Link cable	Yes
Number of players	1
Saves?	To Cart
Publisher	Nintendo
Developer	In-house
Game type	Arcade puzzler
Origin	Racing
Release	Out Now
Price	£34.99

Who would you call to save the world? Superman? The Ghostbusters? The Men In Black? Or would you call a small duck in aviator goggles who pilots a flying stick? What do you mean you'd probably call Superman...?

Kuru Kuru Kururin, besides being one of the most weirdly-named videogames ever, is an entirely new title for the Game Boy Advance. The object of the game is... obscure, to say the least. The idea is to guide a constantly rotating stick around successive stages made up of narrow canyons and corridors, at all times avoiding any contact with the walls, and rescuing little animals along the way. Hit a wall and you lose one of three lives, lose all three and the stick disintegrates, so it's back to the start of the level.



Stick It To Me!

As you progress through the game, the levels get more complicated and more elements are introduced, like springs which reverse the direction of the stick's rotation and a range of different hazards.

On the face of it, *Kuru Kuru Kururin* is a totally daft idea for a game. In execution, it's one of the most – if not *the* most – addictive games of all time. The original Game Boy had *Tetris*, the Game Boy Advance has got *Kuru Kuru Kururin*! Buy it today! You owe it to yourself and your friends! ■

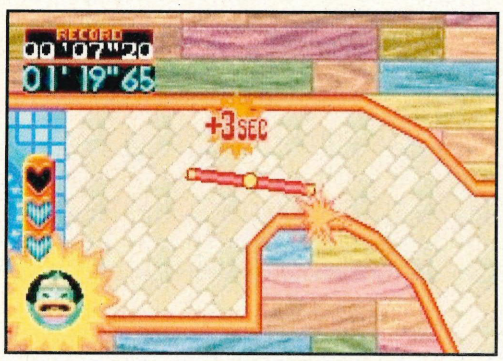
2nd Opinion

Rating

I absolutely loved this game. Not only is it certifiably the most addictive game we've played in ages, but it's also very rewarding with it. Who'd have thought that a game in which the central character looks like a cocktail stick could be any good?

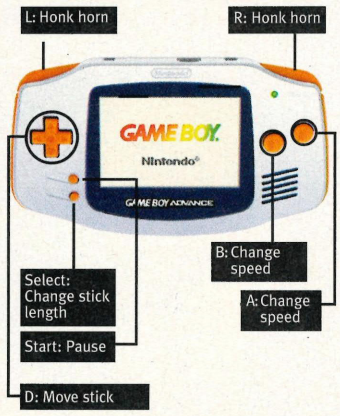
Paul Gannon





64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Tetris DX: **Nintendo**
Reviewed: Not reviewed
Bust-A-Move 4: **Acclaim**
Reviewed: Not reviewed

RATING

Graphics

Audio

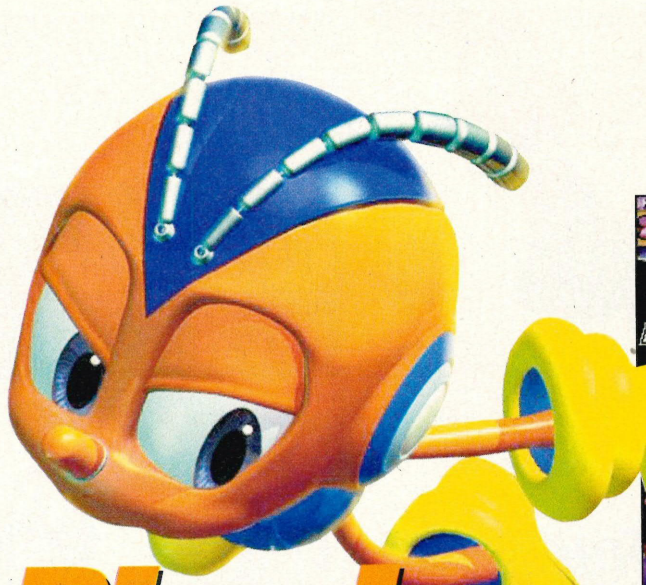
Gameplay

Challenge

OVERALL SCORE

92%

Soundbite:
One of the simplest GBA game concepts so far, and yet one of the most addictive!



Pinobee
Quest Of The Heart





He's a little bee with no heart – poor little fella. Still, squash him with a teaspoon, would ya?



$64,000 QUESTION

- ⊕ Innovative level design packed with fresh ideas.
- ⊕ Manic platforming action – with bees!
- ⊖ It's a bit of a shame there's no two-player option available.
- ⊖ Experienced gamers could find the challenge a little lacking.



[Above] ***Night falls on Pinobee's magical homeland. Hope he's not scared of the dark!***



[Above] ***Pinobee's new milk churn made his day job as a dairy farmer much easier.***



NINFO

Link cable	No
Number of players	1
Saves?	To Cart
Publisher	Hudson Soft
Developer	In-house
Game type	Platform
Origin	Japan
Release	Out Now
Price	£34.99

One of the first Game Boy Advance games available in playable form, *Pinobee* was one of the attractions at last year's ECTS show, where it impressed everyone with its amazingly colourful graphics and top-notch action.

There seems to be a lot that's original and clever about this title, but it doesn't come across particularly well. You play the little fellow, Pinobee, out to save his bug mates and fill his chest with the desired organ, and the 'jump-jump' style of flying is a new one to us. Press jump and Pinobee leaps into the air, zooming upwards in a superhero kind of way. Press jump again and he takes an extra boost, meaning he can reach platforms other characters can only dream of!

What with being able to climb walls and bash everything that moves *Sonic*-style, there's a lot to explore in this vast game, and the cleverest thing is the way the story unfolds depending on how you complete each passing level.

You're Pollen My Leg!

After every stage, Pinobee fills in his diary. If you missed a crucial point, you still complete the game, but only in one possible way out of many. This is an ultra cool idea and should keep you coming back for more, to see if you can manage to unlock all the secrets you missed first time around.

The best way to describe *Pinobee* is 'unique'. The game has many elements of a traditional platform game, but they have been executed in an exciting, new and original style. Go on... give it a whirl! ■

2nd Opinion

Rating N64 N64 N64

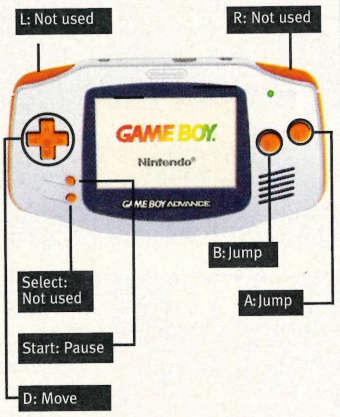
→ Well, having played this I have to say I didn't think it as good as the games it's inspired by. There's a bit of *Sonic* here, a bit of *Rayman* there, but Pinobee isn't as good as either of those games. Good in the short term though, so you should check it out.

→ **Alex Jones**

64 MAGAZINE BOTTOM LINE

Written by: Martin Mathers

CONTROLS



ALTERNATIVES

Mario Advance: **Nintendo**
Reviewed: Issue 52, 92%
Rayman Advance: **Ubi Soft**
Reviewed: Issue 45, 94%

RATING

Graphics N64 N64 N64 N64

Audio N64 N64 N64 N64

Gameplay N64 N64 N64

Challenge N64 N64 N64

OVERALL SCORE

81%

Soundbite:
Buzz buzz buzz... this is a cool game that rivals *Rayman* in the graphics department!



Written by: Jonn Roberts

Rayman Advance



Everyone's favourite limbless Frenchman takes another step. You'll want this...

NINFO

Link cable	No
Infared	No
Number of players	1
Saves?	To Cart
Publisher	Ubi Soft
Developer	Ubi Soft
Game type	Platform



$64,000 QUESTION

- ⊕ Absolutely fantastic, colourful visuals
- ⊕ A decent challenge
- ⊕ Ingenious level design
- ⊖ Can get a bit frustrating after a while

It's a long time now since Rayman made his debut on the Game Boy Color and reviewers raved about the miniaturised adventures of the floppy-eared freak! It's a bit strange to look back and see the reviews claiming "PlayStation-style graphics" – now we've really got 32-bit graphics, and they're definitely a sight for sore eyes!

Running through the unchanging backstory of Rayman's adventures is a silly but unavoidable chore, so here goes... Mr Dark has destroyed the harmony of the world by stealing the Great Protoon, and defeating its protector, Betilla the Fairy. The Electoons, who used to gravitate peacefully around this nucleus, have been captured and imprisoned, and there's no-one else out there prepared to battle through 62 levels of topsy-turvy platform action apart from trusty old Rayman. So he's back, with his spinning ears, his shooting glove and a total lack of any form of bodily support.

These psychedelic adventures are a real eye-candy feast. Okay, so fans may be a little disappointed that this isn't a NEW adventure, but the graphical detail throughout makes this a new watershed in handheld game design. For instance, when you let the little Toons out of their cage, they cheer and wander around the landscape for ages, kissing each other, snoozing in corners and dancing. It's impossible not to grin as you watch the weird antics of all the little characters.

Double Dutch

Sadly, there are always bad points. Whoever thought it would be a good idea to have an entire level following Rayman (via spotlight) through a pitch black cavern when it's difficult to see the full GBA screen at the best of times deserves a kick. In fact, *Rayman Advance* is unbelievably hard throughout, and no amount of save stations will stop you wanting to rip off all your skin in anguish at times. Oh well, you're bound to know someone who completed the original game on one of the older consoles, and there are loads of handy little hidden cheats to help you too. Take a look once again at the shots – it's all worth it! *Rayman Advance* is a top game, so be patient! ■

"These psychedelic adventures are a real eye-candy feast!"







[Above] ***David Attenborough would crap himself if he saw that in the wild!***



[Above] ***Hmm. This game is clearly not the product of a sound mind.***

2nd Opinion

Rating

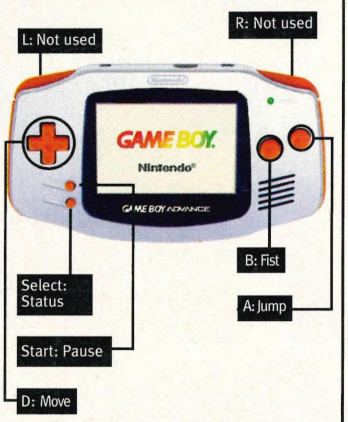


Tricky though it may be, *Rayman Advance* is a riot of animation, colour and humour from start to finish. There are so many things going on on the screen that it's hard to see how this much detail was squeezed onto the GBA. Overall, a really enjoyable game.

Alex Jones

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

***Mario Advance*: Nintendo**
Reviewed: Issue 52, 92%
***Pinobee*: Activision**
Reviewed: This Issue, 81%

RATING

Graphics



Audio



Gameplay



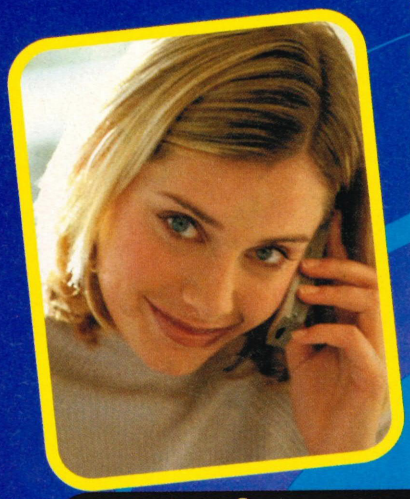
Challenge



OVERALL SCORE %

94

Soundbite:
The original *Rayman* adventure, but in miniature. The best graphics on the GBA!



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HARDCORE	WRESTLEMANIA
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RAW IS WAR	SMACKDOWN
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FOOTBALL

ROVERS	the blues
3502	3503
RED DEVILS	FULHAM F.C.
3511	3938
NOTTS FOREST	QPR QUEENS PARK RANGERS
3943	3946
SHEFFIELD WEDNESDAY	WATFORD F.C.
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4243	4244
LEICESTER	LIVERPOOL
4245	4246
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4271	4272

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4151	4153
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Mambo Italiano	0341
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Written by: Paul Gannon

Mario Party

All the fun of a party without the clearing up afterwards!

NINFO

→PLAYERS



→EXPANSION PAK



→RUMBLE PAK



Publisher	Nintendo
Developer	Hudson Soft
Game Type	Party/Puzzle
Origin	Japan
Release	Out now (import)
Price	£54.99



MEMORY OPTIONS

→**MEMORY:** Saves game progress, collected stars and coins.

→**CONTROLLER PAK** N/A



$64,000 QUESTION

- ⊕ Improved visuals
- ⊕ Creative, fun games
- ⊕ Gameplay isn't as much of a drag this time!
- ⊕ Great excuse to find some friends... finally!
- ⊕ Dual Map mode offers a nice change!
- ⊖ Some sections can still be boring.
- ⊖ Only worth buying if you don't own the first two games.
- ⊖ If you can't find any friends, the game isn't as good!

This is going to be a tough one. How to write a four page review about a game which, despite having a few minor improvements, is basically the same as its two predecessors? Without trying to repeat ourselves or stretching out the new information for as long as we can, we'll endeavour to craft an in-depth critique of *Mario Party 3*. Although

"It's nice to know that Mario Party and its sequels are still the leaders of the pack"

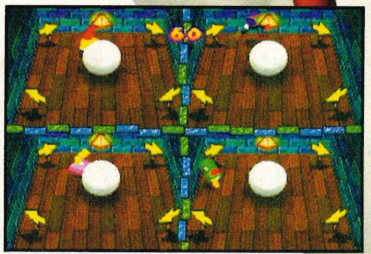
why we should bother trying to write an in-depth and intelligent critique for the first time ever escapes us, so let's not bother.

Mario Party 3 is like *Mario Party 2* and *Mario Party* in nearly every way. We say nearly because, in fairness, there are a few improvements in this third outing that deserve to be noted.

The games all involve you and three other players – CPU-controlled or friends – moving around a themed board playing games and collecting coins and stars. Both previous *Mario Party* games had a theme and this one is no different. The Millennium Star falls out of the sky and, erm, well, for some reason this means Mario and his pals have



[Above] ***Everybody hates cute floating midgets who suck you into a board game, don't they? Won't take no for an answer!***



[Above] ***What better way to pass the time than to play 'Ring-A-Ring-A-Roses' with a giant eyeball whilst being attacked by fire!***

3



These Are A Few Of Our Favourite Things!

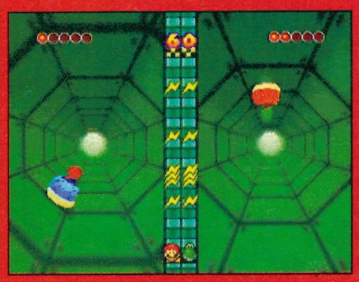
There are, as we've said already, 70 brand new games in *Mario Party 3*. Some are good, some bad, some plain stupid, but from the good ones, we've chosen these four examples:



QUIZ
This game requires you to answer questions based upon the rules and actions in the main game itself. There are question about your own scores, your opponent's scores and the events that have already been completed... so keep your eyes open!



FIRE
A bit like something out of *Point Blank* but not quite. Well, obviously there's no light gun or anything but you still have to have very quick reflexes to make sure that you hit as many correct targets as your opponent, if not more. Bang, bang!



TUBE
Remember that game, ooh, what's it called again? That's right, *STUN Runner*. Well this mini-game is a bit like that, only shorter. It's fast, fun and a little bit too tricky, but it's darn good and that's all that really matters!



JUMP
This game puts Mario back where he belongs, jumping from platform to platform, climbing ever higher to reach the goal! It's tougher then you think too! The platforms move, the jumping is tricky and it takes a fair bit of practice to master!





It was a close one, but it was obvious from the photo finish that Yoshi was the clear winner. For his horse, riches and fame await, for the other mounts: a job ferrying fat children around on Blackpool beach...

to roam around and play with each other. Wait, we'll rephrase that! Ah, forget it, you know what we mean! (Careful Paul! – Roy.)

Party Line

We now know, graphically, what to expect from the *Mario Party* series. There are lots of lovely environments to explore and each of the characters is depicted in the traditional, cutesy style we have all come to recognise. On top of all these sugary, syrupy images, Nintendo has thrown in some nice new visual effects. It's nothing but cosmetic fluff to make this game look better than the last, but it's still rather cool to be subjected to loads of flashing, sparkling special effects to cover up the fact that the content isn't really anything new.

Again, the sound effects and pieces of music are pleasant but not exactly mind-blowing. This game could just as easily be played with the sound off and you wouldn't lose any of the gaming experience.

In a nutshell, *Mario Party 3* is more accessible and features a collection of games which are cleverly created and bulging with more fun! If that is not good enough, the game also has 70 – count them, 70 – brand spanking, straight off the press, fresh as the morning milk, new as a newborn baby, minigames to play!

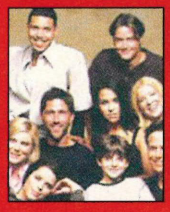
Party Pooper Scooper

The main strength of *Mario Party* has always been the imaginative minigames that are littered throughout. Although they were always fun, an awful lot of them

It's My Party and I'll Cry If I Want To!

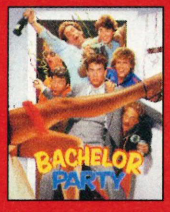
Mario's party is by no means the most famous party in the world. Why, that would be a ridiculous thing to think! But that then begs the question, "What is the most famous party in the world?"
Here are our findings:

PARTY OF FIVE



That TV show that launched the careers of Neve Campbell of *Scream* fame and that other one, the one who was in *I Don't Care What You Did Last Summer*. Considering the show was called *Party Of Five*, there seemed to be far too many people in it!
Party Grade 4/10

BACHELOR PARTY



Not only is this a fairly humiliating event for all those involved in the pre-marriage ritual, but it also a film featuring Tom Hanks and that guy from *Grease 2*. This is not the kind of film you'd want to let kiddiewinks see, otherwise you'll hear the following question from them. "Dad, why is Tom Hanks running around after naked women while a donkey sniffs white powdery stuff?"
Party Grade 7/10

NOEL'S HOUSE PARTY



...was possibly the most notorious party in the UK at one point. Now though, the world of Crinkley Bottom has disappeared. To describe it now, it would seem as though it had been invented by a drug-addled mind. Par l'example: Little man owns a big, gunge-filled house. His flatmate is a large pink blob who attacks everyone. Little man hides secret camera in people's houses and embarrasses celebrities! Everyone in the surrounding village seems to hate the man. Comedy ensues. Hey, that's the early Nineties for you!
Party Grade 9/10

FANCY DRESS PARTY



Rubbish! They are nowhere near as good as you think they should be. Despite the efforts of most people who attend, the whole event comes across like a Dr Who convention at a hostel. The worst offenders of all are those fancy dress parties that have a theme everyone must stick to. For instance, a 'come as a dead person' party. Anyone who turns up as Princess Diana or Mother Teresa is booed back home. Or even worse than that, a 'come as a movie character' party. This is guaranteed to see people desperately try to dress up like a Reservoir Dog, Princess Leia or Bruce Willis from *The Fifth Element* in the mistaken belief that it will improve their pulling chances!
Party Grade 1/10

WINNER: *Noel's House Party*!
Who'd have thought it? Guess the BBC was wrong to pull it from the TV schedules, eh? (No!)



chiefly concerned hammering away at a button until your vision blurred. In *Mario Party 2* the challenges were a little more inventive, but a bit more convoluted as a result. This time the balance between challenging your brain and testing your reflexes to the limit is just right.

Some of the games are particularly cool. There is a rather interesting golfing game (Mario certainly enjoys his sports) that requires you to hit your ball as close to the hole as possible in order to win. Another rather manic game is styled closely on *Tetris* and is exciting, fun and colourful. One other game that made a big impression involves swimming away from a giant fish. Although you must bash your little B button to get away quickly, things are made even more thrilling when you discover that your character must dive under the water to avoid being blown up by mines as well!

All of the games test a whole range of the player's abilities from skill, through strategy to using your memory to answer questions about the game itself. The overall package is far more rounded than in *Mario Party 2* and because of this, the game is incredibly satisfying!

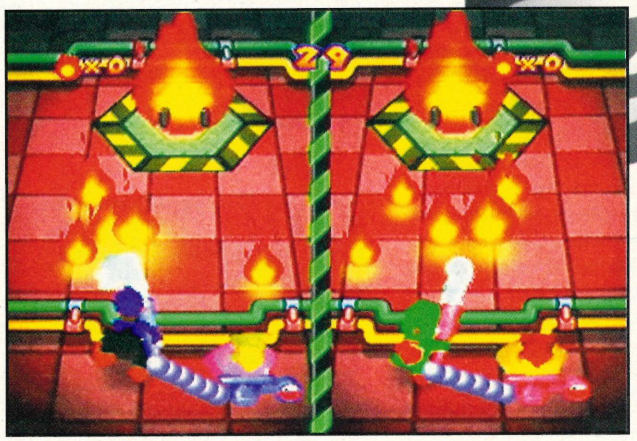
Private Party

As for the main bulk of the gameplay... well it goes without saying that playing this title in party mode in single player is a bit pointless. Oh, sure, you can get used to the minigames and train your skills, but the problem with playing it on your own is that it can get a little dull at time. Single player mode means having to sit and watch the actions of the computer players as



[Above] ***Yes, this is a party game alright. Look at all those primary colours. Ouch. My eyes hurt!***







[Left] ***The auditions for London's Burning were going fine until somebody had the bright idea to dowse the actors in petrol and see how they'd cope!***

"Mario Party 3 is clearly the best incarnation of the series so far"

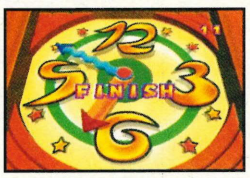


they hop, skip and jump around the board. It also means having to watch them play their own individual minigames. After a while this does get a little tiresome! No, little polygon-perplexed friends, the only way to get the desired fun from this game is to get your friends involved! Surely the point of a *Mario Party* game, and we are only guessing here, we could be wrong, is to have your four friends playing along with you so that the overall experience is (counts on fingers) four times as enjoyable?

There is a second way to play *Mario Party* however... oh yes!

If you don't have three friends to make up the numbers at your party, you can actually play a new game which is just as enjoyable on your own or with one extra friend. The Dual Map requires a little bit more strategy than the main game. It basically goes like this: you travel across the board, playing mini-games, collecting coins and other objects. On this journey you are accompanied by a partner (or two). These partners are there to battle against your opponent's partners and the ultimate aim of the game to ensure that you knock out all of the opposition without losing your own team. Okay, it's a little more complicated than that but you get the gist of it! At first the game is bemusing but once you have mastered the rules, it's actually surprisingly enjoyable!





Mario's Balls

Mario Party 3 is clearly the best incarnation of the series so far, and if you've resisted buying one of these games in the past, then now is your time to invest. Although there have been a few improvements (you don't have to pay anymore to play the opened mini-games, for example) *Mario Party 3* still has its familiar faults, but these shouldn't be enough to put you off buying the game. With party games popping up on other – inferior – consoles, it's nice to know that *Mario Party* and its sequels are still the leaders of the pack. As the sun sets on the N64, and Mario and the gang move on to bigger and better things, you'd be doing yourself no harm in picking up this last Mario adventure for your favourite 64-bit beauty. ■

2nd Opinion

Rating

→ After *Mario Party 2* – which was far too similar to the first game, I wasn't expecting much from this one, however the third installment was a pleasant surprise! Different games, more interactive board sections and a better one-player mode – first class!

→ **Roy Kimber**

64 Magazine Bottom Line

Controls



Alternatives

Mario Party 2: **Nintendo**
Reviewed: Issue 47, 80%
Pokémon Puzzle League: **Nintendo**
Reviewed: Issue 52, 87%

Rating

Graphics

Audio

Gameplay

Challenge

Overall Score

86%

Soundbite:
Mario's most satisfying party so far!



Written by: Jem Roberts

Fire Pro Wrestling

What do graphics matter when you've got decent quality violence?

NINFO

Link cable	Yes
Number of players	4
Saves?	To Cart
Publisher	Nintendo
Developer	3DO
Game type	Beat-'em-up



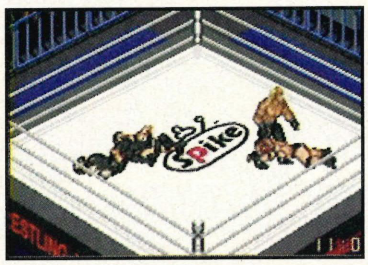
$64,000 QUESTION

- ⊕ Link-up action allows you to pummel your mates in comfort.
- ⊕ There's some great options and personalised features
- ⊖ The graphics aren't what you'd really expect from the GBA
- ⊖ Controls are a bit tricky

Time for a real honest-to-goodness classic piece of slap and cripple. The Japanese wrestling series *Fire Pro* seems obscure next to big names like *Ready 2 Rumble* or *WWF Smackdown*, but they really were the pioneering wrestling videogames. In this first foray into GBA territory, 3DO has reverted to 2D action, using the space on the cart that could have been filled up with lacklustre 3D design to give the player hours of endless link-up fun, and some really mind-blowing extras

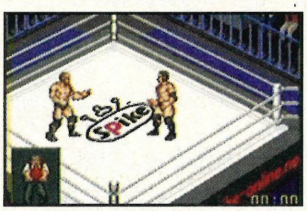
Big Sweaty Men

Over 200 ready-made wrestlers versed in jujitsu, kick-boxing, luchador (What? – Roy) and many other wrestling styles appear on this minuscule cartridge. You won't have heard of any of the fighters, not being Japanese and all, but that won't stop you getting hooked on their showmanship and scrapping skills. The graphics owe a lot to the SNES *Fire Pro* titles, but that's not important. In fact, it still means that they're lifelike and boast highly complex animation. Which is nice.



This title's real bonus is the create-a-wrestler feature, in which you can customise every detail of your wrestler's look, perfect his move set and align him with one of the game's factions, making him a showman, a dirty fighter or whatever you desire. Combined with the four-player link-up option, this means that you and three mates can create fighters to resemble yourselves, and then pummel the living eyeballs out of each other from the comfort of your own dungeon. There's just so much in this game, we can't fit it all onto one page. Forget flashy rendered graphics – this is a bargain at 35 quid, and will mean you won't have to buy another fighting game for a long time. ■



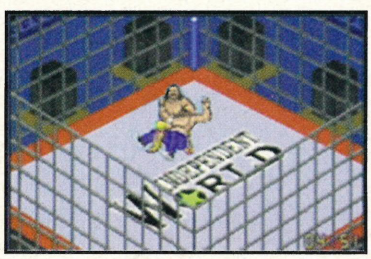




[Above] ***Here we see the wrestler on the left throwing his opponent off-guard by morris dancing at him.***



"There's just so much in this game, we can't fit it all onto one page."



[Above] ***This clone of WWF's Hell In A Cell bouts is, well, hellish.***

2nd Opinion

Rating

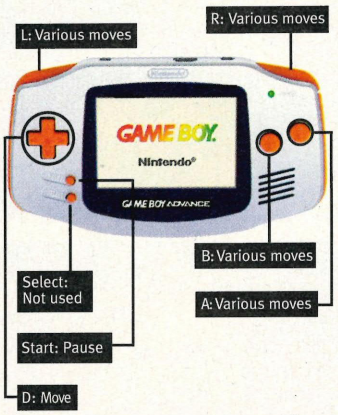


→ xNot being a massive fan of all that WWF nonsense, my hopes were'nt high for this 2D GBA grappler. I have to say it's quite a good laugh though, with loads of decent options to play about with. On the whole, *Fire Pro Wrestling*'s a decent little game.

→ **Alex Jones**

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Return Of The Ninja: **Nintendo**
Reviewed: Issue 51, 84%
Blade: **Activision**
Reviewed: Issue 49, 76%

RATING

Graphics



Audio



Gameplay



Challenge



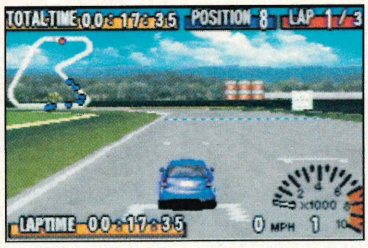
OVERALL SCORE

85%

Soundbite:
Inspired extras make this an absolute must-have fighting game.



[Below] ***Hurray! Real cars to drive! Like my Impreza, do you?***



Advance GTA

You've got a speeding ticket to ride!

NINFO

Link cable	Yes
Number of Players	2
Saves?	To Cart
Publisher	THQ
Developer	M2to
Game type	Racing



$64,000 QUESTION

- ⊕ Sharp graphics
- ⊕ Requires some skill
- ⊖ Hard to spot the turns
- ⊖ Some parts can be extremely tough!

Advance GTA is all about racing the car of your choice around a series of interesting and challenging courses... but then you knew that already! There are a lot of similarities between this title and the previously reviewed *GT All Japan Racing*. For a start, both allow you to choose from a selection of Japanese courses and vehicles, and aside from the fact that both of these games are all about racing (obviously) the only major difference is how *Advance GTA* is presented.

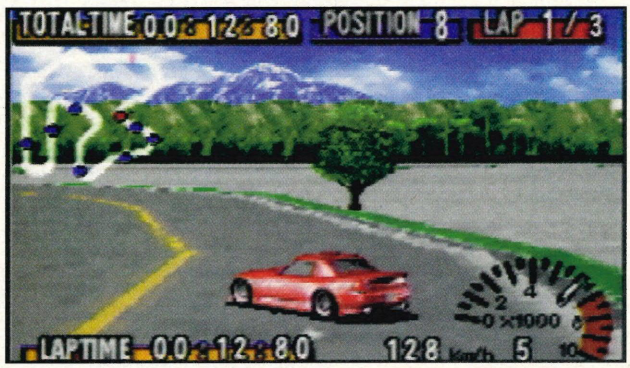
Pedal to The Metal

Unlike the quite conventional-looking graphics of *GT All Japan Racing*, *Advance GTA* uses a style similar to *Mario Kart*. This gives you the feeling that you have much more control over the car as it spins around tight corners and swerves through bends. The only downside to this is that, thanks to the way the courses are designed, it is sometimes hard to determine where these corners are.

The game looks really cool. Each of the cars have been carefully recreated from the ton of Japanese models available, and all of the tracks have been designed to test your digital dexterity to its fullest! *Advance GTA* is also very fast indeed, sometimes it feels so fast that as you approach a corner, you may find yourself grabbing your seat just to hang on! All right, maybe that's an exaggeration, but you get the point!

Admittedly, both games are a bit too similar and which title you pick largely depends upon your personal preference. The style of racing is different and the optional extras vary but by and large *Advance GTA* simply offers a different gaming experience. It isn't perfect by any means as the graphics can be a little jerky and it also contains a very annoying collision element, but for a game that doesn't offer that many extras (comparatively speaking) you still get a fair bit of quality speed freak action for your money. ■

"You may find yourself grabbing your seat just to hang on"



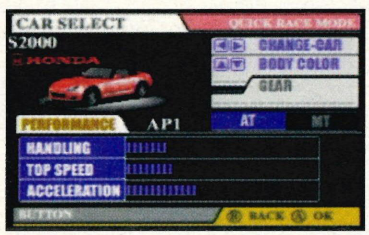
[Above] ***I believe this is what's known in rallying circles as 'heading sideways towards a sturdy-looking tree at around 80 miles per hour.' Cripes!***

2nd Opinion

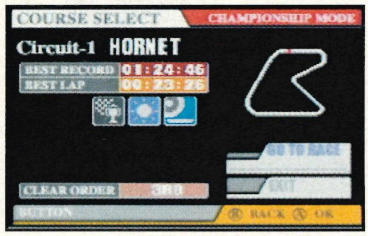
Rating

→ If I'm honest, I'd say *GT All Japan Racing*'s far superior to this. *Advance GTA* has inferior graphics, tracks and sound, It is quite a bit faster, so if that floats your boat get this over the other GT game. Trying both out first would be a good idea.

→ **Alex Jones**



[Above] ***Hmm, look at that lovely shiny new Honda. Vroom vroom, crunch etc.***



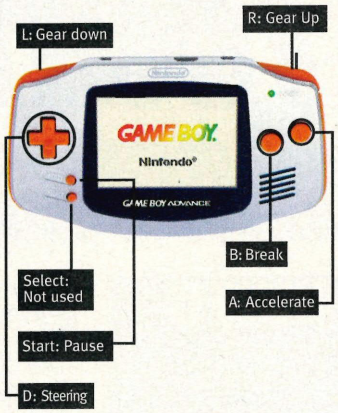
[Above] ***As you can see, some of the tracks are a little bit on the basic side.***

64 MAGAZINE BOTTOM LINE

Written by: Paul Gannon

$5

CONTROLS



ALTERNATIVES

GT All Japan Racing: **Kemco**
Reviewed: Issue 53, 83%
Toy Story Racer: **Activision**
Reviewed: Issue 52, 90%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

81%

Soundbite:
One of the best racing games yet for the super-cool GBA!



Written by: Roy Kimber

Bomberman Tournament

One of the most addictive games ever explodes onto the Game Boy Advance!

NINFO

Link cable	Yes
Number of players	4
Saves?	To Cart
Publisher	Activision
Developer	In-house
Game type	Arcade Action!



$64,000 QUESTION

- ⊕ Amazingly addictive multiplayer modes
- ⊕ Four players from just the one catridge
- ⊕ Decent one-player mode too
- ⊕ What's not to like?

It's fair to say that when we at 64 MAGAZINE heard of a *Bomberman* game being developed for the Game Boy Advance – well, we got more than a little excited. The little guy with the propensity for blowing things up has been around for quite a while and – with the odd exception – has starred in a number of fantastically addictive games!

Bomberman Tournament, fans of the game will be pleased to hear – has obviously been developed by someone who knows what people want from the game – and it's fantastic! Even better is the fact that not only does this title have the madcap multiplayer action that we've come to expect from *Bomberman*, but it also manages to produce the first decent RPG adventure game starring the little guy too! How, you ask? Well, you'd better read on...

Bomberman Tournament is worth the price of the console, all on its own. There's the multiplayer battle mode (which we'll come to in a moment) and there's the single-player story mode. Story mode will look vaguely familiar to Game Boy Color owners. It's basically a cross between *Zelda* and the *Pokémon* games!

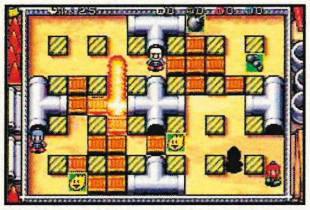
Explosive!

The story starts with Bomberman crash-landing his... er, Bombership, in a little village in a very *Zelda*-esque forest. The gameplay involves wandering the landscape, helping certain people out by finding stuff they've lost, battling others, and trading with everyone else. Battles come in one of two different forms – either with a familiar 'blowing stuff up' deathmatch affair, or with some very *Pokémon*-style turn-based combat using small creatures you find on your travels.

Battle Mode is a fantastic homage to past *Bomberman* games, with up to four players battling it out in an arena. You can choose from a range of levels, each with their own unique hazards (conveyors, pitfalls and suchlike) and a variety of power-ups ensures that the gameplay never gets boring. Like *Mario Advance* or *F-Zero*, this is another title that allows you to play four-player link-up battle with just the one cart – God bless you Activision!

If you never buy another title for your Game Boy Advance, then at least get this one! ■

[Below] ***Being hit in the face by a wall of fire can really ruin your day.***



"It's worth the cost of the console, all on its own!"





[Above] ***That's right, incinerate your friend! Watch him burn!***

2nd Opinion

Rating

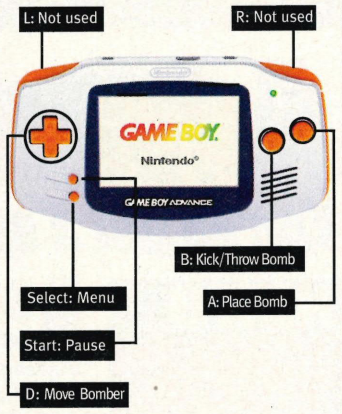


I used to think *Bomberman* was a bit overrated back in the old SNES days. With the benefit of hindsight, though, I have seen the light. *Bomberman Tournament* is worth the price of the console on its own! A rehash it may be, but a fantastically playable one. Get it!

Alex Jones

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Legend of the River King 2: **Ubi Soft**
Reviewed: Issue 51, 70%
Mario Advance: **Nintendo**
Reviewed: Issue 52, 92%

RATING

Graphics



Audio



Gameplay



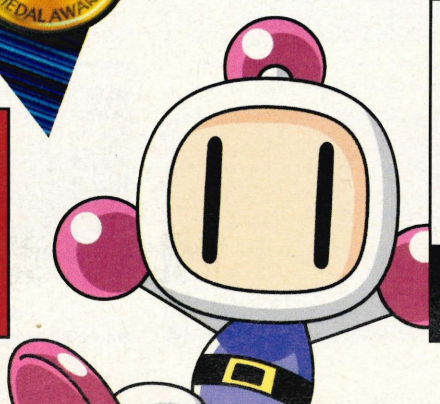
Challenge



OVERALL SCORE

95%

Soundbite:
The most addictive multiplayer Game Boy Advance title so far!



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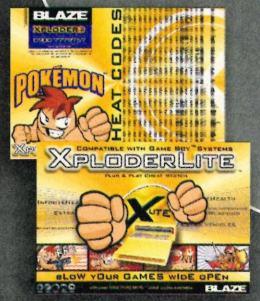

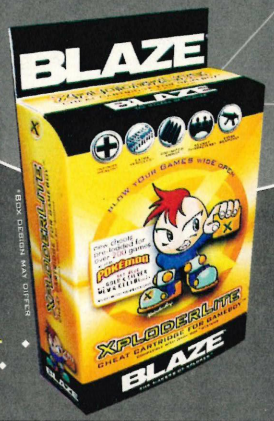

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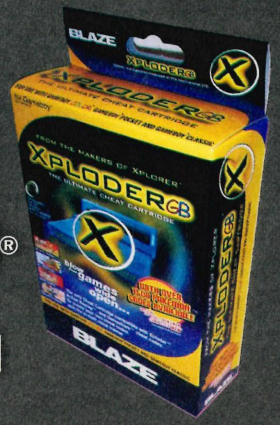

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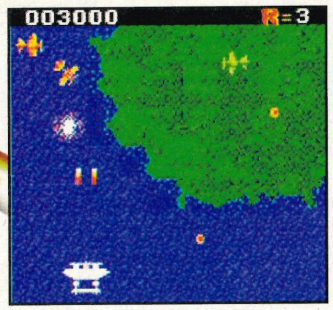




Wilco! Roger! Chocks away! Flaps at forty degrees! And so on... 1942

Written by: Alex Jones

NINFO

Link cable	No
Infra red	No
Built in rumble	No
Saves?	Password
Publisher	Capcom
Developer	Digital Eclipse
Game Type	Shoot-'em-up



$64,000 QUESTION

- ⊕ Manic wartime blasting action
- ⊕ Quite a challenge, especially on the later levels
- ⊖ Graphics and sound are quite dated
- ⊖ Blasting can get a bit samey after a while

Hollywood would have us believe that wars involving the American military are easily-won affairs, featuring lots of soldiers who look like extras from *Dawson's Creek*, and hordes of computer-generated enemies that were added in afterwards. Of course, war isn't that easy at all. In fact, wars are horrible things. Thankfully, Capcom has taken the brutality, violence and needless death of Second World War dogfights, and turned them into a cracking shoot-'em-up for the Game Boy Color! Hurrah!



Bogey

In this port of the prehistoric arcade original from Capcom, you (or you and a friend in two-player mode) must fly your fighter plane deep behind enemy lines, destroying wave after wave of the opposition's aircraft and trying very hard not to think: 'This is just *Centipede* with improved graphics!' You'll be staggered to learn that there are – gasp! – power-ups to collect, and – cor blimey! – big bosses to defeat. Don't despair though, because *1942* has the important GBC ingredient – that being gameplay – in spades. Right from the off, you're plunged into a top-down, vertically-scrolling dogfight straight out of the old war movies. At times the sheer volume of enemy aircraft on your case is quite mind-boggling, and this is where the game really excels – the action just doesn't seem to let up!

While the gameplay is addictive and exciting, *1942* falls a bit short in other areas – most notably the graphics and sound. Bearing in mind that this is the same console which gave us *Alone In The Dark* last issue, the visuals are a bit disappointing. Still, this is an accurate conversion of a true arcade classic, and as such, it's pretty damn fine.

1942 is a great example of how to make a simple, entertaining game without relying on graphical frills. Worth investigating if you're lacking a decent vertically-scrolling blaster. ■

"1942 has the important GBC ingredient – that being gameplay – in spades"

[Below] ***The graphics for the Game Boy Color version aren't quite as good as in the arcade, but the gameplay's just the same!***



2nd Opinion

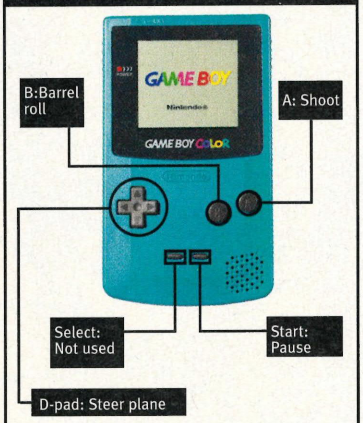
Rating

→ Ah... the good old days of gaming! When graphics were pants and gameplay was king... er, anyway, *1942* is a classic arcade game and this is a great conversion. It might not measure up against more recent titles for long-term play but it's great fun!

→ **Roy Kimber**

64 MAGAZINE BOTTOM LINE

CONTROLS



ALTERNATIVES

Airforce Delta: **Konami**
Reviewed: Issue 48, 75%
Thunderbirds: **SCI**
Reviewed: Issue 47, 90%

RATING

Graphics

Audio

Gameplay

Challenge

OVERALL SCORE

83%

Soundbite:
Entertaining, challenging scrolling shooter. A decent blast from the past!

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GUIDE



64 MAGAZINE Presents...

Conker's Ba



The

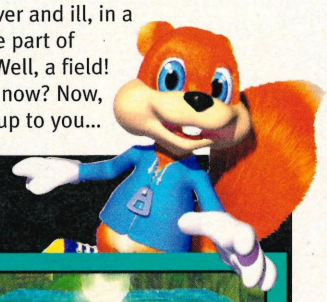
Written by: Paul Gannon

By now you should have had plenty of time to finish Conker's Bad Fur Day... What's that? Some of you are still at it? You're stuck? Really? Well, it's lucky for you that we're giving you a guide to this top game now, isn't it? Sit back, read on, and be enlightened...

After one too many drinks at the local, getting home, on your own, is never a pleasant experience. What you'd really like is someone, maybe a friend, to walk you back to the safety of your lovely abode. Now, if you happen to be a walking, talking, foul-mouthed red squirrel, who's currently blowing rainbow chunks all over the nice clean streets, you're going to need all the help you can get, especially when you consider what's ahead of you.

This certainly is going to be a bad fur day...! From the outset, we know that, somehow, Conker becomes a king. How? It all begins when Conker decides to join a bunch of soldiers for a wee drinky, just before they pop off to fight a war. A couple of rounds and an empty wallet later, Conker is staggering around the streets outside the Cock and Plucker, aimlessly trying to find his way home.

Fade to black. Conker wakes, hungover and ill, in a strange part of town. Well, a field! Where now? Now, it's all up to you...



Chapter SCAREDY BIRDY

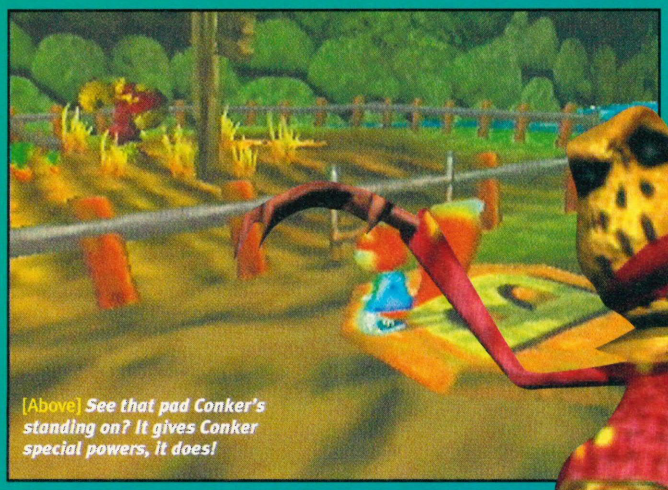
Time to wake up. It's going to take more than a 'hair of the dog' to get over this hangover and, as you soon notice, controlling Conker when he wakes up shows you that he is not yet in the mood to make it through the day. To sober him up, make your way left around the field until you can get inside the fence and meet Birdy. Birdy is the scarecrow who, at certain points in the game, points you in the right direction or gives you a handy hint. During your first meeting with him, he introduces you to the wonders of the Context Sensitive Buttons (those large round pads on the ground that have B stamped upon them).

These pads give you exactly the right tool or talent required for you to complete a specific task, thus eliminating the need to remember a lot of complicated moves. Whenever you stand over a Context Sensitive Button (or CSB as they will be known from now on), a lightbulb appears over your head and then all you need to do is press B! For now, this first pad only grants Birdy an extra bottle of booze (drunken git) and a canister of Helium (for comedy value, obviously) so make your way out of the field via the newly opened gate, where there is another CSB awaiting you. This one gives you a nice dose of effervescence to cure you of that nasty 'so-hungover-I-think-I-might-vomit-and-cry' feeling!



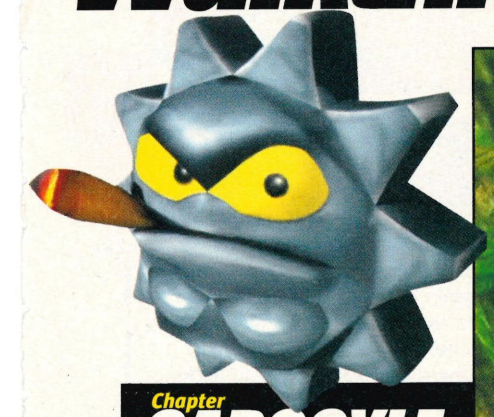
The first thing to do now is head for the river and swim for the small island at the edge of the waterfall.

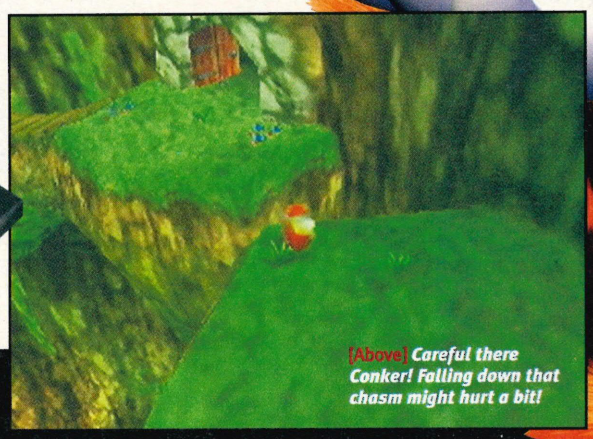
NOTE: As you progress through the game, all Conker's new abilities are explained to you. In many cases they are only used for that specific section and, once performed, never really need to be used again. So any new talents don't really need to be explained here in this text. And: no, we're not just being typically lazy journalists!



[Above] *See that pad Conker's standing on? It gives Conker special powers, it does!*

d Fur Day: Walkthrough





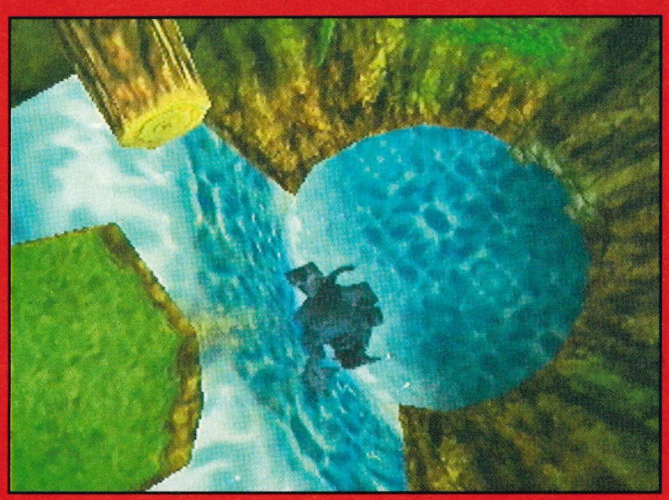
[Above] *Careful there Conker! Falling down that chasm might hurt a bit!*

Chapter GARGOYLE

Using Conker's helicopter tailspin move, make your way around the cliff-face from platform to platform until you meet the gargoyle at the top. Before you have a quick chit-chat with him, pull the lever at the beginning of the bridge by jumping up and grabbing it. This opens the locked door that you passed on the way up! Anyway, that gargoyle...

Firstly, he's a miserable bugger and isn't really in the mood to let you pass. In fact, if you get too close to him he smacks you right off the side of the bridge sending you straight to the bottom of the waterfall. Remember that in this first stage, you cannot die. This means you can fall as far as you like and won't end up looking like pavement pizza at the end of it all! If you do fall to the bottom of the waterfall, a nearby tunnel leads you back to the grassy area where you began the game.

Make your way to the door you opened, either by jumping back down on the platforms or by climbing up again if you got thumped by the gargoyle. Once inside the door it locks behind you and you are going to need a key to get out. There happens to be one in the locked room



(rather handily) but he a nippy little bugger who won't stand still. After a few failed attempts to grab him, Conker suddenly remembers that he has a frying pan which he can use to pacify that key with! Do so and use the key to get out of there. Now go and revisit the gargoyle and press B to smack him with the frying pan too. Although this won't affect him much, he unfortunately laughs so hard he overbalances and falls to his doom.

The impact of the gargoyle hitting the ground sets off a rockslide which blocks the exit behind where the gargoyle was sitting. To get out of this mess, jump onto the big boulder and jump again onto the wooden platform off to the right. A CSB grants access to a dynamite plunger that gets rid of that big boulder. You can now leave this area, but be warned, from now on you are open to injury! To help you out though, there are chocolate segments all over the place that fill up your energy bar if the need arises!

Actually, while we are on the subject of death, we may as well talk about the main man himself. When you die (and don't worry, YOU WILL) for the first time, Conker meets the Grim Reaper. Strangely, this Grim Reaper goes by the name of Gregg. Oh yes, and he's a right short-arse too. He's not too happy with squirrels because, like cats, they have more than one life. As long as you have squirrel tails (basically extra lives that are littered throughout the game) you can die as often as you like. With that information out of the way... on with the game!

Meanwhile, up in his castle, the evil Panther King has decided he needs help with the three-legged table that keeps spilling his milk. You'll understand what this means to you later on...



Chapter MRS BEE

Follow the trail of choccy down to the signposts that say Nasty/Nice. If you head towards Nice, you meet the Queen Bee who is sad because some wasps have nicked her hive. To get it back (and earn some all-important dosh in the process) head towards the wasp nest that is past the signpost in the Nasty direction. Follow the path until you get to the nest which has the queen's hive outside. After picking it up, the wasps come after you. All you have to do is leg it back to the queen and deliver the hive back to her. Be careful not to drop the hive or slow down, or the wasps stick something sharp in you! If you do drop the hive, it gets carried back to where you found it and you need to start again. Once you've returned the hive, the Queen gets rid of the wasps (with the help of a bloody big gun) and pays you a handsome reward.

Cross the nearby bridge until you get to another CSB. Here, Birdy appears and offers you an instruction manual in return for $10. After paying him the money, Birdy's nasty stink make the animated cash come running right back to Conker. If only all money did that! Anyway, the book you get from Birdy teaches you how to use you slingshot. You need to use this immediately as the Scouse dung beetles nearby have decided to kick the s*** out of you, simply because they can! Once you've shot them all down with the slingshot, a door opens behind them. Off you go then...

At this moment in time we learn that the Panther King's resident mad scientist has found a way to steady that table...



[Above] *This is the section where our red-pelted hero must scurry back to safety with a beehive while being chased by a swarm of angry wasps. One slip and you're toast!*

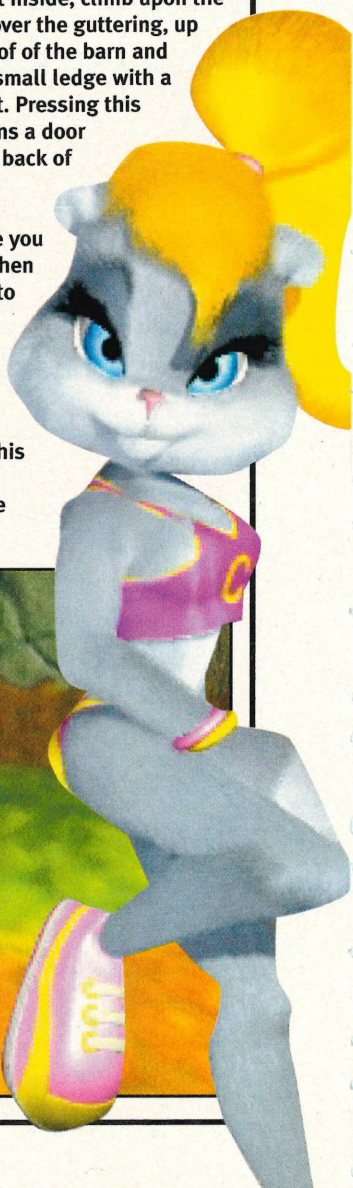


[Left] *Feed the cheese to the ravenous rat for some explosive results!*

Chapter MARVIN

On the other side of the recently-opened doorway, you find yourself in front of a huge barn. To the right of that barn is a problem you might want to sort out. Jack is a metal box with an even bigger, fatter box on top of him. This is all thanks to a foul mouse called Marvin who burps and farts and who is scaring this bigger box. Jack sends you to the left of the barn where another box called Burt is waiting to open a paddock full of cheese for you. Like keys, cheese hates to be caught, so you need to give them a taste of your frying pan. Take a piece of cheese back to Marvin, timing your run to go under the jumping boxes that may leave you feeling flat, and ram the cheese down Marvin's throat. Now do this twice more. Why? Well, because the greedy mouse (or rat, we're not exactly sure) then goes the way of Mr Creosote and bursts like a balloon, showering you in messy mouse offal! The upside to this is that the bigger box can now get off of Jack. Jack, in return, then informs you that something cool awaits you in the barn. To get inside, climb upon the boxes, up over the guttering, up onto the roof of the barn and search for small ledge with a button on it. Pressing this button opens a door around the back of the barn. Collect the cash before you leave and then head back to where you found the cheese paddock. Follow the path past this and head towards the back door.







Chapter MAD PITCHFORK

It seems everyone's against Conker today. Once inside the barn, the rather mean looking haystacks decide to lock you in. To make things worse, a bunch of the local rednecks take a disliking to you and decide to give you a good 'ass-whupping', which doesn't sound pleasant at all. If you make you way over to Franky the redneck pitchfork and friends, he attempts to give you a right seeing to. To stop this onslaught, avoid Franky and try and stay between him and one of the haystacks until he decides to throw himself at you. When he strikes make sure you jump out of the way so that he destroys a haystack instead. Repeat this process until all of the haystacks are no more and Franky gives up. Now a laughing stock, Franky has nothing else to do but hang himself. But as he has no throat to choke or neck to snap, he might be hanging around for a fair old while...



Near to the entrance to the barn, pull on the lever that opens another door in the top part of the barn. This door also releases the King Bee who looks about as rough as Conker did first thing this morning. Exit the barn the way you came in to get a cut-scene of something nasty that was lurking up in the rafters. An angry-looking, giant haystack, and no, not the late wrestler!

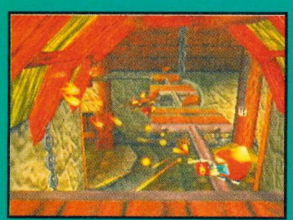


Once outside the barn, pop over and meet the King Bee who fell out of the barn. He's an idiot who is obsessed with a Sunflower with huge... er, 'assets' and it's this obsession that got him into trouble with his wife, the Queen, who has kicked him out. For a bit of cash, you need to help him out. He wants five swarms of bees to send to the Sunflower and it is up to you to find them. For now though, forget about the bees and the boobies. You've got to get inside that barn to take care of a little unfinished squirrel business!

Chapter BARRY AND CO

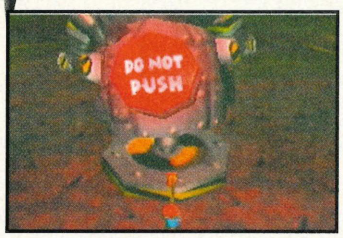
To get into the barn through the new entrance, carry on past the King Bee until you get to a small area that has a large, battered wooden jumping crate. This guy pauses for a while below the new entrance and it is during this pause that you need to perform two crouch jumps (the ones that give you a bigger lift) to get on top of the crate and then up on to the ledge with the entrance. Now get your furry-tailed ass in there!

Inside the barn, you find yourself up in the rafters, which is also where a few angry bats are. As you carefully inch your way across the beams, these bats try to knock you off. Luckily for you a lightbulb appears that signals a new ability. If you get the timing right, just before the bats swoop at you, press B and you suddenly find yourself carrying a blowtorch that those bats won't like one bit. Stay alert, inch your way across and toast those bats! Alternatively, use the jump and tailspin to leap across the platforms, avoiding the bats that way. After all that, you come to a CSB. Press B while standing on it to pull out a set of knives. With these knives you must try to cut the rope that Franky is hanging by (and you can also take care of any bats you missed). Once you have cut Franky down, jump down into the barn to meet up with 'your new best friend' and get ready to put that giant haystack to bed!





Chapter BUFF YOU/HAYBOT WARS



To defeat this guy you need to be on Franky's back. As the pitchfork attacked you before, so you must use the B button to have him launch the same assault on the Haystack, aiming for his butt! Each attacks causes flames to spring from his body, and do this three times and you notice that underneath all the hay lies a killer cyborg skeleton! The cyborg's anger at being smacked causes the floor to break up and sends all three of you spiralling into the darkness below.

Once you have regained consciousness, you find that the fall has injured Conker's leg, which is not good because the cyborg is now really angry and starts launching rockets at you. The only way to escape these effectively to hop back onto Franky. In the same way that you made Franky destroy the small haystacks in the first section of the barn, you need to get the cyborg to break the water pipes. To do this, simply hop behind the pipes and wait for the bad guy to launch his rockets. This releases water and then the cyborg approaches you. Guide him towards the pool of water and watch as he gets a shock! This causes him to back into the centre of the room and rotate, revealing a 'Do Not Touch' on his back button. Time it right and jump as the button comes around, causing a lightbulb to flash which makes Conker punch the button, causing the cyborg to lose his cool (and the odd limb). Repeat this routine twice more (using a different water pipe each time) and the cyborg totally goes to pieces!





Chapter FRYING TONIGHT

This ain't over yet! There are loose electric cables and rising water to deal with now, and trust us, these two don't mix well and you certainly don't want to be there if they do. Head for the ladder ahead of you (look for the EXIT signs nearby) and climb up to the first CSB. This gives you more knives and you need to throw them at the cables that are sparking nearby. Aim and throw so that the three nearest you are severed (one is quite low down). You know if you have been successful as the water beneath you stops flashing with electricity. Once the water is safe to dive into, swim across to the second ladder and up to the next CSB and proceed to do the same with the next set of cables. These are more difficult to cut (as they are further away) and the water level is rising faster. If you manage to do this in time, the water becomes safe to swim in once again and you can reach the ledge opposite you to exit the area.

Go through this exit to get back to the barn where a rather odd-looking monk is reading from a stone tablet. Get some choccy if you need to and then hop onto the tablet. He doesn't like this and throws you up into the air. While in the air, move yourself forward to get to the higher platform. Here you find cash, choccy and the way out!



Chapter SLAM DUNK





Upon exiting the barn, you find yourself on a ledge with a ladder. As Yazz once said, the only way is up! Climb this ladder and each successive one, higher and higher and higher (dodging those nasty wasps along the way) to get to the very top. What goes up must come down, though, and you should find yourself facing a small diving board. Carefully edge your way to the end to collect the choccy.

Another section of chocolate is hanging in mid-air over the abyss below and you have to grab it. It's important that you don't just jump as you won't get it that way. You must instead hover to it using the tailspin and then a lightbulb should appear. Hit B fast and watch as you turn into a giant anvil that hurtles towards the large B button below. Once you've hit it a door opens elsewhere and it is up to you to climb out of the bucket thing you are in, down the ladder to the barn and from there to the ground...



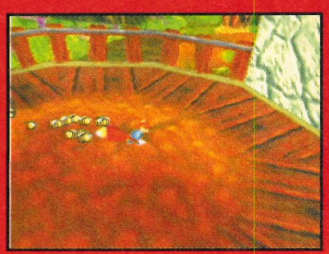
Chapter SUNNY DAYS

Now it's probably time to help that King Bee out, despite the fact that he is a bit of a loser! You need to speak to the Sunflower once you have spoken with the King again. Head past the jumping crate and across the bridge to see her. For some reason, she doesn't take to Conker straight away, something to do with his big tail. Anyway, head back to where the battered wooden crate is moving around to find a swarm of (pacifist) bees who want to help you pollinate the Sunflower. All you need to do is lead them to her. Then there are four more groups of bees to search for and they are in the following places:

1) One group resides near the hole in the tree where you came into the barn area.

2) The next is near the switch on top of the barn that opened up the loft entrance.

3) Another swarm can be found next to the bucket on top of the barn. You need to walk around the edge of the bucket to reach them!



4) This group of bees is found near the paddock that was full of cheese. Leap onto the ledge near Burt and follow the ledges anti-clockwise. (There's also a hidden area near here – a cave containing ten squirrel tails. Leap around the rocks until you see the lightbulb, then hit B to smash the rocks and reveal your hidden bonus!)



Note that if you walk through deep water, the bees leave you and return to their original position. Also, if you walk too fast, the bees sometimes get lost along the way, so patience is the order of the day here.

Once all five groups of bees have been found, the Sunflower reveals her 'charms' and the King finally 'gets it on' with her!

If you feel like it (and depending upon how much money you have) you can bounce around on the sunflower's boobies in order to bounce up to the ledge containing some cash.

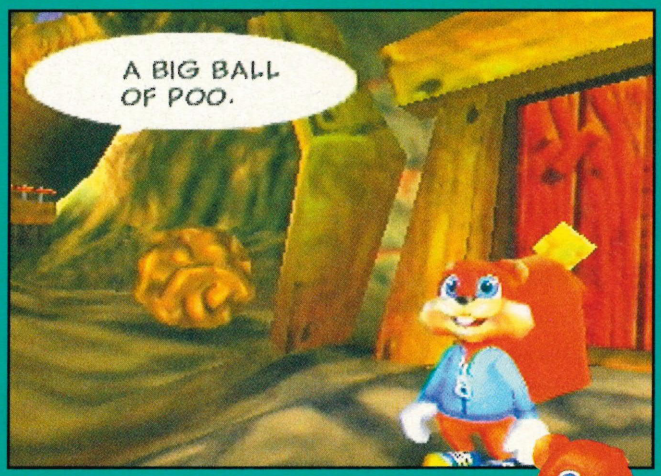


Chapter POO CABIN

Conker's dilemma hasn't improved much. Somehow, he's managed to agree to get a load of cows to crap just so that he can collect some dung balls. Why the hell would you want dung balls? Well, you'd be surprised. First things first though, get down that trapdoor! Stand over the door and – 'ting' – a lightbulb appears. Press B and once again you become an anvil. This smashes open the trapdoor and sends you down...

You find yourself in a passage that leads up a massive room full of ropes. Scramble up the first few ropes until you come to a ledge. Note that the ropes can be a little difficult to get to grips with. As you leap from rope to rope you might want to angle the camera behind you so that you can judge the distance better. If you do fall down into the blackness below, you're put back in the house by the trapdoor without any loss of life, which is nice!

Walk across the ledge and leap across to another rope – don't leap as the sewage pours out of the pipe as it may knock you off course. From this rope leap and then hover into the hole in the wall with the poo pouring out of it. This leads to a passage that, in turn, meanders out into a field.



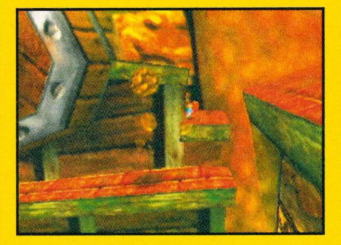
[Above] No, your eyes do not deceive you. That really is a large, ball of crap. Can you smell it?

This is quite tricky but the basic idea is to bounce once off of her breasts, hold down A for the next two bounces (making sure that you aim yourself back onto her ample frontage each time) and on the third and final massive jump, hover your way over to the cash. It's a lot harder than it sounds and may take a bit of practice, but it is possible!

Time to leave this place and head for one that stinks of poop. Not the best place to go next, but that's just tough. Leave via the way you came in and now head off into the land where only dung beetles go without a gas mask! Once kitted up with your very own gas mask (which happens automatically) head towards the little cabin.

As for the three-legged table problem, it seems that the mad scientist has found a solution. They need to bridge the gap with something just the right size to steady the table... a red squirrel. Hmm, who do you think matches that description? This means that all the king's men are now on the lookout for our hero Conker!

Chapter PRUNED





Guess what's in the field? Yes, that's right: a very angry bull who absolutely hates the colour red. Hang on? Isn't Conker red? Sadly, yes, he is and that's going to make things very difficult for you. Firstly, ignore the bull for now and get yourself up to the top of the prune juice container. As you climb up each step be careful not to get a ball of dung in your face. Nobody likes that! At the top there's a giant disc that Conker must run clockwise on in order to open the tap that releases the prune juice.

Chapter YEE HAW





But how to get the crap? Well, you might notice that a nice big target has appeared on the main field. You've got to get that bull to chase you so that it to rams that target! Conker's got to be fast as the bull takes no prisoners. If he's successful a lovely cow comes to eat some grass. But she's meant to drink the prune juice! The best way to get her to do that is by doing the following:

Another target appears and this, as before, means you have to get the bull to ram it. When he does he gets his horns stuck in the target for a while. Use this short period of time to jump onto his back and then aim him with your control stick (it's a struggle) at the cow. Press Z and the bull takes aim and rams that cow! That kind of behaviour obviously doesn't make her happy so she decides to stop eating the grass and instead drink the prune juice. It's not long before she gets the 'screaming squits' and has to go and take a rather runny dump on the grating in the centre of the field.

Once the cow has finished her business you need to get rid of her, so aim the bull at her again and watch her go SPLAT! Hmm, gory! Now repeat this process with the next two cows – they may need a few more whacks with the bull before they go for a drink, but once all three bovines have relieved themselves and been duly splattered the bull comes to a smelly end when the metal grating gives way beneath him.





Chapter SEWAGE SUCKS



The grating into which the bull fell is now filled with poo. If you dive in, you find yourself in the area you'd been climbing around in before, now full of liquid plop. With your water wings still on, you won't be doing any diving in this stuff so paddle your way across to the other chamber and find the CSB. This gives you the confidence to swim under... er, water and the instruction manual tells you the rest! Swim back through the lovely brown stuff (look out for the drowned bull on the way down) and search around for some cash which is stashed away on a small ledge in the area you dropped into when you first came through the trapdoor. Then head back down to the large black hole that sends you back to the small house.

Once in the house, head outside and meet up with the dung beetle who welcomes you with a big round ball of excrement. Roll this first ball to the left up a little incline that leads to a broken fence. As you roll the poop over the edge, past the fence, a little spiky soldier it on the head, rendering him completely harmless for when you have to get past him later.

At this point you can either carry on rolling dung, or you can jump down to where that spiky fool is staggering around blind and throw the switch he was guarding that empties the nearby pool. The reason you need to do this is because it disposes of all the other spiky soldiers who are swimming in the pool. If you try to swim past them, they approach you and stick something sharp and nasty in you, bouncing you out of the water.

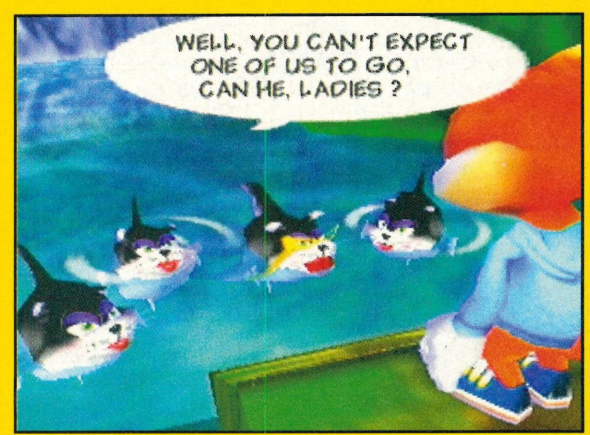
You need to complete this stage before you can finish the problem with the dung beetles. This is because after the battle with the singing poo (we'll get to that soon enough) and the various booby traps that follow, there are some guards waiting for you. They don't allow you to pass unless you have at least $1000 and you can collect a lot more of this money in the following stage. So let's get this stage out of the way, shall we?



[Above] *Squirrels aren't widely known for their swimming prowess, but our Conker isn't too bad in the water... until he runs out of air, that is!*

Chapter MRS CATFISH

Once the pool has been drained, walk around the edge and enter the small tunnel. On the other side there's some rather snobby catfish. They offer you a proposition: if you can get rid of the rather angry-looking bullfish, they will give you ten percent of their cash that is locked in the nearby safe. Once the bullfish has been 'wound up', the catfish promise, they will return and open the safe for you!



[Above] *These catfish look fairly harmless, but they're constantly trying to get Conker to run dangerous errands for them.*

Chapter BARRY'S MATE

From the edge of the pier, jump into the lake and follow it along until you get to where the bullfish is. On the way you pass a waterfall, and if you stop off here along the way, then behind the waterfall a tail and some choccy can be found. Near to the bullfish, under the water, is a small tunnel that you must swim into. Once inside swim quickly to the surface and prepare to meet up with someone who is quite literally 'two-faced'!

In the centre of a series of cogs and pulleys is a giant cog with a dumb look on its face and next to it, a smaller, grumpier-looking bugger, called Carl (although he also has another personality that goes by the name of Quentin). He's the guy (or guys?) to speak to. Basically, you're being asked to find the three missing cogs that are needed to make the mechanics of this machine work. This machine is used to get that big bullfish out of harm's way and so you really have no choice but to find them. Here's how you solve the puzzle...



Firstly, you need to climb the inside of the tower. After chatting to Carl/Quentin, a platform starts operating on one wall. Get on this and travel up the various ropes and across the narrow beams until you get to a small ledge. The rope section needs quick-thinking as you need to jump from the corner of a platform and then hover over to the rope. Move up quickly or you are liable to slip off!

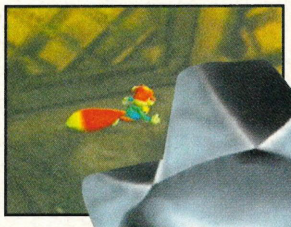
As for the narrow beams, well, this takes time and patience! Conker wobbles every few steps as

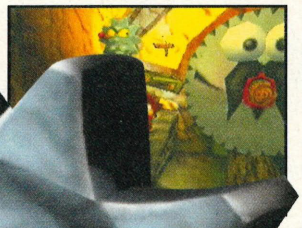


Chapter COG'S REVENGE

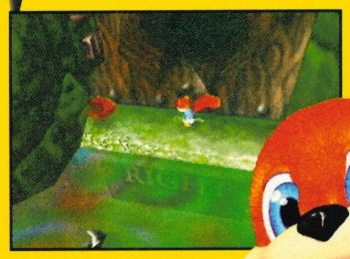
Now that the underwater gate is open (as you swim in from the entrance) you can swim through it into a long tunnel. As you head through, be careful of those spiky swines and then swim up to the surface. Like cheese and keys, cogs hate to be collected and so, once again, it's time to pull out your frying pan. The first cog (of three) is right next to the surface. Once she is knocked out, pick her up, swim back to Carl and place her on the machine. Repeat this twice more (the other cogs are found further in on the other side of the tunnel and are a little bit quicker on their... er, teeth, so you may need to chase them.)

Once all three cogs are on the mechanism, jump onto the disc in the centre of the room, and, like you did with the prune juice tap, run clockwise to get the machine going. Now... watch what happens! With the bullfish tied tight to the bottom of the lake and Carl well and truly 'buggered', it's time for you to venture outside and meet back up with the catfish by the pier. They are rather protective of that safe and so only they can open it for you. This means you have to lead the catfish back up the river to the safe. Even though the bullfish is tied up, there is now a new problem! Those spiky goons are back again, so as you swim up to the safe, be don't attract their attention! Once there, the catfish open the safe and you can finally get inside!



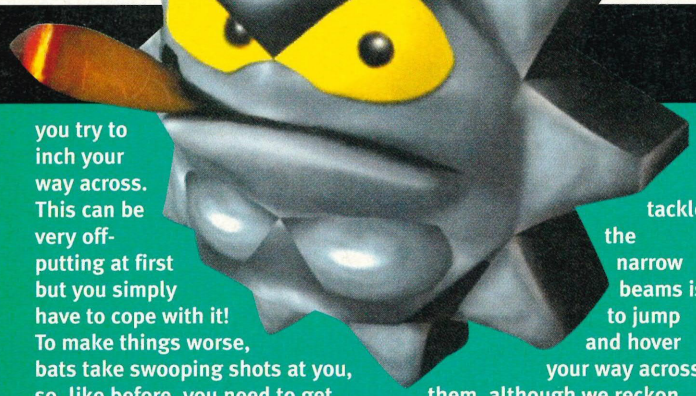


Chapter BLAST DOORS



The first task for you to do inside involves opening the safe. This is due to the fact that the cash inside doesn't really want to be caught – possibly because he's an idiot! After he makes a run for it, the floor beneath you seals and a CSB reveals itself. In front of you is a combination lock, but not the conventional kind, instead you must spell OPEN by firing your chestnuts at the letters printed on the disc. This is not as easy as it sounds because of a rotating dial that only reveals one letter at a time! You can only make a few mistakes before one of the spiked things bounces right at you. If you are not quick enough to dispose of them, they whip a piece of chocolate off your energy counter, so it takes careful shooting to hit the right sequence and open the floor. If you do die at this point, always remember that there is a tail waiting just outside under the waterfall!





you try to inch your way across. This can be very off-putting at first but you simply have to cope with it! To make things worse, bats take swooping shots at you, so, like before, you need to get the timing right on your blowtorch move (again, this can be accessed once the lightbulb has appeared above your head). To be honest, the easiest way to tackle the narrow beams is to jump and hover your way across them, although we reckon this is probably cheating!



[Above] *Nothing quite ruins your concentration like suddenly being set on fire. Conker needs water, quickly!*

Once at the small ledge near the top, you should be able to spot a huge lever that you must jump and hover over to. Once pulled, this opens a gate which you'll find by the underwater entrance to this tower.

After pulling the lever you land on a spider's web. You can now either go straight down and continue hunting for the cogs, or, you can make your way further up the tower and hunt for more cash. If you make your way to the very top and walk around the ledge (careful of the spiky gits patrolling the ramparts) then there is another wad of cash waiting for you. This can be very tricky to get to, but it is possible. Once you've got the cash, don't worry about getting down, just jump off the outside of the tower to land, safely, in the pool next to the bullfish. Then all you need to do is swim back inside.



[Above] *This cog is probably the rudest character in the game, but also the funniest. Some of the stuff he comes out with would even put the 64 MAGAZINE team on deadline day to shame. Yes, it's really that bad!*



Chapter CLANG'S LAIR

Once inside the safe, it's time to do your fish impression as it's all underwater from here on! Another CSB allows you to put on a helmet with a torch. This is rather useful as you need it to see the coloured lights that show around the openings to the various tunnels.

As you dive down this rather long shaft (no puns please), you should see the first rather nasty metal fish thing with big teeth. Stay away from these (as there are many) because if they get close they snap at Conker and that's not good for his health! This is a very long shaft, so watch out for the ledges on the way down that contain air vents. These replenish your oxygen supply. When you get to the very bottom, take another blast of air from the vent and search for the tunnels which are lit up by green lights.

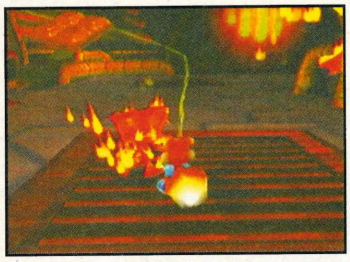
The upper of these two tunnels leads you to another cavern. Swim to the surface and with a handy CSB, replace the lamp battery. Dive back down and swim through the blue-lit upper tunnel. Follow this to another cavern and at the surface, pull on the big lever. This opens up yet another set of tunnels. Swim back down through the upper green tunnel back to the previous room. Grab a little more air and then swim through the upper yellow tunnel and up another large shaft. Remember to search for those air vents on the way up as your breath won't hold out for the length of the shaft. Once you've surfaced, leg it along the metal pipe until you bump into those darn fire imps. Time for some impromptu fire-fighting!



[Above] *Conker's a child of the Eighties, and remembers the miners' strikes well. And he looks a bit like Arthur Scargill in that hat.*



Chapter PISSTASTIC



Fire imps are rude, stupid and like just about everyone else in this fecking game, out to get you for no good reason. They seem to think you carry an "Extremely Flammable" warning and they are just the imps to test it out. So, what's a squirrel to do? Well, if you look back to where you first met the imps, you should see a big barrel of booze. Run under it and press B, and Conker is rewarded with a nice big gobfull of booze! Once he's fully loaded, our hero can do battle – and we don't fight fire with fire in this game! Oh no, we fight fire with pee!

In his drunken state, Conker can be a little tricky to move around, and he's slower too. Get yourself somewhere near to the First Aid box (you'll see why in a bit) and press B. This causes Conker to open his zipper and then by pressing Z, he lets rip with his urine which you can splash about with the control stick. Aim carefully and attempt to extinguish the imps' flaming bodies. They turn black and then to dust once they've had enough!

If you run out of the old 'amber nectar' before you've sorted the imps out, stagger over to the First Aid box and press B to get a hangover cure that makes you as right as rain. Then, like before, get nice and drunk again and finish off the job. When there are only a few imps left, the next part of their nefarious, underhand little scheme comes into action.

Chapter BRASS MONKEY

This boss isn't that hard to defeat. Basically, this old boiler has the a huge pair of, er, round dangly things, made of brass and 'polished to the Nth degree'! These are his weak spot, because as most guys will tell you, getting whacked in that most sensitive of spots will bring anyone down!



[Above] This old boiler (pun intended) has a bit of a sensitive problem...

So... to get rid of this big, bad boiler you have to run to one of the corners of the room. In each corner is a chain which, when pulled, releases a lot of hot liquid onto the grid in front of it. Wait by this chain for the boiler to walk up to you. To reach the chain you have to do a crouch jump. When the boiler is right in front of you, he starts to blow red-hot flames and if you time it right you can jump just before the flames touch you, pull on the chain and pour the liquid all over him. He won't like that!



This causes him to back into the centre of the room. At this point run over to him (next to his big balls) and 'ting' a lightbulb appears which is your cue to press B. When you do, Conker pulls out a set of bricks and proceeds to make a special sandwich with them. Ouch! You need to repeat this procedure





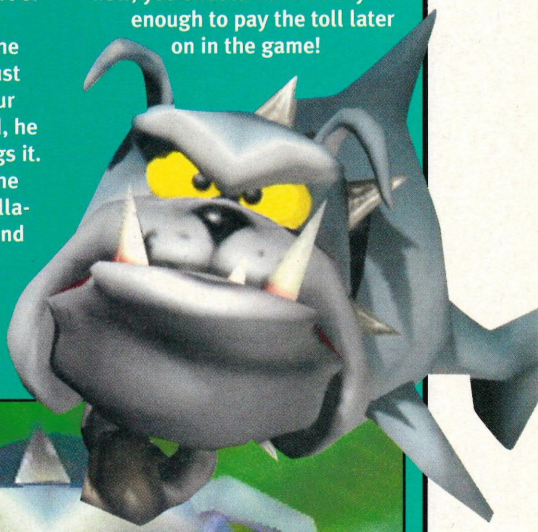
Chapter BULLFISH'S REVENGE

Outside, those bleeding catfish are waiting to take their money back and give you your ten percent. That means you are only going to get... $10! Ten dollars? After all that effort? What a bunch of old misers! Hang on though – it looks as though the bullfish is breaking loose and the cats have already spotted this fact, because the next thing you know they've done a runner (or should that be a 'swimmer'?)

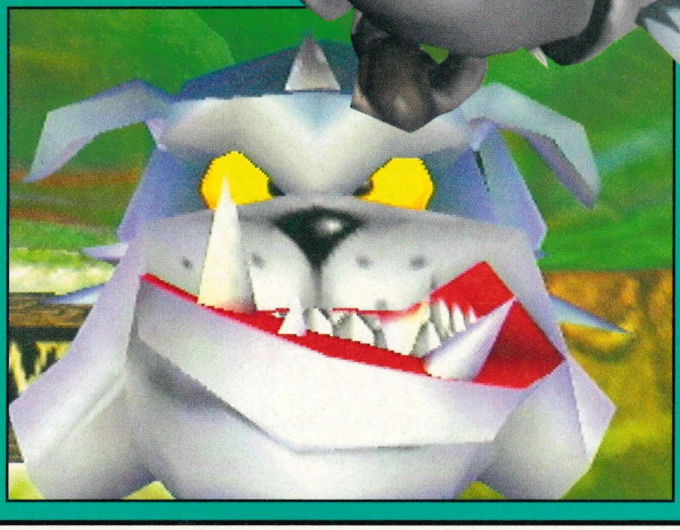


It's best that you leave too. As you approach the mouth of the river that leads to the pier, the bullfish breaks free and gives chase! Whatever you do, don't swim for it – you're not fast enough. As the bullfish passes the catfish along the way, he stops to tear them to pieces which buys you a little time but not much. The best thing to do is to leap from the water and hover as far as you can before you splash back down. This technique gives you a good useful lead.

Once you reach the pier, the game jumps into a cut-scene to show the climax to this part of the adventure. Conker scrambles up the pier as the bullfish approaches and just when it looks as though our plucky squirrel is fish food, he leaps onto the pier and legs it. The bullfish smashes up the pier behind Conker (Godzilla-style), still giving chase, and Conker, finally, dives for safety. The bullfish is not slow enough to stop and as a result smashes face-first into a wall. Safely on dry land, all that remains for this chapter is to jump onto the bullfish's back where you find a lot of cash waiting for you. By now, you should have nearly enough to pay the toll later on in the game!







Chapter GREAT BALLS OF POO

Now you need to go back to the 'place of poo' and continue rolling those dung balls! Back at the cabin, you find another dungball is waiting for you. Take this and push it round the back of the cabin and up a little path that spirals around a small mountain. Be careful to avoid the other dung beetles as they attack you if you get too close. Wait until they take a very quick nap in their caves before you roll past them. At the top of this path, Conker automatically sticks a piece of TNT into the poop and rolls it off the edge. Underneath the path is a very large dung beetle with an open mouth. In fact, it's open just wide enough to get a ball of poo down... with explosive results!

Run back down the mountain again and get another ball of dung and this time roll it up the path directly in front of the door to the cabin. Roll it past the spot where the big beetle was sitting until recently and push it up to the very top and into the doorway you find there. The dung ball runs down the inside of the mountain and crashes out through the previously sealed-up door below.





To escape, Conker needs to get his furry mitts on the ex-boiler's balls! Roll one over to a small indentation in the ground and it reveals a doorway. On the other side of the door is yet another spiky goon. Use the other brass sphere to roll down on him and also to smash an opening at the other end of the corridor. On the other side of this you find your reward and once you've collected it, you are free to leave.

three more times, and it's important to note that once one chain has been used, it cannot be used again. Conker's last strike should knock the boiler's balls right off! As the imps on the inside try to get out, the resultant explosion finish the brass fellow off for good. Now: how the hell do we get out?





Chapter CORN OFF THE COB





Once you go through this previously blocked door back down the bottom of the dung-heap you hear some distressing news – something is eating the dung beetles! Something big, something brown and something very, very smelly. Are you going to stop this thing? Of course you are!

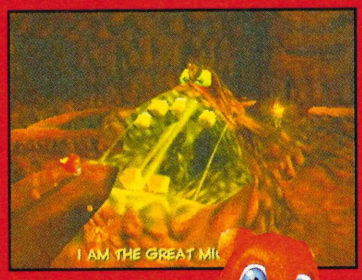
The next thing for you to do is to feed that voice. It wants sweetcorn and so you need to oblige. Sweetcorn (like keys, cheese and cogs) don't want to be caught (or fed to monsters), so whip out your frying pan, whack one and collect it. When you've got the corn, run to the ledge which stretches out over the central pit to have Conker throw it into the swirling brown waters.

Keep an eye out for the giant hand that comes out of the water and slaps the ground – you don't want to get hit by it as it may knock you into the brown liquid and you then lose a life. After the first piece of sweetcorn has been 'sacrificed', make your way around the edge of the area (careful not to fall in) and watch out for falling poop – it really tangles up your hair! As you go around the edge, you find more sweetcorn which needs to be sacrificed (five more pieces to be exact) and once they have all been disposed of, the real villain of the piece is revealed!

Chapter SWEET MELODY

The Sloprano is an opera singing, poo-flinging, death-bringing pain in the ass! The only thing that can get rid of a massive turd like this is bogroll. Which is why the CSBs on this section provide you with something soft, strong and very, very long and it's up to you to use it. After each verse of the Sloprano's song, he starts flinging poop at you. Get your ass over to the CSB and arm yourself with bogroll with a quick press of the B button. Since you are rooted to the spot, the only way to ensure the poo doesn't splat the life out of you is to try and throw some bogroll at the incoming turds! If you are lucky and time it right, these missiles won't pose too much of a problem. However, keep an eye out for bits choccy in case you take too many hits.

To defeat the singing pile of bum-dough wait until he sings a long "laaaaaa". This is when his mouth is wide open and just perfect for you to shove some toilet paper down his gob. If you aim right, you can get him to choke. As with the sweetcorn, the first hit moves him on into a different area. The next time, it takes two shots of bogroll before he moves on and the third and final time requires you to throw three rolls into his gaping mouth! Each time he gets quicker and so



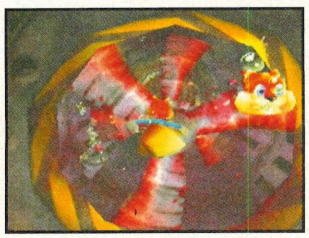
[Above] *That's right – sing up, O Turdy One!*

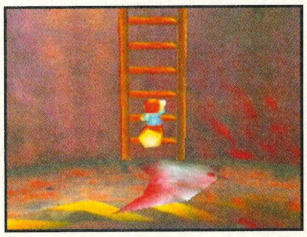


[Above] *Once he hits a high note, chuck bogroll in the Poo's mouth.*

Chapter U-BEND BLUES

At the other side of the exit lies a big problem. There is an underwater tunnel you must pass through. To make things worse there are bloody big blades to get past, three in all! This is very tricky. INFURIATINGLY so! If you do get sliced in half (and you probably will) make sure that after you die, you collect the squirrel tail on the right before you dive back into the tunnel. A good tip is to stick to the sides of the tunnel as the gap between blades is bigger there. Don't wait for the blades to pass before you make a move, as Conker doesn't swim fast enough. Instead head towards the flat

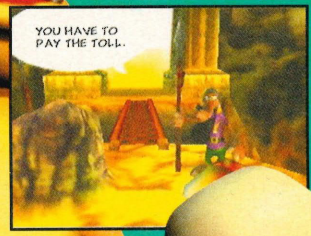




of the blade and by the time it has passed, you should be able to swim straight through. Remember that this only works if your timing is right. To buy a little time, as you pass each blade, swim slightly in the same direction in which the blade is turning. Also, check your air as Conker's face goes quite purple when time is short so keep an eye out for the bubbles coming from the pipes, they are just the thing you need! This section basically requires a little luck and a lot of practice. Once you've passed this little problem, swim to the surface and paddle through the pipe and across to the small platform. Below this platform is a spinning blade and across from the platform is a rope. Looks like you're going to have to jump and hover across to it. Scramble up the rope and the next surprise awaits you: the platform you have to jump to has nasty sharp teeth running anti-clockwise around it. As you jump, try to land between the teeth (for the obvious reasons) and then run in the direction they are moving. You soon come to a ladder that you can climb up to safety. At the top of the ladder, walk around the opening and across the gantry to meet up with some stupid-ass guards!

Chapter THE BLUFF

At this point you have to have at least $1000 to get past the guards, which you should if you've followed the guide so far. If you missed any then you may need to retrace your steps. Providing you have the dosh though, you can pass, although these guards have also been sent to look for a red squirrel and they happen to think Conker is one. How outrageous! Conker convinces them that he isn't a squirrel though, and is in fact an elephant, so the guards let him pass and the money he's paid them comes running back to him once he's safe. Neat trick, eh?





you must keep your wits about you! After the third time (and by now you've really got up his nose) he lets out a long scream that shatters the pane of glass behind him. Make your way over to the here without falling into the sea of poo and you find a lavatory chain for you to pull. When you do, this flushes our anal opera ogre away for good. At this point you can collect some more cash! With all of the brown matter flushed away, a series of platforms is revealed. Taking large leaps down (including hovering to get you across the large gaps), get yourself down to the exit!

At this point it's probably fair to tell you that Conker's girlfriend, Berri, is not in the best of moods. The night before Conker stood her up and that knock at her bedroom door is probably him coming to apologise! Only it's not... instead Berri is confronted by a big creature made of rock. She thinks it's got something to do with Conker... it hasn't. She realises this when the creature belts her one in the face and drags her unconscious body away! Meanwhile, back with Conker...



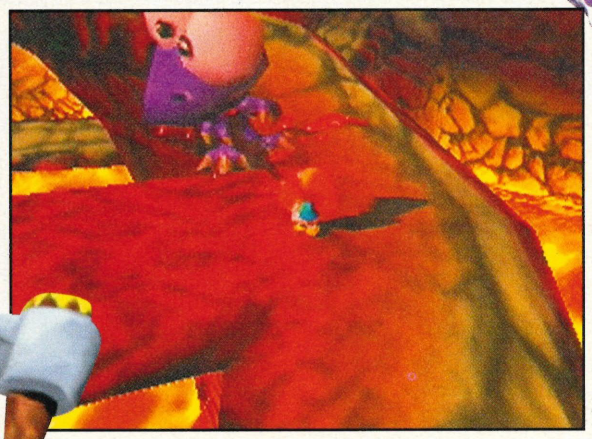
[Above] *That can't be good... Clear a path, everyone!*

Chapter DRUNKEN DISORDERLY

It's a change of scene for Conker now. After passing those guards, he finds himself in a prehistoric world. At the end of a path is a temple with a whole bunch of dinosaurs running about it. You must get to the top of this temple. To do this, try to run behind the path of the dinos. If they come at you, jump over them as quickly as you can. Round the back of the temple is a small door that leads to the next level. Again, run around to the other door, avoiding the dinos along the way. When you get to the top, climb to the apex of the giant stone face and, 'ting', press B! Going down?

As for the poor guy below you, well, he feels pretty flat when that stone statue lands on him. The first thing for you to do here is to get back on top of the stone statue that you fell in on. Once on top, give it another whack via the B button. This opens a little door beneath you. Next, head towards the nightclub that is facing the statue. Here's a tip: don't go through the middle of the drunken stone boozers. They wake up if you do and then proceed to smack the crap out of you and throw up. Hmm, nice! Instead go around them. Edge around the side (it almost looks like a path) until you get to the bouncer by the door of the club. Ignore him for the moment as he's just as violent as the drunken mob nearby. Instead, grab the boulder that sits next to the bouncer and, moving around the edge, roll it towards that doorway you just opened. By passing through this doorway you can roll the boulder down the sloping narrow corridor. The boulder does the rest of the work for you. It rolls down, squashes the caveman near the bottom and smashes a hole into another chamber.

Chapter PRUNED



In the new chamber you can see a giant stone lizard head. To the left and right of it are two doors. The door on the left cannot be entered yet so make your way to the door on the right. This opens and leads to another chamber. In this chamber is a giant egg that you must make your way to. The path to this egg is narrow with a nasty, fiery death awaiting you if you fall off. Also, you encounter some cavemen. The best way to deal with them is to give them a taste of your frying pan. When you get to the egg, jump up onto the Monk's tablet and he sends you flying into the air. Use this to get on top of the egg. Once up there, press B to begin the hatching process. What hatches from the egg is a little cute baby dinosaur! Ahh, how adorable. And look! It thinks you're its mum. As you guide the baby further down the path, it eats the cavemen who try to attack you. Be careful though as it lags behind so you have to be patient with it. Finally, guide the baby dino out through the door at the end of the path. You emerge into the first huge chamber via the door on the left that you couldn't enter.

Now that you are back in the larger chamber with a big baby dino, what do you do now? It seems the answer lies with that gigantic lizard head. But how to open it?

To open it, it needs a sacrifice. Now what could you possibly sacrifice... hang on, how about that baby dino? Why, it's perfect and you weren't too attached to it anyway!

Lead the baby to the altar in front of the giant head. When you reach the nearby CSB, pull out your slingshot and aim at the button on the ceiling to your right. This raises the concrete slab high above the altar.

Lure the baby onto the altar, right under the slab, and then rush back to the CSB. This time, aim to the right and fire. This releases the slab, flattens that baby good and proper, appeases the god, opens the mouth to the stone statue and reveals a large green tongue, which in turn releases another monk and allows you to carry on... phew!

CONTINUED IN ISSUE 55 OF 64 MAGAZINE...

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

Scorezone

IN ASSOCIATION WITH Logic 3

We're into summer now. Which is great, because that means the weather is hotting up, and we'd like this Scorezone section to do the same! Get cracking on packing these pages with the most incredible, remarkable – but preferably genuine – scores you can squeeze out of your favourite titles using your finely-honed gaming abilities!

This month's lucky recipient of a classy steering wheel is John Fisher from Bath. He has been inundating our office with more videotapes than a CCTV control room – and his scores were pretty good too! Well done to you Sir!

New Games Needed!

Fine, so there aren't that many new games coming out! That doesn't mean, however, that there are no games left to appear on these pages. There's loads of games we haven't got scores for yet. What about *Pokémon Stadium 2*? *Conker's Bad Fur Day* scores would be nice as well!



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
0:47 John Brennan, Bicester
0:37 James Eyre, Leicester
0:44 Colin Vincent, Hull

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

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

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
1:36 Alan Wyman, Dorset
1:59 Iain Lowson, East Lothian
2:10 Rob Cooper, Cardiff

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

Underground Uprising
1:52 Alan Wyman, Dorset
2:14 Iain Lowson, East Lothian
2:19 Jennifer Phillips, Stoke On Trent

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

Masquerade
3:10 Alan Wyman, Dorset
3:12 Jennifer Phillips, Stoke On Trent
3:14 Rob Cooper, Cardiff

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
3:23:219 Barry Drew, Cambs
3:34:998 Darren Harris, Birmingham

Boonta Training Course
1:08:575 Julian Scott , Newry
1:44:656 Barry Drew, Cambs
1:50:993 Richard Lewis, Surrey

Executioner
4:39:014 Stephen Hill, Kent
4:38:086 Barry Drew, Cambs
4:48:130 Tim Hughes, West Sussex

Malastare 100
2:01:442 Tim Hughes, West Sussex
2:03:049 Stephen Hill, Kent
2:09:101 Barry Drew, Cambs

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
3:22:722 Barry Drew, Cambs
3:46:212 Barry Drew, Cambs
4:05:078 Julian Scott, Newry

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

The Gauntlet
6:02:890 Barry Drew, Cambs
6:07:653 David Scott, Newry
6:12:314 Jennifer Phillips, Stoke On Trent

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
2:25:237 Barry Drew, Cambs
2:40:818 Julian Scott, Newry
2:56:576 Ben Downe, Halifax

Dug Derby
1:56:116 Barry Drew, Cambs
2:17:161 Julian Scott, Newry
2:22:111 David Martin, Bootle

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
0:54 Barry Drew, Cambs
0:56 Karl Jobst, Australia

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

Extreme G

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

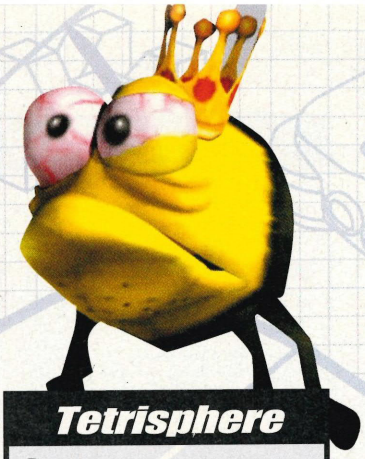
Desert 2
1:54:70 Jon Burrows, Queensland
1:59:33 David Martin, Bootle
2:11:45 Ben Downe, Halifax

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

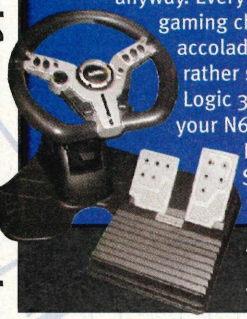


Scorezone Challenge!

Here's a challenge for you! On *Conker's Bad Fur Day*, the multiplayer 'Beach' requires you to kill or save as many Frenchies as you can in the limited time period. So, depending on how much you like French-speaking rodents, we'd like to see the highest amount of rescues/kills possible... Yeah, like last month, we're that keen!

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.

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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!

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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

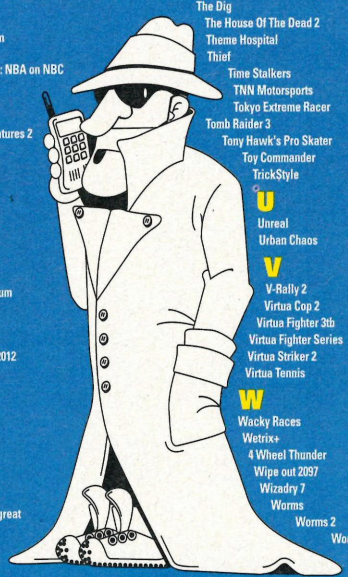
U
Unreal
Urban Chaos

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



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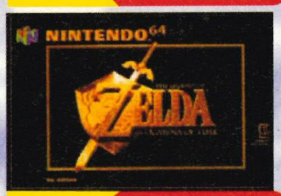

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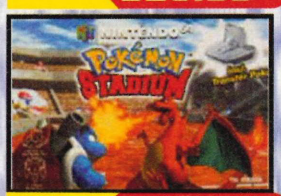

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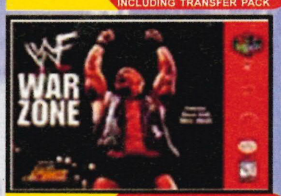

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64 A to Z SOLUTIONS

Of Hints, Tips & Cheats...

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

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 haven't found these codes, you will have to enter them in backwards.)

CHEATO SREHTAEF (FEATHERS)
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

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
Washer	Kazooie turns invisible)

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





* 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!

CHEAT CENTRAL



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

SuicideHold Down all the C buttons together.

BATTLETANX: GLOBAL ASSAULT

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

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

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

RCKTSRDGLR
Unlock all weapons

WRDRB
Boat Assault Bonus Level

NNKNHCKS
Unlock Brandon's Gang

TRDDYBRRRKS
Unlock Custom Gang

HPPYHPPY
Invincibility

8oDYS
Access all levels

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

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

BIO FREAKS

ONE HIT FATALITIES

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

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

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

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

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

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

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

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

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

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

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*.



CHEAT CENTRAL



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, 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
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

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.

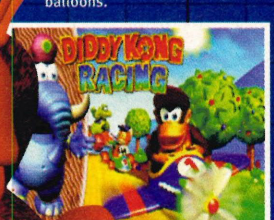
DIDDY KONG RACING

More Magic Codes:

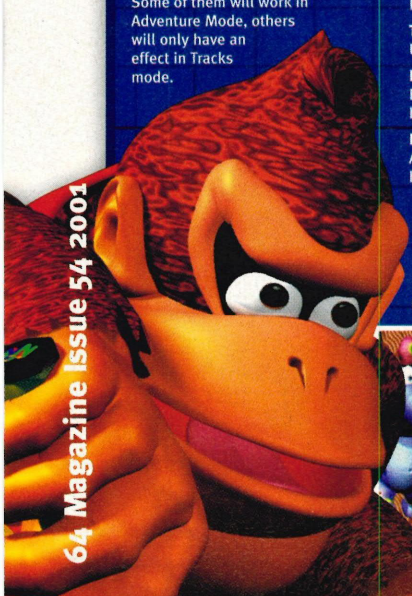
DODGYROMMER
This allows you to access the ROM checksum.

EPC
This allows you to access the EPC lock up display.

EOLAOBFENRLONE
This allows you to receive a free gold balloon in Adventure Mode.









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

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

Unlock Ushi
To unlock Ushi the cow you need to survive in the Rodeo mode for one minute or more without killing the cow! Ushi is the only character who has a hidden move, a throw. To do this in game press L twice and enjoy the results!

GOLDENEYE

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

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

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

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

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

Cheat Menu Codes:
Enter on the cheat menu screen:

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

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

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

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

Turbo Mode
Land Down, L and C Down, L and R and Up, R and C Down, Left R and Down, L and C Down, Up, R and Down, L and Right.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

CHEAT MENU CODES:
enter on the cheat menu screen:

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

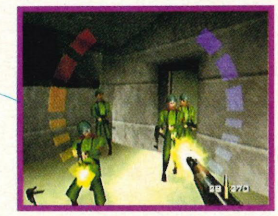
All Guns
Down, Left, C Up, Right, L and Down, L and Left, L and Up, C Left, Left, C Down.

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.







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



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!

INDIANA JONES AND THE INFERNAL MACHINE

Open all Levels
To unlock all of the levels, head to the passcodes screen and enter: FORGEOFF.
If this has been successful, you'll hear the sound of a photograph being taken. You can then access the levels from... the level select screen!
Expert Mode
If you found the game too easy (and there must have been a few of you) then go to the passcodes screen and enter the following:
REALHARD
to get a ultra tough version!

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 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.

MARIO PARTY 3

Open New Boards!
Play through the Story Mode to unlock two new boards.
'Backtracks' and 'Waluigi's Island' will then be available in party mode!
Name Game
If you decide not to enter your name when you create a new save file, then the game will name it for you.
It will randomly choose a classic character from Nintendo's long list of stars and present you with it!

MARIO TENNIS

Bowser Cup
Go to main menu, select the Ring Tournaments from the special Games screen and enter:
N24K8QN2P
This should unlock the Bowser Cup.
Donkey Kong Cup
Same as above but enter:

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
5VW689O6

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.

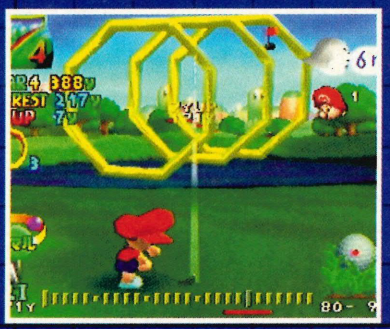
Hidden Characters
To play as any of these hidden characters simply complete the required tasks:

Metal Mario
Get 108 birdie badges in tournament mode

Sonny
Beat him in 'Get Character' mode

MapleGet 50 birdie badges in tournament mode







CHEAT CENTRAL



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.

MM55MQMMJ
This code should unlock the Donkey Kong Cup.

Luigi Cup
Same as above but enter:
M1C2YQM1W

Mario Cup
Same as above but enter:
A3W5KQA3C

Peach Cup
As above but enter:
OF9XFQOFR

Wario Cup
As above but enter:
UOUFMPUOM

Waluigi Cup
As above but enter:
LA98JRLAR

Mario and Luigi Court
To get this court, win the Star Cup with Mario in Doubles.

Baby Mario Court and Yoshi Court
To get this court, win the Mushroom Cup in Singles using Yoshi.

Birdo Court and Yoshi Court
Enter the Tournament and select Doubles, making sure Yoshi is selected as your partner, and then proceed to win the Star Cup.

Donkey Kong Court
Win the Mushroom Cup in the Singles Tournament using Donkey Kong.

Unlock Donkey Kong Jr
To unlock this little guy, win the Star Cup in the Doubles Tournament.

Unlock Shy Guy
For this little fella, beat the Star Cup in the Singles Tournament.

Super Mario Bros Court
To unlock this, win the Mushroom Cup in the Singles Tournament using Mario.

Wario and Waluigi Court
Win the Doubles Star Cup using Wario.

Piranha Court
If you manage to beat the Piranha Challenge, you can play on this court. However this court is only available in the Piranha Challenge!

Star Players
To get a Star Player, win the Star Cup and then hold down the R button when you select a character. This will make it a Star!

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.

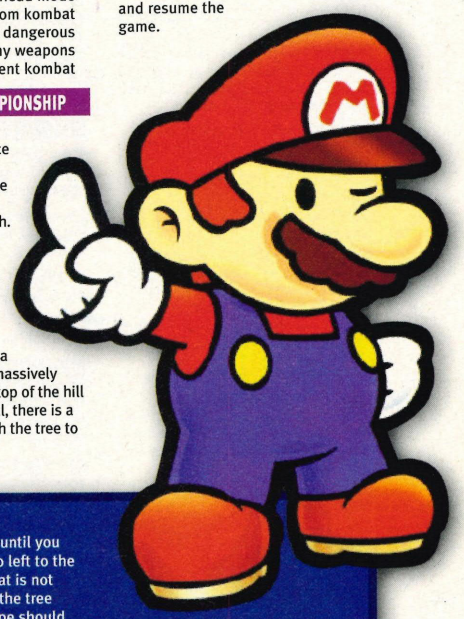
Extra Stages
Collect all 52 Gold Gems in the game and watch the whole ending through. Watch the credits after this and check out the surprise ending after them-once this is over, you can press R on the level select screen to get 12 more levels.

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.



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!





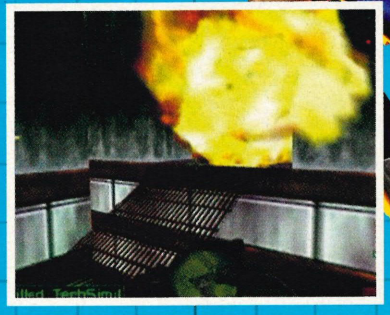
CHEAT CENTRAL



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.





NFL BLITZ 2001

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

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

The following PIN codes might look blurred when played on Big Head Mode
ALEC 1197
"Scream" mask
BOXER 2111
Boxer with corn-row hair
DINO 1111
Stegosaur head
MOOSE 1111
Moose head
PIRATE 1111
Pirate
PUNKR 1221
Punk with red .....mohawk
PUNKB 2112
Punk with blue .....mohawk
SHINOK 8337
Demon Shinok .....from Mortal Kombat
SHRUNK 6666
Shrunken head
THUG 1111
Cartoon burglar
TREX 1111
T-Rex head
TURMEL 0322
John Turmell

NUCLEAR STRIKE

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

Cheat Codes
Enter any or all of the passwords to beef up your chances:

PCPNL
Increased armour

CPPLM
Invincibility

OFF ROAD CHALLENGE

Four extra trucks
(All cheats are accessed on vehicle selection screen)

Punisher Truck
Tap C Down

4x4 Monster Truck
Tap C Up

Thunderbolt Truck
Tap C Left

Crusher Truck
Tap C Right

El Cajon Track
to play this stage go to the level select menu and press both the L and R buttons together and hold Up on the control pad. A drill sound will confirm if the cheat has worked. Then highlight the El Paso stage and hold the Z button and press A.

Flagstaff Track
Go to the level selection screen, hold L then press right on the D-pad. A drill sound will confirm the cheat. Highlight MOJAVE and hold down the Z and press A.

Guatalupe Track
Go to the level selection screen press the R button and hold Down on the control pad. A drill sound will confirm the cheat.Then highlight the VEGAS stage hold down Z and press A

Quick Start
To get a boost at the start of the race hit the gas as 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.

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



POKÉMON STADIUM 2

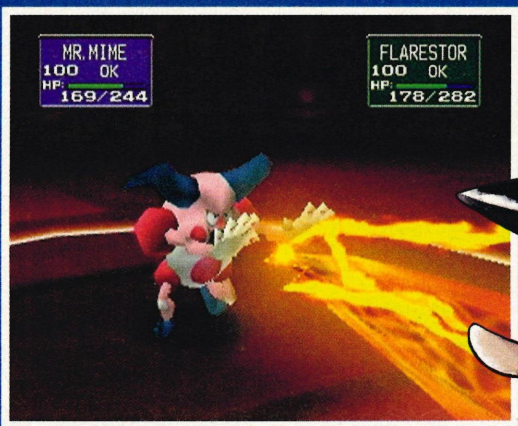
Unlock GB Tower Secrets
If you want your Game Boy games to run at a higher speed when you play at Game Boy Tower then defeat the Gym Leader Castle or win all the Stadium Cups in Round One. This gives you the Doduo sticker so that you can play Gold/Silver at double speed in GB Tower. If you do the same for Round Two, then you'll be allowed to play at Hyper Speed!

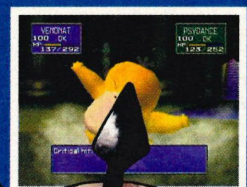
Fight Your Rival
When you have won all of the cups in Stadium Mode and beaten all of the trainers in Gym Leader Castle, you'll unlock a Rival Cup in the lower corner of the main map. If you go to it, you'll be able to pit your team against Mewtwo, Ho-oh and Lugia!

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!









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
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 .....CZBCS5RFFMRQ
Level 6 .....DJBDCYRFF5RQ
Level 8 .....LZBDS8R2F8RQ
Level 9 .....MJB2D1R2D2RQ
Level 10 .....2ZB2T2R2GMQQ
Level 11 .....FJJFD3R2G5RQ
Level 12 .....FZJFTMR2G8RQ

RAKUGA KIDS

Alternate costume
Press punch or kick buttons to choose your fighter and different costumes on the character selection screen.

Fight As Inoz
Hold L when selecting Mamezo on the character select screen after accumulating more than a total of two hours gameplay.

Fight As Darkness
Accumulate a totla of more than five hours gameplay.

RAMPAGE

Hidden Character
In the Scum Lab facility, eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of that level. He can fly and is able to shoot a fireball by pressing C Down.

Tank/UFO rides
Hitch a ride on tanks or UFO's by jumping onto them. They will stop shooting at you and you'll be able to control the direction in which they move. it won't last wrong however! Each character has an allergy. When you eat an item that you are allergic to they will sneeze and blow down the building you are climbing.

Ralph .....Cats
Lizzie .....Birds
George .....Dogs

Hidden Cities
On the next city screen tap the following buttons

Ralph .....Kick
Lizzie .....Punch
George .....Jump

RAMPAGE 2: UNIVERSAL TOUR

Passcodes

NoT3T .....
Opens all characters

BVGGY .....
Opens cheat menu in options

B1G4L.....
Play as mystery alien

SM14N .....
Play as George

S4VRS .....
Play as Lizzy

LVPVS .....
Play as Ralph

SRY3D .....
Play as Nubus

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,

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



C Down

50 Lives
Up, Up, Down, Down, left, Right, Left, Right, C Left, C Right, C Left, C Right

Game Boy Mode
Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down

Two way Fire
During the Game: Up, C Up, Up, C Up

Access Final Level
Enter BJTCNGLFCR as a password to get the end.

Level Passwords
90: .....CSSRQQHLRH
98: .....DGQDQQLLHJ
99: .....DNKFQGLLJJ
100: .....DDJGQGJLLJ
101:.....DLRHQQDLMJ
102: .....DBBJQLDLNS
103:.....DMNJQGFLPS
104: .....DNTJQLCLQJ
105: .....DGBKQLCLQJ

ROAD RASH 64

Alternate Colours
Press up or down at the bike selection screen to change rider and bike colours.

Play As Cop
At the main menu screen, press Z, C Left, C Down, C Left, Z, L, R, C Down to unlock the cop.

Faster Bikes
At the main menu screen, press C Up, C Left, C Left, C Right, L, R ,C Down, Z to unlock the two fastest bikes.

Female Biker
At the main menu screen, press C Right, C Left, Z, L, R and C Up to unlock the female biker.

Harder Races
On the main menu screen, 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
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

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





SCARS

Enter these codes on the option menu
LGSSSX.....Crystal cup
CRKKYY .....Diamond cup
DZPKKK .....Zenith cup

PXPRTSMaster 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.

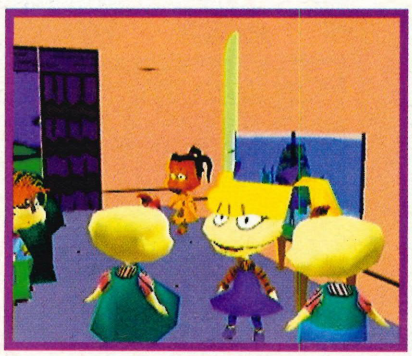
Cheat Menu
To access all of the cheats from the cheat menu off the options screen you first need to complete set tasks within the game.

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
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

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
This lovely little number gives you that futuristic look and causes the double the amount of damage! **SPTWOKNN**

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



Lines game
Enter the name LINES.

Access all Levels
Enter the Saturn, Spaceship, Rocket, Heart, skull characters. You'll find a level select when you open a previously saved game.

New Music
Enter G, Alien Head, MEBOY to get some Game Boy style new tunes.

View Credits
Enter CREDITS

THE WORLD IS NOT ENOUGH

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

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

EXTRA MULTIPLAYER LEVELS
If you want to access these extra multiplayer games/areas then simply complete the following levels as instructed:
Air Raid Level:
Complete the Masquerade level on "Agent" difficulty" in under 3:15.

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

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

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

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

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

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

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

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

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

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

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

TOY STORY 2

At the options screen, press Up four times, Down twice, Up twice and Down three times on the D-pad to unlock the level select option. A weird sheep noise will confirm the cheat.

TOP GEAR RALLY

Enter these cheat quickly when the Kemco screen appears after switching/or resetting the machine.

Acid mode
During Play, push C Down, Z, B, Up, Up, Right.

All Tracks
When the Kemco logo appears quickly press A, Left, Left, Right, Down Z.

Access all Cars
Enter the code and then go to Arcade mode to see the cars. A, Left. Left, C Down, A, Right, Z

Alternate Credits
On the options screen, select the credits icon and press Left, C Down, Right, Down, Z.

Helmet Car
Up, Up, Z, B, A, Left, Left on Arcade mode.

Mirror course
Mirror course are selectable after completing all the seasons and accumulating a certain number of points in championship mode.

Mirror Cars
Complete all six seasons of the fifth year and press C Down on the car select screen to give your car a chrome paint job.

View Strip Mine
Go to the credits icon on the options menu and press Left, C Down, Right, Down and Z.

Strip Mine Course
Finish season six in first place in all 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, ooo 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!

ZELDA: MAJORA'S MASK

hieving 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.



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.

OUR UNDYING GRATITUDE...

...goes to the kindly sould who sent us some cheats for *Indiana Jones*, as Paul was tearing his hear out over it. Send any codes you've got 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!

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

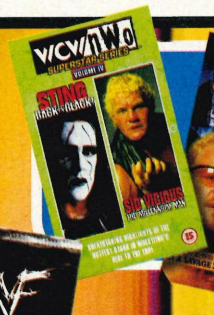


WIN a mobile phone no bills, no worries – just pay as you go!
call 0906 960 1105

CALL AND WIN



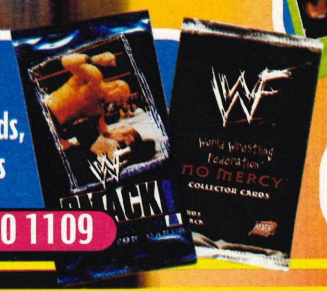
WIN a Laptop Computer
call 0906 960 1106



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



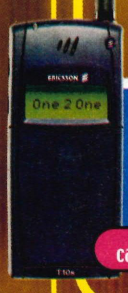
WIN a Pocket TV
call 0906 960 1113



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
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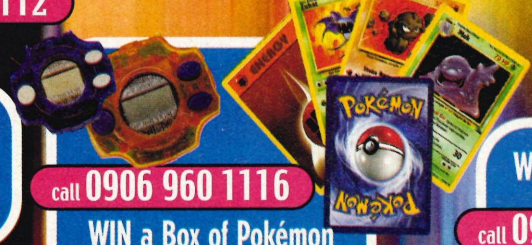

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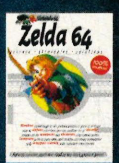

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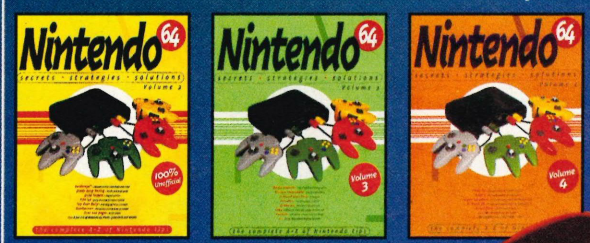

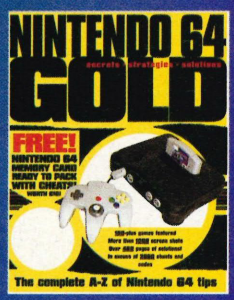

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Match Of The Day: CODE 1444
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Buffy The Vampire Slayer Theme: CODE 1028
Independent Women - Destiny's Child: CODE 3569
What's The Difference - Dre & Eminem: CODE 3663
Take A Look - Limp Bizkit: CODE 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
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Beverly Hills Cop: CODE 1432
Groovejet - Spiller: CODE 3544
Mission Impossible: CODE 1421
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Dirty Dancing Theme: CODE 1034
Case Of The Ex - Mya: CODE 3560
Benny Hill Theme: CODE 1027
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Blue - Eiffel 65: CODE 1186
Rugrats: CODE 3530
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Eastenders: CODE 3632
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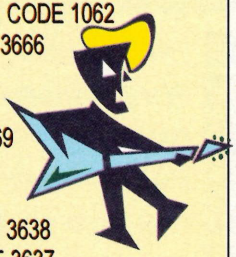



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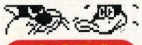
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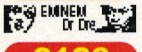

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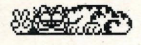

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NINDEX

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.

95% AND ABOVE

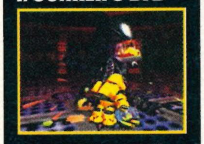
The Gold Medal Award only goes to those few games that you absolutely *must* own!



Game Name	Company	1	2	3	4	UK	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2		●		●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2	●	●	●	●	32	69%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1	●	●		●	29	50%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2				●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2	●			●	15	40%	Slow and unplayable *Wipeout* rip-off.
Aidyn Chronicles	THQ	1	●		●	●	53	73%	A fairly ambitious RPG that suffers from duff controls and average graphics.
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		●		●	53	93%	More of the same from the bear and bird duo... and why not?
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



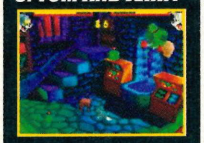
3: PERFECT DARK



4: BANJO-TOOIE



5: TOM AND JERRY



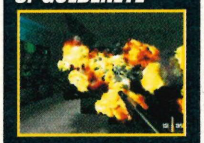
6: STARCRAFT 64



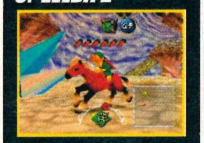
7: SIN'N'PUNISHMENT



8: GOLDENEYE



9: ZELDA 2



10: ZELDA



NINDEX



64 TOP SHOOT-'EM-UPS



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

64 TOP FIGHTING GAMES



1	Tom and Jerry	95%
2	WWF No Mercy	95%
3	WWF Wrestlemania 2000	93%
4	Super Smash Bros	87%
5	WWF Warzone	86%

Game Name	Company						Issue	Score	Comment
Donkey Kong 64	Nintendo	1-4		●	●	●	34	93%	Huge platform adventure that's like *Banjo*, only more so.
Doom 64	GT Interactive	1	●			●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1					3	30%	Snoozesome Japanese *Mario* clone for kids.
Dual Heroes	Hudson	2	●				9	18%	Appalling fighter that offers no challenge whatsoever.
Duck Dodgers In The 24th & A Half Century	Infogrames	1	●			●	45	85%	Humorous cartoon escapade with Buck Rogers' feathered alter-ego.
Duke Nukem 64	GT Interactive	1-4	●			●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	●	●	●		27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1		●		●	33	87%	Thoroughly mad and highly entertaining platformer.
ECW Hardcore	Acclaim	1-4	●	●			37	64%	Rather disappointing wrestling game, not up to the usual Acclaim standard
EPGA Tour Golf	Infogrames	1-4		●		●	36	67%	Slow and clumsy golf sim.
Excitebike 64	Nintendo	1-4		●	●		41	94%	Motorcycle racing has never been so good!
Extreme G	Acclaim	1-4	●	●		●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	●			●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2		●		●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	●	●	●	●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	●			●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	●	●		●	24	89%	Best of the *FIFA* series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	●			●	9	80%	Vastly better than *FIFA 64*, but now replaced by *FIFA '99*.
Fighter's Destiny	Ocean	1-2	●	●		●	11	80%	One of the better N64 fighters.
Fighter's Destiny 2	Southpeak	1-4	●	●			44	78%	Above average beat-'em-up offering nothing new over the original
Fighting Force 64	Crave	2	●	●			29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	●	●		●	30	78%	Fun fighting game, though it's not exactly *Street Fighter*!
Forsaken	Acclaim	1-4	●	●		●	14	86%	A kind of turbo *Descent* – good, but some levels very short.
F-Zero X	Nintendo	1-4		●		●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	●	●		●	21	62%	Jerky, mediocre game with a fighter creation mode.
Gauntlet Legends	Midway	1-4	●	●	●		33	82%	Worthy update of the arcade classic, with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1	●			●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1	●	●		●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4					3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1		●		●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2					24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4		●		●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2	●	●		●	16	64%	Clunky, unrealistic and dull racing game.
Harvest Moon	Natsume	1					39	84%	Farming fun with this mad RPG – and it's pretty good!
Hercules	Titus	1	●	●	●	●	44	80%	Challenging adventure with a few flaws and some nice scenery.
Hey You, Pikachu!	Nintendo	1					48	75%	Talk to the Pokémon in this novel yet ultimately disappointing virtual pet title.
Hexen	GT Interactive	1-4	●			●	5	30%	Completely crap port of the PC *Doom*-with-wizards title.
Holy Magic Century	Konami	1	●			●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2	●	●		●	35	60%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2	●	●	●	●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Hydro Thunder	Midway	1-4	●	●	●	●	38	88%	Another great N64 racing game, but this time with boats instead of cars!
Iggy's Reckin' Balls	Acclaim	1-4	●	●		●	17	83%	Odd mix of racer and platformer that's quite good fun.
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.
Ken Griffey Jr's Slugfest	Nintendo	4	●	●	●		29	70%	Not very impressive baseball game.

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Game Name	Company						Issue	Score	Comment
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	●	●		●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2	●	●		●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4	●			●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4	●	●		●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4	●			●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA In The Zone 2000	Konami	1-4	●	●			39	70%	Another fairly average basketball game with a few nice ideas.
NBA Jam '99	Acclaim	1-4	●	●		●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4	●			●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4	●	●		●	36	75%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4	●	●		●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4	●	●		●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4	●	●			27	59%	Highly disappointing basketball title.
NBA Showtime: NBA On NBC	Midway	1-4	●	●			42	78 %	Yet another average basketball game.
NFL Blitz	GT Interactive	1-2	●	●		●	22	85%	American football game played for laughs and arcade-style action.
NFL Blitz 2001	Midway	1-4	●	●	●		48	91%	Super-fast, ultra-violent arcade-style American football.
NFL Quarterback Club '98	Acclaim	1-4	●	●		●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4	●	●	●	●	21	89%	Updated and improved version of *NFL QBC '98*.
NHL Quarterback Club 2000	Acclaim	1-4	●	●	●	●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4	●	●		●	20	88%	The best ice hockey game on the market.
NHL Breakaway '98	Acclaim	1-4	●	●		●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4	●	●		●	25	74%	Almost identical to *Breakaway '98*, so out of date!
Nightmare Creatures	Activision	1	●				24	55%	Dog-rough attempt at a horror game.
Nuclear Strike	THQ	1	●	●	●	●	42	80%	Fun shoot-'em-up that looks a little dated now.
Off-Road Challenge	GT Interactive	1-2	●	●		●	17	27%	Based on *Cruis'n USA*, and nearly as bad!

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	Conker's BFD	96%
2	Banjo-Tooie	95%
3	Rayman 2	94%
5	Donkey Kong 64	93%
5	Banjo-Tooie	93%

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%

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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
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!
Pokémon Stadium 2	Nintendo	1-4				●	53	89%	Similar to the first game, but with some very handy improvements!
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	●		●	0	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.
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.

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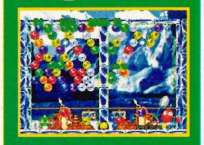
Game Name	Company						Issue	Score	Comment
Supercross 2000	EA Sports	1-2	●	●	●	●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	●	●		●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1				●	1	92%	The first, and still a great, N64 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	Aidyn Chronicles	73%

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%

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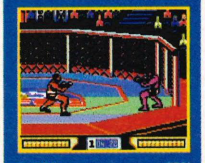
64 MAGAZINE TOP GAME BOY COLOR TITLES



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!
Alone In The Dark	Infogrames	To cart		GBC	53	89%	Atmospheric and visually impressive, if slightly confusing, 3D adventure.
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!
Doug's Big Game	Ubi Soft	Password		GBC	53	80%	Promising RPG-style adventure with a strange game structure.
Dukes Of Hazzard	Ubi Soft	To cart		GBC	50	90%	Highly enjoyable free-roaming race 'n' chase action!
Elevator Action	TDK Mediactive	No save		GBC	53	80%	Classic arcade action that gets a little samey after a while.
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.
GT: All Japan Racing	Kemco	To cart	●	GBA	53	83%	Fast and exciting Game Boy Advance racer.
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!
Mummy Returns	Vivendi Interactive	Password		GBC	53	60%	Disappointing platform game based on a disappointing movie.
Mr Driller	Namco	No save		GBC	50	91%	Incredibly simple yet ridiculously addictive arcade puzzle game.
Mr Driller 2	Nintendo	To cart	●	GBA	53	80%	Very, very strange – but also very addictive – platform/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!
Rainbow Islands	TDK Mediactive	No save		GBC	53	93%	Fantastic Game Boy conversion of a superb arcade platformer!
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.
Spider-Man 2	Activision	Password		GBC	53	89%	Top crime-fighting superhero-type action!
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!
WDL Thunder Tanks	3DO	Password	●	GBC	53	39%	Dull, repetitive totally uninspiring tank battle game.
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%

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- E3 Preview: what to expect from the LA extravaganza
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Paragon Publishing Ltd,
Paragon House
St Peter's Road, Bournemouth
Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
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MAGAZINE TEAM
Editor **Roy Kimber**
64mag@paragon.co.uk
01202 200249
Managing Editor **Nick Roberts**
www.totalgames.net Internet Editor
Saul Trewern
saul@paragon.co.uk
01202 209316
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,**
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**

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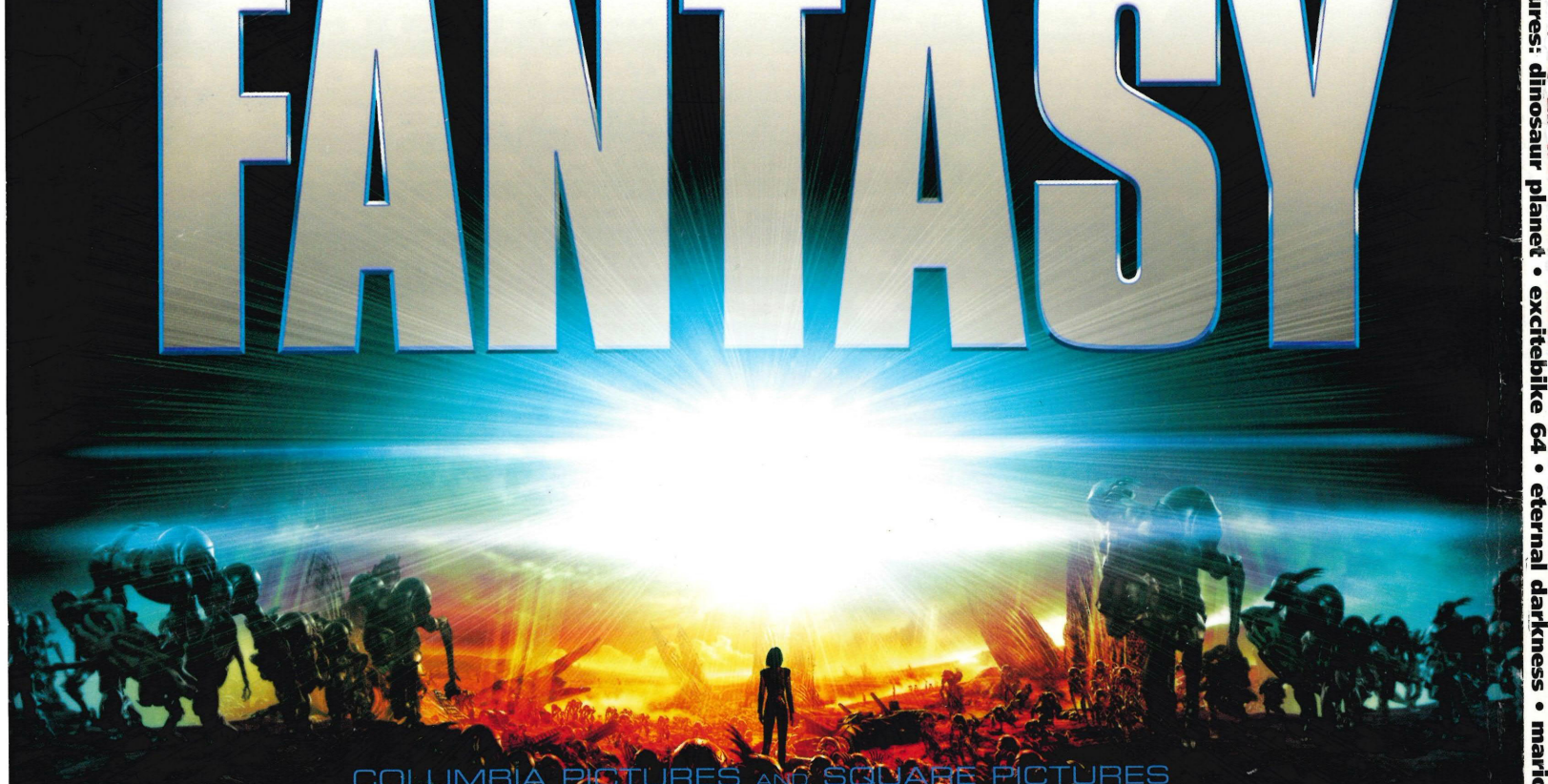

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