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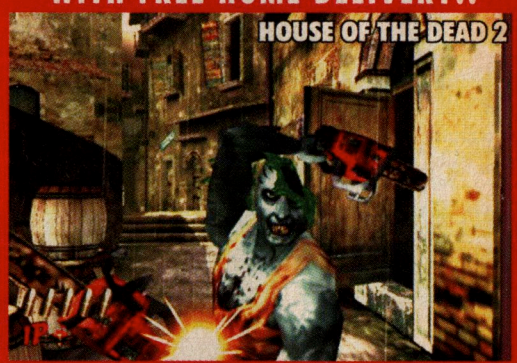
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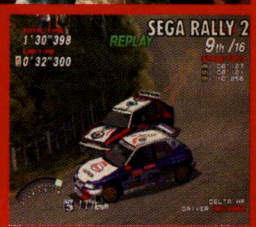
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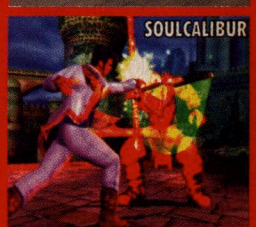
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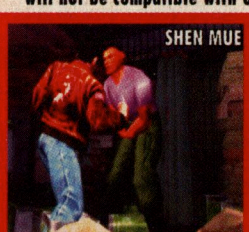






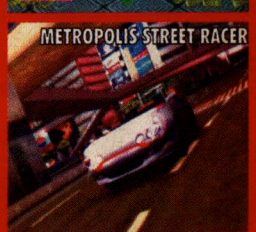












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64 WHAT SOLUTIONS?

PAGE 28 **QUAKE II**
There are more alien invasions ahoy as our fully mapped guide to every level of this monster game leaves you quaking for more!

PAGE 50 **MYSTICAL NINJA 2**
Crazy Japanese platform shenanigans are the order of the day as we take you through this mystical masterpiece!

PAGE 74 **WWF ATTITUDE**
Forget Big Daddy and Giant Haystacks – we've brought you a complete list of every move for every character, including all the secrets and hidden goodies!

PAGE 96 **WIN! WIN! WIN!**
Fancy winning more wrestling figures than you can shake a big stick at? Then turn to page 96 right now and check out the competition!

PAGE 98 **STUCK ON 64**
The Tips Doctor is in today and he's going to cure all your gaming worries with an extra-strong injection of cheats, hints and advice!

PAGE 100 **SPECIAL OFFERS**
Want some cheats? Need a solution? Got a wonky coffee table? Then try our handy books and offers to solve all three of these problems!

DUKE NUKEM ZERO HOUR
PAGE 06 Others might pretend but only we have got the official, thorough walkthrough to this epic festival of alien slaughter! Part One of the guide starts right here!

PAGE 104 **THE COMPLETE A-Z OF CHEATS**
It's so complete, we've made it even bigger! We've located all the newest and best cheats for the following games and more!

CHARLIE BLAST'S TERRITORY
Level Passwords

FIGHTING FORCE 64
Level Select, Invincibility, Start Level With Weapons

GLOVER
Open All Checkpoints, Death Spell, Call Ball, Level Select

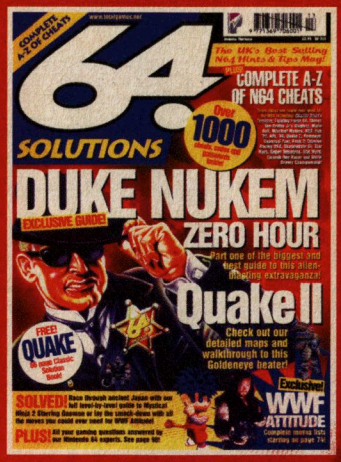
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INSIDE



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PAGE 102

HEY EVERYBODY! WE'RE HERE TO FIX ALL YOUR GAME TIPS NEEDS!



Now then, now then guys and gals – we've got a letter here from a little man called Timmy and he writes: "Dear 64 Solutions, please could you fix it for me to read about all the latest and greatest game solutions in your magazine?" Well now, little Timmy, (jangle jangle, jewellery jewellery), it looks like we can help you. This issue of 64 Solutions is packed with new goodies – for starters we've got the first part of our massive Duke Nukem: Zero Hour guide, closely followed by all the maps and help you'll ever need for Quake II. There's also a complete walkthrough for Mystical Ninja 2 and we wrap the big stuff up with a total guide to all the moves and characters in WWF Attitude, as well as the usual A-Z of Cheats and our Stuck On 64 section. Now how's about that then?

MEET THE GANG!

Ladies and gentlemen, may we introduce to you the right honourable 64 Solutions team...



Nick 'Nick' Roberts: Managing Editor

He's the head honcho here at 64 Solutions and commands the same respect that you'd give to your momma. Bow before him, the mighty Nick!

Favourite Game: Connect 4 **Email:** nickr@paragon.co.uk



Martin 'Mart' Mathers: Gaming Geezer

The man they call Mart has worked his bottom off this month, to the extent that he can't sit down any more. Still, at least he can't talk out of it for now...

Favourite Game: Downfall **Email:** martinm@paragon.co.uk



Debbie 'Debs' Hockey: Design Babe

Seeing as this is her first issue, she's done incredibly well under the circumstances to get this magazine into your hands. Three cheers for Debs! We love her!

Favourite Game: Ker-plunk **Email:** debbie@paragon.co.uk

Nuff respect in a big-up style goes out to the posse who helped to do the business. Big thanks to:
Lou Wells, Nick Trent, Mark Kendrick, GT Interactive, Acclaim, Pittilla PR, Frankie and Tasha for their patience and the people who changed the office carpet for moving all of our stuff.

KEN GRIFFEY JR'S SLUGFEST
Big Feet, Big Heads, Watch Mode, Exploding Batters, Invisible Players, Thin Players, Tick Players, Tiny Players, Weeble Players, Flat Players, Big Bats, Secret Teams

MARIO GOLF
Left-Handed Golfers, Change Character Costumes, Access Koopa Park, Secret Characters

MISCHIEF MAKERS
Infinite Red Rubies, Extra Stages

QUAKE II
One Player Passwords, Multiplayer Passwords
But who needs cheats when you have our fantastic guide!

STAR WARS RACER
Access All Cheats, Autopilot Mode

STAR WARS: ROGUE SQUADRON
Play As A Naboo Starfighter

WORLD DRIVERS CHAMPIONSHIP
Hot Pink Cars, Mirrored Tracks, Open All Vehicles

THE COMPLETE A-Z OF CHEATS



DUKE NUKEM ZERO HOUR

He might be the Duke but he ain't no royalty. Follow part one of our complete step-by-step solution and help the man of action kick some alien butt, Nukem style!

GUYS AND DOLLS

It's a classic story that's been told a dozen times. Boy meets girl, boy loses girl, boy gets sent to wipe aliens intent on destroying our planet – you know the score. It's down to you to win back the hordes of adoring babes that worship his Dukeness as well as kick some alien piggy ass into the bargain. Fancy meeting the heroes (and villains) of our tale? Of course you do...

DUKE NUKEM



It's time to kick ass and chew bubblegum with the master of alien disaster. This man's got it all – style, charm, wit and... err, big guns. He's here for one reason and that's to take out the outer space trash once and for all and maybe score with a few chicks into the bargain...

THE BABES



Hello nurse! These girls are so tied up, they'll do anything to be set free. There are scores of babes in the game so you'd better keep your eyes open for them as you go!

ENFORCERS



Not exactly the sharpest knife in the drawer but the fact that they just keep on coming more than makes up for this. Make sure they don't overwhelm you!

64 MAGAZINE SAYS

IN ISSUE 17 64 MAGAZINE SAID:

"RIOTIOUS FUN WITH A VERY BIG GUN"



64 MAGAZINE ISSUE 30 IS OUT NOW AND IS AVAILABLE FROM MOST GOOD NEWSAGENTS

THE FIRST AND BEST NINTENDO 64 MAG!

THE TOOLS OF MASS DESTRUCTION

If a man's out to impress the ladies, he's going to need a big weapon. Duke's the guy who is tooled up with so many guns, he'd put... well, a man with lots of guns to shame. Take a look at some of these beauties...



M-80 BLASTER
It's your bog-standard weapon that does the business. Carrying two at once means that rapid fire isn't a problem either!



SMG
Going on a machine-gun frenzy has never been such fun with the MP-10. Line 'em up and mow 'em down – fun, fun, fun!



BMF THUNDERSTRIKE
No explaination needed – point, pull the trigger and then...well, boom. No hassle, no fuss and plenty of mess when the explosion hits town!



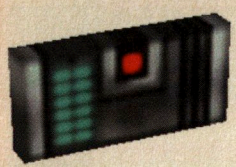
CLAW-12 SHOTGUN
Try blowing a big hole in anything that gets in your way with the handy, dandy Claw-12 Shotgun. Hmm, splatter...



.50 SNIPER RIFLE
If it's accuracy you're after, you'll be wanting this beauty although you'd be foolish to take on a group of aliens with it...



AGL-9 GRENADE LAUNCHER
Pick up the AGL-9 and take the fight to them... or rather throw grenades at them and leg it in the opposite direction. Kaboom!



CTX-2000 TRIPBOMB
Attach the device to the wall and move back – once the laser arms, anything crossing the beam is in for a big surprise...



CRYOGENIC FREEZETHROWER
Turns anything you point it at into Frosty The Snowman before smashing it to pieces with your boot! Very, very cool.



GAMMA CANNON
By firing powered gamma bursts that bounce round corners, anything eager to ambush you will be burned to a crisp in seconds.



HAVOC MULTI LAUNCHER
The Havoc Multi Launcher – portable, durable and causes more hassle than a bunch of grannies on pension day. Feel the burn, baby!



RADIUM CYANIDE LAUNCHER
Useful for clearing a room full of monsters but make sure you're wearing your gas mask or you might start to feel a little woozy...

SPECIALIST WEAPONRY
There's a wide selection of post-war weaponry on offer for the budding time-traveller. Weapons vary between time-zones so make use of what you can find. The weapons include dynamite, bombs, a Volt Cannon, a Peacekeeper .45 and a Gatling Gun.



CONTROLS

Hail to the controls, baby!

- **A BUTTON:** Change Weapon/Item and Activate Item
- **B BUTTON:** Activate Door/Switch
- **▲C BUTTON:** Move Forwards
- **▼C BUTTON:** Move Backwards
- **◀C BUTTON:** Side-step Left
- **▶C BUTTON:** Side-step Right
- **ANALOGUE PAD:** Look Around/Aim Weapon
- **Z BUTTON:** Fire
- **LEFT BUTTON:** Not Used
- **RIGHT BUTTON:** Jump
- **D PAD:** Not Used

ALIEN PIGS



The aliens coming to take over the world are just like men – they might look different but underneath they're all pigs. Trying to fit into each time zone by dressing up doesn't make them fit in any more than a sausage in a vegetarian restaurant. If you see one, shoot it!

BROODLINGS



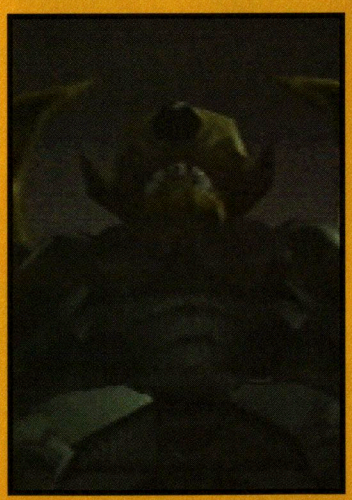
Nasty little creatures that act more like alien facehuggers than the spiders they look like. Broodling nests are slimy and full of eggs waiting to hatch – watch out!

PARAPSYCHES



Now there's something you don't see every day – a flying octopus with telepathic abilities. These things are majorly dangerous with a capital D!

ZERO-THE VILLAIN!



Not much is known about the leader of the aliens although from the look of him, it's clear that he isn't just going to lie down and die. He's 12ft tall, weighs over five tons and has no hair – in his spare time he enjoys origami and eating entire cities whole. What a guy.



LEVEL 1

MEAN STREETS

Something ain't right on the streets of New York city...

INFO

Level 1: Mean Streets

Place: New York City

Year: Present Day

Duke is dropped off on the top floor of a parking lot. As soon as you make a move, the aliens will blow their way onto this floor. The Marines here may be able to hold off the first Enforcer attacks, but you may need to help them out – you start out with a .50 Sniper Rifle as well as your Blaster. There is health and extra Blaster ammo here if you need it. Go through the hole the aliens leave, and head for the elevators. Grab the Portable Medkit and press the call button for the left-hand elevator. When the doors open, wait for the lift to fall past and quickly jump on the roof to hitch a ride.

1. **Look out Duke – it's a long drop to the bottom of that lift shaft!**
2. **Watch out for the Enforcers that leap out at you from around the darkened corners.**

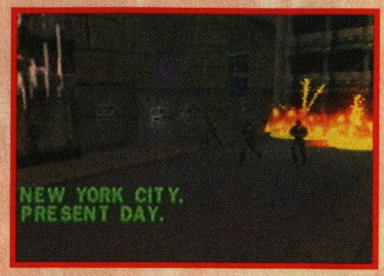




Once the elevator stops, shoot out one of the grates in the wall and crawl through to drop onto the roof of another stuck elevator. The hole blown in the roof lets you drop in, and another one in the floor is the way on: the bottom of the shaft is flooded and you won't take any damage from the fall.

Surface and climb out – another Marine is on guard to cover you as you get a call from HQ telling you to find a way in underground. Jump over the sandbags and head out onto the streets. Stay clear of the speeding police car as you head right. Turn the corner and shoot the Enforcers that teleport in at the road block ahead. You can shoot the fire hydrant if you need a health boost. Go down the street, but before you turn the corner get your Gas Mask ready – a Riot Pig is waiting on top of a truck here. Snipe him, and run past. Follow the street past The Booby Trap to the archway: more Enforcers will ambush you here as you go through. Turn right and shoot out the doors to get into the Dukeburger restaurant. Go upstairs and collect the Transtek Code Card from the Marines sheltering there. Grab the power-ups here, and head downstairs as the Aliens launch an attack. Kill the two Riot Pigs and head back to the parking lot, killing the Enforcers and Riot Pigs you meet on the way there.

In front of the parking lot a friendly tank will blow open a way through the road block. Head past the tank and shoot the Enforcer and Riot Pig who come to meet you. Follow the twisting streets to the top of a slope where an



TOP SECRET

SECRET AREA 2

At the back of the first rooftop, look in the corner to spot a fan vent. Leap over to it to find a secret area with some extra .50 Rifle rounds.







TOP SECRET

SECRET AREA 1

Walk up to the front door of The Booby Trap and then turn around to face the street. The pillar in front of you has a switch on the back of it so press it to open the entrance to the club – inside you'll find three classy babes who are very pleased to see you!







army helicopter is in trouble. Duck into the alleyway to your left, but watch out as Grunts come at you from in front and behind. At the end of the alleyway you need to look up to pick off the Enforcers before climbing the fire escape onto the roof. Kill the Enforcer covering the top of the ladder, and run along the top of the wall to where you can see out across a back lot. Snipe the Enforcers on the rooftop opposite, and jump across to the ledge. Follow the ledge round until you reach the fan vents, and you can drop down safely to the ground.

Run around to the alleyway down the left hand side of the tall building, and take the fire escape up onto the roof to the Transtek power station. Head for wall-switch behind the generator – this will open up the entrance to the subway. Shoot the Enforcers who teleport in behind you, and head for the ladder you climbed up. Hop over the wall to land on the fire escape, collect the Grenades here, and make your way down to the ground again. Head for the fence at the mouth of the other alleyway, and use the ladder to climb up around it. A second tank is waiting here, and it will deal with the waves of Enforcers who beam in to this street. Once it is safe, drop down and run left to the motel at the end of the street. Kill all the Riot Pigs waiting inside as you go up to the next floor. Watch out for the Sentry Drone which will float in through the hole in the wall, and collect the Grenade Launcher. Go through the hole and drop into the alley, where a ladder to the right will take you over the wall to the street opposite the subway.



Enter the subway station, killing the Enforcers and Riot Pig here. Collect the Autoloader from the right hand end of the platform, and then head back up to the other end. Just round the corner from the "More Meat" poster is the entrance to the tunnel leading to the Statue of Liberty. It's guarded by Grunts, Enforcers, and Riot Pigs sheltering behind crates. Kill them all, and make sure you smash all the crates to collect any hidden power-ups. Get to the ladder at the end of this tunnel to finish the level.



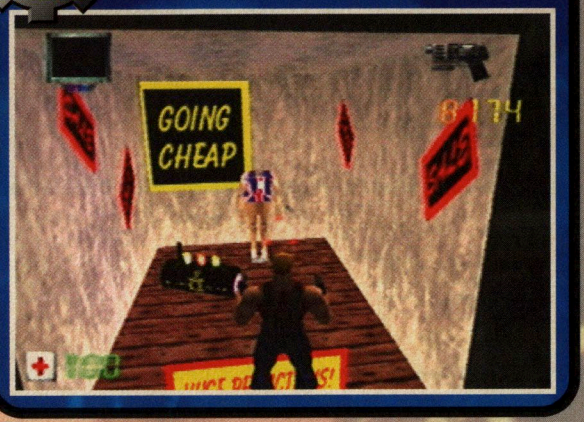
1 No fast food here – only alien pigs wanting to blow your brains out! Be careful of the ambush waiting for you when you get to the DukeBurger...

2 Once you leg it back to the car park, a friendly tank will come and blow the gate down for you. Don't get caught in the crossfire though!

3 If you're feeling a little stressed, you can always take your frustrations out on the parked cars nearby. It won't do you much good, but who cares?

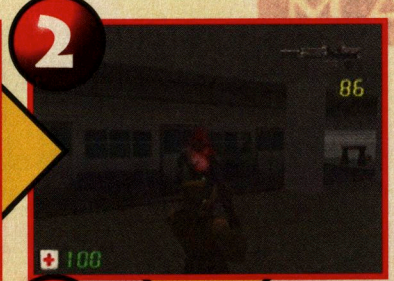
TIME MACHINE PART

It's in the shop window at the far end of the street past the police car – ignore the Spice Girl dummies and grab it!





1 Once you've turned on the power inside the Power Station, you'll open the gate that's blocking the subway.



2 Now you can head on over to the train platform and take out all the Enforcers that are waiting for you.



3 Take a quick left at the end of the platform and run down the corridor to find the exit to the next level. On to the Statue Of Liberty!

TOP SECRET

SECRET AREA 3

Instead of taking the ladder on the right to re-enter the streets, turn left and take the narrow alleyway to another ladder. Climb up to reach a high ledge and follow this along until you reach a hole on the left. Drop down to enter the secret area and rescue the busty young lady then climb the ladder behind you to head back to your objective.





LEVEL 2

LIBERTY OR DEATH

Aliens in the Statue Of Liberty? Quick – let's take 'em out!

INFO

Level 2: Liberty or Death

Place: Liberty Island

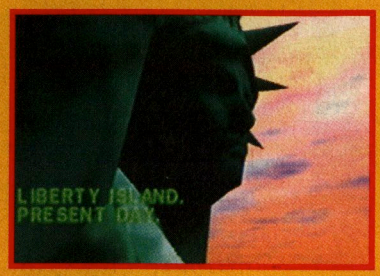
Year: Present Day

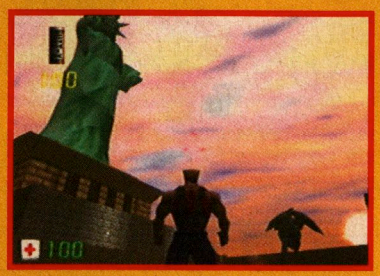
The base of the Statue is guarded by a single Cerberus Turret: destroy this with your Grenade Launcher and shoot out the grating it was guarding to drop down underneath the Statue itself. Go down the steps and through the door at the bottom. The door to the Overflow Control room is locked, so head left to get the key. Kill the Enforcer who opens the door in front of you, and clear out the store room behind him. Use the lift to drop down and rescue the babe in the corner before killing the Grunts and heading back up. Jump across from the gantry to get the Armour, then turn to jump back across to the door opposite you. Go through onto another gantry and shoot the Grunt patrolling here before dropping down to the floor.

Go up the ramp and head right to enter the room marked "High Voltage". Avoid the electric arcs as you throw the switch here, and head back out again. Kill the Grunt and go down the corridor he came out of to the partially flooded storeroom. Kill all the enemies here, rescue the babe and grab the Control Key. You can now fight your way back up to the Overflow Control door. Open this and run across the gantry, jumping over the shot-out panel. Open the door and drop down the ladder shaft to the maintenance tunnel. As you head for the Atomic Health you will be attacked by a swarm of Broodlings. Continue along the tunnel, killing the Enforcer hiding behind the sandbags and his Grunt ally who are guarding the entrance to Pumping Station 2.

In the outer Pumping Station, shoot the Sentry Turret to the left and then drop down into the water. A flooded passageway in the right-hand wall leads to an underwater fan, which you will need to blow out of the way before the current drags you too close. Swim through the gap and surface immediately. A Grunt is waiting on the gantry overhead, and if you shoot it out from under him he will drop into the water and drown. Grab the SMG ahead of you and surface to kill the Enforcers. Climb out of the water and head round to the office to collect the Pumping Station Key and rescuing the babe in the corner. Head back to the Pumping Station, kill the Grunt on the gantries, and climb up to reach the door to the inner Pumping Station.

Shoot the Sentry Gun on the far side of the room and head round the wall to the raised office. Throw the





1 If you sneak through the secret passage into the toilet, you'll find Enforcers on the other side!

2 This door is sealed tight – better go find the key to open it, hadn't you?

3 Make sure you explore everywhere in the Statue as there are plenty of babes waiting to be rescued!







TOP SECRET

SECRET AREA 1

Before you head left to get the key, go right a little way and blow open the grating at floor level. Crawl inside to get some well-deserved Shotgun Shells then exit out the other end and fight your way out of the toilet before getting back to the corridor outside.



TOP SECRET

SECRET AREA 2

While in the partially flooded storeroom, check out the small room opposite the Control Key. Shoot the grating in the floor in one of them and swim through, taking the left path at the junction to reach another grating in the ceiling. Blast through and grab all the goodies inside before rescuing the babe and swimming back to the storeroom.







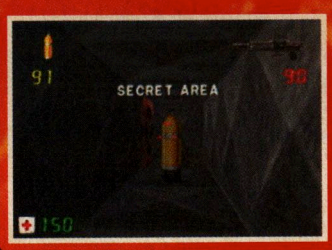


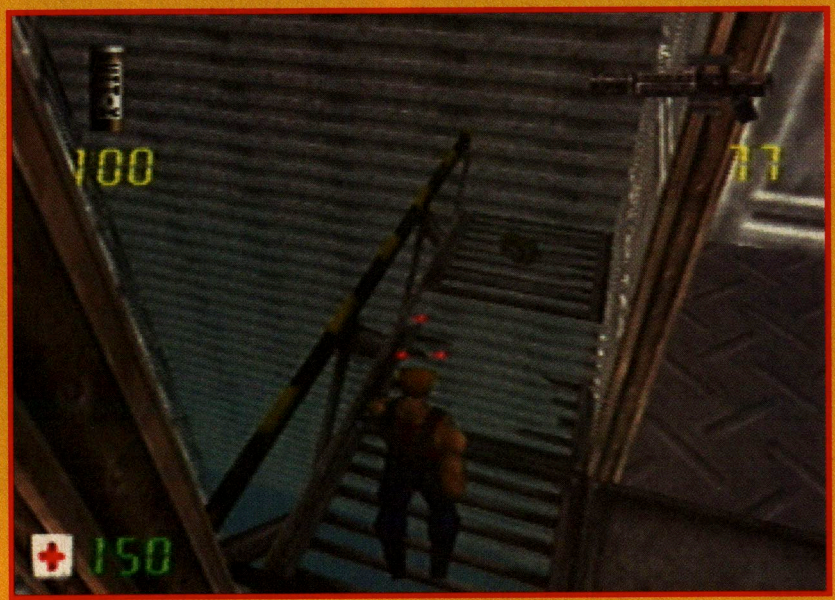
1. You can blow open this grating to get inside.
2. The Broodlings are really fast and annoying – squish 'em good!
3. This was a gun turret... until we blew it up. Haha!



TOP SECRET — SECRET AREA 3

Instead of climbing back up in the Pumping Station, jump onto the platform at water level to the left of where you enter. Head through the door and look down to the right just inside the doorway for a grating that you can shoot. Crawl inside for more Sub-Aqua Gear and some bullets.





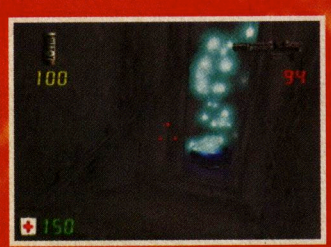
switch here to flood the access tunnel and go back out onto the gantry. Shoot the Grunt and head back into the outer room. Jump into the water and swim through the underwater door into the access tunnel. Surface to shoot the Enforcer to your right, and then swim on over the rubble to the ladder at the end. Climb this and head right, turning the corner to shoot the Grunt here. Drop down to the lower passageway on the right, and head along it to the generator room. Kill all the Broodlings here, rescue the babe, and go to the far end of the room to collect the Service Elevator Pass. Shoot the new Broodlings who drop in, and head back out of this room to the Service Elevator. Open the door with your new key, waste the Grunt, and take the elevator up to the Visitor's Centre.

Leave the elevator and immediately swing right to blast the Sentry Gun. Two Sentry Drones patrol the main floor of the Centre, so destroy them before you open the door which the Sentry Gun was protecting. Enter the Ladies toilet on the opposite side of the pillar near where you entered and save the babe tied up inside. Leave and run along the corridor, lobbing a grenade up the stairs to the right to kill the Sentry Gun and Riot Pig. Go up the stairs and into the Security Control Room, where after killing the bad guys you can use the security console to override the lockdown on the elevators. Return to the Visitor's Centre and take the left-hand elevator to the Statue's head.

Exit the elevator, kill the Broodlings and collect the ammunition here before climbing the stairs to the viewing area where the Aliens have built their time machine. Kill the Enforcers who keep teleporting in to defend it and the level will end once the last one is dead.

TOP SECRET — SECRET AREA 5

Run up the escalator in the Visitor's Centre then head left into the DukeBurger and save the babe. Hop over the counter and blow out the grating on the left then crawl into it and you'll find a teleporter that will take you back to a secret area high above the flooded corridor with the rubble in it.



TIME MACHINE PART



Take the same vent passage inside the door of the Security Control Room but instead of crawling to the end, blow open the grating in the floor halfway along. Drop down and kill the Broodlings before running round the corner and grabbing the Time Machine Part and rescuing the babe.

TOP SECRET — SECRET AREA 4

Just inside the door of the Security Control Room is a grating that you can blast open. Crawl right to the far end and blow the grating there to find a secret room just down the corridor from the stairs to the Security Room.



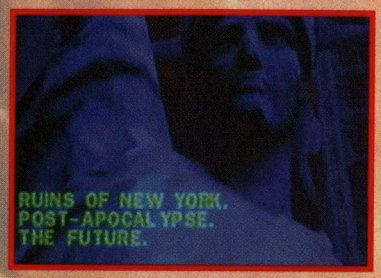




LEVEL 3

NUKELEAR WINTER

The future doesn't look at all bright for our Mr Nukem...



INFO

Level 3: Nukelear Winter

Place: Ruins of New York

Year: Post-Apocalypse The Future



TOP SECRET

SECRET AREA 1

From the start head towards the Statue and drop into the shallow water. Turn around and climb the ramp behind you then enter the teleporter to find yourself on a ledge high above with some Atomic Health on it.

Collect the extra Blaster ahead of you and then turn your back on the ruined Statue of Liberty and head into the city. HQ will soon be in touch telling you that you need to find three power cells to charge up a signal beacon. Ignore the way to the left under the fallen tower block , and head into the motel ahead of you. As you head for the stairs to the upper floor, the first Apocalypse Zombies will break out to attack you. Get past them and upstairs as quickly as possible to collect the Sawed-off Shotgun. Use this on the other Zombies, taking out all that appear so you can access the different rooms and save the two babes hidden in the motel. Duck into the last room on the right hand side of the top corridor then climb through the hole in the wall, and jump across to the ledge opposite. Head for the ladder at the far end, and climb up to a higher ledge. Use the fallen pylon to get to the Armour and then drop down into the street where a familiar-looking subway awaits. Before going in, head right and pick up some Night Vision Goggles around the corner – but watch out for the Parapsyches floating here.

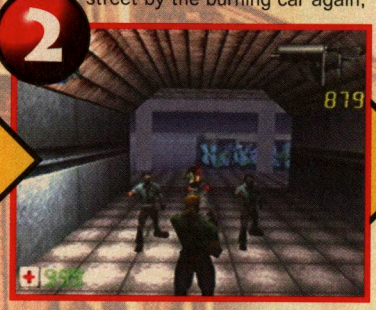
Head into the subway and kill the two Road Hogs here. Collect the Sniper Rifle at the left end of the platform and then the Power Cell Alpha at the other end. As you grab this, Enforcers will arrive to protect it, so use the subway car and pillars as cover as you kill them all. Follow the tunnel and climb the ladder at the far end of the train for some Pipebombs then take the ladder to the left to reach the trainyard –there's a babe here waiting for you to save her. Drop down to end up back near the entrance to the subway then make your way back to the motel (rescuing another babe on the way) and out onto the street by the burning car again, taking care of any War Pigs or Zombies you meet. Once out of the motel, turn right and head for the gap in the road ahead. Run along the ledge to the left and jump down onto the closest vehicle sticking up out of the toxic water. Jump from car to car as you head left around the corner to solid ground again.

When you clamber back up to street level, a pair of Sentry Drones will burst out of the building high up to the left. Snipe them from well back and then run forward along the street, hopping into the opening on the right and saving the babe after blowing the War Pigs away. Three more Drones will pop up as you approach the crevasse in the road so blast them and jump across the hole, grabbing the Havoc Multi Launcher as you go. On the far side you'll be attacked by a Fang Bomber LAV – dodge its attacks and wait for it to settle into a strafing run before launching a barrage of rockets to bring it down. Run on until you reach the icy slope next to the hardware store. Jump up onto the ledge on the left of the slope to open fire on the Enforcer Sniper ahead of you, then drop down and head right.





1 This is one of the Power Cells you'll need to power up the communications dish and get out of this futuristic nightmare. Grab it quick!



2 There are zombies everywhere and they take a real pounding. The only sure-fire way to get rid of them is with the Sawn-Off Shotgun!



3 Watch out when you're jumping across these wrecked trains as the water below is electrified. One slip and you'll be toasted for certain!



Ahead is the parking lot where Duke started his adventure – shoot the War Pig who comes running out of the doorway and head inside. Kill the lurking Road Hog and use the Alien Teleport to reach the top floor. Run forward and get ready to take down a missile-firing Fang LAV and then you can collect the Power Cell Delta. Use the Alien Regenerator to heal any damage you have taken and fight your way back through the Teleport to the streets again.

Turn right and head past the wrecked camper van. Another subway lies ahead to the left and you need to go underground again but before you do, nip round the corner and save the babe tied up outside the Erotic Cake shop. Inside the subway, Apocalypse Zombies are waiting on the platform and a Venom Gunship will try to block off the entrance behind you – blast the Zombies and get the Heat-seeking Rockets from beyond them to take down the Gunship easily. Run along the tunnel to the right to where a wrecked train has smashed through the walls. The water here is electrified, so jump across the roofs of the train carriages to reach the far side. Enter the service access tunnel in the wall and follow it to where a fan blocks your way. Shoot out the grate in the floor of the tunnel and drop onto the pipe below. Walk along this and you will see the Power Cell Beta resting on a pipe below the hanging subway train. Drop down and snatch the Power Cell, and a cut-scene will show you where to head for next. The ledges in the far wall will let you climb high enough to jump across to grab the hanging length of rail tracks, and you can climb up these to a higher tunnel. Look for the vent in the wall above the Transtek sign, and crawl along this to make your way back to the main platform.

Leave the subway station and run back to the bottom of the icy slope where the Enforcer Sniper was waiting. Watch out for another Sniper in a high-up window as you go along this street and round the corner. Fight your way past the Pigs and Zombies as you head up the slope towards the fires. Dodge these, rescue the babe to the right of the entrance and then head into the bank. Strafe the teller areas to take care of the Enforcers there, and enter the bottom of the elevator shaft. A ladder takes you up to where an Alien Teleport rests on a ledge. This will take you higher up but bring you out facing a Parapsyche, so be prepared. Jump across the shaft and grab the ladder to climb up into the sky rail tunnel. Shred the Parapsyches here and run across the suspended track to reach the signal beacon on the far side. Power this up to call for a ride out of here and bring the level to an end: if you want to get to the secret level however, drop of the suspended track and save the babe on the roof, then jump into the water below the rooftop to the right. Swim around to the left to find the secret exit to Wetworld.

TIME MACHINE PART

Instead of entering the subway, head left through the snow. Watch out for the Fang Bomber LAV that flies overhead and collect all the ammunition along the way before getting to the end of the passage where a babe and the next Time Machine Part both wait for you.



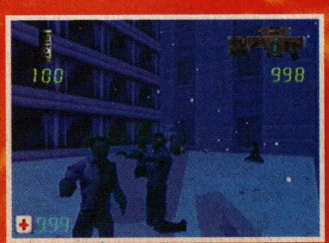
TOP SECRET — SECRET AREA 2

Run past the entrance to the motel after the start and check out the flames in front of the church doors. Run past them to get some armour hidden in the secret area.



TOP SECRET — SECRET AREA 3

Directly opposite the Medkit inside the entrance to the subway is a cracked wall. Blow it open with your Grenade Launcher and you'll open up a secret area with plenty of ammunition and a babe to rescue. It's also full of Apocalypse Zombies as well though so take care!

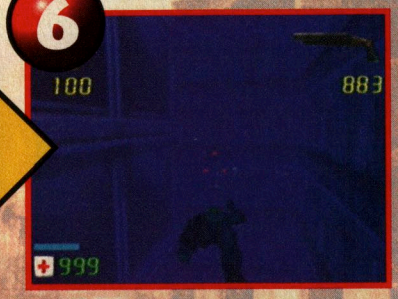




4 Parapsyches are a real pain in the neck. If they zap you with their mind blast, you'll be staggering for days so keep well clear of them!



5 Finally, you've found the dish needed to communicate with your cohorts in the present. Power it up and let's get out of here now Duke!



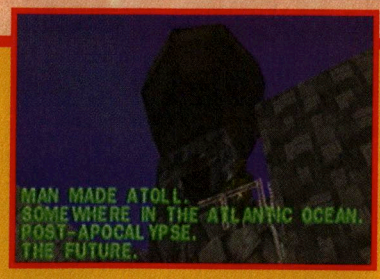
6 If you fancy checking out a different view of the future, dive into the waters and go through the secret exit. You'll be in the exciting land of Wetworld...



LEVEL TOP SECRET

WETWORLD

Thankfully, there isn't a Kevin Costner look-alike to be found...



INFO

Secret Level: Wetworld

Place: Man Made Atoll, somewhere in the Atlantic Ocean

Year: Post-Apocalypse The Future

From your watery start position rise to the surface and shoot the Battle Enforcer in front of you. Jump out of the water onto that platform and climb the ladder quickly to avoid fire from the Snipers who are scattered throughout the level. From this platform advance around the side of the level – through the platforms and small rooms, shooting the sniper on each platform as you go until you reach the last platform. Here collect the air tank to your right in the small alcove – you will need it later – before going through the door opposite the air tank chamber.

This doorway will take you to a small hallway. Kill the Battle Enforcer in here and save the babe then go through the door on the right hand side. Once you're through this door don't hang around – get straight behind the large wooden crate that will be in front of you and use this safe spot to snipe all the surrounding monsters that you can find. Once they are all dead and the coast is clear, locate the upturned ship with the red sides – you will be able to see it from where you are – then jump off the platform and swim towards it. Once you reach the ship swim down until you locate the ship's funnels. One of them will have a hole in it – swim though this hole and rise to the surface. Jump out of the funnel into the partly flooded room that you find there. Dive and you'll notice a doorway underwater. Open this and go through there to the passage way on the other side. From here swim directly forward until you reach another door straight in front of you. Enter this room, collect the key and swim back to the funnel. From the funnel swim out of the ship and return to the platform that you jumped off when you first entered the water (there is a ladder under it to help you climb back up.)



From this platform go through the door on the left to the room with the Alien Regenerator. Save the babe, blow apart the barrels and drop through the hole in the opposite corner. Destroy the Drones, then swim through the flooded rooms until you reach the last one – it has a bed and a crate in it – and surface through the hole in the ceiling to this room. You come out onto a platform, and from here quickly kill all the Enforcers and jump onto the hull of upturned ship which you swam inside earlier. Run down the hull and jump through the doorway in the tower on your left. Open the door in here with the key you collected earlier, and go through to the hallway on the other side – watch out for the Sentry Gun on the ceiling and advance through the door.

From the area on the other side jump back onto the hull of the upturned ship to your right, and from here leap to the platforms in front of you. Go through the doorway on the left hand side of the top platform and in the room on the other side, save the babe then blow up the crates of gunpowder. This will open up a hole in the wall. Go through here, avoiding the acid and through the doorway to the right – keep following the

1 **The Snipers can be a real pain – get them before they get you!**

2 **Blowing the heads off of piggy's shoulder never gets tiring...**

3 **When travelling underwater, be careful to avoid the nasty drone pods that float about and try to blow you up!**











1 This door will open to the next section of the level once the right key is found.

2 Don't fall in the nasty acid whatever you do... unless you fancy losing weight rather quickly!





3 Pull this lever here and a door will open in the underwater passage beneath you. Swim inside and you're nearly high and dry!

doorways through the few small rooms until you reach the room with a switch in it. Flick the switch, go out the door again and fall in the water below. Destroy the Parapsyches and Drones here. Underwater you will find a doorway has been opened: go through here. Work your way through the holes in the walls through the two small rooms until you reach the last room. Here go through the hole in the ceiling of this room, and once you have climbed out you will be able to see the balloon. Jump across and head up the slope and get to the balloon to end the level.

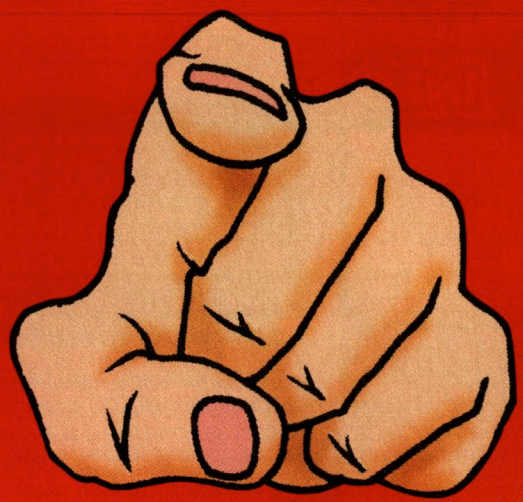
UP, UP AND AWAY...

...in my beautiful, my beautiful balloon! The main aim of Wetworld is to reach this helium balloon placed high up above the main pool area. To do this, you'll need to work your way around the outside of the pool, taking out the Snipers as you go before taking a quick swim through an underwater passage and nipping out on the other side. A short sprint later and you'll be able to take a ride in the basket... although you could have just asked Richard Branson to borrow his!



COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN



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Call the number above & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN

All entries must be received by the final closing date of 30th November 1999
This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. Ensure you are calling from a touch tone phone. At least one of each prize will be awarded 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into the competition means full acceptance of the rules and conditions. Send a SAE for full competition rules to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA.

INTERACTIVE TELCOM



LEVEL 4

FALLOUT

No time to build a snowman, Duke – let's get blasting!



INFO

Level 4: Fallout

Place: East Coast Badlands

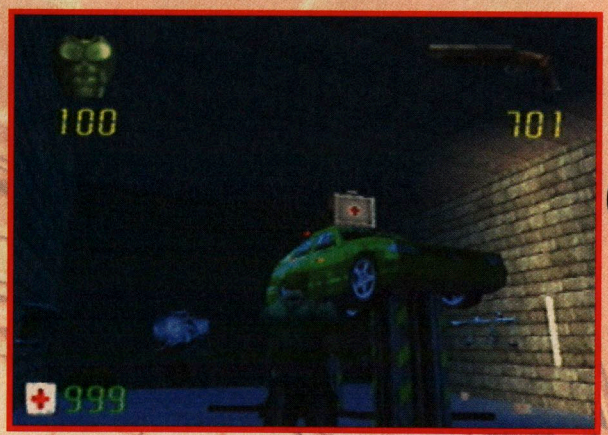
Year: Post-Apocalypse The Future

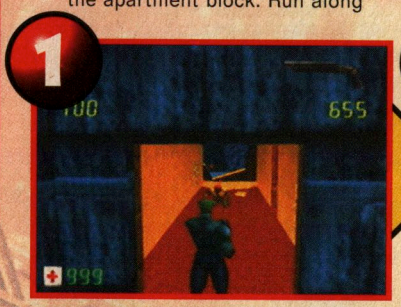


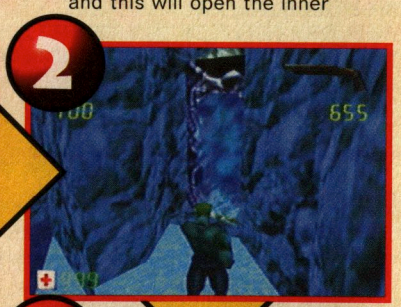
Run out of the traffic tunnel but be careful of the Cerberus Turret on the far side of the collapsed bridge. Blow this up and then jump down onto the roof of the train to get the power-ups there. Kill the Parapsyches who come floating out of the tunnel and the Enforcer who teleports in to avenge them. Then head towards the flaming pipe on the left, and duck into the side tunnel just before it. Deal with the Enforcer who drops in, and climb the ladder to the back door of Travis' Taxis. Kill the Road Hog on the other side of the door, and loot the repair shop of power-ups. Kill the Enforcer who opens the garage door, and emerge into the street.



Run forward and deal with the bad guys who blow out the apartment wall ahead of you. Run into the hole they make to save the babe then use the wooden crate and ledge to get on top of the Eager Beaver truck to collect the Sniper Rifle. Nail the Enforcer through the window, and jump back across into the apartment block. Run along the corridor to the cracked-open wall, and face right to open fire on a pair of Parapsyches. Drop into the water, and swim left past the Alien force-field. Dive and swim along the water-filled tunnel to where a Venom Gunship hovers in a rocky valley. Destroy this and swim across the pool to where a wider tunnel leads to an underwater airlock. Press the switch to drain the airlock and this will open the inner









1 The hotel has turned into a house of the dead! Watch out for all the zombies bursting out of the rooms as you go...

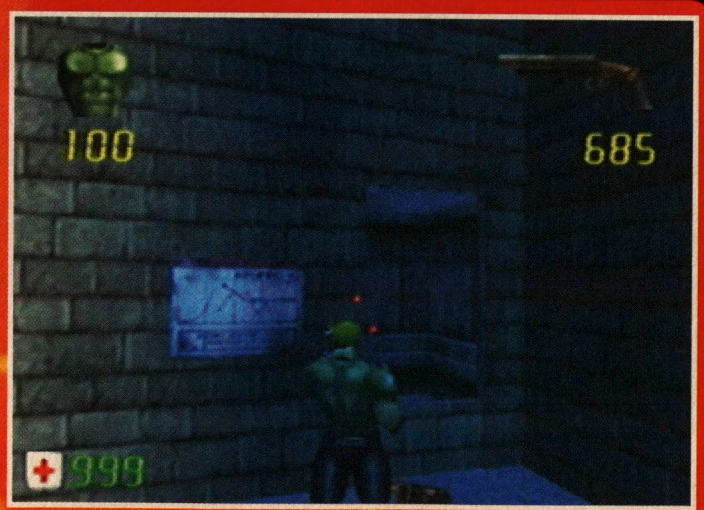
2 This Alien force-field blocks off the next section of the level so to get through it, you'll need to shut down its power supply.

3 Of course, such an important thing as a power supply is going to be guarded to the hilt. Don't let the FANG bomber get you – take him down!

TOP SECRET

SECRET AREA 1

Check out the left-hand side of the big garage door in the taxi room – there's a piece of wall that's a different colour to the rest. Press the B button to open a secret door in the wall and jump inside to get some Night Vision Goggles.









doors, and kill the Enforcer Sniper guarding this entrance to the Alien power station.

Jump into the Alien Teleport and get ready to take out the waiting Enforcers. Pass them and follow the organic tunnel to where you can see a generator at the end of a tunnel in the right-hand wall. Stand well back and open fire – when the generator blows, it triggers a chain reaction of explosions which will chase you as you head for the way out. The exit is ahead of you, so destroy the generator and race around the corner to where a War Hog and Sentry Guns guard the way out – if you don't kill them the blast wave will. Drop down and head down the rocky passage until you reach the pool again, taking out the Sniper who lurks here now. Swim back to the where the force-field was, and follow the fissure into the cliff face.

Blast your way through the Apocalypse Zombies and Road Hogs which inhabit the buried apartments, and take out the Sentry Drone patrolling outside the windows. Jump out the window and across onto the rocky ledge running up the cliff wall, and follow this up dispatching Enforcers and Zombies as you go. As you go out onto the roof, more Enforcers will teleport in. Kill them and use the pylon as a bridge to the second rooftop. Shoot the Enforcers here and jump down and across, making your way to the ladder in the far corner. Watch out for a Sniper covering the ladder, and then climb it to reach a rocky passageway that will take you to outside the army's base and the end of the level.



1 Swim through the airlock and pull the lever on the far side to open up the exit to the surface.

2 If you're running a little low on energy, step into the Regenerator and relax a bit!

3 As soon as you blow the generator, run away! It'll all be over very soon if you don't...



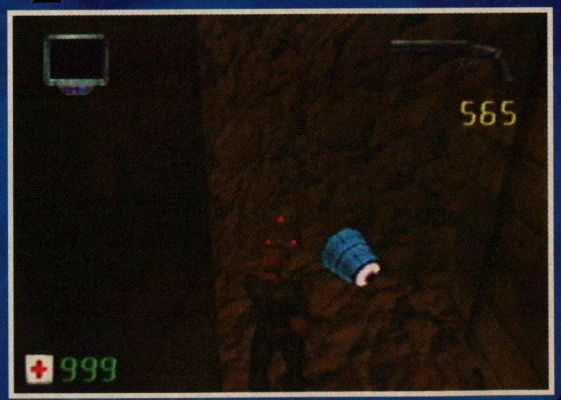
SECRET AREA 2

When you swim past the alien force field, dive down and head towards the submerged taxi. Avoid the Parapsyche and swim past to enter a small opening at floor level to find some extra Rifle rounds.



TIME MACHINE PART

Instead of entering the subway, head left through the snow. Watch out for the Fang Bomber LAV that flies overhead and collect all the ammunition along the way before getting to the end of the passage where a babe and the next Time Machine Part both wait for you.





LEVEL 5

UNDER SEIGE

Steven Segal, eat your heart out! It's time to save the day...

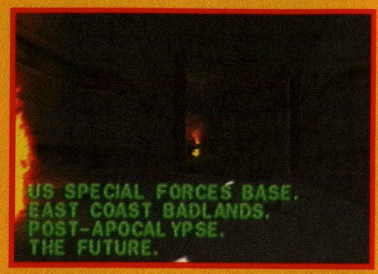
INFO

Level 5: Under Seige

Place: US Special Forces Base, East Coast Badlands

Year: Post-Apocalypse The Future

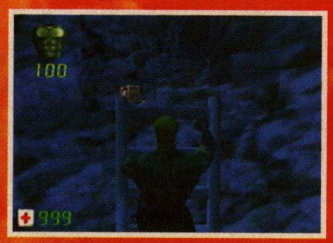




TOP SECRET

SECRET AREA 1

Right near the top of the slope that you head down at the start hangs a ladder which can be reached by jumping at it. Climb to the top and then crouch down to enter a small tunnel just to the right containing some Pipebombs.





Ignore the slope to your left and go straight ahead, killing the Pigs as you go along the ledge. Use the rocks as cover as you shot the Sniper Enforcer and fire rockets or grenades at the Cerberus Turret outside the tunnel entrance. Drop down and run into the tunnel – you now have only a few minutes to get to the Main Door before the Aliens break in. Avoid the fires and holes, and destroy the Sentry Drones, Pigs and Enforcers who try to stop you. Follow the arrows on the floor along the tunnel, round the corner and through the blast doors behind the APC. Beyond these doors is a Gorgon Turret, so use your heaviest weaponry to destroy it before it fires on you.

Head back to the burnt-out guard post you passed on the way in, and go down the stairs at the back. Clear out the Security Control Room on the left, and take the lift down to the lower floor. Go through the first door on the left into the garage, and kill the Parapsyches and Cerberus Turret guarding the key to the Armoury. Take the key and the Havoc Multi Launcher and leave the garage through the door you came in by. Go past Medical and take the next door on the left. Fight your way through to the Armoury Door: open the door and lob in Pipebombs to clear the laser tripwires. Grab the power-ups in the Armoury, and then go through the door in the back wall. Grab the Gas Mask and kill all the Zombies that come out at you, then use the switch in the rear tunnel to let yourself out again.

Head back to Medical where a Sniper Enforcer is waiting. Use your Gas Mask to protect you from the toxic leak as you go through Medical, turn right, and through the airlock. Kill the Zombies and Broodling in the red area, and go through the door on the right into the lab. Go



1



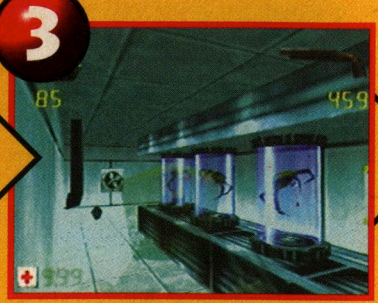
1 **You'll need to wearing a Gas Mask before venturing into the Medical Lab – like the sign says, there's a toxic leak so be careful in there!**

2



2 **There are more Broodlings to deal with in here so try to take them out quickly before they can do you any major damage.**

3



3 **When you pick up the Freezethrower, the cylinders break and even more Broodlings get loose! Give 'em a taste of ice and freeze them solid!**

TIME MACHINE PART

Run to the end of the corridor past the Temporal Research Labs and through the door at the end on the left. Kill the Snipers waiting inside and rescue the babe before picking up the Time Machine Part. Now use the boxes in the corner of the room to climb up and enter the grating to the side. Crawl along the secret area and take the right-hand path at the junction to find a Medkit and end up back in the room you came from.



TOP SECRET – SECRET AREA 2

Just after you kill the Riot Pig with the Grenade Launcher on your way to the Army Base tunnel, there's a huge crack in the wall. Blow it open with the Grenades and you'll find some Heatseeking Rockets and a babe waiting to be saved.



through the door in the far left corner, and run past the Broodling jars to grab the Freezethrower. Spin and blast the Broodlings who smash out of the jars, and throw the switch in the rear alcove. Freeze the rest of the Broodlings, and head out of Medical again.

Run around the corner to where a Laser Tripbomb and some barrels block the passage to the Temporal Research Labs: a Pipebomb will clear the way here. Skirt the new hole in the floor and go through the door. Kill the Road Hogs and the Enforcer who teleports in after them, and run into the room on the right with "No Entry" written over the door. Throw the switch here, blast the Enforcers who come in behind you and run across the room to the large chamber with the time machine in. Run straight across the walkways here and through the door ahead of you to finish the level.

TOP SECRET – SECRET AREA 3

Once you've cleared out the Security Control room underneath the burned-out guard post, blow open the vent under the EDF sign at the far end of the room. Crawl inside and follow the shaft to find a load of Blaster refills before exiting at the other end.

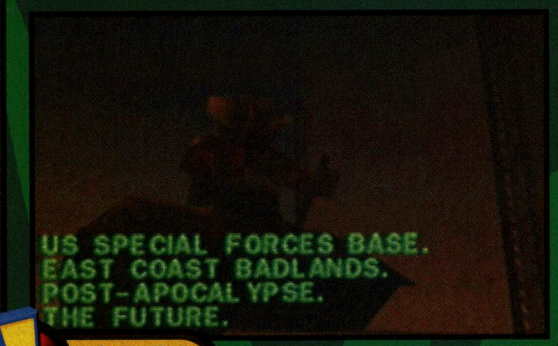




4 Finally, you've found what the aliens were after all along – a prototype time machine! Jump inside and let's get back to the future!

LEVEL BOSS

BOSS HOG



INFO

Boss Fight: Boss Hog

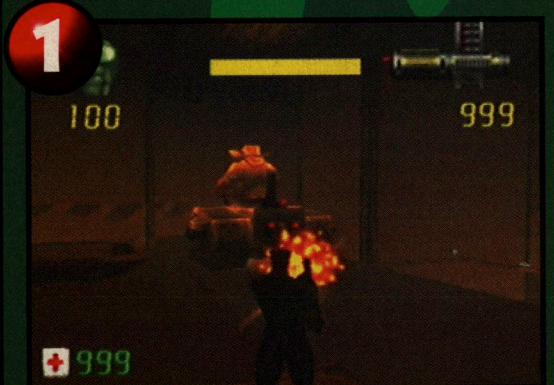
Place: US Special Forces Base, East Coast Badlands

Year: Post-Apocalypse The Future



Grab the Havoc Multi Launcher and wait here until Boss Hog has gone past. Then run up the slope and fire into his back. Use as many rockets and Heatseekers as you can while you dodge his rockets and mortar bombs. Keep moving all the time – if you stand still he will find it easy to land a bomb on you. Boss Hog takes most damage from Pipebombs, so try laying a few in his path and triggering the blast as he rolls over them. Don't get too close to him either – Boss Hog can crush you in an instant. Try and get behind him as much as possible – the rear of his tank is his weak spot (it will flash red when you hit it) – and keep on hammering him with explosives until he dies.





1 Shoot Boss Hog from behind but try not to get caught under his giant tank tracks.



2 Boss Hog is a big, mean piggy – anyone fancy a bacon sandwich?



LEVEL 6

DRY TOWN

The wild west just got a bit wilder thanks to Duke Nukem!

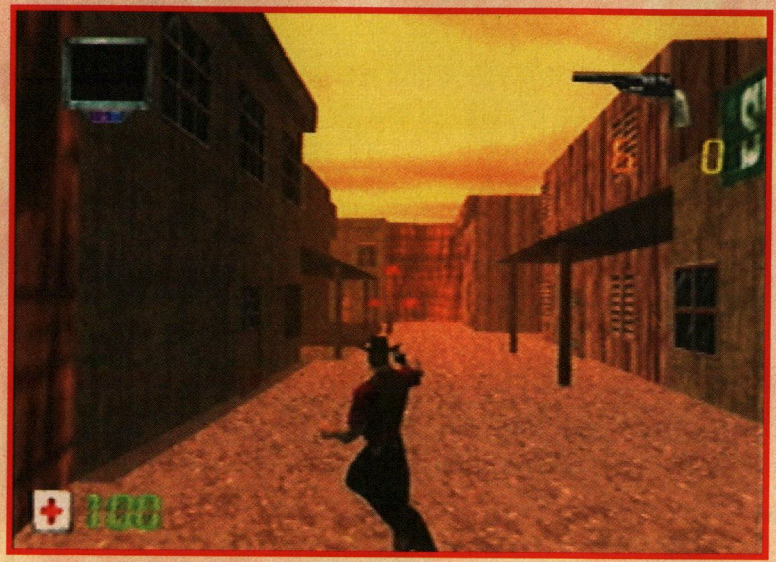


INFO

Level 6: Dry Town

Place: Dry Town, California

Year: 1848



Run straight forward and go round the bend to the left, killing the Savage Grunt and Sentry Drone on the way. Go into the saloon on the right, and kill the enemies in the main room. Go up the stairs, taking out the Cowboy Grunt and Enforcer, and opening the door ahead of you. Clear out this room, and go through the door on the left and kill the Savage Grunt by the window. He drops the Plunger Box you need: pick it up and jump through the window. Kill the bad guys in the back yard, then head right to where a low gate stands: jump over this, and head along the alley to the main street again.

Take out the Enforcer Sniper on the roof, then run around to the right past the wagon and duck through the door on the left into the Goldmine hotel. Kill all the Grunts and Enforcers that appear, and when the last one is dead the door on the right will unlock. Go through, shoot the Sniper and other Enforcers, and go up the staircase. Turn down the corridor on the left, kill the Enforcers, and take the first left again. The doors at the end of this corridor will open as you approach – kill the Enforcers and go into the room ahead of you, where you can find the Hotel Key. Grab this, turn and fire at the Enforcer behind you. Run back and go down the other corridor until you reach the two seating boxes overlooking the stage. Enter the right-hand one and jump through the gap in the railing, aiming slightly right to land on the stage itself. Run backstage and rescue the three girls then head back to the bottom of the stairs and take the corridor round to the right of the stairwell. Open the door here, and through it another door will open up on the right. Go outside, and run past the cannon to pick up the Fuse Wire. Deal with the Battle Enforcers who teleport in, and shoot your way back through the hotel to the door you first came in through, which will now be open again.

Follow the street ahead of you, watching out for ambushes by Grunts and Sentry Drones. When you come to an open gate on the left, go through it and turn right. Head past the Sheriff's and the Gold-Diggers Saloon and go right at the fork. Enter the Livery Stables and the door shuts behind you, plunging you into darkness as more Aliens attack. Kill them all, and climb up the ladder at the back. Go through the door and open up on the Savage Grunts. When they are dead, a concealed door will open up to your left. Shoot your way through to the back room, and head up into the Cashier's room to get the Saloon Key. Head back to the room where the two Savage Grunts were, and a new way out will have opened up in the back wall. Go through this doorway and blast your way out through the back of the Gold-Diggers onto the street again.

Head along to the fork again and this time go left and go inside the Miner 69'er. Clear out the front hall and save the babe then go up the stairs and open the first door on the right. Kill the Aliens in this room to open the next door: keep doing this until you reach a window looking out onto a distant pool. Jump out and head for the island in the middle of the pool to get the TNT Barrel. Turn back towards the window and you will see a ladder on the right. Climb up this, and cross the rooftops until you can drop down onto the street again. Fight your way along the street, and when the last Enforcer dies a hole will be blown in the back wall of the jail. Go through the cell, save the babe and head out through the Sheriff's office. Once outside, head right and run back to the Federal Bank.

Inside the Bank, kill the Enforcer and throw the switch on the rear wall. This will let you into the lift down to the vaults so go down and pull the chain handle on the left. Kill the Enforcers and save the three babes then go through the gap on the left to reach the safe. Once this is blown open, grab the disc with the Alien plans on to end the level.

TIME MACHINE PART

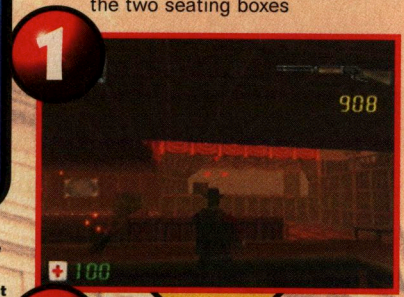


When you jump out of the pool after getting the TNT barrel, ignore the ladder and head through the door under the window that you originally jumped from. Inside lies not only the Time Machine Part but also a babe ready to be saved!

1 Don't watch the show in the hotel – just blast the alien pigs!

2 Get rid of the Enforcers as quickly as you can – they're packing serious firepower!

3 Try to open all the cupboards in case they hide extra ammo – believe us, you'll need it!



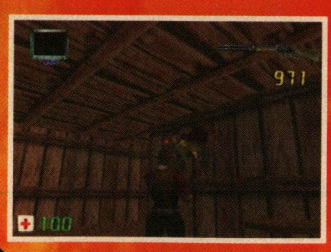




TOP SECRET

SECRET AREA 1

Inside the saloon, shoot the moosehead on the inside of the door to open the entrance next to the bar. Go inside and you'll find another door that leads to a chamber with some Boiler Plate Armour inside.

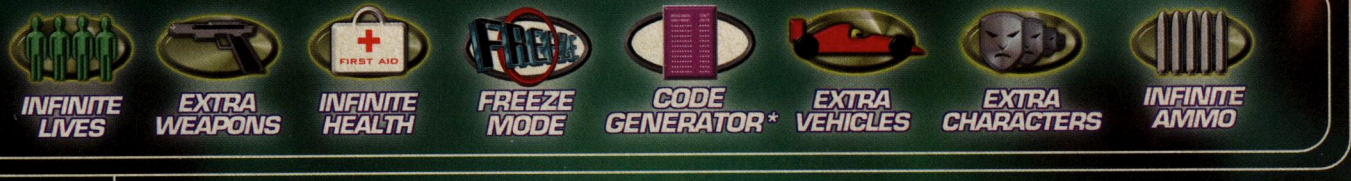


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LEVEL 7

JAIL BREAK

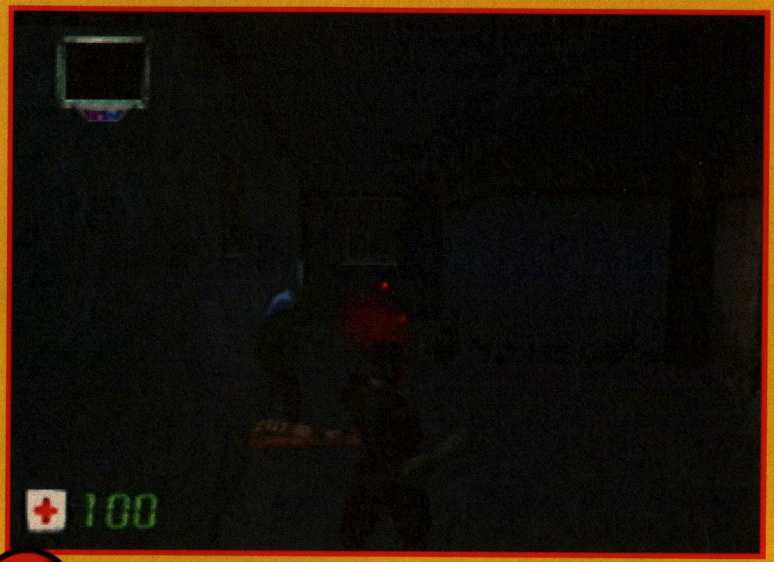
Enough of the jailhouse rock – let's break out of this joint!

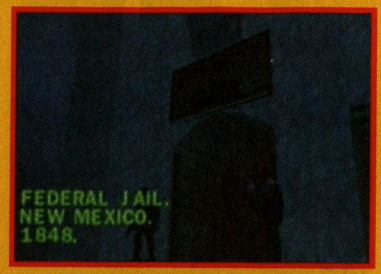
INFO

Level 7: Jail Break

Place: Federal Jail, New Mexico

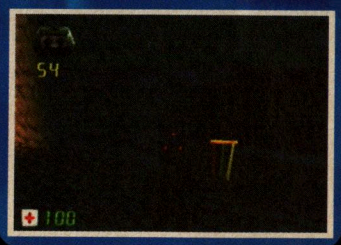
Year: 1848





TIME MACHINE PART

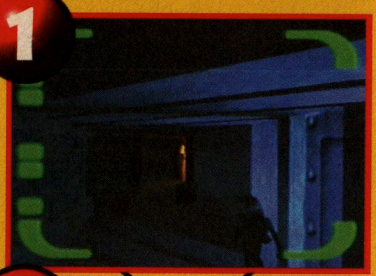
When you enter the Detention Block to collect the East Wing Key, check out the first and third storerooms as well. There's a babe waiting to be rescued in the first while the third holds the next Time Machine Part for you to collect.



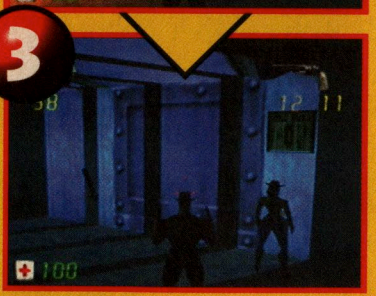
1 The alien camera come in useful for checking out the surrounding area.

2 Use the darkness to hide your movements from the enemy.

3 Rescue the cowgirls and they'll help you open the exit to the prison.







Approach the door to your cell and wait for the Enforcer to open the door to get at you. Punch him out, and leave your cell. Turn left, and run towards the large metal door at the end. This will open ahead of you – take out the Enforcers here and grab a gun again. Follow the corridor ahead and you will see two Enforcers at the far end. Kill them quickly before they can raise the alarm, and go past the door they were guarding and round the corner to the right. At the end of the corridor is an archway in the left-hand wall: go through this to Cell Block F, and blast your way down to the cell block to the end. The last cell on the right contains a cowgirl who you need to free so she can lend you a helping hand. Approach her, and then get out of her way as she runs back to the door you passed earlier. Follow her there: she will pull one lever and you can pull the other, opening the door to cell block G.

Clear out this cell block and free the cowgirl from the last cell on the right. Follow her and she will help you open the door out of this wing but make sure you save the babe in the cell next to hers first. Run forward, taking out the Enforcer here and the Sniper in the guard tower outside. Run through the archway ahead, and gun down the Enforcers on duty outside the Detention Block. Smash the Sentry Drones that come down the stairs to your left, and enter the Detention Block. Deal with the guards here and run down to the second door on the left. Kill the Enforcers in this cell and take the key to the East Wing from the second store room. Leave the Detention Block by the way you came in, and turn left outside to find the door to the East Wing.

Run in and face right to take out the Sentry Drones. The archway ahead leads out to the open-air mess area and is watched over by three Sniper Enforcers. Kill them and climb up onto their balcony using the ladder on the

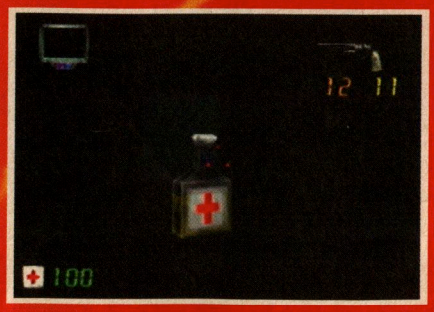




TOP SECRET

SECRET AREA 1

After you save the girl, head back and open the second cell on the left. Crouch and crawl into the gap at the end of the bed to find a Health Potion hiding the secret area. Now rescue the babe in the cell at the far end.











1. Get rid of the Snipers in the towers as quickly as possible.
2. Breaking out of the prison isn't a problem if you're Duke Nukem!
3. Watch out for the Gun Drones that fly about – they explode when you shoot them!

SECRET AREA 2

Just after you pass through the door opened by the second cowgirl, crouch and crawl into the gap to the left of where you enter. Pick up the goodies then crawl into another gap marked by a cobweb on the right of the room. Through another cavern you'll have to drop into a flowing river – let it take you to the pool at the end where you can save another two babes. Now swim through the underwater passage to wind up hopping out of the well outside the Detention Block.



right. Run along to the end and pick up the South Wing key. Run back inside the East Wing and turn left to open the door to the South Wing. Pass through, and snipe the Enforcers to your left before running straight on. Avoid the Sniper in the guard tower to your left again, and run past to the door to Cell Block H. Open it and open all the cells to find two more babes. Now enter the third cell on the right – a hole in the back wall leads to a cave network. Go down the tunnel into the caves and work your way through the caves. The first right-hand tunnel is a short dead-end; after this keep heading right and you will come to a pool. Jump in, swim to the far end and climb out to save the last babe and then swim across to the ledge on the right to climb out and finish the level.



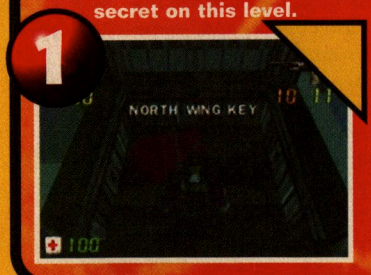


SECRET AREA 3

High in the tower of the last Sniper sits the North Wing key. If you run back through the level and open all the remaining doors, you'll find a yard just beyond the second steel door to the right with firing squad posts and a huge gate guarded by a Cerberus Turret. Destroy it and use the key to open the gate and access the final secret on this level.







Knocking out snipers, no problem. Destroying huge armoured turrets, piece of cake. So what's the problem opening a simple gate? It's not easy being Duke!



THE LOVE BOAT

Once you've broken out of the Dry Town prison, you'll find that the aliens are making their escape on an old paddle-steamer. This in itself is bad but what's worse is that they've got a bomb with them big enough to wipe out half of New Mexico! If you make it through the level alive, you'll find the boat – now it's up to you to stop them in their tracks!



LEVEL 8

UP SHIP CREEK

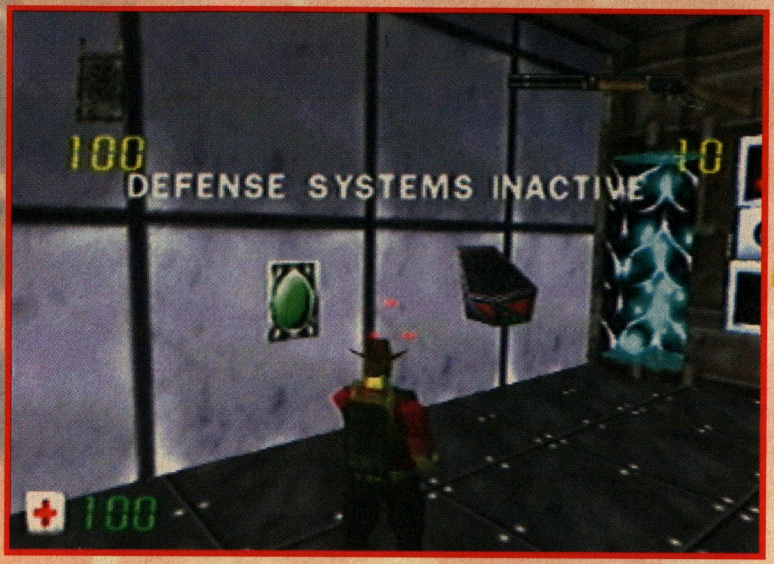
Forget a paddle – you'll be needing some heavy firepower!

INFO

Level 8: Up Ship Creek

Place: Captured Paddle Steamer, Pecos River, New Mexico

Year: 1848





TIME MACHINE PART

When you deal with the third Cyborg Enforcer that burst out at you through the wall near the force-field, check the room he came from. Inside you'll find a babe waiting to be saved and the next Time Machine part for you to collect.



Run round the ledge to the left through the cave, taking out the Sentry Drone. At the end of the caves you will see an Alien structure to the left of the lock gates. Run forward, dodging fire from the Cerberus Turrets on the front of the paddle steamer, and go through the Alien Teleport on the platform. Activate the first switch in the control room to turn off all the Cerberus and Gorgon Turrets on the ship. The second switch opens up a way out of this room. Now you can either jump into the water and swim round to the back of the boat before jumping onto the boat by the lower railed sections and entering it through the door by the deactivated Gorgon Turrets or just stepping into the opposite teleport from where you entered.

A force-field blocks your way so go through the doorway on the right and run through the kitchen and dining room and come back onto the main corridor, killing all the Enforcers and Drones you meet. Turn right out of the dining room and you will face a fork: go right and then take the first door on the left. Go through it into the room with the stage, and head left up the incline onto the balcony. At the end of the balcony is the Level One Security Pass.

Go back to the force-field and turn it off, before going through the door it protected. Jump through the Alien Teleport directly on your left, and you will be in the engine room. Walk forward and go through the door on the right, then past the coal piles and through the doorway facing you. The first Cyborg Enforcer will attack here, so keep moving and hit him with as much firepower as you can. Next head through the doorway opposite where he came out – in the life support room go past the benches and through the archway into the hammock room. Cross this and turn left in the corridor outside.

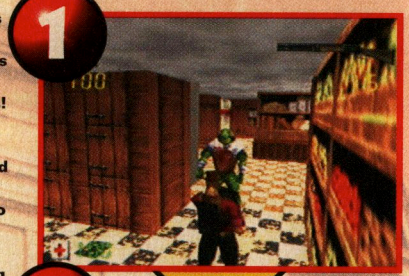
This corridor has three doorways on the right. The first and last doorways lead to rooms full of crates and each contains a babe for you to rescue and a Cyborg Enforcer you must kill. With these dead, you can go round to the door behind the farthest room and open it. Kill the Drone inside, and go through the door at the end; collect the Level Two Security Pass and step into the left-hand Alien Teleport. This takes you to the top passenger cabin area.

Dodge the Extermination Drone then turn and go through the corridor behind you, nipping into the room on the left just before the archway to save the babe inside. Turn off the force-field, go round the corner and kill the Sniper. Open the door on the left, and shoot the Sentry Turret and Drone before blowing up the three generators in this room. Save the babes in the now-open section at the back and then leave through the door you came in through, running through the powered-down force-field to your left. Head along the corridor and through the gambling room, taking out the Cyborg Enforcers and Sentry Guns you meet. Eventually you will come to a room covered with organic tendrils and full of Spore Eggs: destroy the Eggs and collect the Level Three Security Pass.

1 The kitchen has everything – fruit, vegetables and loads of nasty Enforcers!

2 Shut down the alien force-field and you'll be able to move to the next area.

3 Enforcers giving you trouble? Use the rifle and blow a hole right through them!







TOP SECRET

SECRET AREA 1

At the back of the passage leading to the room with the stage is a ladder that you can climb up to the top deck. Walk to the left around the Cerberus Turrets and head to the end to find the Backstage Key. Go back to the stage and use the key on the keyhole on the left-hand side to open the curtain and reveal a babe and tons of weapons and health for you to collect.

SECRET AREA 2

As soon as you emerge from the teleporter, head into the room just behind the grey pillar in front of you. Run to the back of the room and open the cupboard there to find a secret area with some Magnum Rounds in it.



Head back to the place you where you teleported onto this floor, where two more Cyborg Enforcers will activate to attack you. Deal with them, and head towards the force-field on the other side of the room. Another Cyborg will attack from the left before you can power-down the force-field and go through. Run up the stairs to where two Sentry Drones guard the bridge, and grab the Level Four Security Pass. Head back down again and go through the teleport on the right hand side. Deactivate the final force-fields using the switch in front of you and go through the doorway to the right. Kill the last Cyborg Enforcer, and turn to your right where another Alien Teleport sits. You can now either run through this to complete the level or head back through the level and rescue the babe waiting outside the casino – the force-field holding her is now deactivated.



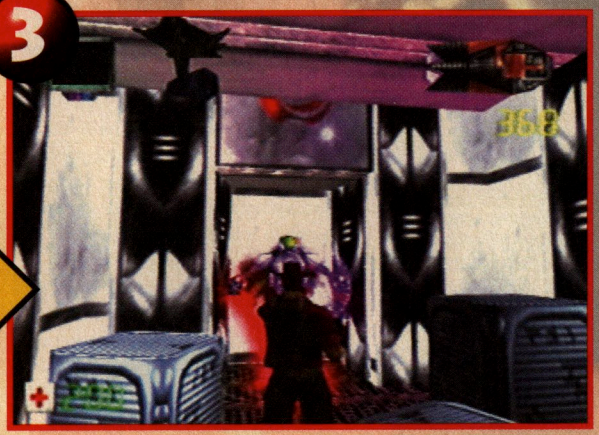
1 Cyborg Enforcers are a real pain – they keep on coming regardless!

2 Get rid of the Gun Pods quickly before they manage to outnumber you!

3 They don't give up! Watch out for one last Cyborg Enforcer near the end...







FORT ROSWELL

A mysterious fort in the middle of the desert? Area 51 it ain't!

Come out of the cave and follow the route through the canyon, avoiding the cannon fire and the falling boulders. Kill the Enforcers manning the cannons to stop them firing on you. You will come to the main gates of the fort: go through them and kill the Grunts and Enforcers in the courtyard, plus the Enforcer who comes in behind you, to open the door on the left. Go through this door, shoot the barrel next to the tripwire from a safe distance, and climb the ladder to your left.

Go through the door at the end of the walkway, shoot the Cowboy and Enforcer here, and take the door on the right. Blast the Savage Grunt and cross the walkway into the tower room with cannons in. Kill the enforcer hiding behind the doorway on the right, and pick up the Barracks Key from between the cannons, then go through the door on your right. Run along the battlements, past the fire on your right, until you reach the gunnery platform. Shoot the Savage Grunt who climbs over the wall, and open the door to the right with the keyhole next



LEVEL 9

INFO

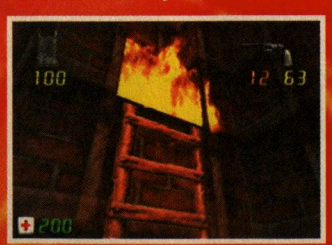
Level 9: Fort Roswell

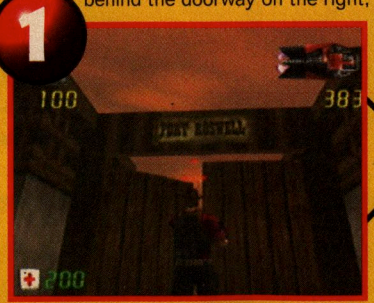
Place: Fort Roswell, New Mexico

Year: 1848

SECRET AREA 1

It comes as no surprise that the Duke-sized hole that calls itself a fireplace hides a secret area. The flames are an illusion so walk through them and drop down to get the goodies before climbing back up using the ladder behind you.





1 There's an evil General Custer waiting for you inside Fort Roswell – make your way through the level and then blow his Alamo-loving brains out!



2 Blow up the TNT barrels from a distance to make the tripwire safe. If you don't, you'll be blown into a hundred different pieces!





to it. Go through the bunk room, clearing out its Enforcer inhabitants. You will come out on another raised battlement section which leads to another door at which point you have a chance to drop down and save the babe on the right before retracing your steps back to the top. Dodge the Cowboy Grunt's dynamite and the Extermination Drone, and go through the door at the end of the walkway. Take the raised door on your right, and shoot your way along the wooden battlements. The door at the end leads to a large room with a fireplace in it.

Go through the doorway on the left, and destroy the barrels below you before dropping down. Rescue the two babes and go through the doorway on your right, watching out for Enforcers in front and behind you. Go out of the doorway on your left and you will be in an open area with a wagon on your right. Blast the attackers scaling the walls, and go up the steps to the raised battlements. Run along to the right-hand end and pull the lever to open the door next to you.. You will need to kill all the Enforcers that appear in the room inside to open the next door: they will try dropping in from above and blowing out the walls to get at you. Once the door opens, go through it but watch out – a Sniper is watching the door, and other enemies and tripwires surround you. Clear out this lot, then turn left and jump up onto the raised stone walkway. Go down the slope on the right, into a room with a ladder in the middle leading up to a hole in the floor. Shoot the Grunt at the top of this ladder, climb up and save the babe then go through the door in the upper room.

Run along the battlements and jump the gap in front of you, then go through the doorway on the right and drop down into the room below the cannon platform. There is a lever on one wall: pull this and then go outside again into the courtyard with two large gateways. There are dart launchers on either side of the gates in front of you, which will fire if you cross in front of them, so dodge these as you kill all the Enforcers and Snipers here. Once they are dead, the door out will open. This leads into a larger courtyard area, with raised platforms around it. A series of Enforcers and Grunts will come out onto these platforms, so find cover in one of the corners and take your time in killing them all. When you have finished, a small door will open in the left-hand corner – go through this.

Go and open the door on the left, then step back to avoid the rolling barrel and dynamite launched at you by the Cowboy Grunt above. Kill him and run up the slope. Go through the door to the right of the slope and drop off the platform. Turn to kill the Enforcer lurking underneath it, then spin to open fire on the Broodling. Run towards the fires, avoiding the bear traps, and make your way around to the back of the building with the dart launchers on the walls. Here, jump onto the battlements. Run right, watching out for Enforcers, until you come the second doorway on the right: drop down here. Avoid more traps and Broodlings as you run around to the left of the big central building to where a Cerberus Turret sits guarding a large door on the left. Destroy the Turret and pick up the Guard Tower Key hidden behind it, then head back to where you dropped down into this area and jump back up onto the battlements. Search the room with bunk beds in for any babes that need rescuing then turn right and open the door at the end of the walkway. Save the babe hiding in the corner to left of the door before going through to another gunnery tower and take the door on the right. Run along the battlements to the door at the far end and go through it. Pull the lever in this tower room then come back out, drop down to the left and go the door the Cerberus Turret was guarding – this is now open.

Go through and you will be back in the first courtyard where you entered the fort. A pair of large doors have now opened on your right, and the traitorous General Custer will be there. You need to kill him to open the final door behind him so go down the slope and save the babe behind the huge Duke logo before touching the trapdoor to end the level.



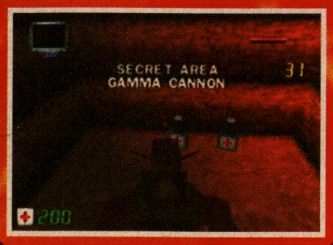
TIME MACHINE PART



Inside the secret area next to the gate is a ladder hidden round the corner. Climb this and run to the end of the battlements to find a room with loads of goodies and the next Time Machine Part.

TOP SECRET – SECRET AREA 3

Once you've taken out the turret guarding the Guard Tower Key, go round to the door that is sealed shut to the left and use dynamite to blow a hole in the wall to the right. Inside is a Gamma Cannon – perfect for making mincemeat of the nasty General Custer.





TOP SECRET – SECRET AREA 2

After you kill all the Enforcers in front of the gates with the dart launchers in front of them, check out the short alley to the left of the gate. Use some dynamite to blow a hole in the wall and then go inside to find two babes ripe for the saving!



Join us again for the final instalment of Duke Nukem: Zero Hour with more aliens, time travelling and babes! It'll all be here same Duke time, same Duke channel!

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QUAKE II

THE COMPLETE SOLUTION!



Need a hand in stopping the destruction of Mother Earth? Our fully mapped guide to this monster game will help you leave the Stroggs quaking in their boots!

CONTROLS

Controls for Quake II? Sir, yes Sir!

- **A BUTTON:** Change Up Weapons
- **B BUTTON:** Change Down Weapons
- **▲C BUTTON:** Move Forwards
- **▼C BUTTON:** Move Backwards
- **◀C BUTTON:** Sidestep Left
- **▶C BUTTON:** Sidestep Right
- **ANALOGUE PAD:** Look Around
- **Z BUTTON:** Fire Weapon
- **LEFT BUTTON:** Jump
- **RIGHT BUTTON:** Jump
- **D PAD:** Move Around

KEY

S Start	GL Grenade Launcher	S Shells	Health	Data CD
S Shotgun	RL Rocket Launcher	B Bullets	M Mega Health	Invisibility
SS Super Shotgun	HB Hyper Blaster	R Rockets	A Green Armour	Yellow Key
BFG BFG 10k	RG Rail Gun	G Grenades	A Yellow Armour	Blue Key
MG Machine Gun	C Cells	Explosives	A Red Armour	Red Key
CG Chain Gun	U Uranium Slugs	Adrenaline	Quad Damage	E Exit

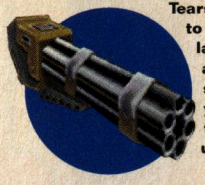
TOOL UP, SOLDIER!

Every marine needs to know his arsenal – it's his only means of survival. Getting to the core of Stroggos is going to be tough enough but if you don't maximise your firepower you're going to be coming home in a few very small boxes. Remember this information well – you'll never last without it!



SHOTGUN

The basic weapon, with the exception of the Blaster which is really for emergency uses only. Its wide-spread blasts mean that using it at close range will turn your enemies into paté.



CHAIN GUN

Tears anything in its way to shreds but requires a large amount of ammunition – one short firefight can run you dry. Useful if facing an oncoming, unstoppable adversary.



HYPERBLASTER

Known as the Party Pooper because it can clear a room in seconds. Uses cells up quicker than the prison service but is incredibly brutal when it comes to mass destruction.



BFG 10K

Using this in close combat constitutes virtual suicide. There's not much to say about this weapon – simply point, pull the trigger and stand well back.



GRENADE LAUNCHER

Beware of using the Grenade Laucher in enclosed spaces... that is unless you wish to find yourself decorating the walls with your insides.



RAIL GUN

A handheld version of the huge guns found on battleships. If aimed properly, you can take out a whole row of enemies with this but ammo is scarce so take care.



MACHINE GUN

Handy for a quick fracas with the weaker nasties but be careful when facing the larger adversaries. Use if caught in a tight fix for quick results.



ROCKET LAUNCHER

Another weapon mostly used for long-distance attacks although can be used for a quick strike to oncoming enemies. The ultimate in heavy firepower.



SUPER SHOTGUN

The same as the original Shotgun, only... well, super. Takes longer to reload and uses twice the shells but the resulting mess is worth it.

64 MAGAZINE SAYS

IN ISSUE 29 64 MAGAZINE SAID:

"SO GOOD IT RIVALS EVEN THE MIGHTY GOLDENEYE"



64 MAGAZINE ISSUE 30 IS OUT NOW AND IS AVAILABLE FROM MOST GOOD NEWSAGENTS

THE FIRST AND BEST NINTENDO 64 MAG!

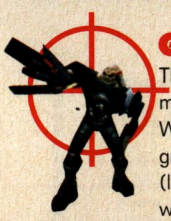
KNOW THE ENEMY

Okay troops, listen up! What we have here is a failure to communicate – so much so that these Strogg fellas have taken to planning the annihilation of everything on Earth, including us! Seeing as we're relying on you to stop them in their tracks, you might like to know what you're up against. Take notes if you want, private...



LIGHT GUARD

They might as well be throwing small pebbles at you for all the firepower they pack but don't take them too lightly. The term 'Strength In Numbers' has never been so true.



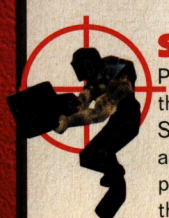
GUNNER

The bulk of the Strogg army is made up of these fine fellows. With both a machine gun and a grenade launcher to hand (literally), trying to talk reason with them isn't a good idea.



MUTANT

Rumours abound of flesh-eating monsters living in the Zaxite Mines. No other information is available, simply because the people who went to get it never came back. Gulp.



SHOTGUN GUARD

Packing a slightly harder punch than their Light brothers, the Shotgun Guard goes down just as quickly if given the right persuasion. A shotgun blast to the head usually works...



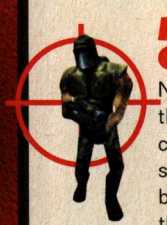
BERSERKER

You'll knock him down but he'll keep on coming. The Beserker can take some punishment as well as dishing out some of his own so blow his head off while he's down to be sure of the kill.



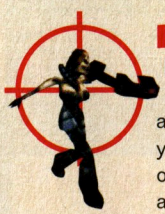
FLYER

Fast moving and vicious, the Flyer can attack from a distance with lasers or up close with razor-tipped wings. Take them out quickly to prevent aggravation.



MACHINE GUN GUARD

Not the toughest enemies in the world but don't stray too close unless you want a stomach full of armour-piercing bullets. Blow them away before they know what's coming.



IRON MAIDEN

If tough girls with cybernetic implants are your cup of tea, ask her for a date. Otherwise you might want to fill her full of lead before she rips your arms off.



ICARUS

Pesky little blighters that hover around on their jet packs while peppering you with laser fire. Try to ground them before blowing them into bite-sized chunks.



ENFORCER

Big on muscle but low on brainpower, the Enforcer is a bit of a bully. Stay out of the way when you've finished him or he'll bow your kneecaps off with his dying breath.



GLADIATOR

With a shoulder-mounted Rail Gun for company, this cyborg is one mean nasty. Don't let him lock-on to you unless you fancy a uranium slug inserted somewhere rather personal.



TANK

Big. Mean. Nasty. These words sum up the one enemy that you REALLY don't want to run into. If you do, hit him with whatever you've got and stay out of the way of his massive arsenal.

LEVEL 1 STROGG OUTPOST

INFO

Level 1: Strogg Outpost

Password: None



If you ever have to blow up barrels, it's best to use your blaster or you'll just be wasting valuable ammo. Make sure stand well back too or the explosion might hurt you!

SADDLE UP!

The one thing to remember is to try and find all the guns you can – while some are placed in plain sight, others are slightly more difficult to spot. Go get 'em soldier!





1 **Here's a secret weapon, hidden behind a destroyable wall – use barrels to find it.**

2 **This Shotgun is right in the middle of the corridor so you can't miss it.**

MISSION 1: LOCATE ENTRANCE TO CENTRAL COMPLEX

Run through the crevice and grab the Shotgun before venturing into the Outer Complex. Kill the guards and swim under where you entered to find some more shells then use the rising platform and moving boxes in the corner to grab the Invisibility above the door.

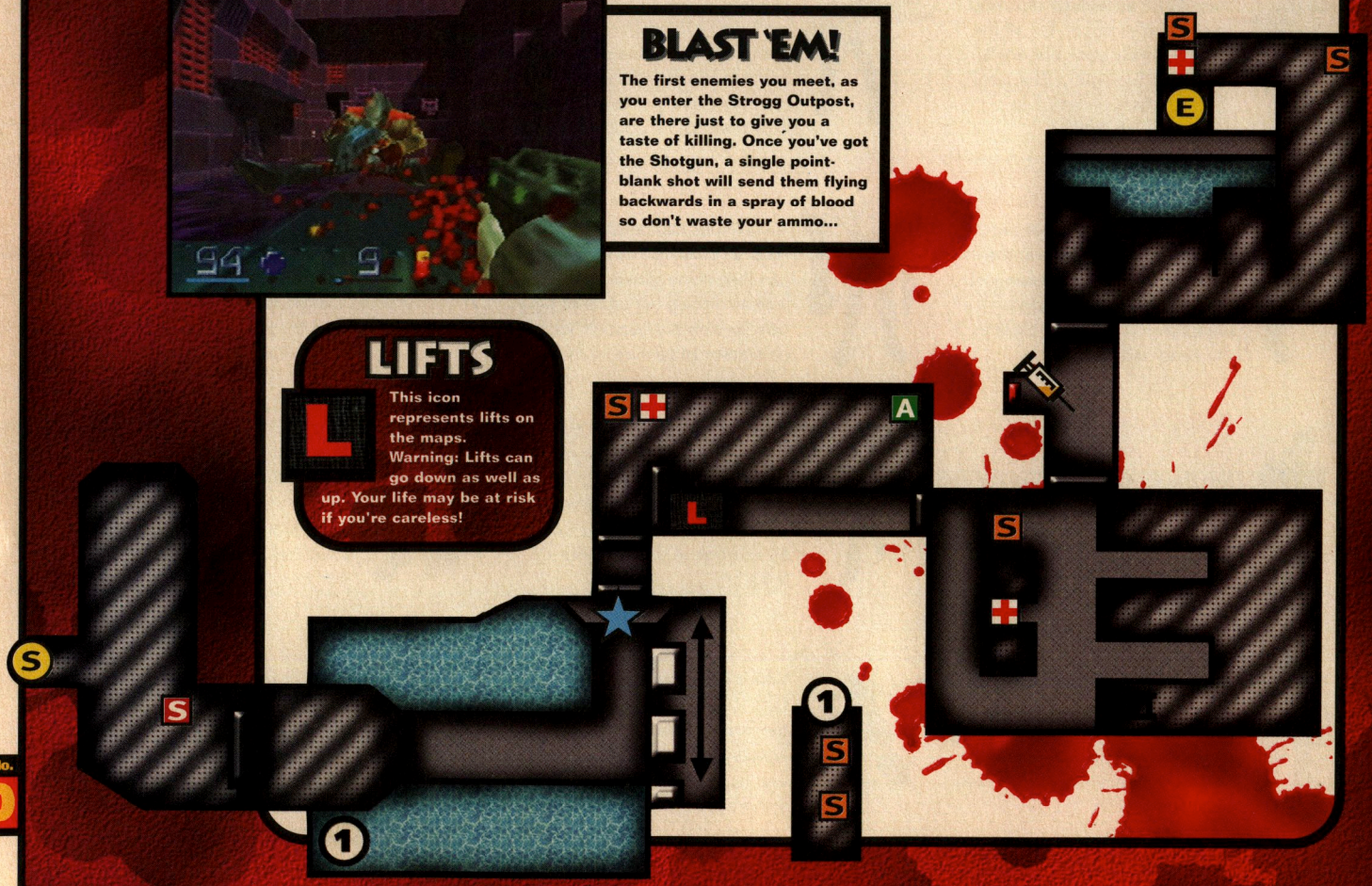
Go into the next chamber, blast the barrel to get some armour and then ride on the lift to the level above. Run through the corridor, drop down off the ledge and shoot the barrel under the ladder to open a hole where a Super Shotgun waits. Now climb back up the ladder, run through the next door on the right and along the short corridor to the room beyond. Take out all the guards here and run up the ramp to find the lift down into the Central Complex.

BLAST 'EM!

The first enemies you meet, as you enter the Strogg Outpost, are there just to give you a taste of killing. Once you've got the Shotgun, a single point-blank shot will send them flying backwards in a spray of blood so don't waste your ammo...

LIFTS

L **This icon represents lifts on the maps. Warning: Lifts can go down as well as up. Your life may be at risk if you're careless!**



CENTRAL COMPLEX

LEVEL 2









1 If you want to blow this up, you'll need some explosive charges.

2 Shoot the barrel to open up the sewer vent that leads to where they're hidden.

3 Voila! Pick up the charges and then leg it back to see some major explosive action!

MISSION 2: FIND EXPLOSIVE CHARGES

Exit the lift at the start and head through the door on the left. At the top of the stairs take the door on the right and kill the Enforcer at the end of the passage before blowing up the barrel to open the sewer pipe. Go inside and drop into the pool at the end then take the lift up to the top level and look on the shelves to the left for the explosive charges.

MISSION 3: DESTROY SECURITY TERMINAL USING CHARGES

Drop down into the area below and go through the door. Press the switch to open the next door but nip down the stairs first and grab the Grenade Launcher as well as taking out the Gunner through the open window. Head back up and through the door then run back through the corridors, this time taking the right-hand route (1). Go along the walkway and up the stairs on the right before placing the charges on the terminal and watching the explosion from a distance.

MISSION 4: LOCATE AND USE TELEPORTER

With the terminal gone, drop to the side and head into the now-open door to press the switch that deactivates the force field near the start. Run all the way back through the level and pass through the new archway to find the exit teleporter. Grab all the goodies before transporting over to the Intelligence Centre.

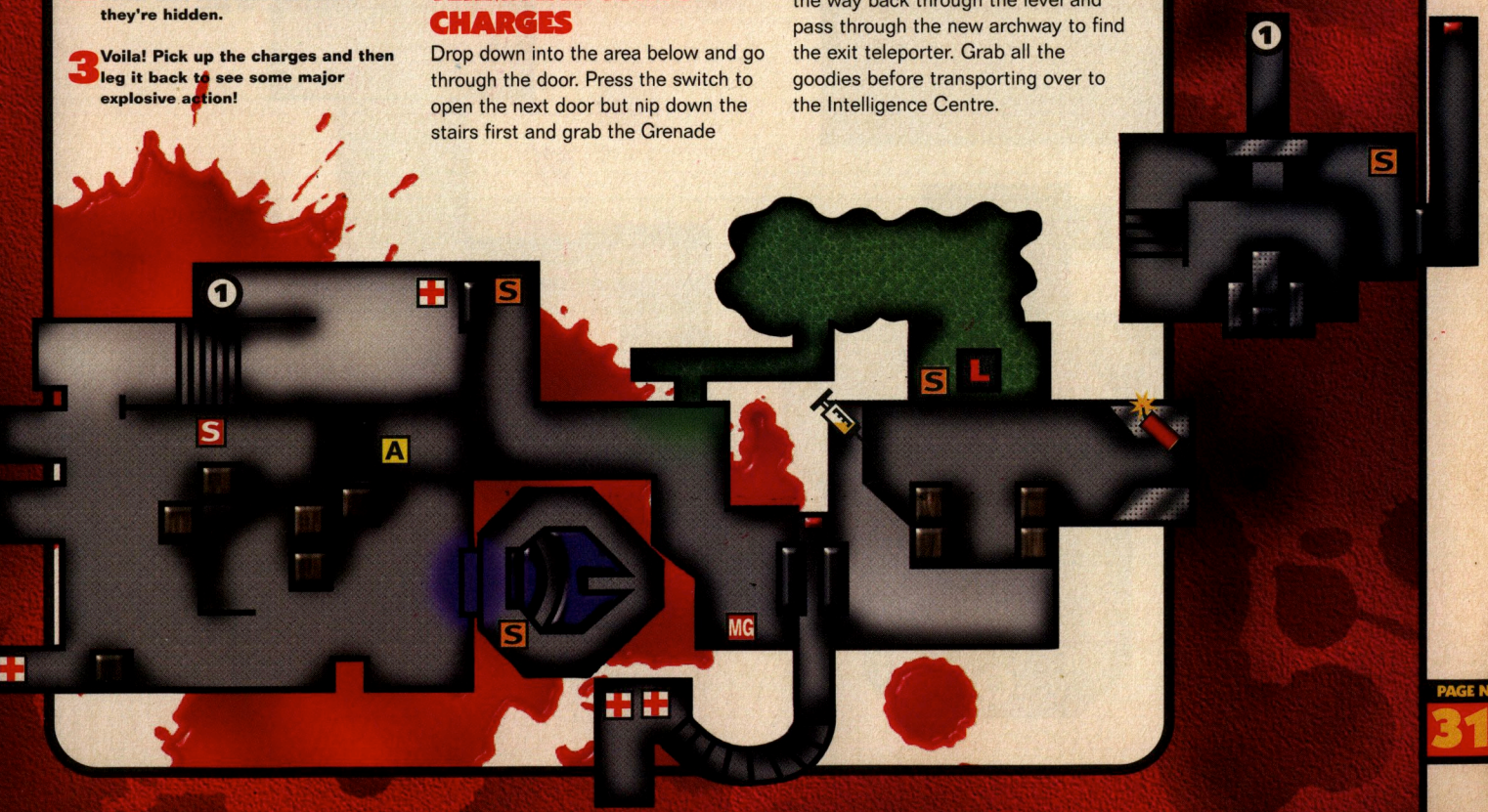
FORCE IT!

If you ever find a doorway blocked by some kind of force field, you'll probably find that it leads to the end of the level. You need to ignore it and take another route in order to find the switch that shuts the field down before you can continue.

INFO

Level 2:
Central Complex

Password:
6JBB NJVB BSBR XBF5



LEVEL 3

INTELLIGENCE CENTRE

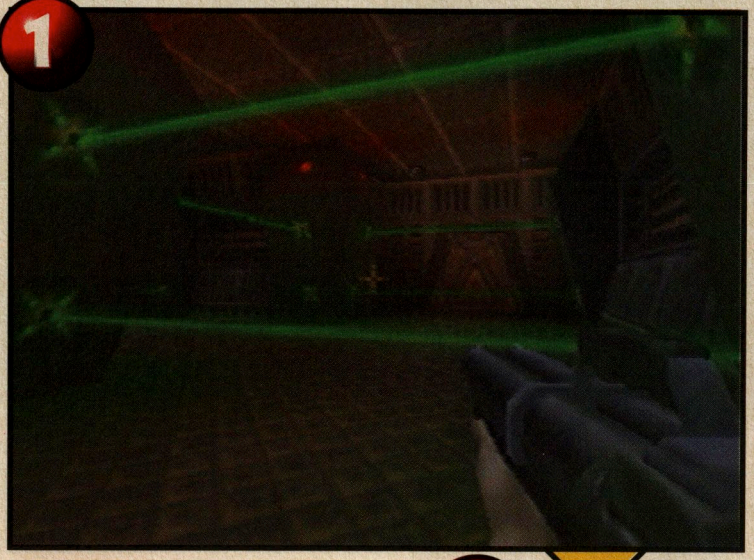
INFO

Level 3:
Intelligence Centre

Password:
1KLS ?VHD B8BT FLXM

MISSION 5: LOCATE DATA DISC

Run around the pillar where you start and through the doorway, taking care of the Enforcers on the other side. Head up the stairs and through the next door before dropping down on the lift. Run into the two side rooms, collecting the armour and pressing the buttons behind the wall to open the door ahead. run past the laser beams as the cease firing and go left, through the room and press the switch to open the door at the other end of the laser tunnel. Run back and go through it but watch out for the Tank on the other side. Continue to the end of the passage, ignoring the force field for now and into the room with the Data Disc.



EXIT

1 Pick up the Data Disk and kill the Enforcers.

2 Run back to this door to exit the stage.



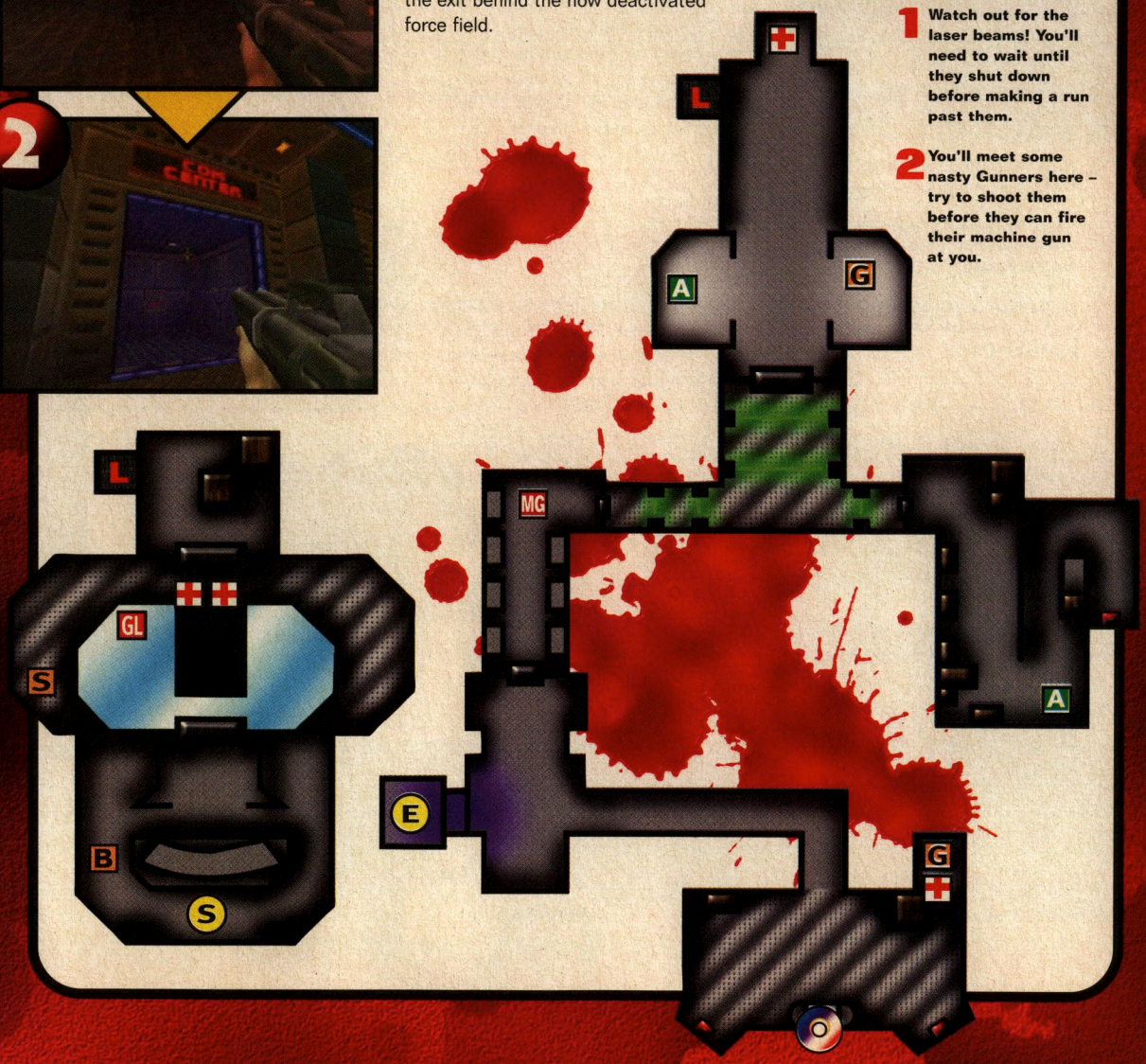
MISSION 6: PROCEED TO COMMUNICATIONS CENTRE

Pick up the Data Disc and quickly take care of the Enforcers who appear then press the two switches and run back in the exit behind the now deactivated force field.



1 Watch out for the laser beams! You'll need to wait until they shut down before making a run past them.

2 You'll meet some nasty Gunners here – try to shoot them before they can fire their machine gun at you.



PUBLISHER: Activision
DEVELOPER: Raster Productions
GAME TYPE: Shoot-'em-up
ORIGIN: UK
RELEASED: Out Now
PRICE: £39.99

COMMUNICATIONS CENTRE

LEVEL 4

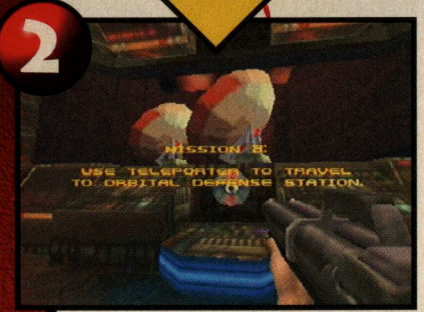
INFO

Level 4: Communications Centre

Password: ZKLT QN7G 9OB? YCH6







1 The Flyers that you meet here are a real pain so blast them out of the sky with your Super Shotgun when they get close.

2 When you reach the satellite uplink, use the Data Disk to open up the exit to the level. Run over to the transporter to continue.

MISSION 7: UPLOAD DATA DISC TO COMMAND

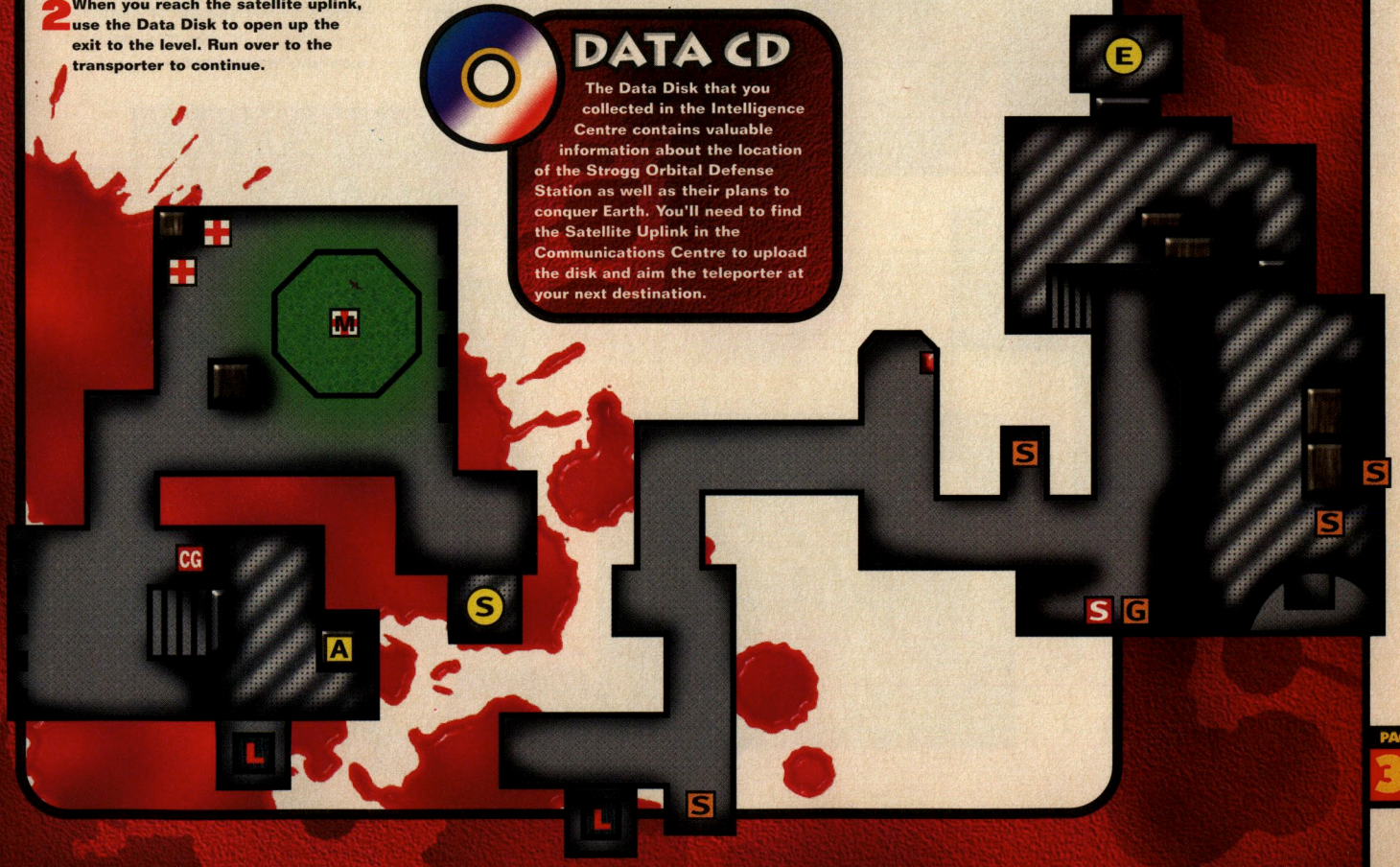
You don't really need to stop for anything on this level. Leg it through all the doors and take out any Gunners or Enforcers that get in your way, using the lift (1) to reach the higher ledge. When you reach the glass panels, you're close to the Control Room so go inside and use the Data Disc on the console at the end to complete the mission. If you want the MegaHealth, you'll need to stop the pump using the switch and then drop down onto the Bio-Suit – don't jump or you'll miss it – so you can swim in the acid and grab it.

MISSION 8: USE TELEPORTER TO TRAVEL TO ORBITAL DEFENCE STATION

Remember that green force field that you ran past as you came up to the Command Centre? Run back there and you'll find that the force field is down and you can go inside.

DATA CD

The Data Disk that you collected in the Intelligence Centre contains valuable information about the location of the Strogg Orbital Defense Station as well as their plans to conquer Earth. You'll need to find the Satellite Uplink in the Communications Centre to upload the disk and aim the teleporter at your next destination.



LEVEL 5

ORBITAL DEFENCE

INFO

Level 5:
Orbital Damage

Password:
VK3K 1MBG T8B7 DCBK

MISSION 9: DISABLE GRAVITY GENERATOR

Run round the column and through the archway, taking out the Gunner, Flyer and Tank as you go. Head down the stairs to the Gravity Generator and run past it but watch out for any Flyers that pop out of the lava below. Up the stairs on the other side is the switch to turn off the generator so kill the Iron Maiden guarding it and shut down the gravity in the Defence Station for good.



GRAVITY

1. Shut down the Gravity Generator.
2. If you don't, it's an awfully long drop!





MISSION 10: LOCATE AND RETRIEVE EXPLOSIVE CHARGES

Head back to the main corridor and run left, killing the Iron Maiden and hitting the airlock switch. With no gravity you'll be able to make the leap across the void with ease but get rid of the two Flyers before doing it. Run through the Launch Bay, climb the boxes and run up the stairs to take care of another Tank then go down the corridor into a room full of boxes. The three charges are in here so dispose of the Gunners before you collect them.

BIG BAD BOY

As you turn the first junction, you'll come face to face with a huge Tank! Don't let him lock onto you with his weapons. Use the wall as cover and blast him with your best weapons quick!

MISSION 11: PROCEED TO DOCKING STATION

Head back to the force field you passed earlier and you'll be able to get down into the Docking Station. Make sure you salvage any leftover ammo before you leave as you'll run out if you're not careful.



DOCKING STATION

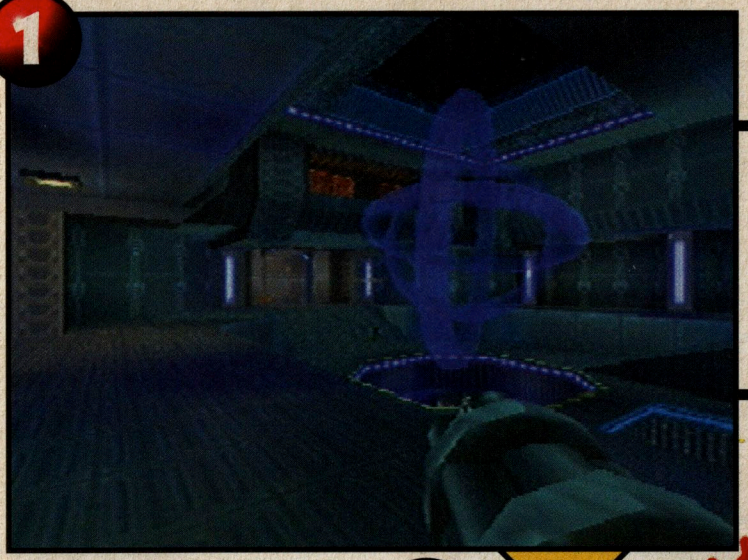
LEVEL 6

MISSION 12: DESTROY GENERATORS WITH EXPLOSIVE CHARGES

Head round the corner from the start and take out all the bad guys before heading down the ramp next to where you came in. Go down the corridor to find the first generator and plant the explosive on it then continue along and use the lift to go up onto the level above. The next generator is just ahead so plant another charge and continue down the corridor, destroying all the Gunners and Gladiators in your way. When you reach the final generator, make sure you've pressed the switch just before it to shut down the Phase Arrays – if you don't, you won't be able to get out in time.

MISSION 13: USE STROGG SHIP TO ESCAPE

Plant the last charge and leg it for the exit – you've got two minutes before the explosions go off. Run through the now-open door and head for the ship. Ignore the Gladiators blocking the way as they cost too much ammo and time to get rid off. Instead, run around them and hit the switch on the left to open the freighter's door and escape.



1 This central power unit needs to be put off-line before you can make you way to the exit.



2 Okay, that's the last charge set. Now leg it to the exit before the place blows sky high!

KABOOM!

The central power unit of the Docking Station is run by three generators. If you want to make it to the Strogg Fighter you need to shut that power down by blowing the generators up with your explosives.

INFO

Level 6: Docking Station

Password: WK3C CW3B 99BB XBGH



LEVEL 7

STROGG FIGHTER

INFO

Level 7:
Strogg Fighter

Password:
TK7F BDGT FCJP YF6G



If you haven't got the Blue Key by the time you reach this door, you won't be given access to the cockpit. Go and find it, then come back here to exit the stage.

THE RAIL GUN

Possibly the best weapon ever, the Rail Gun can blast through several enemies at once. Don't waste the ammo because it's hard to find it on later levels.



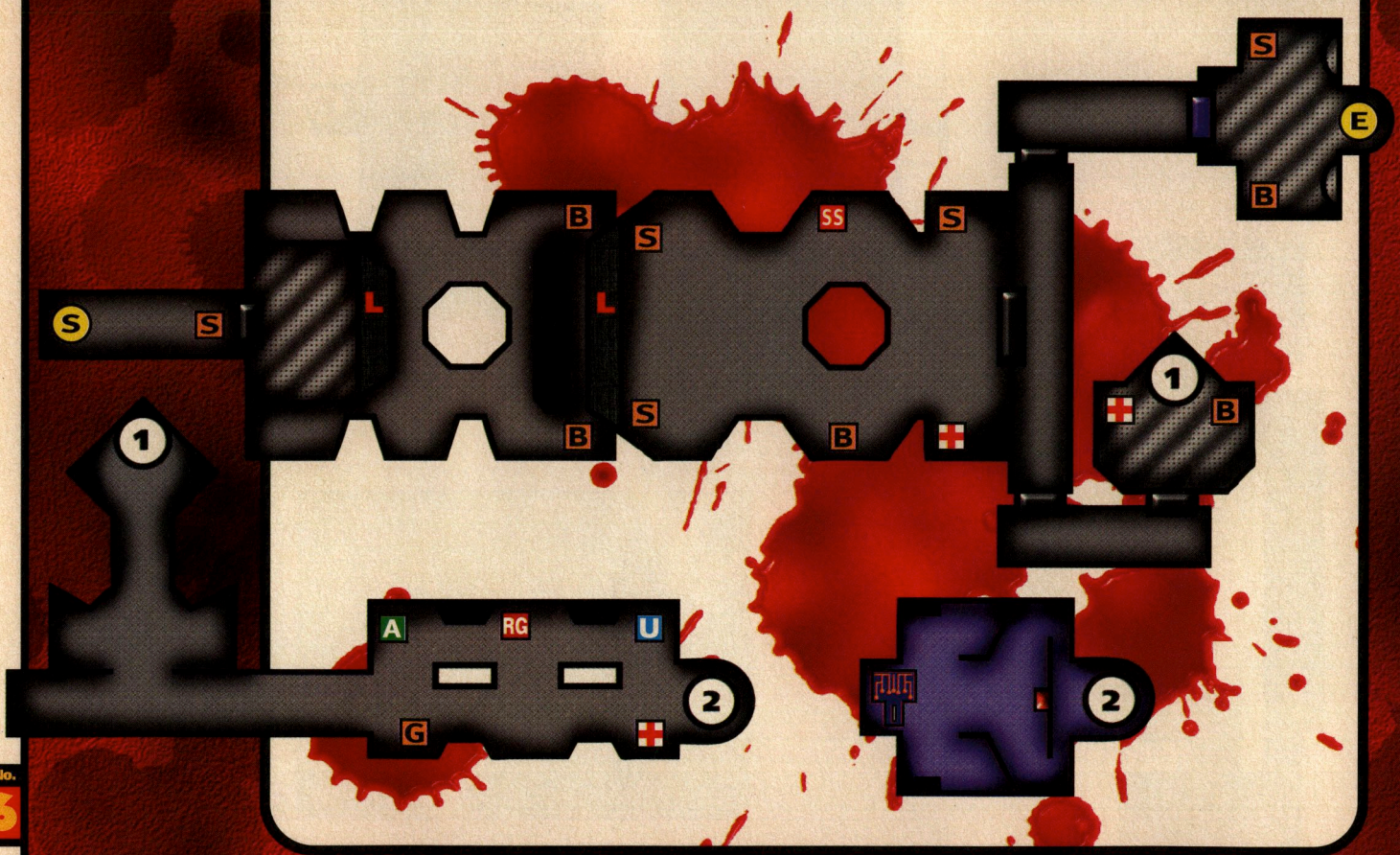


1 Look at the size of that gun! She's a beauty – wanna hold it?

2 Taking enemies out from a distance is a piece of cake with the Rail Gun.

MISSION 14: REPROGRAM NAVIGATION COMPUTERS – REDIRECT TO STROGG MOON

Possibly the easiest level ever if it wasn't for the large number of Gunners and Gladiators blocking the path. Head through the first sections, taking care of the sniping Light Guards as you move up the lifts. At the junction go right and take the lift (1) up to the top. Run through this corridor and use the lift at the end (2) to drop down – press both switches to collect the Blue Key and then the switch directly behind you to open the door blocking off the Rail Gun. Head back the way you came and head over to the other door at the junction before using the Blue Key and entering the cockpit. Finally, press both switches to reprogram the computer and drop into the Cargo Bay to finish the mission.



CARGO BAY

LEVEL 8





This is the shuttle you'll need to use if you want to escape the Cargo Bay. Of course, getting to it is tougher than you may think...

INFO

Level 8: Cargo Bay

Password: ST6T 7MXR 9V10 JVR9

MISSION 15: LOCATE POD AREA – ESCAPE TO STROGG MOON

Blast your way through the first few rooms and climb the stairs – remember this room as you'll have to come back later. Drop into the hole and clear the room at the end before turning the wheel and opening the sewage duct (1). Climb inside and run to the end to rise up using a hidden lift. Continue through the corridors until you reach a stack of boxes – climb these and jump to the ledge on the left to continue.

Grab the armour and run round the corner, stopping to shoot the button on the far wall between the two pillars to open up a room with Quad Damage inside then blast your way up to the Red Key. Run past and use the lift to reach a ledge above the room at the top of the first flight of stairs – drop down and use the Red Key to open a new path. Fall through the hole but watch out as you enter the Launch Bay as there are some Gunners and a Gladiator waiting for you as you leave.

UNDER FIRE

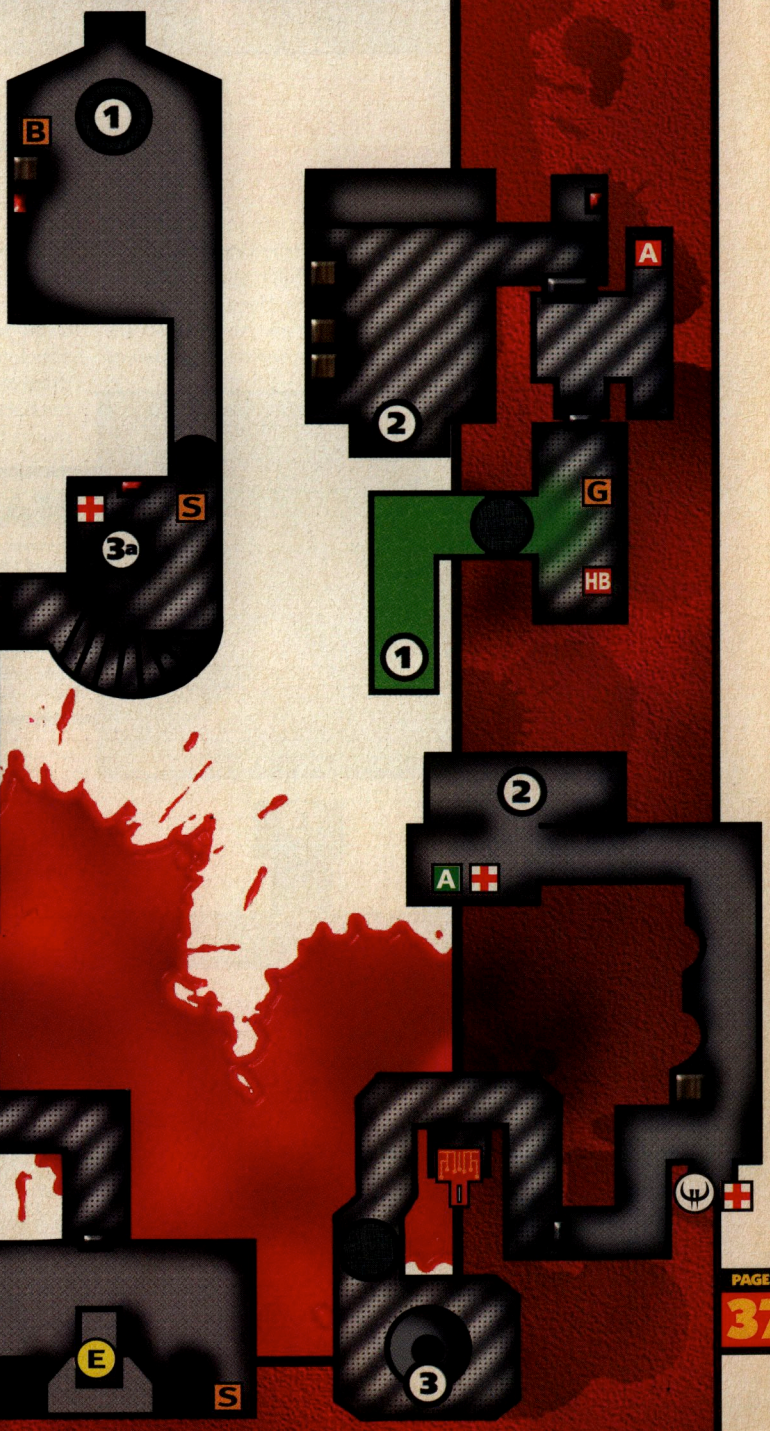
Make sure you've got some heavy artillery handy for this stage as there are lots of troops trying to stop you finding the Pod Hanger and escaping.





1 There are loads of tough Gunners and Enforcers blocking the road up to the Red Key.

2 Argh! In all the commotion, we forgot to pick up the key!



LEVEL 9

ZAXITE MINES

INFO

Level 9:
Zaxite Mines

Password:
R?8R DPDL 6HJX 9VG6



Remember that trying to take the enemies on close-up isn't always the best tactic. Blast them from a distance for ultimate results!

MISSION 16: DESTABILISE MINING AREA – LOCATE EMERGENCY EXIT

Before you drop into the gully below, let loose with some Grenades to take care of all the Enforcers and Robomutts there. Head through the right-hand door and rush through the area, hitting the switch on the left as you go – don't stop or you'll get mauled by the Mutant hiding there. Head into the main complex and run out the other side to hit the other switch, again avoiding the Mutant who lives in the cave. Go back to the complex and through into the control room – take care of the Gunners and then run across each of the platforms to hit the two switches. When both are struck the emergency exit will open but there are tons of Mutants so quickly run back and get out before you get ripped to shreds.



BEASTMASTER

Whatever you do, don't hang around the icy mine caves too long or you might find yourself as the main course. Why? Because the Zaxite Mines are home to some real nasty flesh-eating beasts ready to rip your arms off! Quick – run for it!

BOMB THEM!

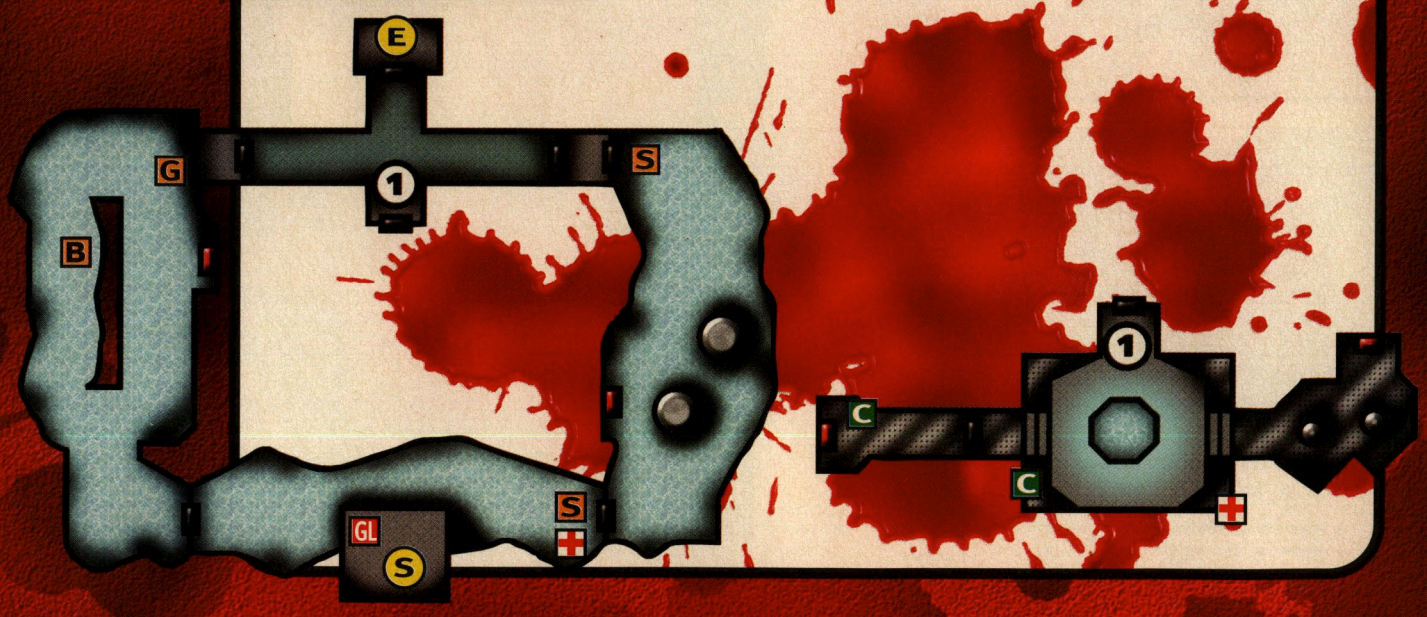
If you want to clear out a room packed with enemies, try using Grenades. Just fire down on people and stay out of the way of the resulting explosion!





1 **Using Grenades at the start of the level is the best way to get rid of these annoying robot dogs.**

2 **The Control Room is another place to use Grenades because you can use the central pillar as cover from the explosions.**

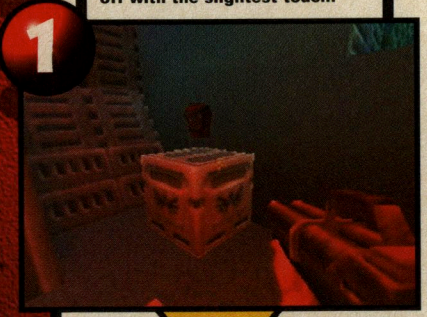


STORAGE FACILITY

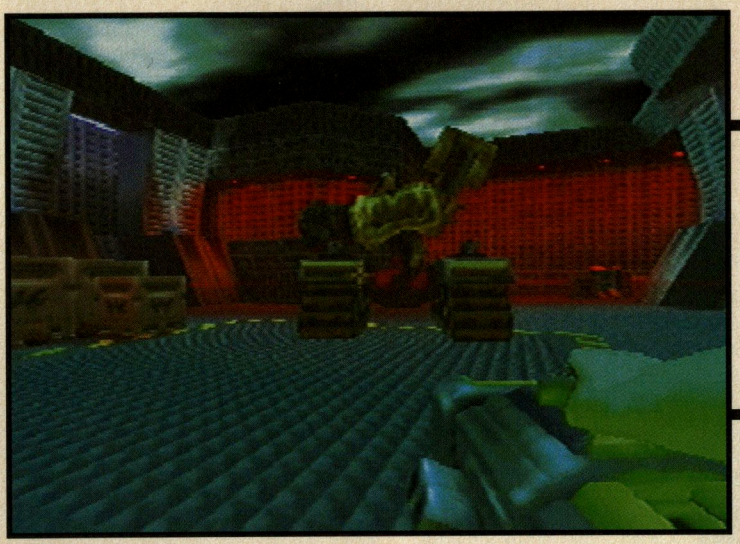
LEVEL 10

BOX CLEVER

Watch where you're jumping oncrates –some are perfectly safe to stand on while others contain explosives which can go off with the slightest touch!







BIG TANK!

Once you've activated the laser, the floor will explode and a Giant Tank will rise from the warehouse below! This is a tricky fight as not only do you have to avoid his fire but also the laser beams around the outside of the area!

1 Some boxes, like these, can be used as platforms to reach higher areas or make bigger jumps.

2 Others can be used as explosive devices to take out walls or doors – try it here and feel the burn!

MISSION 17: FIND THE TELEPORTER TO THE PLANET'S SURFACE

Ignore the door and follow the path to the right. Make sure you wipe out the Light Guards round the corner before pressing the switch. Now run back down the passage and through the door, clear the warehouse of any guards lurking in the corners and pick up all the goodies then jump into the teleporter up to the surface. Blast the black boxes in the corner of the warehouse to snag a useful Gatling Gun.

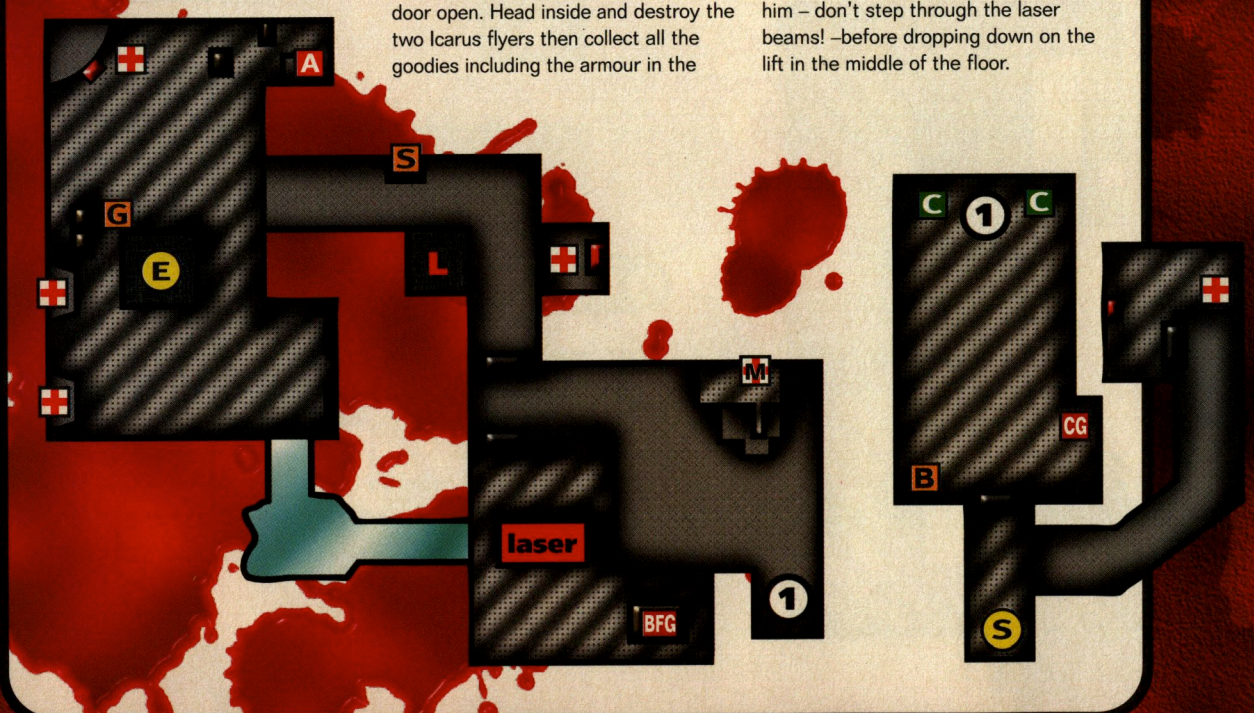
INFO

Level 10: Storage Facility

Password: Q8?H GNVC PF1L ?BPC

MISSION 18: REDIRECT LASER DRILL TO ACCESS LOWER STORAGE

Kill the guards and collect the MegaHealth by blowing up the black box underneath it then run to the end of the room and head through the right-hand door. After killing the guards, take the lift up to the top and press the button at the end. Wait for the box to pass and when it is dropped outside the door, shoot it to blow the door open. Head inside and destroy the two Icarus flyers then collect all the goodies including the armour in the corner. Run through the door on the left and press the switch at the end to activate the laser – collect the BFG10K hidden inside the boxes before leaving this area! Run back through the level until you reach the main cargo bay again and press the button. A giant tank will rise from the floor so keep moving and use your BFG10K to level him – don't step through the laser beams! –before dropping down on the lift in the middle of the floor.



LEVEL 11

ORGANIC STORAGE

INFO

Level 11:
Organic Storage

Password:
P64Y Q6RS T71K
?LW8

MISSION 19: INFILTRATE SECURITY BOOTH – UNLOCK SECURITY DOORS

Run through the whole of the first section, killing any guards or Enforcers that you meet. If you need rockets, you can jump on the door of the Cargo Train as it opens and then turn around to jump across and get some. Clear out the whole area of enemies before trying to collect the Quad Damage or Armour then run to the room at the end and go up the lift (1). Take the first door on the left – watch out for the Gunner round the corner – and follow the path along to the next lift (2). Kill the Gunners there and press the switch in the console to unlock the security doors.



These boxes have to be climbed in order to reach the level above. Watch out for the Gunner standing behind you as you go!

MISSION 20: LOCATE FREIGHT ELEVATOR TO PROCESSING CENTRE

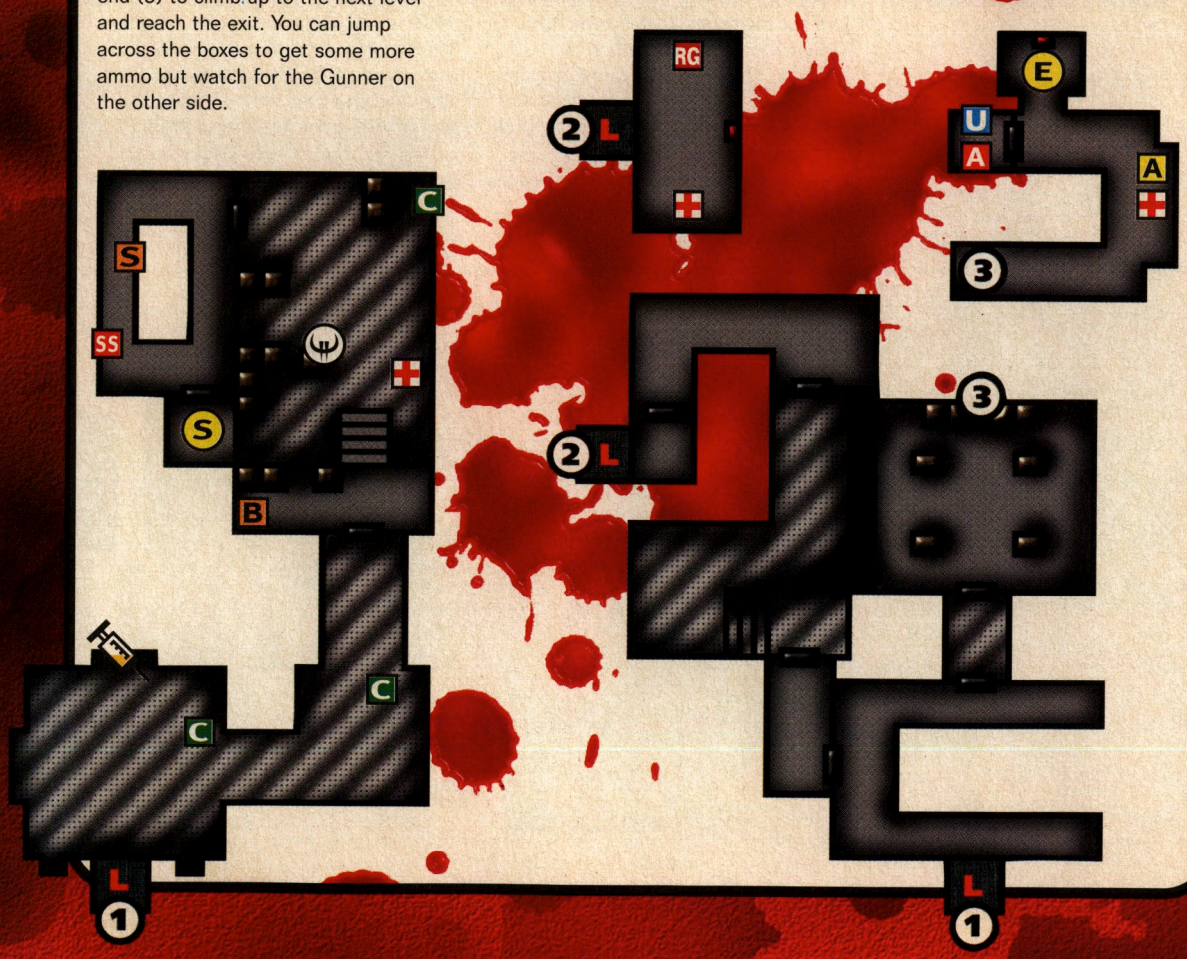
Retrace your steps back to the first lift and go through the next door on the left opposite where you first came up. Run through this next room and use the boxes at the far end (3) to climb up to the next level and reach the exit. You can jump across the boxes to get some more ammo but watch for the Gunner on the other side.



1 Watch out for the nasty Robomutts here. They're tough to kill and dish out a whole load of pain!



2 It can get pretty hectic in the later parts of the stage – just pull out the heavy duty firepower and blast away!



PROCESSING CENTRE

LEVEL 12

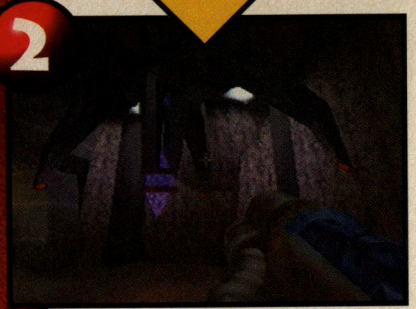
NO ENTRY!

When you locate the entrance to the Geothermal Station, you'll find the door locked with no key anywhere! Looks like you'll need to find another way in...

1



2





CHOICES!

On the other side of the conveyor belt is a narrow walkway with many different routes off of it. Your main target is the locked door at the end which you'll need the Yellow Key to open – getting to it isn't an easy task though...

1 Damn, I've locked myself out! I knew I shouldn't have left the keys on the mantlepiece...

2 Need a way in? Check out the mining laser on the far side of the complex – it could help if you get it activated...

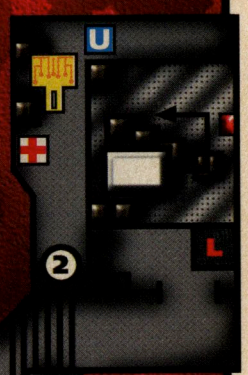
MISSION 21: GAIN ENTRANCE TO GEOTHERMAL STATION

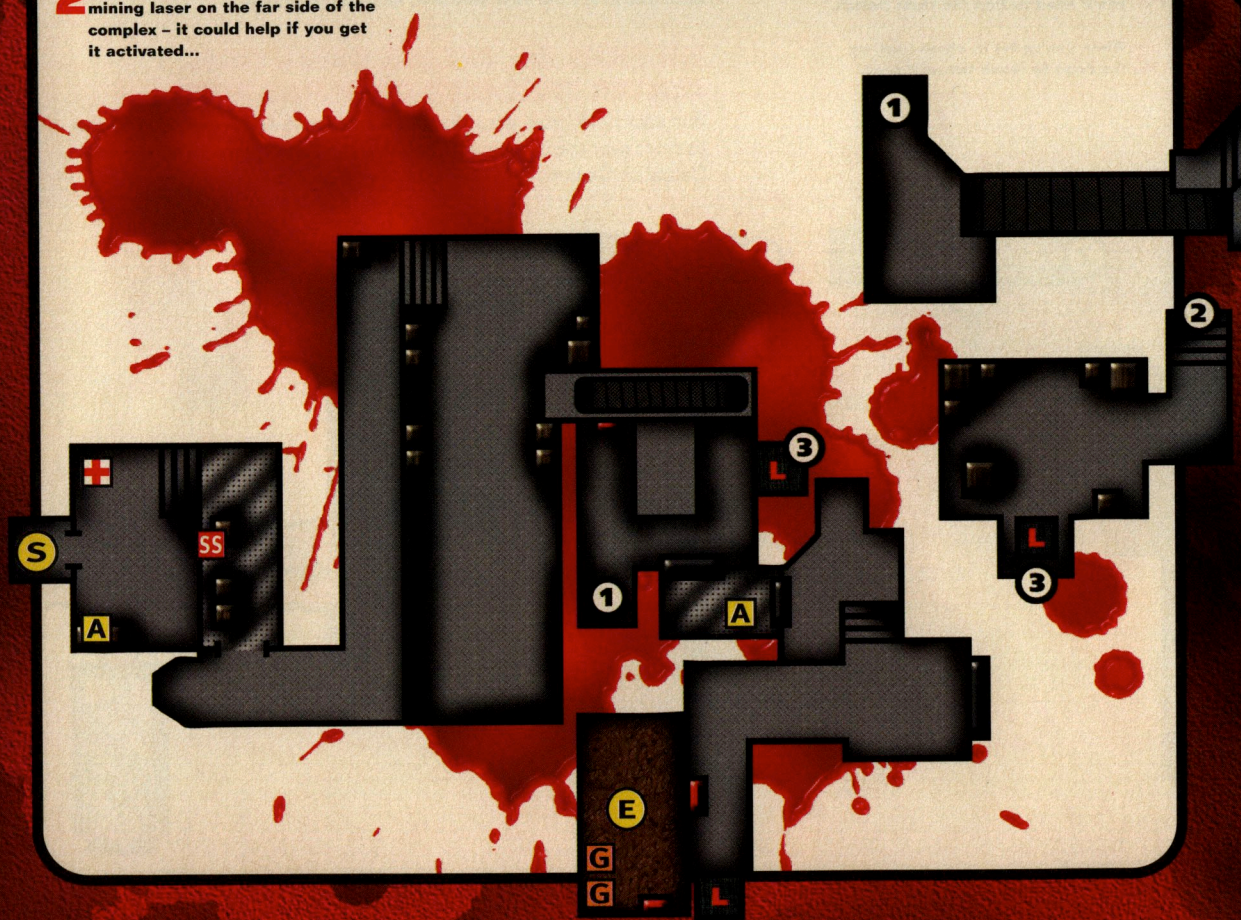
Run through the first few rooms until you reach the area with a conveyor belt leading out of it. Jump on and ride it to the end then run around the high ledge and grab the Blue Crystal in the short passage. Use the lift behind you to drop into the next conveyor belt area (1) and press the switch to start the belt. Ride it to the far side then follow the passage and drop into the boxed area to insert the Crystal on the right. Climb back up and use the Loading Crane to cross to the other side before collecting the Yellow Key and going down the stairs (2). Use the lift on the left (3) to get back up to the high ledge and open the door with the Yellow Key. Run through the outdoor section and use the lift at the end of the passage to drop into the Laser Drill area. Press the switch then go back up and press the other switch to blow a hole in the floor. Enter the hole to get into the Geothermal Station.

INFO

Level 12: Processing Centre

Password: N4R3 7T82 VWQW ZG?V





LEVEL 13

GEOTHERMAL STATION

INFO

Level 13:
Geothermal Station

Password:
M604 9QMG Y40V LQKY







1 To activate the Power Systems, you'll need to find the right switch.

2 When you've hit it, climb back up the cogs to reach the next area.

MISSION 22: ACTIVATE GEOTHERMAL POWER SYSTEMS

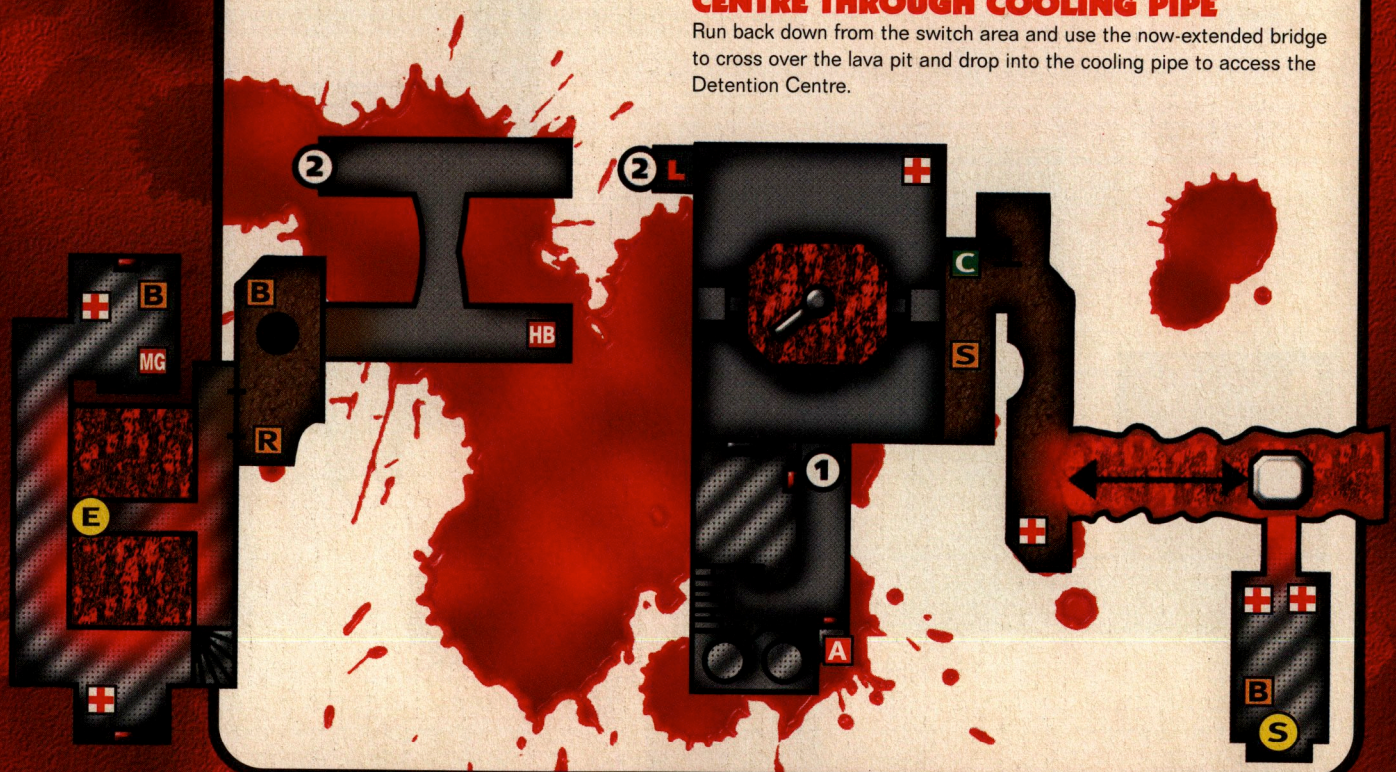
Grab all the goodies near the start and jump on the Maintenance Train to cross the lava pit. At the other side run down the tunnel and grab the Quad Health hidden in the corner before heading into the complex. At the Geothermal Core climb down the ladder (1) and press the button at the end of the corridor to activate the Power Systems.

MISSION 23: DISABLE COOLING SYSTEMS TO CAUSE OVERLOAD

Use the pistons and cogs to climb up and press the button to open the security doors. Use the Lava Mixer to cross the gap and take the lift (2) up to the next level. Blast your way along the tunnels until you reach the lava pit – climb the stairs at the end and run past the first switch to find a second one. Press it to disable the Cooling Systems then run back and press the first switch to extend the bridge.

MISSION 24: ACCESS DETENTION CENTRE THROUGH COOLING PIPE

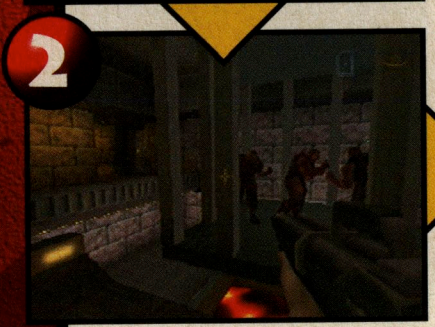
Run back down from the switch area and use the now-extended bridge to cross over the lava pit and drop into the cooling pipe to access the Detention Centre.



DETENTION CENTRE

LEVEL 14







INFO

Level 14: Detention Centre

Password: L689 GR4B 70VB JMGM

MISSION 25: LOCATE ENTRANCE TO STROGG LAB

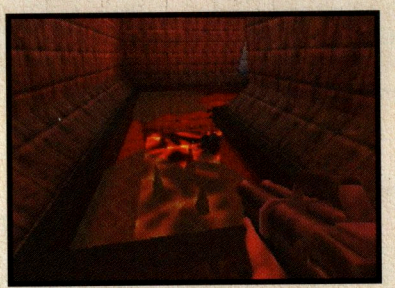
From your start in the sewer, climb the ladder (1) and run up the stairs to the right. Ignore the door and follow the passage until you reach a switch. Press it and run back to the force field near the ladder which is now deactivated.

Kill all the nasties inside and collect the Yellow Key then run back to the door at the top of the stairs and open it. Press the switch if you want to kill all the prisoners and get some Red Armour and continue along the corridor. Sprint past the Crushers and Spikes, jump over the lava but watch for the collapsing floor and then leg it through the Electric Field when it shuts down (2). Carry on through all the corridors, press the switch to activate the lift at the far end and then jump on the conveyor belt to enter the lab.

1 **Ahh, so that's how dog food is made... don't stray into the Strogg grinder or you'll be mincemeat in seconds!**

2 **Letting these guys take a quick dip in the lava might not do them much good but at least you'll get some Combat Armour.**

3 **Look up into the sky and blast this sparking air-vent with your shotgun – it'll blow open and give you some Invisibility!**



Watch out when standing on the glass over the lava pit – if you stay still for too long, it'll collapse from under you!



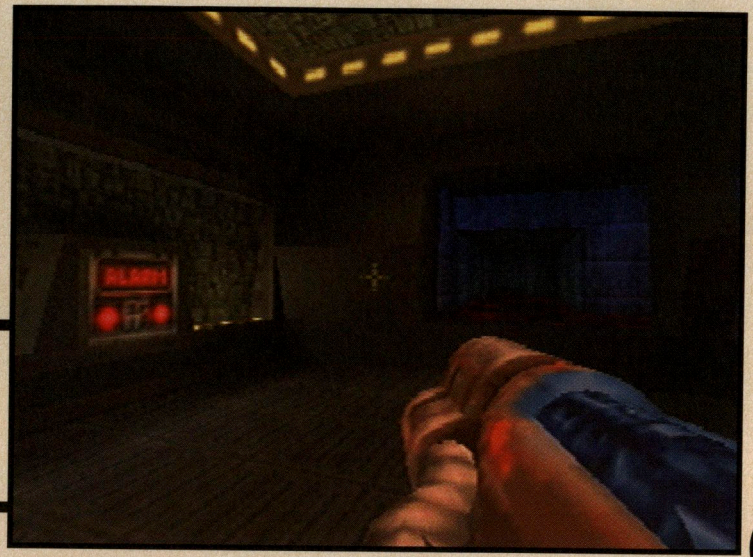
LEVEL 15

RESEARCH LAB

INFO

Level 15:
Research Lab

Password:
K6?Y X766 T6ZK
994R



You'll need to leg it down the corridor and blast the Gunner at the end before he hits the alarm. If you don't, you'll drown in the lava that pours in!

GOING DOWN

The journey to the Transport Train isn't an easy one. Not only are there a ton of enemies to kill but some of the switches are out of the way – good luck!

1



2



3

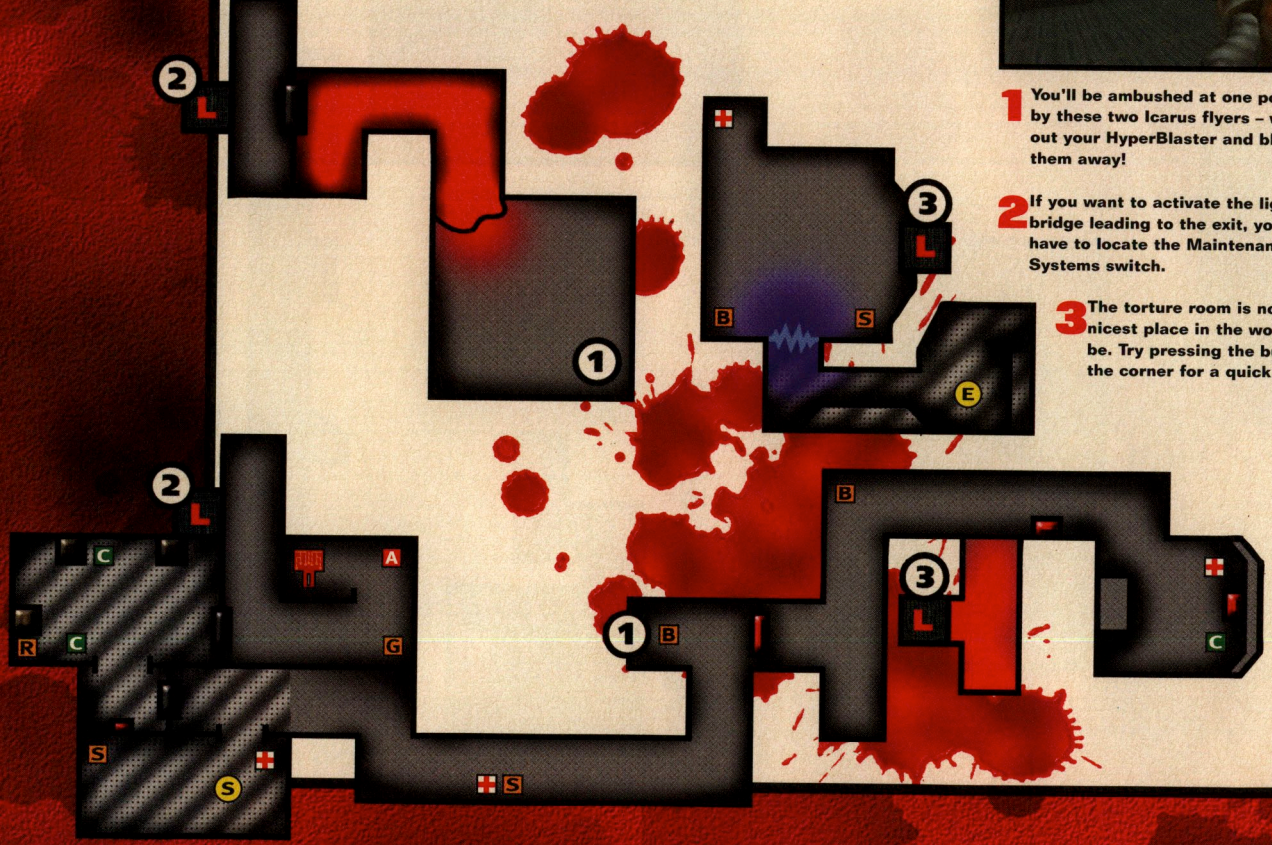


MISSION 26: DISABLE THE ENERGY CORE

Take a right at the first junction and drop off the ledge into the prison pit below (1). Run through the corridor and smash the window, killing the Berserker before he can press the alarm and flood the corridor with toxic waste. Ride up on the lift (2) and kill the Tank round the corner for the Red Key then fight your way through the torture room until you're back at the first junction. Open the door on the ledge with the Red Key and run around the corner, past the switch and down the stairs. Hit the switch to deactivate the Energy Core but watch for the Icarus flyers that crash the party soon afterwards.

MISSION 27: FIND TRANSPORT TRAIN TO STROGG BASE

Head back to the switch you passed earlier and press it to activate the Maintenance Systems. Run inside and jump on the lift (3) then press the switch in front of you to shut down the Phase Arrays. Run through the open door to the left and through the corridor, jumping on the train to enter the Bio-Waste Lab.



1 You'll be ambushed at one point by these two Icarus flyers – whip out your HyperBlaster and blow them away!

2 If you want to activate the light bridge leading to the exit, you'll have to locate the Maintenance Systems switch.

3 The torture room is not the nicest place in the world to be. Try pressing the button in the corner for a quick laugh!

BIO-WASTE TREATMENT

LEVEL 16







INFO

Level 16: Bio-Waste Treatment

Password: J6?4 7SLM YRZ2 QDSB

1 The end of the level is behind these Maintenance Doors.

2 Here's the switch – of course, it's miles away from the door!

MISSION 28: DISABLE FIRST LOCKING MECHANISM

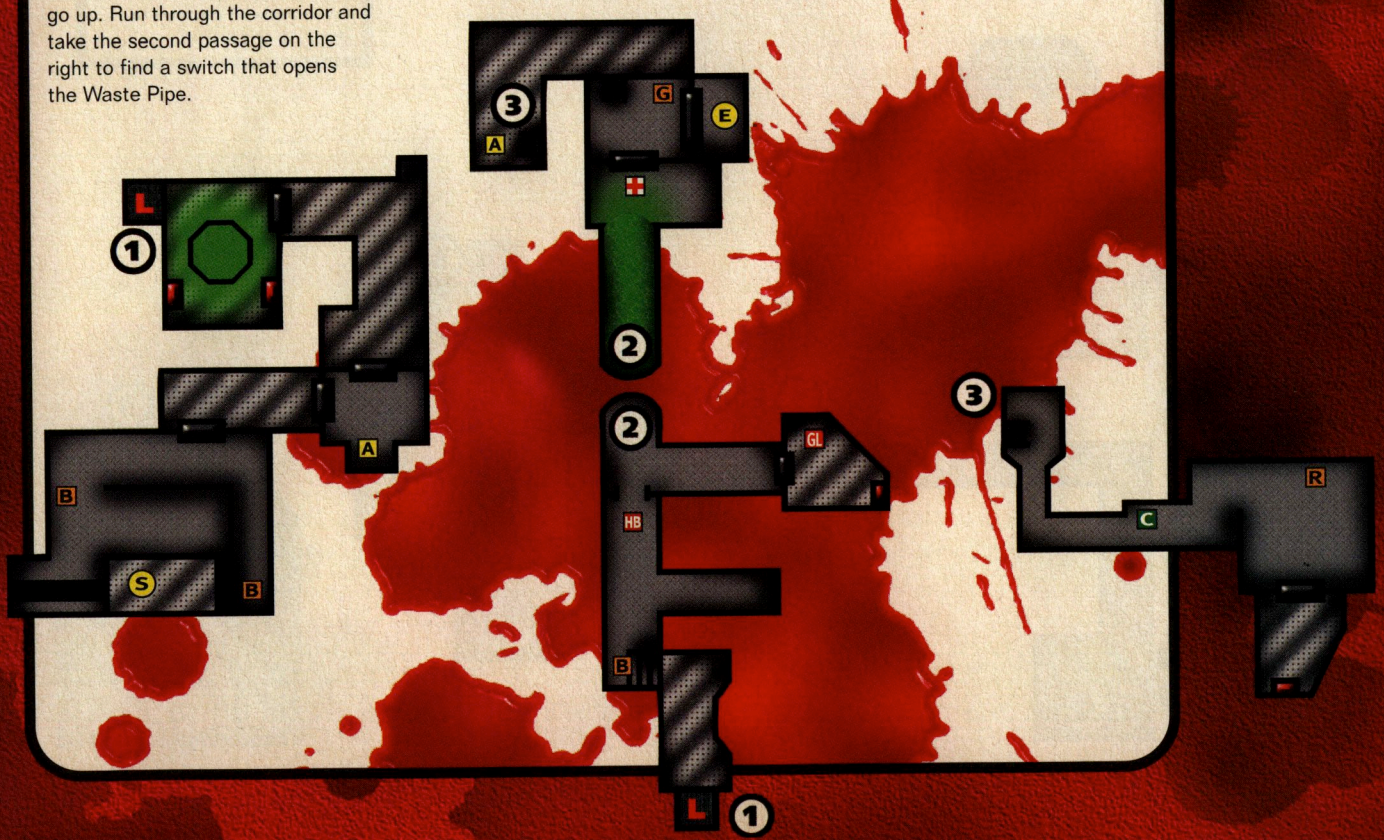
Jump out of the train and blast your way through to the area with sewage to the side. Take a dive into the pool on the left and swim through, press the switch on the other side to turn on the Transfer Pump and then head back to turn the valve. This raises the water level so swim back through and climb out before using the lift to go up. Run through the corridor and take the second passage on the right to find a switch that opens the Waste Pipe.

MISSION 29: DISABLE SECOND LOCKING MECHANISM

Jump inside and blast the wall at the end to get into the next section. Climb the ladder and run around the outside of the pipes, climb another ladder and jump across the top level of pipes to access an small alcove. Run through the door to find the switch that opens the Maintenance Door.

MISSION 30: ENTER ACCESS CONDUITS USING MAINTENANCE PASSAGE

Run back to the area where you blasted your way out of the pipe and check out the door to the left. This leads to the Maintenance Passage and will take you through to the Access Conduits.



LEVEL 17

ACCESS CONDUITS

1 This bridge might look harmless but we assure you the Tank below isn't!

2 Once you've activated the Magnetic Lift, you can travel across the toxic waste without getting hurt.





INFO

Level 17:
Access Conduits

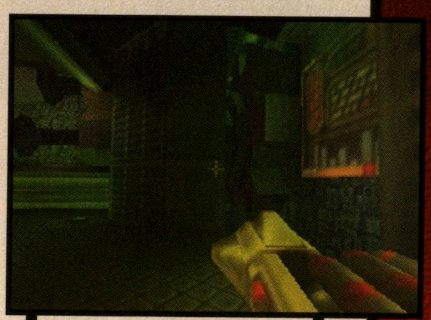
Password:
H6?W 39XL P4Z1 7XBC

MISSION 31: LOCATE REMAINING LOCK TO CORE ENTRANCE

Hit the switch and quickly jump onto the now-moving platform. Climb the stairs at the end and follow the platform to the right to find a switch that drains the waste from below where the moving platform was. Head back and drop down then nip into the revealed opening and use the lift. Hit the two switches at the top and run outside, crossing over the raised bridge to the next section. Kill everything in sight and stay up top to take out the Tank that paces back and forth below. Drop down to get all the goodies then climb up using the lift, cross the light bridge and press the switch at the end of the passage to unlock the Core.

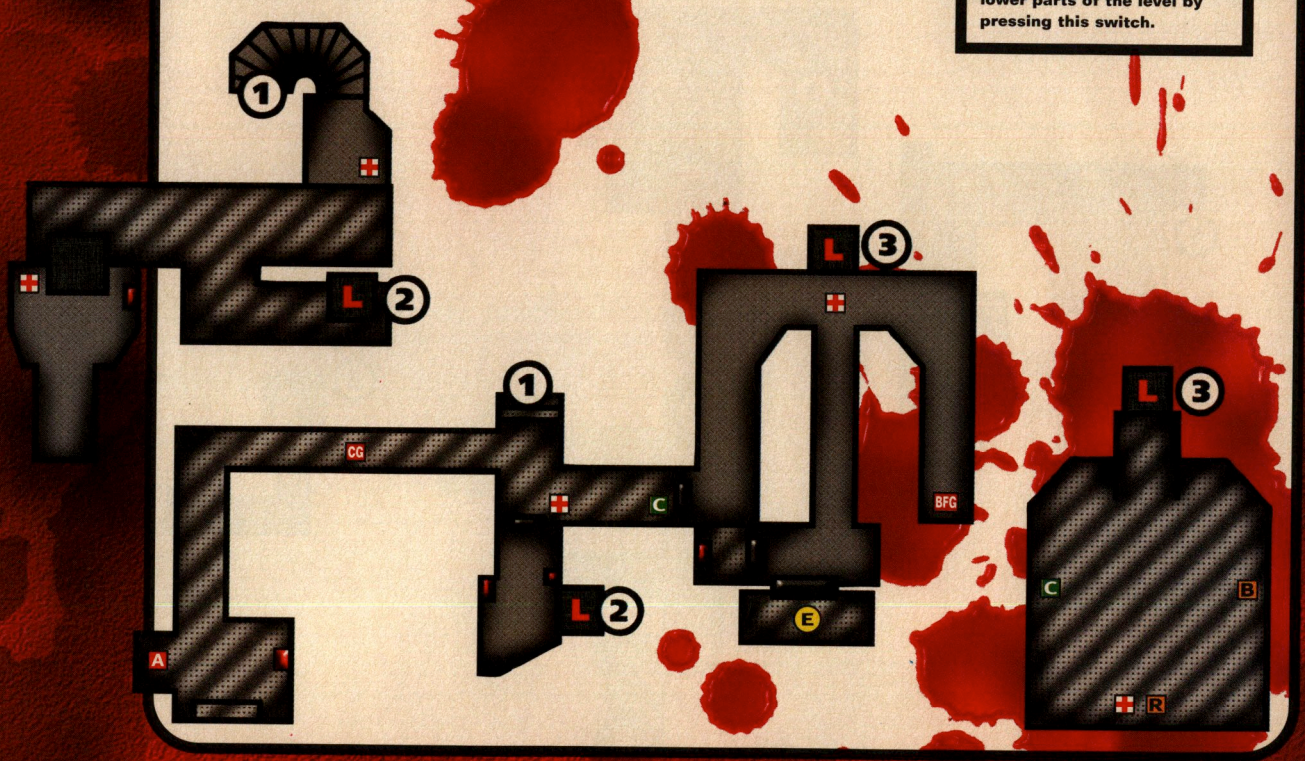
MISSION 32: ENTRANCE OPEN – PROCEED TO CORE

How could you possibly not know what to do here? Head back to the door opposite the light bridge and go through it. Descend in the lift and jump into the Core Entrance to continue.



DRAINAGE

When you enter this level, there are large canals of toxic waste that you'll need to cross all over the place. Thankfully, you can drain the waste away and get to the lower parts of the level by pressing this switch.



DESCENT TO CORE

LEVEL 18



TRICKY LIFTS

Getting through this level can be a real pain thanks to lifts. One false move will mean either getting crushed on the ceiling or falling to your death!





1 Remember to jump from the lifts before they go too high or you'll be flattened by the ceiling above!

2 Even the teleporter requires a tricky jump before you can reach it. Don't lose your nerve now...

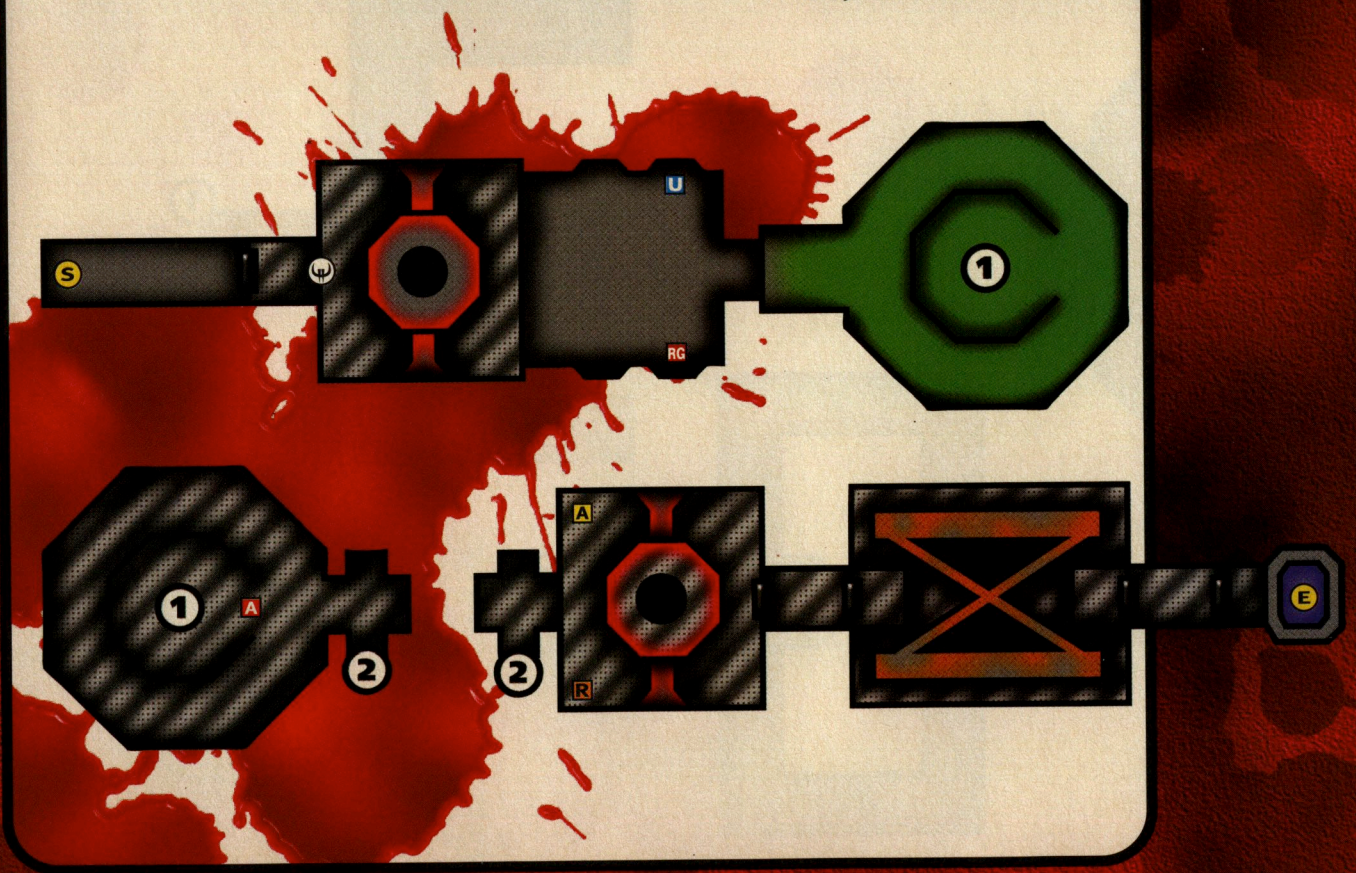
INFO

Level 18: Descent To Core

Password: G46V MQZ2 V6FK NK9W

MISSION 33: DESCEND INTO CORE – LOCATE ENTRANCE TO STROGG COMMAND

This is a straightforward mission but is complicated by the large number of ways to get either crushed or electrocuted along the way. Run down the corridor, kill the Berserker and jump on the rising platform, making sure to get off before the ceiling hits you. Drop into the next corridor and run over to the next set of lifts (1), again getting off before you feel the squeeze. In the next chamber use the small lifts at the side (2) to rise up and then approach the next rising platform. You actually want to fall off it on the other side and enter the doorway below so do this and then take a running jump over the gap, watching for the rising platform that may block your way. Finally, head through the last door and jump into the teleporter to access the main Core.



LEVEL 19

COMMAND CORE

INFO

Level 19:
Command Core

Password:
F46V RQZ2 VYSH SK7N



Whatever you do, keep your distance from the big guys! Don't just stand there and let them shoot you – duck, dive and blow them up!

THE END?

It's not long before you fight the final Strogg Guardians in the Command Core. Get your biggest guns ready 'cause this is the toughest battle yet!



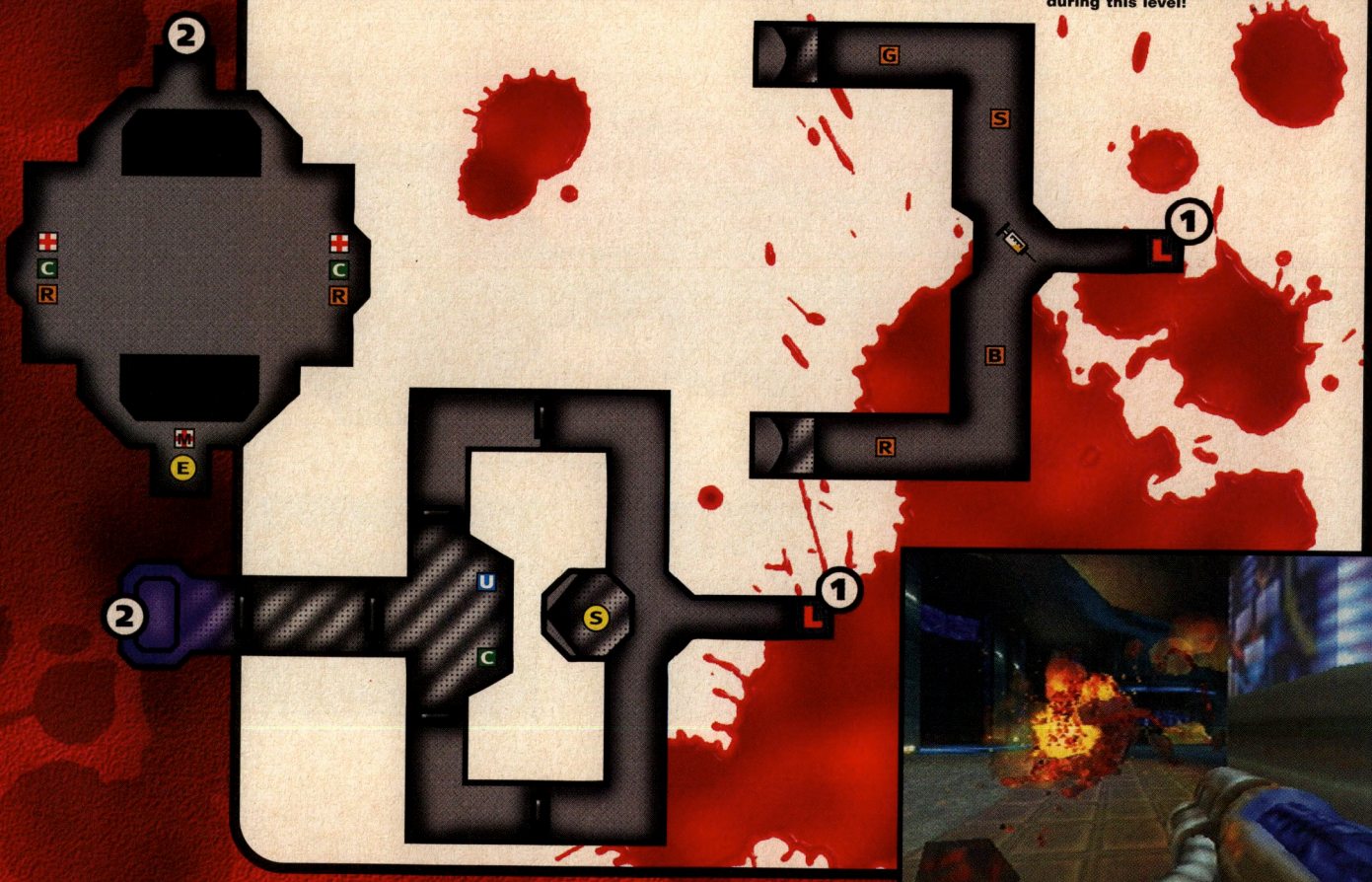


MISSION 34: DESTROY THE GUARDIANS – SHUT DOWN THE CORE

Collect all the ammo, armour shards and Stim-packs you can find on both levels before heading for the teleporter to the Core. As you teleport in, you'll be set upon by two Tank Walkers – try to use the pillar in front of where you start as a shield and pick them off bit by bit using lower weapons like the Hyperblaster or Rail Gun. Don't waste BFG10K ammo as you'll need that later. As you destroy each Tank, a God Flyer will enter the arena so keep moving and get rid of the first one, leaving the next Tank until after you've dealt with it. There is a MegaHealth next to the exit to run to get this half way through the fight. When all the enemies are down, run through the door at the end and shut down the Core to finish the game.

1 Make sure you pick up all the ammo before entering the teleporter as there's no turning back now...

2 Oh dear, you've died again... be prepared to see this screen often during this level!





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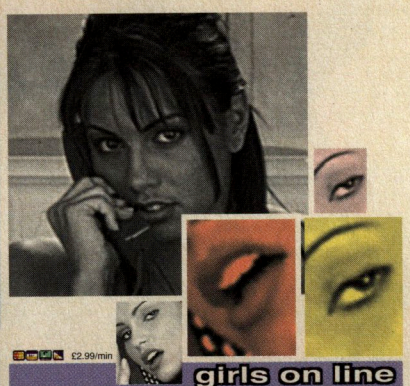
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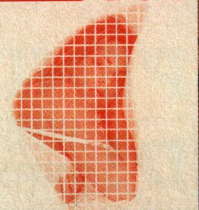


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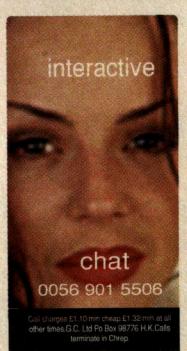
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MYSTI

ゴエモン

がんばれ

でろでろ道中

オバケてんこ盛り

Bashed by Bismaru? Killed by Kabuki 64? Lost on the Lost'n Road? Look no further – our guide to all the important parts of Goemon's Great Adventure is here to save the day!

CONTROLS

Here are the controls you'll need to stop Bismaru and Dochuki in their tracks!

- **A BUTTON:** Jump
- **B BUTTON:** Use Main Weapon
- **▲C BUTTON:** Not Used
- **▼C BUTTON:** Not Used
- **◀C BUTTON:** Not Used
- **▶C BUTTON:** Not Used
- **ANALOGUE PAD:** Move Goemon around
- **Z BUTTON:** Fire/Charge Up Throwing Weapon
- **LEFT BUTTON:** Fire/Charge Up Throwing Weapon
- **RIGHT BUTTON:** Use Special Weapon
- **D PAD:** Move Goemon around

SPEND, SPEND, SPEND!

There are plenty of goodies to spend your hard-earned cash on in the world of Goemon. Remember that if you need a little extra money, the amount that the bad guys give you once they've been killed doubles at night-time. So grab your purse and let's go shopping!

RICE BALLS
COST: 20 COINS

Plain rice might be tasteless and boring but some people seem to have a taste for it. Try some for yourself – it'll give you back one point of energy when you die, so it's worth it in the long run.



PLUM RICE BALLS
COST: 40 COINS

Hmm, you really can taste those plums. This delicacy will remain in your pocket until you die, at which point you'll get two points of energy back to carry on the level with. How lovely.



FISH RICE BALLS
COST: 80 COINS

The most tasty rice on the market is only available once you reach Spook Village. It's delicious and nutritious, giving you back a full three energy points if you snuff it halfway through a level.





MYSTICAL NINJA 2

GOEMON'S GREAT ADVENTURE

MEET THE GANG

The boys are here, the boys to entertain you. Actually, it's three boys and a girl – all of them fist-punchin', foot-kickin' ninjas with an attitude. Come with us as we introduce you to people at the heart of this great adventure...



GOEMON
MYSTICAL NINJA

He's a ninja and he's rather mystical – that's Goemon. The man with the crazy hair rivalled only by Marge Simpson is back and he's ready to kick ass. Grab your pipe but leave the slippers – you're going out for a great adventure!



SASUKE
ICKLE NINJA

Everybody's favourite ninja/explosives expert is back but this time minus his wonderful jet pack. Now though, he's been chosen to have a sub-aqua propeller pack attached to his behind in the name of science... lucky fellow.



BISMARU
THE BAD GUY

Don't mention to him that he looks like Ebisumaru – he thinks he's far prettier and will bash anyone who says otherwise! Bismaru has stolen the Wiseman's Ghost Summoning Machine and it's up to you to go and get it back!



EBISURMARU
FAT NINJA

In between eating bowls of egg-fried rice and... err, eating bowls of egg-fried rice, Ebisumaru enjoys reading, watching James Dean movies and eating bowls of egg-fried rice. He's a bit nifty with his smacking paddle, too, so watch out!



YAE
GIRLIE NINJA

With more silly hair ahoy on the female of the group, Yae can duke it out with the best of them. She's kind and gentle but a touch sensitive about the fact that she smells slightly of fish – well, she can turn into a mermaid you know...



DOCHUKI
EVIL UNDERWORLD SPIRIT

Booo! We don't like Dochuki – he nearly tore the Underworld apart single-handed and now he's coming to your homeland of Edo! Quick, Goemon – get in there and stop him!



RAINCOAT
COST: 10 COINS

The weakest protection from enemy attacks is up for purchase from the off. It's rather cheap, but then it only covers you for one extra hit before it becomes useless. What do you expect for ten coins, eh?



GOLD ARMOUR
COST: 60 COINS

Now this is the stuff – top quality armour at an affordable price. For a mere 80 coins, you too can have this genuine, one-careful-owner item that will protect you from three extra hits of damage. It's a real bargain, squire.

SILVER ARMOUR
COST: 30 COINS



This is available in most shops after Otohime Town. It'll protect you from two extra hits of damage on your energy bar, but for 30 coins it can prove a bit steep if you buy it often, so save those coins.

SURPRISE PACK
COST: 80 COINS

Who knows what mysteries are contained within the Surprise Pack? Well, us actually. Buy this little number and you'll get an extra life for when you inevitably die. Well worth it if you're rolling in cash.

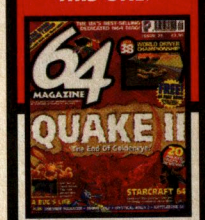




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THE GUIDE

From here on, we've outlined all of the important features of each level so that you can get every secret item, stash of coins and entry pass in the game. Unless otherwise mentioned, the best character to play as is always Goemon – he's fast, powerful and has an amazing double jump that is second to none.

WORLD 1

EDO LOST'N ROAD

LEVEL 1

POLE TO POLE

Immediately after the start, you'll come across some poles hanging in the air. You can grab onto one of the poles by simply leaping up at it and then spin round by pushing the analogue stick back and forth as you swing. Now hold the direction you want to jump – the next pole is up and to the right – and press the A button to leap over. Repeat this method to scale the heights and reach the platform with the Coin Jar on it



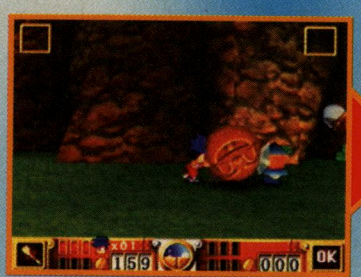
HORSEPLAY

Across the thin stone ledge over the huge gap is a man riding a wooden horse. If you smack him with your pipe he'll fall off and you can climb aboard. Although your speed is increased while riding, you can't jump, so don't expect to be climbing any ledges. You can still attack by pressing the B button however, sending out a powerful mule kick to anything in the way. Don't take too many hits as you ride along – getting hit won't hurt you but if you're damaged too much, the horse will be destroyed!



THE ROLLING STONE

Just beyond the point where you have to ditch the horse, there's a large round boulder with a face on it. Push it from the left-hand side and you can roll it along, crushing all of the Cannon Soldiers in your path. When you've killed them all, push the stone back again and use it as a stepping stone to double-jump onto the higher ledge and collect another Coin Jar.





INFO
Level 1: Lost'n Road
Entry Passes: 1

LEVEL 2

LOST'N TOWN

DUDE LOOKS LIKE A LADY

Run right and head into the screen at the first alleyway. Ignore everything until you reach a house with a Japanese banner outside – it's in the middle of the second block of houses. Go inside and talk to the woman as Goemon and she'll ask for your help... or 100 coins from your wallet, at least. In a hideous Crying Game moment, give her the money and she'll reveal herself as a he! Still, at least you'll get the Chain Pipe for your troubles – press R to use it and smash through blocks with a star on them!



GOLD DIGGER

You must have completed the Digadig Gold Mine level to attempt this mission. Head down the alley towards Goemon's House and enter the fourth house along with the Ronin pacing outside it. Talk to the old man inside – he'll ask you to go to the mine and kill the Mudtrotter ghosts that live there. Once you've agreed and gone to the mine, run along and kill all of the brown blobs that you can find. There are seven in all and you have to find them quickly as they disappear at night. Make sure you take the bottom route after the first waterwheel or you'll miss the Mudtrotter that's hiding there! When you've killed them all you'll be taken back to the town, where you'll get an Entry Pass.



LOUNGE LIZARD

Hang around in the town until night falls and then head for Goemon's house. Jump down the well that sits next to the house and you'll meet the Iguana Man – he's very shy so he only comes out at night. He's so shy in fact that he doesn't want to talk to you, so take the Entry Pass from him and leave before he gets angry!



STRUT YOUR FUNKY STUFF

To the right of the house next to the Teahouse is an alleyway. Run down it and you'll enter the house of DJ Mania. He'll ask for your help to find his three sacred treasures – his headphones, microphone and record! They all lie on the Lost'n Road, so agree to help and then go back there. The headphones can be found on the platform at the top of the spinning poles while the microphone is high up on the platform above the round boulder. The record is at the end of the level on top of a giant Cannon Soldier – smack him a couple of times to reduce him in size before double-jumping over him, grabbing the record and completing the mission, for which you'll get an Entry Pass.

THE LITTLEST NINJA

If you want to progress any further than Lost'n Town, you'll have to meet up with your pal Sasuke who, according to the villagers, has been looking for you all day. Run right through the village and cross the bridge then enter the house immediately on the other side – the one with the blue banner outside. This is the Teahouse, where you can change characters if you need to, and where Sasuke waits for you. Once you've chatted for a bit, head back left through the village and pass through the gates with the two guards standing near.



INFO
Level 2: Lost'n Town
Entry Passes: 3

RINGBELL PASS

LEVEL 3



STARS IN THEIR EYES

Go up the first flight of stairs until you reach the hovering platform. This is the transporter that will take you to the Teahouse of the Other Dimension – a place where you can change character mid-level. If you're not playing as Goemon, change to him now before heading right. You should have gained the Chain Pipe from the beauty in Lost'n Town – use it to smash the star-marked blocks so you can carry on.



BE A SWINGER, BABY

Watch out for the section of moving platforms just beyond the next flight of stairs – they swing like crazy! There are several sections like this throughout the level and it's very easy to fall down



here if you're not careful, especially if you don't take care of the hovering Spectres that fly around. Take your time and wait for the right moment before jumping to the next platform.

SPLIT DECISION

Shortly after the first set of swinging platforms, the path splits in two. From here, you can take one of two different routes to the end of the level...

YOU TAKE THE HIGH ROAD...

A very dangerous path indeed. Plenty of nasty things to avoid – rolling boulders, flying Spectres, Samurai Soldiers and tons of other horrible things, especially if it's night-time. Use the square Impact block to cross over the larger spike pits when you reach them and make sure you keep playing as Goemon. Not only does his double-jump and long-reaching pipe come in handy, but you'll need the Chain Pipe to bust through some more star-marked blocks.

...AND I'LL TAKE THE LOW ROAD

Certainly the easier of the two paths and more rewarding in terms of enemies to collect things from. Jump up inside the first ceremonial bell to collect some goodies and smack the second one with your pipe to make a rolling boulder fall out – you can follow this along and let it kill all the baddies for you. Watch out for the Spectres as you leap across the swinging platforms and use the wooden horse near the start to your advantage – the B button now lets you shoot fireballs that destroy anything in the way. The two paths converge once more right near the end of the level – climb the stairs ahead and break open the raccoon to collect the Entry Pass.



INFO
Level 3: Ringbell Pass
Entry Passes: 1

DIGADIG GOLD MINE

LEVEL 4

WHEELS-A-TURNIN'

Along from the start is a large waterwheel blocking the path. By jumping on the flat sections of the wheel, you can travel over it and reach the platforms on the other side. If you choose the top route you will walk along some short aqueduct sections, killing a variety of Trident Soldiers. Taking the bottom route is more rewarding in terms of power-ups and goodies but is harder to cross – loads of dangerous jumps and leaping nasties mean that an early death is a definite possibility.

GREAT SKULLS OF FIRE!

Your first real challenge in the game is this giant skeleton blocking the way. If you keep hitting him as much as possible, he won't have a chance to throw any small fireballs in your direction, although once you've hit him he becomes invincible for a short time. When you've hit him a few times, he'll pull back and throw out a long chain of fireballs – to avoid this, stand as far left as you can and his flames will miss you. Carry on hitting him and he'll attack again, but this time in both directions – stand to the far left and then the far right to avoid the flames. One more attack follows after you've hit him again and after that you can smack him some more until he finally dies.





ROLLING ROCK

On the other side of the Skeleton Bridge, run along until you reach the next set of aqueducts past the waterwheel. As you proceed along the aqueduct you'll need to jump over the large round boulders that hurtle towards you. When you reach the top of the slope you can jump onto the next aqueduct and down the other side, but watch out for the Spectre that hovers there – if you hit him, you're likely to fall down the gap between the two platforms.



INFO
Level 4: Digadig Gold Mine
Entry Passes: 1

EDO CHECKPOINT

LEVEL 5



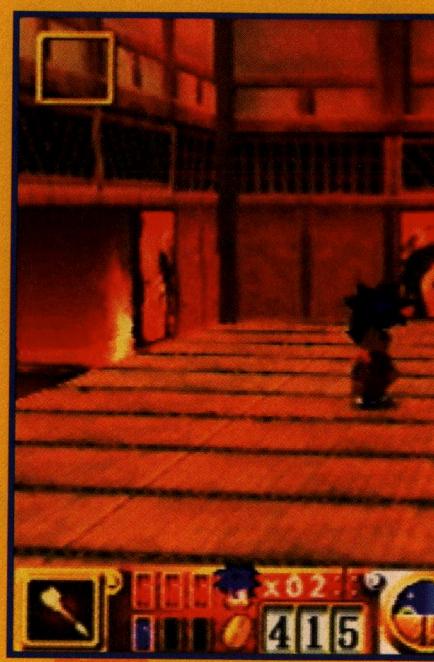
ENTRY PASSES!

Nothing too taxing here – run to the two guards at the end of the path and present them with your entry passes. You'll need five or more passes to get through this first gate, so get back to Lost'n Town and complete some of those missions, pronto!

EDO CASTLE

LEVEL 6







The route through the castle is relatively straightforward as there's only one path to take. There are a few little power-ups and items that you might want to look out for in the first section.

EXTRA LIFE

After the high flame jet, run along and jump down from the large block that is going up and down. Wait until it raises and then run under it to the left to grab an Extra Life token.



GOLDEN ARMOUR

Run as far right as you can from the start and when you pass under the third giant block, drop down and use your Chain Pipe to smash through the star-marked blocks. The Golden Armour is on the other side – it gives you six bars of energy and a Gold Pipe to boot! Don't forget the Coin Jar that's sitting on the platform above as well!

LIFT AND SEPARATE

Double back on your path from the Gold Armour and take the top platform along to the left. When you finally reach the far end, wait for the giant block to lift off the screen before you leap over the gap, otherwise you'll bang your head and fall. When the block falls back down, leap on top of it and use it as a lift to reach the higher levels of the castle.

A LONG WAY DOWN

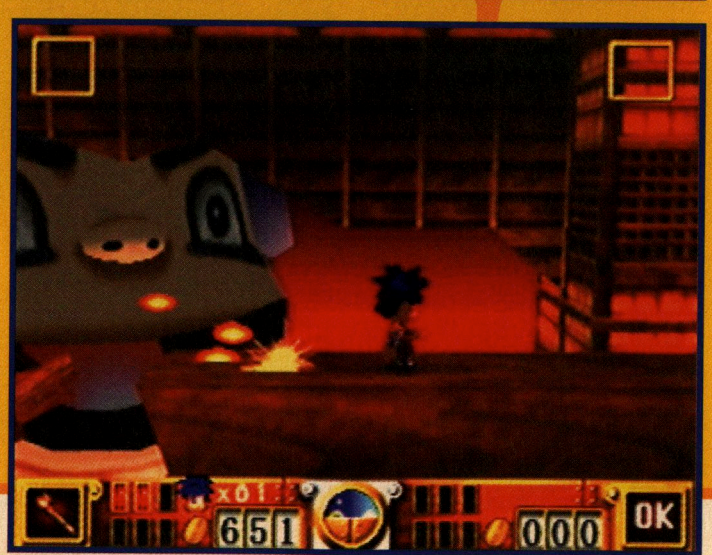
When you get to the far end of the top level, ignore the green arrow and instead drop down and run left, under the giant block. Along the way, make sure to collect the two Coin Jars that sit on a raised platform and then keep going to the end and grab the Weapon Power-up if you need it before heading back to the signpost.





DOUBLE IMPACT

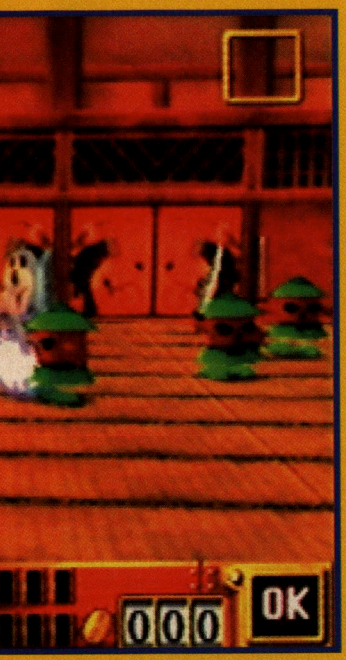
At the far end of the next section, move the block and use it to get on top of the giant block, which then acts as a lift to the roof. Watch out as you move along here – not only are there large holes to negotiate, but Impact is trying to squash you with his huge fists! Time your runs past these and then drop into the hole at the end of the roof.



INFO

Level 6: Edo Castle

Entry Passes: None



THE INNER CHAMBER

The second section is easy to run through. Be careful of the Cannon Soldiers that shoot from outside the path as well as the Samurai Soldiers that run in to attack. Don't get squashed by the huge rolling boulders – one hit will kill you!



NOT FAR TO GO

Once you've made it to the top of the third section of Edo Castle, make your way to the top and then watch out for Impact! The jump from the ledge onto the swinging platform is tough, simply because the brainwashed robot is shooting fireballs at you from his nose! Time the jump carefully as it's very easy to lose a lot of lives here and have to start again. Don't forget the Life token that sits next to the lift on the left.

GOLD ARMOUR

Double back past Impact and then drop down and make your way left. When you climb back up onto the beams, stand on the single collapsing platform and let it drop – when it disappears, you'll collect the Gold Armour that lies below. Handy for the end of the level! As you run through the final section, there are also a collection of power-ups including Sushi, a Weapon power-up, a Coin Jar and a Life token.

BOSS FIGHT



attacks. The fireballs he shoots out are easily sidestepped but when he begins to spin round with his tail, run towards it and jump over to prevent being damaged. If you see an arrow spinning round the outside of the arena with 'Here' written above it, run away! When the arrow stops, you'd better not be underneath it because Impact smacks the target area with his huge fist! Hit the Scarecrow with enough bombs and he'll explode – the battle is far from over, though!

SHISHI SCARECROW

Sitting on top of Impact is the Shishi Scarecrow – he's been brainwashing the robot all along! The way to hurt him is to wait for him to fire out bombs from his mouth. As they fall down, use your pipe to hit them back at him – hit back as many as you can before they strike the ground and explode. Try to get the bombs while avoiding his





ROBOT FIGHT





BISMARU ELEGANT

The first of the big robot fights isn't too hard – use it to practice your special attacks and other important tactics. When the battle begins, lay into Bismaru Elegant with all you've got. Give him loads of Repeated Punch attacks when he charges in at you and a couple of G Kicks and Delicious Attacks to boot. Once you've pounded him enough, he'll begin to transform into a flying pod – use your left punch to take out the hearts he fires at you (collecting coins in the process) and then pound him again when he changes back and charges in, or just punch him if he spins into you. If he goes for his Mega Love Strike or Passion Killer, make sure you toss your baton to your partner robot by aiming at him and pressing R. When he catches the baton, control switches to the other robot and the Mega Love Strike cancels out – this works for all massive attacks performed by enemy robots. If you can't change control in time, just block the attack – it'll hurt but at least you might survive! If you think you're good enough, you can also punch the thorns thrown out by the Passion Killer but this can be quite tricky.



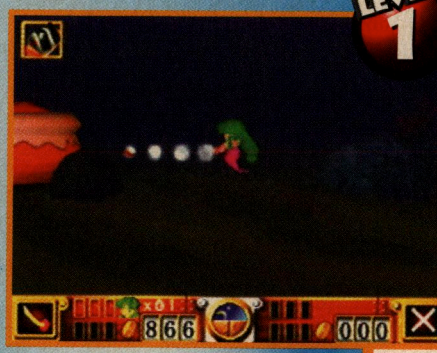




WORLD 2
RYUGU ISLAND

KAPPA ROAD

LEVEL 1



SNAKES ALIVE!

When you enter the underground tunnel of Kappa Road, keep your eyes on the route ahead. Large snakes drop from the ceiling and can catch you unawares if you're not paying attention. Watch out too for the skeletons in a boat throwing skulls at you from outside the path.



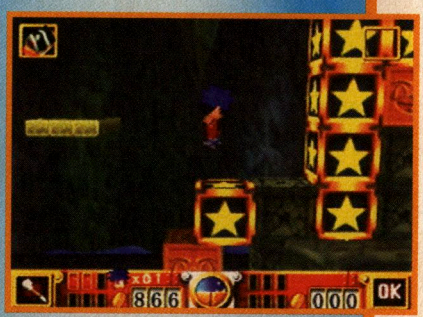
TRAVELLING WITHOUT MOVING

Through the underwater passage, stick to dry land as you make you way along. It might be tempting to take a quick dip but no-one in your party is particularly good in the water... yet. Take the top routes instead and cross the moving platforms to reach the other side.



DIVE, DIVE, DIVE

You'll need to have reached Otohime Town and changed character to Yae before you can take this route out of Kappa Road. In the first underground tunnel of the level, drop into the water and press R to transform into a mermaid. Now swim down and through the underwater passage – take out the huge octopus on the left by staying just out of its range and shooting constantly until it dies, leaving an Entry Pass behind. Climb out on the far right, pull the face-block out a short way so you can climb up onto the star-marked block, then jump to the moving platform on the left and change to Goemon by way of the Teahouse platform there. Break through the star-marked blocks with your Chain Pipe and cross all the platforms ahead to reach the alternative goal.



Playing as Goemon gives you the best of everything – jumps, weapons and speed!

INFO
Level 1: Kappa Road
Entry Passes: 3

LEVEL 2

FROG MOUNTAIN



WATER CHUTES

The path splits early on in the level – after a couple of dodgy jumps past some octopuses in pots, you'll have to jump onto a bamboo pipe with water flowing past it. Once on top of it, you can either wait for the left-hand side to raise and carry on up the aqueduct or head right and wait for that to rise so you can reach the platform up above.

LEFT ROUTE – PIECE OF CAKE

The left-hand path is really rather easy, although it offers little in the way of enemies and things to collect. Use the frog to boost up to the higher platform and take out all the enemies before they get close – use your Throwing Weapon if you need to hit them from a distance. One thing to look out for is the short aqueduct to the side of the main path. Go inside here when it's night-time and you'll find another Iguana Man. Pester him for a bit and he'll give you an Entry Pass to make you leave his home.

RIGHT ROUTE – OOH, NASTY

The right-hand route starts as it means to go on – rather tough. As you jump down the steps, watch for the moving poles that threaten to push you into the void below. Further on, you'll need to dodge the spiked arms that rotate as well as the odd Cannon Soldier or Spectre blocking the way. Leap over the lilypads at the bottom then make your way up, avoiding more spiked arms and using the wooden lifts to get to the top and rejoin the other path. Try to get the Life token above the Cannon Soldier to the left of the red spiked arms as you go!





INFO
Level 2: Frog Mountain
Entry Passes: 2

OTOHIME TOWN

LEVEL 3

GREEN HAIRED MONSTER

Run right and enter the third building along (the Teahouse) to meet Yae. She has the ability to turn into a mermaid, which will prove useful when you need to swim underwater somewhere. Sasuke also gains his swimming abilities here so once the cut scene is finished, you can head back to Kappa Road and take the underwater path to the exit.



THROW YOUR VOICE

Change character to Ebisumaru and take him to the first house in the block of three, just before the path up to Plasma's Fortune Telling House. Inside is a girl who loves plump little boys – in fact, she loves them so much that she has a present for any that visit her. Talk to her and she'll grant you the Solid Megaphone – press R to use it and turn your voice into blocks that can be used to jump higher or cross long and dangerous gaps in the path.

MAN IN THE CLOTH MASK

On the very far right of the village lies the House of Plasma, the resident fortune-teller. It's always worth visiting Plasma's house in each of the towns where he lives to help guide you – he'll always point out where there are any hidden Entry Passes that you can collect. If you're ever lost as to what to do, give him a try and he'll push you in the right direction.





EVIL TWINS

Check out the house with the girl in the red dress outside in the daytime while playing as Ebisumaru and you'll meet Obisumaru, your evil twin. He'll challenge you to a race up Frog Mountain – a tough challenge seeing that he is faster than you and takes shortcuts at every opportunity! In order to keep ahead you'll have to attack him and keep moving at all times or you'll lose. Remember to use your bottom bounce if you think you'll have trouble making the distance over the jumps. He also takes a massive short cut near the end by flying over your head, so give him a smack and run to the finish!



INFO
Level 3: Otohime Town
Entry Passes: 1

NARUTO ROAD

LEVEL 4



THAT SINKING FEELING

This level can only be attempted if you are playing as Yae, although there is a Teahouse platform just before the underwater section. Once you've dived underwater you'll find a series of tunnels that you have to explore fully to get all the treasures. The two to point out are the Life token in the top-right corner of the area and the Entry Pass which is guarded by another large octopus in the bottom-left – use the same technique as before to kill him. Now head for the surface through the passage in the bottom-right corner but watch out for the moving spikes as you go. The end is a short distance along from the point where you resurface.





INFO
Level 4: Naruto Road
Entry Passes: 2

RYUGU CHECKPOINT

LEVEL 5



Another checkpoint to pass before reaching the next castle. This time you'll need ten Entry Passes before the guards will let you through, so you'll have to complete a few of the missions to get enough of them.



RYUGU CASTLE

LEVEL 6

RISE ABOVE THE REST

As you make your way through the first area of Ryugu Castle, watch out for rising blocks that lift out of the floor. Sometimes they will help you cross a wide gap over spikes or other dangerous objects, and sometimes they'll squash you flat! Unless you're absolutely sure that you're safe, don't stay on these blocks for a second or you're likely to regret it.

DANGEROUS SITUATIONS

Over the next set of platforms, be careful to time your jumps over the rotating ledges. Standing on the flat side is fine, but don't expect to come away unhurt if you land on the spiky side! Just ahead of these platforms you pass under several large round slabs – don't stop, just keep running! The slab suddenly starts rolling after you down the slope, so stay ahead and try to clear a path through the enemies before it squashes you.

UNDERWATER LOVE



At the end of the platform to the left is a large pool of water – use the Teahouse platform and change character to either Yae or Sasuke before jumping in and pressing R to activate your swimming mode. Swim to the left, killing enemies as you go, and take care to avoid the Conga eels that swim out from the background and the floating jellyfish before resurfacing on the far left. Remember to get the Coin Jar at the bottom that's guarded by an octopus near the start if you need some money.



RUN FOR IT!

A short run under and then through a pagoda follows once you resurface. It's easy to complete – use the boulder to climb up onto the top level of the pagoda and reach the next path. It's a good idea to use Sasuke for this underwater section as his weapon is easier to use in the drink – just make sure to collect the Gold Armour on the top level of the first underwater pagoda. When you climb out the water, look out! After being taunted by Bismaru, you'll be chased up the landings by a large Mine Fish! The water level keeps rising so you'll be swimming some of the time but if you keep jumping it shouldn't slow you down too much. Just hope you've got enough energy to reach the top!



BOSS FIGHT

BOSS





TAISAMBA 3

He might be big and ugly, but Taisamba is one of the easier bosses to beat. Around the outside of the arena are several floating platforms that you can jump between.

Although falling in the water won't hurt you, it isn't advised as it'll make you more vulnerable to attack and slow you down. If he's doing his Electric Charge attack, it might even kill you to be in there! His Sphere Shots can be dodged once he's fired them, but if he starts shooting his Sonic Ray, stop whatever you're doing and run in the opposite direction to avoid it.

To kill him, you have to take out the winch handles that are dotted around on the floating platforms by hacking at them with your knife. When you've cut all of them something will fall out of the ceiling and smack Taisamba on the head, causing him damage. Each time you do it though, even more winches appear, so finishing him is a case of getting rid of all the winches as quickly as you can before he can kill you.

ROBOT FIGHT

BOSS



TAISAMBA 4

Because of the dark and murky water, it's sometimes tough to see where Taisamba is coming from. Keep your eyes peeled and be ready for a quick attack if he charges in at you. Use your fists to take out any Sphere Shots he throws at you and go for Repeated Punches when he swim near – if you can, fire a Blast Beam at him straight after a Repeated Punch and the beam will catch him as he stands up. After a while he'll attack with either his Enchanting Whirlpool or Siren Song attacks. Both are deadly and should either be blocked (causing you massive damage) or cancelled out by use of the Baton Toss move that you should have perfected when fighting Bismaru Elegant. Keep plugging away and you'll soon be rid of this fishy foe.



INFO

Level 6: Ryugu Castle

Entry Passes: None

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WORLD 3
MAFU ISLAND

KOKESHI ROAD

LEVEL 1

CHINA DOLLS

Kokeshi Road is littered with these strange doll figures for some bizarre reason. Most of them are harmless, but some can be deadly – watch out for moving platforms that can squash anything that gets between them! The jumps can be tricky, so mind your step and move quickly as there is often more than one platform to clear before they slam down again!



SPLIT DECISIONS

Once again, the path splits in two and you have to make a choice. To reach the top route you must use the two boulders lying just before the split. Push the right-hand one into the gap before shoving the left-hand one over it, using the first as a bridge to make it to the ledge.

TOP ROUTE: BIG BANG

It's probably more advisable to take the high path simply because it's so much easier. The Flying Bombs can be avoided by simply luring them into diving and then standing back while they explode – just watch out for the explosions from below as well. Smash all but two of the star-marked blocks and double-jump up onto the top level to dodge the bats and then drop down on the other side. There's only one more narrow passage full of Bats and Bombs to get through – remember to pick up the Weapon power-up and Coin Jars on the way!



BOTTOM ROUTE: RED WATER RAFTING

Taking the lower path is quite tough and involves a couple of trips across a stretch of water on a raft. Staying on the raft isn't too much of a problem, although avoiding the enemies is – there are loads of Bats, Bombs and Trident Soldiers there to hurt you, not to mention all the horrible things that also appear if it's night-time. The squashing platforms in the middle don't help the situation and there's even more when the paths join back up just before the end... aargh!



INFO
Level 1: Kokeshi Road
Entry Passes: 1

LEVEL 2

MANEATER ROAD

DEMOLITION DERBY

Make sure that enter this level with Sasuke to take the highest route near the start – you can change characters halfway along the first section, but this means retracing your steps. Use the poles to spin and jump up to the top level, then hold down Z to power up your bombs. Use them on the brick wall and blow it apart to carry on along the top path. Watch out for the spiked wheels as you use them to leap across, change characters again to Ebisumaru at the Teahouse platforms and then head over to Cave One.





DECISIONS, DECISIONS

If you decide to take the bottom route instead, the path splits further down the way. You can either take the easy way out and head along the wooden platforms to Cave Two (watch out for the swinging guillotine) or you can try your luck at the riskier spiked route over the Cave Three. The choice, as they say, is yours, although these two paths merge on the far sides of the caves so it really makes no difference.

CAVE ONE: IT'S A HABIT

This is the best place to return to if you're in desperate need of lots of coins later in the game (and believe us, you will be). There are loads of Coin Jars, each with ten coins inside, so grab as many as you can while smacking the monks with your weapon. By changing to Ebisumaru, you can now use the Solid Megaphone to build blocks across the wide spike pit halfway along the path – completing this route will give you access to Tomb Pass.

CAVE TWO: TOWER OF BABEL

Possibly the easiest route of the three, there are plenty of coins to be gained here by simply running up the spiral tower. Be careful to kill the Samurai Soldiers before and after the tower, and watch out for the hordes of enemies blocking the route beyond the cave exit – this is the most heavily populated route in terms of nasties, so take care!

CAVE THREE: TRIDENT COUNTRY

The third cave is home to a whole host of Trident Soldiers – watch out for the ones jumping out of the water and others running along platforms. Traverse the bone platforms and use the heads of the monsters sticking out of the water as bridges to cross the water. The mines can be passed by hitting them, jumping and hitting them again before running quickly underneath. When you reach the monster blocking the way, you have to hit him five times to make him give in – if he spits fire at you, crouch on the far left of the ledge to avoid it but watch for Trident Soldiers sneaking up on you. Once out of the cave, run down the sloped platforms and kill a few nasties to reach the end of the stage.





INFO
Level 2: Maneater Road
Entry Passes: 2

POCHAN LAKE

LEVEL 3





ONE TRACK MIND

Pochan Lake is a very simple level with no real points of interest. There are two separate paths through the level, although these paths converge at the end of the level. Both involve plenty of jumping over water and some swimming on the surface so be on the lookout for Bombs, Bats and Trident Soldiers. If you're playing as Sasuke or Yae, you can take a third route underwater by diving into the first pool on the top route – this cuts out the whole level, but is full of Electric Fish and Trident Soldiers, so be careful.

INFO
Level 3: Pochan Lake
Entry Passes: 1

TOMB PASS

LEVEL 4



SLICE N' DICE

Take care when crossing the first section of Tomb Pass – there are many swinging guillotine blades to avoid, so keep your eyes open. Try to avoid standing near the blue arms that stick out of the ground as well or they'll grab you and leave you prone to damage from Flying Bombs and other nasties.



The path splits in two when you reach a set of poles to climb – either jump up and double-back on yourself to reach Tunnel One or carry on to the right to head through Tunnel Two.

TUNNEL ONE: GIANT COGS!

Possibly one of the hardest areas in the whole game, you'll need you wits about you to make it to the end of this. As you head up the slope, huge cogs roll down towards you – to get past them, you'll need to stand in a position so that the gap in the cog passes over you and you don't get squashed. There are three types of cogs so the best method is 'two steps forwards, one step back' – move forwards for the light blue and light brown cogs then step back slightly for the dark brown one... this becomes clear once you actually play this. The cogs seem to go on forever, but if you make it to the top of the second slope, you'll reach the end of the level.

TUNNEL TWO: A WATERY GRAVE

The path through Tunnel Two is a slightly easier route across some wooden platforms – watch for the Trident Soldiers





jumping out of the water in the gaps. Take out the Flying Bombs that divebomb you or just stand back and watch them explode. When you get back outside through the exit on the right, make sure you are playing as Goemon – you'll need his double-jump to get past some of the guillotine blades and his Chain Pipe to break the star-marked blocks halfway along

INFO
Level 4: Tomb Pass
Entry Passes: 2

SPOOK VILLAGE

LEVEL 5

LEAVE YOUR HAT ON

By the side of the first house sits a Roadside Guardian. If you talk to him, he'll ask you to head for Lake Pochan and give hats to each of his seven relatives that live there. This is an easy enough task if you know what you're looking for – there are real Roadside Guardians and Demon Guardians. You must not give a hat to the Demon Guardians or they will steal all the hats and you'll lose. You can tell the difference by approaching a Guardian and pressing B – if the statue is referred to as 'mysterious', don't touch it! Search both paths to find all seven Guardians and you'll get an Entry Pass for your troubles.



LIGHT THE BLUE PAPER

You have to be controlling Sasuke to attempt this mission. Climb the cliffs on the right and enter the second house next to the well when it is night-time. Inside the house, a man will greet you and offer you that chance to help with the fireworks display. Accept and you will be taken to the launching field – to get the Entry Pass, you will have to watch and light the fireworks in the same order that the demonstrator does. You have to do this six times, so take notes if you think you might forget!





RESPECT YOUR ELDERS

You can try this mission once you've completed both Maneater Road and Tomb Pass. Head to the far right of the Village and follow the gangway down until you reach a house at the bottom with a well next to it. Inside is an old woman who will ask you to go to Maneater Road and Tomb Pass to collect some mushrooms for her. Where you go is up to you but the more mushrooms you collect, the more money she'll pay you. You can get the Entry Pass by collecting all 30 mushrooms from Maneater Road within the time limit.

WELL, WELL, WELL

Visit the house on the far right-hand side and talk to the Iguana Man there. He'll ask you to return a video he borrowed from his friend – this leads to a whole trading game that will have you running

INFO
Level 5: Spook Village
Entry Passes: 4

MAFU CHECKPOINT

LEVEL 6



You'll need to have collected 15 Entry Passes if you want to get through this checkpoint and follow the path up to Majin Castle. Try going for some of the easier missions located in Spook Village if you're a couple short.

MAJIN CASTLE

LEVEL 7

THE HOODED CLAW

Past the outer caverns, you'll reach the courtyard of Majin Castle. The path is reasonably easy to cross, although you should be careful of the quicksand pits that are dotted along the way. Not only can they suck you in if you don't jump out of them but something with huge claws lives inside some of them and it'll pinch you if you don't avoid it. Use the platforms above the pits to jump over or just run through and keep jumping if no platform exists. Don't forget to grab the Gold Armour and the Life token on the way!





MAKE ME WANNA SHOUT

Although you might want to change character to Ebisumaru in order to make it over the next section, it's more advisable to stick with Goemon and take a hit over the spikes. Run along, taking out the Serpent Girls with your pipe until you reach the large pit of spikes. Use your double-jump and try to clear the pit – you'll fall short but it's worth taking the hit simply because the rest of the stage is quite tricky if you're Ebisumaru. After the spikes you can either use the poles to jump up and reach the top platform or continue right over another pit of spikes. Although there are two separate exits, they both lead to the same chamber – the top path is full of rotating spiked clubs while the bottom is slightly easier, but still full of dangerous traps.



INSIDE THE BLENDER

Don't be fooled by the Teahouse platform and exploding blocks – you don't want to be any character other that Goemon for this bit. Make you way up the inside of the tower by double-jumping over any high blocks and killing all the Bats that flap about. Halfway up, you'll spot the large row of spikes in the background – whatever you do, don't stop running! Once you've cleared them they'll start spinning and rising up the tower, smashing all the platforms as it goes! You must stay ahead of it and reach the exit at the top or you'll fall down into the blades and become Goemon paté.



INFO
Level 7: Majin Castle
Entry Passes: None



between all the wells in the village. The video goes to the well near the old woman's house at the bottom of the village, the pencil goes to the well by the firework boss' house, the handkerchief goes to the well next to hotel on the left of town and the comic book goes to the well next to the house where you got the video. After all this, you'll receive an Entry Pass.

BISMARU'S NEXT MOVE

In order to progress any further, you'll have to visit the Teahouse that sits next to the Roadside Guardian. Waiting inside for you is the Wiseman (how did he get here before you?) and he'll tell you about the evil Dochuki and Bismaru's plans. Now you can leave and head up to the Mafu Checkpoint to chase Bismaru.

but watch out for the falling guillotine blades too!

PRESSURE COOKER

In order to make it across the red water, you must watch and wait for the waves. As the waves travel along, the water level changes and you must jump to each platform as the water reaches the right height for it to be revealed. Falling in will cost you energy, so try not to do it too often. On the other side of the exit, change character to Ebisumaru and then proceed along, using your Solid Megaphone to create blocks



that can help you clear the gaps. If you need extra height, press Down on the stick as you jump to bounce down on your bottom for a well needed boost. Try to take the higher of the two paths when the road splits near the end, as it bypasses the boiling water and gives you a Life token.

BOSS FIGHT





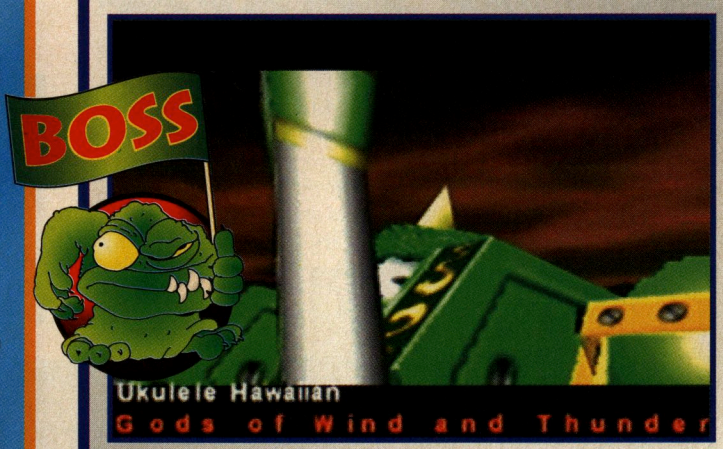
GOROTSUKI

Facing the Gatekeeper of Hell might seem like a daunting task but he's a real pushover to beat. As long as you keep out of the way while he's jumping, you can dash in and smack him before he can swing his club. If you don't hit him three times quickly he'll curl into a ball and roll in and out of the screen, so run around to avoid this for a while until he changes back to normal. He also dashes into the background and hits the pillars there with his club, causing rubble to fall from the ceiling. Get to the far left or right as soon as he does this and you'll dodge most of it. The idea is to hit him three times with your fan – when you do, he'll collapse and his ghost will rise out of him. You must hit this to damage him but you can only do it three times before the spirit re-enters his body. Keep an eye on your health and you'll be just fine.





ROBOT FIGHT







GODS OF WIND AND THUNDER

Considering this is the third robot fight, it's really quite easy to win. Most of the time, Wind And Thunder charges straight at you waving his clubs. When he does this, just hit the Repeated Punch attack and he'll fly right into it. If he backs away and gets a green blur around him, aim towards him and do your Repeated Punch immediately – he'll fly straight at you and into your flying fists. Remember to use the Baton Toss to change character if he decides to try a Tornado Strike or charges at you with his Lightning Shield, as trying to block them means certain death, no matter how much energy you've got. Other than that, and taking out the blocks he throws at you with a well-aimed punch, this fight is pretty easy if you keep calm and hit him at every chance with all you've got.



WORLD 4 UNDER WORLD

KAIWARE ROAD

LEVEL 1









After some of the tough levels of the last world, it's nice to start off with a simple level with few diversions. There are two main routes along Kaiware Road – near the start, there is a raised wooden platform that takes you to the top path, or you can stick to the grassy road for the bottom path. Taking the top route leads to lot of wooden platforms populated by Monks, nasty little hopping Imps and strange blue creatures who spit pink triangles out of their bottoms. Take these out at all costs because the triangles can't be destroyed and can catch you off guard. The bottom route is easier and also has a sub-route off of it that leads to a well with a Weapon power-up next to it. Both paths reconverge at the end, and then it's a short trip over to the Entry Pass.

INFO
Level 1: Kaiware Road
Entry Passes: 1

LEVEL 2

MOKEKE FOREST

Another reasonably easy level, as long as you're cautious and don't rush headlong into a bunch of enemies. There are two paths along the level, although one of them doesn't lead to the finish as normal. This path lies under the wooden platforms and is blocked by a regular Soldier – you'll have to double-back under the platform and change to a swimming character to dive into the water. Once out the other side you'll find a bus shelter, so remember where this is as you'll need to return here later after you reach Tree Stump Village. The main path has several sub-routes that require you to double-back on either a higher or lower level to reach power-ups that you'll be able to spot in the background as you proceed down the main route. Head back to get them and then go right – the Entry Pass lies just beyond the large stone arches at the end.







INFO
Level 2: Mokeke Forest
Entry Passes: 1

WONDER VALLEY

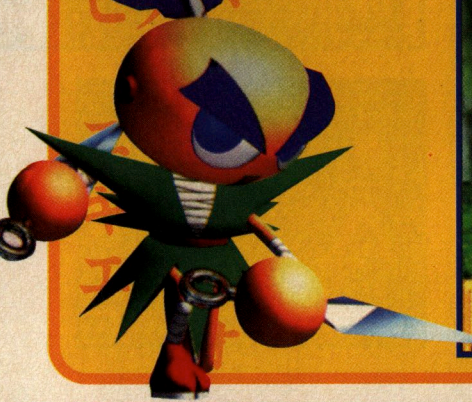
LEVEL 3



Not exactly the most straightforward level in the whole game – there are three paths through the level, one near the start and two that split from each other halfway along the stage. From the first path there a few sub-paths that lead to different areas, although you'll need to be playing as Ebisumaru in order to get over some of the higher obstacles by using his bottom bounce and Solid Megaphone. The two bottom paths link up again near the end, but you'll have to take all the routes if you want to get the two Entry Passes here.







INFO
Level 3: Wonder Valley
Entry Passes: 2

TREE STUMP VILLAGE

LEVEL 4







PEEK-A-BOO, I SEE YOU

In the last house at the top of the sandy cliff section, talk to the small boy and he'll challenge you to a game of Hide 'N' Seek. In order to win the Entry Pass from him you'll have to search the whole village and find all six Hiders within one minute. They can be hidden virtually anywhere – in houses, behind signs, inside barrels or even around the side of the landscape. Make sure you visit every location in town if you want any chance of uncovering all six of them!

THE BEAUTY IS BACK

Change character to Goemon and visit the first house in the sandy cliff section of town. You'll find a familiar face inside – it's the beauty from Lost'n Town! Once again she'll ask you for a loan, but this time it's a little more than 100 coins... she wants 3500 coins instead! In order to pay her the money you'll have to cough up the dough bit by bit and keep visiting every time you get enough cash. Visit earlier levels like Maneater Road that have lots of Coin Jars on in order to find enough loot and for all your effort you'll receive an entry Pass – bargain!

RENT-A-GHOST

Make sure you're playing as Ebisumaru and check out the house in the bottom-left corner of the sandy cliff section. Talk to the girl and she'll ask you to exterminate the Crow Tengus gang that live in Wonder Valley – you can try this as any character, but you'll only get them all if you're Ebisumaru because of his block-building and bouncing abilities. Once you start to search you'll have 11 minutes to find all six of them and you need to search everywhere to find them all. Don't forget the secret route along the top path – drop down onto the block and then continue down the path to find two more of the gang.



DISHY SECRETS

Remember the bus shelter that was hidden through the underwater passage in Mokeke Forest? Make sure you're playing as Yae and go there during the daytime. Stand just to the right of the bus stop sign and wait – the bus doesn't come until halfway between night and day, but you can't really afford to miss it.

When it does come you'll be transported to Creep Village, the home of the dish salesman. He lives in the next next to the purple house on the right-hand side of town, so make sure you've got over 500 coins and buy the Mum Design dish from him. Now take it back to the woman in the house next to the beauty in the sandy cliff section of Tree Stump Village and get an Entry Pass as your reward.

INFO
Level 4: Tree Stump Village
Entry Passes: 4

LEVEL 5 CREEP VILLAGE



HMM, TASTY

Enter the fourth house along (next to the hut with the blue curtain) and talk to the Tengu inside. He's really hungry and would like you to give him a riceball. Trouble is, he only likes Fish Rice Balls and they're the most expensive! You'll have to run between the shop on the left and the house to buy enough riceballs to give to him – give him three and he'll be satisfied enough to give you an Entry Pass as a sign of his gratitude.

TAKE A COLD SHOWER

Pass through the Snake God's mouth into the lower levels of town and head left. Talk to the Tengu standing next to the waterfall and he'll tell you that his dad says he should stand under the cold flowing water for at least 20 seconds. You should do too – stand so that the water is falling on your head and just wait. It might seem like forever but after 20 seconds you'll get your reward in the form of an Entry Pass falling from above!

THE CROWMASTER

Head to the lower level of the town







INFO

Level 5: Creep Village

Entry Passes: None

UNDER WORLD CHECKPOINT



If you've completed most of the missions and taken all the routes, you'll have more than 25 Entry Passes. This is the amount you need to pass through the Underworld checkpoint, but don't forget that you must complete the missions here or you'll fall short next time!

INFO

Level 7: Underworld Castle

Entry Passes: None

LEVEL 7 UNDERWORLD CASTLE

GET YOUR CLUBBING GEAR

Inside the castle, you'll need to make a brief run down a slope littered with coins before you meet the biggest monster you've ever seen! Be incredibly careful as you make your way along this series of platforms as the monster in the background doesn't take too kindly to your presence – in fact, he'll smash any platform you're standing on with his giant club! Make sure you're not in the way when he swings or you'll be squashed flat!

TIGHTEN YOUR BELT

In the next chamber is a huge network of fan-assisted platforms and conveyor belts for you to cross. Make sure you get the timing right when crossing the fans or you'll fall a long way to your death. When you reach the point where the path splits, take the left-hand route as it's much easier to cover and is a shorter path to the boss. Make sure you grab the Golden Armour hidden way out to the left when you get to the rising column of fans near the exit!

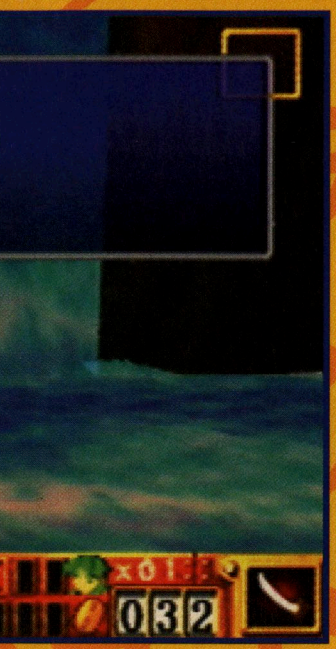




YOU NEED HANDS

There not much to look out for as you head through this section of the castle – there are plenty of enemies to kill but nothing out of the ordinary. Watch out though for the platforms shaped like giant hands as they open and close at regular intervals, crushing anything





through the Snake God's mouth and chat to the Tengu that sits outside the house to the right of where you entered. If you've completed the mission in Tree Stump Village that involves you beating all six of the Crow Tengus gang, say yes to his question. Rather than being angry, he'll congratulate you and give you an Entry Pass as your reward – smart!

that's inside them when they do. Through the next archway, continue jumping and keep your eyes open for the flame jets that shoot out from the walls and the stone columns that roll down the slope towards you. Make sure you're playing as Goemon here or you'll have trouble making the jumps to clear them.



INNER COURTYARD

Again, this is another easy section to get through. Make sure that you grab control of the robotic samurai just after the entrance – you can use him to prevent yourself from being hit. Don't let him take too much of the damage though, or you'll be left vulnerable to attack. Beware also of the rolling boulders that come from the background – they're still as dangerous as ever and will kill you outright if you're hit by one!

BOSS FIGHT

BOSS



KABUKI 64

Taking on Kabuki 64 is really easy, especially if you've got a fully-charged weapon. The basic rule here is to never stop attacking – he might raise his blocking shield in the form of wooden shoes (?) but if you keep hitting him, he won't be able to attack you. Eventually he'll do one of three things which you should react to accordingly. If he begins jumping around, make sure you keep smacking him until he falls down. At this point he'll begin staggering around and the huge monster in the background will start taking aim with his club. Run into position so that the target is aimed at Kabuki 64 as well as you, then run out of the way so that Kabuki takes the full force of the blow.

If he jumps into the background, he'll either call down a series of steel spikes from the ceiling or command the Club Monster to attack – whatever happens, avoid these attacks at all costs! Keep hitting Kabuki with your own attacks and big smacks from the monster's club and he'll die very quickly.

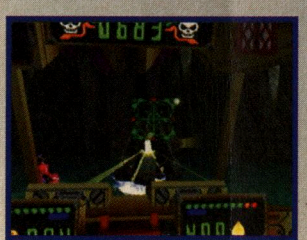




ROBOT FIGHT

BOSS





can be punched out of the air for extra coins although sometimes they can be too much, so remember to block to cut down on damage. The only real hard-hitter Kabuki has to offer is his Rainbow Clone attack – when he starts to move in with this, be sure to change character with the Baton Toss and cancel it out before he strikes.

KABUKI FINAL

Possibly the easiest robot fight in the whole game, Kabuki Final has little in the way of attacks to hurt you with. Those attacks that he does have are easily countered – use your Repeated Punch when he goes for the Rushing Palm or Umbrella Strike to stop him in his tracks. The Rising Sun Fireball







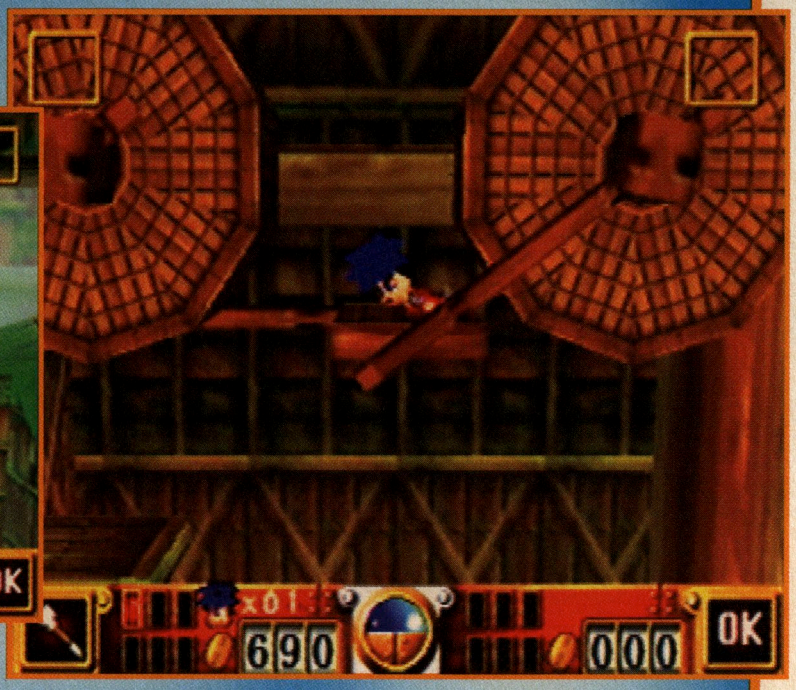
WORLD 5
FLOATING WORLD

CLOUD FORTRESS

LEVEL 1

Two paths to choose from on this course – one is short and simple while the other is rather tough but offers more rewards. Stick to the bottom of the level and drop through the gap in the first and second set of stairs to reach the first route which leads you through a wooden hut and back outside before reaching the end. If you jump the second gap and carry on or make your way up the first set of stairs instead, you'll find route two – this is much tougher and has more dangerous jumps and a longer, harder hut section. However, if you changed to Sasuke at the second Teahouse platform and blow up the nearby exploding blocks, you can leap through some tight gaps in the pillars and reach two Golden Armour tokens and loads of Coin Jars… nice!





INFO
Level 1: Cloud Fortress
Entry Passes: 2

SKY GARDEN

LEVEL 2

More paths to choose from in order to pass through this level, although this time you'll have to decide which ones to choose according to which character you're playing. It really makes no difference which path you take – while Goemon can clear great distances with his double-jumps and smash star-marked blocks with his Chain Pipe, Ebisumaru can jump a lot higher and reach some of the top platforms. This is useful for collecting goodies such as Life tokens but it's best to stick with Goemon for now. Both paths are quite simple and require a bit of enemy-bashing and jumping but there's nothing too taxing between you and the Entry Pass at the end.









INFO
Level 2: Sky Garden
Entry Passes: 1

WIND CASTLE WALL

LEVEL 3



Even though there's only one Entry Pass up for grabs here, there are a couple of routes that you can choose from depending on what character you're controlling. If you're someone who thinks that jumping is their strongpoint then you'd be better off taking the top route past the windmills – jump onto the high wooden platform next to the Teahouse platform at the start to get there. This will have you leaping across the rooftops of Wind Castle and between the sails of the many windmills there. If you stick to the bottom, then you'll be running around the outside of the castle walls but make sure you watch out for the hordes of Cannon Soldiers waiting for you. You'll still have to leap between the rooftops and windmills when the paths join up near the end again, so keep your jumping skills handy and try to grab the Gold Armour that sits on a high platform above one of the windmills – you'll need Goemon's double-jump if you want to reach it.





INFO
Level 3: Wind Castle Wall
Entry Passes: 1

FLOATING WORLD TOWN

LEVEL 4

As reference, the town is split into four sections. The back section is where you enter the town and contains the shop, hotel and Teahouse. The back-middle section is where most of the action takes place and holds most of the houses. The front-middle section is a small island linked to the first bridge of the rear-middle section and holds the Plasma house and the Phone Centre. Finally, the front section is a barren grassy area, but is the only link to the Legendary Tree which sits out on the far side of the floating town.



CHILDREN IN NEED

Change character to Yae in the Teahouse and visit the Phone Centre to the left of Plasma's house on the front-middle section of town. Talk to the man outside and he'll tell you to get a letter of introduction – to get this, visit the man with the paper bag on his head inside the house to the right of the red bridge on the back-middle section of town. Now head back to the Phone Centre and get the job as a telephone counsellor – choose the following answers in order of the child's questions to get the Entry Pass:

Oh come on, it is not!
Thunder, you see...
Now, your navel...
That's right.
When I was a kid...

BOB-A-JOB

Staying as Yae, visit the Phone Centre at night-time. You'll be offered another job which you should take – again, follow the responses below to get through this tricky conversation about games designers and earn yourself another Entry Pass as payment.

Yeah, all right.
What I can tell...
Yes I suppose
Well, first he...
No, no
They call you soon
Sure, I guess
Sure

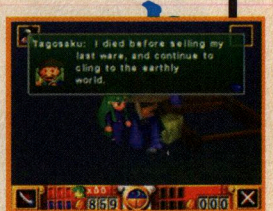
SPEEDY GONZALES

Visit the first house to the right of the first bridge on the middle section of town and talk to the woman there. She'll ask you to take her husband's packed lunch to him as he forgot it this morning. From this point, you've got 60 seconds to find him – he's running around the village very fast and could be anywhere. The only way to complete this is to hold down the B button as you run, making you sprint even faster. You'll be able to catch up with him this way but you'll still have to find him – most of the time, he's out on the front section of town so run around and grab him quickly before time runs out!



DEATH OF A SALESMAN

Head for the Legendary Tree at night-time – head for the furthest left bridge on the back section of town and run across all the bridges before heading left and reaching the tree. There you will find the spirit of a dead salesman who is stuck in this world because he hasn't sold all his wares. You must buy his last item from him – a rare Entry Pass. Decline his first offer of 1,500 coins and he'll panic because he wants the sale so badly. Accept the next offer of 500 coins and you'll free his spirit and get the Entry Pass into the bargain!



RUN FATTY, RUN

Visit the second house on the left of the back-middle section as Ebisumaru and you'll find your twin Obisumaru again. He'll challenge you to another race but this time at Wind Castle Wall – don't panic too much this time, as you'll take care of him easily. He'll race ahead of you from the start and will always be one step in front of you, so don't try to catch him. Instead, concentrate on getting through the level and making it over some of the trickier jumps with Ebisumaru. When you near the end, Obisumaru will start to get tired and all you have to do is run straight past him without slowing down to take the Entry Pass from him.

INFO
Level 4: Floating World Town
Entry Passes: 4

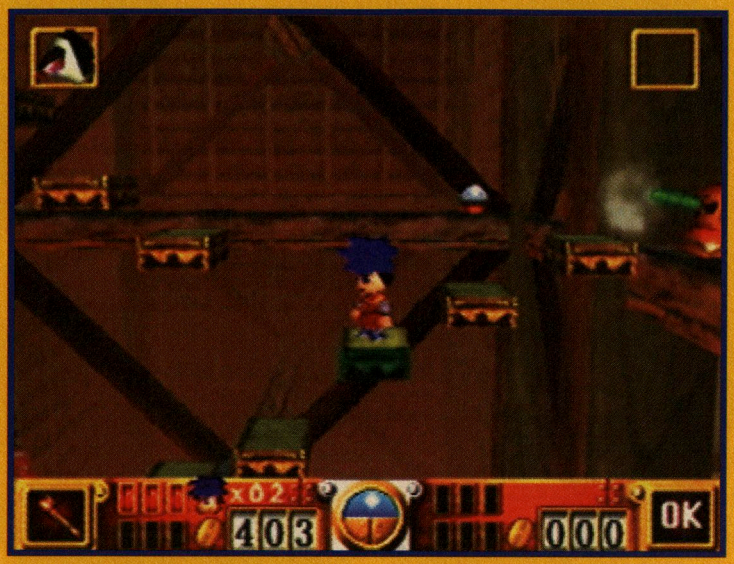
FLOATING CHECKPOINT



Not far to go now – you'll need to be carrying 35 Entry Passes in order to get through the final checkpoint into Bismaru's palace. Are you ready for the final challenge of Dochuki?

DREAM CASTLE

LEVEL 6







ALL FALL DOWN

You can see immediately why this is the last level of the game – it's full of more dangers than a wild bear's underpants. The first two sections of the castle are littered with a mixture of collapsing floors and swinging platforms that have to be negotiated with care. You must take out the enemies that block your way, especially the Spectres and Cannon Soldiers,



before you reach them otherwise you'll end up falling through the floor as you try to tackle them. Time your jumps past the fire jets carefully in the second section and watch out for the Cyclops Jaws that fly up out of the gaps without warning.

SHARP END OF THE STICK

After a brief interlude with some goodies and power-ups, you're back into a tough section up through the next level of the castle. The blocks that rise out of the floor are back and this time they're nastier than ever – don't stand still on one for a second or you'll find yourself experiencing a rather drastic weight loss. Further on are a series of platforms that rotate with spikes on one side. Time your jumps across these so that you land on the flat side of the platforms while watching out for the Spectres that hover in the way. Take them out quickly and you'll make it across in one piece.

WATER AND FIRE

All the worst parts of the previous levels are coming back to haunt you. First off, change character to Sasuke and dive into the waters next to the Teahouse platform to enter an underwater passage full of Trident Soldiers, Electric Fish and moving spike walls. This is a complicated maze of passageways which runs to the right, so you might want to head in that direction before doubling back and getting the Gold Armour under the stairs near the entrance. Once out of the other side, change back to Goemon and enter the next cavern. This contains more spiked clubs, boiling water pots and rising platforms, so keep calm and time the jumps carefully if you don't want to die.

A FIRM GRIP

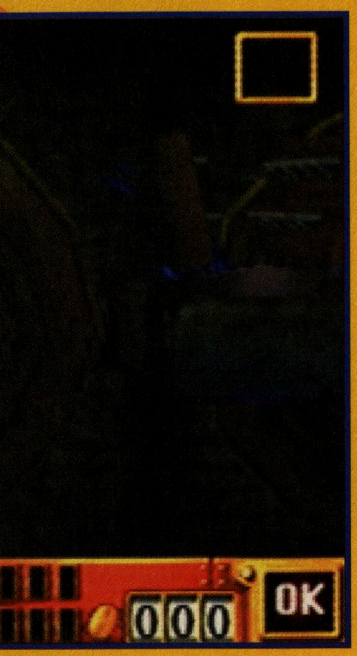
Those horrible crushers are back to make your life a misery, but this time they're covered with Dead Hands! Don't let them slow you down – hit



INFO

Level 6: Dream Castle

Entry Passes: None



them and quickly jump away before they come back to life and try to grab you. Keep jumping between the platforms and watch out for the Piggybacks that drop down from



higher platforms to restrict your movement. In the next chamber, after more goodies, you'll be jumping between fan-assisted platforms and Stone Hands – make sure you're not in the hand when it closes or you'll get crushed! Finally, the third chamber in this series welcomes back the nasty Club Monster – let him hit the section ahead of you and then wait until he moves back slightly before jumping over and making him chase you. Watch out for the evil crows that throw lightning at you as you go!



ROBOT FIGHT

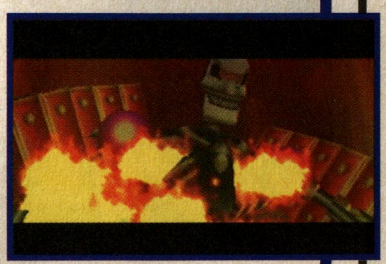


DEVIL DEATH GOD

Not surprisingly, this is a really tough fight. The Devil Death God can pull some ridiculously nasty moves out of nowhere and unless you're incredibly quick, you're going to take some serious damage. Anything he throws at you, such as Death Spheres, Flames, Spiked Balls or even your partner robot (!) can be punched away, but they move rather quickly so you'll have to get your punches in there sharp. You can counter his Whirling Scythe attack by just turning to the side he approaches from and hitting him with the Repeated Punch, as you can for his Dashing Slice.

If you go for the Beam Blast after you've hit him though, be warned that he rises to the side of where he falls so you're likely to miss him – take aim carefully. The Kiss Of Death is easily avoided – he will create a replica of either Bismaru Elegant or the beauty from the village, both of which can be repelled by the Repeated Punch. However, the beauty is a little more resilient so try to take her out quickly. Finally, if you see him going for his Ultimate Death attack you must change character with the Baton Toss immediately! If you don't, you'll die – simple as that.





BOSS FIGHT



DOCHUKI

The Lord of the Underworld himself is a total pushover to beat... at least to begin with. He floats around the platform that you're standing on, throwing out cannon shots at random. These can be jumped as they come at you so you won't get hurt, and then you should smack Dochuki as he floats past your position. You can also give him a slap when he goes for his Evil Light attack – if you hit him before he throws it at you, you'll stop him in his tracks. Make sure you keep pummelling him until he falls... and turns into a giant Devil Bull. Oh come on – don't say you're surprised?

This time he's a little tougher but not much. As he hovers above you he'll dive and try to take a bite out of the platform you're on, so run to the side when he does then turn quickly and smack him on the nose with your pipe. If he goes for his Optic Burst or Poison Breath, just run in the opposite direction and you should be able to avoid it without harm. When you've finally hit him a couple of times he'll fall to the ground with his tongue hanging out – this is your chance to deal out some punishment. Stand on his tongue and you'll enter his mouth, where you have to hit the dangly thing at the back of his throat as much as you can before he throws you back out. Do this enough times and you'll have beaten Dochuki once and for all – now sit back and watch possibly one of the weirdest game endings in history!





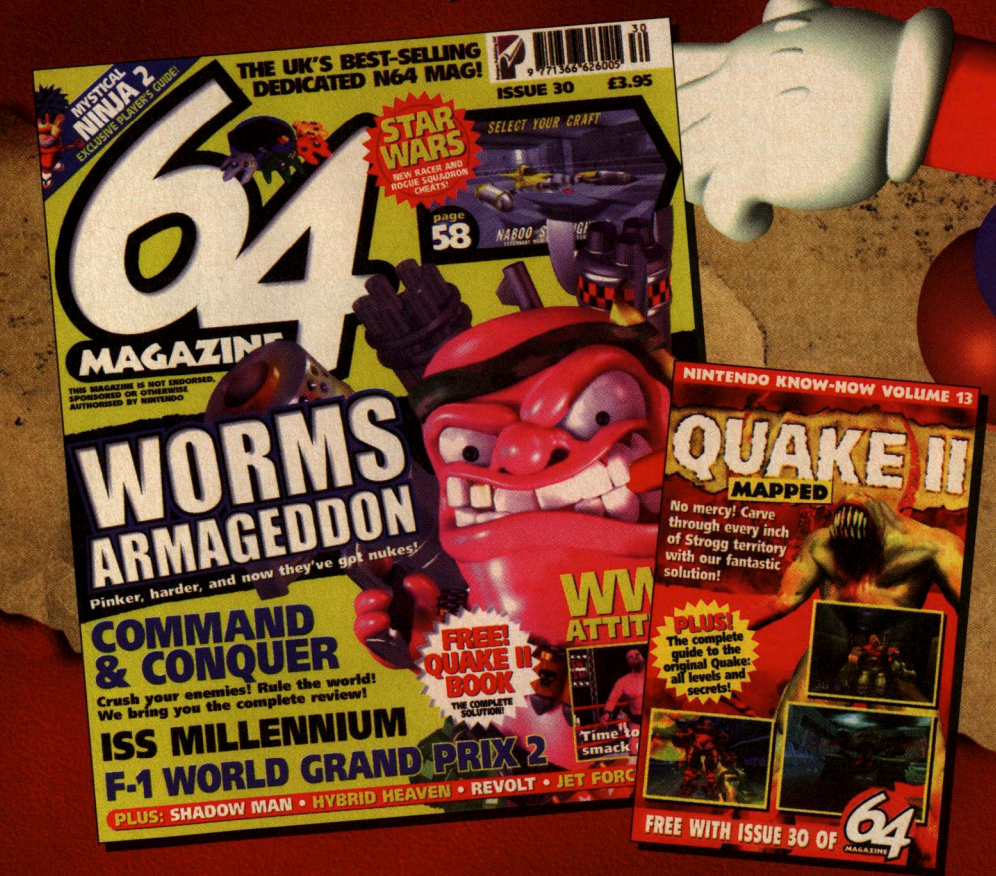
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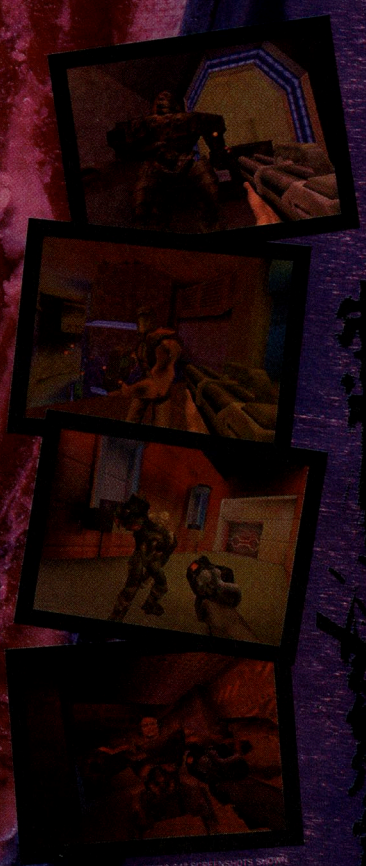
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NINTENDO 64

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WWF ATTITUDE

HOT TIP!

Unlike all of the codes in WWF Warzone, many of the codes can be opened up by playing through the main Career mode of the game with any character. As you fight your way through the calender, you'll take part in various Pay-Per-View events – if you win the fight you're in, a cheat will be opened up for you. Try it and see!

DO THIS...	TO GET THIS...
Win the European Belt at In Your House	Unlock Sable, Marvellous Mark Mero and the Trainer
Win a belt at or be the overall winner of the King Of The Ring	Unlock Kurrgan and Taka, New Custom Stuff and Squeaky Cheat
Win a belt at or be the overall winner of the Survivor Series	Unlock Sgt Slaughter, Shawn Michaels, Extra Attributes and Big Head Cheat
Win a belt at or win your match at Summerslam	Unlock Jacqueline and Chyna
Win a belt at or be the overall winner of the Royal Rumble	Unlock Jerry 'The King' Lawler and Paul Bearer
Win the World Heavyweight Title at Wrestlemania	Unlock Head, Beep Mode and Ego Cheat

HOW THIS GUIDE WORKS

Some of this can seem a little confusing if you've never played a wrestling game before. Don't worry though because we're here to help you through – here are a few tips on how to use our guide and play to win!

- All moves printed in BLUE are Signature Moves and can only be pulled off when your opponent's energy is Dark Yellow, Orange or Red.
- All moves printed in separate boxes are Finishing Moves and can only be pulled off when your opponent's energy is Red. Use these to get the pin and look flash!
- All of the moves have two alternate motions to make them happen. We've printed both – for example, a normal Body Slam can be pulled off by pressing either Left, Left or Right, Right and then the B button. It really doesn't matter which one you use as they both hurt the same!
- Use a wide range of moves on your opponent to impress the crowd. If you only use punch or kick, they won't be entertained and will shout at you. If you do a variety of interesting and high-risk moves then you'll get all the cheers and your Damage Meter will increase.
- If you get knocked down, you can pull off a move on your opponent as you're standing up by pressing the relevant directions and holding the right button as you stand. If the opponent is close enough and you time it right, you'll automatically go into the move when you get to your feet.

64 MAGAZINE SAYS
IN ISSUE 30 64 MAGAZINE SAID:
"WWF ATTITUDE IS A STORMER OF A GAME!"



64 MAGAZINE ISSUE 30 IS OUT NOW AND IS AVAILABLE FROM MOST GOOD NEWSAGENTS
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Having trouble laying the smack down or kicking some candy ass? We've got the best guide to all the moves in WWF Attitude and that's the bottom line, 'cause 64 Solutions says so!

ITUDE

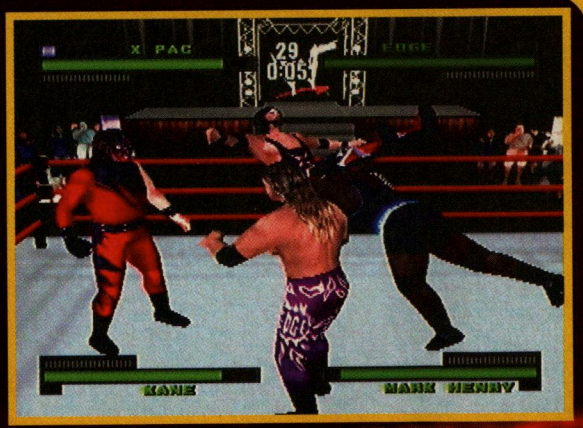
CONTROLS

All the controls you'll need to score that vital pinfall!

- **A BUTTON:** Kick
- **B BUTTON:** Punch
- **▲C BUTTON:** Climb in/out of ring or onto turnbuckle
- **▼C BUTTON:** Block/Reversal
- **◀C BUTTON:** Tie-up
- **▶C BUTTON:** Run (with direction button)
- **ANALOGUE PAD:** Move wrestler around
- **Z BUTTON:** Not used
- **LEFT BUTTON:** Change attention
- **RIGHT BUTTON:** Sidestep opponent
- **D PAD:** Move wrestler around

MUTUAL MOVES

No matter which character you're playing as, you'll be able to pull off of the moves listed below. Make sure you also learn all of these back-to-front – they're the basis to any decent wrestling match!



BOTH STANDING

Tie-up – C Left
Body Slam – Left, Left or Right, Right, B
Hip Toss – Left, Left or Right, Right, A
Vertical Suplex – Left, Left or Right, Right, C Left
Toss Over Ropes – Left, Left or Right, Right, C Down (Opponent Dazed)

IN TIE-UP (FRONT)

Whip – Left, Left or Right, Right, C Down
Arm Wrench – B
Hammerlock – A
Top Wristlock – C Left
Switch To Behind Tie-up – Up, Up or Down, Down, C Down

IN TIE-UP (BEHIND)

Belly To Back Suplex – B
Full Nelson – A
Put Opponent On Shoulders – C Left
Fallback – B (from Opponent On Shoulders)
Atomic Whip – Left, Left or Right, Right, C Down

OPPONENT ON MAT, NEAR HEAD

Pick Up By Head – C Left
Stomp – A
Rear Chinlock – B

OPPONENT ON MAT, NEAR FEET

Stomp – A
Knee To Inside Leg – B or C Left

OPPONENT ON MAT, AT SIDE

Stomp – A
Elbow Drop – B
Pin – C Left

OPPONENT IN TURNBUCKLE

Big Splash – Run towards turnbuckle, A or B
Climb Turnbuckle And Pummel – Up, B
Kick In Corner – A
Chops To Chest – B
Superplex – C Left
Whip – Left, Left or Right, Right, C Down

ON TOP OF TURNBUCKLE

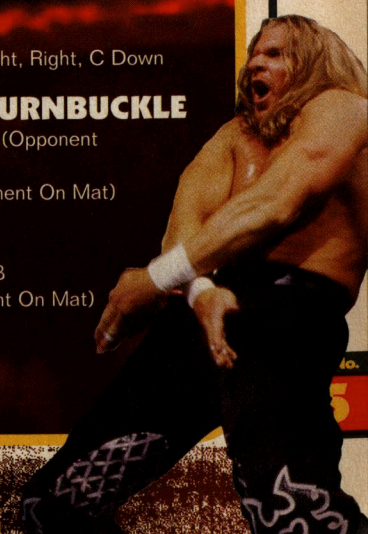
Axe Handle Smash – B (Opponent Standing)
Elbow Drop – B (Opponent On Mat)

RUNNING

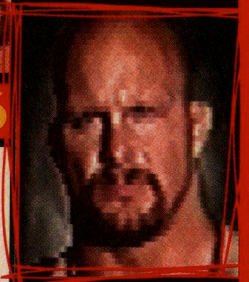
Running Clothesline – B
Fist Drop – B (Opponent On Mat)

OPPONENT RUNNING

Back Body Drop – B



STONE COLD STEVE AUSTIN



ABOUT STEVE

The Rattlesnake from Texas is the current WWF champion and he'll be damned if anyone's going to take his belt away from him. If you think Steve's the best, give us a "Hell yeah!"

BOTH STANDING

Snap Mare – Left, Down or Right, Down, B
Samoan Drop – Left, Down or Right, Down, C Left
DDT – Up, Down or Down, Up, B
Drop Toe Hold – Left, Down or Right, Down, A
Sidewalk Slam – Left, Up or Right, Up, A
Shoulder Breaker – Left, Right or Right, Left, C Left
Haymaker – B (Opponent Dazed)
Mafia Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Samoan Drop – Left or Right, C Left
Inverted Atomic Drop – Left or Right, B



Neck Breaker – Left or Right, A
Piledriver – Left, Right or Right, Left, B

IN TIE-UP (BEHIND)

Reverse DDT – Left or Right, C Left
Sleeper Hold – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Stepover Facelock – Left, Up or Right, Up, B

OPPONENT ON MAT, NEAR FEET

Texas Cloverleaf – Left, Down or Right, Down, A

OPPONENT ON MAT, AT SIDE

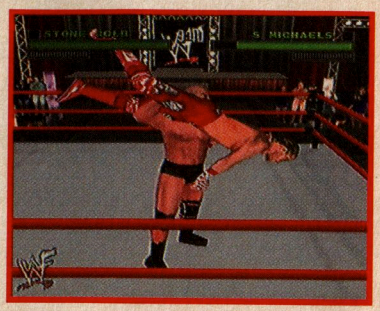
Mounted Punches – Left, Down or Right, Down, C Left

ON TOP OF TURNBUCKLE

Driving Elbow – B + C Left (Opponent On Mat)

RUNNING

Vertical Body Press – C Left



OPPONENT RUNNING

Power Slam – C Left

STONE COLD STUNNER
Both Standing – Up, Down, Up or Down, Up, Down, C Left



MANKIND



ABOUT MANKIND

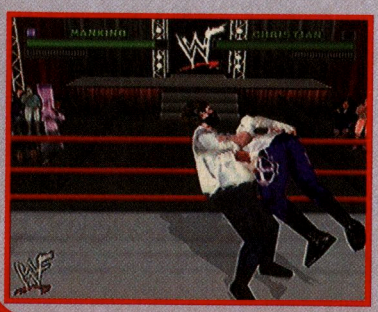
One of the many faces of Mick Foley and always a fan favourite. Watch out when he reaches into his tights because you know that it's time for Mr Socko to lay on the Mandible Claw!

BOTH STANDING

Double Arm DDT – Left, Right, Down or Right, Left, Down, B
DDT – Left, Down or Right, Down, C Left
Double Underhook Suplex – Up, Down or Down, Up, B
Leg Drag – Left, Up or Right, Up, A
Neck Breaker – Left, Down or Right, Down, B
Knee To Face – Left, Down or Right, Down, A
Grab Head And Punch – B (Opponent Dazed)
Mafia Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Piledriver – Left, Up or Right, Up, B
Bulldog – Left or Right, C Left



DDT – Left or Right, B
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)

Roll Up Pin – Left or Right, A
Russian Leg Sweep – Left or Right, B
Reverse DDT – Left or Right, C Left

OPPONENT ON MAT, NEAR FEET

Leg Lock – Left, Down or Right, Down, A

OPPONENT ON MAT, AT SIDE

Knee To Shoulder – Up, Down or Down, Up, B

OPPONENT IN TURNBUCKLE

Tree Of Woe – Up, Up or Down, Down, B

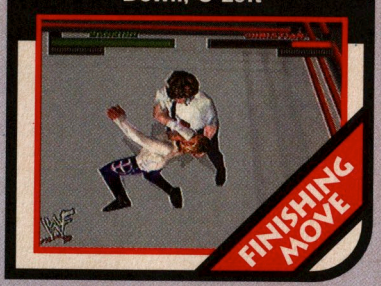
ON TOP OF TURNBUCKLE

Body Press – A + C Down (Opponent Standing)
Splash – A + C Down (Opponent On Mat)

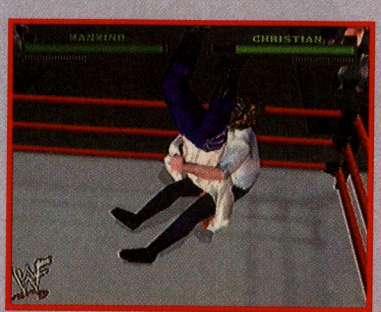
RUNNING

Tackle With Punches – C Left

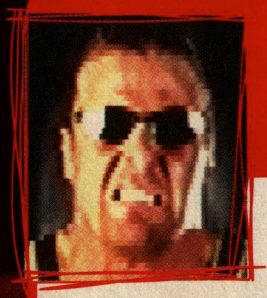
MANDIBLE CLAW
Both Standing – Left, Right, Down or Right, Left, Down, C Left



ALTERNATIVE FINISHING MOVE
MANDIBLE CLAW
Opponent On Mat, Near Head – Left, Right, Down or Right, Left, Down, B



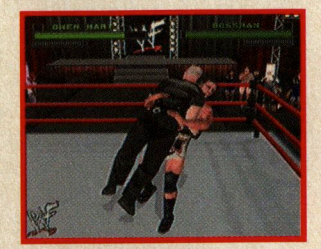
OWEN HART



ABOUT OWEN

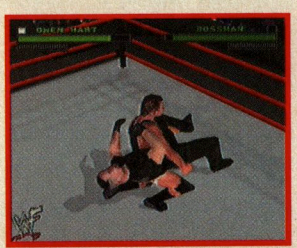
Tragically, Owen Hart died before this game could be released which is why it is dedicated to him. He was one of the greatest technical wrestlers around and will be sorely missed by fans across the globe.

BOTH STANDING



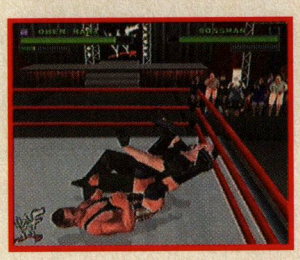
Enziguri – Up, Down or Down, Up, A
Snap Mare – Left, Down or Right, Down, B
Front Back Breaker – Left, Down or Right, Down, C Left
Fireman's Carry – Left, Right or Right, Left, A
Crucifix Pin – Left, Down or Right, Down, A
Overhead Belly To Belly Suplex – Left, Up or Right, Up, A
Side Windup – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)



Northern Lights Suplex – Left or Right, C Left
Side Belly To Belly Suplex – Left or Right, B
Back Breaker – Left or Right, A
Inverted Piledriver – Up, Down or Down, Up, B

IN TIE-UP (BEHIND)



Rolling Prawn Hold – Left or Right, A
Beast Choker – Left or Right, B
Rolling German Suplex – Left or Right, C Left

OPPONENT ON MAT, NEAR HEAD

Stranglehold Gamma – Up, Down, Up or Down, Up, Down, B
La Magistral – Left, Down or Right, Down, B

OPPONENT ON MAT, NEAR FEET

Head-butt To Groin – Left, Down or Right, Down, A

OPPONENT ON MAT, AT SIDE

Mount Punches – Left, Down or Right, Down, C Left

OPPONENT IN TURNBUCKLE

Top Rope Belly To Belly Suplex – Up, Up or Down, Down, B

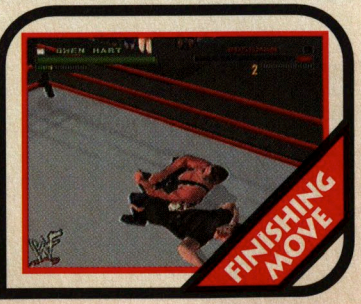
ON TOP OF TURNBUCKLE

Missile Dropkick – C Left + C Down (Opponent Standing)

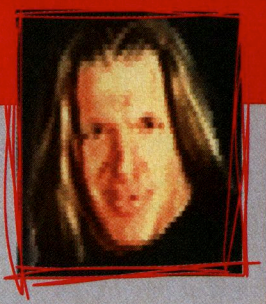
RUNNING

Spinning Heel Kick – A

SHARPSHOOTER
Opponent on mat, near feet – Left, Up, Left or Right, Up, Right, A



HHH



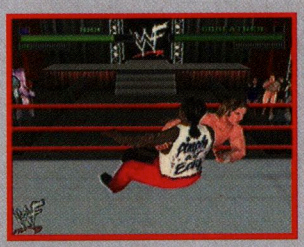
ABOUT HHH

He turned his back on D-Generation X and now stands tall as one of the chief members of the Corporate Ministry. With Chyna by his side, he is one of the toughest men in the WWF today.

BOTH STANDING

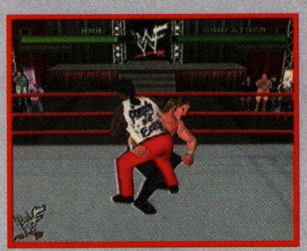
Knee To Face – Left, Down or Right, Down, A
Running Knee Hit – Left, Down or Right, Down, B
Front Back Breaker – Left, Down or Right, Down, C Left
Sidewalk Slam – Up, Down or Down, Up, A
Overhead Belly To Belly Suplex – Left, Right or Right, Left, A
Tornado Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)





IN TIE-UP (FRONT)

Gut Wrench Powerbomb – Left, Right, Down or Right, Left, Down, C Left
Northern Lights Suplex – Left or Right, C Left
Inverted Atomic Drop – Left or Right, B
Back Breaker – Left or Right, A



IN TIE-UP (BEHIND)

German Suplex – Left or Right, C Left
Sleeper Hold – Left or Right, B
Low Blow – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Reverse Chinlock – Left, Right or Right, Left, B
Blatant Choke – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Fist To Groin – Left, Down or Right, Down, A

OPPONENT IN TURNBUCKLE

Choke With Boot – Up, Up or Down, Down, A

ON TOP OF TURNBUCKLE

Shoulder Tackle – A + C Down (Opponent Standing)
Knee Drop – B + C Left (Opponent On Mat)

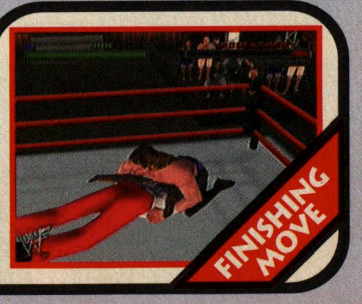
RUNNING

Tackle With Punches – C Left

OPPONENT RUNNING

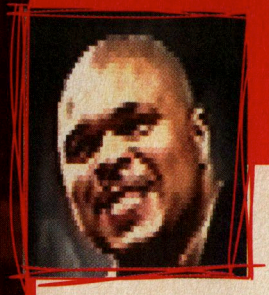
Tilt A Whirl Slam – C Left

THE PEDIGREE
Both Standing – Up, Down, Down or Down, Up, Up, C Left





D-LO BROWN

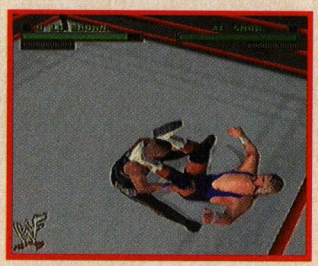


ABOUT D-LO

The man with the Lo-down has done it all – the Intercontinental, Tag Team and even European titles have all been D-Lo's at one time or another. Keep close to the ground or he'll hit you with the Sky High!

BOTH STANDING

Sky High – Up, Down or Down, Up, A



Running Powerbomb – Up, Down, Up or Down, Up, Down, B
Fall Forward Powerbomb – Left, Right or Right, Left, A
Snap Mare – Left, Down or Right, Down, B
Fisherman's Suplex – Left, Down or Right, Down, C Left
Spine Buster – Up, Down or Down, Up, C Left
Short Arm Clothesline – Up, Down or Down, Up, B
Knee Breaker – Left, Down or Right, Down, A
Big Windup – B (Opponent Dazed)
Back Heel Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Powerbomb – Left, Up or Right, Up, A
Fisherman's Suplex – Left or Right, B
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)

Fall-away Pump Handle Slam – Left or Right, C Left
Sleeper Hold – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR FEET

D-Lo Leaf – Up, Down or Down, Up, A

OPPONENT ON MAT, AT SIDE

D-Lo Drop – Left, Left, Right or Right, Right, Left, C Left

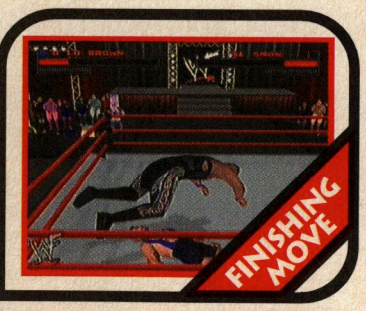
RUNNING

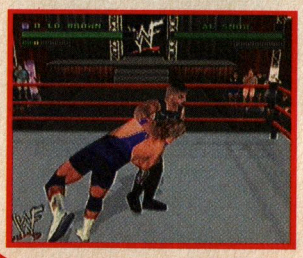
Spinning Heel Kick – A

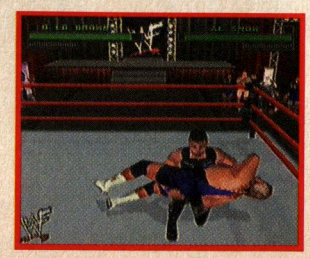
OPPONENT RUNNING

Sky High – C Left

LO-DOWN
On Top Of Turnbuckle – Left, Left, Right or Right, Right, Left, C Left (Opponent On Mat)







THE ROCK

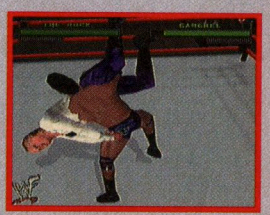


ABOUT ROCK

Listen up jabronie – here's the man who can lay the smack down on anybody he feels like, when he feels like. He's the People's Champion so watch out for him, if ya smell what The Rock is cooking.

BOTH STANDING

Laying The Smack Down – Left, Right, Down or Right, Left, Down, B
Snap Mare – Left, Down or Right, Down, B
Fireman's Carry – Left, Right or Right, Left, A
DDT – Left, Up or Right, Up, C Left
Samoan Drop – Left, Down or Right, Down, C Left
Neckbreaker – Left, Right or Right, Left, B
Short Arm Clothesline – Up, Down or Down, Up, B
Sidewalk Slam – Up, Down or Down, Up, A
Haymaker – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)



IN TIE-UP (FRONT)

Samoan Drop – Left or Right, C Left
DDT – Left or Right, B
Chestbreaker – Left or Right, A

IN TIE-UP (BEHIND)

German Suplex – Left or Right, C Left
Sleeper Hold – Left or Right, B
Cradle Roll Up – Left or Right, A

OPPONENT ON MAT, NEAR FEET

Fist To Groin – Left, Left, Down or Right, Right, Down, A

OPPONENT ON MAT, AT SIDE

The People's Elbow – Up, Down or Down, Up, B

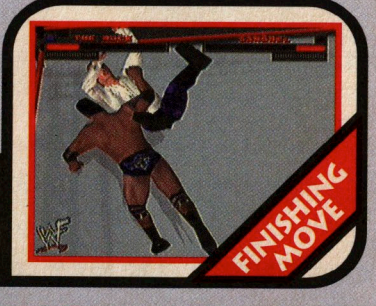
OPPONENT IN TURNBUCKLE

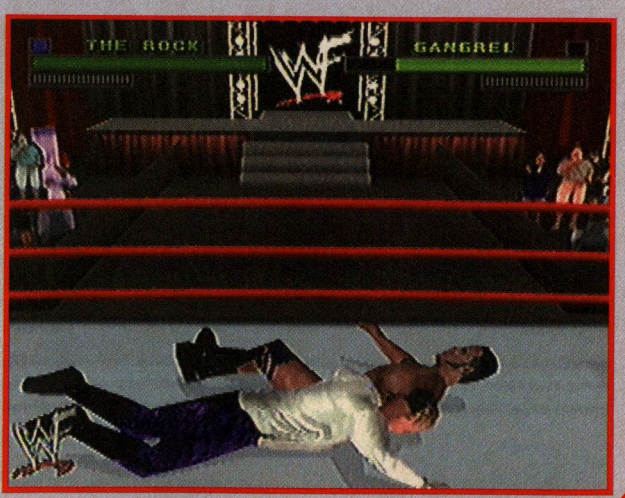
Choke With Boot – Down, A

OPPONENT RUNNING

Powerslam – C Left

ROCK BOTTOM
Both Standing – Left, Up, Left or Right, Up, Right, A





PUBLISHER: Acclaim **GAME TYPE:** Wrestling **RELEASED:** Out Now
DEVELOPER: Acclaim Sports **ORIGIN:** US **PRICE:** £49.99

BRADSHAW

BOTH STANDING

Seated Crucifix Bomb – Left, Right, Right or Right, Left, Left, B
Press Slam – Left, Down or Right, Down, A
Front Back Breaker – Left, Down or Right, Down, B
Single Arm DDT – Left, Right or Right, Left, B
Knee To Face – Left, Up or Right, Up, A
Haymaker – B (Opponent Dazed)
Boot To Face – A (Opponent Dazed)

IN TIE-UP (FRONT)

Powerbomb – Up, Down or Down, Up, A
Piledriver – Up, Down, Up or Down, Up, Down, C Left
Overhead Belly To Belly Suplex – Left or Right, C Left
Shoulder Breaker – Left or Right, B
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)

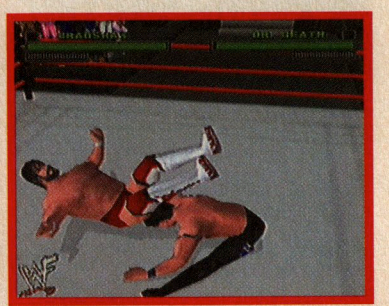
German Suplex – Left or Right, C Left
Sleeper Hold – Left or Right, B
Roll Up Pin – Left or Right, A

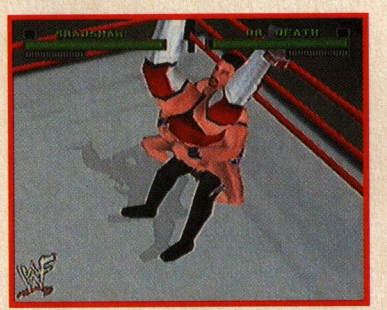
OPPONENT ON MAT, NEAR HEAD

Kick To Spine – Left, Up or Right, Up, B

ON TOP OF TURNBUCKLE

Shoulder Tackle – A + C Down (Opponent Standing)







Bradshaw doesn't pull any punches – this Clothesline From Hell is totally brutal!

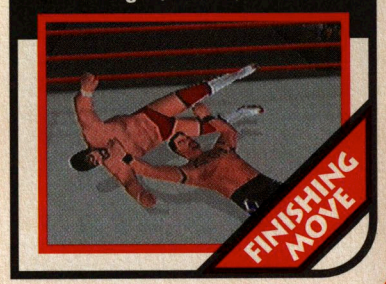
Splash – A + C Down (Opponent On Mat)

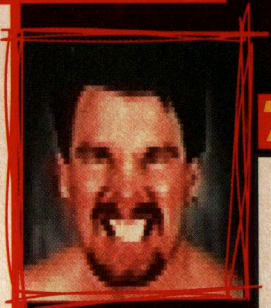
OPPONENT RUNNING

Tilt A Whirl Slam – C Left
Boot To Face – A

FALL AWAY SLAM

Both Standing – Left, Down or Right, Down, C Left





ABOUT BRADSHAW

One half of The Acolytes, the brute force behind The Undertaker and his Ministry Of Darkness. Until he was corrupted by the dark power, Bradshaw was an all-round good guy and cowboy, but he ain't no more!

FAAROOQ

BOTH STANDING

Spine Buster – Up, Down or Down, Up, C Left
Running Powerslam – Left, Up or Right, Up, A
Gorilla Press Slam – Up, Down, Up or Down, Up, Down, B
Short Arm Clothesline – Left, Down or Right, Down, B
Headlock Takedown – Up, Down or Down, Up, A
Haymaker – B (Opponent Dazed)
Boot To Face – A (Opponent Dazed)

IN TIE-UP (FRONT)

Piledriver – Left, Up, Left or Right, Up, Right, C Left
Hanging Brain Buster – Up, Down or Down, Up, B
Sidewalk Slam – Left, Down or Right, Down, A
Brain Buster – Left or Right, C Left
Side Slam – Left or Right, B
Chest Breaker – Left or Right, A

IN TIE-UP (BEHIND)

Fall Away Pump Slam – Up, Down or Down, Up, A
German Suplex – Left or Right, C Left

OPPONENT ON MAT, NEAR HEAD

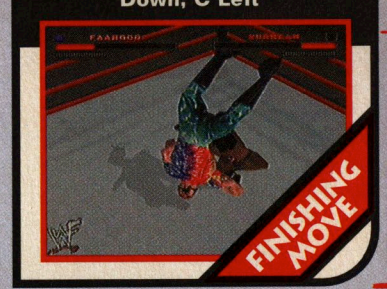
Painkiller – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Wishbone Leg Splitter – Left, Right or Right, Left, A

THE DOMINATOR

Both Standing – Left, Right, Down or Right, Left, Down, C Left

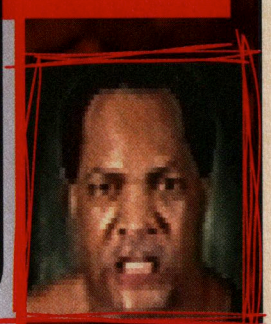


ON TOP OF TURNBUCKLE

Shoulder Tackle – B + C Left (Opponent Standing)

OPPONENT RUNNING

Power Slam – C Left
Boot To Face – A



ABOUT FAAROOQ

Originally the leader of the Nation Of Domination until The Rock kicked him out, Faarooq now stands proud as one half of The Acolytes. They were the Tag Team champs until they were recently beaten by The Hardy Boys.



KANE



ABOUT KANE

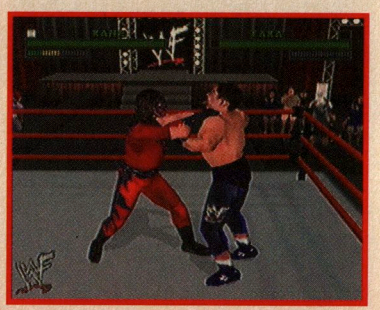
Walking through fire and brimstone, the long-lost brother of The Undertaker knows what it's like to feel pain. Standing at nearly seven feet tall, he's the Big Red Machine who takes absolutely no prisoners!

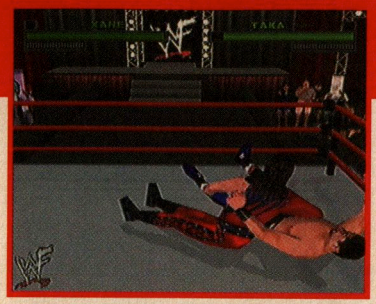
BOTH STANDING

Running Knee Hit – Up, Down or Down, Up, A
Choke – Left, Up or Right, Up, A
Throat Toss – Left, Right, Left or Right, Left, Right, B
Spine Buster – Up, Down or Down, Up, C Left
Front Face DDT – Left, Right or Right, Left, B
DDT – Left, Down or Right, Down, B
Thrust To Throat – B (Opponent Dazed)
Boot To Face – A (Opponent Dazed)

IN TIE-UP (FRONT)

Choke Slam – Left, Right or Right, Left, B
Overhead Belly To Belly Suplex – Left or Right, C Left
Side Slam – Left or Right, B
Chest Breaker – Left or Right, A





IN TIE-UP (BEHIND)

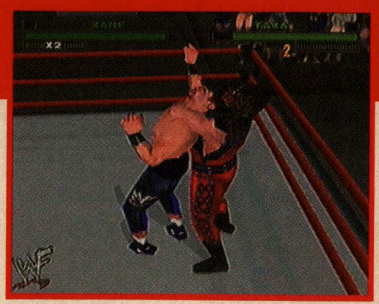
Roll Up Pin – Left or Right, A
Sleeper Hold – Left or Right, B
German Suplex – Left or Right, C Left
Reverse Vertical Suplex – Up, Down, Up or Down, Up, Down, B

OPPONENT ON MAT, NEAR HEAD

Blatant Choke – Up, Down or Down, Up, B
Squeeze Head – Left, Right or Right, Left, B

ON TOP OF TURNBUCKLE

Shoulder Tackle – B + C Left (Opponent Standing)



RUNNING

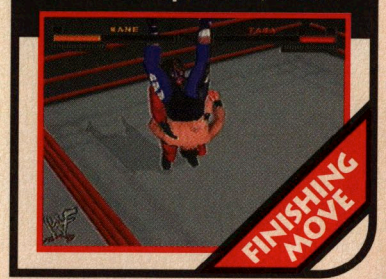
Flying Back Elbow – C Left

OPPONENT RUNNING

Boot To Face – A
Tilt A Whirl Slam – C Left

TOMBSTONE PILEDRIVER

Both Standing – Up, Down, Up or Down, Up, Down, C Left



THE UNDERTAKER



ABOUT UNDERTAKER

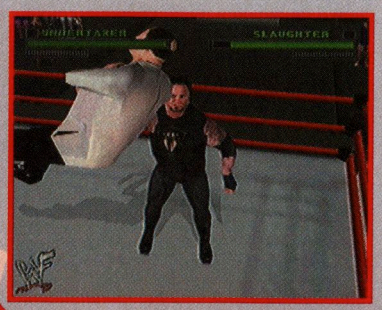
As leader of the Ministry Of Darkness, The Undertaker thinks of himself as the Lord of Evil. Although you might think he's one sandwich short of a picnic, we wouldn't say that to his face – you're likely to get hurt!

BOTH STANDING

One-Handed Choke Slam – Up, Down, Up or Down, Up, Down, B
Throat Toss – Left, Right or Right, Left, A
Front Back Breaker – Left, Up or Right, Up, C Left
Short Arm Clothesline – Left, Up or Right, Up, B
Knee To Face – Left, Up or Right, Up, A
Thrust To Throat – B (Opponent Dazed)
Boot To Face – A (Opponent Dazed)

IN TIE-UP (FRONT)

Chokeslam – Up, Down or Down, Up, B
Side Back Breaker – Left or Right, C Left
Side Slam – Left or Right, B
Chest Breaker – Left or Right, A



IN TIE-UP (BEHIND)

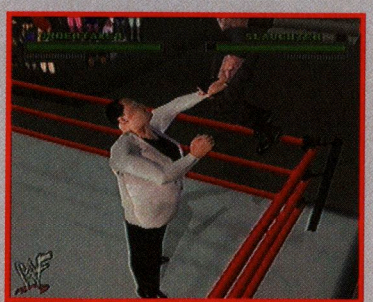
Reverse Brain Buster – Up, Down or Down, Up, C Left
Bulldog – Left or Right, C Left
Sleeper Hold – Left or Right, B
Russian Leg Sweep – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Blatant Choke – Left, Right, Left or Right, Left, Right, B

OPPONENT ON MAT, NEAR FEET

Leg Lock – Up, Left, Up or Down, Left, Down, A



When The Undertaker goes to the top rope, you know someone's gonna get hurt!

OPPONENT ON MAT, AT SIDE

Elbow Drop Onto Arm – Up, Down or Down, Up, C Left

OPPONENT IN TURNBUCKLE

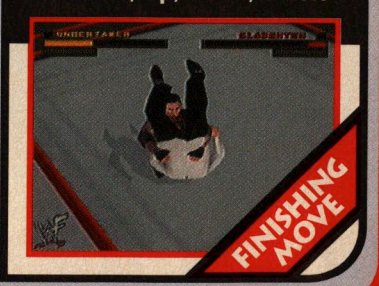
Top Rope Arm Wrench – Left, Right or Right, Left, A
Big Punch Combo – Left, Left or Right, Right, A

OPPONENT RUNNING

Boot To Face – A

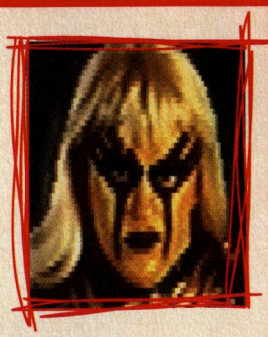
TOMBSTONE PILEDRIVER

Both Standing – Up, Down, Up or Down, Up, Down, C Left



GOLDUST

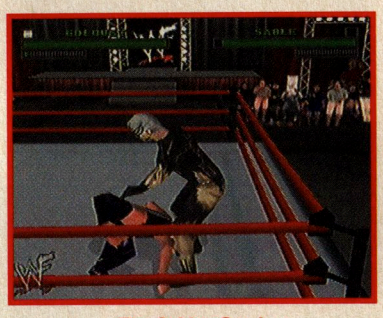
ABOUT GOLDUST



With his flowing blonde wig and strange manner, the word 'weird' is probably an understatement when it comes to Goldust. He's a complete nutter and will hit you with his Shattered Dreams as much as look at you.

BOTH STANDING

Chin Crusher – Left, Down or Right, Down, B
Leg Scissors Stomp – Up, Down or Down, Up, A
Shoulder Breaker – Left, Down or Right, Down, A
Front Back Breaker – Up, Down or Down, Up, C Left
Short Arm Clothesline – Up, Down or Down, Up, B
Sidewalk Slam – Left, Right or Right, Left, A
Hit To Groin – B (Opponent Dazed)
Mafia Kick – A (Opponent Dazed)



IN TIE-UP (FRONT)

Bulldog – Left or Right, C Left
Inverted Atomic Drop – Left or Right, B
Neck Breaker – Left or Right, A

The Golden One is a dangerous person to fight, even if he does scream like a girl. Just give him a slap and steer clear of the Curtain Call!

IN TIE-UP (BEHIND)

Bulldog – Left or Right, C Left
Roll Up Pin – Left or Right, A
Sleeper Hold – Left or Right, B

OPPONENT ON MAT, NEAR HEAD

Stump Puller – Left, Down or Right, Down, B

OPPONENT ON MAT, NEAR FEET

Head-butt To Groin – Left, Right or Right, Left, A

OPPONENT IN TURNBUCKLE

Shattered Dreams – Left, Right or Right, Left, B

ON TOP OF TURNBUCKLE

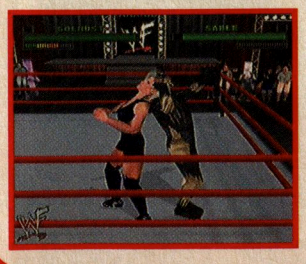
Flying Butt Bump – C Left + C Down (Opponent Standing)
Butt Drop – A + C Down (Opponent On Mat)

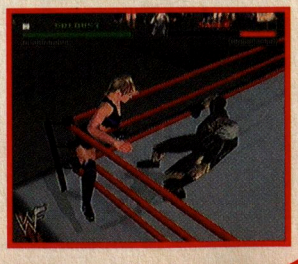
OPPONENT RUNNING

Spine Buster – C Left

CURTAIN CALL
In Tie-Up – Left, Up or Right, Up, C Left







X-PAC

ABOUT X-PAC



The heart and soul behind the phenomenon that is D-Generation X, X-Pac puts his all into each match that he wrestles. Make sure you keep away from those ring corners or you'll be feeling the Bronco Buster pretty quickly!

BOTH STANDING

Running Knee Hit – Left, Down or Right, Down, B
Enziguri – Left, Up or Right, Up, A
Hurricanrana – Left, Up or Right, Up, B
Leg Drag – Left, Down or Right, Down, A
Grab Head And Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Bulldog – Left or Right, C Left
Three Knee Combo – Left or Right, B
Leg Stretch – Left or Right, A



IN TIE-UP (BEHIND)

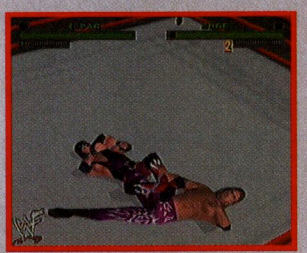
German Suplex – Left or Right, C Left
Sleeper Hold – Left or Right, B
Victory Roll – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Front Facelock – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Fist To Groin – Up, Down or Down, Up, A

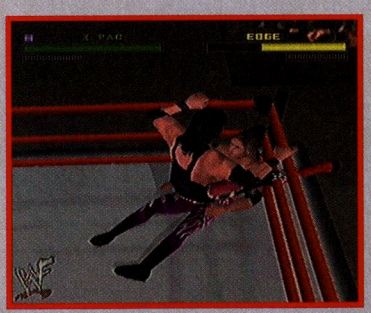


X-Pac's a high-flyer and no mistake. With his range of diving and kicking moves, he'll take your head off if you're not careful!

OPPONENT IN TURNBUCKLE

Bronco Buster – Up, Down or Down, Up, B
Spin Kick Combo – Left, Right or Right, Left, B

ON TOP OF TURNBUCKLE



Hurricanrana – C Left + C Down (Opponent Standing)
Shooting Star Press – A + B (Opponent On Mat)

RUNNING

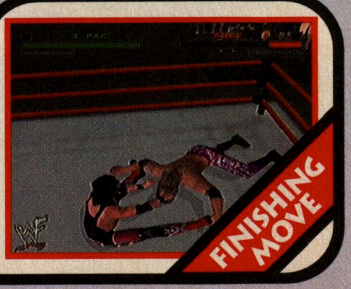
Cross Body Block – A

OPPONENT RUNNING

Spinning Heel Kick – A

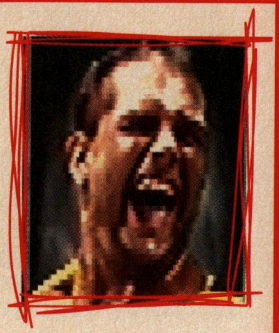
Check out the Bronco Buster – no-one does it better than X-Pac. With his opponent dazed in one corner, he leaps on them with no mercy!

X-FACTOR
Both Standing – Up, Down or Down, Up, C Left





'TOO SEXY' BRIAN CHRISTOPHER



ABOUT BRIAN

Along with his partner Scott 'Too Hot' Taylor, Brian makes up the Tag Team that call themselves 'Too Much'. True to their name, they usually are too much with their range of aerial assaults and wild cackling laughter!

BOTH STANDING

Crucifix Powerbomb – Up, Down or Down, Up, A
Leg Scissors Stomp – Up, Down or Down, Up, B
Hurricanrana – Left, Up or Right, Up, B
Headlock Takedown – Left, Right or Right, Left, A
European Uppercut – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Piledriver – Left, Down, Left or Right, Down, Right, C Left
Powerbomb – Left, Right or Right, Left, A
Bulldog – Left or Right, C Left
DDT – Left or Right, B
Neck Breaker – Left or Right, B

IN TIE-UP (BEHIND)

Front Russian Leg Sweep – Left or Right, B
Dragon Suplex – Up, Down or Down, Up, B
Victory Roll – Left or Right, A
Bridging German Suplex – Left or Right, C Left

OPPONENT ON MAT, NEAR HEAD

Camel Clutch – Left, Right, Up or Right, Left, Up, B
La Magistral – Left, Down or Right, Down, B

OPPONENT ON MAT, NEAR FEET

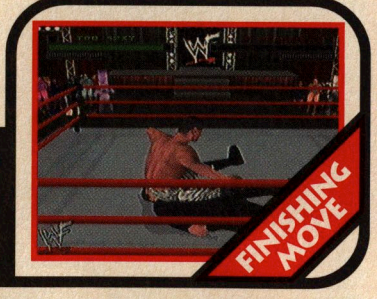
Head-butt To Groin – Left, Down or Right, Down, A

OPPONENT ON MAT, AT SIDE

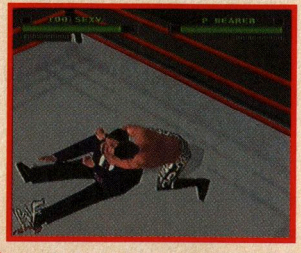
Leg Drop – Left, Down or Right, Down, C Left

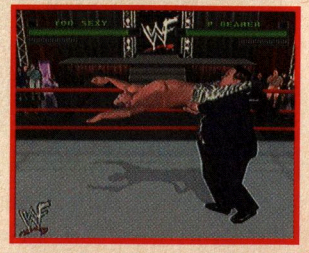
ON TOP OF TURNBUCKLE

Senton Bomb – A + C Down (Opponent On Mat)



TENNESSEE JAM
On Top Of Turnbuckle – C Left + C Down (Opponent On Mat)





THRASHER



ABOUT THRASHER

Even though The Headbangers haven't been together for a while, Thrasher is here to make some noise in WWF Attitude. Set them up and hit 'em with the Stage Dive!

BOTH STANDING

Chin Crusher – Left, Down or Right, Down, B
Hurricanrana – Left, Up or Right, Up, B
Samoan Drop – Up, Down or Down, Up, C Left
Flying Head Scissors – Left, Up or Right, Up, C Left
Small Package – Up, Down or Down, Up, A
European Uppercut – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Floatover Suplex – Left or Right, C Left
Side Slam – Left or Right, B
Neck Breaker – Left or Right, A

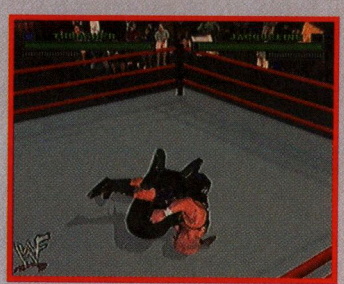
IN TIE-UP (BEHIND)

Bulldog – Left or Right, C Left
Octopus Hold – Left or Right, B
Rolling Prawn Hold – Left or Right, A



OPPONENT ON MAT, NEAR HEAD

Toehold Half Crab – Up, Down, Up or Down, Up, Down, B



OPPONENT ON MAT, NEAR FEET

Half Crab – Left, Right or Right, Left, A

OPPONENT ON MAT, AT SIDE

Senton Splash – Left, Right or Right, Left, C Left

OPPONENT IN TURNBUCKLE

Flying Head Scissors – Up, Up or Down, Down, B

ON TOP OF TURNBUCKLE

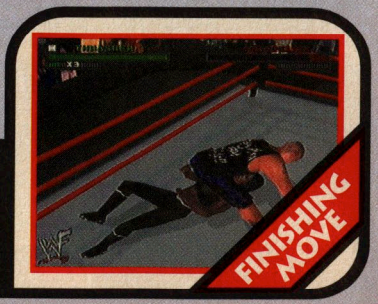
Senton Bomb – A + C Down (Opponent On Mat)

RUNNING

Flying Head Scissors – C Left

OPPONENT RUNNING

Power Slam – C Left



STAGE DIVE
On Top Of Turnbuckle – A + B (Opponent Standing)

PUBLISHER: Acclaim **DEVELOPER:** Acclaim Sports **GAME TYPE:** Wrestling **ORIGIN:** US **RELEASED:** Out Now **PRICE:** £49.99

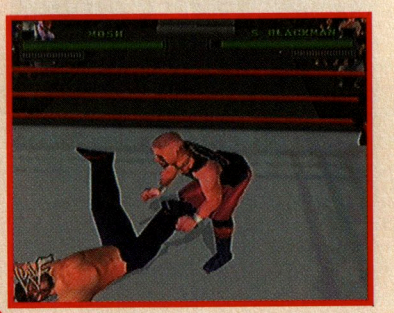
MOSH

BOTH STANDING

Fall Forward Powerbomb – Left, Up, Right or Right, Up, Left, B
Chin Crusher – Up, Down or Down, Up, B
Gutwrench Powerbomb – Left, Right or Right, Left, C Left
Single Arm DDT – Left, Right or Right, Left, B
Headlock Takedown – Left, Up or Right, Up, A
European Uppercut – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Powerbomb – Left or Right, C Left



Inverted Atomic Drop – Left or Right, B
DDT – Left or Right, A

IN TIE-UP (BEHIND)

Reverse Brainbuster – Left, Up or Right, Up, C Left
Reverse Vertical Suplex – Left or Right, C Left
Neck Breaker – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Toehold Half Crab – Up, Down, Up or Down, Up, Down, B

OPPONENT ON MAT, NEAR FEET

Surfboard – Up, Down or Down, Up, A

OPPONENT ON MAT, AT SIDE

Spinning Armhold – Left, Right or Right, Left, C Left

OPPONENT IN TURNBUCKLE

Turnpost Slam – Up, Up or Down, Down, B



ON TOP OF TURNBUCKLE

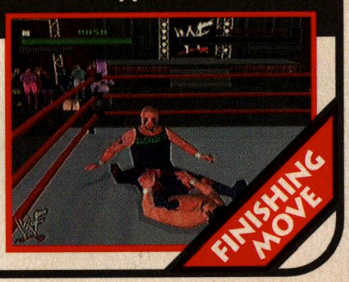
Hurricanrana – A + C Down (Opponent Standing)

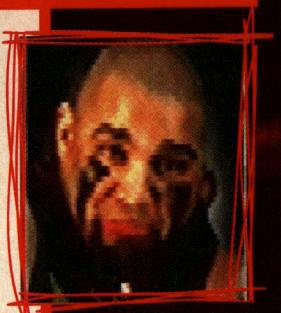
OPPONENT RUNNING

Flapjack – C Left

THE MOSH PIT

On Top Of Turnbuckle – A + B (Opponent On Mat)





ABOUT MOSH

The master of the Mosh Pit has taken to wrestling on his own as of late but was recently saved from a beating by Thrasher? Could this be the sign of a Headbangers reunion?

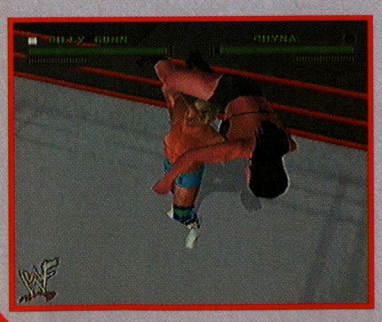
'BAD ASS' BILLY GUNN

BOTH STANDING

Running Knee Hit – Left, Up or Right, Up, B
Gorilla Press Slam – Left, Right, Left or Right, Left, Right, B
Sidewalk Slam – Left, Down or Right, Down, A
Front Back Breaker – Up, Down or Down, Up, C Left
Drop Toe Hold – Left, Up or Right, Up, A
Big Windup – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Hanging Powerslam – Up, Down or Down, Up, C Left
Hanging Vertical Suplex – Up, Down or Down, Up, A
Bulldog – Left or Right, C Left



Inverted Atomic Drop – Left or Right, B
Neck Breaker – Left or Right, A

IN TIE-UP (BEHIND)

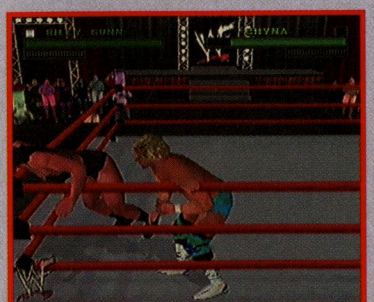
Reverse DDT – Left or Right, C Left
Sleeper Hold – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Flipover Neck Whip – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Stepover Toehold – Up, Down or Down, Up, A



When Billy wears his tight lycra pants, you can see why they all call him Mr Ass!

OPPONENT ON MAT, AT SIDE

Knee Drop – Up, Down or Down, Up, C Left

OPPONENT IN TURNBUCKLE

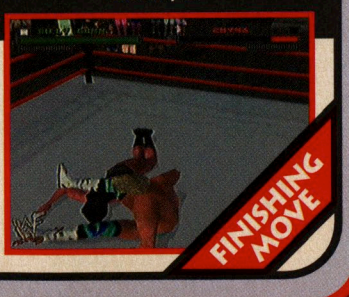
Ass Kisser – Up, Up or Down, Down, A
Overhead Press – Up, Up or Down, Down, B

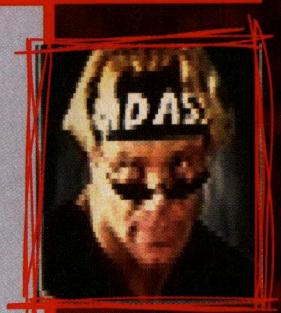
OPPONENT RUNNING

Power Slam – C Left

FAME-ASSER

Both Standing – Left, Right, Down or Right, Left, Down, B





ABOUT BILLY

The winner of this year's King Of The Ring has turned a bit bad recently. Betraying his friends in D-Generation X, he's now going for the big gold of the Heavyweight Championship!



ROAD DOGG JESSE JAMES



ABOUT JESSE

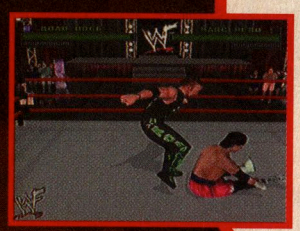
The ex-marine who fought in the Gulf War is one of the surviving members of D-Generation X. He's the Road Doggy-Dogg and he's doing it doggy-style, apparently.

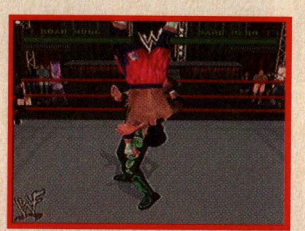
BOTH STANDING

Spinal Tap – Up, Down or Down, Up, B
DDT – Left, Right or Right, Left, C Left
Drop Toe Hold – Left, Right or Right, Left, A
Sidewalk Slam – Left, Down or Right, Down, A
Neck Breaker – Left, Right or Right, Left, B
Road Dogg's Three Punch Combo – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Piledriver – Up, Down or Down, Up, C Left
Neck Breaker – Left or Right, A
Vertical Suplex – Left or Right, B
Side Back Breaker – Left or Right, C Left





IN TIE-UP (BEHIND)

Russian Leg Sweep – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

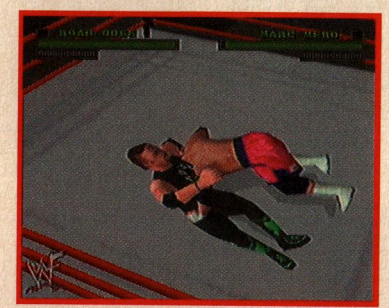
Flipover Neck Whip – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Texas Cloverleaf – Left, Right, Left or Right, Left, Right, A

OPPONENT ON MAT, AT SIDE

Doggy Style Kneedrop – Left, Right or Right, Left, C Left



OPPONENT IN TURNBUCKLE

Swinging Bulldog – Up, Down or Down, Up, A

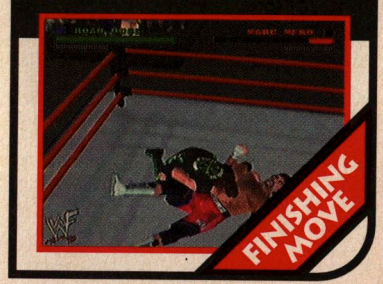
ON TOP OF TURNBUCKLE

Drop Kick – A + C Down (Opponent Standing)

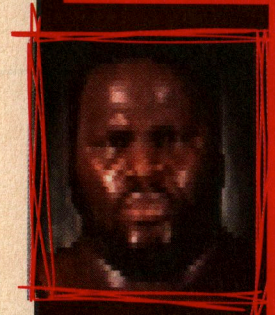
RUNNING

Flying Head Scissors – C Left

STRETCH ARMSTRONG
In Tie-Up – Left, Right or Right, Left, A



MARK HENRY



ABOUT MARK

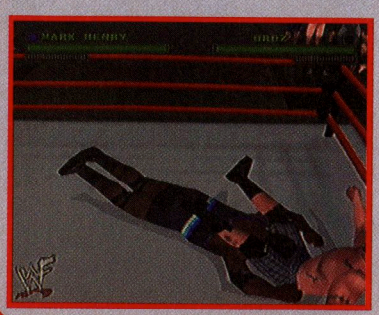
Known as the World's Strongest Man to many, Mark prefers the name 'Sexual Chocolate'. He thinks it's because he's smooth and loved by all the ladies but we really don't know whether there's a glass and a half in every bite!

BOTH STANDING

Gorilla Press Slam – Up, Down, Up or Down, Up, Down, B
Fall Forward Powerbomb – Left, Right, Down or Right, Left, Down, B
Bearhug – Left, Right or Right, Left, A
Choke – Left, Up or Right, Up, A
Press Slam – Up, Down or Down, Up, A
Short Arm Clothesline – Left, Down or Right, Down, B
Spine Buster – Left, Up or Right, Up B
Big Windup – B (Opponent Dazed)
Boot To Face – A (Opponent Dazed)

IN TIE-UP (FRONT)

Hanging Vertical Suplex – Left, Up or Right, Up, B
Side Belly To Belly Suplex – Left or Right, C Left



Shoulder Breaker – Left or Right, B
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)

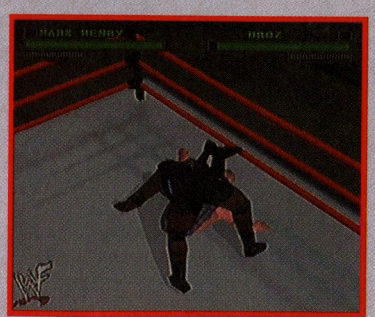
Full Nelson Slam – Left or Right, C Left
Atomic Drop – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Squeeze Head – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Half Crab – Up, Down or Down, Up, A



Mark's a big man so you can imagine the power behind his threats. You really don't him to fall on top of you either!



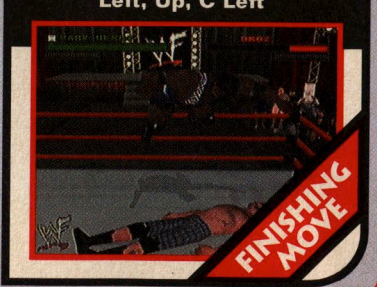
OPPONENT IN TURNBUCKLE

Belly To Belly Suplex – Up, Up or Down, Down, C Left

OPPONENT RUNNING

Press Slam – C Left

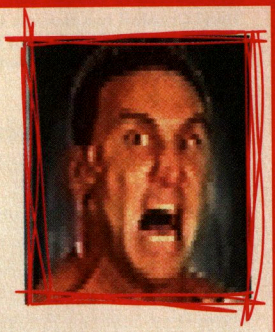
DEATH FROM ABOVE
Opponent On Mat – Left, Right, Up or Right, Left, Up, C Left



KEN SHAMROCK

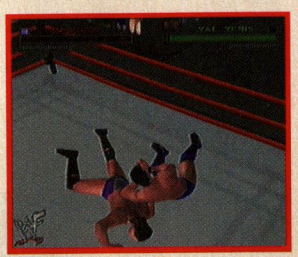
ABOUT KENNETH

Some time ago, Ken Shamrock won the Ultimate Fighting Championships and earned himself the title of 'World's Most Dangerous Man'. With a face like that, we'd have to agree!



BOTH STANDING

High Angle Suplex – Left, Up or Right, Up, C Left
Snap Mare – Left, Up or Right, Up, B
Hurricanrana – Left, Down or Right, Down, C Left
Arm Drag – Left, Up or Right, Up, A
Reverse Painkiller – Left, Down or Right, Down, A
Inside Forearm – B (Opponent Dazed)
Shuffle Side Kick – A (Opponent Dazed)



IN TIE-UP (FRONT)

Three Knee Combo – Left or Right, B
Leg Stretch – Left or Right, A
Overhead Belly To Belly Suplex – Left or Right, C Left

IN TIE-UP (BEHIND)

German Suplex – Left or Right, C Left
Beast Choker – Left or Right, B
Victory Roll – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

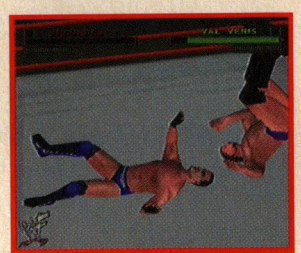
Short Arm Scissors – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Elbow Drop To Leg – Up, Down or Down, Up, A

OPPONENT ON MAT, AT SIDE

Longbow Back Breaker – Left, Right, Down or Right, Left, Down, C Left
Mount Punches – Left, Down or Right, Down, B



Don't mess with the World's Most Dangerous Man or you'll suffer!

ON TOP OF TURNBUCKLE

Hurricanrana – C Left + C Down (Opponent Standing)
Splash – A + C Down (Opponent On Mat)

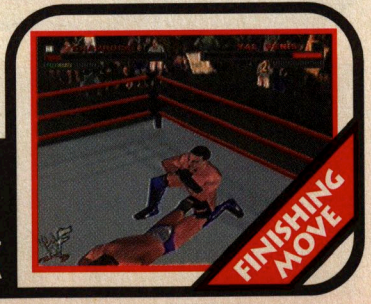
RUNNING

Flying Back Elbow – A

OPPONENT RUNNING

High Leg Clothesline – A
Power Slam – C Left

ANKLE LOCK SUBMISSION
Opponent On Mat – Left, Down, Right or Right, Down, Left, A



JEFF JARRETT

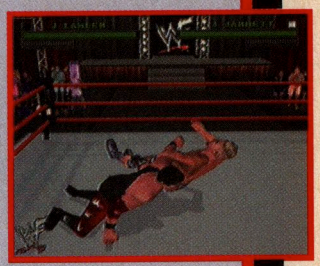
ABOUT JEFF

The Intercontinental Champion with the guitar knows that he is the man. With the lovely Debra and her puppies to back up his claims, you shouldn't make him angry!



BOTH STANDING

Shoulder Breaker – Left, Right or Right, Left, B
Single Arm DDT – Up, Down or Down, Up, B
Spine Buster – Up, Down or Down, Up, C Left
Spinning Neck Breaker – Left, Up or Right, Up, B
Japanese Arm Drag – Up, Down or Down, Up, A
Small Package – Left, Right or Right, Left, A
Side Windup – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)



IN TIE-UP (FRONT)

Piledriver – Up, Down, Up or Down, Up, Down, C Left
Front Suplex – Left or Right, C Left
Shoulder Breaker – Left or Right, B
Inverted Atomic Drop – Left or Right, A

IN TIE-UP (BEHIND)

Front Russian Leg Sweep – Left or Right, B
Bridging German Suplex – Left or Right, C Left
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Stump Puller – Up, Down, Up or Down, Up, Down, B

OPPONENT ON MAT, AT SIDE

Spinning Arm Hold – Left, Right or Right, Left, C Left

OPPONENT IN TURNBUCKLE

Power Slam – Up, Up or Down, Down, B

ON TOP OF TURNBUCKLE

Body Press – A + C Down (Opponent Standing)
Fist Drop – A + C Down (Opponent On Mat)

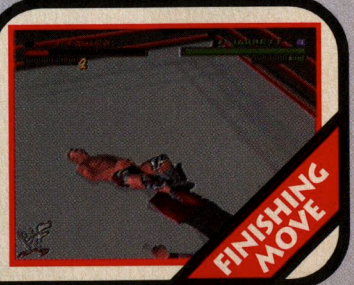
RUNNING

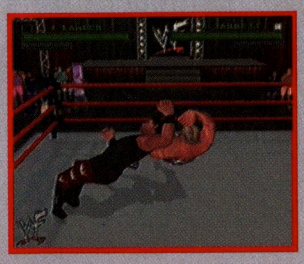
Drop Kick – A

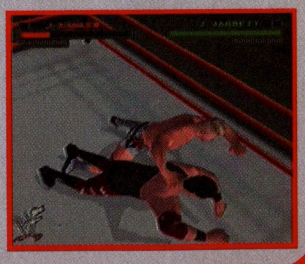
OPPONENT RUNNING

Spinning Heel Kick – A

FIGURE FOUR LEGLOCK
Opponent On Mat, Near Feet – Left, Right, Down or Right, Left, Down, A

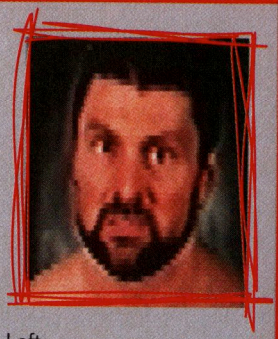








STEVE BLACKMAN



ABOUT STEVE

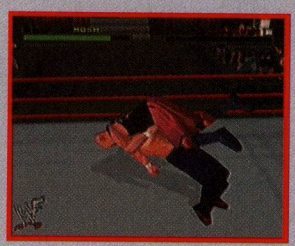
The martial-arts expert Steve Blackman made his return to the WWF a short while back by siding with The Corporation. He's a little bit lethal, so watch out!

BOTH STANDING

Reverse Tiger Suplex – Left, Up or Right, Up, A
Snap Mare – Left, Right or Right, Left, B
Hurricanrana – Left, Up or Right, Up, C Left
Spine Buster – Up, Down or Down, Up, B
Small Package – Up, Down or Down, Up, A
Drop Toe Hold – Left, Down or Right, Down, A
Crane Wing Punch – B (Opponent Dazed)
Shuffle Side Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Overhead Belly To Belly Suplex – Left or Right, C Left
Three Knee Combo – Left or Right, B
Back Breaker – Left or Right, A



IN TIE-UP (BEHIND)

Beast Choker – Left or Right, B
Rolling Prawn Hold – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Scissored Sleeper – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Leg Lock – Up, down or Down, Up, A
Spinning Toehold – Left, Down or Right, Down, A

OPPONENT ON MAT, AT SIDE

Longbow Back Breaker – Left, Right, Down or Right, Left, Down, C Left

OPPONENT IN TURNBUCKLE

Four Kick Combo – Up, Up or Down, Down, C Left



ON TOP OF TURNBUCKLE

Missile Drop Kick – B + C Left (Opponent Standing)

RUNNING

Tackle With Punches – C Left

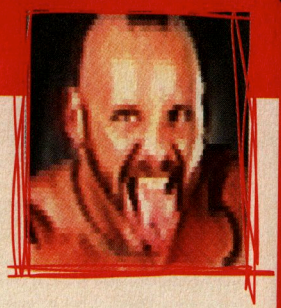
OPPONENT RUNNING

Power Slam – C Left



PUMP KICK
Both Standing – Left, Down or Right, Down, C Left

DROZ



ABOUT DROZ

An ex-American football star, Darren 'Droz' Drozdoff has recently teamed up with a mad body-piercing expert known as Prince Albert. What a lovely pair of blokes.

BOTH STANDING

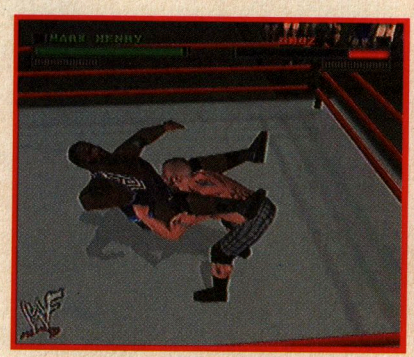
Double Underhook Suplex – Left, Down or Right, Down, C Left
Seated Crucifix Bomb – Left, Right, Left or Right, Left, Right, B
Fallaway Slam – Up, Down or Down, Up, C Left
Gorilla Press Slam – Left, Right, Left or Right, Left, Right, C Left
Neck Breaker – Left, Up or Right, Up, B
Three Point Stance – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Powerbomb – Left, Down or Right, Down, A
Front Suplex – Left or Right, C Left
Shoulder Breaker – Left or Right, B
Arm Bar – Left or Right, A

IN TIE-UP (BEHIND)

Neck Breaker – Left or Right, B
Roll Up Pin – Left or Right, A



OPPONENT ON MAT, NEAR HEAD

Scissored Arm Bar – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Wishbone Leg Splitter – Left, Right or Right, Left, A
Surfboard – Up, Down or Down, Up, A

OPPONENT IN TURNBUCKLE

Charging Shoulder – Up, Up or Down, Down, A
Overhead Press – Up, Up or Down, Down, B

RUNNING

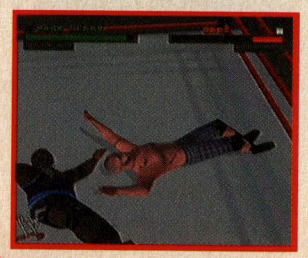
Flying Back Elbow – C Left

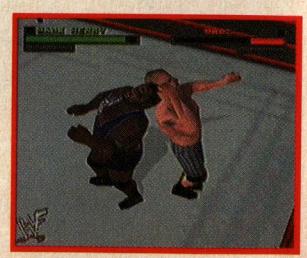
OPPONENT RUNNING

Power Slam – C Left



NEW JERSEY NAPTIME
In Tie-Up (Front) – Left, Right or Right, Left, B





PUBLISHER: Acclaim **GAME TYPE:** Wrestling **RELEASED:** Out Now
DEVELOPER: Acclaim Sports **ORIGIN:** US **PRICE:** £49.99

VAL VENIS

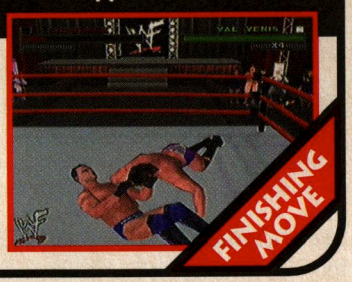
BOTH STANDING

Fisherman's Suplex – Left, Down or Right, Down, C Left

Fall Forward Powerbomb – Left, Right, Left or Right, Left, Right, B
Sidewalk Slam – Up, Down or Down, Up, A
Spine Buster – Left, Up or Right, Up, B
Fireman's Carry – Left, Down or Right, Down, A
Headlock Takedown – Left, Right or Right, Left, A
Tornado Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

MONEY SHOT

On Top Of Turnbuckle – A + B (Opponent On Mat)



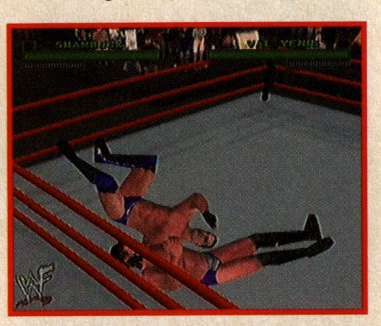
IN TIE-UP (FRONT)

Fisherman's Suplex – Left or Right, B

Hanging Brain Buster – Left, Down, Right or Right, Down, Left, C Left
Powerbomb – Left, Down or Right, Down, A
Samoan Drop – Left or Right, C Left
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)

Reverse Vertical Suplex – Left or Right, C Left
Rolling Prawn Hold – Left or Right, A
Russian Leg Sweep – Left or Right, B



When you see Val's hips wiggle, get out of the way – it's time for the Money Shot!



He might be a ladies man but that doesn't stop ol' Val dishing out the punishment!

OPPONENT ON MAT, NEAR HEAD

Kick To Spine – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

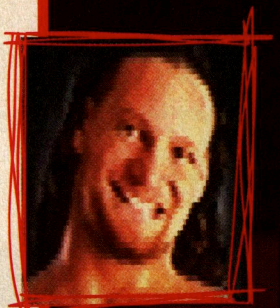
Fist To Groin – Up, Down or Down, Up, A

OPPONENT ON MAT, AT SIDE

Porn Pretzel – Up, Down or Down, Up, C Left
Swivel Punches – Left, Right, Left or Right, Left, Right, C Left

OPPONENT RUNNING

Spine Buster – C Left



ABOUT VAL

Helloooo ladies! The Big Valbowski may seem like one of the seedier characters in the WWF, but he's a consummate professional. Just beware of The Money Shot!

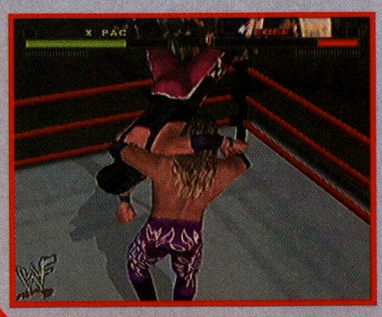
EDGE

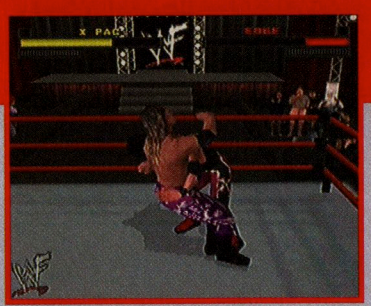
BOTH STANDING

Seated Crucifix Bomb – Up, Down, Up or Down, Up, Down, B
Crucifix Powerbomb – Left, Up or Right, Up, A
Single Arm DDT – Left, Up or Right, Up, B
Crucifix Pin – Left, Down or Right, Down, A
Drop Toe Hold – Up, Down or Down, Up, A
Grab Head And Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Front Suplex – Left or Right, C Left
DDT – Left or Right, B
Neck Breaker – Left or Right, A





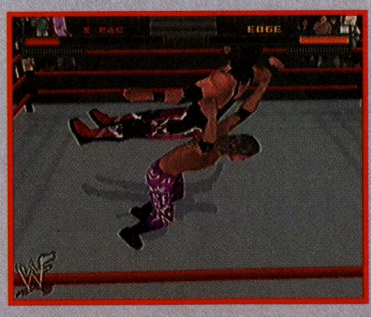
IN TIE-UP (BEHIND)

Dragon Suplex – Left, Down or Right, Down, B

Atomic Drop – Left or Right, B
Rolling Prawn Hold – Left or Right, A
Sleeping Neck Breaker – Left or Right, C Left

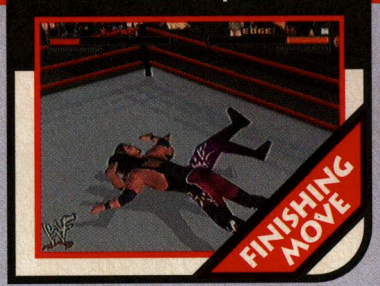
OPPONENT ON MAT, NEAR HEAD

Leg Lock Chokehold – Left, Down or Right, Down, B



DOWNWARD SPIRAL

Both Standing – Up, Down or Down, Up, A



OPPONENT ON MAT, NEAR FEET

Elevated Crab – Left, Right, Down or Right, Left, Down, A

OPPONENT ON MAT, AT SIDE

Standing Splash – Left, Right or Right, Left, C Left

ON TOP OF TURNBUCKLE

Body Press – A + C Down (Opponent Standing)

RUNNING

Flying Head Scissors – A

OPPONENT RUNNING

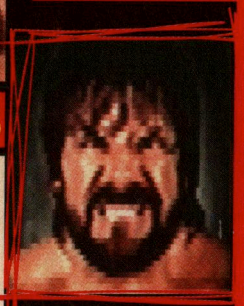
High Leg Clothesline – A



ABOUT EDGE

When you hear his music, start looking around because you never know where Edge might come from. He'll wear you down and hit you with the Downward Spiral, big time!

'DR DEATH' STEVE WILLIAMS



ABOUT STEVE

The man they call Dr Death is a bit pants really. He got knocked out some time ago in the Brawl For All tournament and then he gets kicked out of the WWF! What an idiot!

BOTH STANDING

Dr Bomb – Up, Down, Up or down, Up, Down, C Left
Running Powerslam – Left, Right, Down or Right, Left, Down, C Left
Press Slam – Left, Up or Right, Up, A
Short Arm Clothesline – Left, Right or Right, Left, B
Fireman's Carry – Up, Down or Down, Up, A
Japanese Arm Drag – Left, Down or Right, Down, A

IN TIE-UP (FRONT)

Hanging Vertical Suplex – Left, Right or Right, Left, B
Piledriver – Left or Right, C Left



Samoan Drop – Left or Right, B
Side Back Breaker – Left or Right, A
T-Bone Suplex – Left, Up or Right, Up, A

IN TIE-UP (BEHIND)

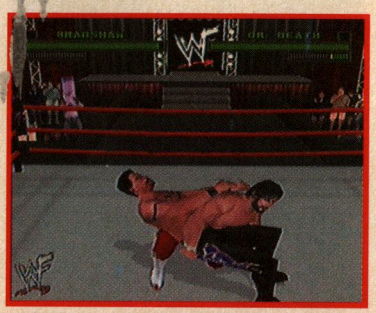
High Angle Back Drop – Left, Right or Right, Left, B

OPPONENT ON MAT, NEAR HEAD

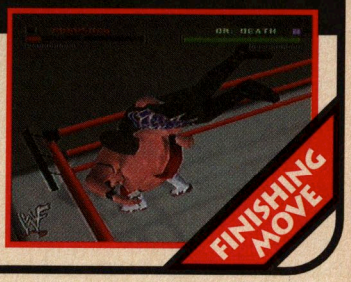
Reverse Chin Lock – Left, Down or Right, Down, B

OPPONENT ON MAT, NEAR FEET

Half Crab – Up, Down or Down, Up, A



OKLAHOMA STAMPEDE
Opponent In Turnbuckle – Up, Down or Down, Up, A



OPPONENT ON MAT, AT SIDE

Standing Splash – Left, Right or Right, Left, C Left
Knee Drop – Up, Down or Down, Up, C Left

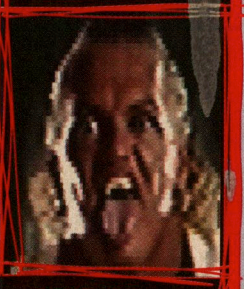
ON TOP OF TURNBUCKLE

Senton Bomb – B + C Left (Opponent On Mat)

OPPONENT RUNNING

Sidewalk Slam – C Left

GANGREL



ABOUT GANGREL

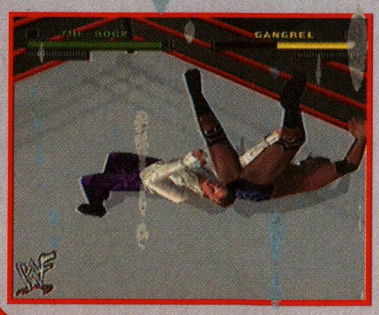
The leader of The Brood recently turned on his partner Edge during a regular Tag Team match. With his sharpened teeth and strange rituals, you'd do well to steer clear of this superstar.

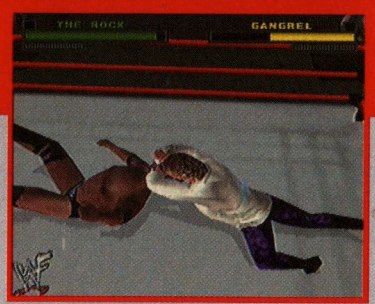
BOTH STANDING

Snap Mare – Up, Down or Down, Up, B
Side Belly To Belly Suplex – Left, Right or Right, Left, C Left
Crucifix Pin – Left, Up or Right, Up, A
Overhead Belly To Belly Suplex – Left, Down or Right, Down, A
Crane Wing Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Floatover Suplex – Left or Right, C Left
Powerbomb – Left, Left, Down or Right, Right, Down, B
T-Bone Suplex – Left, Up or Right, Up, A
Fisherman's Suplex – Left or Right, B
Chest Breaker – Left or Right, A





Gangrel's a man with a vicious temper and the skills to back it up – watch out!

IN TIE-UP (BEHIND)

Reverse Vertical Suplex – Up, Down or Down, Up, A
Sleeping Neck Breaker – Left or Right, C Left
Neck Breaker – Left or Right, B
Rolling Prawn Hold – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

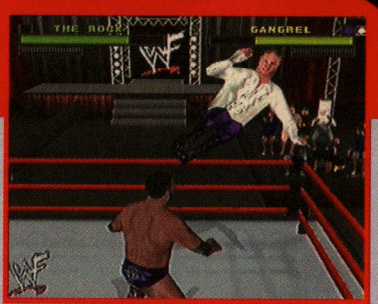
Toehole Half Crab – Up, Down, Up or Down, Up, Down, B

OPPONENT ON MAT, NEAR FEET

Elevated Crab – Left, Right, Right or Right, Left, Left, A

OPPONENT IN TURNBUCKLE

Tree Of Woe – Up, Up or Down, Down, B

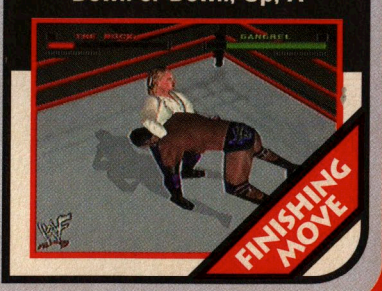


Look at that elevation! Top-rope moves like this are effective but tough to perform

ON TOP OF TURNBUCKLE

Drop Kick – B + C Left (Opponent Standing)
Kamikazi Head-butt – B + C Left (Opponent On Mat)

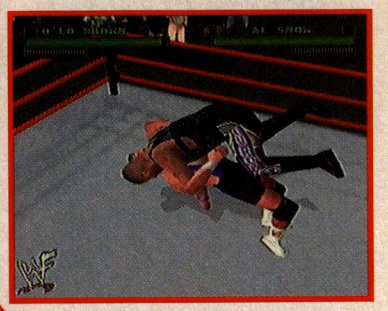
IMPLANT DDT
Both Standing – Up, Down or Down, Up, A



AL SNOW

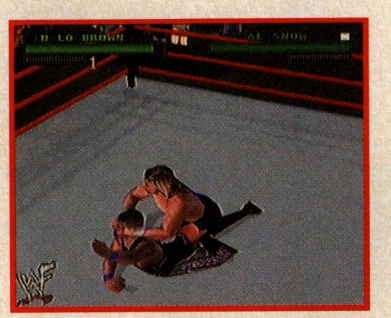
BOTH STANDING
Reverse Tiger Suplex – Left, Right or Right, Left, A
Leg Scissors Stomp – Up, Down or Down, Up, B
Front Face DDT – Up, Down or Down, Up, C Left
Double Underhook Suplex – Left, Down or Right, Down, B
Arm Drag – Up, Down or Down, Up, A
Big Windup – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)
Underhook Head-butts – Left or Right, C Left
Piledriver – Up, Down, Up or Down, Up, Down, C Left
Double Underhook Suplex – Left or Right, B
Side Slam – Left or Right, A

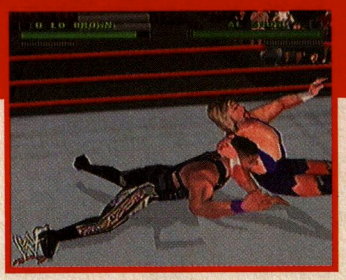


IN TIE-UP (BEHIND)
Rolling German Suplex – Left, Up or Right, Up, A
Reverse DDT – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD
Crossface Punch – Up, Down or Down, Up, B



Hardcore matches, full of weapons like tables and chairs, are Al's speciality.

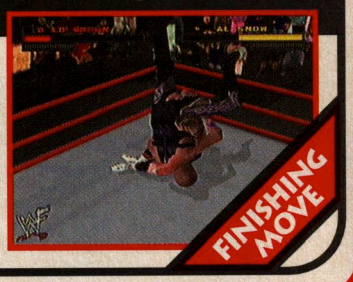


He talks to himself and loves being hit with chairs – Al's a bit mental!

OPPONENT ON MAT, NEAR FEET
STF – Up, Down or Down, Up, A

OPPONENT RUNNING
High Leg Clothesline – A

SNOW PLOW
In Tie-Up (Front) – Left, Up or Right, Up, B



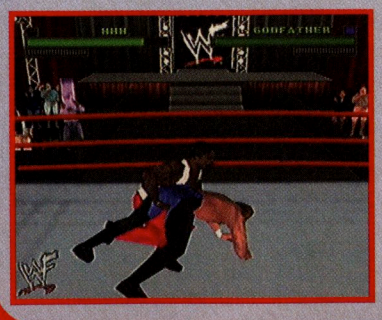


ABOUT AL
He might seem like a total nutcase, but there's method to Al Snow's madness. With his trusty friend Head by his side, he rocks the world of Hardcore wrestling to its foundations.

THE GODFATHER

BOTH STANDING
Fall Forward Powerbomb – Left, Right, Left or Right, Left, Right, C Left
Fallaway Slam – Left, Down or Right, Down, C Left
Shoulder Breaker – Left, Up or Right, Up, A
Spine Buster – Up, Down or Down, Up, C Left
Shor Arm Clothesline – Up, Down or Down, Up, B
Grab Head And Punch – B (Opponent Dazed)
Back Heel Kick – A (Opponent Dazed)

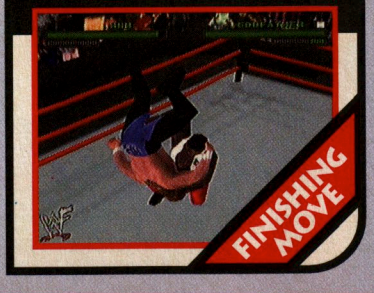
IN TIE-UP (FRONT)
Gut Wrench Powerbomb – Left, Up or Right, Up, B
Samoan Drop – Left or Right, C Left
Three Knee Combo – Left or Right, B
Chest Breaker – Left or Right, A



IN TIE-UP (BEHIND)
Reverse Powerbomb – Left, Up or Right, Up, B
German Suplex – Left or Right, C Left
Atomic Drop – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD
Camel Clutch – Left, Down or Right, Down, B

PIMP DROP
Both Standing – Left, Right, Down or Right, Left, Down, B

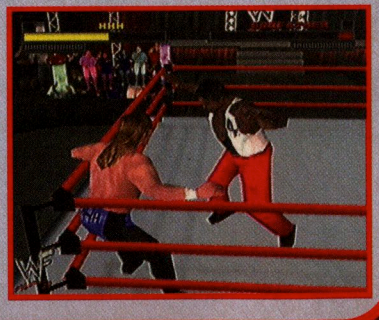




OPPONENT ON MAT, NEAR FEET
Stepover Toe Hold – Left, Down or Right, Down, A

OPPONENT IN TURNBUCKLE
The Ho Train – Left, Down or Right, Down, A
Choke With Boot – Up, A

OPPONENT RUNNING
Boot To Face – A

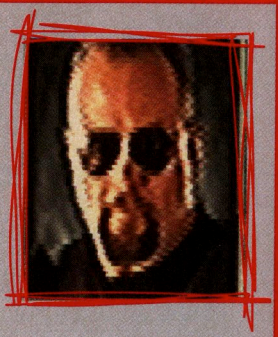




ABOUT GODFATHER
It's time to board the Ho Train! With his groups of girls by his side, The Godfather knows what it's like to live the high live. Of course, you've got to remember that pimpin' ain't easy!



THE BIG BOSSMAN



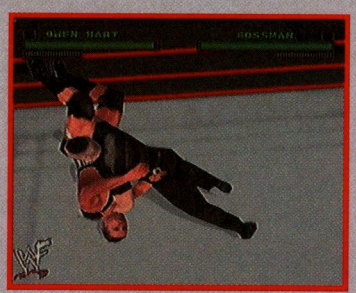
ABOUT BOSSMAN

Back in the old days of the WWF, this guy was a 'good' wrestler. Now though he's turned to the side of The Corporation and acts as a hitman for Vince McMahon and his son Shane.

BOTH STANDING

One-handed Choke Slam – Left, Right, Up or Right, Left, Up, B
Fall Forward Slam – Up, Down or Down, Up, C Left
Bearhug – Left, Right or Right, Left, B
Choke – Up, Down or Down, Up, A
Neck Breaker – Up, Down or Down, Up, B
Press Slam – Left, Right or Right, Left, A
European Uppercut – B (Opponent Dazed)
Mafia Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)



Sidewalk Slam – Left, Up or Right, Up, A
Brain Buster – Left or Right, C Left
Side Slam – Left or Right, B
Neck Breaker – Left or Right, A

IN TIE-UP (BEHIND)

Sleeping Neck Breaker – Left or Right, C Left
Sleeper Hold – Left or Right, B
Crossface Chickenwing – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Squeeze Head – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Wishbone Leg Splitter – Left, Down or Right, Down, A

ON TOP OF TURNBUCKLE

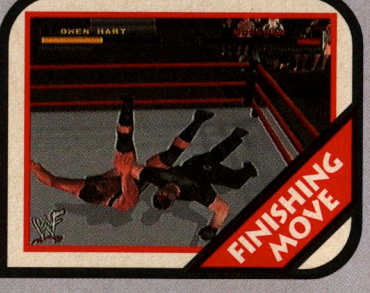
Shoulder Tackle – C Left + C Down (Opponent Standing)

RUNNING

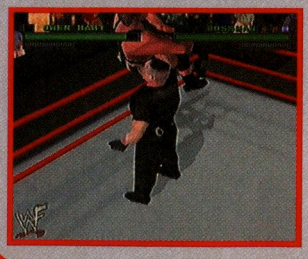
Flying Clothesline – A

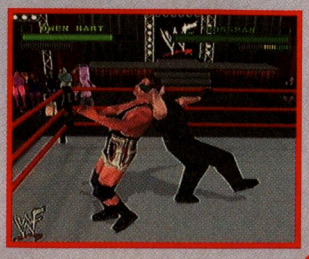
OPPONENT RUNNING

Power Slam – C Left



BOSS MAN SLAM
Opponent Running – A





CHRISTIAN



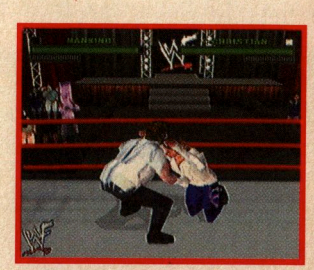
ABOUT CHRISTIAN

The brother of Edge and follower of Gangrel in The Brood is an accomplished wrestler in his own right. Don't too close or you'll end up feeling The Impaler!

BOTH STANDING

Falling Reverse DDT – Left, Right or Right, Left, A
Chin Crusher – Left, Right or Right, Left, B
Enziguri – Up, Down or Down, Up, A
DDT – Up, Down or Down, Up, B
Japanese Arm Drag – Left, Down or Right, Down, A
Grab Head And Punch – B (Opponent Dazed)
Front Jump Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)



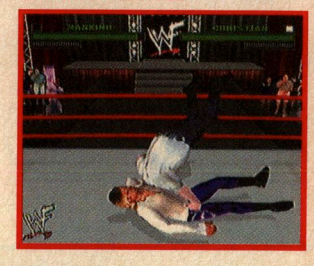
Floatover Suplex – Left or Right, C Left
DDT – Left or Right, B
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)

German Suplex – Left or Right, C Left
Victory Roll – Left or Right, A
Octopus Hold – Left or Right, B

He might be able to wrestle but Christian's dress sense is rubbish at the best of times!

OPPONENT ON MAT, NEAR HEAD



Toe Hold Half Crab – Up, Down, Down or Down, Up, Up, B

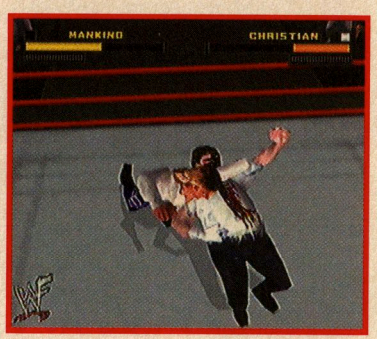
OPPONENT ON MAT, NEAR FEET

Leg Grapevine – Up, Down or Down, Up, A

OPPONENT IN TURNBUCKLE

Swinging Bulldog – Up, Up or Down, Down, C Left

ON TOP OF TURNBUCKLE



Drop Kick – C Left + C Down (Opponent Standing)
450 Splash – A + B (Opponent On Mat)

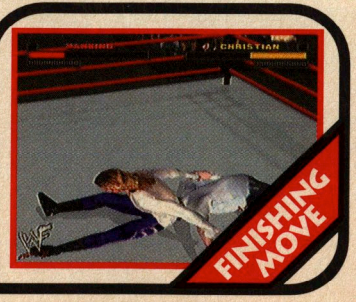
RUNNING

Flying Head Scissors – A

OPPONENT RUNNING

Spinning Heel Kick – A

With plenty of high impact moves up his sleeve, Christian is a dangerous member of the Brood to wrestle against.



THE IMPALER
Both Standing – Up, Down, Up or Down, Up, Down, C Left

SECRET WRESTLERS!

All of the wrestlers in this section can only be used once you've opened them up in the Career Mode. Make sure that you go to the Options screen and choose Save Options once you've got them, or you'll lose them when you switch the game off!

MARVELOUS MARK MERO

BOTH STANDING
Chin Crusher – Left, Up or Right, Up, B
Hairgrab Takeover – Left, Right or Right, Left, A
Running Knee Hit – Left, Up or Right, Up, A
Hurricanrana – Left, Up or Right, Up, C Left
Samoan Drop – Left, Down or Right, Down, B
Small Package – Up, Down or Down, Up, A
Boxer Jab Combo – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)
Piledriver – Up, Down or Down, Up, B
Samoan Drop – Left or Right, C Left
DDT – Left or Right, B
Arm Bar – Left or Right, A

IN TIE-UP (BEHIND)
Bulldog – Left or Right, C Left
Russian Leg Sweep – Left or Right, B
Low Blow – Left or Right, A

OPPONENT ON MAT, NEAR HEAD
Camel Clutch – Up, Down, Up or Down, Up, Down, B

OPPONENT ON MAT, NEAR FEET
Inverted STF – Left, Up or Right, Up, A

OPPONENT ON MAT, AT SIDE
Leg Drop – Up, Up or Down, Down, C Left



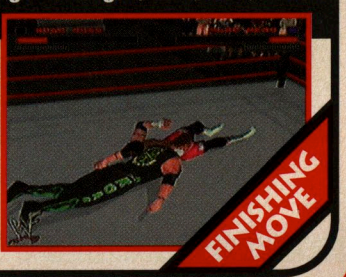
The Marvelosity is a sight to behold – when it connects, you'll feel the pain for sure!

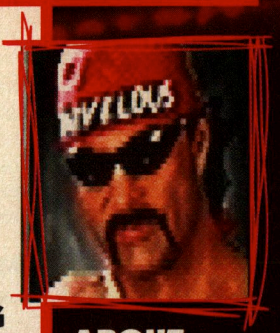
OPPONENT IN TURNBUCKLE
Top Rope Hurricanrana – Up, Up or Down, Down, C Left

ON TOP OF TURNBUCKLE
Marvelosity – A + C Down (Opponent On Mat)

OPPONENT RUNNING
Power Slam – C Left

TKO
Both Standing – Left, Right, Right or Right, Left, Left, C Left





ABOUT MARK
A three-time Golden Gloves boxing champion, Mero turned to wrestling when he realised just how good he was at it. After all, he's just simply marvellous!

SABLE

BOTH STANDING
Hairgrab Takeover – Left, Right or Right, Left. A
Snap Mare – Left, Down or Right, Down, B
Hurricanrana – Up, Down or Down, Up, C Left
Flying Head Scissors – Left, Right or Right, Left, B
Drop Toe Hold – Up, Down or Down, Up, A
Grab Head And Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)
Bulldog – Left or Right, C Left
Three Knee Combo – Left or Right, B
Leg Stretch – Left or Right, A

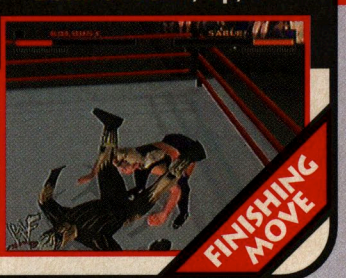
IN TIE-UP (BEHIND)
Bulldog – Left or Right, C Left
Russian Leg Sweep – Left or Right, B
Victory Roll – Left or Right, A

OPPONENT ON MAT, NEAR HEAD
Leglock Chokehold – Left, Right or Right, Left, B

OPPONENT ON MAT, NEAR FEET
Leg Grapevine – Left, Right or Right, Left, A

OPPONENT ON MAT, AT SIDE
Standing Splash – Left, Right or Right, Left, C Left

SABLEBOMB
In Tie-Up (Front) – Up, Down or Down, Up, A

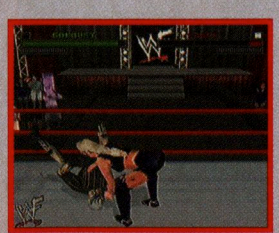


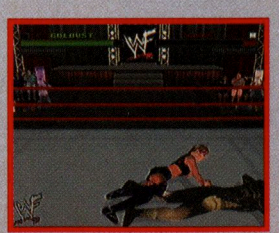
OPPONENT IN TURNBUCKLE
Sablecanrana – Up, Down or Down, Up, A

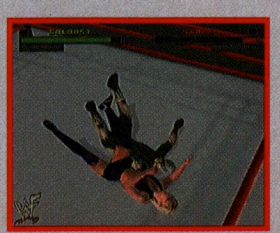
ON TOP OF TURNBUCKLE
Body Press – A + B (Opponent Standing)
Splash – C Left + C Down (Opponent On Mat)

RUNNING
Cross Body Block – A

OPPONENT RUNNING
High Knee Combo – A



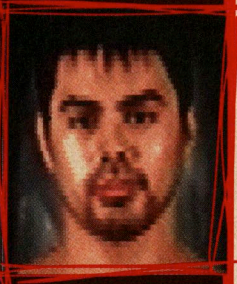






ABOUT SABLE
Originally the manager of Marvellous Mark Mero, she went off on her own to try her hand at women's wrestling. It's a pity she wasn't that good at it, then...

TAKA MICHINOKU



ABOUT TAKA

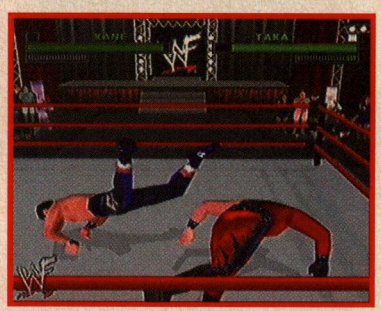
He's been the Light Heavyweight champion and a member of Kaientai, a demented Japanese four-man Tag Team. Taka is fast, furious and a mad high-flyer, so watch out!

BOTH STANDING

Enziguri – Left, Up or Right, Up, B
Snap Mare – Left, Right or Right, Left, B
Flying Head Scissors – Up, Down or Down, Up, C Left
Japanese Arm Drag – Left, Down or Right, Down, A
Crucifix Pin – Left, Up or Right, Up, A
Crane Wing Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Overhead Belly To Belly Suplex – Left or Right, C Left
Bulldog – Left or Right, B
Back Breaker – Left or Right, A



A sharp kick to the back of the opponent's head will knock them down every time!

IN TIE-UP (BEHIND)

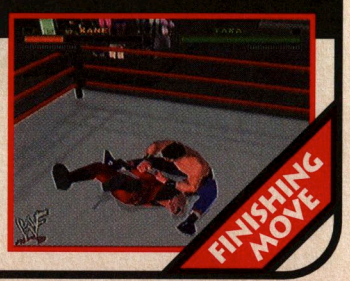
Bulldog – Left or Right, C Left
Sleeper Hold – Left or Right, B
Rolling Prawn Hold – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Kick To Spine – Left, Right or Right, Left, B

MICHINOKU DRIVER

Both Standing – Left, Right, Down or Right, Left, Down, B





Another high-flyer, Taka risks life and limb each time he goes for one of these moves!

OPPONENT ON MAT, NEAR FEET

Surfboard – Left, Right or Right, Left, A

OPPONENT ON MAT, AT SIDE

Longbow Back Breaker – Up, Down, Up or Down, Up, Down, C Left

ON TOP OF TURNBUCKLE

450 Splash – C Left + C Down (Opponent On Mat)

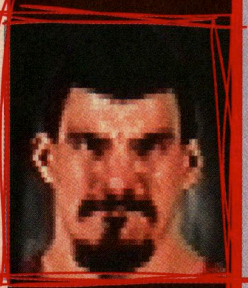
RUNNING

Flying Head Scissors – A

OPPONENT RUNNING

Arm Drag – A

KURRGAN



ABOUT KURRGAN

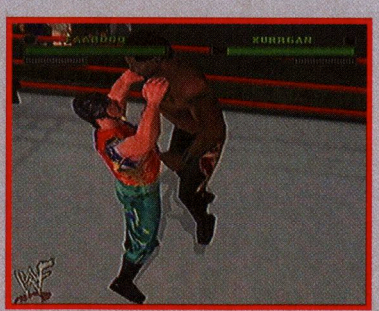
Originally a member of The Truth Commission, Kurrgan came out of himself and became one of The Oddities instead. Get up, dance and let's do the Kurrgan Shuffle!

BOTH STANDING

One Handed Chokeslam – Left, Right, Up or Right, Left, Up, B
Fall Forward Slam – Up, Down or Down, Up, C Left
Throat Toss – Left, Right or Right, Left, A
Short Arm Clothesline – Left, Right or Right, Left, B
Knee To Face – Left, Down or Right, Down, A
Big Windup – B (Opponent Dazed)
Boot To Face – A (Opponent Dazed)

IN TIE-UP (FRONT)

Powerbomb – Left, Up or Right, Up, A
Side Belly To Belly Suplex – Left or Right, C Left
Inverted Atomic Drop – Left or Right, B
Chest Breaker – Left or Right, A



Kurrgan's so big, he can pick people up with his bare hands... what power!

IN TIE-UP (BEHIND)

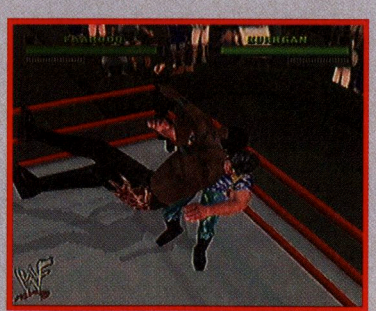
Full Nelson Slam – Left or Right, C Left
Russian Leg Sweep – Left or Right, B
Atomic Drop – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Squeeze Head – Left, Right or Right, Left, B

OPPONENT ON MAT, NEAR FEET

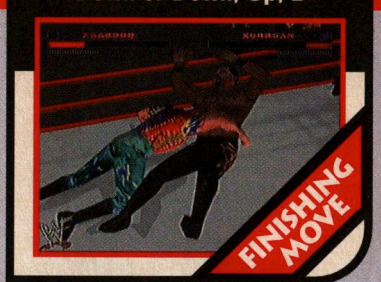
Elevated Crab – Left, Right, Down or Right, Left, Down, A



Once he lands this slam, it's going to be time for the Kurrgan Shuffle!

KURRGAN SHUFFLE

Both Standing – Up, Down or Down, Up, B



OPPONENT IN TURNBUCKLE

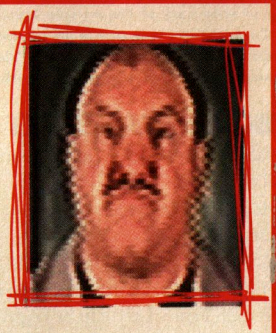
Top Rope Belly To Belly Suplex – Up, Down or Down, Up, B

OPPONENT RUNNING

Power Slam – C Left
Boot To Face – A



SGT SLAUGHTER



ABOUT SARGE

Attention! Down on Slaughter Boot Camp, this man rules the roost. In the ring though, he's really not all that hot,.. well, he is getting a bit old, you know.

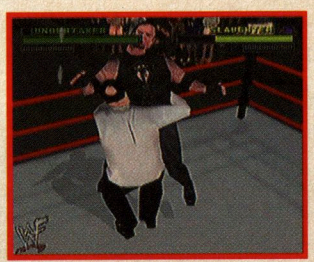
BOTH STANDING

Fall Forward Slam – Left, Down or Right, Down, C Left
Bearhug – Up, Down or Down, Up, B
Gorilla Press Slam – Left, Right, Up or Right, Left, Up, B
Shoulder Breaker – Left, Up or Right, Up, A
Spinning Neck Breaker – Up, Down or Down, Up, C Left
Headlock Takedown – Left, Down or Right, Down, A
Haymaker – B (Opponent Dazed)
Mafia Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Piledriver – Up, Down or Down, Up, B
Bulldog – Left or Right, C Left
Shoulder Breaker – Left or Right, B
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)



Atomic Drop – Left or Right, B
Roll Up Pin – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Camel Clutch – Up, Up, Down or Down, Down, Up, B

OPPONENT ON MAT, NEAR FEET

Boston Crab – Left, Right or Right, Left, A

OPPONENT IN TURNBUCKLE

Choke With Boot – Up, Up or Down, Down, A
Overhead Toss – Up, Up or Down, Down, B

ON TOP OF TURNBUCKLE

Driving Elbow – B + C Left (Opponent On Mat)

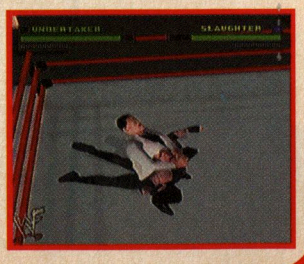
OPPONENT RUNNING

Power Slam – C Left

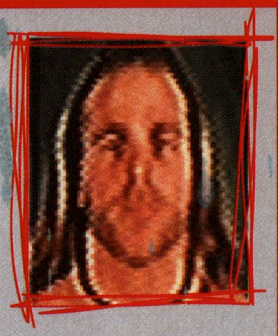


COBRA CLUTCH
In Tie-Up (Behind) – Left or Right, C Left





SHAWN MICHAELS



ABOUT SHAWN

Shawn is the man who started the whole D-Generation X phenomenon and now acts as commissioner for the WWF. He's the Showstopper, and don't you forget it!

BOTH STANDING

Hurricanrana – Up, Down or Down, Up, C Left
Snap Mare – Left, Down or Right, Down, B
Flying Head Scissors – Left, Up or Right, Up, B
Drop Toe Hold – Up, Down or Down, Up, A
Crucifix Pin – Left, Up or Right, Up, A
Grab Head And Punch – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Northern Lights Suplex – Left or Right, C Left
Fisherman's Suplex – Left or Right, B
Chest Breaker – Left or Right, A

IN TIE-UP (BEHIND)

Bridging German Suplex – Left or Right, C Left

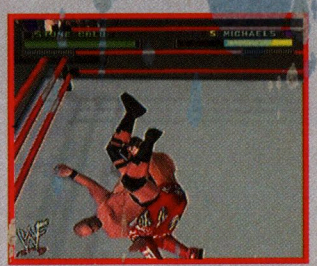
OPPONENT ON MAT, NEAR HEAD

Leglock Chokehold – Left, Down or Right, Down, B

OPPONENT ON MAT, NEAR FEET

Figure Four Leglock – Left, Down or Right, Down, A

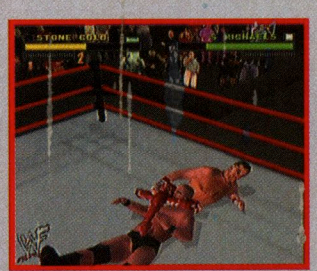
OPPONENT ON MAT, AT SIDE



Elbow Drop Onto Arm – Left, Down or Right, Down, C Left
Spinning Armhold – Left, Up or Right, Up, C Left

OPPONENT IN TURNBUCKLE

Flying Head Scissors – Up, Up or Down, Down, B



ON TOP OF TURNBUCKLE

Shooting Star Press – C Left + C Down (Opponent On Mat)

RUNNING

Flying Head Scissors – A

OPPONENT RUNNING

Drop Toe Hold – A

Cutting off the air to your opponent is one sure-fire way of wearing them down. Keep it up and then move in for the kill!



SWEET CHIN MUSIC
Both Standing – Left, Right or Right, Left, A



JACQUELINE



ABOUT JACQUELINE

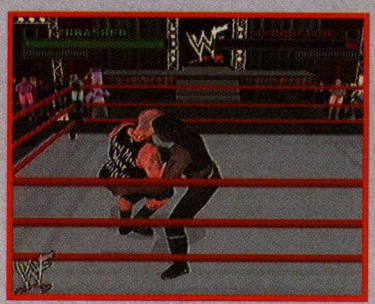
She's a member of PMS (that's the Pretty Mean Sisters to you and me) and has a tendency to pop out of her clothing at the drop of a hat.

BOTH STANDING

Hairgrab Takeover – Left, Down or Right, Down, A
DDT – Left, Right or Right, Left, C Left
Flying Head Scissors – Left, Up or Right, Up, B
European Uppercut – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Bulldog – Left or Right, C Left
Three Knee Combo – Left or Right, B
Leg Stretch – Left or Right, A
Piledriver – Up, Down, Down or Down, Up, Up, C Left



Come on – you're being punched by a girl! Sort of berings a whole new meaning to the term 'wife beating'...

IN TIE-UP (BEHIND)

Bulldog – Left or Right, C Left
Atomic Drop – Left or Right, B
Low Blow – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Leglock Chokehold – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Head-butt To Groin – Up, Down or Down, Up, A

OPPONENT ON MAT, AT SIDE

Standing Splash – Up, Down or Down, Up, C Left

ON TOP OF TURNBUCKLE

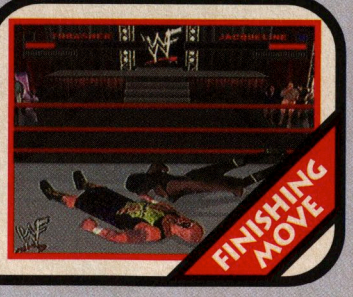
Shoulder Tackle – A + C Down (Opponent Standing)

RUNNING

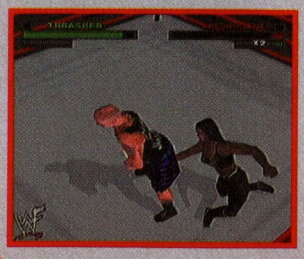
Tackle With Punches – A

OPPONENT RUNNING

Spinning Heel Kick – A



KAMIKAZEE HEAD-BUTT
On Top Of Turnbuckle – B + C Left (Opponent On Mat)





CHYNA



ABOUT CHYNA

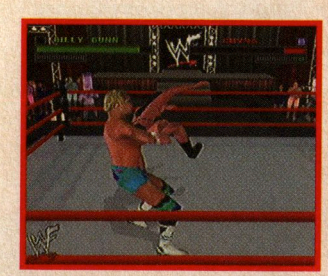
As an ex-member of D-Generation X and now part of the muscle behind The Corporation, this girl is all business. Of course, looking a bit like a bloke might have something to do with it...

BOTH STANDING

Running Knee Hit – Left, Down or Right, Down B
Hairgrab Takeover – Up, Down or Down, Up, A
Snap Mare – Left, Up or Right, Up, B
Hurricanrana – Left, Right, Up or Right, Left, Up, B
Throat Toss – Left, Up or Right, Up, A
Front Back Breaker – Left, Down or Right, Down, C Left
Leg Drag – Left, Right or Right, Left, A
Hit To Groin – B (Opponent Dazed)
Mafia Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

Piledriver – Left, Right, Up or Right, Left, Up, C Left
Side Belly To Belly Suplex – Left or Right, C Left
Inverted Atomic Drop – Left or Right, B
Chest Breaker – Left or Right, A



IN TIE-UP (BEHIND)

Chyna Downstairs – Left or Right, A

Sleeper Hold – Left or Right, B
Reverse DDT – Left or Right, C Left



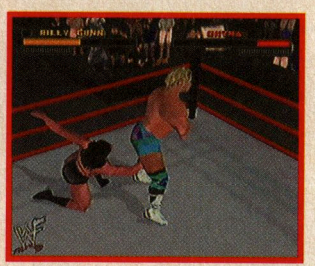
OPPONENT ON MAT, NEAR HEAD

Kick To Spine – Left, Up or Right, Up, B
Leglock Chokehold – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET

Elbow To Groin – Up, Down or Down, Up, A

OPPONENT IN TURNBUCKLE



Overhead Press – Up, Up or Down, Down, B

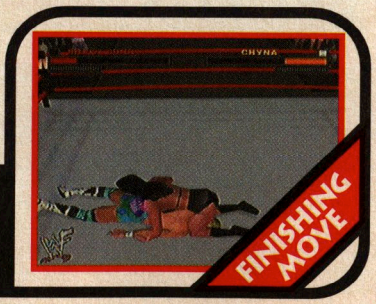
ON TOP OF TURNBUCKLE

Knee Drop – A + C Down (Opponent On Mat)

RUNNING

Tackle With Punches – C Left

Ooh, that's gotta hurt! One quick smack to the pant area sends Billy Gunn tumbling to the mat!

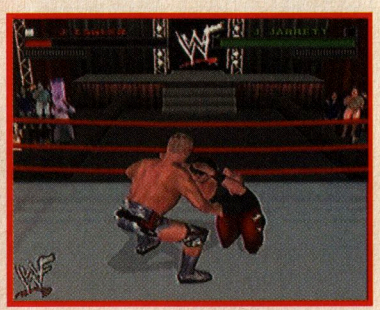


PEDIGREE
Both Standing – Left, Down or Right, Down, A

JERRY THE KING' LAWLER

BOTH STANDING
Hairgrab Takeover – Up, Down or Down, Up, A
Chin Crusher – Left, Down or Right, Down, B
Snap Mare – Left, Up or Right, Up, B
Spinning Neck Breaker – Left, Right or Right, Left, C Left
Big Windup – B (Opponent Dazed)
Drop Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)
Big Head Punch – Left, Right or Right, Left, A



The King hits home with a nasty Chin Crusher. That's using your head!

Overhead Belly To Belly Suplex – Left or Right, C Left
Inverted Atomic Drop – Left or Right, B
Back Breaker – Left or Right, A

IN TIE-UP (BEHIND)
Bulldog – Left or Right, C Left
Sleeper Hold – Left or Right, B
Abdominal Stretch – Left or Right, A

OPPONENT ON MAT, NEAR HEAD
Camel Clutch – Left, Right, Down or Right, Left, Down, B

OPPONENT ON MAT, NEAR FEET
Surfboard – Left, Right or Right, Left, A

OPPONENT ON MAT, AT SIDE
Mount Punches – Left, Right or Right, Left, C Left

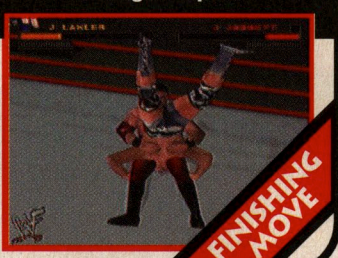
OPPONENT IN TURNBUCKLE
Top Rope Belly To Belly Suplex – Up, Up or Down, Down, C Left
Turnpost Slam – Up, Up or Down, Down, A

ON TOP OF TURNBUCKLE
Fist Drop – A + C Down (Opponent On Mat)

RUNNING
Cross Body Block – C Left

OPPONENT RUNNING
Power Slam – C Left

PILEDRIVER
In Tie-Up (Front) – Left, Up or Right, Up, B



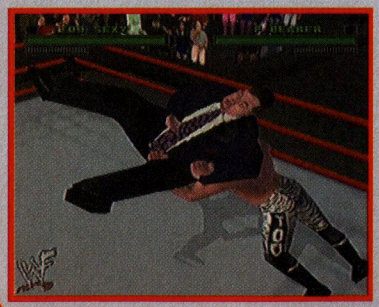


ABOUT JERRY
The King is one of the older superstars in the WWF and tends to stick to commentating rather than wrestling. If he's in the ring, then who's that in the commentary box?

PAUL BEARER

BOTH STANDING
Bearhug – Left, Right or Right, Left, B
Hairgrab Takeover – Left, Right or Right, Left, A
Fall Forward Slam – Left, Down or Right, Down, B
DDT – Left, Down or Right, Down, C Left
Side Belly To Belly Suplex – Up, Down or Down, Up, C Left
Thrust To Throat – B (Opponent Dazed)
Mafia Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)
Piledriver – Left, Right, Up or Right, Left, Up, C Left
Side Belly To Belly Suplex – Left or Right, C Left
DDT – Left or Right, B



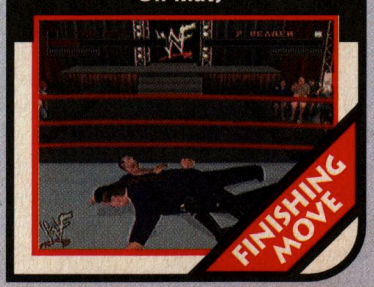
Chet Breaker – Left or Right, A

IN TIE-UP (BEHIND)
Low Blow – Left or Right, A
Sleeper Hold – Left or Right, B
Reverse DDT – Left or Right, C Left

OPPONENT ON MAT, NEAR HEAD
Squeeze Head – Up, Down or Down, Up, B

OPPONENT ON MAT, NEAR FEET
Spinning Toe Hold – Up, Down, Up or Down, Up, Down, A

BUFFET BUSTER
On Top Of Turnbuckle – C Left + C Down (Opponent On Mat)

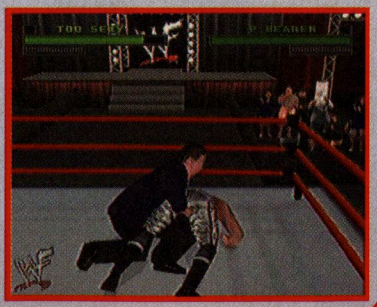




OPPONENT ON MAT, AT SIDE
Standing Splash – Up, Down or Down, Up, C Left

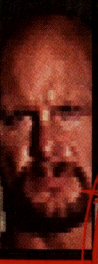
OPPONENT IN TURNBUCKLE
Swinging Bulldog – Up, Down or Down, Up, A

ON TOP OF TURNBUCKLE
Body Press – C Left + C Down (Opponent Standing)

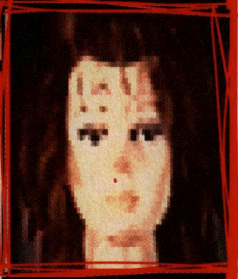




ABOUT PAUL
The manager of The Undertaker might be slightly bigger than the average wrestler in the waist department, but that's not going to stop him kicking some butt in the name of evil!



HEAD



ABOUT HEAD

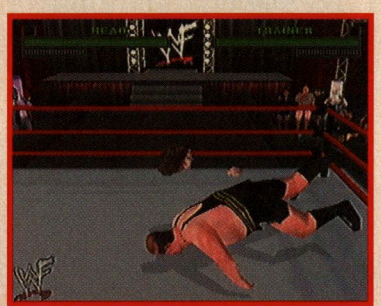
Yes, it is very strange to find a mannequin head as a secret character in a wrestling game, but that's videogames for you. Head is one of the strongest characters in the game – he's got everyone else's finishers as regular moves!

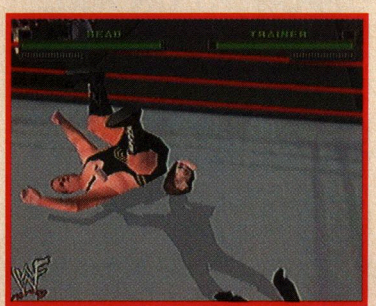
BOTH STANDING

Running Powerbomb – Left, Up or Right, Up, C Left
Implant DDT – Left, Right or Right, Left, B
Laying The Smack Down – Up, Down or Down, Up, B
Gorilla Press Slam – Left, Down or Right, Down, C Left
Double Underhook Suplex – Left, Right or Right, Left, A
Grab Head And Punch – B (Opponent Dazed)
Side Kick – A (Opponent Dazed)

IN TIE-UP (FRONT)

T-Bone Suplex – Left or Right, C Left
Front Brainbuster – Left or Right, B
Powerbomb – Left or Right, A







IN TIE-UP (BEHIND)

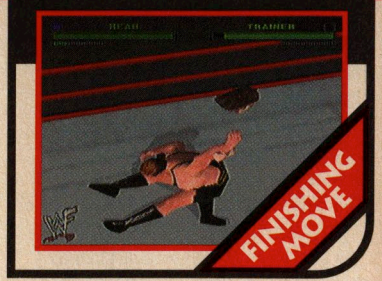
Reverse Brainbuster – Up, Down or Down, Up, C Left
Reverse Powerbomb – Left or Right, C Left
Reverse Vertical Suplex – Left or Right, B
Sleeping Neck Breaker – Left or Right, A

OPPONENT ON MAT, NEAR HEAD

Stranglehold Gamma – Up, Down or Down, Up, B

HANGING POWERSLAM

In Tie-Up (Front) – Up, Down or Down, Up, C Left



OPPONENT ON MAT, NEAR FEET

Elevated Crab – Up, Down or Down, Up, A

OPPONENT ON MAT, AT SIDE

Death From Above – Up, Down or Down, Up, C Left

ON TOP OF TURNBUCKLE

Shooting Star Press – C Left + C Down (Opponent On Mat)

RUNNING

Vertical Body Press – A

OPPONENT RUNNING

Tilt A Whirl Slam – A

WIN!

A WHOLE ARMY OF WRESTLING FIGURES!

Yes, we know full well that the WWF and WCW aren't the same thing but that doesn't really matter does it? What does matter is that we've managed to talk those nice people at Playmates Toys into giving away tons of WCW toy wrestling figures to you lovely punters at home. There are a total of 24 prizes being given away – 12 first prize sets to win, each consisting of one 'Smash N' Slam' figure and two 'Grip N' Flip' figures, while the 12 runners-up will receive a 'Smash N' Slam' figure of their very own!



To be in with a chance of receiving these fantastic goodies, just answer the following easy-as-pie questions:

1: Which one of these things is The Rock most likely to do to you?
A: Go and make you a cup of tea
B: Lay the smack-down on your candy ass

2: Why should you always agree with Stone Cold Steve Austin?
A: Because he asked you nicely
B: Because that's the bottom line: Stone Cold said so

3: What's the best phrase to use during a wrestling match?
A: "I say, what a wonderfully strapping pair of young gentlemen."
B: "This one's gonna be a slobberknocker!"

Send your answers on a postcard to Sweaty Men In Lycra compo, 64 SOLUTIONS, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS to arrive no later than 20 September 1999 and you too could have your very own collection of wrestling figures filling your bedroom!

FOR MORE INFORMATION ON GETTING HOLD OF THESE FINE WRESTLING TOYS, GIVE PLAYMATES TOYS A CALL ON (01162 823500). THANK YOU!

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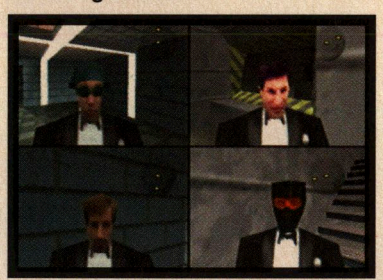
All those readers with gaming troubles – look no further! Here at Stuck On 64, our job is to help you remove even the toughest games stains with no fuss or unsightly odours! If you need help on any game, write to us and we'll do our best to help: Stuck on 64, 64 Solutions, Paragon House, St Peter's Road, Bournemouth, BH1 2JS.

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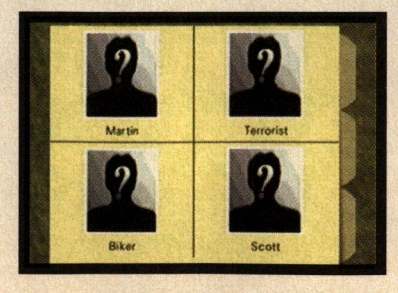
I've been trying out your cheat for extra characters in the multi-player mode of GoldenEye for hours but I can't get it to work. Have you printed the right code? Surely if you have, I would have been able to make it work by now!
Billy Lorgan, County Cork and Ashley Clayden, Ipswich

Trust us, guys – if our cheats didn't work, we wouldn't print them! We've had our trained chimps working around the clock to test this code, so here once again is the definitive cheat for extra characters on multi-player GoldenEye. On the Character Select screen, move the cursor to the furthest right character and press the following buttons:



- **Hold L and R, press C Left and release all three**
- **Hold L and press C Up then release both**
- **Hold L and R then press Left on the D-pad and release**
- **Hold L and press Right on the D-pad then release**
- **Hold R and press Down on the D-pad then release**
- **Hold L and R then press C Left and release all three**
- **Hold L and press C Up then release both**
- **Hold L and R, press Right on the D-pad and release**
- **Hold L and R then press C Down and release**
- **Hold L and press Down on the D-pad then release to get all the characters. Phew!**

Now look here you lot – see all the characters on the left? If this cheat didn't work, then how come we've managed to get all these fine fellows eh? EH?



A PAIN IN THE NECK

Getting through the whole of Castlevania was easy for me but now I'm stuck right at the end! I've beaten Dracula and Malus but when I reached True Dracula, he totally tore me to pieces! No matter what I do, he keeps kicking me down – are there any tips you can give me on how to finish him off?
Alastair Mackinlay, Bath

We have to admit that the true form of Dracula is one of the toughest game bosses we've fought for a long time but he isn't impossible! If you die and have to retry at any point, you'll be at a disadvantage without your powerups so use the fights with Dracula and

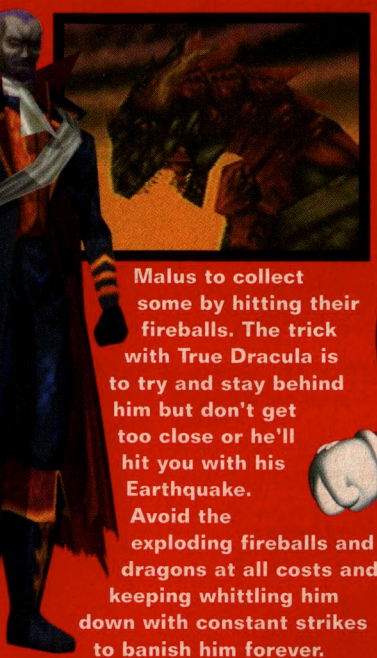
HMM, PUMPKIN PIE

I only got Banjo Kazooie recently and although I love it to pieces, I just don't know where to go next. I've completed

A KICK IN THE BARRACKS

Having used your guide to play through all of Rogue Squadron, I've now got Gold Medals on every single stage apart from the Prisons Of Kessel. I can get all the criteria needed for the medal apart from the number of kills – it says I need 103 but I can only find 94. Where am I going wrong?
Mark Chiocca, Harrow





Malus to collect some by hitting their fireballs. The trick with True Dracula is to try and stay behind him but don't get too close or he'll hit you with his Earthquake. Avoid the exploding fireballs and dragons at all costs and keeping whittling him down with constant strikes to banish him forever.

THE PROBLEM WITH BALLS

What am I doing wrong in Mario Party? I've definately beaten Toad at the Slot Car Derby 2 on Mini-game island but now I can't find the Bumper Ball Maze 1 mini-game that he gave me as a reward! Where can I find it? **Eoin Cashman, Ireland**

A Don't panic, Eoin – it's in there all right but you'll need to visit the Mini-game House to the right of the Warp Pipe. Go inside and check out the book of mini-games that the old lady has and flip through the pages until you find the bonus mini-games. If you've finished all 50 mini-games on Mini-game Island, you'll also find Bumper Ball Maze 2 on the same page.



Woooo! Look at him go! Can you feel the stag, Highlander?

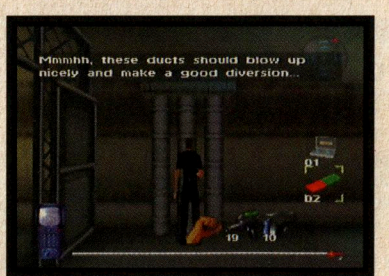


Mad Monster Mansion and gone back into the main castle as a pumpkin because I know you're supposed to enter another house that way but I can't find it! I've been looking everywhere but no-one can help me so what do I have to do?
Will Preston, Durham

A You're right when you say you can only enter the next area as a pumpkin but have open the doorway to that area first, Will? As Banjo, run to the back of the graveyard and smash the gate down with a Rat-a-tat Rap to open the path then head down it when you've turned into a pumpkin. At the bottom of the hill is a small hut with a pumpkin-shaped hole in the door – go inside and change back to Banjo with Mumbo's help and then break open the coffin to find the switch that helps you to proceed.

CAMELS INFILTRATE AFRICA?

I've been stuck on the CIA Escape (Rootop Escape) stage of Mission: Impossible for absoultely ages now and I don't know what to do. Whenever I jump over the electrified beams, I can land on the second floor but I get arrested. I've tried the Shrink Cheat but this means I can't kill them guard hiding behind the door. Help me please!
Gareth Galway, County Down

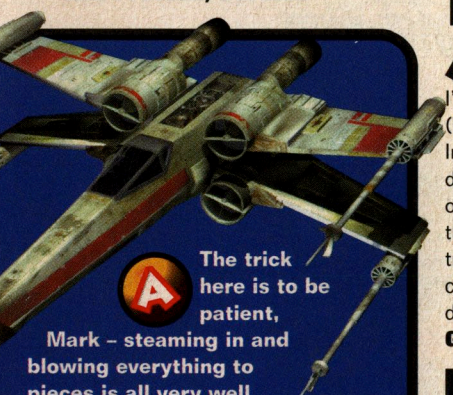


A Even though cheats can be fun, you don't have to use them to finish the game you know Gareth! The problem you're having is that you're not creating enough of a diversion to prevent the guards spotting you. You'll need to jump over the beams and then quickly run to the right and use the explosive gum on the metal ducts. If you're not quick enough you'll get caught by the guards but get it right and you'll have enough time to run up to the Heliport.

BITTEN BY THE BUG

Okay, so this might sound desperate but I need help, soon! I've played through the whole of Zelda and have found every single item apart from all of the golden Skulltulas. Even though I know they're not important, I'd like to find all of them just the same. I'm missing nine – what should I do?
Alex Hincks, Southampton

A If you're missing nine of them, you've probably forgotten about the ones hidden in the Magic Bean soil spots. Go back in time to become a young man and smash bushes until you find some blue bugs (the Lost Woods are full of them). Catch them in an empty bottle and then drop them on top of any of the soil spots to force a spider to the surface – there are only nine spiders and ten spots though so watch out for the decoy soil!



A The trick here is to be patient, Mark – steaming in and blowing everything to pieces is all very well but you've got to take your time over this stage. When you fly in to take out the prisons, destroy all of the buildings EXCEPT the soldier barracks. Once you start blowing things up, the alarms will go off and tons of little Stormtroopers will come running out, giving you more targets to shoot at. Take out a load of them and you'll make the kills quota with ease.

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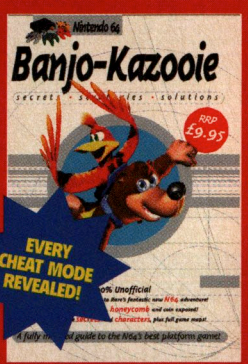
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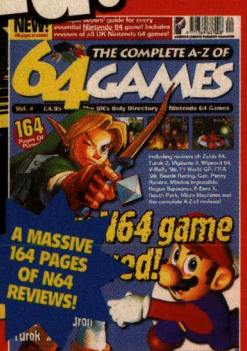
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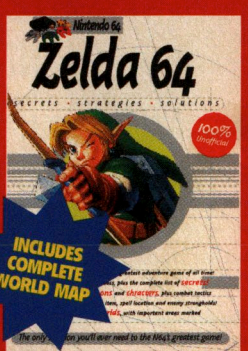
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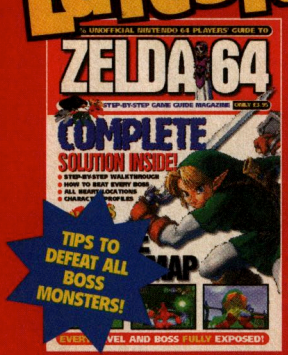
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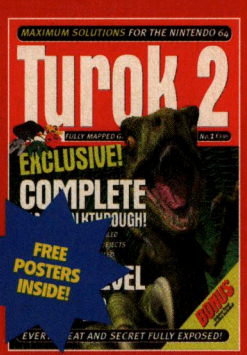
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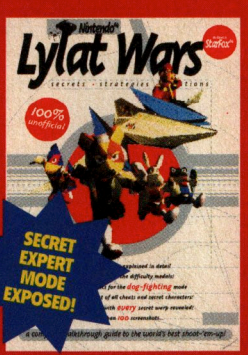
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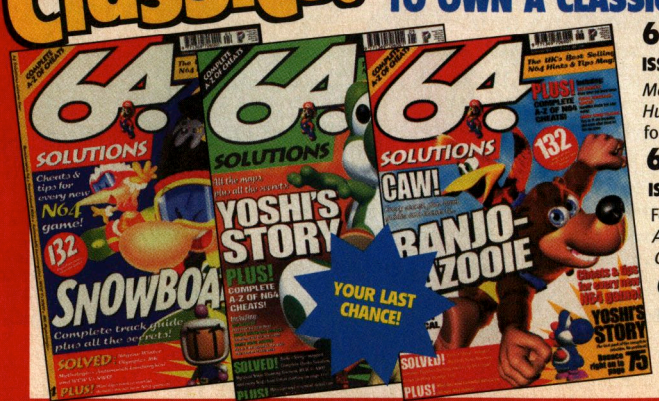
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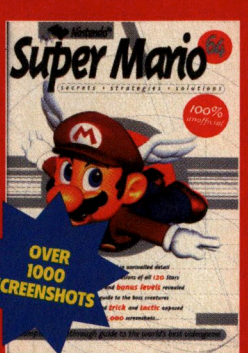
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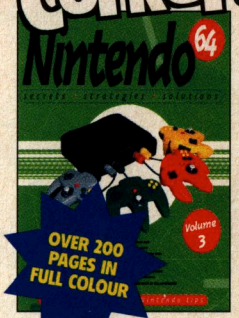


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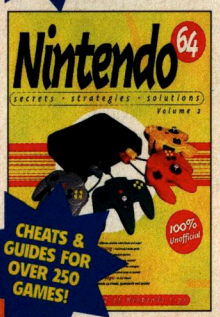


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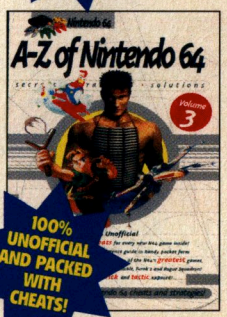


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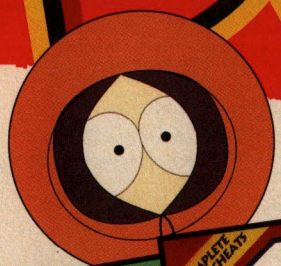
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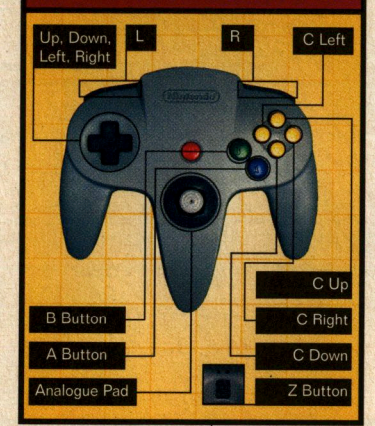
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Fresh in this month: two pages of new cheats!

PAD AT A GLANCE



CHARLIE BLAST'S TERRITORY

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PASSWORDS

Enter any of the following passwords to be warped straight to that level. (H=Hearts, D=Diamonds, C=Clubs, S=Spades, J=Jack, Q=Queen, K=King, A=Ace)

DESERT ISLANDS

Level	Password
Desert Stash	4S, 5H, 10C, QC, QC
The Gauntlet	4C, 5H, 10S, 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 The 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 Spot	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
South Dakota Switch	2H, 4D, 6D, 4C, 6C
Double Cross	5S, 9S, 10S, QS, 9C
Decathlon	6D, 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 Shot	5S, 9C, QS, 7C, 3C

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LEVEL SELECT AND INVINCIBILTY

At the main menu, press and hold L,Z, C Up and C Down. This will take you to the character select screen, where you can press C Left or C Right to select your level. When you start the game, you will be invincible.

START A LEVEL WITH WEAPONS

When you reach the end of any level, pick up a weapon that is lying on the ground nearby then exit the stage. You'll still be carrying the weapon you picked up when the next level begins.



64 SOLUTIONS: Send us original cheats or full solutions and if printed, we'll send you a Nintendo 64 Gold Book and Memory Card. The address is **64 Solutions, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**

KEN GRIFFEY JR'S SLUGFEST

NEW CHEATS!

BIG FEET
At the Create Player name screen, enter 'CODE' as the first name and 'BIGFOOT' as the surname.

BIG HEADS
Win the World Series on Rookie then go to the Create Player name screen. Enter 'CODE' as the first name and 'BIGHEDZ' as the surname to activate the cheat.

WATCH MODE
Win the World Series on All-Star then with the Create Player name screen, enter 'CODE"' as the first name and 'CPUVSCPU' as the surname and watch a full game without having to play.

EXPLODING BATTERS
Press Right, Left, Down, Right, Left, Up, Right, Left, Down while batting to make your player explode into a million pieces.

INVISIBLE PLAYERS
On the Create Player name screen, enter 'CODE' as the first name and 'INVISIBLEMAN' as the surname to make your players disappear.

THIN PLAYERS
On the Create Player name screen, enter 'CODE' as the first name and 'TOOTHPICK' as the surname.

TICK PLAYERS
On the Create Player name screen, enter "CODE" as the first name and "THETICK" as the surname. You must have won the World Series on Veteran for this code to work.

TINY PLAYERS
On the Create Player name screen, enter 'CODE' as the first name and 'LIDDLELEAGUE' as the surname, to play with eeny weeny players!

WEEBLE PLAYERS
On the Create Player name screen, enter 'CODE' as the first name and 'WEEBLEMAN' as the surname to get big and fat players.

FLAT PLAYERS
On the Create Player name screen, enter 'CODE' as the first name and 'STEAMROLLED' as the surname to get paper-thin players.

BIG BATS
If you can't hit the ball to save your life, enter 'CODE' as the first name and 'PHATTBATT' as the surname on the Create Player name screen.

SECRET TEAMS
On the Create Player name screen, enter 'CODE' as the first name and 'EMOTIONS' as the surname to get the secret teams.

QUAKE II

NEW CHEATS!

ONE PLAYER PASSWORDS
Central Complex
6JBB NJVB BSBR XBF5
Intelligence Centre
1KLS ?VHD B8BT FLXM
Communications 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
M604 9QMG Y40V LQKY
Detention Centre
L689 GR4B 70VB JMGM
Research Lab
K6?Y X766 T6ZK 994R
Bio-Waste Treatment
J6?4 7SLM YRZ2 QDSB
Access Conduits
H6?W 39XL P4Z1 7XBC
Decent To Core
G46V MQZ2 V6FK NK9W
Comman Core
F46V RQZ2 VYSH SK7N
Secret Level: Twists
FBBC VBBB FBBC VBF7

MULTIPLAYER PASSWORDS
Change Level Colours
S3TC 00LC 0L0R S???
Infinite Ammunition
S3T1 NF1N 1T3S HOTS
Low Gravity
S3TL 0WGR V1TY ????

MARIO GOLF



NEW CHEATS!

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
If you fancy a new pair of Plus Fours to run around the course in, press any of the C buttons when choosing your character on the character select screen.

KOOPA PARK GOLF COURSE
To access the Koopa Park course, enter the password QTM5MV4H on the password entry screen.

SECRET CHARACTERS
Complete the following criteria to open up each of the secret characters:

CHARACTER CONDITONS

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

MISCHIEF MAKERS

NEW CHEATS!

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.

SHADOWGATE 64: TRIAL OF THE FOUR TOWERS

NEW CHEATS!

FINISH THE THIRD TOWER TRIAL EASILY
When you reach the Inner Chamber in the Second Tower, collect the Blue Ring as well as the Red Ring. Upon reaching the Third Tower when al the controls are reversed, wear the Blue Ring to turn them back to normal and walk through the maze as if it was a normal area.



WORLD DRIVER CHAMPIONSHIP

NEW CHEATS!

HOT PINK CARS
Start a new game and enter your name as IGN64. All of the cars will have changed from their original colours to hot pink!

MIRRORED TRACKS
To race the tracks backwards, press the Z button to select a track instead of the A button on the track selection screen.

OPEN ALL VEHICLES
In Championship mode when at the GT2 Circuit menu, pick up the Player Two controller and press Z, Right, Z, Z, Z, B, C-Down, A, Right, Start. Continue by pressing the A button on the Player One and all the GT2 cars will be available for selection.

THE COMPLETE A-Z OF CHEATS





AERO GAUGE

TURBO START

Hold A and **B** at the start, then **release B** after the announcer says "Ready!"

TURBO

Ah, the world's least intuitive and player-friendly turbo function!

For speed **hold down A** to accelerate, then make a hard turn in either direction while **holding Z**, then release both buttons. If you've got your timing right and haven't sent your car into a wall, you'll get a burst of extra speed. Keep using the turbo until the temperature gauge rises too high.

AIR BOARDER 64

IMPORT

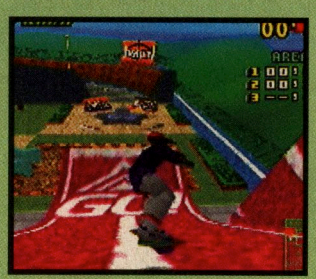
BONUS CHARACTERS

To unlock the four bonus characters:
Finish all levels and tracks in Time Attack mode in the set time:
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, Down, Left, Right, Left, Right, B, A** to get the following bonus boards:

Ika-Chu	Gives double jumps
Father	Gives longer air time
J-B	Press **A+B** for turbo jump
J-Arm	Gives extra turbos





These cheats allow you to access all the boards and boarders.

AUTOMOBILI LAMBORGHINI

MIRROR TRACKS

To access the reversed tracks, finish the Championship mode on both Novice and Expert difficulty. You'll win some new cars too!

HIDDEN CARS

Bugatti EB110
Finish Championship mode on Novice.

Ferrari F50
Finish Championship mode on Expert.

Ferrari Testarosa
Finish the Basic arcade mode on Novice.

Porsche 959
Finish the Basic Arcade mode on Expert.

Vector
Finish the Pro arcade mode on Novice.

Dodge Viper
Finish the Pro arcade mode on Expert.

BUCK BUMBLE



ALL WEAPONS

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**.



Get Busy with these cheats and you can enter any of the game's 20 fantastic levels.

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BOMBERMAN HERO

Achieve five rating on every stage up to and including Garaden Star.

SLIDER RACE
Now 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.

PRINCESS MILLIAN'S TREASURE HUNT
Finish Gossick World, to get a third play mode on the options screen.

AEROFIGHTER ASSAULT

ACCESS ALL LEVELS
Start game, **Up, C Down, Left, C Right, Down, C Up, Right, C Left, Z, R, L.**

SECRET F-15 PLANE
On the opening title screen enter the following code: **C Left, C Down, C Right, C Up, C Left, C Right, C Down.**

SECRET LEVEL
Beat the Ice Cave level to access The Moon.

ALL STAR BASEBALL '99

CREDITS
On the title screen enter **R, A, Z, R, C Right, A, B,** to enable the credits option:

ALIEN TEAM AND STADIUM
On the 'enter cheats' screen enter the code **ATEMYBUIK.**

BEACHBALL BASEBALLS
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 **ABBTNCSTLO.**

FIREBALL
On the 'enter cheats' screen enter **GRTBLSFDST.**

PAPER PLAYERS
On the 'enter cheats' screen enter the code **PRPPAPLYR.**

ALL STAR BASEBALL 2000

IMPORT

BALL TRAIL
Enter the code **WLDWLDWST** on the 'Enter Cheats' Screen.

BIG BALL
Enter the code **BCHBLKTPTY** on the 'Enter Cheats' Screen.

BLACKOUT MODE
Enter the code **WTOTL** on the 'Enter Cheats' Screen.

BLURRY GRAPHICS
Enter the code **MYEYES** on the 'Enter Cheats' Screen.

SMALL PLAYERS
Enter the code **TOMTHUMB** on the 'Enter Cheats' Screen.

FLYING PLAYERS
Enter the code **FLYAWAY** on the 'Enter Cheats' Screen.

BODY HARVEST

For the following cheats which will make battling aliens easier, enter **ICHEAT** as your name, then put in the cheat during gameplay.

WEAPONS 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 ARTEFACTS
Up,C Down, C Right, Z, Up, Left.

TALL ADAM
B, A, C Up, A, C Up, A.

SHORT ADAM
Down, C Left, A, Right, Z.

FAT ALIENS
Left, A, Right, Down.

WEAK BOSS
Z, C Right, C Right, B, Left, C Right.

DANCER
Down, Up, C Up, Down, C-Right, C Right.

BATTLETANX

IMPORT

ALL GANGS IN CAMPAIGN MODE
Enter **LTSLTSGNGS** as a password.

STORM RAVENS GANG
Enter **WMNRSMRTR** as a password.
The all-women Storm Ravens game, with laser and cloak power-up will be selectable.



PASSWORD	EFFECT
MSTSRVV	Invincibility
LVFRVR	Infinite Lives
PLVRZM	All Weapons
LTSFBLLTS	Infinite Ammo
CRSTLCLR	Invisibility
FRGZ	Frog Mode
TDZ	Toad Gang
CDPLT	Run Story Mode
CNCTHRTM	Psychedelic View
HVRL	Spinning View



SUICIDE
Hold down all the **C buttons** together.

BIO FREAKS

ONE HIT FATALITIES
MINATEK
Move in and press: **Towards, Away, C Left+C Down.**
ZIPPERHEAD
Press: **Towards, Away, Away+C Right.** The first time you take one arm off. The second time 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
Press: **Towards, Away, Away+C Up.** The first time you take one arm off. The second 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
Press: **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.**



BANJO-KAZOOIE

ALTERNATE SELECTION SCREENS
Watch the fish swimming around in the bowl on the selection screen and you'll see that every so often it crashes into the side of the bowl. Press A the third time and the Banjo in the first save slot will be thrown out of the window while the walls spin and eject Kazooie from the second save slot.

In the third save slot position, listen for the third 'boing' sound from the Game Boy and press A immediately after it to fire Banjo out of the house.

INFINITE RED FEATHERS
Enter Treasure Trove Cove and on the sandcastle floor enter: **CHEAT** followed by: **NOWYOUCANFL YHIGHINTHESKY**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your red feathers total will not change, but you will now have an endless supply.

INFINITE BLUE EGGS
Enter Treasure Trove Cove and on the sandcastle floor enter: **CHEAT** followed by: **BANJOBEGSFORPLENTYOFEGGS**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your eggs total will not change, but you will now have an endless supply.



Play the levels with Banjo with an extra inflated head. It won't make you play better, but it will look funny.

MORPHING CODES
The following seven codes are all accessed by playing the Bottles puzzle game. To get each code, you must first have obtained the previous one, ie: you can't get code four until you've got code three.

BOTTLESBONUSONE	Big Head Banjo
BOTTLESBONUSTWO	Big Hands & Feet Banjo
BOTTLESBONUSTHREE	Big Kazooie
BOTTLESBONUSFOUR	Tall, Skinny Banjo
BOTTLESBONUSFIVE	Tall, Skinny, Big Hands & Feet
BIGBOTTLESBONUS	Giant Banjo-Kazooie
WISHYWASHYBANJO	Washing-Machine Banjo

To get the codes, go back to Banjo's house and once inside move so you're standing in front of the picture of Bottles that's hanging above the fireplace. Press **C Up** to go into look mode and move up to look at the picture then press **R** to speak to Bottles. Complete the jigsaw puzzle within the time limit to get the first code. To get the other six codes, simply enter look mode and look up at the picture. When Bottles tells you that he has given you the last code, ignore him and look up again, as he was telling porkies, the crafty little fellow!

REVERSE SPELLS
To reverse any spell simply return to the Sandcastle and spell **NOBONUS** and Banjo will return to normal.

INFINITE AIR
Enter Treasure Trove Cove and on the sandcastle floor enter: **CHEAT** followed by: **GIVETHEBEARLOTSOFAIR**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Banjo will now have infinite air when swimming.

INFINITE GOLD FEATHERS
Enter Treasure Trove Cove and on the sandcastle floor enter: **CHEAT** followed by: **AGOLDENGLOWTOPROTECTBANJO**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have an endless supply of gold feathers.

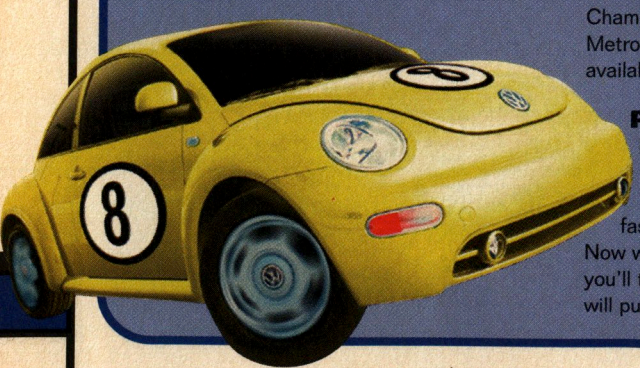
MAXIMUM ENERGY
Enter Treasure Trove Cove and on the sandcastle floor enter: **CHEAT** followed by: **ANENERGYBARTOGETYOUFAR**. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. This will give you eight honeycombs on your life bar.
Note: If you already have red honeycombs then this cheat will make you lose them.

INFINITE LIVES
Enter Treasure Trove Cove and on the sandcastle floor enter: **CHEAT** followed by: **LOTSOFGOESWITHMANYBANJOS**. A cow will moo when you enter 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. You will now have infinite lives.

99 MUMBO TOKENS
Enter Treasure Trove Cove and on the sandcastle floor enter: 'CHEAT' followed by: 'DONTBEADUMBOGOSEEMUMBO'. A cow will moo when you enter the letters of 'cheat', but you won't get any other indication that what you're doing is having an effect until you finish the whole code. Your Mumbo Tokens total will increase to 99.

BEETLE ADVENTURE RACING

CHEAT MENU
Start a one-player championship and while racing on Coventry Cove look for the barn with the two piles of hay in front of it. Drive through the pile on the left to break a crate with a daisy on it. Finish the race and select 'Options'. There will now be an entry marked 'Cheats'.



UNLOCK NEW CARS
Beat Championship Mode on Novice and Advanced to unlock different Beetles, including the Racing Beetle, the 4x4 Beetle and Number 8.

ALIEN BEETLE
Successfully complete the Professional Championship and once you've conquered Metro Madness, the Alien Beetle will be available.

POLICE BEETLE
Beat all the standard Championships to unlock a new 'Bonus' mode. Beat this new mode and you'll have access to the fastest car in the game, the Police Beetle. Now when racing, if you hold down **C Left** you'll turn on the siren and the others cars will pull over!

OPEN NEW BATTLE STAGES
Enter Championship mode and smash all the bonus boxes on each track. Get all 100 points on a course to unlock a new battle stage. You don't need to finish first, but you mustn't drop too far behind the pack or you get disqualified.

If you use the Police Beetle, you can force other cars to pull over and thus take your time collecting boxes.

VIEW MODE
Race on Inferno Isle and in the town area, jump your car diagonally right onto the building with the flat roof. Reverse up to break the hidden daisy crate and you'll activate the View Mode cheat on the cheat menu. From here you can select Normal, Fisheye and Tunnel view mode.

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BUST-A-MOVE 2

EXTRA LEVELS
On the title screen tap **L**, **Up**, **R**, **Down**. If you've entered the code correctly a Bubble Bobble baddie will appear on the bottom right of the screen. To access the new levels select Puzzle mode, which will have the words 'Another World' underneath.

BONUS CHARACTERS
(Vs mode)
First enable the 'Another World' code on the title screen (press **L**, **Up**, **R**, **Down**). Then choose Player vs Player mode on the game select screen and you'll be asked to pick your character. The farther you've gone in Player vs Computer mode, the more characters you'll be able to access.

HIDDEN CHARACTERS
(Puzzle mode)
On the Puzzle mode screen before you select your first destination press **Left**, **Left**, **Up**, **Down**, **L**, **R**, **L**, **R**, **L + R**.

This accesses a character selection screen allowing you to switch from Bub to Bob or one of the bosses.

CLAYFIGHTER 63⅓

CHEAT MODE
On the character selection screen, hold **L** and press **Up**, **Right**, **Left**, **Down**, **B**, **A**. The options screen will display a cheat selection option.

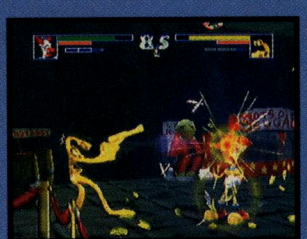
RANDOM CHARACTER
On the character selection screen hold **L** and **R** together.

PLAY AS DR KILN
Hold L on the character selection and press: **B**, **Left**, **Up**, **Right**, **Down**, **A**.

PLAY AS SUMO SANTA
Hold **L** on the character selection and press: **A**, **Down**, **Right**, **Up**, **Left**, **B**.

PLAY AS BOOGERMAN
On the character selection screen hold **L** and press **C Up**, **C Right**, **C Left**, **C Down**, **B**, **A**.





CRUIS'N USA

HIDDEN CARS
On the car select screen, press and hold: **C Up**, **C Left**, **C Down**. You can now select the police car, jeep and school bus.

DECAPITATED HEAD
Get a good time and after inputting your initials, move the list to the bottom and wait for 30 seconds. A severed head will appear on the conveyor belt. This means more cheats are now available.

SPEED-UP
During a race press brake, brake, accelerate, brake and accelerate. This gives you a speed boost.

FLASHING LIGHTS
To turn on the sirens and lights on the police car and school bus, perform the head trick then during the race, press the brake and accelerate repeatedly.

ACCESS ALL LEVELS
On the course select screen, hold down the following button combos:

GOLDEN GATE PARK
C Left, C Down and L.

INDIANA
C Up, C Right and L.

SAN FRANCISCO
C Right, C Down and L.

CASTLEVANIA

HARD DIFFICULTY
Halfway through the Forest Of Silence, look left from the bridge over the gorge to spot a platform with a torch on it. Leap over and break the torch to collect Special 1 then finish the game to open the Hard difficulty level.

REINHARDT'S SECOND COSTUME
Halfway up the Tower Of Execution, look for a platform floating ahead above the lava. Jump towards it and walk along the invisible path to collect Special 2 then finish the game. Now press Up at the character select screen to get Reinhardt's second costume.

CARRIE'S SECOND COSTUME
At the end of the Tower Of Sorcery look behind you to the right to spot a platform with a torch on it. Jump towards it and walk along the invisible path to collect Special 3 then finish the game. Now press Up at the character select screen to get Carrie's second costume.

CHOPPER ATTACK

LEVEL SELECT
Press **C Up** seven times when the 'Press Start' message appears.

SHOOT DOWN THE PRESIDENT
Press **Z, C Up, C Down** during the game then fire a homing cluster at an enemy aircraft.

DEBUG MODE
Hold **Z** and press **Right**, **Left**, **Up**, **Down**, **A**, **B**, **Start** when the 'Press Start' appears on the opening screen.

CALIFORNIA SPEED

IMPORT

SQUIRREL CAR
Complete the Light Series.

MOUNTAIN DEW PICK-UP
Complete the Heavy Series.

FIVE-0 CAR
Complete the Sport Series.

SEMI TRUCK
Complete the California Cup

CHAMELEON TWIST

FIGHT LEVEL BOSSES
Pick up 20 crowns on each level and a box marked with a question mark will pop up on the level selection screen. This option will let you take on any of the level bosses without needing to play through the level each time.

INFINITE HEALTH
Follow these simple steps to gain infinite health!
1. Save the game to one of the data slots.
2. Exit the game.
3. Load the game and once again you'll have full energy.

CRUIS'N WORLD

SPEED BOOST
While racing quickly press **A** twice to perform a wheelie and speed up.

TURBO START
Hold down your accelerator when the starter says 'set'.

SECRET CARS
Select practice championship mode and beat the following track times to access the secret cars.

Track	Time	Car
Australia	1:49	Surgeon
China	1:14	Enforcer
Egypt	1:07	School Bus
England	1:46	Bulldog
France	2:15	Tommy
Germany	2:27	New York Taxi
Hawaii	3:47	Monster
Japan	2:48	Rocket
Kenya	2:06	Conducto
Mexico	1:46	Howler
New York	2:11	Grass Hopper
Russia	1.58	Rocket

DIDDY KONG RACING

PLAY AS DRUMSTICK

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



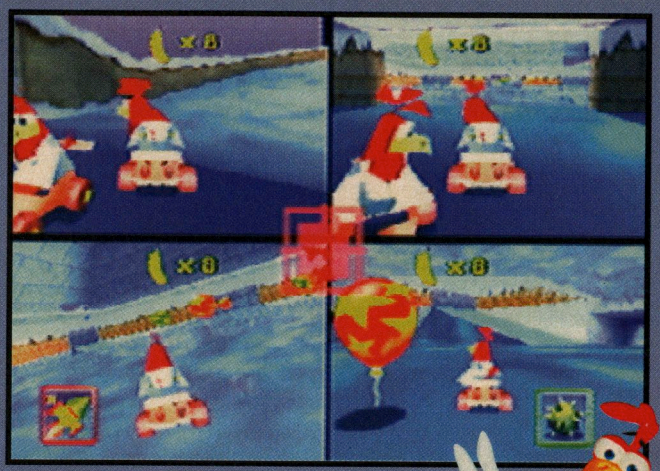
PLAY AS TT

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

MAGIC CODES

Enter the codes below on the Magic Codes screen for various effects. Once the codes have been entered, they can be turned on or off by accessing the 'code list' screen. Some of them will work in Adventure mode, others will only have an effect in Tracks mode.

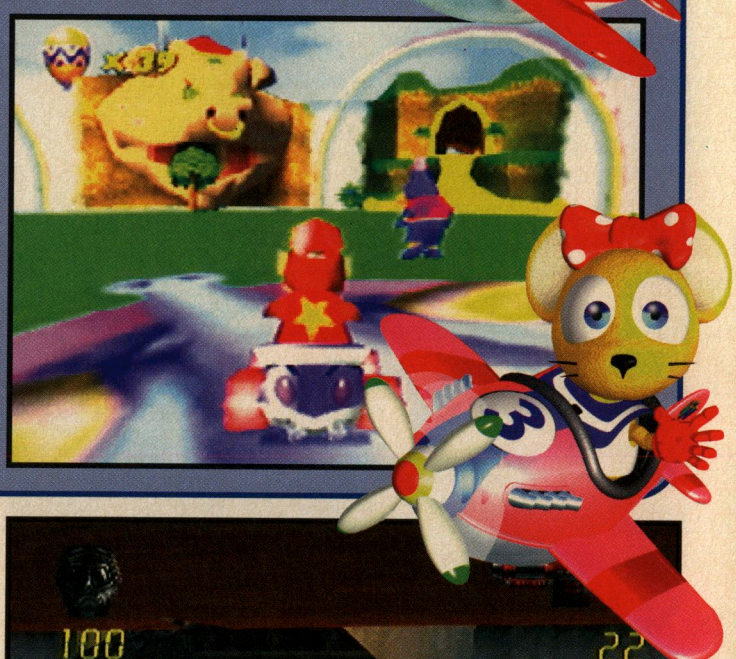
JOINTVENTURE	Co-operative two-player Adventure mode.
DOUBLEVISION	Everyone can select the same player.
FREEFORALL	Maximum power-up on pick-ups.
FREEFRUIT	Start race with ten bananas.
VITAMINB	No limit to number of banana power-ups.
ZAPTHEZIPPERS	Remove zippers from the track.
NOYELLOWSTUFF	No bananas on track.
BYEBYEBALLOONS	No balloons (ie weapons) on track.
TIMETOLOSE	Ultimate AI characters.
BOGUSBANANAS	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 horn, the characters will burble incoherently.
JUKEBOX	Music menu.
WHODIDTHIS	View the credits without actually completing the game.



Magic Codes can be entered to change the various settings on this classic four-player racing game.



With these codes you'll have no problem in winning the race. If you want to beat the rest you've got to get dirty.



DUKE NUKEM

ENABLE PAL CHEAT MENU

On the main menu press **Left**, **Down**, **L**, **L**, **Up**, **Right**, **Left**, **Up**. The cheat menu will now be accessible. all cheats can be turned on or off from here.

ALL ITEMS

Enable the cheat menu then press **R**, **C Right**, **Down**, **L**, **C Up**, **Left**, **C Right**, **Left**. You'll hear a gunshot if you entered the code correctly.

INVINCIBILITY

Enable the cheat menu then press **R**, **C Right**, **R**, **L**, **R**, **R**, **R**, **Left**. You'll hear an explosion if you entered the code correctly.

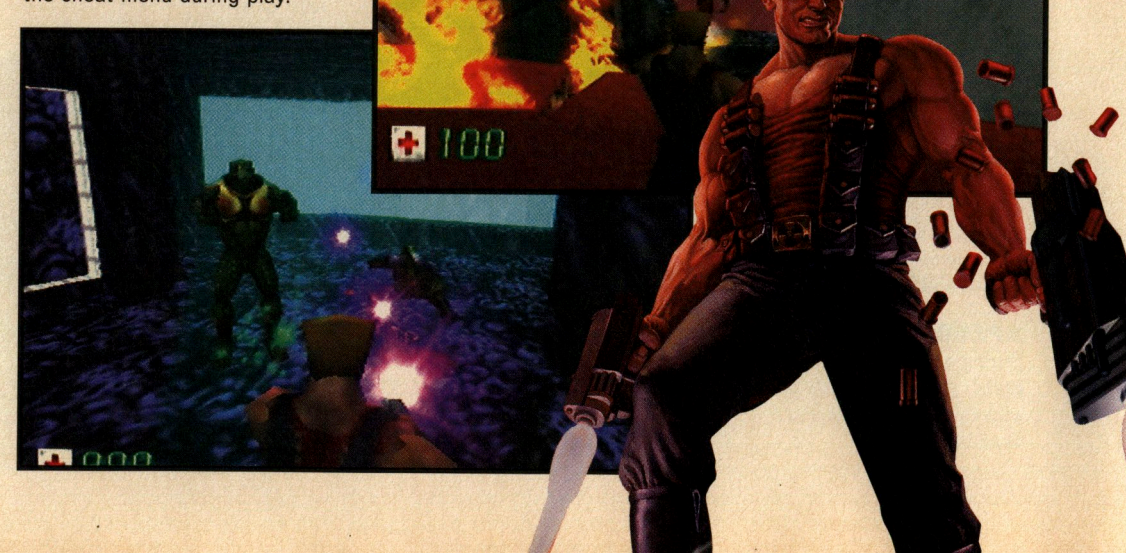
NO MONSTERS

Enable the cheat menu then press **L**, **C Up**, **Left**, **L**, **C Down**, **Right**, **Left**, **Right**. You'll hear a monster roaring if you entered the code correctly.

LEVEL SELECT

Enable the cheat menu then press **R**, **L**, **R**, **C Down**, **Right**, **Up**, **Left**, **C Up**. You'll hear a monster howl if you entered the code correctly.

It will then be possible to select any level you want from the cheat menu during play.



64 SOLUTIONS: Send us original cheats or full solutions and if printed, we'll send you a Nintendo 64 Gold Book and Memory Card. The address is **64 Solutions, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**

DOOM 64

LEVEL CODES

Level 02: cdp8 9bj2 68zt svk?
Level 03: cxm8 9bjy 681t jvk?
Level 04: ddk8 9bjt 683s 9vk?
Level 05: dxh8 9bjp 685s 1vk?
Level 06: fdf8 9bjk 687s svk?
Level 07: fxc8 9bjf 689s jvk?
Level 08: gd?8 9bc? 69br ?bk?
Level 09: gx88 9bc6 69dr 2bk?
Level 10: hd68 9bc2 69gr tbk?
Level 11: hx48 9bcy 69jr kbk?
Level 12: jd28 9bct 69lq ?bk?
Level 13: jx08 9bcp 69nq 2bk?
Level 14: kdy8 9bck 69qq tbk?
Level 15: kxw8 9bcf 69sq kbk?
Level 16: lft8 9bb? 69vp ?vk?
Level 17: lyr8 9bb6 69xp 2vk?
Level 18: mfp8 9bb2 69zp tvk?
Level 19: mym8 9bby 691p kvk?
Level 20: nfk8 9bbt 693n ?vk?
Level 21: nyh8 9bbp 695n 2vk?
Level 22: pff8 9bbk 697n tvk?
Level 23: pyc8 9bbf 699n kvk?
Level 24: qf?8 9bf? 6?bm ?bk?
Level 25: qy88 9bf6 6?dm 2bk?
Level 26: rf68 9bf2 6?gm tbk?
Level 27: ry48 9bfy 6?jm kbk?
Level 28: sf28 9bft 6?ll ?bk?
Level 29: sy08 9bfp 6?nl 2bk?
Level 30: tfy8 9bfk 6?ql tbk?
Level 31: tyw8 9bff 6?sl kbk?
Level 32: vbt8 9bd? 6?vk 9vk?

BRING IT ON!

Level 02: cjpr 9bj1 68z? qvk?
Level 03: c1mr 9bjx 681? gvk?
Level 04: djkr 9bjs 6839 7vk?
Level 05: d1hr 9bjn 6859 zvk?
Level 06: fjfr 9bjj 6879 qvk?
Level 07: f1cr 9bjd 6899 gvk?
Level 08: gj?r 9bc9 69b8 8bk?
Level 09: g18r 9bc5 69d8 0bk?
Level 10: hj6r 9bc1 69g8 rbk?
Level 11: h14r 9bcx 69j8 hbk?
Level 12: jj2r 9bcs 69l7 8bk?
Level 13: j10r 9bcn 69n7 0bk?
Level 14: kjyr 9bcj 69q7 rbk?
Level 15: k1wr 9bcd 69s7 hbk?
Level 16: lktr 9bb9 69v6 8vk?
Level 17: l2rr 9bb5 69x6 0vk?
Level 18: mkpr 9bb1 69z6 rvk?
Level 19: m2mr 9bbx 6916 hvk?
Level 20: nkkr 9bbs 6935 8vk?
Level 21: n2hr 9bbn 6955 0vk?
Level 22: pkfr 9bbj 6975 rvk?
Level 23: p2cr 9bbd 6995 hvk?
Level 24: qk?r 9bf9 6?b4 8bk?
Level 25: q28r 9bf5 6?d4 0bk?
Level 26: rk6r 9bf1 6?g4 rbk?
Level 27: r24r 9bfx 6?j4 hbk?
Level 28: sk2r 9bfs 6?l3 8bk?
Level 29: s20r 9bfn 6?n3 0bk?
Level 30: tkyr 9bfj 6?q3 rbk?
Level 31: t2wr 9bfd 6?s3 hbk?
Level 32: vgtr 9bd9 6?v2 7vk?

I OWN DOOM!

Level 02: cnn8 9bj0 680t nvk?
Level 03: c5l8 9bjw 682t dvk?
Level 04: dnj8 9bjr 684s 5vk?
Level 05: d5g8 9bjm 686s xvk?
Level 06: fnd8 9bjh 688s nvk?
Level 07: f5b8 9bjc 68?s dvk?
Level 08: gn98 9bc8 69cr 6bk?
Level 09: g578 9bc4 69fr ybk?
Level 10: hn58 9bc0 69hr pbk?
Level 11: h538 9bcw 69kr fbk?
Level 12: jn18 9bcr 69mq 6bk?
Level 13: j5z8 9bcm 69pq ybk?
Level 14: knx8 9bch 69rq pbk?
Level 15: k5v8 9bcc 69tq fbk?
Level 16: lps8 9bb8 69wp 6vk?
Level 17: l6q8 9bb4 69yp yvk?
Level 18: mpn8 9bb0 690p pvk?
Level 19: m6l8 9bbw 692p fvk?
Level 20: npj8 9bbr 694n 6vk?
Level 21: n6g8 9bbm 696n yvk?
Level 22: ppd8 9bbh 698n pvk?
Level 23: p6b8 9bbc 69?n fvk?
Level 24: qp98 9bf8 6?cm 6bk?
Level 25: q678 9bf4 6?fm ybk?
Level 26: rp58 9bf0 6?hm pbk?
Level 27: r638 9bfw 6?km fbk?
Level 28: sp18 9bfr 6?ml 6bk?
Level 29: s6z8 9bfm 6?pl ybk?
Level 30: tpx8 9bfh 6?rl pbk?
Level 31: t6v8 9bfc 6?tl fbk?
Level 32: vls8 9bd8 6?wk 5vk?

WATCH ME DIE!

Level 02: csnr 9bjz 680? lvk?
Level 03: c9lr 9bjv 682? bvk?
Level 04: dsjr 9bjq 6849 3vk?
Level 05: d9gr 9bjl 6869 vvk?
Level 06: fsdr 9bjg 6889 lvk?
Level 07: f9br 9bjb 68?9 bvk?
Level 08: gs9r 9bc7 69c8 4bk?
Level 09: g97r 9bc3 69f8 wbk?
Level 10: hs5r 9bcz 69h8 mbk?
Level 11: h93r 9bcv 69k8 cbk?
Level 12: js1r 9bcq 69m7 4bk?
Level 13: j9zr 9bcl 69p7 wbk?
Level 14: ksxr 9bcg 69r7 mbk?
Level 15: k9vr 9bcb 69t7 cbk?
Level 16: ltsr 9bb7 69w6 4vk?
Level 17: l?qr 9bb3 69y6 wvk?
Level 18: mtnr 9bbz 6906 mvk?
Level 19: m?lr 9bbv 6926 cvk?
Level 20: ntjr 9bbq 6945 4vk?
Level 21: n?gr 9bbl 6965 wvk?
Level 22: ptdr 9bbg 6985 mvk?
Level 23: p?br 9bbb 69?5 cvk?
Level 24: qt9r 9bf7 6?c4 4bk?
Level 25: q?7r 9bf3 6?f4 wbk?
Level 26: rt5r 9bfz 6?h4 mbk?
Level 27: r?3r 9bfv 6?k4 cbk?
Level 28: st1r 9bfq 6?m3 4bk?
Level 29: s?zr 9bfl 6?p3 wbk?
Level 30: ttxr 9bfg 6?r3 mbk?
Level 31: t?vr 9bfb 6?t3 cbk?
Level 32: vqsr 9bd7 6?w2 3vk?

ULTIMATE CODE

?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 even make yourself invincible!



Why ponce about with the pistol trying to find some health, when you can enter this ultimate code and have it all?

DEADLY ARTS (G.A.S.P)

PLAY AS REIJI

On the title screen press **A**, **B**, **Right**, **Left**, **Right**, **Left**, **Down**, **Down**, **Up**, **Up** to play as the final boss Reiji.

DIFFERENT OUTFITS

On the select character screen, hold the **L** button and press left or right on the digital pad to change the characters outfit.

PLAY AS GOURKI

On the title screen press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**, **A**.

SPECIAL STAGE

Break down all ten buildings in a single stage and then return to the Stage Selection screen and press the Start button.

REGAIN HEALTH

Repeatedly tap any of the C buttons after you've been knocked down to regain up to two health points.

DARK RIFT

IMPORT

PLAY AS DEMITRON

On the title screen press **A**, **B**, **R**, **L**, **C Down**, **C Up**.

PLAY AS SONORK

At the title screen press **L**, **R**, **C Up**, **C Down**, **C Left**, **C Right**.

VIEW ENDINGS

Enter these codes on the title screen to see the characters' endings.

CHARACTER	ENDING
Aaron	**Up, C Left, R, Right, Down, R, R, C Left**
Demonica	**Up, C Left, R, Right, Down, R, R, C Up**
Demitron	**Up, C Left, R, Right, Down, L, L, C Down**
Eve	**Up, C Left, R, Right, Down, R, R, C Right**
Gore	**Up, C Left, R, Right, Down, R, R, C Down**
Morphix	**Up, C Left, R, Right, Down, R, R, B**
Niiki	**Up, C Left, R, Right, Down, R, R, A**
Scarlet	**Up, C Left, R, Right, Down, L, L, C Left**
Sonork	**Up, C Left, R, Right, Down, L, L, C Up**
Zenmuron	**Up, C Left, R, Right, Down, L, L, C Right**

THE COMPLETE A-Z OF CHEATS

EXTREME-G

ULTIMATE PASSWORD
On the password screen enter **81GGD5**. This code will unlock all the regular tracks, both hidden bikes and the special hidden track.

WEAPONS
On the name selection screen (contest mode) Enter your name as **arsenal**.

SLIPPERY ROAD
On the name selection screen (contest mode) Enter your name as **banana**.

UNLIMITED TURBO
On the name selection screen (contest mode) Enter your name as **nitroid**.

ROCK RACE MODE
On the name selection screen, Enter your name as **roller**.

EXTREME SPEED
On the name selection screen (contest mode) Enter your name as **xtreme**.

FISHEYE LENS
On the name selection screen (contest mode) Enter your name as **fisheye**.

TRANSPARENT MODE
On the name selection screen (contest mode) Enter your name as **ghostly**.

UPSIDE DOWN MODE
On the name selection screen (Contest mode) Enter your name as **antigrav**.



WIREFRAME MODE
On the name selection screen (contest mode) Enter your name as **wired**.

Fisheye mode makes this game even more difficult to play.

F-ZERO X

THE ULTIMATE CODE
On the Mode Selection screen press **L**, **Z**, **R**, **C Up**, **C Down**, **C Left**, **C Right**, **Start**. If you have entered the code correctly you should hear a chime. This gives you all the cars, all the tracks and the Master difficulty level.

SUPER-DEFORMED CARS
On the car selection screen press and hold **L**, **R**, **C Up**, **C Right**, **C Left**, **C Down** and you will be able to play with smaller vehicles.

ALTERNATE COLOURS
Press the **R** button on the customise car screen and you can select a new colour for your vehicle.

LEADER TIMER
During a race press the **L** button to reveal the time difference between you and the race leader. The time will appear in the top right hand corner of the screen.

XG2

When a cheat has been input correctly, you'll hear the word 'Extreme'.

WIPEOUT MODE
Enter **2064** as your name in Extreme Contest mode.

SPINNING SCREEN MODE
Enter **SPIRAL** as your name in Extreme Contest mode.

OVERHEAD VIEW
Enter **SPYEYE** as your name in Extreme Contest mode.

TURBO MODE
Enter **XXX** as your name in Extreme Contest mode.

UNLIMITED LASERS AND SHIELDS
Enter **XCHARGE** as your name in Extreme Contest mode.

UNLIMITED WEAPONS
Enter **MISTAKE** as your name in Extreme Contest mode.

UNLIMITED NITROS
Enter **NITROID** as your name in Extreme Contest mode.

BLURRED GRAPHICS
Enter **FLICK** as your name in Extreme Contest mode.

PIXELATED GRAPHICS
Make your N64 look like an old 8-bit machine by putting in **PIXIE** on the name entry screen during an Extreme Contest.

WIREFRAME GRAPHICS
Enter **LINEAR** as your name in Extreme Contest mode.

TRON MODE
Enter **NEUTRON** as your name in Extreme Contest mode.

VENOM SUPERBIKE
To race as Hotra Toxic on the extra special Venom Superbike, simply achieve first place in the Atomic Contest.

WASP SUPERBIKE
Race through contest mode and come first on the Critical Mass difficulty setting to get possession of the Wasp.

LEVEL SKIP
Enter your name as **RA50** and start the game. Pause when the race is underway and quit the level then select 'Go, Go' at the placings screen to advance to the next stage.

ALL BIKES AND MIRROR MODE
Enter the password **HS3B9BQ9DGPL** to play as any of the bikes and race in Mirror Mode.

FLYING DRAGON

FIGHT AS BOKUCHIN
Simply take on and defeat Bokuchin during the game to access him as playable character.

RYUMAOU TOURNAMENT
You need to earn yourself no fewer than nine medals in order to play in the Ryumaou tournament.

FIGHT AS RYUMAOU
Succeed in the Ryumaou tournament and the character is yours to command!

EASIER DIFFICULTY LEVEL
If the game is a little too tough for you then move the cursor so that the 'Easy' difficulty option is highlighted. Then just repeatedly tap Left on the D-pad until 'Very Easy' appears.

F1 POLE POSITION

HIDDEN CAR
Complete and save the game as World Grand Prix Champion. Now restart the game and hold **A+B** when you see the wait while loading message appears.

CHANGE ENGINE
Complete and save the game as World Grand Prix Champion. On the driver select screen highlight a driver and press **C Left** or **C Right** to change the engine.

UNLIMITED FUEL
For this cheat select Grand Prix mode and change the fuel setting to 10%.



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FIFA: ROAD TO WORLD CUP '98

DIFFERENT SCORING ANIMATION
Enter **C Left**, **C Right**, **C Up** or **C Down** after a goal for a variety of scoring animations.

SMALL PLAYERS
Choose Vancouver as your team and enter **KERRY** on the player edit screen.

BIG HEADS
Choose Vancouver as your team and enter **ANATOLI** on the player edit screen.

EDIT PLAYERS AND COLOURS
While on the EA Sports screen, enter **A, B, A, B, B, B, A, Z.**

BLACK & WHITE MODE
Choose Canada as your team and enter **MARC** on the player edit screen.

NO STADIUM
Increase the speed by choosing any team and entering **CATCH22** on the player edit screen.

INVISIBLE PLAYERS
Choose Sheffield Wednesday as your team and enter **WAYNE** on the player edit screen.

NOISY CROWD
During the game, push various directions on the D-pad and the crowd will then hurl abuse at the other team!

GHOST PLAYERS
Choose Slovakia as your team and enter **LASKO** on the player edit screen.

FORSAKEN

LEVEL SELECT
On the opening screen, press **A, R, Z, Up, Up, C Up, C Down, C Down**. Use the D-pad to select your mission.

UNLIMITED NITRO
On the opening screen press **B, B, R, Up, Left, Down, C Up, C Left.**

PSYCHEDELIC MODE
On the opening screen press **A, R, Left, Right, Down, C Up, C Left, C Down.**

WIREFRAME MODE
On the opening screen press **L, L, R, Z, Left, Right, C Up, C Right.**

GORE MODE
On the opening screen press **Z, Down, C Up, C Left, C Left, C Left, C Left, C Down.**

INVULNERABILITY
On the start screen press **A, Z, Z, Up, Left, C Left, C Left, C Down.**

INFINITE PRIMARY WEAPON
Pause the game and press **A, R, Z, Right, C Up, C Right, C Down, C Down.**

INFINITE SECONDARY WEAPON
Pause the game and press **B, B, Z, Left, Left, C Up, C- Left, C Right.**

INFINITE SOLARIS
Pause the game then press **B, L, L, Z, Up, Down, C Up, C Up.**

FREEZE ENEMIES
Pause the game and press **R, Z, Right, Right, C Up, C Left, C Right, C Down.**

INFINITE TITANS
Pause the game then press **A, B, L, Up, Up, C Up, C Up, C Left.**

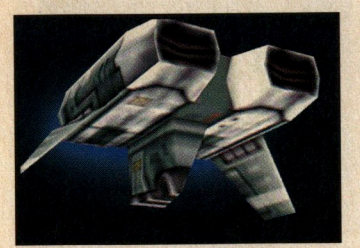
INFINITE WEAPON ENERGY
Pause the game then press **L, Z, Left, Right, Down, Down, C Down, C Down.**

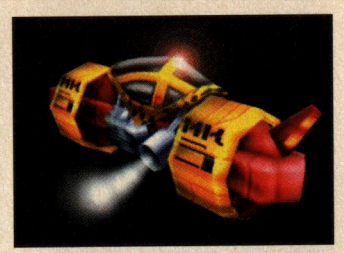
INVISIBILITY
Pause the game then press **A, Z, Z, Up, Left, C Left, C Left, C Down.**

KILL ENEMIES IN ONE SHOT
Pause the game then press **B, B, B, L, R, Left, Down, Down.**

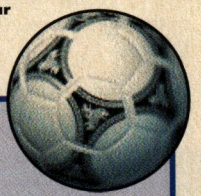
STEALTH MODE
Pause the game then press **Up, Up, Up, Up, Right, Down, C Left, C Left.**

SKIP CREDITS
In order too skip the end credits, simply reset the game after the opening credits start.





This game is tough but if you use our codes you'll be through it in no time at all!



FIFA 64

FUNKY OPTIONS
When the scorer is performing his victory run, press **C Up** for horns, **C Left** for crowd noise, **C Down** for drums and **C Right** for a man who's yelling 'goal!'



FIFA SOCCER '99

ATLANTA ATTACK TEAM
In order to get hold of the Atlantan team win the Champions Cup by playing as Brazil under the professional difficulty level.

FINDING RONALDO
Ronaldo is hiding under a different name in this game. However, he may be found using the name of Calcio in the Inter Milan team.





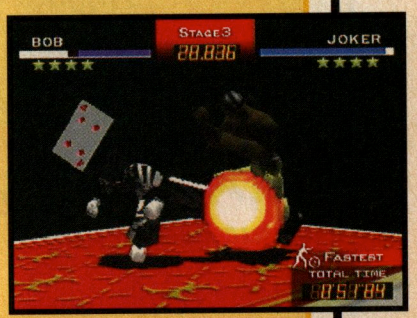
FIGHTERS DESTINY

FIGHT AS USHI
Complete the game in Vs mode with Abdul. Select Rodeo mode. Remain undefeated for at least one minute. Ushi the cow will be available on the character selection screen.

FIGHT AS BORO
Complete the game in Vs mode on the Easy difficulty setting.

FIGHT AS THE MASTER
Complete the game in Vs mode with Ryuji. Select Master Challenge Mode and defeat all 12 opponents. The Master will be available on the character selection screen.

FIGHT AS ROBERT
Complete the game in Vs mode with Valerie. Select Fastest mode. Defeat all four opponents in a combined time of under one minute. Robert the Robot will be available on the character selection screen.







FIGHT AS THE JOKER
Complete the game in Vs mode with Pierre. Select Survival mode. Defeat all 100 opponents. The Joker will be available on the character selection screen.

F-1 WORLD GRAND PRIX

CREDITS AND GALLERY
Complete and win the championship on the Rookie difficulty setting, and the gallery and credits options will be available on the start screen.

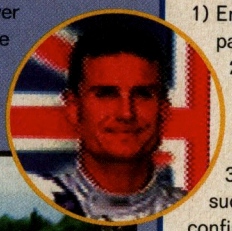
BONUS TRACK
Enter Exhibition mode and select driver Williams then edit his last name to read: 'Vacation'.
Return to the start screen and enter Exhibition mode again to find a bonus 'Hawaii' track with palm trees and even a volcano!

GOLD RACER
Enter Exhibition mode and select driver Williams then edit his last name to read: 'Pyrite'.

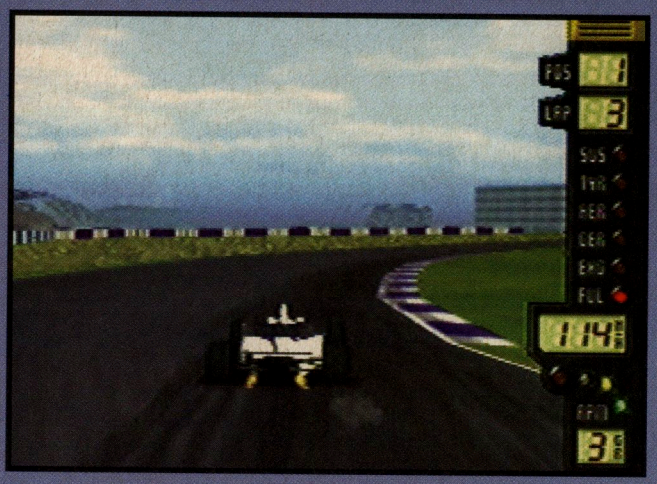
Return to the start screen and enter Exhibition mode again. The Team Extreme Gold driver will now be available to you in Time-Trial, Exhibition and Two-Player modes.

SILVER RACER
Enter Exhibition mode and select driver Williams then edit his last name to read: 'Chrome'.

Return to the start screen and enter Exhibition mode. The 'Team Extreme' Silver driver will now be available to you in Time-Trial, Exhibition and Two-player modes.











Formula 1 World Grand Prix is by far the best racing game on the N64, use these cheats to help you go faster and look at some interesting options. Try to win the world championship and celebrate in style with a champagne shower.

GLOVER



HOW TO ACTIVATE A CHEAT
1) Enter a level and pause the game
2) Enter the cheat by deliberately and slowly pressing the yellow camera keys
3) After the cheat has been successfully entered, confirmation of the cheat will appear and the game will then continue

OPEN PORTALS
C Up, C Right, C Right, C Down, C Left, C Down, C Up, C Right.

LOCATE GARIBS
C Left, C Up, C Right, C Down, C Left, C Up, C Left,, C Left.

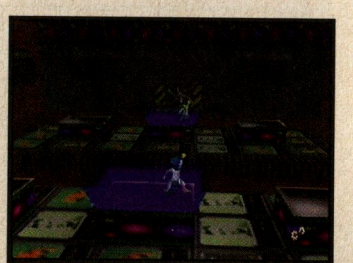
INFINITE LIVES
C Up, C Up,C Up, C Up, C Up, C Right, C Down, C Right.

INFINITE ENERGY
C Right, C Right, C Down, C Right, C Right, C Right, C Up, C Left.

SPEED UP
C Left, C Left, C Right, C Up, C Right, C Left, C Down, C Down.

GEX ENTER THE GECKO

TITANIC LEVEL
To access the Titanic level, simply follow these instructions:



As you enter the start of the game, venture to the front of the first gate.

At the top there should be an area that you can climb onto to reach the very top of the arch. Now jump onto the platform in front of you and you will be warped to the Titanic level, Geques Cousteau.

Use these directions to find a secret level, then step into Leonardo's shoes and raid the Titanic.



GT64 CHAMPIONSHIP EDITION

TURBO START
Press Accelerate immediately after the starting light turns yellow to get a turbo start.

REVERSED TRACKS
Successfully complete Championship mode under the easy difficulty level.



This turbo start cheat will help you to get to the front of the pack. It's now up to you to stay there.



How can you be expected to successfully complete the championship mode with hairstyles like this?

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ALL CHEATS OFF
C Down x8

BOOMERANG BALL
C Right, C Up, C Up, C Up, C Up, C Left, C Left, C Down.

LOW GRAVITY
C Left, C Left, C Up, C Left, C Right, C Up, C Up, C Up.

POWERBALL
C Up, C Down, C Up, C Down, C Up, C Down, C Left, C Up.

CONTROL BALL
C Left, C Right, C Left, C Right, C Up, C Down, C Right, C Right.

SPEED UP
C Left, C Left, C Right, C Up, C Right, C Left, C Down, C Down.

ENEMY BALL
C Left, C Down, C Up, C Right, C Left, C Left, C Down, C Down.

FROGGY
C Up, C Right, C Down, C Right, C Up, C Left, C Left, C Up.

BIG BALL
C Down, C Down, C Up, C Down, C Down, C Left, C Right, C Down.

FISH EYE
C Left, C Right, C Left, C Right, C Left, C Right, C Left, C Right.

CAMERA ROTATE RIGHT
C Left, C Right, C Up, C Up,, C Down, C Right, C Down, C Right.

CAMERA ROTATE LEFT
C Right, C Down, C Right, C Down, C Up, C Up, C Right, C Left.

MAD GARIBS
C Down, C Right, C Down, C Up, C Left, C Down, C Left, C Up.

FROG SPELL
C Down, C Left, C Down, C Down, C Left, C Down, C Up, C Left.

HERCULES
C Down, C Down, C Down, C Left, C Left, C Down, C Right, C Left.

BONUS LEVELS
C Down, C Up, C Right, C Right, C Down, C Left, C Right, C Right.

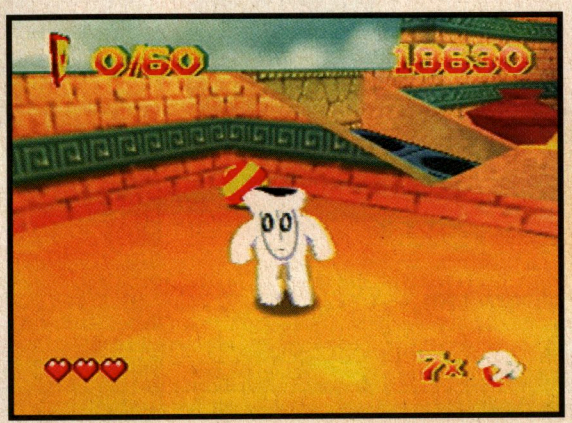
OPEN ALL CHECKPOINTS
C Down, C Down, C Right, C Left, C Down, C Left, C Right, C Right.

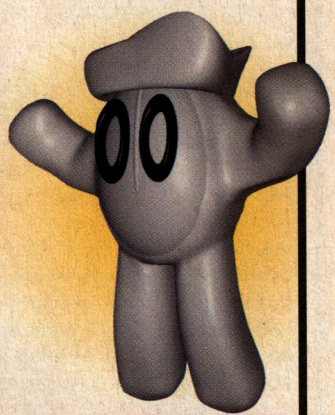
DEATH SPELL
C Up, C Left, C Left, C Left, C Left, C Up, C Right, C Up.

CALL BALL
C Up, C Left, C Left, C Up, C Right, C Left, C Down, C Up. Press L at any time to make the ball appear in Glover's hand.

LEVEL SELECT
C Up, C Up, C Up, C Left, C Left, C Right, C Left, C Right. Go to the title screen after entering the code, press Start, then press Up. When the glove holding the ball moves to the bottom-left corner of the screen, press the A Button to go to the Level Select screen.







These codes will help you to keep your balls under control.

GOLDENEYE

EXTRA WEAPONS
Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

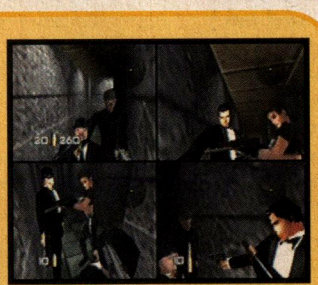
Agent:	Cougar Magnum
Secret Agent:	Moonraker laser
00 Agent:	Golden Gun

SECRET LEVELS AND CHARACTERS
Complete the game on the Agent level to access the secret characters in the deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level. Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which also includes a level editor!
Once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

HIDDEN WEAPONS
On the Train level, blow up the last box at the far end of the start room for a hidden RCP-90.
On the Water Caverns level, blow up the boxes in the radio room. One of the boxes will spew out more boxes. Keep blowing them up and eventually you'll get two assault rifles.

EXTRA PLAYERS IN MULTIPLAYER MODE
On the character selection screen move your cursor to highlight the last character available then press the following buttons.
Hold **L** and **R**, then press **C Left** and release
Hold **L**, then press **C Up** and release
Hold **L** and **R**, then press Left on D-Pad and release
Hold **L**, then press Right on D-Pad and release
Hold **R**, then press Down on the D-Pad and release
Hold **L** and **R**, then press **C Left** and release
Hold **L**, then press **C Up** and release
Hold **L** and **R**, then press Right on the D-Pad and release
Hold **L** and **R**, then press **C Down** and release
Hold **L**, then press Down on the D-Pad and release





Finish Goldeneye on Agent level (including the secret levels) to receive some new permanent weapons, including this Magnum.

Level	Cheat	Difficulty	Time
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00

INTERNATIONAL SUPERSTAR SOCCER 64

HIDDEN TEAMS
On the title screen press **Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A** then hold **Z** and press **Start**. The phrase "What an incredible comeback!" will confirm correct code entry.

Six all-star teams will now be available for you to choose from the team selection screen.

BIG-HEAD PLAYERS
On the title screen press **C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A** then hold **Z** and press **Start**.

PLAY AGAINST THE WORLD STARS SECRET TEAM
Complete the game on any difficulty setting.

FIVE HIDDEN TEAMS
To access the five secret teams Defeat the World Stars.

KNIFE EDGE: NOSE GUNNER

HARD DIFFICULTY
When the Kemco logo appears on screen hold **L, R** and **C Up**, then press **C Right, C Left**, and **B**.

JEOPARDY

IMPORT

MORE MONEY
For more money press **L, R, L, L, L, R, R, C Down, C Up**.

KILLER INSTINCT GOLD

OPEN ALL OPTIONS
Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

ALL CHARACTER COLOURS
To get all training colours at once, wait for the profiles to come up and press **Z, B, A, Z, A, L**. You'll hear "Welcome" if you've done it right

PLAY AS GARGOS
Wait until the character profiles appear and press **Z, A, R, Z, A, B**. Gargos will laugh if it's worked.

FINAL CCREDITS
When the character profiles appear, press **Z, L, A, Z, A, R**.

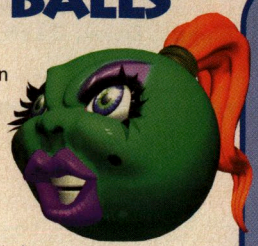
PLAY ON SKY LEVEL
Go to the character select screen in two-player mode – in order to do this you must have two joypads connected. Push down on the analogue stick and press **C Down** simultaneously on both joypads. This will allow you to play on a level which is high above the clouds.



These cheats enable you to open the secret characters and use your combo skills to the max!

IGGY'S WRECKIN' BALLS

CHEAT MENU
On the start screen press R + Z alternately to open up the cheat menu. Once the Cheat Menu is open you can the input the following codes to access the cheats.



happyheads	Unlock All Secret Characters
theuniverse	Unlock All Secret Worlds
jumparound	Enable Level Select (pause game)
swopshop	Mix 'n' Match.
rolfharris	Pencil Sketch Mode
toomuchpie	Fat Balls!
microballs	Small Balls!
2roktoo	Uses Turok 2 'dynamic' code
light - wow!	Lighting cheat
iceprincess	All Surfaces Ice
gooeygoogoo	All Surfaces Slime
bomberball	Only Bombs for Power Ups
1hitwonder	One hit & you're out!
Toomuchfun	Bizarre Bouncy Physics
imallout	No Power Ups
nonstop	Permanent Turbo Action
nogoodie	Goodies (Power-Ups) are Replaced With Bombs
2times	Double Length Turbo Roll
shootshot	All Blue Projectiles for Power Ups
ohmy	Obnoxious Particle FX
gobaby	Full Turbo's





KOBE BRYANT IN NBA COURTSIDE

PLAY HIDDEN TEAMS
On the main menu, hold **L** and select a Pre-Season game by pressing **A**.

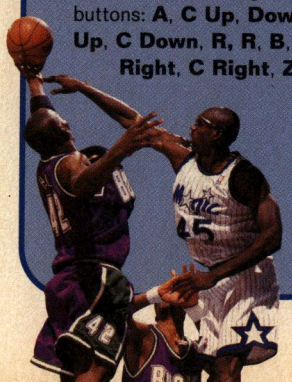
If you now scroll right you'll find three new teams: the Nintendo 'Plumbers', the N64 'Gamers' and the Left Field 'Lefties'.

HANG ON THE BASKET
After executing a two-handed dunk, hold **B** and your player will hang on the rim of the basket. Don't hang on too long or a technical foul will be awarded.

VIEW REPLAY
Hold **B** and **Z** after you score to view an instant replay of the basket. For an alternate Replay Angle hold down **B** during an instant replay.

BIG HEAD MODE
Begin a game in any mode and press Start to pause, then press the following buttons: **Right, Right, Left, R, Z, Start, A, Start, A, Start, Z**.

DISCO FLOOR CODE
Begin a game in any mode and press Start to pause it then press the following buttons: **A, C Up, Down, Up, C Down, R, R, B, C Right, C Right, Z**.



GOEMON 2: GOEMON'S GREAT ADVENTURE

FOUR-PLAYER MODE
Insert four controllers into into the machine and begin the game using controllers one or two. Collect 44 passes then press **C Right** and **Start** on controllers three and four.

ALTERNATE COSTUMES
Unlock four-player mode, then go to the Prediction House to get new costumes for every character



ISS '98

BONUS TEAMS
On title screen 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, A**, hold **Z** and press **Start**.

BIG HEADS
On title screen press **C Down, C Down, C Up, C Up, C Right, C Left, C Right, C Left, B, A**, hold **Z** and press **Start**.

ADDITIONAL HEADS
Complete the International Cup at a difficulty setting of 4 or higher, then enter the player creation screen.
Press **L** at the head select screen to find a wide choice of strange new heads.

PLAYER TRICKS
Hold **C Left** during game play to perform various tricks.

64 SOLUTIONS: Send us original cheats or full solutions and if printed, we'll send you a Nintendo 64 Gold Book and Memory Card. The address is **64 Solutions, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**

MADDEN NFL '99

IMPORT

Open 'New Code' option in the code entry screen, then enter a code. Highlight the 'Add Code' option and press A to display the new code at the bottom of the screen.

Team	Code
NFC Pro Bowl	BESTNFC
AFC Pro Bowl	AFCBEST
All-Madden	BOOM
All-Time Stat Leaders	IMTHEMAN
60s Greats	PEACELOVE
70s Greats	BELLBOTTOMS
80s Greats	SPRBWLSHUFL
90s Greats	HEREANDNOW
All-Time Greats	TURKEYLEG
75th Anniversary Team	THROWBACK
NFL Equipment Team	GEARGUYS
1999 Cleveland Browns	WELCOMEBACK
EA Sports	INTHEGAME
Tiburon	HAMMERHEAD
Tiburon Stadium	OURHOUSE
EA Sports Stadium	EASTADIUM
Tomato quarterback	SPLAT

DANCING REFEREE

Press **B twice**, **A**, **C-Up** at the coin toss screen.

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, drive through the tree to easy street!



MADDEN 64

VIEW ENDING

Switch on the N64 and hold **L**, **R** and **Z** when the EA logo appears to watch the end sequence.

TEAM TIBURON

In Season mode, go to the front office, select the 'create player' option and enter his name as 'Tiburon'. You can now select this team of giants in Exhibition mode!

EA STADIUM

If you want to play at a hidden stadium, enter SAN MATEO on the Create Player screen. You'll now be able to play at Electronic Arts' own ground!

EXTRA TEAMS

On the Create Player screen, enter the following names to access hidden teams.

SIXTIES – Players from the Sixties.

SEVENTIES – Players from the Seventies.

EIGHTIES – You'll never guess.

ALL-TIME MADDEN TEAM

Enter the name **AT_MADDEN** (the underscore denotes a space).

MILO'S ASTRO LANES

IMPORT

MEGA BALL

During your throw press **Left**, **Left**, **Right**, **Right**, **Left**, **Right** to throw a giant ball. A sound will confirm the code has been entered correctly.

WHITE DWARF BALL

During your throw press **Right**, **Right**, **Right**, **Left**, **Left**, **Left**, to throw an extra heavy ball. A sound will confirms the correct code entry.

TURBO BALL

During your throw press **Right**, **Right**, **Left**, **Left**, **Right**, **Left** for a extra forward boost. A sound confirms the correct code entry.

MANY BALLS

During your throw press **Left**, **Left**, **Left**, **Right**, **Right**, **Right** to throw three balls instead of one. A sound confirms the correct code entry.

MYSTICAL NINJA STARRING GOEMON

FIGHT IMPACT BOSSES FROM MENU

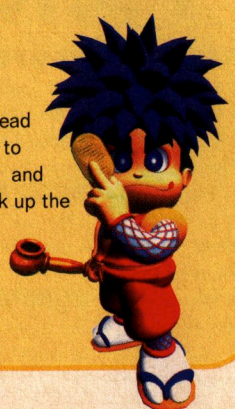
Find every silver fortune doll in the game (you'll now if you've got them all before you finish because your life gauge will be full). At the end of the game following the credits a fortune doll count will appear and a new option will be available on the options menu allowing you to play against the four Impact robots in sequence.

EXTRA SONGS IN SOUND TEST

Complete the game and then press the Start button to return to the main menu. Now enter the options menu and select 'sound test, and you will then notice two new selections 'I am Impact', and 'Gorgeous my Stage'.

FOREVER FALLING GLITCH

Go to the main entrance to Festival Village, head down the stairs and then open the large door to your right. Walk across to the next large door and then enter the area with the drummer in. Walk up the stairs towards the drummer, and then leap over the edge to the slanted rock to the right of the staircase. At this point you will fall through the sloped floor and keep falling downwards towards the centre of the earth.



MIKE PIAZZA'S STRIKE ZONE

IMPORT

CHEAT MENU

Push **L**, **R**, **L**, **R** on the pre-game menu. This code must be activated before the other menu cheats can be enabled. Then enter the following codes on the pre-game menu.

Devil's Thumb Stadium	**Right, A, C Up, L, A**
Super Players	**B, A, R, B, A, L, L**
Better Fielder Throws	**B, A, L, Down, Z**
Better Fielder Plays	**B, A, R, Down, L, B**
Faster Fielders	**R, A, Z, L, Down, A, Z, L**
Better Pitches	**B, L, A, B, R, Z**
Faster Pitches	**R, A, Z, L, Down**
Crazy Pitches	**C Right, A, Z, C Up, R, B**
Varied Pitches	**C Right, A, Z, C Up, R, L**
Always Hit Home Runs	**L, A, Down, Right**
Crazy Ball	**C Right, A, Z, B, A, L, L**
Easy Steals	**C Left, A, Down, C Up, Z**
Aluminium Bats	**R, A, Z, B, A, L, L**
Red Bats	**R, Down, B, A, Right**
Blue Bats	**B, L, B, A, Right**
Psychedelic Bats	**Z, B, R, A**
Low Gravity	**Up, R, A, L**
Increased Gravity	**Up, Down, L, Up, R**
Fast Game	**L, A, Z, R, B, A, L, L**
Slow Game	**Up, L, L, B, A, L, L**
Alternate Sky	**C Right, A, Z, C Up, L, R, Z**
Bonus Teams	**C Right, A, Down, Left**
Hidden Message	**C Up, R, B, B**

VIEW CREDITS

Press **R**, **A**, **Z**, **R**, **C Right**, **A**, **B** on the game title screen.

THE COMPLETE A-Z OF CHEATS

MACE: THE DARK AGE

TO PLAY TWO-PLAYER PRACTICE MODE
Highlight Practice on the menu screen and press **Start** simultaneously on both of the controllers. Select the desired characters, and then knock each other about for as long as you like.

FIGHT AS GAR GUNDERSON, THE WAR MECH OR ICHIRO
When the first screen appears when you turn the power on, 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 selection screen and press the **Start** button four times to compete on their home stage, then select the character you want to fight and begin.

BONUS STAGES
Highlight each of the characters listed in order and press **Start** every time, then select the character you want.

FIGHT AS POJO THE CHICKEN
Successfully perform Taria's execution. Then 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 to Xiao Long and press Quick to play as a janitor!

HEAD SWAP
On the character selection screen, press **Start** on each of the following characters in turn; Al-Rashid, Takeshi, Mordos Kull, Xiao 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 rabbit slippers!

MORTAL KOMBAT TRILOGY

RANDOM CHARACTER
On the character select screen, put the cursor over Noob Saibot and press **Up and Start** simultaneously for a completely random selection.

CHOOSE BATTLE ARENA
On the character select screen, if you highlight Sonya and press **Up and Start**, an earthquake will then occur. You will then be able to select the course.

PLAY AS MOTARO
On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press **A** and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

PLAY AS SHAO KAHN
On the Rooftop or Pit 3, press ⇩ on the analogue stick and press **A and B** before the start of the bout. Shao Kahn 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!" just press ⇩ and **Start** before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum

FIGHT AS HUMAN SMOKE
Choose Cyber-Ninja Smoke as a character. Then hold ⇦ + **HP + HK + Run + Block** before the 'Fight' screen appears or inbetween rounds.

UNLIMITED CREDITS
During the story screen, press ⇩,⇩,⇧,⇧,⇨,⇨,⇦,⇦. A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freeplay' will appear in the remaining Kredits window.

EXTRA OPTIONS
During the Kombat mode selection screen, press ⇧ + **Start**. Now new options to disable timer, blood, aggressor and kombos will appear.

BONUS GALAGA-TYPE GAME
If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

BONUS PONG GAME
Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

BONUS SPACE INVADERS-TYPEGAME
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 play Invaders From Space.



Blood, Gore and great fighting action is always a must with Mortal Kombat. Here are some codes to access secret characters and levels.

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 the red and blue question mark menus will be available.

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 winnings as well as your own.

BUMPER BALL MAZE 1
Beat Toad in the final 'Slot Car Derby 2' on Mini-game Island. You can now 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 Bumper Ball Maze 2 in the Mini-game House.

BUMPER BALL MAZE 3
Set a new record on both Bumper Ball Maze 1 and 2 to open the third course.

64 SOLUTIONS: Send us original cheats or full solutions and if printed, we'll send you a Nintendo 64 Gold Book and Memory Card. The address is **64 Solutions, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**

MISSION: IMPOSSIBLE

After the code has been accepted you'll hear the words "Ah that's better."

SILENCED WEAPON
On the mission select screen, press **C Up, L, C Right, C Left, C Down.**

INFINATE AMMO
On the mission select screen, press **C Up, Z, C Left, Z, C Left.**

INVULNERABILITY
On the mission select screen, press **R, Z, C Down, R, R.**

ROCKET LAUNCHER
On the mission select screen, press **C Up, L, C Left, C Right, C Down.**

TURBO MODE
On the mission select screen, press **C Up, Z, C Up, Z, C Up.**

KID MODE
On the mission select screen, press **C Down, C Up, R, C Left, Z.**

9MM PISTOL
On the mission select screen, press **R, L, C Down, C Up, C Down.**

BIG-HEAD MODE
On the mission select screen, press **C Down, R, C-Up, R, C Left.**



Now you too can act like a spy in this lower than average game.

MICROMACHINES 64

All codes are entered by pausing the game and inputting the code (a beep will confirm the cheat) before racing as normal. If you want to turn a cheat off, just enter it again.

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 (again, a beep will confirm it) to get the right response.

Hold Z and press C Down: Quit Race and Win – This doesn't work in time trials
Hold Z and press Up, Down, Left or Right: Change Camera Angle
Hold Z and press L or R: Change Camera Zoom
Hold Z and press C Left: Turn Player into Computer Drone

BOWSER'S MAGMA MOUNTAIN STAGE
Successfully complete the first six stages and collect 1000 coins and you can buy the key to the Magma Mountain stage in 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 successfully and after the ending sequence will appear special items will be available in the shop.

MORTAL KOMBAT 4

FIGHT AS MEAT
Choose 'Group Mode' and win as all 16 characters.

CHEAT OPTION
Highlight 'Continue' on the options screen then 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.**

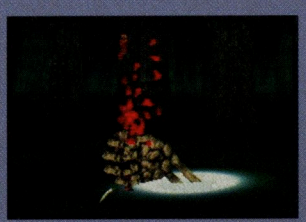
FIGHT AS NOOB SAIBOT
Select the 'Hidden' icon on the character selection screen. Press **Up, Up**, highlight Reiko's icon and press **Run** and then **Block.**

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 KODES
Input the following codes on the two-player 'Vs' screen where the character pictures are displayed 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 numbers 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 and Dangerous
555 555	Many Weapons
666 666	Silent Kombat







These cheats will allow you to access all the hidden characters and the cheat menu. From this menu you can turn blood/fatalities on or off also some handy secrets that allow you to perform the gory moves very easily.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

SKIP TO QUAN CHI
As Sub Zero dies before a checkpoint, hold down **A**.

SKIP TO SHINNOK
As Sub Zero dies before a checkpoint, hold down **B**.

DEFEATING SHINNOK
When Shinnok uses an attacking move his amulet glows. When this happens use an Ice Blast to freeze him.

To complete your mission you will need to be quick. Turn around and run for the teleport behind you, then you will appear behind Shinnok.

Get close and press the **A** button to steal his amulet. Now enter the Gateway and return to earth.

THE MOVES

3 Hit Combo	HK, HK, Back + HK
6 Hit Combo	HP, HP, LP, HK, HK, Back + H

FATALITY

Spine Rip	F, D, F HP (Stand Close)

LEVEL CODES

Level 2	Wind	THWMSB
Level 3	Earth	CNSZDG
Level 4	Water	ZVRKDM
Level 5	Fire	JYPPHD
Level 6	Prison	RGTKCS
Level 7	Bridge	QFTLWN
Level 8	Fortress	XJKNZT

CHEAT CODES

Urns of Life	NXCVSZ
1000 Lives	GTTBHR
Exploding Rock Boss	RCKMND
End Credits	CRVDTS
Fortress + 20,000 Ex	ZCHRRY
Invincibility	TDFCLT

SPECIAL MOVES

Ice Blast	D, F+ LP
Ice Slide	BL + B + LP + LK
Directional Ice Blast	D, F + HKD, B+ LK
Flying Ice Blast	D, F + LP (When Jumping)
Ice Clone	D, B + LP
Ice Shatter	Freeze any opponent twice and you will can shatter them with an uppercut.
Power Ice Slide	BL + B + LP + LK
Freeze on Contact	D, F, F + HP
Polar Blast	F, B, B + HP

NBA JAM '99

PRE-GAME ALTERNATE CAMERA ANGLES
Press the Start button before the tip-off and select the Camera option, choose the required viewing angle and resume play. The pre-game sequence will now be displayed from the selected angle.

HUGE PLAYERS
Pause the game and press **L, L, C Right, L, L, C Right, L, L, C Right, Z**.

TIE THE SCORE
If you're having problems keeping up with the other team, pause the game and press L, L, Down, L, L, Down, L, L, Down, Z. Unpause the game and the score will now be tied.

DUNK FROM ANYWHERE
Highlight a player then pause the game. Press **L, L, C Up, L, L, C Up, L, L, C Up, Z** then unpause and continue play. The highlighted player will now be able to dunk the ball from anywhere on the court for the rest of the period.

TINY PLAYERS
Pause the game and press **L, L, C Left, L, L, C Left, L, L, C Left, Z**.

NBA IN THE ZONE '98

EASY FREE THROWS
Repeatedly push the analogue stick upwards when you are about to take the throw, and the shot indicator will then slow down.



There is help on hand if you find free throws difficult.

NAGANO OLYMPIC HOCKEY '98

CONTINUAL FIGHTING
Make sure that the 'Fighting' selection is highlighted on the options screen, hold **L** and then press **C Right, C Left, C Left, C Right, C Down, C Up, C Up, C Down, C Left, C Right, C Right, C Left, C Right, C Left**.

CHANGE PLAYER APPEARANCE
On the options screen press **C Left + R, C Down + R or C Up + R**. Adjust the first six bits of the 16-bit register to alter the game by pressing:
C Down + R to alter 1and 2;
C Left + R to alter 3 and 4;
C Up + R to alter 5 and 6

Register	Effect
100000	Squat players.
010000	Squat players, big heads.
110000	Squat players, small heads.
001000	Squat players, small announcer's voice.
000100	Big players, big announcer's voice.
000010	Squat players, small announcer's voice.
000001	Stretched players, big announcer' voice.
110110	Big players, small heads, big announcer's voice
010010	Squat players, big heads, small announcer's voice
010101	Big players, big heads, big announcer's voice
010001	Stretched players, big heads, big announcer's voice

NASCAR '99

IMPORT

PLAY AS BOBBY ALLISON
Enter the Championship Season and race over 200 laps around the Charlotte track and be placed in the top five.

PLAY AS ALAN KULWICKI
Enter the Championship Season and race over 200 laps around the Bristol Day track and be placed in the top five.

PLAY AS BENNY PARSONS
Enter the Championship Season and race over 200 laps around the Richmond track and be placed in the top five.

PLAY AS CALE YARBOROUGH
Enter the Championship Season and race over 200 laps around the Darlington track and be placed in the top five.

PLAY AS DAVEY ALLISON
Enter the Championship Season and race 200 laps around the Talledega track and place in the top five.

PLAY AS RICHARD PETTY
Enter the Championship Season and race over 200 laps around the Martinsville track and place in the top five.

NHL BREAKAWAY '99

IMPORT

CHEAT OPTIONS
Push **C Left, C Right, C Left, C Right, R, R** while on the main menu.

EXTRA POINTS
After enabling the cheat options push **C Left, C Left, C Right, C Right, C Left, C Left, C Right, C Right, R, R** while on the main screen in Season mode.

BONUS TEAMS
After enabling the cheat options go to the main screen in Exhibition mode and push **C Up, L, C Left**. Three new teams will now be selectable in between the Controller Pak and Anaheim teams.

FULL PLAYER ATTRIBUTES
Put in 'Douglas Yellin' as a case-sensitive name on the Player Creation screen.

SUPER PLAYERS
On the Player Creation screen:
grEEn jeLLo
Perfect C
Perfect RW
Perfect LW
Perfect D
Perfect G

RANDOM TEAM SELECT
Push **Z & R** together on the team selection screen.

NFL QUARTERBACK CLUB '98



CHEAT MODE

Enter the codes (in the box below) on the cheat menu screen for the desired result. Correct code entry will be confirmed by a tone.

Even if you don't understand the basics of the game that came from across the pond, the codes below should make for an interesting game.

Effect	Code
Eight downs	8DWNDRV
Tall, thin players	BBMNTBL
Expert defence	BGBFYDF
Strong receivers	BGBFYFF
Longer dives	BGSPRDV
Spinning receiver	BGTWSTRS
Top quarterback	BRDWYNMTH
Longer jumps	CRLLWYS
Slow motion	FRMBYFRM
Fumble mode	GTNHNDS
Repeated fumbles	GTNHNDS
Short players	JPNSMWR
Instant passing	LDSTRTRK
Disable cheats	LLCHTSFF
Lousy defence	LLDFSCK
Lousy offence	LLFFSCK
Ball tipped when passing	LWYSTPSS
Repeated dives	MNFLDMD
No tackles	NBCTCKLS
Crawling players	PBYBYMD
Lousy players	PWHYRMN
Sledge mode	SNWSLDS
100-yard passes, kicks, and punts	SPRBGRMS
Always tackle	SPRDPRTCKL
Expert players	SPRTMMD
Speedy running	SPRTRBMD
Acclaim and Iguana teams	STNTXTM
No fumbles	TGHTGRP
Lousy quarterback	TRNTDLFR
Electric football mode	YLCTRCFB
Max discipline & awareness stats	YNSTYNS

NFL QUARTERBACKCLUB '99

CHEAT MODE

Input one of the following codes on the cheat menu to get the corresponding effect. A sound will confirm successful entry.

EFFECT	CODE
Thin players	TTHPCK
Fat players	MRSHMLLW
Short players	SHRTGYS
Alien stadium	SCLLYMLDR
Ball always fumbled	BTTRFNGRS
No fumbles	STCKYBLL
Big coins during toss	BGMNY
Big football	BCHBLL
Increased injuries	HSPTL
Eight downs available	DBLDWNS
Electric football mode	XTRVLTG
Rugby mode	RGBY
Racquetball mode	RCQTBLL
Slow-motion mode	FRRSTGMP
Turbo mode	TRBMN
Kickers never miss	PWRKCKR
Flubber ball	FLBBR
Slippery field	SLPNSLD
Pylons on field	PWRPYLNS
Pinball players	PNBLL
Flaming players	HSNFR
Unlock all extra teams	XTRTMS
Begin game with 12 points	BLOWOUT

NFL BLITZ

IMPORT

BONUS PLAYERS

Enter these codes at the Enter Initials screen.

CHEAT CODES

Enter these codes on the Matchup screen. (see below)

ONSIDE KICK

To perform an onside kick, hold **Up + A + B + Z**, before you kick off.

LATERAL PASS

To lateral the ball back to a player on your team, point the control pad in the direction of the player and press the pass button to throw the football.

CONTROL WEATHER

Enter these codes on the Matchup screen.

Clear	**2-1-2 Left**
Rain	**5-5-5 Right**
Snow	**5-2-5 Down**
Fog	**0-3-0 Down**
Thick Fog	**0-4-1 Down**
White Christmas	**5-0-5 Down**

BONUS PLAYERS

Name	Code	Name	Code
Julia	1234	Jimk	5651
Turmell	0322	Marka	1112
Sal	0201	Ed	3246
Jason	3141	Todd	1122
Jenifr	3333	Mitch	4393
Daniel	0604	John	5158
Japple	6660	Josh	4288
Root	6000	Ryan	1029
Luis	3333	Beth	7761
Mike	3333	Brian	0818
Gentil	1111	Grinch	2220
Brain	1111	Paulo	0517
Forden	1111	Lt	7777
Skull	1111	Nico	4440
Carlton	1111	Gatson	1111
Shinnok	8337	Guido	6765
Raiden	3691	Rog	8148
Thug	1111	Monty	1836
Van	1234	Shun	0530
Billz	0526	Gene	0310
Zz	1221	Paula	0425

CHEAT CODES

Big Players	1-4-1 Right
Big Head Team	2-0-3 Right
Blood-5-0	Up Fast
Passes	2-5-0 Left
Headless Team	1-2-3 Right
Hide Name	1-0-2 RightHuge
Football	0-5-0 Right
Huge Head	0-4-0 Up
Hyper Blitz	5-5-5 Up
Hyper Turbo	3-2-0 Left
Invisible	4-3-3 Up
Invisible Qtrback	3-4-2 Left
Late Hits	0-1-0 Up
More Speed	4-0-4 Left
Night Game	2-2-2 Right
No CPU Assistance	0-1-2 Down
No First Downs	2-1-0 Up
No Fumbles	4-2-3 Down
No Head	3-2-1 Left
No Interceptions	3-4-4 Up
No Out Of Bounds	2-1-1 Left
No Punting	1-5-1 Up
No Random Fumbles	4-2-3 Down
Power Blockers	3-1-2 Left
Power Defense	4-2-1 Up
Powerup Blockers	3-1-2 Left
Powerup Defense	4-2-1 Up
Powerup Speed	4-0-4 Left
Powerup Teammates	2-3-3 Up
Random Plays	1-1-5 Left
Show Field Goal %	0-0-1 Down
Show More Field	0-2-1 Right
Smart CPU	3-1-4 Down
Super Field Goals	1-2-3 Left
Tiny Players	3-1-0 Right
TournamentMode	1-1-1 Down
Turn Off Stadium	5-0-0 Left
Unlimited Turbo	5-1-4 Up

THE COMPLETE A-Z OF CHEATS

NBA HANGTIME

DUPLICATE PLAYERS

Enter any of the following codes as your name and use the **PIN 0000** to access them.

Ahrdwy (Penny Hardaway)
Cliffr (Cliff Robinson)
Davidr (David Robinson)
Dream (Hakeem Olajuwon)
Elliot (Sean Elliot)
Ewing (Patrick Ewing)
Glennr (Glenn Robinson)
Ghill (Grant Hill)
Hgrant (Horace Grant)
Johnsn (Larry Johnson)
Kemp (Shawn Kemp)
Kidd (Jason Kidd)
Malone (Karl Malone)
Miller (Reggie Miller)
Motumb (Dikembe Mutumbo)
Mourng (Alonzo Mourning)
Mursan (Gheorghe Muresan)
Pippen (Scottie Pippen)
Rodman (Dennis Rodman)
Rice (Glen Rice)
Smits (Rik Smits)
Stackh (Jerry Stackhouse)
Starks (John Starks)
Webb (Spud Webb)
Webber (Chris Webber)

RIDICULOUS HAIR

Selected Dennis Rodman and keep pressing the Pass button to change the colour of his hair.

OTHER CODES

Enter the following codes on the 'Tonight's Matchup' screen, using A to alter the first digit, **C Down** to alter the second digit, and **C Right** to alter the third digit.

025	Baby players mode	**552**	Hyper speed
048	No music	**616**	Increase blocking power
111	Tournament mode		
120	Turbo passing	**709**	Fast stealing
273	Stealth turbo	**802**	Maximum power
284	Maximum speed	**937**	No goal tending
390	No shoving	**461**	Infinite turbo

NHL '99

CHEAT CODES

Enter these codes on the password screen.

BIGBIG Big players
BRAINY Big heads
FAST Faster gameplay

GOAL SOUNDS

After scoring a goal press the **Z** button to hear different sounds



Here's a few great codes for NHL '99. If the game is out there then 64 SOLUTIONS has got the best cheats.

NHL BREAKAWAY '98

CHEAT MENU

To bring up the cheat menu, bring up the main menu and press **C Left**, **C Right**, **C Left**, **C Right**, **R**, **R**. The cheat menu option will appear. On the cheat menu, you can change the player type and size for both teams, change the ref size, access a sound test menu, change the house rules, enable big checking, increase the likelihood of the rink glass shattering, and increase the chances of equipment being lost.

PLAYER INSPECTION

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

REMOVE OPPOSING GOALIE

Press **Start** during play and select the 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 commanding the other team.

Select the 'Pull Goalie' option from 'Team Options' and use 'Controller Set-up' again to switch the teams back and resume the game, leaving the CPU's goal untended!

Alternatively, if you're losing really badly, just select 'Controller Set-up' and switch teams for good.

OFF-ROAD CHALLENGE

FOUR EXTRA TRUCKS

Punisher Truck:
Tap **C Down** on the vehicle selection screen.
4x4 Monster Truck:
Tap **C Up** on the vehicle selection screen.
Thunderbolt Truck:
Tap **C Left** on the vehicle selection screen.
Crusher Truck:
Tap **C Right** on the vehicle selection screen.

EXTRA TRUCKS

Punisher Truck: Tap **C Down** on the vehicle selection screen.
4x4 Monster Truck: Tap **C Up** on the vehicle selection screen.
Thunderbolt Truck: Tap **C Left** on the vehicle selection screen.
The Crusher Truck: Tap **C Right** on the vehicle selection screen.

EL CAJON TRACK

To play the El Cajon stage, go to the level select menu, then press both the **L + R** buttons together and hold **Up** on the control pad.

You should hear a drill sound to confirm the cheat has worked. Then highlight the El Paso stage and hold down the **Z** button and press **A**.

FLAGSTAFF TRACK

To get the secret level **FLAGSTAFF**, go to the level selection screen, hold **L**, then press Right on the d-pad. You should hear a drill sound. Now highlight MOJAVE and hold down the **Z** button and press **A**.

GUADALUPE TRACK

To play the Guatalupe stage, go to the level selection screen, press the **R** button and hold Down on the control pad. You should hear a drill sound. Then highlight the VEGAS stage hold down the **Z** button and press **A**.

QUICK START

To get a boost of speed at the start of the race, hit the gas when the announcer says "Go!"

PUYO PUYO SUN 64

IMPORT

ELEPHANT MODE

On the character select screen, highlight Elephant and hold **Start** for three seconds.

PLAY AS SATAN

On the character select screen, highlight Shezo and hold **Start** for three seconds.

RANDOM CHARACTER SELECT

On the character select screen, highlight Rulue and hold **Start** for three 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. The one- and two-player selectors will switch, so you can make your opponent play as someone they hate.

64 SOLUTIONS: Send us original cheats or full solutions and if printed, we'll send you a Nintendo 64 Gold Book and Memory Card. The address is **64 Solutions, Paragon House, St Peter's Road, Bournemouth BH1 2JS.**

POWERFUL WORLD SOCCER 3

IMPORT

ALL-STAR TEAM
Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, Z and Start on the title screen.

BIG HEAD MODE
C Up, C Up, C Down, C Down, C Left, C Right, C Left, C Right, B, A, Z and Start on the title screen.

QUAKE

DEBUG MODE
This cheat gives you access to Level Warp, Weapons and God mode. On the password screen, type **QQQQ QQQQ QQQQ QQQQ**. You will receive a message saying 'Invalid Password'. Now return to the menu and you will have special access to the Debug menu at the top of the screen.



RAKUGA KIDS

ALTERNATE COSTUME COLOURS
Press a different Punch or Kick buttons to choose your fighter on the character selection screen. Each button gives you a different costume.

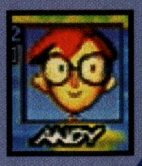
FIGHT AS INOZ
Hold L when selecting Mamezo on the character selection screen after first accumulating a total of more than two hours of gameplay.

FIGHT AS DARKNESS
Accumulate a total of more than five hours of gameplay.

EXTRA OPTIONS
Accumulate a total of more than ten hours of gameplay.







ROBOTRON 64

The following codes should all be entered on the Robotron game set up menu screen.

EXTRA LIVES
Enter the following passwords to start the game with 110 lives.

EASY DIFFICULTY LEVEL: BSBBBBTJBB

NORMAL DIFFICULTY LEVEL: BCBBLBTJBB

INSANE DIFFICULTY LEVEL: BFBBBCTJBB

LEVEL SELECT
Down, Up, C Left, Down, C Left, C Right, Down, C Right.

SPEED UP
During the game, **Left, Left,, Right, Right, C Up.**

SHIELD
During the game, **Down, Left, C Left, C Right.**

FLAME THROWER
During the game, **Down, Right, Down, Right, C Right.**

GAS GUN
During the game, **Up, Down, C Right, C Left.**

FOUR-WAY FIRE
During the game **Down, Down, Up, C Right.**

THREE-WAY FIRE
During the game, **Right, Right, C Left, C Down.**

50 LIVES
Up, Up, Down, Down, Left, Right, Left, Right, C Left, C Right, C Left, C Right.

GAME BOY MODE
Up, Down, Right, C Left, Down, Up, Left, C Right, Up, Down.

TWO-WAY FIRE
During the game, **Up, C Up, Up, C Up.**

ACCESS FINAL LEVEL
Enter **BJTCNGLFCR** as a password, to get the end with no worries.

PASSWORDS
Level 90: CSSRQQHLRH
Level 98: DGQDQQLLHJ
Level 99: DNKFQGLLJJ
Level 100: DDJGQGJLLJ
Level 101: DLRHQQDLMJ
Level 102: DBBJQLDLNS
Level 103: DNMJQGFLPS
Level 104: DNTJQLCLQJ
Level 105: DGBKQLCLRJ

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 setup 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 + Z** and tap all the C Buttons four times.

TYRE SCALING
Hold down **Z + C Left** and press **C Right**. Release them and hold down **Z + C Right** and press **C Left**.

AUTO-ABORT
C Up, C Up, C Up, C Up.

GAME TIMER
Hold down **Z + C Down** and press C Up. Release them and hold down **Z +C Up** and press **C Down**.

INVISIBLE TRACKS
Hold down **L, R + Z** and tap all the C Buttons seven times.

INVISIBLE CAR
Hold down **L, R + Z** and tap all the C Buttons eight times.

FOG COLOUR
Hold down **L, R + Z** and tap all the C Buttons three times.

LEVITATION
Hold down **L,R + Z** and tap all the C Buttons four times.

FRAME SCALE
Hold down **Z + C Down** and press **C Up**. Release them and hold down **Z + C Up** and press **C Down**.

MASSIVE MASS
Hold down **L + R** and press **C Up, C Down, C Left, C Right.**

KILLER RATS
Hold down **L + R** and press **Z, Z, Z, Z.**

SUICIDE MODE
Hold down **L, R + Z** and tap all the C Buttons four times.

SUPER TIRES
Hold down **L, R + Z** and tap all the C Buttons six times.

SUPER SPEED
Hold down **L, R + Z** and tap all the C Buttons three times.

TRACK ORIENTATION
Hold down **L, R + Z** and tap all the C Buttons seven times.

GRAVITY
Hold down **L, R +Z** and tap all the C Buttons five times.

LIMOUSINE
Press **Up, Down, Left, Right, Z, Z, C Up + C Down** on the car selection screen.

TAXI
Simply collect three of the hidden keys on any track to access this bonus car from the first game.

HOT ROD
Pick up six of the golden keys on any track and the second bonus car from the first game is yours.

FORMULA 1 CAR
Collecting nine keys on any of the tracks gets you a brand new, never before seen bonus car – it's fast!

PROTOTYPE CAR
Collect all 12 keys from any track and the ultra-secret prototype car is yours to drive.

ROCKET CAR AND MIDWAY TRACK
Complete the entire 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 and pick up all four of the Mountain Dew cans on any level to get this exclusive car.

NEW YORK CABS
Press **R, L, Z, C Up, C Down, C Up.**

SWITCH CONTROL DIRECTIONS
Move the cursor to the 'Mirror' selection while on the track select screen, hold down **C Left, C Right, C Up** and **C Down**, then push **Left** or Right while still holding the **C buttons** to access the 'Extreme' option.

ADDITIONAL CHEATS - NEW THIS ISSUE!
In the cheat menu, line up the cursor with the cheat you want to access, then press the following codes:

BURNING WRECK
Hold **C Up** and press **Z** four times.

CONE MINES
Hold **Z** and press **L** and **R** four times.

RAMPAGE

CHANGE CHARACTER COLOURS
On the character select screen press **Up** and **Down** on the analogue stick to change colours of George, Lizzie and Ralph.

HIDDEN CHARACTER
In the Scum Lab Facility eat the toxic waste barrels. Your character will now be transformed into Vern for the remainder of the level. He can fly and is able to shoot a fireball by pressing **C Down**.

TANK/UFO RIDES
Hitch a ride on tanks or UFOs by jumping onto them. They will stop shooting at you and you are able to control the direction you will move. This ride will not last for long so be ready to jump clear.

ALLERGIES
Each character has an allergy. When you eat the item that your character is allergic to they will sneeze and blow down the building which 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
Enter any of the following passcodes on the password screen to get the relevant effects:

N0T3T	Opens All Characters
BVGGY	Opens Cheats Menu In Options
B1G4L	Play As Mystery Alien
SM14N	Play As George
S4VRS	Play As Lizzy
LVPVS	Play As Ralph
SRY3D	Play As Nubus

S.C.A.R.S.

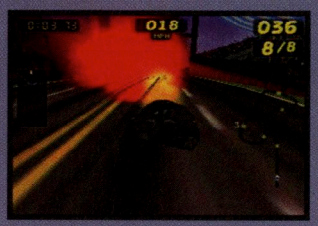
Enter the following codes in the Options menu.

LGSSSX	Crystal cup
CRKKYY	Diamond cup
DZPKKK	Zenith cup
PXPRTS	Master mode, compete with all hidden cars
SDSSRT	Scorpion car
TRTTLL	Cobra car
NRNNRR	Cheetah car
YMSTTR	Panther car
WLLVDD	All codes!

Alternatively, enter the following code on the player select screen to open up everything: **Left**, **Up**, **Right**, **Down**, **Z**, **R**, **Down**, **Left**, **Up**, **Right**.

SAN FRANCISCO RUSH

ALCATRAZ – TRACK 7
1. Enter this Track Winning Code
8DP5KG5L4G59P
G92WVCQY0DRDQ
2. Choose 'continue circuit' and then let the timer run out. You'll now receive a Formula 1 car.
3. On car select screen, Hold **C Left**, press **Z**, release both buttons and press Left.
4. On setup screen, Hold **C Up**, press **Z**, release both buttons and press **Up**.

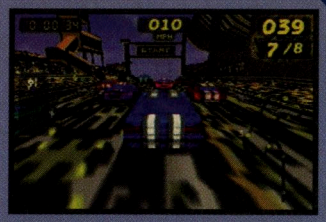


5. On track select screen, Hold **C Right**, press **Z**, release both buttons and press **Right**.
6. On car select screen, Hold **C Down**, press **Z**, release buttons and press **Down**, **L**, **R**.

CHANGE TRACK TEXTURES
On the setup screen, Hold **C Right**, press **L**, release both buttons and press **Z**. Keep repeating to switch between the available textures.

CHANGE TYRE SIZE
For rear tyres on the car select screen, Hold **C Right** and press **C Left**. Now Hold **C Left** and press **C Right**. Repeat until the tyres are the required size. For front tyres on the car select screen, Hold **C Left** and press **C Right**. Now Hold **C Right** and press **C Left**. Repeat until the tyres are the required size.

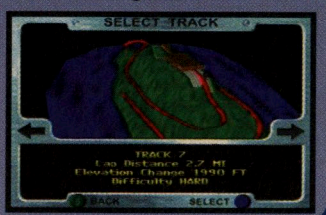
RACE UPSIDEDOWN
On the setup screen, press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**.



DRIVE BURNING CAR
On the car select screen, Hold **C Up** and press **Z**, **Z**, **Z**, **Z**.

NO TIMER
On the setup screen, Hold **Z**, then perform this code. Hold **C Down** and press **C Up**,keep holding **Z**, Hold **C Up** and press **C Down**.

Once you've played all the tracks and cars, get your money's worth and use these great codes.



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**.

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 Match Race and finish all courses in expert mode.

TRANSPARENT BOARDER
Firstly you must complete expert mode, then select Akari Hayami, hold **C Left**, and press **A** on her statistics screen.

SNOWBOARD KIDS 2

IMPORT

ALL CHARACTERS, TRACKS, AND SNOWBOARDS
On the title screen push **Z**, **B**, **C Up**, **Down**, analogue stick **Left**, then **Right**, **Up**, **R**, **Z**, **A**.

PLAY AS MR PENGUIN
Beat Mr Penguin in the training season to make him a selectable character in multiplayer mode.

PLAY AS DAMIEN
To assume the persona of the evil Damien, successfully complete the Story mode.

PLAY AS MR DOG
Complete the Shoot Cross skill mode using only one paper per mailbox.

EXPERT MODE
Finish Story mode to unlock the hidden Expert difficulty mode.

SPECIAL SNOWBOARDS
Finish the following tracks on Expert mode to unlock the corresponding special board.

SNOWBOARD	FEATURE	TRACK
Poverty	Subtracts money	Sunny
Feather	More air	Turtle Island
Ice	Slippery	Snowman Boss
Star	No special features	Wendy's House
Rich	Adds money	Linda's Castle
Dragon	Rockets and wings	Dinosaur Boss
Ninja	Invisibility	Starlight Highway
Charm	Ghosting protection	Haunted House
High-Tech	Speed Fan	Mecha-Damien

SUPER SMASH BROTHERS

IMPORT

CHANGE COSTUMES
Press any of the C Buttons while on the Character Select Screen.

PLAY IN THE MUSHROOM KINGDOM
Complete the game with all 8 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 one-on-one battle that follows.

PLAY AS JIGGLYPUFF
Complete the game as any character and then beat Jigglypuff in the one-on-one battle that follows.

PLAY AS NESS
Complete the game with three lives on the Normal setting without continuing and then beat Ness in the one-on-one battle that follows.

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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 And Ink Mode	PLANEARIUM
View Credits	SCREWYOUGUYS
All Characters	OMGTKKYB
Officer Barbrady	ELVISLIVES
Mr Mackey	CHEATINGISBAD
Phillip	PHAERT
Terrance	RAFT
Mr Garrison	DOROTHYSFRIEND
Chef	LOVEMACHINE
Wendy	CHECKATACO
Pip	FISHNCHIPS
Ike	KICKME
Mrs Cartman	ALLWOMAN
Mephisto	GOODSCIENCE
Jimbo	STARINGFROG
Ned	HAWKING
Big Gay Al	OUTRAGE
Alien	MAJESTIC
Starvin Marvin	SLAPUPMEAL

STAR WARS RACER

To enter any of the following codes, select an 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 your name as normal. Enter all codes on the name entry screen.

DUAL CONTROL
Enter RRDUAL to race using two controllers, ala Goldeneye. To do this, plug your controllers into ports 1 and 3 and use them to control the two separate engines.

MIRROR MODE
Enter the code RRTHEBEAST then enter the cheat menu in the game and turn on the Mirror option.

DEBUG MENU
Input the code RRDEBUG to access the Debug option.

INVINCIBILITY
Enter the code RRJABBA. Now begin the game and when you reach the track, press Start to pause and press Left, Down, Right and then Up on the D-Pad to bring up the cheat menu. You now make yourself invincible to crashes only.

PLAY AS CY YUNGA
Enter the code RRCYYUN to get another of the hidden racers.

TURBO START
As the amber light and the number one are about to disappear, hit the accelerator for a boost.

HAVE SIX PIT DROIDS
Input the code RRPITDROID. Visit Watto's Shop and press Up, Down, Left, Right, Right, Up .

PLAY AS JINN REESO
Use the code RRJINNRE to enable the first hidden pilot.

TAUNT YOUR OPPONENT
To have a go at the race favourite in the pits then just hold Z as you press A to start the race.

OPEN ALL CHEATS
Go to an empty spot in the Tournament Mode and enter the Debug Cheat. Using the same 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 on the pad to access the cheat menu. All the 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 then put in **TIEDUP** as another password. Go to the ship selection screen, 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 Beggar's Canyon on Tatooine.

DEATH STAR TRENCH LEVEL
Get a Silver medal or higher on all sixteen missions for the opportunity to fly down the Death Star trench.

BATTLE OF HOTH LEVEL
Earn a Gold medal on all sixteen missions for to pilot a Snowspeeder in the Battle Of Hoth.

Cheat	Password
Infinite Lives	IGIVEUP
View Credits	CREDITS
Alternate Radar	RADAR
Control AT-ST	CHICKEN
More A-Wings	ACE
View Movies	DIRECTOR
Millennium Falcon	FARMBOY
Music Test	MAESTRO
All Power-Ups	TOUGHGUY
Open All Levels	DEADDACK
Show A Picture Of The Programmers	BLAMEUS
Bearded Man On Title Screen	HARDROCK
Change The V Wing Fighter Into A Flying Cadillac	KOELSCH

PLAY AS A NABOO STARFIGHTER
Now you too can pilot the Naboo Starfighter! Go to the Passcodes screen and enter HALIFAX? as your Passcode. Select Enter Code and enter !YNGWIE! as your second Passcode. Select Enter Code again and you'll be able to fly the best-handling craft in the game! When you enter the code, ignore the fact that it appears to reject it and just put in the two codes before heading for the hanger.

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'.

PLAY AS WAMPA
On the 'Escape From Echo Base' level, repeat the above code and press **C Right** until the Wampa appears. As with the AT-ST, the D-pad is used to control the new character – push Down to give people Hamill-style 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-ST. Use the D-pad to attack.

PLAY AS STORMTROOPER
Repeat the code to access the Wampa, but keep pushing **C Right** until the stormtrooper appears.

PLAY AS 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 – here's how it works:
1. As usual use a game with the player's name as '_Wampa__Stompa'. (As before.)
2. Begin playing on any level and pause the game.
3. Hold down all the C buttons, **Z**, **L**, **R** and D-pad Left.
4. Still holding these buttons, move the analogue stick halfway to the left and hold it until you hear a sound.
5.Release all the buttons, press them again, and this time hold the analogue stick halfway to the right, waiting until you hear the sound.
6. Repeat Stages 3 to 5 twice more each – pink text should appear at the top of the screen.
Use **L** and **R** to change the options – some of them can be changed by pushing the control stick up and down. Press **A** to activate them.

SNOWBOARD KIDS

ALL CHARACTERS BOARDS AND COURSES
From the start screen, enter analogue stick **Down**, analogue stick **Up**, D-pad **Down**, D-pad **Up**, **C Down**, **C Up**, **L**, **R**, **Z**, D-pad **Left**, **C Right**, analogue stick **Up**, **B**, D-pad **Right**, **C Left**.

TURBO START
Tap **A** repeatedly when the 'Ready' message appears at the start and your kid then will jump out into an early lead without needing to build up speed.

QUICKSAND VALLEY
First you must get gold on courses one to six. A new snowboard and the Quicksand Valley desert track will now be available to you.

NINJA LAND
Get gold on Silver Mountain.

PLAY AS NINJA
Get gold on Ninja Land.

SILVER MOUNTAIN
Get gold on Quicksand Valley.



Snowboard Kids rocks and the sequel is coming soon. Joy!

SUPERMAN

LEVEL SELECT
Complete the first level and save the game before quitting out. Go to 'Load Game' and when it asks you to put in the rumble pack, hold L + B for a few seconds then press A while the buttons are still held. If you've done it correctly, a level select screen will come up.

BECOME A CAR
A glitch more than a cheat – 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 inside the car meaning you can fly it around the city.

STAR SOLDIER: VANISHING EARTH

IMPORT

EXTRA OPTIONS
Complete the game on the 'Regular' difficulty setting, and you will access a level select and an option to preview enemy ships.

SPACE STATION: SILICON VALLEY

ALTERNATE INTRODUCTION SEQUENCE
Hold **A** or **B** and power on the Nintendo 64 to view two different introduction sequences after the DMV man appears.

ASTEROID BONUS LEVEL
Press **Down**, **Up**, **Z**, **L**, **Down**, **Left**, **Z**, **Down** at the level selection screen.



GOLD EVO
Collect all 390 metal orbs to turn Evo gold on the last level.

SPACE DYNAMITES

IMPORT

FIGHT AS FINAL BOSS
Press **A**, **B**, **R**, **L**, **C Down**, **C Up** on the title screen.

SECRET COMBO
Allow the super combo meter to completely fill, then press **C Up**, **C Left** and **C Down** at the same time

TOP GEAR RALLY

The best and most effective way to enter these cheats is to start pushing the right buttons quickly when the Kemco screen appears after you have switched on or when resetting the machine.

PLAYSTATION MODE
This cheat takes off the blurring and makes everything look blocky! During a game, press **B**, **Left**, **Right**, **Up**, **Left**, **Z**, **Right**.

ACID MODE
During play, push **C Down**, **Z**, **B**, **Up**, **Up**, **Right** for that full-on hippy vibe.

ALL TRACKS
When the Kemco logo appears, quickly press **A**, **Left**, **Left**, **Right**, **Down**, **Z** – you'll then be able to play the Strip Mine track (and others) in Arcade and Time Attack modes.

ACCESS ALL CARS
Enter the code, then go to Arcade Mode to see the cars. **A**, **Left**, **Left**, **C Down**, **A**, **Right**, **Z**.

BEACHBALL CAR
Enter **B**, **B**, **A**, **Left**, **Left**, **C Down**, **A**, Right on the Arcade mode selection screen for a pretty bouncy ride.

CUPRA [ICE CUBE] CAR
Enter **C Down**, **Up**, **B**, **Right**, **A**, **C Down**, **A**, **Right** on the Arcade mode-selection screen.

ALTERNATE CREDITS
On the options screen, select the credits icon and press **Left**, **C Down**, **Right**, **Down**, **Z**.

HELMET CAR [OR MINI]
Enter **Up**, **Up**, **Z**, **B**, **A**, **Left**, **Left** on the Arcade mode-selection screen.

MIRROR COURSES
Mirror courses 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 flashy chrome paint job!

VIEW STRIP MINE
Have a tour of the Strip Mine track during the credits by going to the credits icon in the options menu and pressing **Left**, **C Down**, **Right**, **Down** and **Z**.

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's colours by holding the **L** and **R** buttons and up or down on the D-pad, then pressing any of the C buttons.

PLAY AS THE MILK TRUCK
To drive the milk truck press **Down**, **A**, **Right**, **Z**, **Right**, **Up**, **Down C** at the menu screens before the race.

STRIP MINE COURSE
Finish season six in first place in all races.

BONUS CARS
Complete the following seasons to access displayed cars:

Season	Car
2	Type CE (Toyota Celica) and Type IP (Isuzu P)
3	Type M3 (BMW M3) and Type SP (Toyota Supra)
4	Type NS (Nissan Skyline) and 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. You should discover the Weenie With Pickle, a special Nintendo car and a moving Nintendo logo on wheels.

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TOP GEAR OVERDRIVE

CHEAT CODES

Enter these codes by going to the Main Menu and pressing the Z button while lining the cursor up with the relevant option (where Championship is One and Credits is Four). For example, to open the Alternate Credits line up the cursor with Setup, Setup, Chamionship 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 Four	**2, 1, 1, 4, 3, 3, 1**
Open Season Five	**3, 1, 4, 2, 2, 3, 1, 2, 4, 1**
Open Season Six	**4, 3, 2, 1, 1, 4, 1, 2, 3, 1, 4, 3, 3**

TUROK

FULL CHEATS LIST

Enter the following in the cheat menu provided in the game

GIVES EVERYTHING

NTHGTHDGDCRTDTRK

Weapons, invincibility, infinite ammo, level warps, big heads.

SHOW ENEMIES

NSTHMNDNT

On the map the enemies are shown by red arrows.

QUAKE MODE

CLLTHTNMTN

Quake with bad animation.

VIEW ENDING

Enter the above code, turn on the invincibility option and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts.

VIVID COLOURS

LLTHCLRSFTHRNB

Changes the colour palette and makes it far more outta-sight!

ZDNCHN	Dana mode, gives you tiny enemies
DLKTDR	Pen and Ink mode, turns everything into sketches
SNFFRR	Disco mode
THBST	Gallery mode – view all the characters
CMGTSMMGGTS	All weapons
BLLTSRRFRND	Infinite ammo
FRTHSTHTTRLSCK	Unlimited lives
THSSLKSCL	Spirit mode all the time
GRGCHN	Greg mode – loads of weird stuff!
FDTHMGS	Credits
RBNSMTH	Robin mode, infinite everything, invincibility
LKMBRD	Fly Mode

TUROK 2: SEEDS OF EVIL

BIG HEAD MODE

Enter **UBERNOODLE** on the Cheat Entry screen.

STICK MODE

Enter **HOLASTICKBOY** on the Cheat Entry screen.

BIG HANDS AND FEET MODE

Enter **STOMPEM** on the Cheat Entry screen.

TINY MODE

Enter **PIPSQUEAK** on the Cheat Entry screen.

ZACH'S CHEAT

Put in the code **AAHGOO** to turn the gold diamonds blue and put an image of a baby's face on them.

PEN AND INK MODE

Enter **IGOTABFA** on the Cheat Entry screen.

GOURAUD MODE

Enter **WHATSATEXTUREMAP** on the Cheat Entry screen.

BLACKOUT MODE

Enter **LIGHTSOUT** on the Cheat Entry screen.

JUAN'S CHEAT

Enter **HEEERESJUAN** to put the image of a face onto the gold diamonds.

ULTIMATE CODE

On the cheat entry screen enter **BEWAREOBLIVIONISATHAND**

V-RALLY '99

CHEAT MODE

Push **L and R**, **C Left**, **C Right**, **L and R** on the screen where the Press Start message is displayed. Then press **Start** and hold **Z** and repeatedly tap **L** on the mode selection screen until the message "Cheat Mode" appears. You can now access hidden cars and new game modes.

TWISTED EDGE EXTREME SNOWBOARDING

HIDDEN BOARDERS

Get an overall ranking of first place on each difficulty level in competition mode to unlock hidden boarders Ben, Nieno, Tok, and Boreth.

BONUS BOARDS

Get first place in the each race to unlock the XXX6, Top Gear Rally, and Midway boards, complete the Stunt Challenge mode to unlock the Bucky board and come first on all three courses in the first round of Competition mode to get your hands on 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

Get overall first on the Mirror course for the Boss snowboard and hidden character Bob.

HIDDEN G CHARACTER

Finish Stunt Challenge mode with more than 28,000 points and get a first place ranking.

QUICK START

Press Up twice right after the word 'Go' vanishes.

TETRISPHERE



Go to the 'new name' option, and press **L**, **C Right** and **C Down** to bring up weird characters. Then enter the following names for extra spherical action!

LINES GAME

Enter the name **LINES**. Drag the blocks into rows and columns, rather than stacking them.

ACCESS ALL LEVELS

To play the level of your choosing without having to spin through the whole game, 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 to play along to.

VIEW CREDITS

Work yourself into a fever pitch of excitement entering the name **CREDITS** to view the credits!

VIGILANTE 8

ALL CARS

Put in **GANGS_UNLOCKED** as a password to get all the cars except the UFO.

Y THE ALIEN

Ttry putting in **GIMME_DA_ALIEN** as a password. You now have control of a genuine UFO!

SAME VEHICLES IN MULTIPLAYER

Try **MIX_MATCH_CARS** as a password.

MISSILE POWER-UP

Enter **MISSILE_ATTACK** on the password screen.

INVINCIBILITY

Type in **LIVING_FOREVER** as a password.

QUICK FIRING WEAPONS

Put in the phrase **FIRE_NO_LIMITS** as a password.

LOW GRAVITY

A_MOON_GETAWAY on the password screen.

NO ENEMIES

Use **POPULATION_OUT** as a password for a very quiet game.

SLOW MOTION MODE

Put in **GO_REALLY_SLOW** as a password.

EXPERT MODE

Input **I_AM_TOUGH_GUY** on the password screen.

LEVEL SELECT

LEVEL_SHORTCUT as a password.

VIEW ENDING SEQUENCES

Put in the password **LONG_SLIDESHOW**.

ULTRA-HIGH RESOLUTION MODE

Put in **MAX_RESOLUTION** as a password for the most impressive graphics.

WWF WARZONE

ALTERNATE OUTFITS
Hold down all four buttons on the D pad and press **A** whilst on the character select screen to change any wrestler's colour.

BURP AND FART MODE
Use Mosh or Thrasher to beat WWF Challenge on any difficulty to get Burp and Fart Mode.

EGO MODE
Use Ahmed Johnsonn to beat WWF Challenge on Medium or Hard difficulty.

EXTRA GOLDUST COSTUMES
Use Goldust to beat WWF Challenge on Medium or Hard difficulty.

EXTRA STONE COLD COSTUMES
Use Stone Cold Steve Austin to beat WWF Challenge on Medium or Hard difficulty.

LADIES' NIGHT MODE
Use Triple H or Shawn Michaels to beat WWF Challenge on Medium or Hard difficulty to access women with the wrestler creation facility.

NO WIMPS MODE
Use Faarooq or Ken Shamrock to beat WWF Challenge on Medium or Hard difficulty to disable blocking.

PLAY AS SUE
Use Owen or Bret Hart to beat the WWF Challenge on Medium or Hard to access Sue.

REFLECTIONS
Use any wrestler on any mode to beat WWF Challenge on Medium or Hard difficulty and turn the wrestlers' shadows into colour reflections.

ACCESS DUDE LOVE AND CACTUS JACK
Use Mankind to beat WWF Challenge on Medium or Hard difficulty.

BIG HEAD MODE
Use British Bulldog or The Rock to beat WWF Challenge on any difficulty to give your wrestlers bigger heads.

ALL METERS OFF
Use Undertaker to beat the WWF Challenge on Medium or Hard to access All Meters Off mode.

EXTRA CLOTHES
Use Kane to beat the WWF Challenge on Medium or Hard difficulty for more clothes to choose in the wrestler creation mode.

CALL FOR HELP
For each move hold **Z**, **R**, and **L** plus the following for each wrestler.

Undertaker	Right & Block
Thrasher	Down & Tie Up
Hunter	Right & Tie Up
Mosh	Down & Kick
Ahmed	Up & Block
Owen Hart	Left & Block
Austin	Up & Kick
Farooq	Up & Punch
Bret Hart	Left & Tie Up
Kane	Down & Punch
Shamrock	Down & Kick
British Bulldog	Left & Kick
Shawn Michaels	Left & Block
Rocky	Right & Kick
Mankind	Up & Tie Up
Goldust	Right & Punch

WCW VS NWO REVENGE

WRESTLE AS CURT HENNING
Win the US Heavyweight competition.

WRESTLE AS KIDMAN
Win the Cruiserweight Belt.

WRESTLE AS ROWDY RODDY PIPER
Win the World Heavyweight Belt.

WRESTLE AS KANYON AND MORTIS
Win the TV title to select Kanyon in the WCW. To play as Mortis, highlight Kanyon and press **C Down**.

WRESTLE AS MENG AND BARBARIAN
Win the Tag Team Belts.

WRESTLE AS MANAGERS
Select one-on-one exhibition mode and choose wrestlers that have managers. Begin the match, then press **Z** on controllers three and four.

WRESTLE AS THQ MAN
Highlight AKI man on the character selection screen and press **C Down**.

TV TITLE MODE
Win the Cruiserweight Belt.

WORLD HEAVYWEIGHT MODE
Win the US Heavyweight belt.

NWO BELT
Use any NWO White member to win the World Heavyweight belt.

OBTAIN A WEAPON
Leave the ring during a match, enter the crowd and press **C Up** to grab a weapon. When playing as Dake Ken, a sledgehammer may be found.

ALTERNATE COSTUMES
Press **C Left**, **C Right**, **C Up**, or **C Down** at the character selection screen.

SILVER BELTS
Press **A** during the opening sequence to have silver belts instead of gold.

WCW VS NWO

PLAY AS RANDY SAVAGE
If the Macho Man is more your cup of tea, beat NWO and you'll be able to play as Randy Savage himself!

PLAY AS GLACIER
Also in League Challenge mode, if you beat IU you'll then be able to access Glacier.

PLAY AS WRATH
The character of Wrath can be gained by playing as DOA and beating him in single-player mode. A new game mode entitled 'Whole World Wrestling' will be available once you've successfully completed the other modes. Within this mode, you'll meet two bosses, one for Heavyweight and one for Cruiserweight. Once you've beaten them, they'll be available as the selectable characters:
WWW Super Cruiser Black Widow
WWW Super Heavy Joe Bruiser

PLAY AS DALLAS PAGE
Choose WCW in the League Challenge and play through till you reach Dallas Page. Once you've successfully defeated him he will be available on the select screen.

WIPEOUT 64

Hold down the Z, L and R Buttons during a race and press the following buttons:

INFINITE WEAPONS
C Down, C Down, C Left, C Left, C Right, C Right, C Up

INFINITE SHIELDS
C Up, C Down, C Left, C Right, C Up, C Down, C Left, C Right

INFINITE TIME
C Up, C Right, C Left, C Down, C Up, C Right, C Left, C Down

OPEN ALL SHIPS
Hold Z, L and R on the Title Screen and press C Down, C Down, C Down, C Down, C Right, C Up, C Left to play as any of the teams.

ACCESS VELOCITAR
Hold Z, L and R on the Title Screen and press C Left, C Right, C Up, C Right, C Left to access the final track.

VELOCITAR TRACK
Successfully complete race mode with either a Bronze or better finish.

CYCLONE WEAPONS POWER-UP
Successfully complete the weapons challenge mode with a Bronze or better finish. This power-up doubles the damage caused by your weapons.

PIRANHA II SHIP
Successfully complete time challenge mode with a Bronze or better finish.

SUPER-COMBO CHALLENGE MODE
Successfully complete all three challenge modes to open the Super-Combo challenge.

WAVE RACE 64

DIFFERENT COLOURED JETSKIS
On the jetski selection screen, press **Up** on the analogue stick to change the colour and **A** to select it.

RIDE THE DOLPHIN
In the Stunt Mode, choose to visit Dolphin Park and ride the rings using the following moves: Handstand, Ride Backwards ,Ride Standing, Somersault, Sideways Roll (in both directions), Single Flip, Dive If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.

WORLD CUP '98

CHANGE SCORING SOUNDS
Us this cheat for some amusing noises: tap **A**, **B**, **C Left**, or **C Down** after scoring for different game sounds.



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WAYNE GRETZKY'S 3D HOCKEY

HOT NEW TEAMS

Select Set-up from the main menu and on the options screen, hold down the Left shoulder button and press the following Yellow buttons: **Right**, **Left**, **Left**, **Right**, **Left**, **Left**, **Right**, **Left** and **Left**. A 16 digit code will appear and four new teams will be available.

ALTER PLAYER SIZES

In the options screen, press and hold the **C Up** button and press the **Right shoulder** button to display a 16 digit code. Change the digits using the Cbuttons and you'll alter the legs, bodies and heads of all subsequent players.

INVISIBLE PLAYERS

Pause the game during the face off and select the Replay mode. Use the **Left shoulder** button to choose a team member, and then press the **Right shoulder** button to select an opponent. When flashing, press **Z** and they will turn invisible.

WAYNE GRETZKY'S 3D HOCKEY '98

OLD TEAMS

To play with some older teams, hold down **L** on the Options screen and (without releasing L) enter the following code:
C Right, **C Left**, **C Left**, **C Right**, **C Left**, **C Left**, **C Right**, **C Left**, **C Left**.

DEBUG MODE

You can play with the appearance of the hockey players using a 16-bit register. Modify the first six bits of the register by using the following button combinations:
C Down+R – alters bits 1 and 2
C Left+R – alters bits 3 and 4
C Up+R – alters bits 5 and 6

Register	Effect
100000	Gives you wide players.
010000	Gives you wide players with big heads.
110000	Gives you wide players with small heads.
001000	Gives you small players.
000100	Gives you tall players.
000010	Gives you small players.
000001	Gives you thin players.
110110	Gives you tall players with small heads.
010010	Gives you small players with large heads.
010101	Gives you tall players with large heads.
010001	Gives you thin players with large heads.

WETRIX

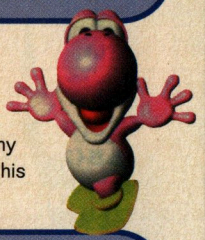
ALTERNATE FLOORS

Complete the eight single-player practice rounds, then go to the options screen and select the 'Floor' option to toggle a new background colour and floor pattern.



Change the floors on the game that uses Archimedes' water displacement theory.

YOSHI'S STORY



INSTANT DEATH

Press and hold the **Z**, **A**, **B** and **L** buttons together at any time and your Yoshi will retire regardless of the state of his health at that time.

ZELDA: OCARINA OF TIME



HIDDEN PICTURES

If you go into Hyrule Castle and make your way to where Zelda is found the first time around, look into the windows around the courtyard. You'll find pictures of other Nintendo favourites like Mario, Yoshi, Princess Peach, Bowser and Luigi!



WCW NITRO

UNLOCK ALL WRESTLERS

Press **C Right**, **C Right**, **C Right**, **C Right**, **C Left**, **C Left**, **C Left**, **C Left**, **R**, **R**, **R**, **R**, **L**, **L**, **L**, **L**, **Z** on the title screen. A sound confirms correct code entry and all 48 bonus wrestlers will now be available.

UNLOCK HIDDEN WRESTLERS

Beat Tournament Mode on Normal or Hard difficulty to unlock a hidden wrestler. You get another new wrestler for each different character you complete the mode with so use all the initial wrestlers to unlock all the hidden ones.

MORE RINGS

Press **C Left**, **L**, **C Right**, **R**, **C Left**, **L**, **C Right**, **R**, **Z** on the title screen and a sound confirms correct code entry. You can now select the Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark and Texas rings.

RING SELECT

Press **C Right**, **R**, **C Right**, **R**, **Z** on the options screen (a sound confirms correct entry). Press **Z** to display the next ring in the series.

SWELLING HEADS

Press **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **L**, **Z** on the options screen and a sound confirms correct code entry. Wrestler's heads now swell each time they are hit.

BIG HEAD MODE

Press **C Right**, **C Right**, **C Right**, **C Right**, **C Right**, **R**,, **Z** on the options screen and a sound confirms correct code entry.

GIANT HEAD MODE

Press **C Right**, **C Right**, **C Right**, **C Right**, **C Left**, **C Right**,**C Left**, **C Right**, **Z** on the options menu (a sound confirms correct entry).

BIG BODY PARTS MODE

Press **R**, **R**, **R**, **R**, **R**, **R**, **R**, **C Right**, **Z** on the title screen and a sound confirms correct code entry.

BIG HANDS MODE

Press **L**, **L**, **L**, **L**, **L**, **L**, **L**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left**, **C Left** on the mode selection screen.

CALL FOR BACKUP

Press **Z** during a match to have another wrestler appear and interfere with the match.

YMCA DANCE

Start a match in the Disco ring and tap **B** to perform your character's taunt move. Both wrestlers will now do the YMCA dance.

EXTRA FAST MATCH

Use the Turbo ring.



COMING SOON

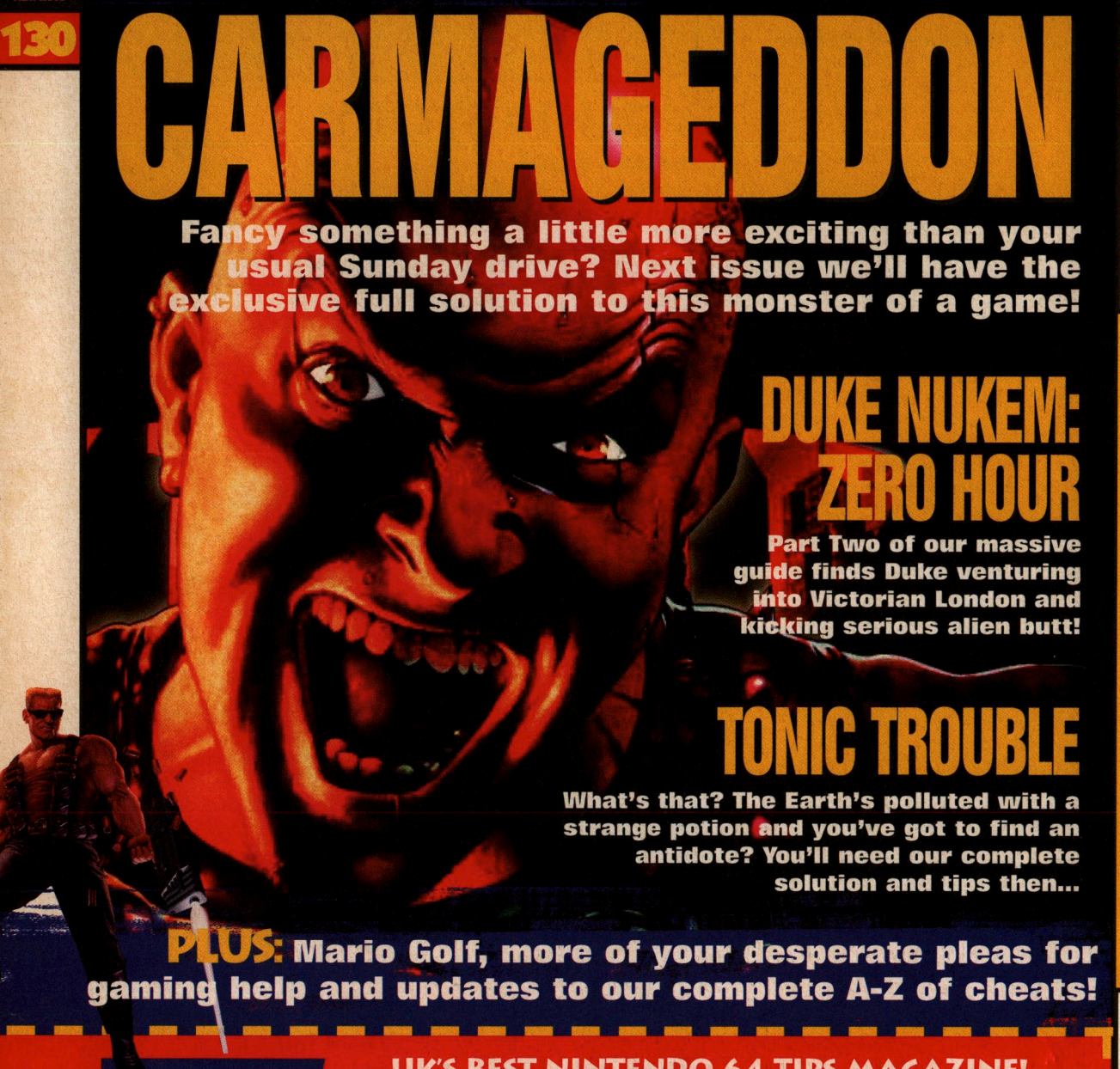
NEXT ISSUE



NEXT ISSUE
130

CARMAGEDDON

Fancy something a little more exciting than your usual Sunday drive? Next issue we'll have the exclusive full solution to this monster of a game!



DUKE NUKEM: ZERO HOUR

Part Two of our massive guide finds Duke venturing into Victorian London and kicking serious alien butt!

TONIC TROUBLE

What's that? The Earth's polluted with a strange potion and you've got to find an antidote? You'll need our complete solution and tips then...

PLUS: Mario Golf, more of your desperate pleas for gaming help and updates to our complete A-Z of cheats!

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Paragon Publishing Ltd, Paragon House
St Peter's Road, Bournemouth BH1 2JS.
Tel: +044 (0) 1202 299900
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http://totalgames.net

VOLUME THIRTEEN

Managing Editor Nick Roberts
nickr@paragon.co.uk

Production Editor Lou Wells
louise@paragon.co.uk

Staff Writer Martin Mathers
martinm@paragon.co.uk

Design Debbie Hockey
debbie@paragon.co.uk

Additional Design Nick Trent
enty@paragon.co.uk

Contributors
Mark Kendrick, Mark Wilkinson
Lisa Johnson, Roy Kimber

Advertising Manager Felicity Me
Direct line 01202 200224
felicity@paragon.co.uk

Advertising Sales Adam Jordan
Direct line 01202 200223
adamj@paragon.co.uk

Ad Production Dave Osborne,
Jo James, Jane Evans, Clare Hayton
Mike Barnett

Online Editor Stuart Wynne
ssw@paragon.co.uk

Senior Production Manager
Jane Hawkins

Systems Manager Alan russell

Bureau Manager Chris Rees

Scanning Liam O'Hara

Marketing Manager
Monica Casal-Guerra

International Licencing
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk

Editorial Director Damian But
gecko@paragon.co.uk

Art Director Mark Kendrick
mkendrick@paragon.co.uk

Finance Director Trevor Bedford
trevorb@paragon.co.uk

Managing Director
Mark Simpson
marks@paragon.co.uk

Consultants
Richard Monteiro
Di Bedford

Subscriptions
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 200217
http://64sol.subs.net

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Thought for the issue:
Remember this young Jedi: Always two there are... a Reviews mag and a Solutions mag.

Note: These are some of games we intend cover in the next issue. However, we reserv

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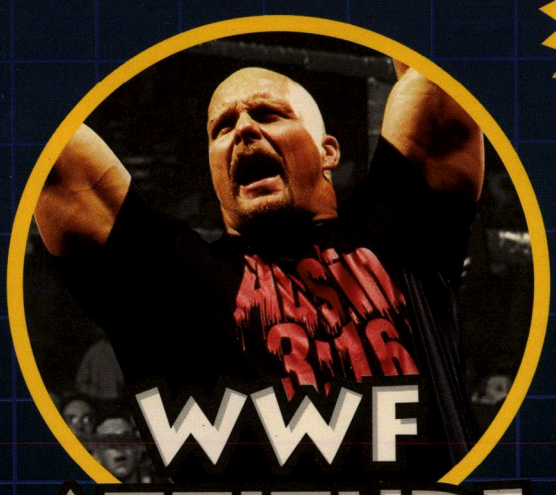


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