EVERY N64 GAME REVIEWED

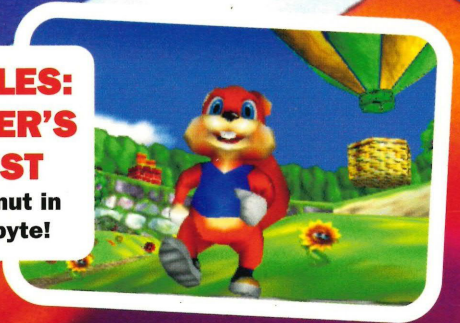
# N64 Pro



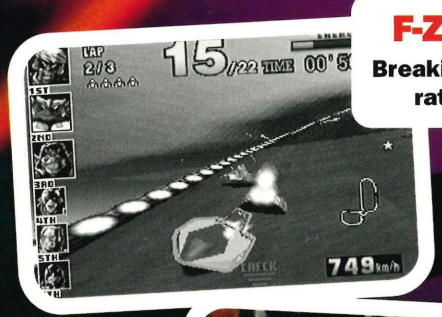
# ZELDA 64

WORLD'S FIRST PLAY

**12 TALES: CONKER'S QUEST**
A hazelnut in every byte!



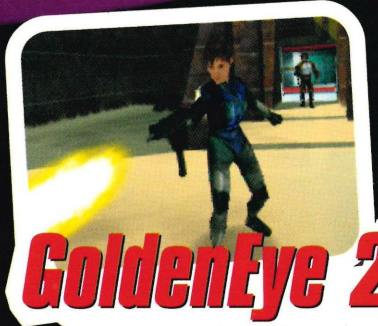
**F-ZERO 64**
Breaking the frame rate barrier!




**BANJO-KAZOOIE**
It's a 'bear' necessity!



**PLUS:** Release date and intro sequence revealed!



**GoldenEye 2**

PERFECT DARK – the amazing sequel!

HINTS, TIPS & CHEATS FOR EVERY GAME!

HINTS, TIPS & CHEATS for every game! QUAKE and FORSAKEN guides

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NINTENDO 64

PC CD ROM

# is it hot air?

"IF YOU THOUGHT TETRIS WAS GOOD, WAIT 'TIL YOU GET A LOAD OF THIS!"
91% Nintendo MAGAZINE

"IF YOU'RE A FAN OF THE GENRE THEN BUY THIS GAME IMMEDIATELY. IF NOT, THEN BUY IT ANYWAY!"
93% TOTAL 64

No. But it's full steam ahead in the most unpredictable gaming event of recent years. Fast paced and highly addictive, Wetrix throws multiple players into a spectacular "cellular" water system for a uniquely refreshing bit of fun.





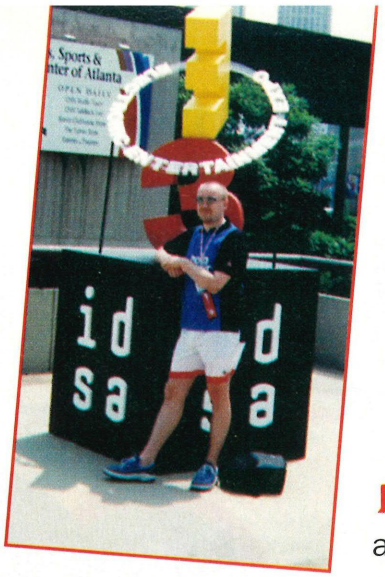
## Wetrix

DROP EVERYTHING

ocean

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ZED TWO GAME DESIGN STUDIO



# Special E3 Edition



The Electronic Entertainment Expo (E3) is officially the most **important** yearly gaming event in the world. It is with **pleasure**, therefore, that I welcome you all to the special **E3** edition of **N64 Pro**

Wherever you see this SEEN AT E3 you'll know that what you're reading is a **world gaming exclusive** direct from the **World Congress Centre** in Atlanta, venue of this year's **E3**



Wherever you see this HIT you'll know that the game in question is going to **blow your mind** when it becomes available to buy later this year



Myself, Steve, Akira and Bub had a great time checking out all the new software, much of which was showcased for the very first time, and I know you'll be **amazed by the quality** of the graphics by looking at the **wonderful screenshots** throughout the mag

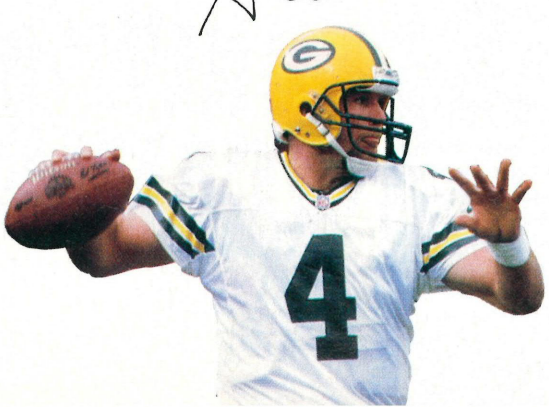


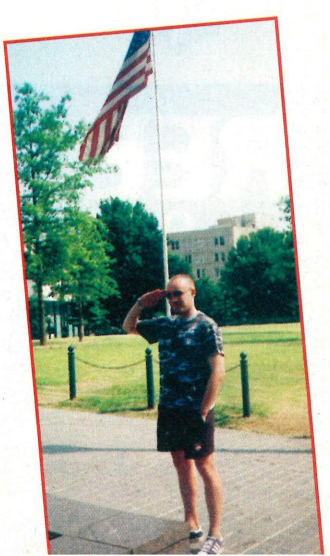
Obviously, you'll have to **take our word for it** when we say certain games are going to be **brilliant** as many of them won't be out for a good few months yet. However, when you do get the chance to **buy the ones we're recommending** to you so long in advance of them being in the shops, just think back to when you read this and remember who told you **first**

All the best and happy gaming

Alex





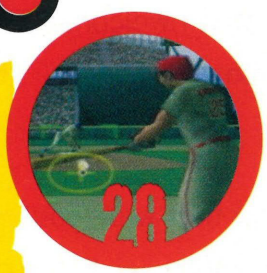


ISSUE 10 AUGUST 1998

# N64 Pro



**Left: After last issue's farce where you all thought Mario's head was 'hidden' on the cover we've decided to re-think, and the competition will be back next month. It was on a screenshot on Page 26 by the way...**




All Star Baseball – *stunning*



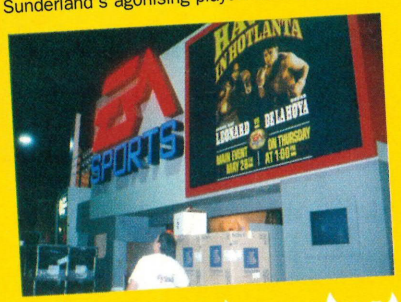

Clayfighter: Sculptor's Cut – *rubbish*




Bio Freaks – *bloody beat'em-up(s)*

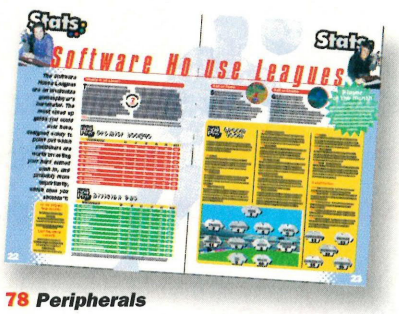
## SPECIAL REPORT

**06 *E3 Show Special***
Alex jetted off to Atlanta expecting five days of fun in the sun and then found out that he had to do loads of work, including our enormous 16 page news section and the entire cover-mounted book! And boy did he sulk! He soon got over it though when he saw all the treats on offer at the show, and by the time he got back he just couldn't wait to write about the likes of Zelda, ISS '98 and Perfect Dark. Mainly because it stopped him thinking about Sunderland's agonising playoff final defeat...




## REGULARS

**22 *Software House League Tables***
We've had a tremendous response to last month's introduction of this invaluable guide to which publishers are hot, and probably more importantly, which are not. Expect big changes though as we have a lot of plans for the section, including a potential reader Dream Team




**78 *Peripherals***
Noely, when he's not late or on holiday, has cobbled together the top ten peripherals in an attempt to revive his ailing section. Just kidding Noely mate, we love it really

**86 *Feedback***
There's no more enjoyable part of the day for the N64 Pro's than opening the mail from our beloved readers. Although we do get more than our share of terrifying psychopaths writing in, come to think of it

**90 *A-Z Reviews***
Those that are worth buying, alongside those that aren't! It's a gaming love-in with Mark. Shudder!

## PREVIEWS

**66 *Spandex Ballet***
In a cunningly disguised jibe at wrestling, Alex Lee explores the wonders of Acclaim's WWF Warzone. Which of course, he saw at E3. We await the angry letters from outraged fans with dread

**70 *Prime Time***
Our illustrious editor rubbed shoulders with Nintendo bigwigs such as Miyamoto, Howard Lincoln and the amusingly named Ken Lobb at their E3 press conference. You may not have been lucky enough to be there, but you can read all about the likes of Zelda, Perfect Dark, Banjo-Kazooie and Conker right here. And by that I mean on page 70 of course...

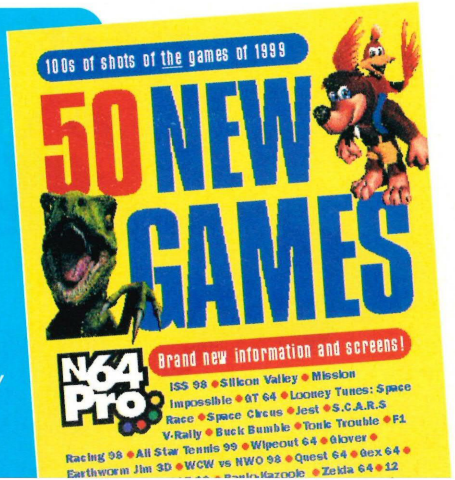
**74 *Rumble in the Bumble***
We foolishly unleashed Mark on an unsuspecting outside world when we sent him to London to chat to Argonaut about Buck Bumble. Rumour has it they've just about recovered from the horrific experience now, but the game may well have slipped a bit as a result of the trauma



**Left: Not as many prizes because we're short on space, but the ones we have got are still piping hot! Take these incredible keyrings. One minute they're holding your keys, the next they're a fun game of Space Invaders! The things they can do these days eh?**

## FREE Book & Stickers

***With this issue we've not let you down on the freebie side, giving you the final set of 16 stickers absolutely FREE with which you can complete the stunning poster we gave away two issues ago! However, the stunning centre-piece has to be our incredible book which features the 50 biggest games of the E3 show and is jam packed with hundreds of screenshots and thousands of words of the very latest, most interesting information we could lay our grubby little hands on! All that and a free bag to keep your magazine in pristine condition! What a treat***







Peripheral Vision – *The latest add-ons*





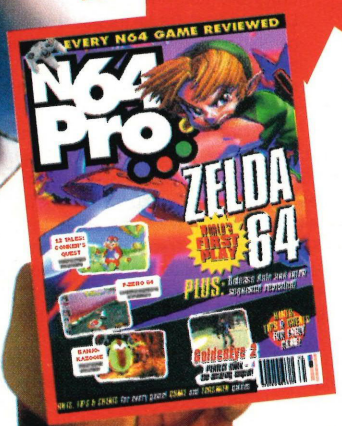
Bust-A-Move 2 – *classic?*

# COVER STORY

## ZELDA 64!

**It's the game everyone's gagging to play, and our very own Alex Lee has done just that! And he wants to tell all...**

**PAGE 06**






**Below: Only four reviews this month, but at least one of them's All Star Baseball! What a beauty**

# REVIEWS

British US Japanese Stamp of approval

**28 *All Star Baseball*** *by Steve*
We promised it last month and we've come through, big time. As have Acclaim as you'll discover if you read the review, but have they fallen short or actually managed to create the perfect sim?

**32 *Bust-A-Move 2*** *by Noely*
As this is being written a debate is raging about whether or not Noely's got carried away again and over marked this. Read his disturbed rantings here and make up your own mind

**36 *Clayfighter 63 1/3: Sculptor's Cut*** *by Steve*
Oh dear. Not content with getting their fingers well and truly burnt the first time, Interplay and their plasticine pals are back for yet more savagings at the hands of a less than impressed reviewer

**38 *Bio Freaks*** *by Mark*
Old Hattersley was the obvious choice to review this standard GT fare for a couple of reasons. Firstly, he loves his beat'em-ups more than any other genre, and secondly he's a freak

# CODES, TIPS & GUIDES

**42 *A-Z Cheats***
Mark's own little pet project is flourishing nicely, and this month he's been tweaking away ensuring that this is the most up-to-date and comprehensive guide to blagging your way through to the end of just about every game worth owning

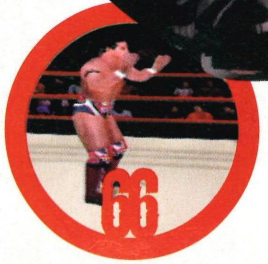
**50 *Forsaken***
When he's not been revelling in his Bio Freaks bloodbath (don't knock it, it's the closest he's been to a bath in some time), Mark's been cracking Acclaim's much loved bike-based shoot'em-up, and now proudly presents his guide to the first 10 levels with the rest to follow hot on its heels in next month's issue

**54 *Quake 64***
Despite taking the best part of a decade to do it, Noely's still not finished his guide to id's frag fest. Here's everything but the final battle





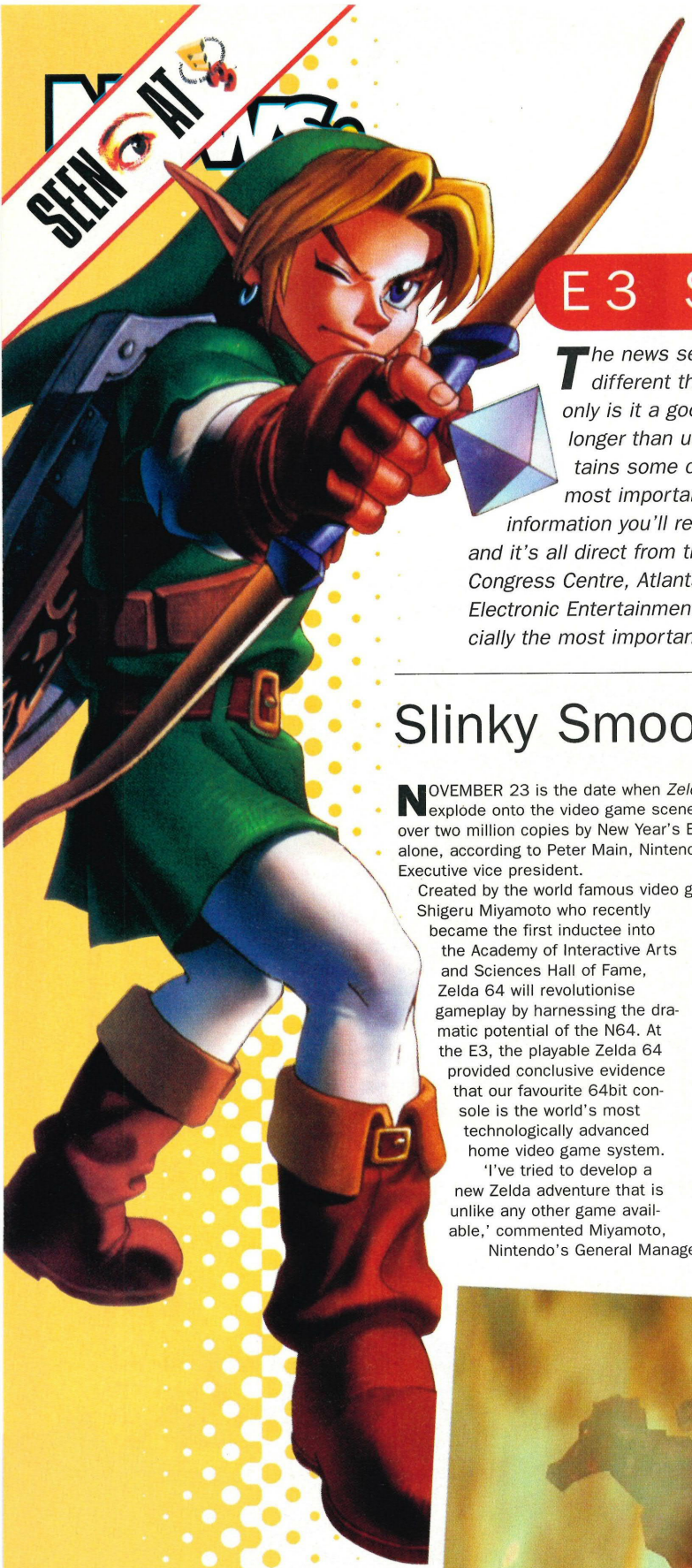
Quake 64 – *Noely wants to help*



WWF Warzone – *good old wrestling*

**Above: Mark was so impressed by Forsaken last month that he volunteered to do a guide on it! See how far he's got on page 50**

**Standard Subscription Rates:** UK: *13 issues £38.35*, Europe: *13 issues £55.40*, World: *13 issues £75.40*, **ABC:** *22,791*



# E3 Special Edition

*The news section looks a bit different this month. Not only is it a good six pages longer than usual, it contains some of the most important N64 information you'll read all year and it's all direct from the World Congress Centre, Atlanta, USA. The Electronic Entertainment Expo (E3) is officially the most important yearly gaming event in the world and four of us – myself (Alex), Bub Taylor, Akira Yamawaki and Steve McNally were there to squeeze out the juice of the biggest computer and video gaming show ever.*

*The N64 Pros had a great time checking out all the new software – we hope you get as much enjoyment out of reading the mag and feasting your eyes on the all-new screenshots as we did seeing and playing the new games ourselves*

## Slinky Smooth




NOVEMBER 23 is the date when *Zelda 64* will explode onto the video game scene and will sell over two million copies by New Year's Eve in the US alone, according to Peter Main, Nintendo of America's Executive vice president.

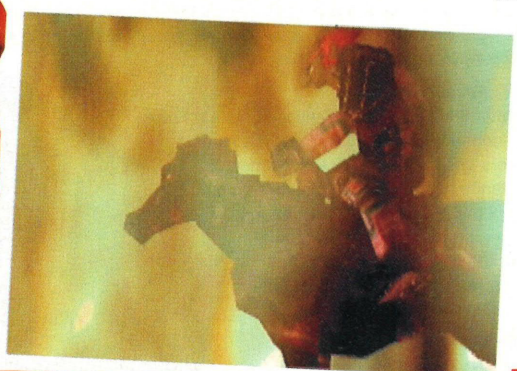
Created by the world famous video game designer Shigeru Miyamoto who recently became the first inductee into the Academy of Interactive Arts and Sciences Hall of Fame, Zelda 64 will revolutionise gameplay by harnessing the dramatic potential of the N64. At the E3, the playable Zelda 64 provided conclusive evidence that our favourite 64bit console is the world's most technologically advanced home video game system.

'I've tried to develop a new Zelda adventure that is unlike any other game available,' commented Miyamoto, Nintendo's General Manager of Entertainment Analysis and Development Department. 'I hope this combination of a fantasy-adventure story, exciting action and magical environments will evoke new kinds of emotions in players.'

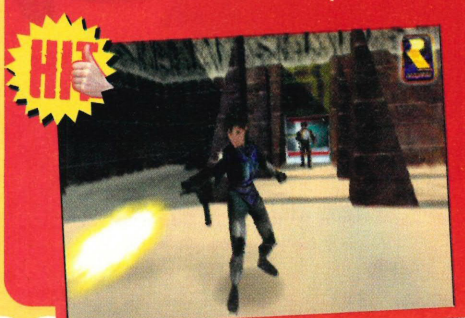
> **"From the cinema-quality opening sequences to the unique battle mechanics, Zelda 64 will take its place as the greatest adventure game of all time"**
>
> Peter Main – Nintendo Of America's Executive Vice President

Among its many other magical qualities, Zelda 64 will be literally the biggest N64 game ever. Using 256 megabits of memory, the game includes all the elements that have made the decade-old series beloved by gamers the world over. State of the art graphics, fully immersive audio and sound effects, brilliant and imaginative gameplay and the continuing saga of Link and Zelda in the world of Hyrule take Zelda 64 to a level previously unseen on any console format.

'We refused to release a new Zelda game until it could surpass video game players' expectations. I believe this game clearly does that. From the cinema-quality opening sequences to the unique battle mechanics, Zelda 64 will take its place as the greatest adventure game of all time,' stated Peter Main. And so say all of us.



## The Name's Dark, Joanna Dark




**WHO NEEDS Bond. Or Lara for that matter when you can have the two rolled into one in the form of Joanna Dark, heroine of Rare's pseudo-GoldenEye sequel *Perfect Dark*, and guaranteed to set young male hearts aflutter the world over. In a move of pure marketing genius borne out of frustration that MGM tied up the Tomorrow Never Dies license before them (well, they made the film so I suppose it's only fair) the switch to a female lead will no doubt turn out to be a wise one.**

**The game jumps onto the alien conspiracy bandwagon and is set in 2023 when Joanna, a sharp and gifted young Field Operative – codename 'Perfect Dark' – is sucked ever deeper into the conspiracy that swells out from the heart of the forbidding DataDyne corporation.**

**With a trail of secrets leading her from Chicago skyscrapers to subterranean laboratories, from top secret air bases to sea-bed alien shipwrecks, Joanna's mission slowly unfolds to reveal a conspiracy spanning hundreds of light years...**

**Running on a supercharged version of the cele-**

## Smoothest Beast Fur



BY THE time you read this, *Banjo-Kazooie* could already be out! Due for (US) release on 29 June, this crazy, enormous 3D action adventure title from Nintendo was one of the highlights of the E3. Designed by Rare (of Diddy Kong and GoldenEye 007 fame), Banjo-Kazooie wowed everyone present and, at 128 megabits, will surely pave the way for a glut of N64 games that are 'massive' in every way.

Rare's first character-based platform game for the N64 is their largest game ever and enables huge advancements in gameplay and graphics over previous N64 titles. Banjo-Kazooie features two plain daft characters – Banjo, a male honey bear, and Kazooie – a female red crested breegull. As full of life as a kindergarten, the preposterous pair can call upon over 20 moves and abilities throughout huge worlds – each filled with many various awkward tasks.

For the record, technically speaking, Banjo-Kazooie boasts a staggering number of polygons rendered instantly with a rapid rate of frame display and large depth of vision. Peter Main had this to add, 'Big, huge, enormous, gigantic are all appropriate descriptions for Banjo-Kazooie, not only in the graphics and gameplay, but also in the number of N64 players we expect will add this game to their collection.

Super Mario 64, the first N64 action/adventure game, set a standard of excellence and created a model of what could be done with the N64. As the benchmark for the next new wave games for the system, Banjo-Kazooie advances those aspects to give gamers a logical next generation N64 experience.'

He's talking sense, the lad. For example, brand new effects such as when Banjo goes for a swim, not only do both his feet create their own ripples, but drops of water also get kicked up from the splash onto the lake to create their own mini ripples. Check it out in a full review next month.

***"Big, huge, enormous, gigantic are all appropriate descriptions of Banjo-Kazooie"***







## Sure Fire 99-er!



Forget for a moment the fact that *12 Tales: Conker's Quest* makes cute games such as Yoshi's Story look like an Evil Dead movie and imagine yourself in a free-roaming, fully 3D action/adventure game featuring two different playable characters, allowing you and a mate to explore and complete objectives together.

Got it? Okay, now think of a cartoon movie as detailed and animated as smoothly as say the Lion King with characters that make gestures and change facial expressions according to the conditions that confront them. Got that as well? Good – now you're somewhere near imagining just how stunning Conker's Quest is.

'Game developers are discovering the incredible depth and technological advantages of the N64,' enthused Peter Main, Nintendo of America's executive vice president of sales and marketing. 'With Twelve Tales: Conker 64, Rare has created a wonderful game that will force people to rethink what can be done with video games – from creating characters with emotional responses to expanding multi-player options.'

Out in time for Christmas, the game is the first ever action/adventure that can be played by two people simultaneously in fully 3D scenarios. The two characters are Conker – a male squirrel – and Berry – a female chipmunk, who both possess different qualities.

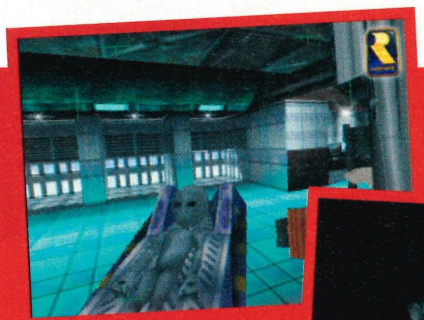
Ultimately, the object of the game is to find and collect over 100 house-warming presents that have been stolen by a gang of furry hoodlums. And after playing as Conker for over an hour at the E3, it's safe to say that Twelve Tales has the potential to warm the houses of a nation of eskimos.

## Nowt Faster

**Ever fancied racing at 1000kmh? Yeah? Well you've only got two months from reading this to wait! Released in the US on August 31, *F-Zero X* is set to re-establish Nintendo as the world's number one publisher of futuristic race titles – amongst everything else.**

**Although F-Zero X should face heavy competition in the shape of Wipeout 64, you're talking about a game with a seven year history as opposed to Wipeout's four. The first F-Zero on the SNES set brand new standards in racing gameplay and speed just as Wipeout did on the PI**Station. Nintendo are confident, and rightly so on the evidence of the playable version on show at the E3, that F-Zero X will not only prove as popular as the original but 'wipe out' any fear that the N64 can't support true next generation race games. Running at an astounding 60fps (in single player mode through to four player mode), this 96 meg game features up to 30 moving vehicles on screen at any one time.**

**'It's quite breath-taking to see how fast the world flies by you in F-Zero X,' gasped Peter Main, Nintendo of America's executive vice president of sales and marketing. F-Zero will be rumble pak compatible, so our advice is to wear those daft velcro wrist weight things for a couple of months in preparation as racing's not fair in space!**







**brated GoldenEye engine and undergoing development at the hands of the very same team responsible for it Perfect Dark ups the ante on its predecessor in virtually every department.**

**The story is far more ambitious, the objectives more rigorous, the gadgetry more ingenious and the enemies more vicious. Plus Nintendo promise the graphics are at least twice as good and the AI 200 times better! I think fever pitch levels of excitement are required, don't you? Not out until next year though. Shame.**

# SEEN AI NEWS

● Check this out for a product that could revolutionize console gaming (for all those with an N64 and a PC). The DexDrive for the N64 is a hardware/software device that provides a bridge for communication between the N64 and the PC. Working like a Zip drive, the DexDrive is compatible with memory paks and comes with its own graphical user interface. This allows gamers to archive game saves to a hard drive, post saves to the internet and attach saves to emails and send them to friends.

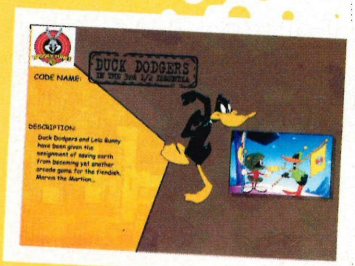
Currently retailing at $39.99 in the US, it's a strong possibility (according to distributors InterAct) that it'll be around the same in pounds when released over here later this year.

## Stay Tooned!





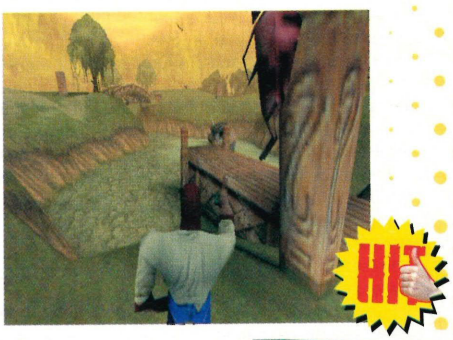
**DUCK Dodgers and Lola Bunny have been given the assignment of saving earth from becoming yet another arcade game for the fiendish, Marvin the Martian. In *Duck Dodgers in the 3rd Dementia* (DD3D), solving the numerous puzzles Marvin throws at you might be Lola's specialty, but Daffy must fight to protect Earth from the Instant Martians, and most importantly, from himself. Out autumn '99, DD3D is being developed by US team Paradigm and is an officially licensed product of the mighty Warner Bros, a Time Warner Entertainment Company ●**

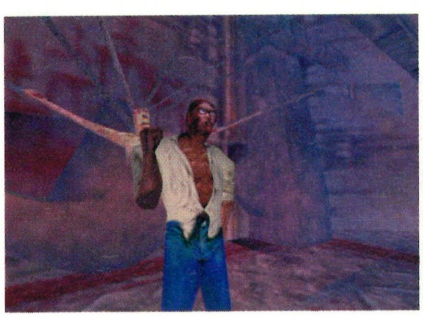



## Superfly guy

BIT OF A shock to see a playable version of *Shadowman* but it was certainly a pleasant surprise. We've had quite a reaction since we first previewed it back in Issue 8 with numerous requests for more information, so it certainly seems to have struck a chord with the players, even at such an early stage.

The version on show was a long way from completion but already the list of features is highly impressive. The game is a third person perspective action adventure with multiple views and controlled camera capabilities and features an arsenal of awesome and varied flesh charring weapons including those with such exotic names as the Violater, the Shadowgun and the Flambeau.





Acclaim promise that the game will also feature ground-breaking technology, huge environments set all around the globe and immersive adventure aspects featuring complex puzzle solving and a non linear storyline.

And of course loads of zombie decapitation. Sounds nice.

## American revolutions

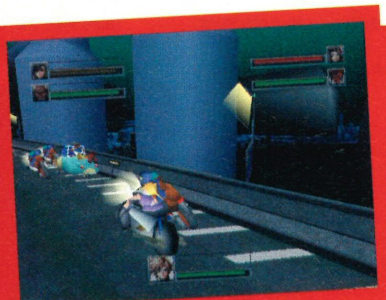


The fastest-growing spectator sport in America, *NASCAR*, returns for a second successful season with EA Sports and includes licenses of the best cars, tracks and most popular drivers.

NASCAR 99 roars onto the N64 with new high-resolution cars, teams and drivers plus enhanced sights to create white-knuckle racing action.

NASCAR 99 features all new engine sounds recorded at actual races and TV-style commentary from broadcasting legends Bob Jenkins and Benny Parsons as well as crew chief communication to the driver. We're looking forward to seeing the most authentic NASCAR game to grace a home console when it hits the shelves in October.

## Use The Force



IT WAS nice to see Eidos' first N64 project up and running in the shape of *Fighting Force* – a new and improved version of the already acclaimed PI**Station scrolling beat-'em-up (think SNES classic *Final Fight* in an interactive 3D environment and all should start to become clear) – and very nice it looks too.

It's still at quite an early stage of development (it's not due until around Christmas-time) but already it's obvious that this version will take significant strides forward over the Sony version, and could well provide the answer to the much asked question 'why aren't Nintendo working on a *Final Fight* update?' Probably because they don't need to! Eidos are doing it for them!

The finished game will be played out in a 3D arcade style (including 2 player co-operative fighting mode) over 25 huge and highly varied stages divided up into seven action packed levels.

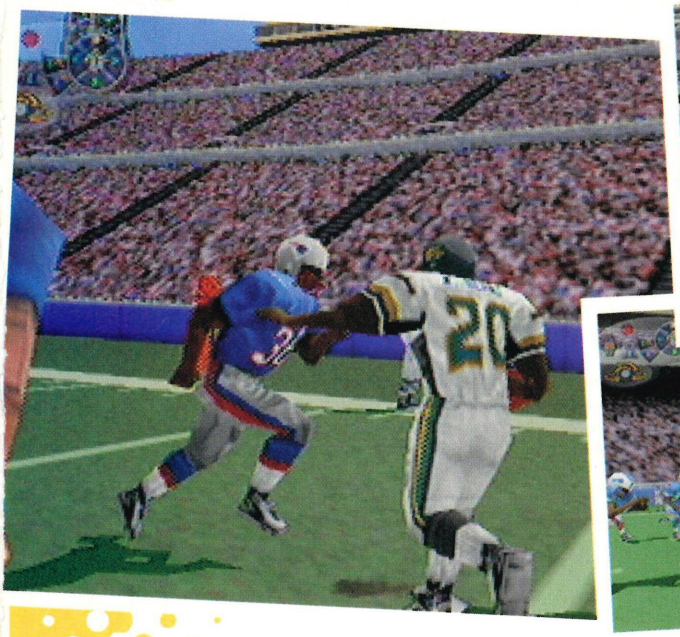
Well, that's the press release features bit over and done with, but how does it actually play? Very well actually. The interactive backgrounds have been done so well that at times it feels as though just about every object in the game can be picked and either smashed or used as a weapon, and that, plus the large number of character specific fighting moves to be mastered means that this should be no short term thrill!

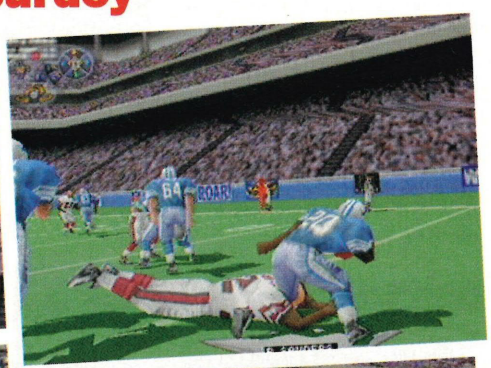
● Regular readers of N64 Pro won't be surprised to hear that the 64DD has slipped again. When pressed at the Prime Time press conference, Howard Lincoln, Chairman Nintendo USA, admitted that Nintendo still didn't have a 'killer game' to go with the hardware and would definitely not be releasing the DD this year.

● The Electronic Entertainment Exposition (E3) attracted over 41,000 visitors to the World Congress Centre in Atlanta between May 28-30 – a record turn-out for the show.

Scheduled to return to Los Angeles for a five year run starting next year, the E3 is now officially the most important yearly gaming event in the world.

## Nancy boys look real purdey







THE TITLE that created and still holds the numero uno slot in American football games, *Madden NFL 99* features cutting-edge, high-resolution polygon graphics that give the players a polished look, yet retains the quick movements and responsiveness that have defined the Madden franchise as the world's best-selling American football game.



Through design sessions with John Madden himself and 'real' NFL players representing every position on the field the artificial intelligence of Madden NFL 99 has been refined and improved.

We'll be overdosing on the popcorn, Budweiser and hot dogs very soon in anticipation of its release this autumn.

## Push it to the max

*Extreme Sports* is another Eidos offering, but this time it's not just a port of some other console game, this is an N64 original, and in looks terms alone it's absolutely stunning.

Only shown in video form so far this was constantly wowing the crowds with its lush graphics, fast action and innovative gameplay every time it came on.

Developed by crack European programming team Innerloop we reckon that this is probably the first video game ever to include a recreation of the ludicrous 'sport' of bungee jumping, and we're all for a bit of originality here.

The total number of events in the game has yet to be finalised, but you can rest assured that if extreme sporters deem it worthy of doing then Innerloop will include it in what looks to be a truly intriguing title. Look out for it early in '99.

***"Extreme Sports will be the first video game to feature the ludicrous 'sport' of bungee jumping"***



## It's A Blast!



***CHARLIE Blast's Challenge* is for N64 gamers of all ages - should appeal to loyal readers of N64 Pro, then. It's up to you, as demolition expert Charlie Blast to detonate a series of dams on the six rivers of the once pristine rainbow valley lake. By re-arranging bombs and objects on each dam, then blowing them up, you can clear the way for the life-giving water to flow freely once again.**

**A fun combo of mind-bending puzzles in the same vein as Lemmings and Lost Vikings, all rendered in hi-res graphics, Charlie Blast should pave the way for a spate of quality N64 puzzle games. Kemco enlisted the services of Realtime Associates of Los Angeles to develop Charlie. Realtime in turn contacted veteran puzzle designer Scott Kim to co-design the game's numerous levels, including several special multi-player game boards. Out in the US in December ●**



## Pedal power

**With developing techniques being tweaked and fine-tuned at an alarming rate, GT64 Championship Edition (GT64 CE) is the first racer to bring a blaze of amazing speed, incredible graphics and a degree of playability never before seen on the N64. Make your choice from one of the official teams. Set up your car exactly the way you want. Be amazed by one of the fastest polygon pushing engine available on the N64. Enjoy piloting some of the world's fastest cars we have been given the green light to use by their manufacturers. Featuring the real championship mode from the Japanese GT association series, GT64 CE brings together 12 of the fastest circuits in the world. All looking incredibly detailed and playing with such stunning fluidity you're sure to come back to it time after time. With GT64 CE featuring damageable cars it is fortunate that there are some handy pit-stops to regain your cool and make some valuable adjustments to your vehicle. Choose one of five different race views to race on your own or against a human or CPU opponent and then watch the replay in one of 14 different camera modes – GT64 CE UK-style should be out by the time you read this – we'll have a full review for you next month.**

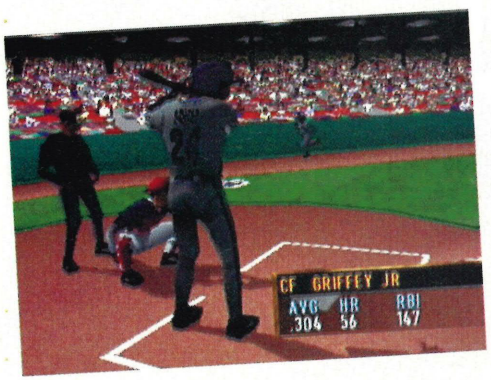
## Ken You Dig It?





THE SECOND offering from the newly formed Nintendo Sports label is easily the more impressive of the two, offering baseball fans around the globe one of the most thrilling arcade style renditions of the sport ever, in the form of *Major League Baseball featuring* (baseball star) *Ken Griffey Jr.*

The game has just been released in America (watch for our review next issue) and even though it's going head-to-head with Acclaim's technically superior All Star Baseball '99, it more than holds its own. The game includes a brand new graphics system – Nintendo Reality – and features more than 1500 motion captured animations – including those of Ken Griffey Jr., and a unique gameplay mechanism that Nintendo reckon is as close as you can get to the big league experience without actually being there.



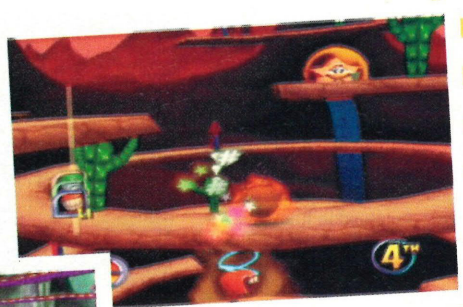

According to Peter Main, NOA's Executive Vice President, "Following on the heels of the critically acclaimed and commercially successful sports games we've just released (1080° and Courtside) MLB featuring Ken Griffey Jr. is another powerhouse addition to our top quality line up of Nintendo Sports games."

And we're not going to dispute that, the game is excellent. He went on, "This game is better than any competing title because the N64 hardware can create graphics and artificial intelligence that other systems simply cannot match." By this we assume he means competing titles on other formats, if not then Acclaim will probably have something to say about that.

It could be that Nintendo's game will be the more appealing to UK players because of its more arcade style approach, and the fact that it's got the name Nintendo on the box as publisher should guarantee success. And deservedly so. Should be out in the UK anytime now.

***"This is another powerhouse addition to our top quality line-up of Nintendo Sports games"***

## Demolition Job

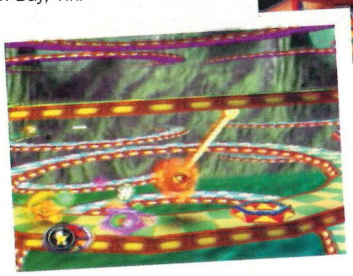


*IGGY'S Reckin Balls* from Acclaim may well end up being called simply Reckin' Balls over here, but seeing as no decision has been made yet we decided to go for our own personal preference.

This unusual little game is pidgeon-holed in the new genre of Vertical Platform Racing and features 1-4 player racing action in over 100 levels and ten distinct environments including Whirlyway, Soft Sun Bay, Tiki Woods, Candyland.

There are eight Reckin' Crew members including Iggy, Q-Tee and Narlie plus loads of secret characters, five game modes (Race, Battle, Versus, Mix-Up, and Time Trial), six unique battle levels.

Seven different enemies try to slow down the Reckin' Balls' race with paranoid Pushy creatures and slimy Stickie slugs and tons of Power-Ups including Freeze Bombs, Mine Bombs, Seeking Projectiles, Reverse Controls, and more.



Where Iggy's does shine is in multi player mode, where the frantic action can get ludicrously hectic, but is always highly enjoyable. We'll have much more on this soon, and it should be out in August or September.

## Death On Mars

**BLAST off for revolutionary gameplay action with *Knife Edge: Nose Gunner!* Combining the fast-paced action of a sci-fi shoot'em-up with the thrilling joyride of an arcade-style flight sim, KE: NG is looking to its beautiful 3D polygon-constructed alien environments to take N64 gamers' collective breath away when it's released in the US in December.**



**Pioneer colonies on Mars have been invaded and it's your job to destroy the pestilential waves of enemy attack ships and ground defence emplacements.**

**KE: NG gives you full control over your assault craft, your character and the difficulty level as you try to amass a decent enough enemy kill ratio to open up new**

# Mr Ben's a Gecko







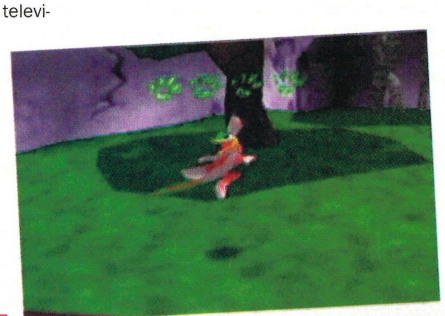


*GEX: ENTER the Gecko*, which was a smash hit this spring on the PI**Station is set to make its debut on the N64 this October. In his latest adventure, the wise-cracking Gecko must once again battle his arch nemesis Rez, this time in a 360-degree, free-roaming 3D environment.

Reluctantly recruited by secret government agents to protect the world's television broadcasts from Rez's powerful clutches, the hysterically witty GEX is thrust into the bizarre Media Dimension filled with enemies and worlds that parody some of film and television's most popular characters and personalities from the past.

Pushing the limits of 3D technology, GEX: Enter the Gecko features beautifully rendered environments, awesome enemies, special effects, and free-roaming 3D gameplay, as well as the slick one-liner's from Doctor in the House star – Leslie Phillips. In addition, player controlled camera angles and GEX's ability to wall climb truly take this game where none have gone before. Developed and published by Crystal Dynamics and distributed by Midway Home Entertainment, GEX64: Enter the Gecko will take platform gaming to a new level when the wise-cracking gecko's very own platformer lands on N64.

'Gex pushed the limits of the PI**Station and we're thrilled to put him through his paces on the N64 ,' announced Rob Dyer, president of Crystal Dynamics. 'We will plunge full force onto the N64 and are excited about being a member of the Nintendo family.'



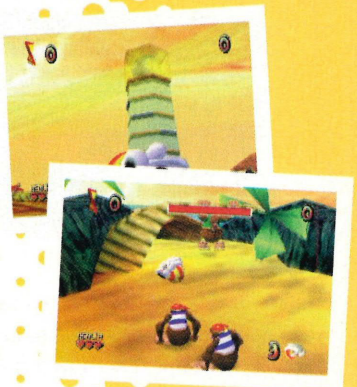



areas to explore and blow up.

'Knife Edge's gigantic explosions, vibrant graphic effects and blistering gameplay speed are overwhelming,' gasped Oliver Miyashita, General Manager of Kemco's Washington HQ. Out in the US in December.



## Glove Versus Evil



**Hasbro Interactive – the video game branch of the firm that produces just about every toy you can think of – is about to make its N64 debut. Leading the way is Glover – a 3D arcade adventure. The storyline, featuring wizards, spells and magic crystals has an 'olde worlde' feel, but, as you can see from the screenshots, the game is full-on 64bit sexy.**

**Taking the role of the wizard's lucky glove, the player is given a crystal to kick off with – literally, as the initial crystal has been turned into a magic ball - and has to set off in a quest to find the remaining six.**

**The wizard's other glove, however, has been thrown into a vat of evil and its sole purpose is to hinder the player in any way it can. Developed in the UK by Interactive Studios – of Dizzy fame – Glover challenges N64 gamers to make the best possible use of both glove and ball and solve every problem encountered on a magical trip through six themed worlds – Atlantis, Carnival, Pirate, Prehistoric, Fear and Out of this World. Power-ups, puzzles and enemies call for and enable inventive use of the magic ball – such as changing it into a ten pin bowling ball or a ball bearing.**

**More will be revealed in a full preview next month - see this month's free book for more screenshots. Glover's out in December.**

## Piazza Delivery

● GT Interactive may be publishing the baseball game Mike Piazza's Strike Zone in the UK. But don't hold your breath though, as they've got stiff competition in the shape of Nintendo's Ken Griffey Jr and Acclaim's All Star Baseball

● South Park the TV series has been called, amongst other things, 'deliciously deranged', 'punishingly hilarious' and 'outrageously entertaining, devilishly original and singularly warped'. Strange considering a more accurate description would be 'the show that's a bit hit and miss', but never mind, because the N64

## There Is A God!



**Konami has acquired the license to publish the official World Cup footy game in Japan and it'll be out over there this month! Although the Japanese games giant missed out on the license in Europe and the US (losing out to EA), Konami's World Cup 98 (a.k.a. ISS 98 over here) will blow away any doubt that this latest footy spectacular would be any less than world class. The N64 version features "head tracking" elements, allowing the player's eyes and head to follow the actual ball movement on screen. It will also feature precise player movement with variable speed due to 3D analogue joystick control. Other new features to the N64 version that bring more realism include multiple camera angles, motion-capture providing more than 17,000 animations and adjustable and intuitive AI. Over 500 different words and phrases, including commentary and crowd reactions, add to the stunning realism of this game. ISS 98 allows the gamer to choose from up to 54 international teams and eight international stadiums. Additionally, players can enjoy the realistic game settings based on actual soccer strategies, including all-member offence, counter attack and zone press. "ISS 98 takes the Konami sports series to another level," said John Sloan, Konami's European Marketing Manager. Alex has played it and he believes every word. The Brit version's out in October•**

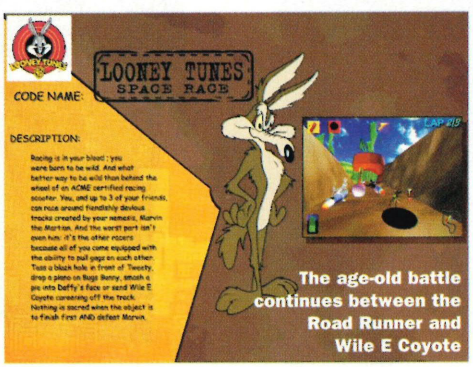
## We're going Looney

**Racing is in your blood – you were born to be wild. And what better way to be wild than behind the wheel of an ACME certified racing scooter. You, and up to three of your friends, can race around fiendishly devious tracks created by your nemesis, Marvin the Martian.**

And the worst part isn't even him – it's the other racers because all of you come equipped with the ability to pull gags on each other. Toss a black hole in front of Tweety, drop a piano on Bugs Bunny, smash a pie into Daffy's face or send Wile E. Coyote careening off the track. Nothing is sacred when the object is to finish first and defeat Marvin.

Up to four players can choose to play as Bugs Bunny, Daffy Duck, Tweety or Wile E. Coyote in an incredible ride with emphasis on speed and close combat over 15 wild tracks within an amazing 3D environment. Developed in the US by New Wave, Looney Tunes Space Race is endorsed by Warner Bros, a Time Warner Entertainment Company and will hit the shelves in time for Christmas.

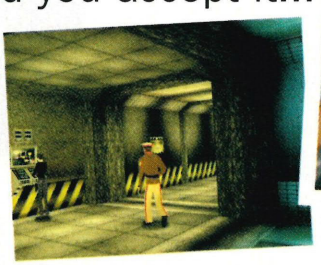


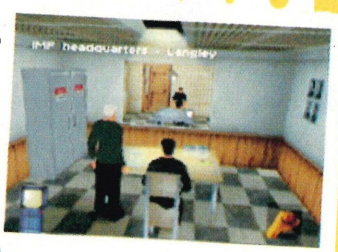




The age-old battle continues between the Road Runner and Wile E Coyote

## Your mission, should you accept it...

**Good morning, Mr/Ms. N64 Pro Reader. Prepare to enter into the most demanding and dangerous Mission Impossible ever. Your mission, should you decide to accept it, will be to guide your team through a spectacular series of authorised worldwide missions encompassing over 20 levels of game-play.**





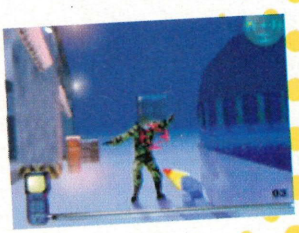

Razor-sharp reflexes, the ability to make quick decisions, strategic thinking and an extremely high level of accuracy will prove essential.

As always, should you, or any member of your IM Force be caught, the Secretary will disavow any knowledge of your actions. As usual, Ethan Hunt will be your point man.

An explosive arsenal of high-tech weapons and gadgetry, super-smart artificially intelligent adversaries who'll will track you down (although their attention can be diverted by your back-up of IMF members), a pulse-pounding mixture of action and intelligence and interchangeable third to first person viewpoints should keep you glued to your TV screen when Mission Impossible finally arrives in time for Christmas. This news piece will self-destruct in five seconds. Good luck, Mr/Ms Reader!

***"Mission Impossible should prove a worthy alternative to the benchmark GoldenEye 007"***





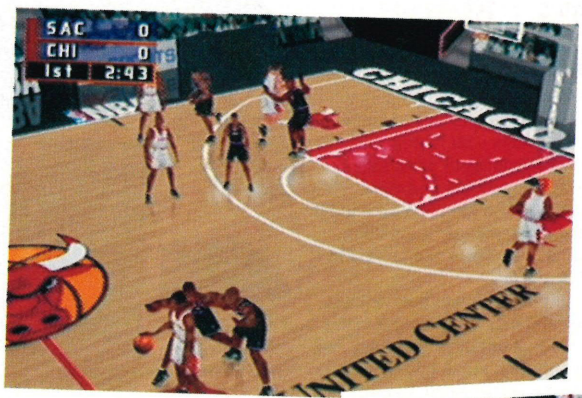
version from Acclaim should be worth a look. It's hard to tell what direction the game is going to take because there wasn't a playable N64 version on display but it looks as though it'll be some sort of adventure style game where you can utilise the skills of each of the four characters (that's Kenny, Kyle, Cartman and Stan to the uninitiated), no doubt with some TV related sub games thrown in to keep you amused. We're promised preview material soon so keep your eyes peeled. In the meantime, catch it on weekends on Sky One – it won't be in cart form for a good while yet.

## Above the rim

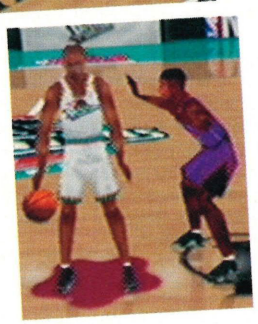
**A sure-fire way to sell sports games is to release them under the EA Sports banner, so expect to see NBA Live 99 challenging for three-pointers at the top of the charts for a good few months when it's released in time for Christmas.**

Refreshingly, NBA Live 99's emphasis is on end-to-end gameplay rather than strategy, time outs and formations although the message from the private behind-closed-doors showing at the E3 was that you can 'go into it as deep as you like' when it's released on October 23.

Using just the two main hand controller buttons, NBA Live 99 is ostensibly a simple pass-and-shoot basketball game, but delve a little deeper and there's more to the game than meets the eye. For example, the development team are promising the most realistic courts, players and crowds as well as accurate play-by-play commentary by a well-known (in the US) TV and radio sports pundit.




Up to date player rosters (including the latest pre-season drafts) and squad kits and numbers will keep the basketball aficionados happy and the option of creating your own dream team should satisfy the needs of the aspiring sports team manager in all of us.



***"All the guys from the latest roster are here – Scottie Pippen, Shaq O'Neal and the awesome Dennis Rodman. Yo Brits! Get an education and shoot some hoops Live 99 style"***

– Johnson Taylor, US correspondent

## Preaching To The Konverted

**MORTAL KOMBAT 4 finally takes the tired fighting series into the third dimension, adding fighting elements such as sidestepping (cue gasp from excited crowd). Each character, a total of 15, can also wield weapons for more brutal combat, either slice the opponents up close, or throw the weapons from afar.**

Combatants can also pick up and hurl items tossed around the arena, such as skulls and boulders. And let us not forget those bloody fatalities, some of which utilise the polygonal graphics in a whole new light. Throws can now result in your enemy landing on a sharp rock or a useful sword adding a whole new strategy to the game.

All 15 immediately playable characters (including four 'classic' characters and more hidden characters than ever before) each have 15 individual moves. All-new brutal special effects such as a roof that becomes a bed of nails, arms that snap in two and fire breathing fatalities have been thrown into the gory mix.

Goro, from the original game, as well as several fighters from Mortal Kombat Trilogy will be tucked away as hidden characters. An endurance round similar to Mortal Kombat Trilogy, where each player selects a group of characters, replacing one another as each are defeated. Mortal Kombat 4 will run at a silky 60 frames per second when completed, making it the fastest and most exiting beat'em-up around.







***"This 3D version has to be better than Trilogy or else Midway are gonna wind up with a bad name"***



## Killing Time!

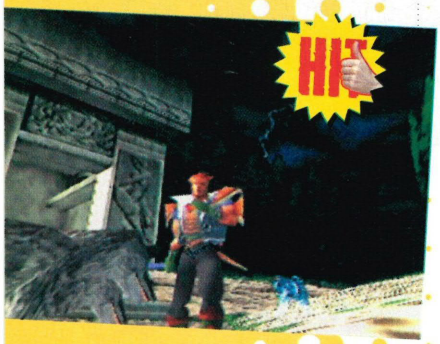
**Duke's back, and this time he's kicking ass right there in front of you on the screen! Duke Nukem: Time To Kill, is the first Duke Nukem title to have been developed solely for consoles, and GT Interactive promises it will be a killer. A real time, third person viewed adventure game, this title will feature all of the action, attitude and cool one liners you've come to expect from the big man himself.**

**The aliens that Duke dispatched in LA decided that Duke is just too damn cool to be beaten head-to-head and formulated a new plan. Using their superior technology to develop time portals, the vicious fiends are now hopping through time picking on humans throughout history. Duke will travel through modern times armed with the his famous arsenal of pipe bombs, missile launchers et al.**

**Tons of levels, tons of scenarios, and tons of killing.**

**Travel through various time zones, encountering period-sensitive enemies and making use of chronologically correct weapons. A revolutionary third-person perspective 3D engine shifts at speed with an incredible level of detail and the lighting effects help make the game superior to every previous version of Duke. All the one-liners gamers have come to expect are there to break the silence as you blast your way through the biggest levels of any Duke game so far. To be released spring '99**

# Cape Fear



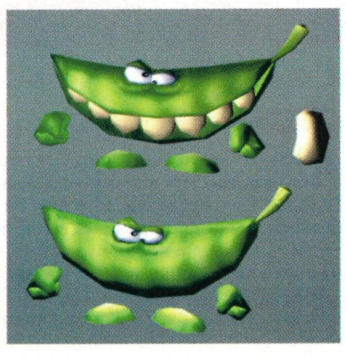

**"This new version is the 11th Castlevania product and truly takes the series over the edge. The 3D graphics, the story and the tried-and-true gameplay make this the best game in the series"**

Castlevania features all the action expected from this classic Konami franchise, but with an all-new cast of characters, a new storyline and an innovative 3D environment. Each character has unique abilities and will yield a completely different story ending. Gamers can choose between Schneider Belmont, part of the famous Belmont vampire hunting family – Cornell Reinhardt, a fierce fighter who has the power to morph into a wolf, Carrie Eastfield – a 12-year-old girl with magical abilities and Kola – a chainsaw-toting bruiser.

Each character and his/her storyline allows the gamer to explore the vault-like castle and surrounding grounds. There are extra secrets and additional items and areas to find. For example, time of day affects an enemy's powers – during the day, vampires are weaker and must hide in deeply shadowed areas. Players may also turn into vampires if bitten too often.

"Fans of Castlevania have been crying out for both an N64 and a 3D version for a while, and Konami is proud to announce that both are now available in one supreme title," said Jon Sloan, Konami marketing manager. "With a CD-quality musical score that sets the tone while playing and some of the most beautiful art ever seen, Castlevania is the most expressive and impressive Castlevania game ever."









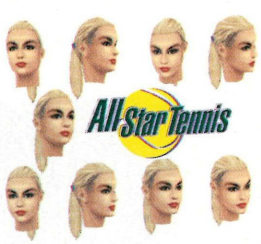

## Just The Tonic

BRINGING an anarchic hilarity to gaming, *Ubi Soft's Tonic Trouble* takes you through 10 eye-popping opulent worlds and further bonus levels besides – all loaded with wacky but intelligent players, and mind-boggling twists and turns. This brilliant title for Nintendo 64 and PC features cartoon-like animation, blinding speed, and gameplay that is addictively fun.

A title to appeal to gamers both young and old, Tonic Trouble offers over 40 hours of addictive gameplay and a rich plot with humourous twists to hook you in. On the PC version, incredible Dolby sound and stunning animations running up to 60 frames per second heighten the gaming experience.

Tonic Trouble will offer N64 gamers the most sophisticated 3D cartoon-like characters and worlds ever seen on the platform. The most adventure-based N64 title to date will feature the 64-bit graphics, CD quality sound and anti-aliased imaging that has endeared the platform to us gamers worldwide. Released this autumn – we'll have the exclusive review.

# Virtual Chalk Dust







**UBI SOFT has licensed eight top-ranked tennis players for its *All Star Tennis '99* video game slated for an autumn '98 release for the N64. This high-powered game of tennis takes players to a new level of interactive excitement with amazing 3D effects and extended motion capture that bring all of the subtle details into play on eight different courts from around the globe.**

**The Paris-based publisher's all-star tournament serve'em-up has a sophisticated simulation engine based on real-life physics that recreates all of the strategic slams, shots and volleys to give gamers the same sensation the pros feel on the court. The game of tennis has never been more hard-hitting, sweat-dripping fun with realistic right and left-handed competitors and courtside attitude. And just like the pros, gamers can travel the competitive circuit, playing courts from the Mediterranean, England, France, Italy to California in their quest to truly champion the game of tennis.**

**All Star Tennis '99's pro-player roster includes: Jonas Bjorkman (Sweden), Michael Chang (USA), Amanda Coetzer (South Africa), Richard Krajicek (Holland), Gustavo Kuerten (Brazil), Conchita Martinez (Spain), Jana Novotna (Czech Republic) and Mark Philippoussis (Australia). All Star Tennis '99 will be available for the N64 this autumn – we'll review it in our October issue.**

**"All Star Tennis '99 is outstanding. We've got eight sensational world class tennis players bringing all the excitement of tournament tennis to the N64. The powerful 3D effects, special shots and hidden bomb tennis really take this game to an all new level of simulation tennis gameplay"**

– Yves Guillemot, president, Ubi Soft Entertainment

## Let It Bee



The only thing more frightening than a bee with a stinger is a bee with a Stinger missile. *Ubi Soft's Buck Bumble* is a 3D action arcade shoot'em-up where you take on the role of the hero – Buck Bumble, feisty, fearless and killer-driven to stop the insecticide.

You're a bee, you're a 'borg, and you're belligerent. As Buck Bumble you're a Cyborg bumble bee fighting through 20 missions (plus bonus ones) of progressively challenging, action-packed adventure. You've got a choice of 11 weapons, from plasma pistols to missiles and lightning bolts. But it ain't all honey. You've also got Attack Wasps and Killapillas after you and a host of other evil mutant insects to battle to get to the Queen of the Evil herd. This 3D multi-



## He's Clark Kent, him

In Titus's Superman: The Animated Series, you've got to rescue a kidnapped Lois Lane and save the citizens of Metropolis from Lex Luthor's deadly Kryptonite fog. With new secret weapons and the help of their henchmen, Brainiac and Lex Luthor join forces to defeat Superman in interactive 3D environments that bring the legendary DC Comics' character to life.

## S.C.A.R.R.E.D for Life



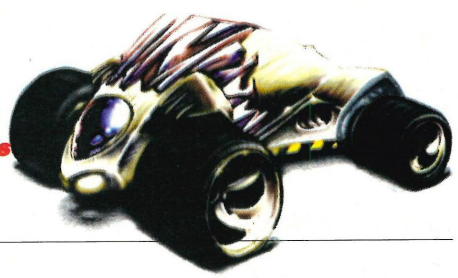
S.C.A.R.S *(Super Computer Animal Racing Simulation)* from *Ubi Soft Entertainment* combines killer combat with frenzied competition to produce a breathtaking new 3D racer. It's a white-knuckle ride that blends strategic combat with amazing 3D graphics over nine wildly varying stunning environments. The year is 3000 A.D. and supercomputers have designed nine hyper-charged vehicles all based around some of nature's most ruthless killers. The Lion LK, Tiger Shark and Rhino Roadster may be built for speed, but they also share the animalistic nature of their ancestors.

You are thrust into a race where you can either be at the top of the food chain or somebody's lunch! The performance of your car is determined by three key attributes - speed, acceleration and grip. You will have to use these qualities, coupled with all of your strategic skill, to win! Do you take the numerous alternative routes to recharge your vehicle or play it safe and stick to the main thoroughfares? Which weapons and pick-ups will you select and use? Who can you outrun, and who do blow away at first sight?

S.C.A.R.S. will immerse you into nine highly detailed challenging tracks, complete with unexpected surprises and superior depth. Your heart will pound as you skid round blind corners, scream over the crest of rolling hills and descend into uncharted terrain, such as an underwater world, complete with all the physical challenges you might – and might not – expect. Brilliant light sourcing, special effects and the S.C.A.R.S mirror mode complete your journey into this adrenaline filled fantasy world. Four difficulty levels help pique the challenge and three lighting phases - day, dusk and night - will stretch you to the limits of your ability. S.C.A.R.S., N64 style, will allow for two-player head-to-head combat. Developed by UK based development studio Vivid Image, the S.C.A.R.S. team assure us that the game will be ready in time for Christmas.

***"S.C.A.R.S. takes all platforms to a graphic level that players have never seen... Technical excellence and attention to playability make this game a real tour de force"***

– Yves Guillemot, president, Ubi Soft



## Getcha Motor Runnin'

PUT ON your crash helmet and fasten your seatbelt tightly! *F1 Racing 2* from Ubi Soft brings the furious speed and spine-tingling action of Formula 1 Racing to the N64 and this time 'round they may just have got it right.

As the official FIA Formula 1 racing publisher, Ubi Soft has improved upon the design of its below par F1 Racing Simulation title to create the fastest and most comprehensive racing simulation ever. With input from expert gamers and Formula 1 racing team engineers, Ubi Soft have recreated every component of the fun and excitement five billion Formula 1 racing viewers worldwide are addicted to.

***"You can actually hear a car coming before it appears in your rear-view mirror"***

With F1 Racing 2's blazingly-fast 3D graphics and 3D sound, you can actually hear a car coming before it appears in your rear-view mirror. You'll marvel at the speed and once you've taken your seat at the controls, you'll be hooked for the season.

Every detail has been meticulously noted, right down to the instrument panels of the 22 fully customizable cars. Even at 180 miles per hour, you'll be amazed at the vivid 3D graphics of real courses in Europe, North America, South America, Australia and Japan. From racing team logos, through lit instruments, to handling capabilities, every last detail in your Formula 1 car has been engineered to perfection – which is more than can be said for the disappointing original. Go ahead, pull a 4G turn if you dare, it's your face. You just better know if your McLaren, your Arrows or your Ferrari can handle that kind of move on that particular track. F1 Racing 2 knows. Exhaustive driver behaviour profiles of real F1 drivers have been developed to help formulate an impressive AI. The result is your best chance to rewrite the record books as Michael Schumacher, Jacques Villeneuve, David Coulthard, Damon Hill or one of the other F1 top-tier drivers. F1 Racing 2 features the complete 1997 season including all 17 tracks.

F1 Racing 2 features a carrier mode so amateur drivers can gain experience before moving up to the championships. You'll have to earn your points to become World Champion. In all, there are four modes of racing to get you revving at the starting line. Pit stops, collisions, motor sounds, lighting and various weather conditions all add up to a racing experience that makes you want to go out and do 100 in a built-up area. Your on-track experience even includes actual telemetry data coming directly from your pit crew. F1 Racing 2 comes out this December.



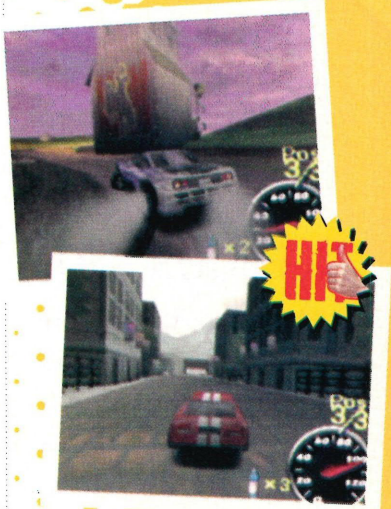

**We're expecting great things from this Formula One Racing sequel**

directional game from Argonaut, creators of Croc and Star Fox, lets you see the world with a new perspective – through the eyes of a pissed-off insect.

A true 3D world lets you fly and walk in any direction, with no forced scrolling. Moody environments, aggressive gameplay and the ability to experience rich worlds from tiny insect eyes give you a completely new and immersive game experience.

Buck Bumble is set to feature 64bit graphics, superb CD quality sound, rumble pak compatibility, with multi player capability and will also offer three different perspectives. The game is scheduled for release in September.

## Moving up a gear




**SLIDE in, buckle up and hang on as *Top Gear Overdrive* presses the pedal to the metal! *Kemco* claim that Top Gear Overdrive will be the fastest multi-player racing game ever. With emphasis firmly on the age old 'cheat to win' tactic, this title which was universally loved by SNES gamers in its previous guises of Top Gear and Top Gear 2, should go down a storm in our office if nowhere else.**

**Players can cause oil drums, traffic cones or hay bales to fall into the path of their opponents – don't expect to play this in two player and not hear a stream of foul language! A total of eight cars, including Detroit V8s, exotic European cars and concept cars are there to be driven in a fit of road rage. It's rumble pak compatible, so watch out for those obstacles or else you could find yourself suffering from a touch of wobbly hand syndrome.**

**"The dynamic environment textures and reflections exhibited in TGO amazed me when I first viewed the product," stated Oliver Miyashita, General Manager of Kemco's US office. "The development team at Snowblind is constantly surprising me with their impressive technical and incredible creative skills."**

**An unnamed European publisher is currently in negotiation to sign up the rights for all the US Kemco N64 games, so expect to see them over here in time for Christmas ●**

# The Devil Rides Out

**TIRED of spending all your free time playing games? Then get a job! Be the delivery boy for *Tasmanian Express Inc* – the world's fastest delivery service. But beware of some of the occupational hazards! You can get blown up. We don't care. Get thrown off cliffs. We don't care. Get set on fire. We don't care! Lose or damage the package? Then we care! Guest stars Yosemite Sam, Wile E. Coyote, Marvin the Martian and more make this action puzzle game with a highly interactive landscape something to look forward to next spring. Developed in Manchester by Zedtwo (of Wetrix Fame), Tasmanian Express should be worth the wait ●**







## Odd Destruction Thing

VIEWED from a behind-the-character perspective like EA's Fade To Black (PI**Station), *O.D.T.* is Pysgnosis' first N64 action/adventure game and is set to be an adrenaline-pumping, fright-filled feast. With its compelling story, non-stop action, vast environments and advanced technology, O.D.T. will be an addictive experience to those willing to take the plunge into its bizarre world.

Fast, furious but also frightening! As one of four characters you venture alone into a Forbidden Zone (don't worry, you won't bump into Eddie Tudor-Pole), the most dangerous part of your planet, to explore and find a way to reactivate your grounded craft and save your people from death and destruction. The Forbidden Zone holds many dark and terrifying secrets and the experience is not for the faint-hearted.

O.D.T. features character and enemy movement created using the latest in motion capture techniques and offers gamers fast and fierce combat action while simultaneously creating mystery and terror.

***"It's got a compelling story, non-stop action, vast environments and advanced technology"***

Each character has over 100 animations and moves at 30 fps. Not only must the player keep up with the pace, but he must also master the multiple special moves, which are made possible by building the characters around a unique bone structure model with polygonal exterior.

O.D.T. is created in a full 3D world, intricately detailed and offering freedom of movement and a seamless transition through different environments. Generated by a massive polygonal engine these environments can be warped, morphed or destroyed as the player blasts his way across the screen and the scenario is enriched with a unique real time lighting system and dynamic camera.

Each level benefits from CD quality atmospheric sound effects and music, which add the final touch to the drama.

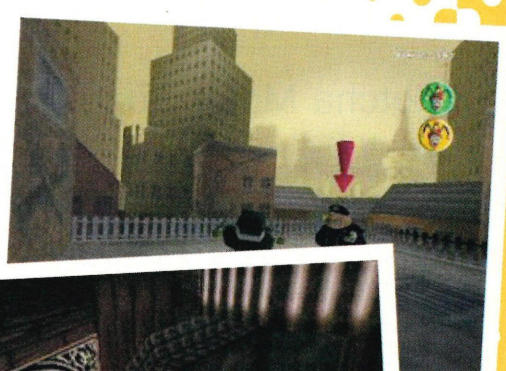
Due out next spring, it's currently single player only, although the possibility of a multi-player option hasn't been ruled out. Developed by Psygnosis France.

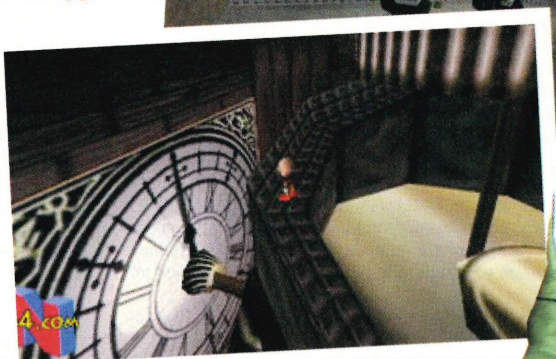
## So You Wanna Be a Jester?

*Jest*, developed in various locations around the UK by Curved Logic, has a long way to go before it appears on the N64, but if the courage of its developers is anything to go by, it's sure be a surprise hit. You see, a significant proportion of the game relies on the gangster movie knowledge of the player for its success and some of it's even in glorious monochrome!

Six themed levels with seven levels within each give you the chance to move up the mediaeval court entertainment ranks until you're as much a hit with the chicks as Timothy Claypole out of Rentaghost. At the time of writing, the main character's name is as yet undecided, but Curved Logic told N64 Pro that it's likely to be either Jacques or Jinx.

***"The main character is likely to be called Jacques of Jinx"***







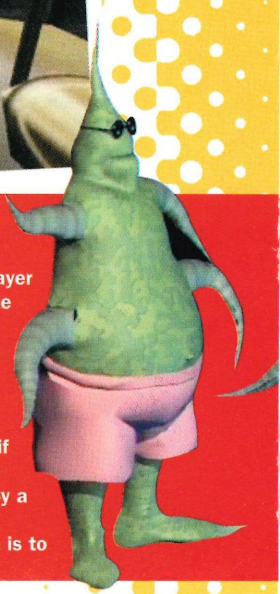
## Shooting Stars

**GAMERS worried that Ocean's recent takeover by French gaming giants Infogrames would mean that the erstwhile 'trendy' Manchester-based software house would spew out an endless fetid stream of Lucky Luke-alikes can rest easy. *Space Circus* should go a long way towards re-establishing the Ocean connection on N64s around the world.**

**Using an obscure plot of two rival circuses – a 'space' one and a 'virtual' one – the player takes control of a little pixie-like character called Starshot. The game's hero is a good guy whose juggling and star crushing skills are going to be tested to the limit if he wants to save a world devastated by a Martian attack.**

**The general idea is to**





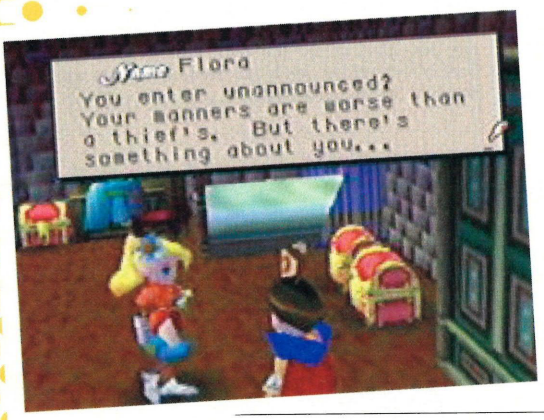




## Quest-ion & Answer

THQ'S QUEST 64 bears a huge responsibility. As the first actual RPG on the N64 the hopes of millions of role-players hang heavy on its shoulders as it could be the game that actually tides them over until Zelda, or it could be a huge disappointment. And I have to say it's looking like it will be the former.

This imaginative and entertaining RPG Adventure features vast, fully explorable environments, countless characters and enemies, and an arsenal of magical spells that will satisfy even the most hardened adventurer.




You must enter a 3D world of magic and mystery where Celtland has been cast into spiritual chaos with the theft of Eletale's Book. You control Brian (not a very heroic name really), a magician's apprentice, as he explores the expansive countryside and villages on his quest. If he does not reclaim the book, the Kingdom of Celtland will be cast into darkness forever. But of course that's not going to happen if you have anything to do with it. Well, not if you're any good anyway.

We'll be reviewing the Yank version next issue, but just to whet your appetites check out some of these features. The game environment is absolutely huge, incorporating seven cities and countless different types of location ranging from seacoast villages to mountain forests. There are more than 50 spells that manipulate the four forces of nature – earth, water, air and fire – as well as more than 100 characters (friendly and otherwise) to interact or do battle with.

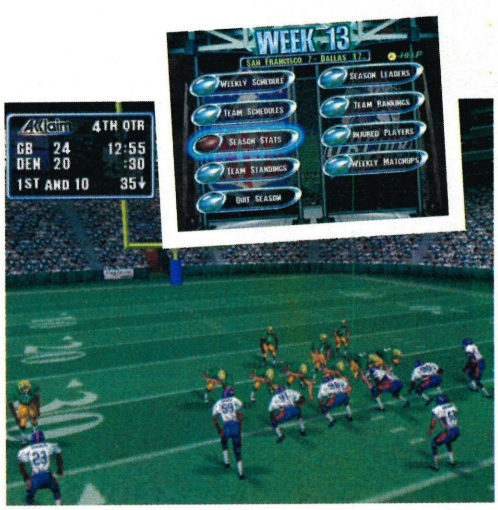
Sounds good doesn't it? Well, you'll only have to wait four short weeks for our definitive opinion. Oh, I suppose I should mention that the game will be published in the UK by Konami and will be masquerading under the name Holy Magic Century by that time.

## Quarterback's Back

PERHAPS the biggest surprise of last year was that Acclaim's jaw dropping American Football game was as successful as it was despite numerous criticism about the gameplay in comparison with the inferior looking but infinitely better playing Madden 64. Well, for the next round of battling EA Sports have gone hi-res with Madden while Acclaim are promising *NFL Quarterback Club '99* will match them stride for stride in gameplay terms.

As well as aesthetic improvement Acclaim have gone back to the drawing board for their much criticised AI and have had an all new artificial intelligence and game strategy written by New York Jets Offensive Coordinator Charlie Weis, which should ensure that QB Club '99 is on the cutting edge of realism.

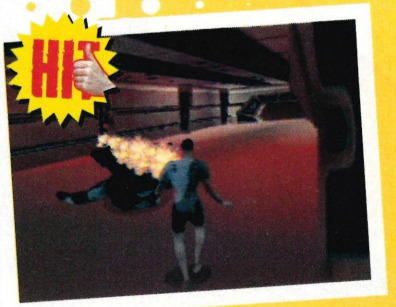
Again though the looks will probably be the aspect that draw most people in, and with a new polygonal engine and over 250 new animations it's sure not to disappoint. Should be out around October in the UK.






hammer around the various non-linear worlds recruiting circus acts while simultaneously preventing the virtual circus from killing off the last remnants of mankind and turning them into nasty, virtual beings. Locations such as the Iron Museum – containing exhibits such as the main ship out of Space 1999 and the Virtua Circus – where there's no gravity – should keep the interest levels high and provide a bit of a challenge to even the most hardened solo gamers.

## I Know I'll Stay Alive




**"Konami is very excited to offer gamers the realistic effects seen in *Survivor*," notes Jon Sloan, Konami marketing manager. "We're using some technologies that are brand new to N64 gamers and will make the look of the game seem very realistic. We've used 24 million colours to make Survivor, allowing the designers to blend images, making smooth transition from colour to colour."**

**With new, never-before-seen technology for the N64, Konami brings stunning lighting effects with real-time shadows to Survivor settings. Other innovative effects found in Survivor include 'skinning' technology, where characters are created using solid mesh, eliminating seams between limbs and other body parts typical to other polygon body types.**

**The humanoid characters in the game are created with motion capture, while the alien races found throughout have a more unique, animated look.The Survivor player is a genetically engineered humanoid on board an ark-like spaceship that has crashed into an alien ocean on a nearby planet. The objective is to escape the sinking ship, fight the enemy race called the Fayrs and rescue the your female counterpart in the process.**

**"The Survivor ship allows for the creation of bio-spheres," continues Sloan. "These enable the player to enter a variety of backdrops, from a rainforest to a desert to alpine ranges. Also, the ability of the character gives the player extra flexibility – there's an arm-mounted weapon shooting projectile and energy-based weapons, as well as a 'sticky' rope that attaches to objects allowing the player to swing from platform to platform.**

**The options are endless." Out spring 1999 ●**





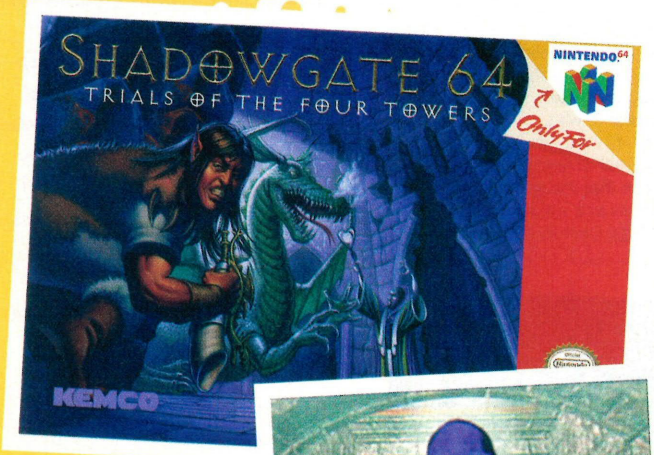




## G-Force!

THINK of a classic shoot-'em-up. It's got heroes, guns, power-ups, bombs, erratic terrain, swarming enemies, towering bosses, a power-crazed arch-villain, and most importantly, it's got devastation on a massive scale. Now take all those elements and slot them into a state-of-the-art, third person polygonal 3D game engine, replacing the traditional linearity with absolute freedom of movement.

Enhance with graphical effects that could never have been done in the golden age of the shoot-'em-up such as cinematic cut sequences, immersive lighting and sudden real-time climate shifts and add further sugar to the mix with a healthy dollop of Rare genius and you've got one tasty gaming cake that every N64 owner is going to want a slice of! But you'll be hungry for a while yet because *Jet Force Gemini*'s not out until next year!



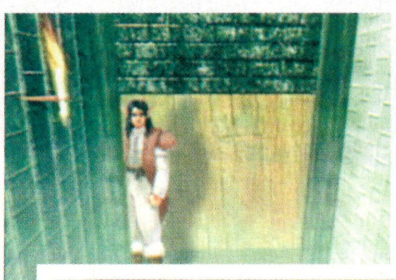


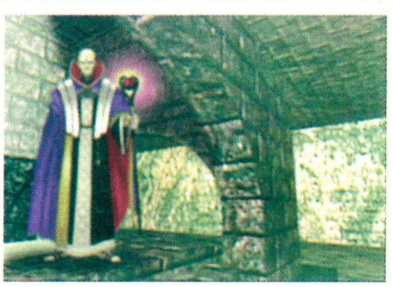

## Skeleton key

KEMCO is proud to announce the legendary Shadowgate 64: Trials of the Four Towers. Ages have passed since the vile Warlock (Noely) Lord was banished to another dimension by the brave Lord Jair.

Caught up in a chain of events beyond his understanding or control, you as the Halfling Del must explore the ruins of the dilapidated Castle Shadowgate in order to unravel the mysteries set before him and thwart the dark plans now in motion.

The popularity of the NES original has proved the driving force behind Kemco's 64bit update of a game that first appeared over 10 years ago! Out in the US in December.



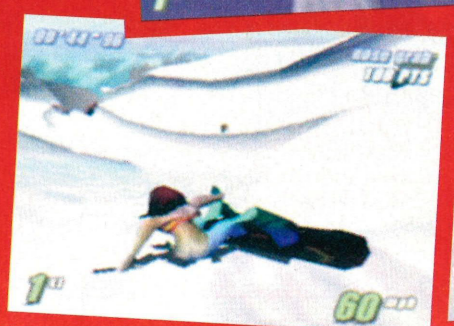


## Not Just A Fad

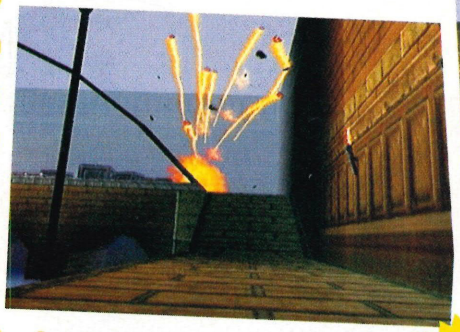
KEMCO'S N64 snowboard game gives gamers the chance to pull incredible stunts while racing at breakneck speeds down the wildest snowboard courses ever devised by man or mountain. Gritty and realistic tracks and animated obstacles are littered all over the play area to challenge your snowboarding prowess.

Seven insane courses, massive jumps, twisty turns, natural halfpipes and varieties of snow (should be interesting) make *Twisted Edge Snowboarding* the obvious first competitor to Nintendo's very own 1080. Compatible with the rumble pak and with up to four players competing simultaneously on screen, TES arrives in the US in time for Christmas – see next month's ish for an exclusive revelation about the game's British publishing rights.

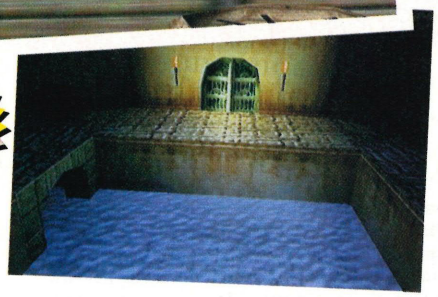














## Sowing the Seeds

BEHIND Nintendo themselves Acclaim were probably the busiest company in terms of having N64 stuff on show with no less than five massive games on display. The biggest was undoubtedly Turok 2: Seeds of Evil, and having played it I have to say justifiably so. Think Turok and think bigger and better in every single way and you've got Turok 2.

The sequel is much darker and more foreboding than its predecessor and each level has been designed with creating this feeling in mind. Texture maps have been improved making everything that bit more realistic, the level design is much better than it was previously, and most importantly the emphasis on precision jumping has been savagely cut down to make the game much less platformy than the original.

All in all Turok 2 is shaping up to be one of the games of the year and you can expect to read much, much more about over the next few issues.





***"The sequel is much darker and foreboding than its predecessor and each level has been designed with this feeling in mind"***

## Worm Hearted

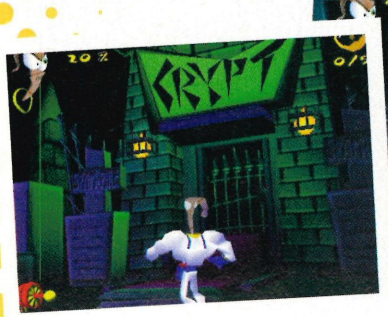
***EARTHWORM Jim 3-D* (tm) is in development and will be available in October. Developed by Vis Interactive of Scotland, Earthworm Jim 3-D continues the screwball tradition of the highly successful series from Shiny Entertainment.**

"Earthworm Jim has been an enduring favourite for years, and now technology lets us expand his wacky world even further," said David Perry, president of Shiny Entertainment and executive producer of the original character and titles. "Earthworm Jim 3-D will introduce the unique, hilarious antics of Jim to a new generation of gamers, who can take him snowboarding on a pig or zooming around on his pocket rocket."

In this much-anticipated sequel, the ever-popular annelid finds himself knocked unconscious by a falling cow. Trapped in the madcap world of his own mind, each of six loony, extra-large levels represents one area of Jim's fractured psyche. He must battle enemies old and new, and solve some perplexing puzzles in order to collect his wits and rejoin the real world.

Earthworm Jim 3-D features a new engine with unique polygon-smoothing technology to give the game the look of a cartoon and allow close-ups of Jim's most animated expressions. Players will have complete freedom of movement in fully interactive, all-polygon environments as they play groovy games and solve nutty puzzles on Jim's road to mental health.

Fans of Earthworm Jim will recognise many returning characters such as Professor Monkey-for-a-Head and Evil the Cat, and crack up at some new ones, like the Disco Zombies who hustle their way through a wacky, retro Studio 54-like scene in the Fear level. Watch this space for more info.









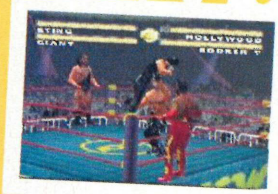


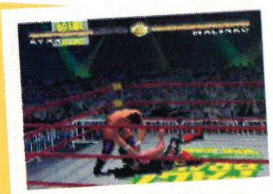

## Bubonic, Man!

The Scratch Cats are an elite band of feline fighters, dedicated to the protection of planet Earth. Led by Professor Julius, they must battle against the evil forces of space-rats Washington and Jefferson, who have returned to earth to wreak their deadly revenge.

*Rat Attack*, from Mindscape, sees rats throughout the world banding together and destroying all in their wake. Washington and Jefferson's deadly mutators have been installed everywhere, creating bizarre and ever more deadly mutated rats. Likewise, their duplicators are rapidly increasing the rat population.

## As real as it gets





**THQ are fast becoming known as the wrestling game kings, which is unfortunate and is a tag they could with shaking off sharpish because EA Sports have whipped the WCW license out from under their noses. Undeterred they're working away on an improved port of popular PI**Station grapple'em-up *WCW Nitro*, which brings the top wrestling superstars from World Championship Wrestling (WCW) and New World Order (NWO) to the N64. Players can choose between over 20 of their favourite wrestling heroes, including 'Hollywood' Hulk Hogan, 'Nature Boy' Ric Flair, Sting, 'Macho Man' Randy Savage, The Giant and Lex Luger. Each character is created with ultra-realistic, hi-res digitised texture maps, and reveals all his acting ability through signature special moves and taunts in game play. The game will also includes the actual ring announcers to introduce each match, and if it's anywhere near as good as the PI**Station version, or THQ last N64 effort (World Tour) then wrestle fiends should be in for a treat indeed this winter.**

# Erasing Racing

**AT THE E3, Pysgnosis confirmed *Wipeout 64* as its first N64 title. A new version of the landmark PI**Station game, Wipeout will be ready for consumption by us hungry N64 gamers in November. WipEout 64 is set to take the breathtaking gaming experience of the landmark WipEout racing series to new heights and kick virtual sand in the faces of all PI**Station owners.**

Among a host of new features, the game will be the first of the Wipeout series to include intense four multi-player racers on one screen. With five new deadly weapons, 15 ships on track at once and six awesome race circuits and including a multi player tournament mode, Wipeout 64 delivers the most addictive arcade-style action yet seen – and it's rumble pak compatible.

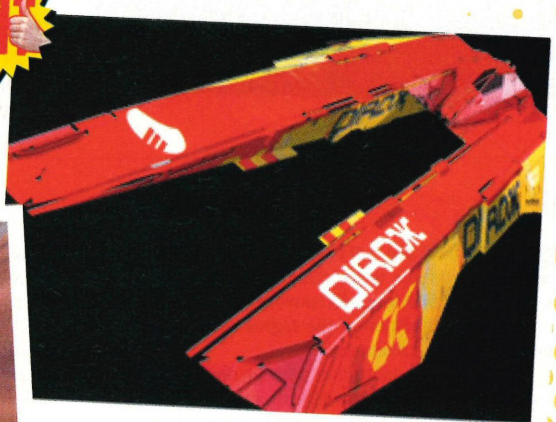
First appearing in 1994, Wipeout set new standards for interactive youth entertainment both with the product design and the integrated product launch. Rather than extending and improving previous computer game genres, Wipeout was created with the speed, style and dance music which led youth culture and instantly became a part of youth lifestyle.

The Wipeout brand has since grown through four product launches, each supported by a leading edge marketing campaign, and has recorded sales of over one and a half million units. Developed by Psygnosis Liverpool, we'll have a preview for you next month.









***"With five deadly new tracks and including a multi player tournament, Wipeout 64 delivers the most addictive arcade style action yet seen"***

## Pawn Stars

**THE drama of *Virtual Chess 64* is intensified with real time cartoon animation pitting vikings and mediaeval knights in head-to-head combat.**

**The N64 version marks the debut of 'artificial stupidity' which induces the CPU to make mistakes when it is playing against a beginner. If you reckon you're a bit of a Kasparov, however, you can take on the champions by attempting to finish actual games from the past.**

**Published by French gaming giants Titus, Virtual Chess 64's 'board game with a few posh graphics stuck on to make it look good' effort is scheduled to be released in time for Christmas.**









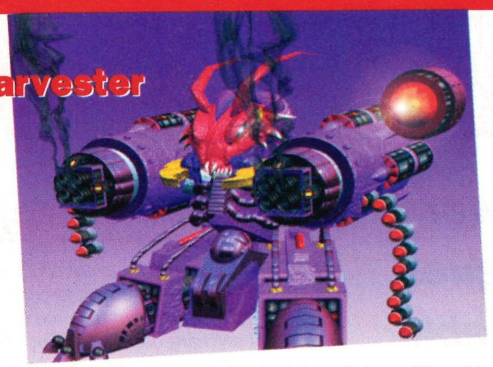


Only the Scratch Cats can save the day... however, realising the threat, Washington and Jefferson have kidnapped Pearl and taken her to their lair in outer space. Professor Julius assembles the remaining Scratch Cats . 'My new invention, the eraticator, will help you. This will allow you to trap the pesky rodents, which you must then dispose of. Be quick – don't let them damage anything! They've invaded houses, gardens, the fun house, museums and many more. Get to work!' Using Atik Atak-style gameplay where you have to create square boxes to entrap your foes, Rat Attack was one of the E3's low-key exhibits, but it could prove to be one of the greatest multi player games of all time.

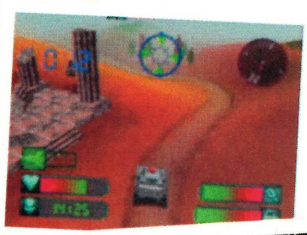
## I've Got a Brand New Body Harvester

**UK PUBLISHING powerhouse Gremlin have officially announced that they are to take their first tentative steps into the world of N64 gaming. The programming tree they jointly planted with highly respected Scottish developers DMA Design (responsible for the ground breaking Lemmings all those years ago) has begun to bear fruit, the first example of which will be *Body Harvest* – a game which spans genres, definitely defies categorisation and will hopefully offer a genuinely new gaming experience.**

It's all about a race of locust-esque aliens that invaded the Earth in the mid-nineteenth century, moving from city to city consuming all human life until mankind was all but obliterated – barring a small band of scientists who'd managed to hide aboard a space station.



The game is set in 2016 when the scientists have invented a time machine and chosen your character to travel back to try and stop the destruction, and the action takes place in an absolutely huge 3D world, starting in Greece in 1916, where the player can use any means at their disposal to travel around the landscape and wipe out the aliens including cars, motorbikes, vans, taxis, ambulances and police cars, all of which can be commandeered and used.








Each level also contains boats, ships, planes and helicopters that can be controlled, each of which has a unique control system that must be mastered along with different types of weapon. And for the more casually dangerous player, there's even an opportunity to fire a nuclear weapon!

Believe us when we say there's been nothing like Body Harvest before, but we'll explain why much better in next month's full preview.

***"Body Harvest spans genres, definitely defies categorisation and will hopefully offer a genuinely new gaming experience"***

## Sheep 'N' Chips

**WHEN Take 2's *Space Station Silicon Valley* (SSSV) was first showcased at last year's E3, it was little more than a Marioesque mish-mash. Now, a year on, the madcap 3D world is populated by a selection of animals that, by anyone's standards are as daft as a polar bear with tracks. Or a rabbit with helicopter ears. Or a levitating sheep.**

You see, the all-new fully-playable Silicon Valley relies on cartoon animals with ludicrous qualities to draw the gamer into its hilariously imperfect world.

To cut a long story short, SSSV's plot is as daft as a toe-tapping grizzly, to make any progress in the game, you have to be prepared to power-up a whole blinkin' zoo's worth of cutesy animals.





Designed entirely by DMA Design, SSSV contains over 40 different creatures, with 90 different skills to be fought and mastered.

Incredible dynamic water and lighting effects provide the backdrop to the adventure, racing and RPG element. Dozens of environments including Grassland, Desert, Arctic, Underwater and Space Station levels are there to be explored and ultimately mastered, controlling the likes of polar bears with caterpillar tracks, foxes with rockets, four wheel drive lions, an armour piercing tortoise and llamas with chainsaws (Nintendo permitting). Out October.

## Revenge of the Mutant Steroid Beasts



**Desperate to milk the license to death before it hands over to EA Sports THQ are busy working away on two wrestling games, one of which is *WCW/NWO Revenge*, which despite being a contender for one of the worst named games ever is actually quite a promising looking title.**

**The game is the sequel to the smash hit WCW vs. NWO: World Tour, it boasts a larger assortment of your favourite wrestling superstars each displaying more of their signature moves and taunts. The massive 128 MB cartridge allows players to save vital statistics on an individual wrestler's win/loss record and the belts he holds giving armchair grapplers the chance to control their favourite wrestler's destiny, or take their favourite wrestler though an entire WCW 'season' even including select WCW Pay-Per-View events.**

**A new Battle Royale mode where the player must get to the top in a 40 man all-out war is in there too. As weaker wrestlers are defeated, new challengers take their place, proving, as THQ say, WCW/-NWO Revenge is the wrestling game 'where the big boys play'. Although I'm not entirely sure that claim has quite the same meaning over here...**

# Stats



# Software Ho

***The Software House Leagues are an invaluable gamesplayer's barometer. The most clued up guide you could ever have, designed solely to point out which publishers are worth investing your hard earned cash in, and probably more importantly, which ones you shouldn't!***

## What's it all about?

THE N64 Pro Publishers League Tables have been created to give everyone a better idea of who's got to grips with our favourite machine so far. It's still early days, with many companies having brought out only one or two games, but over the coming months we think it will provide an invaluable guide to who's hot (and who's not) on the publishing scene. It will also give everyone a better idea of just what names they should be looking out for on the forthcoming release schedules.




And it works like this. Each game that is released is assessed by every member of the N64 Pro team and is awarded points on a scale ranging from 3 points for a top class effort, right down to -2 points for a great steaming turd of a game. These points are then totalled up for each publisher and they will either climb or drop down the league tables accordingly. It all works a bit like the football really, only with an ever so slightly more complex scoring system. Anyway, you'll soon get the hang of it...

**Key:** **R** = Games Released **E** = Number of games rated excellent (3 points) **G** = Number of games rated good (1 point) **A** = Number of average games (0 points) **S** = Number of games rated shite (-2 points) **Pts** = Total number of pointed scored

## N64 Pro Premier League

| | Publisher | R | E | G | A | S | Pts |
|---|---|---|---|---|---|---|---|
| 1 | NINTENDO | 18 | 6 | 9 | 1 | 2 | 23 |
| 2▲ | Acclaim | 5 | 2 | 3 | 0 | 0 | 9 |
| 3▼ | Konami | 7 | 2 | 2 | 3 | 0 | 8 |
| 4▼ | Ocean | 5 | 1 | 4 | 0 | 0 | 7 |
| 5 | Namco | 1 | 1 | 0 | 0 | 0 | 3 |
| 6 | Electronic Arts | 4 | 1 | 0 | 2 | 1 | 1 |
| 7 | Human | 2 | 0 | 1 | 1 | 0 | 1 |
| 8 | THQ | 1 | 0 | 1 | 0 | 0 | 1 |
| 9 | Bottom Up | 1 | 0 | 1 | 0 | 0 | 1 |
| 10 | T&E Soft | 1 | 0 | 1 | 0 | 0 | 1 |

## N64 Pro Division One

| | Publisher | R | E | G | A | S | Pts |
|---|---|---|---|---|---|---|---|
| 1 | CRAVE | 1 | 0 | 1 | 0 | 0 | 1 |
| 2 | Culture Brain | 1 | 0 | 1 | 0 | 0 | 1 |
| 3 | Ubi Soft | 1 | 0 | 0 | 1 | 0 | 0 |
| 4 | Titus | 1 | 0 | 0 | 1 | 0 | 0 |
| 5 | Seta | 1 | 0 | 0 | 1 | 0 | 0 |
| 6 | Hudson | 5 | 0 | 1 | 3 | 1 | -1 |
| 7 | Take 2 | 3 | 0 | 0 | 2 | 1 | -2 |
| 8 | Ascii | 1 | 0 | 0 | 0 | 1 | -2 |
| 9 | Interplay | 1 | 0 | 0 | 0 | 1 | -2 |
| 10 | Video System | 1 | 0 | 0 | 0 | 1 | -2 |
| 11 | GT Interactive | 15 | 0 | 5 | 4 | 6 | -7 |

*Note: Where two or more publishers' point totals are the same the number of games released will be used to separate them, with the more prolific producer being given the advantage. In cases where records are identical, personal preference among the members of the team comes into effect.*

### To be played this month

All Star Baseball '99 – *Acclaim*
Bust a Move 2 – *Acclaim*
Bio Freaks – *GT Interactive*

League points from these games will be awarded next issue

### Last Month's results

Forsaken - Acclaim **3pts**
Bomberman Hero - Hudson **1pt**
Powerful Pro Baseball 5 - Konami **0pts**
NBA Courtside - Nintendo **1pt**



# Use Leagues

## Hall of Fame



Still no real challenge to the Nintendo's dominance, with the Japanese giants bagging another point thanks to Courtside. Their percentages have improved slightly too with an incredible 83.3% of their releases now rated either good or excellent by the N64 Pro team! Acclaim are coming up on the rails though, with Forsaken's three points helping them leapfrog Ocean and Konami and into second place

## Hall of Shame



GT'S performance is made all the more depressing by the fact that they're the most prolific third party publisher and have had many chances to redeem themselves. Annoyingly they have the second largest number of good games of any publisher, but have easily countered that by releasing more games rated 'shite' than most publishers have actually released in total! Hudson's Bomberman point has helped them a bit though.

## Player of the month

Forsaken – Acclaim

This was easily the best new game to arrive last month, and while it hasn't quite done enough to force its way into the Dream Team, it came pretty damn close! Another quality product from Acclaim adds weight to their claim of being the ones to watch on the N64

## N64 Pro: Dream team

*If we were to pick a football team made up only of players that had, in a previous life of course, been N64 games, then it would line up something like this.*

**1 – Wetrix**
Our goalie is Ocean's benchmark setting platformer and it's the perfect building block on which any successful side should be built. Will probably be in net longer than Peter Shilton!

**2 – Pilotwings**
The first of five Nintendo published players to make our 'Dream Team' is Pilotwings. Bags of skill and ability makes for a quality full back

**3 – Super Mario 64**
Italians always make stout defenders so it's no surprise that a stout Italian should walk straight into the team! Mario has tackled all comers with ease so far and his place doesn't look threatened

**4 – Fighter's Destiny**
FD's superior battling qualities stand it in good stead for a spell grinding out results from the heart of defensive. Unchallenged really and could be around for a while

**5 – Madden 64**
We've gone for experience over youthful good looks here in choosing Madden over QB Club. This tough tackling American completes our side's terrifyingly solid backbone

**6 – GoldenEye 007**
The all important creative midfield role goes to what many consider to be game of the year. Able to unlock any defence in the blink of an eye with a subtle twist on an old idea. Devastating talent

**7 – Diddy Kong Racing**
As far as pacy wingers go they don't come much more talented or skilful than Rare's Mario Kart beater. Leaves lesser games eating its dust by a long, long way

**8 – Mystical Ninja**
Alongside any creative midfielder every side needs a battler. One with a good brain, but still able to pull off a fancy trick or two. But Ninja's not guaranteed a place with the likes of Zelda causing a stir in the youth side

**9 – ISS 64**
The star of the show. No N64 Pro Dream Team could be complete without Konami's mind blowingly playable football game at the heart of it. We need say no more

**10 – Famista 64**
Perhaps a surprise addition because not many people have seen Famista play, but without fail everyone who has thinks it's brilliant! Don't dismiss it lightly

**11 – 1080° Snowboarding**
Who else could we have put on the opposite wing to DKR than Miyamoto's prodigy? Had it's detractors over recent months with accusations of cheating, but we feel 1080's a misunderstood genius!




## Substitutes:

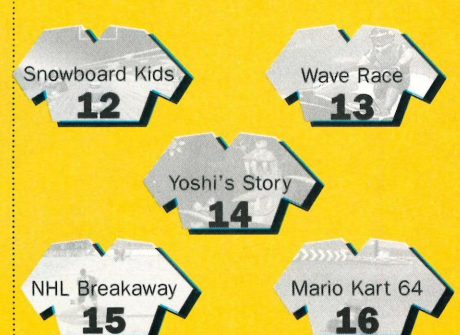
**12 – Snowboard Kids** – misses out after picking up an injury during conversion

**13 – Wave Race** – The veteran racer's been upstaged by pseudo–sequel 1080 and can't force its way in

**14 – Yoshi's Story** – Plenty of silky skills, but shows them all too briefly to get a starting place

**15 – NHL Breakaway'98** – It was a toss up between this and Famista and it missed out by a whisker

**16 – Mario Kart 64** – Again youthful exuberance in the shape of DKR was chosen over experience. Could well turn out to be a 'supersub' though...



# Release Schedule

*Even in the midst of the chaos of trying to produce an E3 Special, we've still found time to incorporate absolutely all the very latest release dates from around the world. And a right nightmare it was too, so you'd better appreciate it or else! Just kidding readers, it's a labour of love really. No it is, honest, and it's certainly not a huge weight around my neck, oh no...* ***STEVE***

**Key:** **Green** - *UK Release* **Blue** - *American Release* **Red** - *Japanese Release* **DD** - *64DD Game* **Black** - *No Specific details*

## 1998

| | | |
|---|---|---|
| Mike Piazza's StrikeZone | GT Interactive | June 09 |
| Virtual Chess 64 | Titus | June 10 |
| Quest 64 | THQ/Imagineer | June 10 |
| Wetrix | Ocean | June 10 |
| Chopper Attack | Midway/Seta | June 16 |
| Mortal Kombat 4 | Midway | June 23 |
| Wetrix | Ocean | June 25 |
| Banjo-Kazooie | Nintendo/Rare | June 29 |
| Off-Road Challenge | Midway | June 29 |
| Mission: Impossible | Ocean | June 30 |
| Dezaemon 3D | Athena | June |
| Bio Tetris | Amtex | Q2 |
| Last Legion UX | Hudson | Q2 |
| Rev Limit | Seta | Q2 |
| Satr Soldier: Vanishing Earth | Hudson | July 10 |
| F Zero X | Nintendo | July 14 |
| Olympic Hockey | Konami | July 16 |
| Super Robot Spirits | Banpresto | July 17 |
| WWF: Warzone | Acclaim/Iguana West | July 20 |
| Super Beadaman: Phoenix Battle 64 | Hudson | July 23 |
| Banjo-Kazooie | Nintendo | July 23 |
| Superman: The Animated Series | Titus | July 25 |
| World Grand Prix | Video System/Paradigm | July 27 |
| Walalae Country Club True Golf Classics | Nintendo | July 27 |
| Alice's WakuWaku Trump World - Col 3 | Bottom Up | July 30 |
| Choro Q64 | Takara | July |
| GT 64 Championship Edition | Ocean | July |
| Pokemon Stadium | Nintendo | August 01 |
| Iggy's Reckin' Balls | Acclaim/Iguana | August 10 |
| Flying Dragon | Natsume/Culture Brain | August24 |
| GEX: Enter the Gecko | Midway | August 26 |
| F-Zero X | Nintendo | August 31 |
| Deadly Arts | Konami | August |
| Earthworm Jim 3D | Interplay | August |
| Iggy's Reckin' Balls | Acclaim | August |
| International Superstar Soccer '98 | Konami | August |
| Nintama Rantaro 1-2-3 | Culture Brain | August |
| NFL Quarterback Club '99 | Acclaim | August |
| Ultra Baseball 64 | Culture Brain | August |
| VR 3000 | Ubi Soft | August |
| Bomberman Hero | Nintendo/Hudson | September 28 |
| NFL Blitz '98 | Midway | September 29 |
| NFL Quarterback Club '99 | Acclaim | September |
| Body Harvest | DMA Design | September |
| Buck Bumble | Ubi Soft | September |
| F Zero X | Nintendo | September |
| Madden '99 | EA Sports | September |
| SimCopter 64 | Maxis | September |
| Twisted Edge Snowboarding | Midway | September |
| WCW/NWO Revenge | THQ | September |
| Banjo & Kazooie's Adventure | Nintendo | Q3 |
| Buck Bumble | Ubi Soft | Q3 |
| Bust-A-Move 3 | Acclaim | Q3 |
| Glover | Hasbro | Q3 |
| Knife Edge | Kemco | Q3 |
| Jinsei Mezasel Resort King | Taito | Q3 |
| Last Legion X | Hudson | Q3 |
| Let's Smash | Hudson | Q3 |
| Madden NFL '99 | EA Sports | Q3 |
| NASCAR '99 | EA Sports | Q3 |
| NHL '99 | EA Sports | Q3 |
| Ogre Battle Saga | Nintendo | Q3 |
| Robotech: Crystal Dreams | Gametek | Q3 |
| SCARS | Ubi Soft | Q3 |

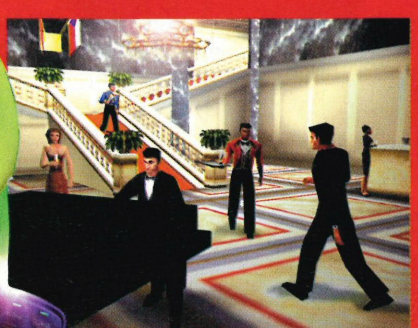


**Love him or hate him Earthworm Jim is back, and this time he's romping around in glorious 3D! Shiny Entertainment has a top notch reputation and Dave Perry and the boys are confident that they're about to come up trumps once again. Laughs aplenty are guaranteed with comedy cavalcade of a game**



**Gex is making his N64 debut soon, again in 3D**

## The next big thing...



It was a toss-up between this and Banjo-Kazooie, but we went for Ocean's much improved Mission Impossible for the simple reason that we think it's surprisingly good and everyone already knows Banjo's cool...





Turok 2 was the name of everyone's lips at the show, and it was easy to see why

| | | |
|---|---|---|
| Space Circus | Ocean | Q3 |
| Twisted Edge Snowboarding | Kemco | Q3 |
| 1080 Snowboarding | Nintendo | October 01 |
| VR Pool 64 | Crave Entertainment | October 02 |
| Cruis'n World | Nintendo | October 12 |
| Twelve Tales: Conker 64 | Rare | October 27 |
| Extreme-G 2 | Acclaim | October |
| Fox Sports College Hoops '99 | Fox Sports | October |
| Knife Edge | Kemco | October |
| Penny Racers | THQ/Takara | October |
| Space Station: Silicon Valley | Take-Two | October |
| Turok II: Seeds of Evil | Acclaim | October |
| Legend of Zelda: Ocarina of Time | Nintendo | November 23 |
| Castlevania | Konami | November |
| Charlie Blast's Challenge | Kemco | November |
| Milo's Astro Lanes | Crave | November |
| NBA Jam '99 | Acclaim | November |
| Onegai Monsters | Bottom Up | November |
| Rat Attack | Mindscape | November |
| Roadsters '98 | Titus | November |
| Rush 2: Extreme Racing | Midway | November |
| Survivor Day One | Konami | November |
| Tonic Trouble | Ubi Soft | November |
| V-Rally 98 Arcade Championship Edition | Ocean | November |
| WCW Nitro | THQ | November |
| WipeOut 64 | Psygnosis | November |
| Bokojou Monogatari (Harvest Moon 64) | Victor | December |
| In-Fisherman Bass Hunter 64 | Take 2 | December |
| Legend of Zelda: Ocarina of Time | Nintendo | December |
| Nightmare Creatures | Activision | December |
| Quake 2 | Activision | December |
| Shadowgate 64 - Trial of the 4 Towers | Kemco | December |
| Star Wars: Rogue Squadron | LucasArts | December |
| Akumajou Dracula 3D (Castlevania 64) | Konami | Q4 |
| All-Star Tennis '99 | Ubi Soft | Q4 |
| Air Boardin' USA | Human | Q4 |
| Battle Tanx | 3DO | Q4 |
| Chameleon Twist 2 | Sunsoft | Q4 |

## One to watch...

As if we need to tell you to watch out for Rare's sort of sequel to GoldenEye! Perfect Dark is going to be massive, Joanna's going to be a star and it's going to be number 1. Forever!



| | | |
|---|---|---|
| Dual Heroes | Hudson | Q4 |
| F1 Racing Simulation 2 | Ubi Soft | Q4 |
| Fighting Force 64 | Eidos | Q4 |
| Legend of the River King 64 | Natsume | Q4 |
| Lode Runner 64 | Big Bang | Q4 |
| Magic Flute | Sunsoft | Q4 |
| Micro Machines V3 | Codemasters | Q4 |
| NBA Live '99 | EA Sports | Q4 |
| ODT | Psygnosis | Q4 |
| Rayman 2 | Ubi Soft | Q4 |
| Top Gear Overdrive | Kemco | Q4 |
| SanRio Time Net World | Imagineer | Q4 |
| Survivor Day One | Konami | Q4 |
| Winback | Koei | Q4 |

## 1998 (specific dates to be announced)

| | |
|---|---|
| Blades of Steel 2 | Konami |
| Bottom of the Ninth '98 | Konami |
| Cabbage | Nintendo DD |
| Command and Conquer 3D | Westwood Studios |
| Chameleon Twist 2 | Japan Supply System |
| Dragon Storm | MGM/Interactive Studios |
| F1 Simulation '98 | Ubi Soft |
| Flight Sim (Aces of the UN) | Video System |
| F Zero Expansion Set | Nintendo DD |
| Hiryu No Ken Twin 2 | Culture Brain |
| Jest | Ocean/Curved Logic |
| Magic Flute | Sunsoft |
| Mario Artist: Picture Maker | Nintendo DD |
| Mario Artist: Polygon Maker | Nintendo DD |
| Mario Artist: Talent Maker | Nintendo DD |
| Mother 3 (Earthbound 64) | Nintendo DD |
| Need for Speed 64 | EA/Paradigm |
| No Man's Island | Imagineer DD |
| Pokemon Stadium DD | Nintendo DD |
| Powerslide | Emergent |
| Puzzle Bobble 64 | Taito |
| SimCity 64 | Nintendo DD |
| Snowspeeder | Imagineer |
| Soccer | Parity Bit |
| South Park 64 | Acclaim/Iguana |
| Spooky | ICE |
| Super Robot Battle | Bandai/Banpresto |
| Tetris 64 | Nintendo/Blue Planet |
| Tonic Trouble | Ubi Soft |
| Turok 2 | Acclaim |
| Ultra Donkey Kong 64 | Nintendo DD |
| Wayne Gretzky 3D Hockey '99 | Midway |
| World Grand Prix | Video System |
| WaZelda (Zelda DD) | Nintendo DD |

# Release Schedule



In Nintendo's very own little 'world of twee' Conker rules the roost, and will no doubt soon rule the world too. Top character and a superb game should add up to a massive hit

## 1999

| | | | |
|---|---|---|---|
| Looney Tunes: Space Race | Ocean/Infogrames | January |
| Hybrid Heaven | Konami | March |
| Blades of Steel '98 | Konami | Q1 |
| Caesar's Palace | Crave | Q1 |
| Carmageddon 64 | Stainless | Q1 |
| GT World Tour | Boss | Q1 |
| Harrier 2000 | Paradigm | Q1 |
| Harvest Moon 64 | Natsume | Q1 |
| Hype - A Time Quest | Ubisoft | Q1 |
| Jeff Gordon Racing | ASC Games | Q1 |
| Jungle Bots | Titus | Q1 |
| 4x4 Mud Monsters | Take 2 | Q1 |
| NBA In the Zone '99 | Konami | Q1 |
| Road Rash 64 | THQ | Q1 |
| Rugrats | THQ | Q1 |
| Shadowgate - Trial of the Four Towers | Kemco | Q1 |
| Wild Metal Country | DMA Design | Q1 |
| Winback | Koei | Q1 |
| Blues Brothers 2000 | Titus | Q2 |
| Duke: Time to Kill | GT Interactive | Q2 |
| Nuclear Strike | THQ | Q2 |
| Tasmanian Express | Infogrames | Q2 |
| Army Men 3D | 3DO | September |
| Duck Dodgers In the 3rd 1/2 Dementia | Infogrames | Q3 |
| Hercules: Legendary Journeys | Titus | Q3 |
| Quest for Camelot | Titus | Q3 |
| Xena: Warrior Princess | Titus | Q3 |
| Daikatana | ION Storm | Q4 |

## 1999 (specific dates to be announced)

| | |
|---|---|
| 64 Oozumo 2 | Bottom Up |
| Body Harvest | Nintendo |
| Cavalry Battle 3000 | Nihon Supply System |
| Derby Stallion | Parity Bit DD |
| Doubutsu Banchou | Saru Brunei DD |
| DT | Game Studio |
| Elftale (Quest 64) | Imagineer |
| Emperor of the Jungle | Nintendo |
| Exhumed 64 | Crave/Lobotomy |
| Extreme G 2 | Acclaim |
| Fire Emblem 64 | Nintendo |
| Fishing | Nintendo |
| Fushigi no Dungeon | Chunsoft |
| Gauntlet 64 | Midway/Atari |
| Golf | Nintendo |
| Hashire Boku no Uma | Culture Brain |
| Hybrid Heaven | Konami |
| Jissen PachiSlo Hissyouhou | Sammy |
| Jungle Taitei (Emperor Leo) | Nintendo DD |
| King of Pro Baseball 2 | Imagineer |
| Kiratto Kaiketsu! 64 Tanteidan | Imagineer |
| Kirby 64 | Nintendo |
| Kyojin no Doshin | Param DD |
| Macross (Robotech) | Tomy |
| Mario Artist: Sound Maker | Nintendo DD |
| Makaimura 64 (Ghouls 'n' Ghosts 64) | Capcom |
| Mickey's Tetris | Capcom |
| Namco RPG | Namco |
| Nushi Tsuri 64 (River King) | Pack-in Soft |
| Perfect Dark | Nintendo/Rare |
| Pikachu Genki DeChu | Nintendo |
| Pokemon Snap | Nintendo DD |
| Project Cairo | Crave Entertainment DD |
| Pro Shinan Mah-jongg | Culture Brain |
| Rockman Dash (Mega Man) | Capcom |
| Shadowman | Acclaim/Iguana UK |
| SimCopter 64 | Electronic Arts |
| Snowspeeder | Imagineer |
| StarCraft | Nintendo/Blizzard |
| Star Wars Prequel Game | LucasArts |
| Street Fighter | Capcom |
| Super Mario 64 2 | Nintendo DD |
| Super Mario RPG 2 | Nintendo DD |
| Suu | Imagineer DD |
| Teo | Fujitsu DD |
| Thornado | Factor 5 |
| 7th Legion | Epic Megagames |
| Acclaim Sports Soccer | Acclaim/Probe |
| Aeon Flux | GT Interactive |
| Bio Tetris | Amtex |
| GT Racing | Midway/Boss Game Studios |
| California Speed | Midway/Atari |
| Deadly Honor | TecMagik |
| Deep Blue | Konami |
| Destruction Derby 64 | Psygnosis |
| Donkey Kong World | Nintendo/Rare |
| Earthbound 64 | Nintendo DD |
| F-Zero X Expansion Set | Nintendo DD |
| Ghouls'n'Ghosts 64 | Capcom |
| Golden Nugget 64 | Virgin |
| Jet Force Gemini | Rare |
| Kirby 64 | Nintendo |
| Legend of Zelda DD | Nintendo DD |
| Lego Racers | Lego/High Voltage |
| Magic the Gathering: Armageddon | Acclaim |
| Mario 64 2 | Nintendo DD |
| Mario Artist: Picture Maker | Nintendo DD |
| Mario Artist: Polygon Maker | Nintendo DD |
| Mario Artist: Sound Maker | Nintendo DD |
| Mario Artist: Talent Maker | Nintendo DD |
| Mega Man 64 | Capcom |
| Mission Impossible 2 | Ocean/Infogrames |
| NBA Fastbreak 64 | Midway |
| Paperboy 64 | Mindscape |
| Pokemon Stadium | Nintendo |
| SimCity 64 | Nintendo 64DD |
| Smurfs 64 | Infogrames |
| Space Bunnies Must Die | Take 2/Ripcord |
| Super Mario RPG 2 | Nintendo DD |
| ToeJam & Earl 64 | TJ&E Productions |
| Ultra Descent | Interplay |

## Hardware

| | | |
|---|---|---|
| LightBlaster 64 | InterAct | Q2 |
| Nintendo 64 Mouse | Nintendo | July |
| 64DD Nintendo | Nintendo | Q3 |
| Capture Cartridge | Nintendo | Q3 |
| 64 GB Pak | Nintendo | TBA |
| Voice Recognition Headset | Nintendo | TBA |



Biggest news of the month is InterAct's lightgun – Lightblaster 64. But as yet there are absolutely no games planned to make use of it

# Gameplay

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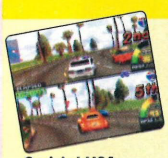
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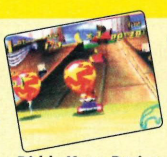
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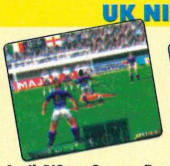
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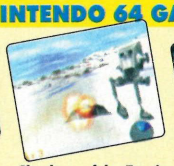
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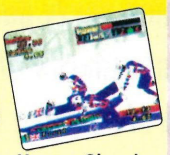

Diddy Kong Racing


Int'l S'Star Soccer Pro

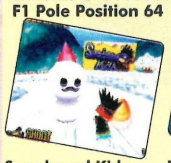

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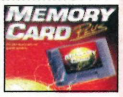

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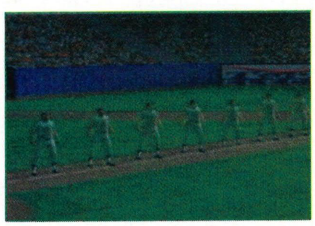
Review

● PUBLISHER Acclaim ● CONTACT 0171 344 5000 ● GENRE Sports

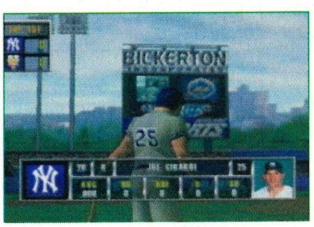
# All Star Baseba

## They say looks aren't everything, but hands up who fancies

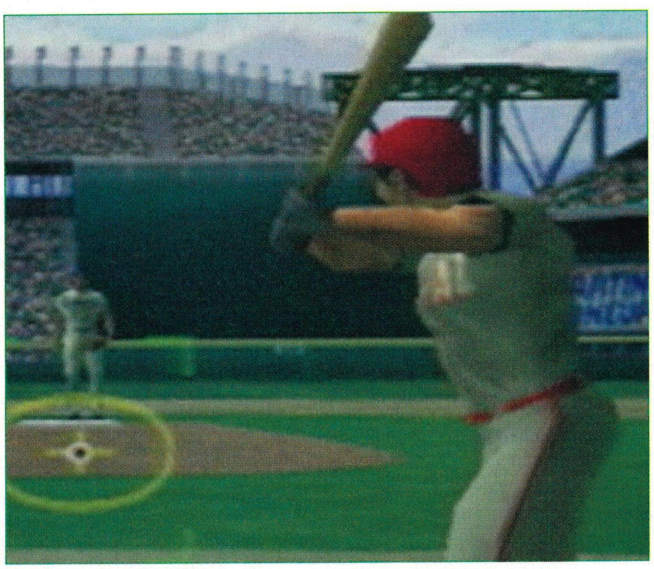
**Every once in a while a game comes along that forces all other third party developers to re-evaluate their standards of quality. And these days it more often than not seems to come from Acclaim**

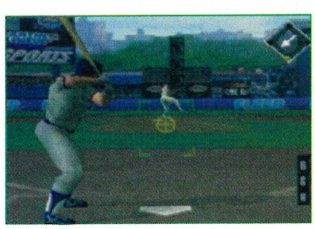


**In true patriotic American style the anthem is belted out**

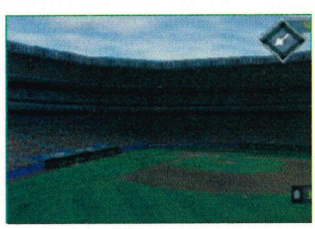


**Each individual player's stats are tracked through the season**

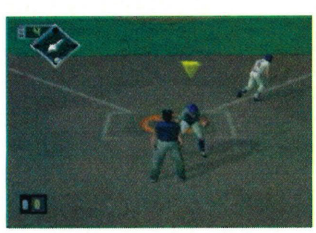




**Choose to power hit and the target will be much smaller**



**ASB's photo realistic graphics are guaranteed to impress**

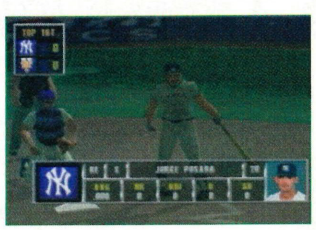


**Looks like he's skied it. Unless the catcher drops it he'll be out**

**MAN OF my word me. When I promise you an All Star Baseball '99 review next month I deliver an All Star Baseball '99 review in the next issue. Even if it kills me. And I'll tell you what readers, I reckon that this might just about do the job. If I see one more baseball game in the next , ooh six months or so, then I won't be held responsible for my actions.**

Now this is actually a shame because Ken Griffey's just arrived in the office (not literally, I mean the game) and it looks like it could turn out to be a bit of a cracker. Which of course means I could well be kicking myself for my loud declarations of having 'no intention of going anywhere near it'. In fact, I think I even went as far as to inform Noely that 'I wouldn't touch it with his'. Referring of course to his own personal 'joypad' (oh, stop it) and not whatever vile imagery ran through thousands of overactive young minds a few seconds ago.

Anyway, brushing all that unpleasantness under the carpet, it has to be said that the arrival of Nintendo Sports second effort (that's Griffey by the way) has put a certain element of doubt into my previously made up mind. Don't get me wrong, I'm not questioning All Star Baseball's exquisite loveliness in terms of being a quality baseball game, what I do have some doubt about is which game will appeal more to the majority of British gamers, ie those that don't live and breathe the American's favourite national pastime.

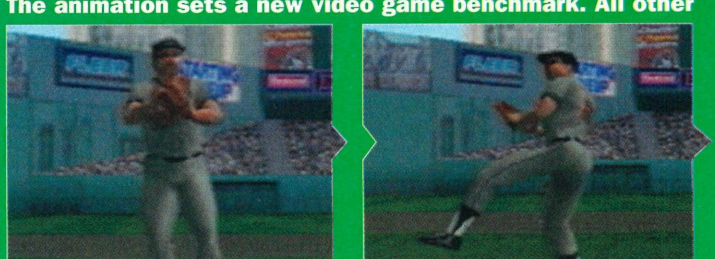


**Players go through a number of different routines at the plate**

You see, whereas ASB is a warts and all simulation of the sport, Ken Griffey seems more of a fun arcade experience that although not ignoring the simulation side of things, does certainly have much less of it. And that could well make for a more enjoyable time for us casual UK players. But that's a discussion for another issue. I'm supposed to be reviewing All Star Baseball and didn't intend to get bogged down in the whole debate quite as much as I have done. Ah well.

I've been banging on about how good I thought this game was going to be for some six months now and it was something of a relief when we got

**The animation sets a new video game benchmark. All other**



● **RELEASE DATE** Out Now, UK July ● **NO. OF PLAYERS** 1-2 ● **PRICE** £54.99 ● **SECRETS** No

# II '99

## Waynetta Slob?



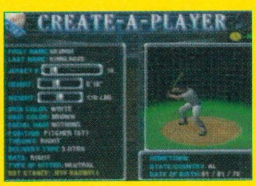



### Create a monster

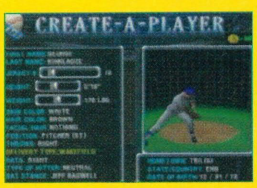
**Or more accurately, create a major league baseballer. And who better than that supreme athlete, ex Manchester City, now Ajax midfield genius Gio Kinkladze...**




**First step is setting up physical attributes**



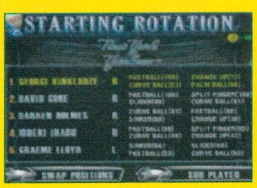

**Then you need to choose a batting style**




**Followed by one of many distinctive pitching types**




**Points can be allocated to each individual skill**




**All that remains is to draft him into the majors**



**And he'll be at the plate in next to no time**

an almost complete version in last issue (see issue 9 – Vive la Resolution!) and it didn't disappoint. Well now we've got a 100% finished version and surprise, surprise (the unexpected hits you between the eyes) it hasn't changed at all to the untrained eye. Which isn't a criticism. Far from it. Indeed, to quote myself from last issue in a handy space filling style, "I've played All Star Baseball enough now to know that I'll probably give it a Stamp of Approval". And my opinion hasn't changed – hence the Stamp of Approval.

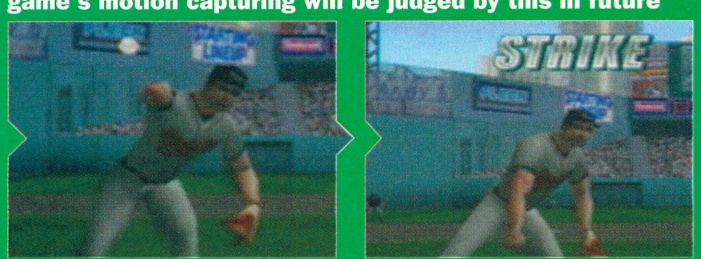
### Time Out

I realise though that this will only ever find a niche market over here. Channel 5 have been fighting a valiant rearguard action trying to raise interest levels over here, but let's face it, it's just not happening is it? People just haven't got room in their already hectic lives to squeeze in another new sport, and to be honest when we're perfectly happy with football, cricket, rugby, tennis, snooker, athletics or whatever sport particularly 'lights your fire' we don't need one. However, baseball video games have always done surprisingly well over here, so surely it stands to reason that the best baseball game ever will perform better than those that have gone before. But we'll just have to wait and see.

What's not in doubt is that on a personal level my minimal interest in the actual sport did nothing to dull my enjoyment of All Star Baseball. Far from it in fact. This game feels so real that you can't help but enjoy it, and once you become embroiled in the tactical 'pitcher versus batter' chess game that ensues at every pitch, you'll wonder how come you never got into it before!

The key is control. Every step of the way you feel in charge of the outcome of the game. Play well and you'll succeed, but have an off day and your pitcher will spend far more time than he'd like watching the ball sail back over his head. This has been the failing of most ▶

**game's motion capturing will be judged by this in future**




### The real thing...



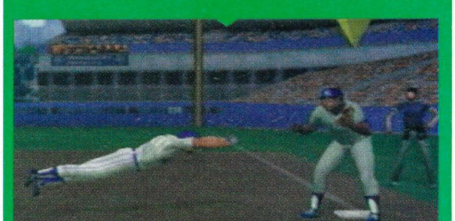
**ASB's animation is hyper realistic**



**As you can see here it's almost like TV**



**Watched in slow motion it could be real**



**Here we see a runner caught trying to steal**



**And that's got to be a close call**




**But the umpire finds in favour of the throw**

# Review

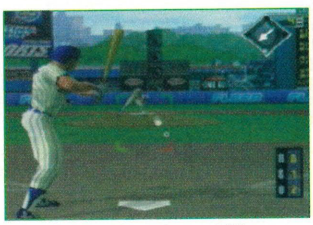
# All Star Baseball '99



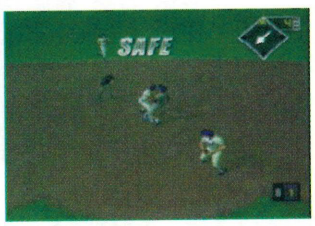

Warming up your pitcher is crucial to not getting hit



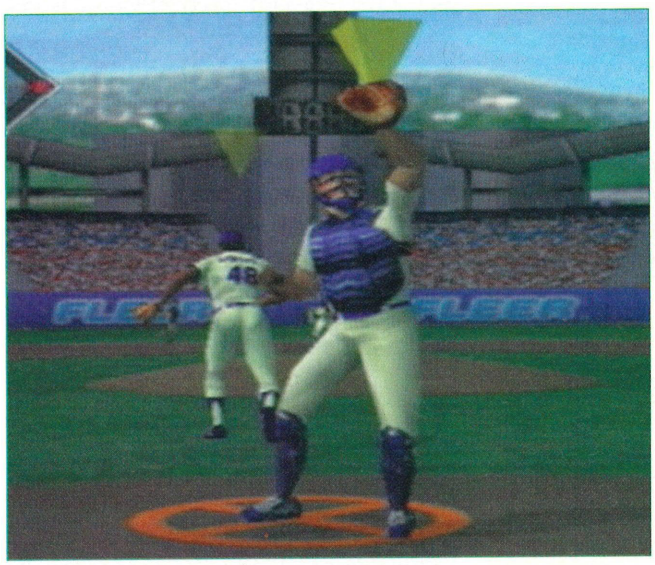
The bigger players are usually better power hitters

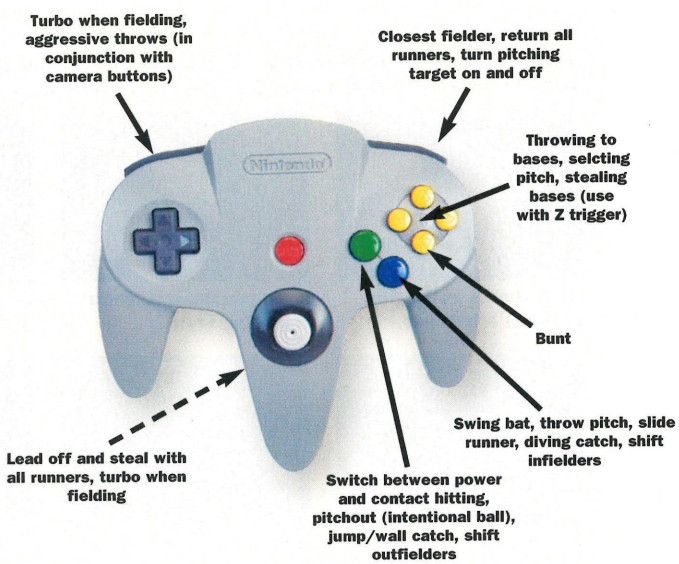


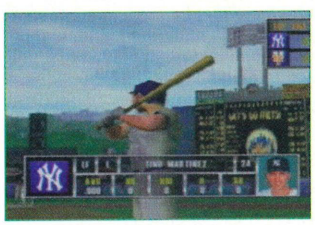
Reading a pitch is a skill you need to learn quickly



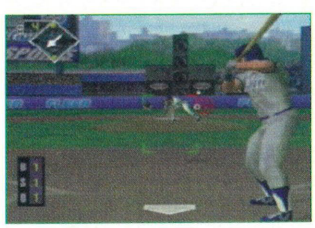

ASB is certainly a real simulation of baseball





Stats fans are going to absolutely cream over this



▶ baseball games in the past. Pitching used to mean pressing a button to select the pitch and maybe, if you're lucky, add a bit of swerve with the D-pad to divert it away from its straight down the middle trajectory. Not any more. Now you choose the type of pitch, precisely where you want to aim it and the actual amount of curve or dip that's to be applied to the ball after it leaves your hand. Impressive stuff that works far better than it sounds.

Batting is equally good with options including hitting for power, just for contact and the good old bunt (in both power and tap guises), which, along with pinpoint analogue control and complete freedom of movement with the bat – no pinging back to a centred position here – make the ancient art of hitting just about as realistic as you can't get without an actual bat and ball!

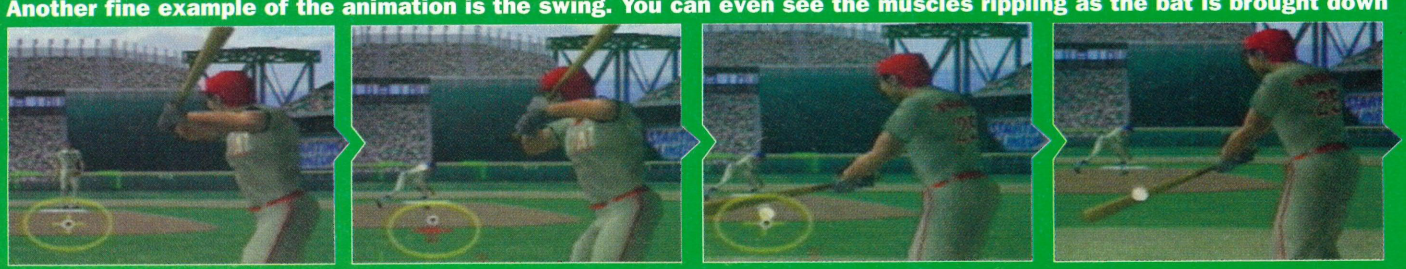
And all this action is carried out using probably the most glorious in-game graphics ever seen in a video game. The animation is so lifelike that it almost leaps out of the screen at you, and the visuals are so close to photo realistic that you'd be hard done to if someone took the piss because you'd mistaken them for a TV broadcast. You really will have never have seen anything quite like it before, and once again Acclaim are leading the way in showing developers just what can be done with the awesome hardware at their disposal.

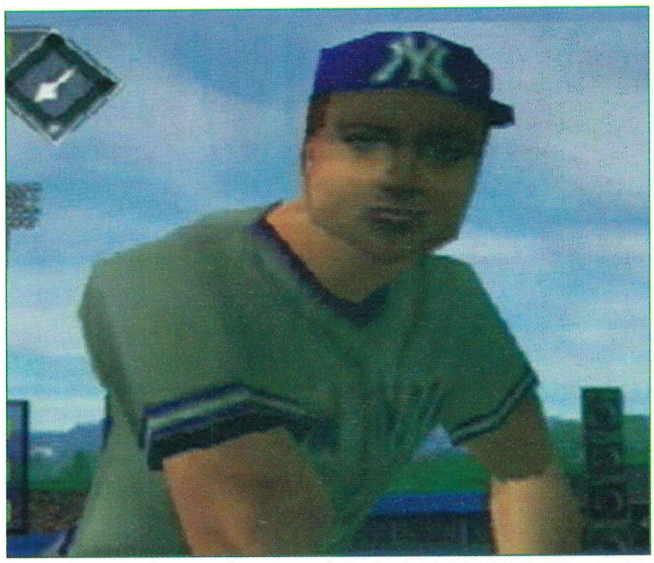
## Running up the Claypole

I do have one tiny gripe about the graphics though. It's one that's shown itself only after prolonged play over the last few weeks, and even then only on a handful of occasions, but it's a similar one to the criticism I made of Acclaim's other hi-res sports sim QB Club, and is that at times you notice the N64 'cheating' to keep up with the action on screen. Let me give you an example to better illustrate my point.

The pitch is thrown and the batsman connects and hits the ball at catchable height so it's moving at terrific speed. With lightning reflexes you react and start to move the fielder into a catching position when all of a sudden the action skips forward a second or so to the point where the ball is nestling neatly in the player's glove and the

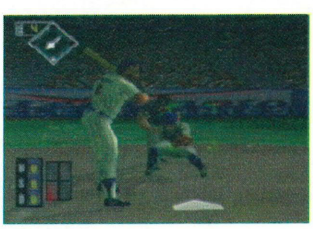
**Another fine example of the animation is the swing. You can even see the muscles rippling as the bat is brought down**





umpire is bellowing 'yer out!' at the top of his voice. And that happens on occasions with no inbetween animation whatsoever (a phenomenon now known in the office as 'Claypoling' in honour of the jester from Rentaghost's teleportation abilities). It's a picky point I know, especially when it only happens in a situation where you would have caught the ball anyway, but it does detract from the realism massively when it does happen, and that's a real shame.

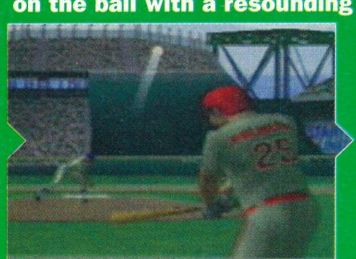
Still, it's the only gameplay negative in a whole sea of positives so I shouldn't complain too much, it's just I have a nagging feeling that, coupled with general baseball apathy in this country, this means that I should curtail my enthusiasm slightly and knock back the final score a touch.

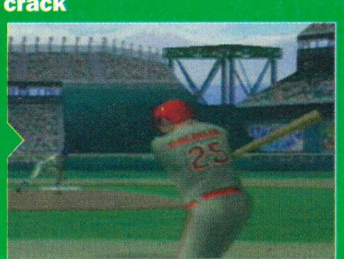


**Try out the camera and watch the N64 play itself. Amazing**

I must just mention again the intelligent use of the rumble pak before I finish, with Nintendo's innovative device being used as an aid to gameplay instead of just a sensation stimulator. There's more than just vibrations when you thwack the ball – although they are in there as well – Acclaim have come up with the ingenious idea of using the device as a pitching aid, rumbling gently should the aim of your pitch start to stray outside the home strike plate and into ball territory allowing you to take corrective action, but more importantly letting you know exactly where your pitch is headed whilst keeping your opponent in the dark. Full respect again to Acclaim for a bit of ambition, but more importantly for pulling it off so supremely well. Roll on QB Club '99...

**on the ball with a resounding crack**





# N64 Score

STAMP OF APPROVAL

**I've written so much about this incredible game over the last few months that I thought I was going to struggle to pull the cat out of the bag again, but there's so much to say about it that it turned out to be far easier than I'd feared. I could go on for pages about the joy that is the graphics, or the stunning animation. And that's without even touching on the fact that it's the most engrossing and realistic simulation of baseball ever on any console. If there is a gripe it's perhaps that it takes itself a little too seriously for the majority of British fans, probably because the interest in the sport over here is much more casual than it is in the States. But it's not fair to attack a game for appealing so well to its core audience, and I have no reservations in recommending this. Arcade fans might want to wait for next issue's Ken Griffey review though... *STEVE***

● ***ALEX*** **Compare this to the likes of Famista and you'll believe a baseball sim can not only be dead playable, but also look the part. The stadia in particular are well impressive as is the spot-on motion capture**

● ***MARK*** **There's no denying that this is a stunning looking game. It also plays well and the two player games have real tension in them. But it's too serious for my liking, and the one player game is as boring as they come.**

● ***NOELY*** **Not quite as impressed by this as Steve is. True it looks absolutely glorious. However as with QB Club it's missing a little something. I suspect Nintendo's Ken Griffey will be somehow more playable not to mention more fun.**

● ***READER REVIEW*** **Superb graphics and gameplay, it's just a shame that it's based around a sport that's only popular with the Yanks. Shows it can be done though which is good *Rob Griffiths, Congleton***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

# 90%

**N64Pro Feedback!** Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** stevemc@idg.co.uk

Review

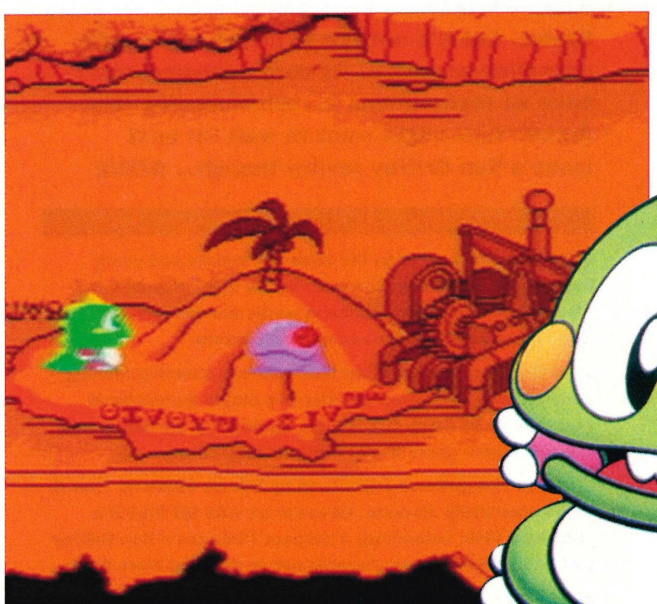
● **PUBLISHER** Acclaim ● **CONTACT** 0171 344 5000 ● **GENRE** Puzzle

# Bust-A-Move 2

## Bubblier than an Aero and twice as enjoyable

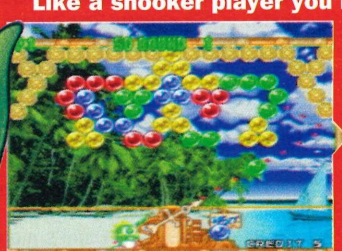
**The classic Puzzle game busts into the N64. Noely finds out if it's destined to be the smash hit it was on other formats or whether the bubble has finally burst?**

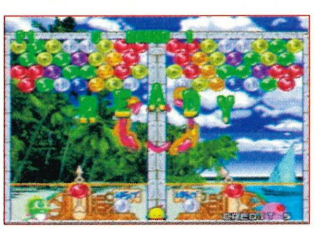




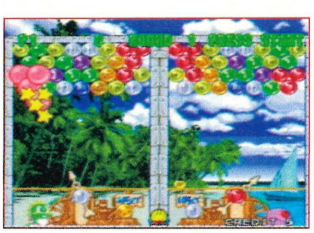


**Like a snooker player you'll**





**In two player mode rounds come thick and fast. Ready - Go!**



**If in doubt, simply keep it simple and burst a few bubbles**

**WHEN Bust A Move 2 arrived, completely unheralded, in our offices it took us all completely by surprise. We knew a conversion was scheduled but we normally expect to experience a bit more hype and furore surrounding a game's release. This situation could either mean one of two things: either the game is so bad that Acclaim decided not to waste money promoting a 'dead duck' as it were, or else the game is so great that it needs little of the hype traditionally associated with new releases.**

Thankfully, I'm relieved to say that the latter is the case, as Bust A Move 2, despite being a straight conversion of the Arcade game and subsequent PI**Station and Saturn releases, is everything that it was in previous incarnations.

The gameplay works a bit like this. Imagine a sort of upside down Tetris game in which you operate a bubble shooting machine that shoots coloured bubbles up toward the top of the screen. The angle of your shot is controlled by moving your control stick left and right (either the analogue or D pad), and pressing the A button fires your bubbles. The idea is to match up three (or more) bubbles of the same colour. Doing so will cause the relevant coloured bubbles to burst. Failure to burst enough bubbles will cause an inevitable build up on screen and should they reach the bottom line or 'deadline' as it's ominously called, then it's Game Over.

### *Once you pop, you can't stop*

Of course it's not quite as simple as leisurely matching up groups of bubbles in your own time. Throughout the game you're against a timer. Take too long to fire a bubble and the machine will countdown before eventually firing it automatically. Also, after a set amount of time, a few extra bubbles are added to the top of the screen. And of course there's the added tension of frantic two player games in which you and a friend battle it out by attempting to send bubbles across to your enemy's side (more on this later).





In Time Attack the best three times on each level are saved



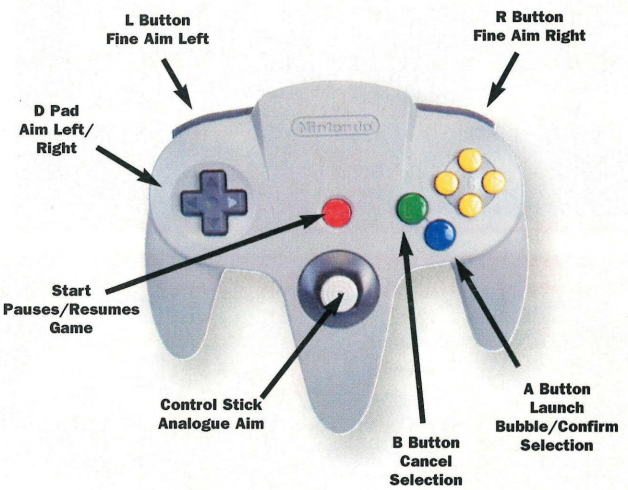
Player two's thrown in the towel, but Player 1's hooked



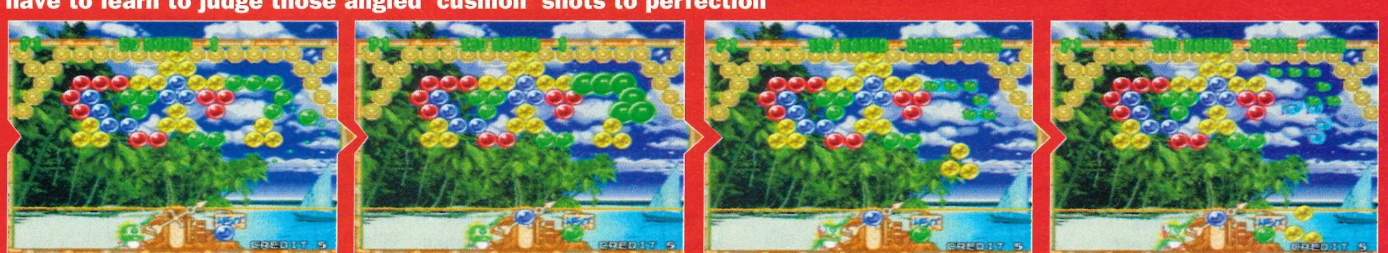
Who was it that said captions speak louder than words?



This cute little dinosaur beast looks far from over the moon



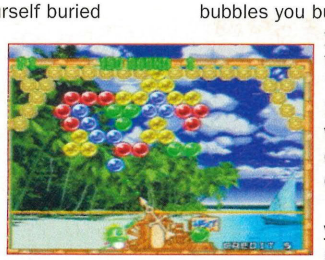

**have to learn to judge those angled 'cushion' shots to perfection**



The game lets you play in a variety of modes, including the puzzle game, time attack, player vs. computer, or player vs. player. The puzzle mode lets you work your way through the alphabet. The letters correspond to a different set of puzzle set-ups. Complete each puzzle in the shortest possible time to score a time bonus. Very often in such games there's a super quick method for clearing a level. In these instances one shot is often the difference between solving the puzzle in a mega quick time or else finding yourself buried alive in a mass of bubbles.

### Bubble borg

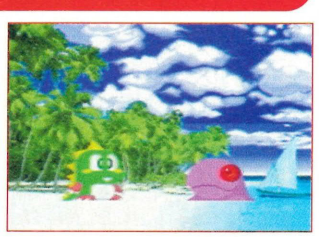
In the player vs. computer mode you must battle against a series of computer controlled characters all of whom get progressively harder as you go on. Time attacks are for one or two players and require you to go against the clock to record your quickest completion times on any of the 50 puzzle screens. These times are then logged with the best three displayed on the high score table.



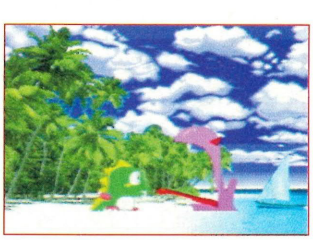
The puzzle game requires you to clear the entire screen

Of course, it's in the two player mode that Bust A Move 2 really shows it's true colours. As was the case in Tetris, two player Bust A Move battles hinge upon your ability to successfully send 'stuff' over to your opponent's screen to hamper their progress. Except that Bust A Move replaces Tetris' lines with bubbles. The way this works is that any unpopped bubbles which were being supported by bubbles you burst are immediately sent across to your opponent. You soon realise that the secret is to eliminate certain "linchpin" bubbles, which will cause large sections of the puzzle to give way. Obviously, it pays to try and drop as many of these sections at once as possible.

And of course while you are trying your damnedest to mess up your opponent's plans, he is attempting to do the same to you. This as you might expect causes some furiously ▶



The comp vs player game sees you fighting cpu characters



You're shown a bizarre intro sequence before tackling them

# Review

## Bust-A-Move 2






Leave the game inactive and a bizarre screensaver kicks in



This odd intro shows this guy apparently steaing stars



Player two is flying while player one is in some bother



In this mode the screen gradually descends. So hurry!

**This time attack game below shows how vital it is to master bouncing your shots off the wall. Pop! There go the blues**





If you're a little slow firiing your bubble you'll be told off

competitive battles, as both sides fight tooth-and-nail to emerge victorious. True champions will learn the benefit of 'off-the-wall shots' where you angle your machine to pull off tricky shots.

### Burst my bubble

When I heard that Bust A Move 2 was to be released on the N64 I was eager to see if the game still held the same magic for me. My only fear was that I was on a bit of a nostalgia trip, and that Bust A Move 2 would look, and feel, dated a couple of years down the line. I feared that somehow it wouldn't quite be the 'must have' title I initially remembered. I needn't have worried.

Bust A Move 2 is a perfect conversion of Taito's puzzle game. It retains all the insanely addictive playability that made it a hit in the arcades as well as in subsequent conversions to the PI**Station and Saturn. Anyone who has already played the game on another format will know exactly what to expect from this conversion since it's exactly the same as previous incarnations. For fans of the game such as myself, this is good from an 'if it ain't broke then don't fix it' point of view.




In the Puzzle game you work your way through the alphabet

However, Bust A Move 2 is admittedly likely to be open to criticism. It's a few years since the game was released on the PSX and Saturn, and it's even longer since it first hit the arcades. And it must be said that the game's visuals, though bright and colourful, are a tad simplistic and basic looking. If you were expecting a new and improved version of the game then you'll be sorely disappointed.



Another of the bizarre characters you get to fight

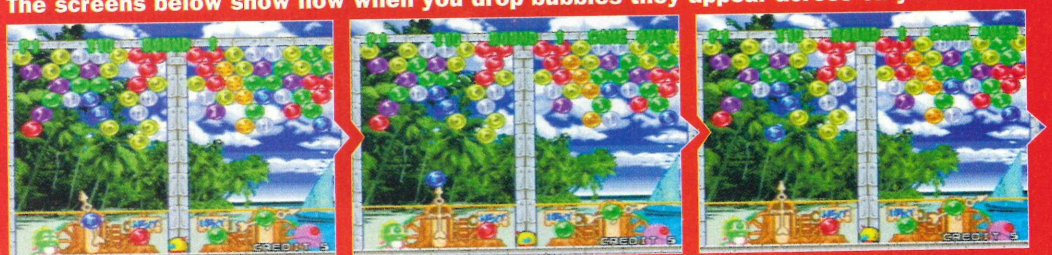
### Erratic ejaculation

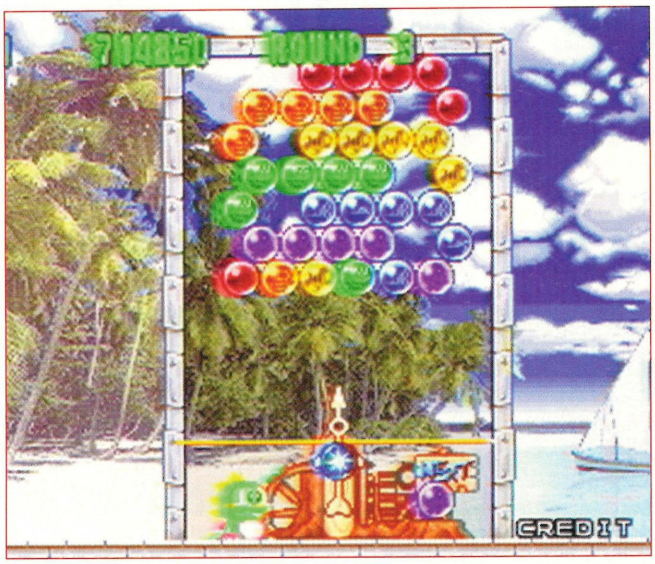
The one difference I noticed was the optional use of the analogue stick to control your bubbles. Since the control stick moves far more rapidly than the D-pad, it's possible to fire bubbles far quicker than in previous games. However, the downside of



Give me an R, give me an E, give me an A, give me a D, etc

**The screens below show how when you drop bubbles they appear across on your**

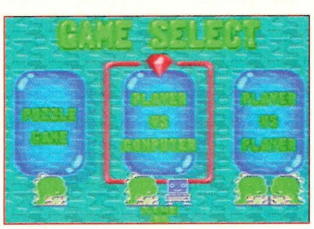







this is that the analogue stick is a tad erratic and using it effectively takes some getting used to. Personally, I chose to stick with the good old fashioned D-pad.

Bust A Move 2 Arcade Edition does exactly what it says on the tin. Acclaim and Probe have produced a perfect port of Taito's arcade hit on the N64. No more, no less. But for all its lack of fancy flash visuals and the absence of ear-shatteringly good sound, Bust A Move 2 remains one of best puzzle games I've ever had the privilege to play.

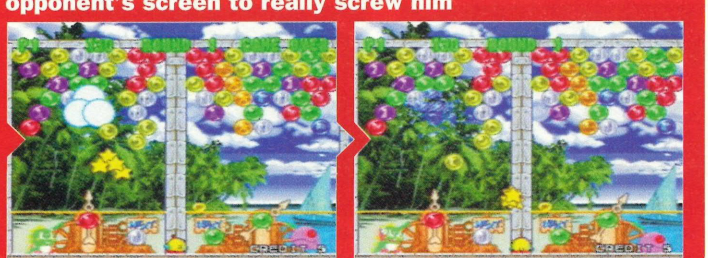



**Choose either Puzzle, Player Vs Comp, or Player Vs Player**

### Stamp my foot

It's arguably the best puzzle game since Tetris and one that no puzzle game fan should consider going without. You may be put off by its initial tweeness, but once those cutesy dinosaur characters have got their claws into you, you'll find literally hours whizzing by as you struggle to wrestle free from the game's addictive grasp. ●

**opponent's screen to really screw him**

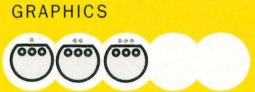


# N64 Score

**I SWEATED long and hard about exactly what score to finally give Bust A Move 2. On the downside it's merely a straight conversion of a game that's a couple of years old now and even at £40 quid it's still far more expensive than on the PSX. It's a shame we couldn't have had a souped-up version for the N64. But even despite these grumblings, Bust A Move 2 is still a top notch puzzle game, (and like Tetris) the kind that appeals to both male and females (try letting your girlfriend have a go and see if you can drag her away). Proving that gameplay this good is not only timeless, but also sexless, and probably even classless, Bust A Move 2 is an absolute joy. It's addictive, bright and cheerful, has enormous amounts of fun, is nice to look at and a real hit with the ladies. A bit like myself really.**
***NOELY***

- ***ALEX*** **A good puzzle game, but certainly not a great. As ever, Noely's assessment is spot on as this PI**Station port certainly isn't as good as the likes of the inventive Wetrix which was developed to use the N64's power**
- ***STEVE*** **Apart from the unnecessary boasting at the end (which incidentally is just to mask a total lack of self esteem), Noely is just about spot on with this review. It's a great game, but not really a great N64 game**
- ***MARK*** **Noely wanted to give this a stamp of approval but backed down like a cowardly girl after we all made fun of him. Shame that because my original comment was both scathing and humourous and now I have to agree with him**
- ***READER REVIEW*** **Games like this don't just get old and die, they are immortalised forever in gaming history. Not as cheap as on the PSX, but still a great value puzzler at £40**
***J Griffiths, Slough***

GRAPHICS



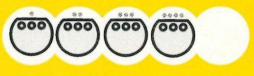
GAMEPLAY



SOUND



LASTABILITY



# 85%

SOFTWARE HOUSE LEAGUE 1 pts SOFTWARE HOUSE LEAGUE

**N64Pro Feedback!** Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** noely@idg.co.uk

Review

● PUBLISHER Interplay/Blockbuster ● CONTACT N/A ● GENRE Beat'em-up ● RELEASE DATE TBA

# Clayfighter 63 1/3: Scu

## Seems this sculptor needs to sharpen his chisel

**It's back, but unfortunately it's no better than it was last time out. But then again it was always going to take far more than a few new characters to save this from a severe hammering**

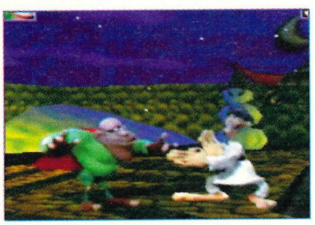



**The new title screen is one of the most obvious changes**

**NOW HERE'S a novelty. A game that you can't buy! Not just in the UK, but America and Japan too. Why? Well, Blockbuster Video have signed an exclusive deal with Interplay for this 'Director's Cut' style version of the inexplicably popular beat'em-up Clayfighter 63 1/3, and as a result it's only available to rent from their stores! At present the deal only applies to American franchises of the chain, but we're reviewing it now because there's a very good chance that the UK stores will pick up an option on it very soon indeed.**



**As you can see here there are quite a few new characters**



**Alongside all your old claymation favourites of course**

This special edition features 12 additional eccentric fighters plus extra snide remarks, new moves for the old characters and enhanced camera angles, all put in to make your fighting experience fiercer and 'funnier' than ever. Well pardon me for not noticing any 'improvements', but to my eyes Clayfighter Sculptor's Cut is every bit as bad as the original in gameplay terms.

So what's up with it then? Many, many things actually, but I'd better take them in some sort of order or I'm in danger of being swamped by negativity. Okay then, first thing that hits you is that the game doesn't look all that bad.I couldn't get this nagging thought out of my head that it in some way reminded me of Scooby Doo or some such similar cartoon of that era. It's all downhill from there though I'm afraid.

The novel use of Claymation to provide the game's animation just hasn't worked. There simply aren't enough frames, leading to a distinct jerkiness and a modest dip in the final score.

The humour is decidedly hit and miss, sadly with many more misses than hits. Much of it comes from the racial stereotypes built into the characters, so if you're the type who finds that sort of thing funny you'll probably be in stitches (although you'll probably be unable to tear yourself away from your 'hilarious' Chubby Brown video collection for long enough to spend any significant time with the game).

### Monkey tragic

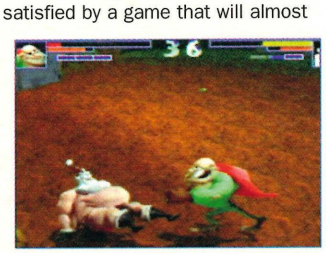
There's a Japanese martial arts characters – Kung Pow – with a genuinely amusing 'Wok Attack' which he also uses to block punches, and a voodoo witchdoctor who are in particular quite offensive at times, alongside some truly weird characters including a pumpkinheaded thing, an unhappy clown, a sumo wrestler and a blob.

Each character has a number of individual moves, most of which are intended to have a comedic slant, but as a rule fail miserably in that department. You could forgive this though probably if you ever had to use any of them. I can't imagine even a renting only audience being satisfied by a game that will almost

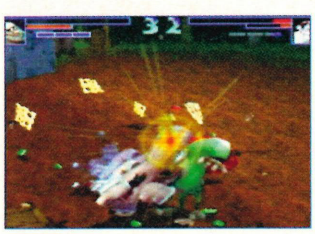




**The pervy Santa character makes a reappearance**



**Which of course is a treat of momentous proportions**



**Unfortunately the shite gameplay is also back**

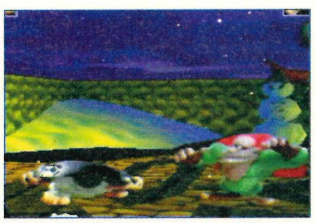


**And therefore the game gets a real slating again**

● NO. OF PLAYERS 1-2 ● PRICE Rental ● SECRETS Yes

# Iptor's Cut

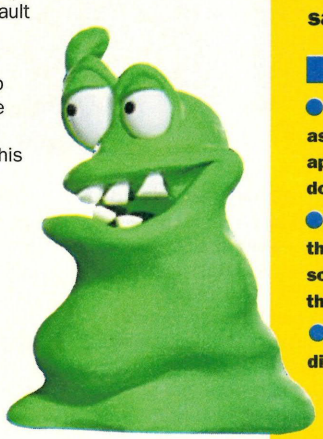




The characters come in all weird and wonderful shapes

certainly have been completed within an hour of opening the box by employing a tactic of simply hitting all the buttons as fast as you can and rotating the analogue stick? Yes folks, Clayfighter really is that easy (admittedly there are harder difficulty levels though, I'm talking only of the default option which most people will play).

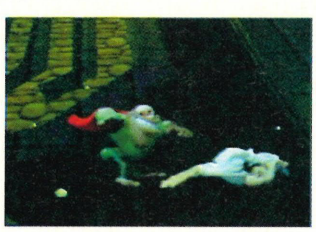
Okay, you don't have to use such foul tactics I know, but the mere fact that you can is enough to destroy the little shred of credibility that the game was clinging on to. Take this as a warning. If you choose to ignore the advice given here and rent this then resist the temptation to take the easy route and try and work out the real fighting strategies that lurk within the game.



## Dough balls

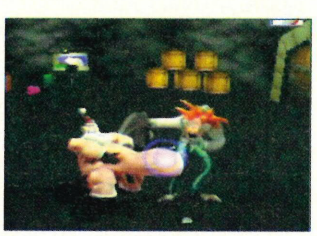
I can't go on. I was going to try and defend it for being a decent fighting game that's suffered the fatal mistake of opening up a back door to completion by accident, but I can't. It's no good, and it's as simple as that. It's a bad idea that's been badly executed.

And the sad thing is that I'm not convinced that this has happened through any lack of effort – the professionalism of the cast providing the voice characterisation, with the inclusion of Simpsons voice supremo Dan Castellaneta, proves Interplay's deep commitment to make this work. But the fact remains that this terrible new edition of the tragic original can still do nothing for Interplay's otherwise solid reputation



It's possible to finish it by ramdomly hitting the buttons

It's easy to see why they've taken the noble decision not to rip gamers off for a second time with this rehash. The tiny amount of gameplay additions along with the new characters, camera angles and sound effects make little or no difference to the completely dire Clayfighter experience, and it's doubtful whether anyone but the most committed supporter of the game would notice any but the most obvious changes. It wasn't good enough before, and it's still probably the worst N64 game to date ●



It doesn't matter how many times I see it, it's still a disgrace

# N64 Score

**I STILL don't think Interplay have quite found a price worth paying for Clayfighter, even if now you do only have to lay out a few quid to have it for a few nights. It's still not worth even that, because as a game it's totally devoid of any real merit. As a beat'em-up it's a travesty, as a game it's an absolute joke, and even as a rental it's still a little overpriced. If you bought this you'd be distinctly unhappy, but thankfully Interplay have made sure that this tragedy won't happen to anyone on this particular occasion – and they've definitely made the right choice. However, they've missed a good chance to right the wrongs of the original here and therefore I'm forced to ask again, as I did at the end of the original review in Issue 4 a few months back, what's the point? Although I won't be holding my breath waiting for a satisfactory answer... *STEVE***

● **ALEX I was amazed how little this had changed. I mean, as if bolting a few extra characters on was going to appease the angry mobs who want justice to be seen to be done following the almost criminal original!**

● **MARK Well at least nobody will ever own a copy. That's the most pleasant thing I can think of saying about this sorry excuse for a game. Don't even bother paying the three or four quid it'll cost to rent this travesty**

● **NOELY I'd have thought that Interplay would be keen to distance themselves from this embarrassing title rather than milking it. I'd much rather spend the rental money on a decent video such as Swingers, or LA Confidential**

● **READER REVIEW Rubbish. I'm a big beat'em-up fan but this did absolutely nothing for me. Once was enough Interplay, you didn't have to put us through it again!**
***Jamie Whittaker, Widnes***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE -2 pts

# 39%

**N64Pro Feedback!** Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** stevemc@idg.co.uk,

● **PUBLISHER** GT Interactive ● **CONTACT** Madeira Games ● **GENRE** Beat'em-up

# Bio Freaks



## Another bloody beat'em-up! And this one's very, very bloody!

**Beat'em-up? More like Hack'em-apart limb from limb! Nintendo made Sabotage wear a less revealing bra, but the censors will still have plenty to say about Bio Freaks and their detachable body parts. And so have we!**





**That's a fair sized hammer to get wrapped around your head**



**A swift knee to the head and Bullzeye heads to the wall**



**Swing for a bloke when he's down. That's how to win fights**



**That green stuff doesn't look too healthy to swim in**

**DECAPITATION, missing limbs and enough blood to drown a duck. That's what I want in a beat'em-up. And Midway's latest game delivers in style with enough violence and mutilation to satisfy even the most psychotic video gamer.**

However, historically Midway have had a bit of an uphill struggle in getting good reviews out of their beat'em-ups. Take for example such N64 classics as War Gods, MK Mythologies, Mortal Kombat Trilogy and Mace: The Dark Ages. With the exception of Mace (which was adequate) these have been some of the worst games ever to grace our lovely console. All these games leave GT Interactive (who by no coincidence publish Midway games in the UK) languishing at the bottom of our publishers league table.

But Bio Freaks has quite a number of features that separate it from other Midway games. For a start, the graphics are fantastic. The characters look amazing with completely smooth features that are well animated and for once they're even interesting to look at. Calling these fighters Freaks is probably insulting to all the other professional freaks in the world. Half ugly bloke, half machine (a bit like Noely working at his computer) these grotesque creatures really catch your imagination and all credit to Midway that despite all their other failings they can still design a good set of characters when they want to.

Each character is highly detailed (my personal favourite is Sabotage's spear throw move that leaves spikes sticking out of your opponent and keep on fighting as blood and bullets fly around the levels and even hit the screen. Blood splats and bullet holes even appear in front of you as if they'd hit a television camera that's secretly viewing the proceedings.

### Fine fisting fun

There are a surprising number of innovative ideas floating around in this game. The fighting is as much weapons based as hand-to-hand. Every character has a gun (or some projectile that it's perhaps better not to mention) and it can be used at the push of a button rather than by doing some

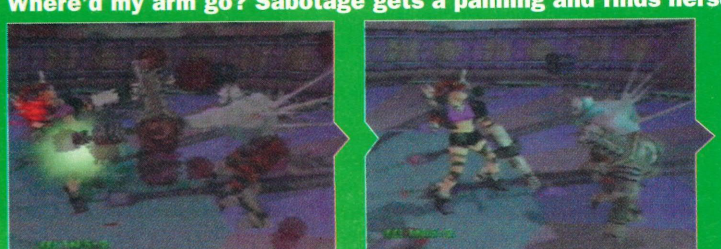


**A swift uppercut with the hammer and she's out**



**This tangled mess is two freaks getting into the fight**

**Where'd my arm go? Sabotage gets a panning and finds herself**






**A swift right hander and Sabotage loses two pints**



**Jetpack madness as Minatek takes off and flies around**



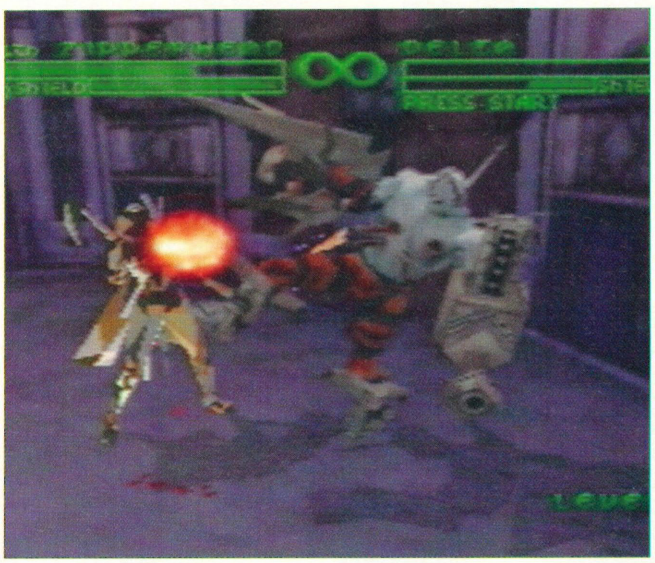
**Check out my light sabres, fresh from Star Wars**



**Purge uses the power of his propeller-head to win the fight**



**Zipperhead uses his mighty guns, but Delta's shield is on**





**So you think bathing the level in fire's gonna save you?**

## Don't lose your head



**Bullzeye goes for a spin**



**Ow! That looked nasty**



**Someone's now minus a head**



**Come on! I can still kick your head straight off**

complicated move. Although the gun isn't as powerful as your fists, its ease of use could have easily ruined game creating a 'stand miles apart' shoot'em-up.

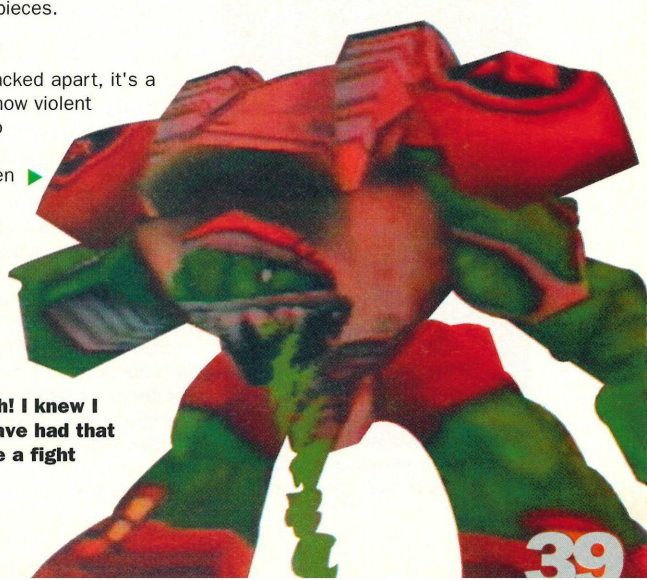
Fortunately, the game balances the projectiles with a crafty and extremely useful shield. Press backwards and shoot and a shield will envelope your character, stopping all bullets from hitting you. Anyone who's seen the film Dune will recognise this addition, since it uses the same character encasing shiny polygon trick. The shield doesn't last long, just enough for you to shoot towards your opponent and kick 'em in the head for being such a cowardly fighter.

The other innovation is the jet pack strapped to your characters' backs. A push of a button shoots your fighter up into the air so they can fly around the level flying over your opponent, landing on top of ledges and shooting from the skies. Although you quickly fall back to earth with all the grace of a half-brick, the jet-pack opens up a new freedom of movement in this fighter that makes the game feel truly different from other beat'em-ups.

The level design is equally innovative, and it looks like we're finally leaving the flat square block levels of the PI**Station behind and embracing fully 3D levels with plenty of detail. The arenas are properly constructed with ledges, walls and a ceiling, and they contain plenty of fire, lava, deadly green stuff and the occasional piece of whirring machinery that can hack your fighter to pieces.

### The N64's holy grail

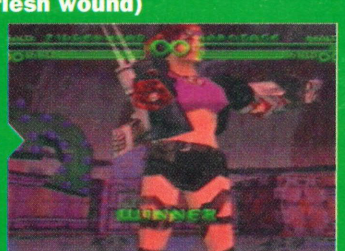
Speaking of people getting hacked apart, it's a while since I mentioned just how violent this game is. The limbs in Bio Freaks go flying faster than a crash test dummy in a drunken ▶



**Eeuuuurrghh! I knew I shouldn't have had that curry before a fight**

## minus one appendage ('tis but a flesh wound)





# Review

## Bio Freaks



### The freaks come out at night



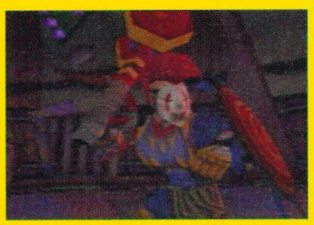
Delta is the fastest and weakest character



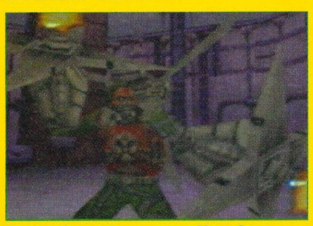
Bullzeye has machine guns to help him through the day



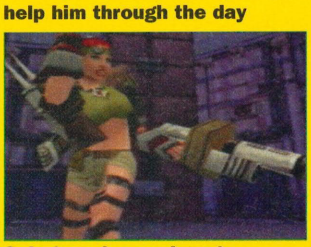
Minatek has a huge ball and chain to settle any arguments



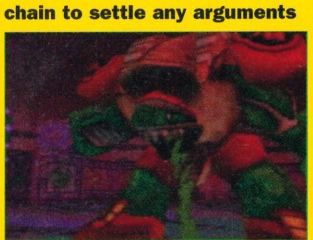
Psyclown has a huge hammer. Not to mention his laser eyes



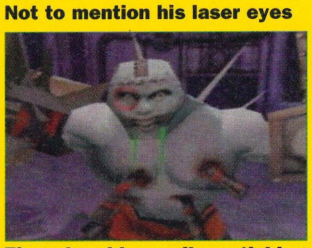
Purge's got a propeller for a head and two flamethrowers



Sabotage knows how to handle a big gun

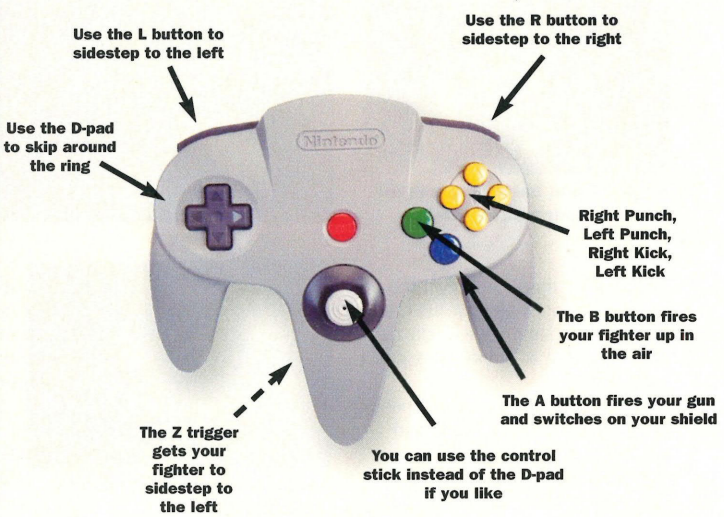


SSAPO: Tch! you just can't take him anywhere



Zipperhead has spikes sticking out of him at the best of times








With the shield on you can attack an opponent with ease



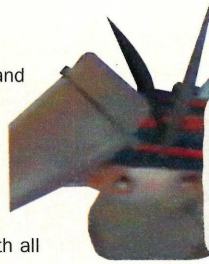
Ssapo uses his huge green arm to slap his opponent around

▶ arm throwing contest. But it's not just for your visual entertainment. Losing your forearm means that button no longer works and your character (quite amusingly) tries to hit the player with a bloody stump. Lose a limb and those combos don't work, nor do some special moves, while your gun falls to the floor and you find that the odds drastically turn against you. Lose another arm and you're down to kicking and running. But it's still possible to win (Monty Python-style) as I showed Stuart (our art designer who's a bit of a beat'em-up fan) by kicking his head in after he shot both my arms off. Now that's what I call entertainment!

The hallmark Midway fight announcer with the deep voice seems to have cleared his throat and now almost sounds normal. Perhaps he's on holiday or something? I don't care though because I hated him and not hearing a guy who sounds like he's about to die from lung cancer works for me. But there's a bit of speech for each fighter and all the other sound effects are good, if a little on the muffled side.

The controls follow the Tekken format with one button for each limb (in this case the C buttons). I've often criticised the C buttons for being too small and fiddly for beat'em-ups, but it didn't seem to bother me with this game. The L and R buttons act as a sideways dodge move should you feel the need to move sideways around the fight arena. Control of your character is done by either the D-pad or the control stick and it all works surprisingly well with your fighter responding to your every move quickly so it doesn't have the sluggish feel that marred earlier fighting games.

### Takes one to know one



No beat'em-up would be complete without a wealth of special moves for each character and Bio Freaks is no exception. They're all in there with special punches, second weapons, taunts and the classic body smashing fatalities stolen from Mortal Kombat. All the moves are listed within the game on a menu and there's even a practice mode where you can get to grips with all those special moves.

There's a fair few options within the game and you can alter everything from the skill of the



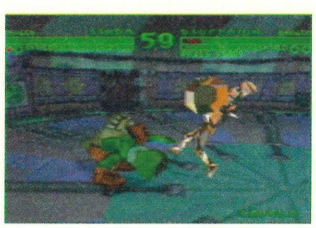

computer to whether you want the gore on or off. All in all, Bio Freaks looks far more professional than any of the other Midway beat'em-ups. But I have a nagging suspicion that all these fighting games from Midway are just beta test versions of Mortal Kombat 4. You can see a clear line of the same engine being tweaked and improved from War Gods to Bio Freaks. All this is leading up to MK4, which is beginning to look very good indeed.



**Delta shows that speed can be deadly to your enemies**

## Freak or obsolete?

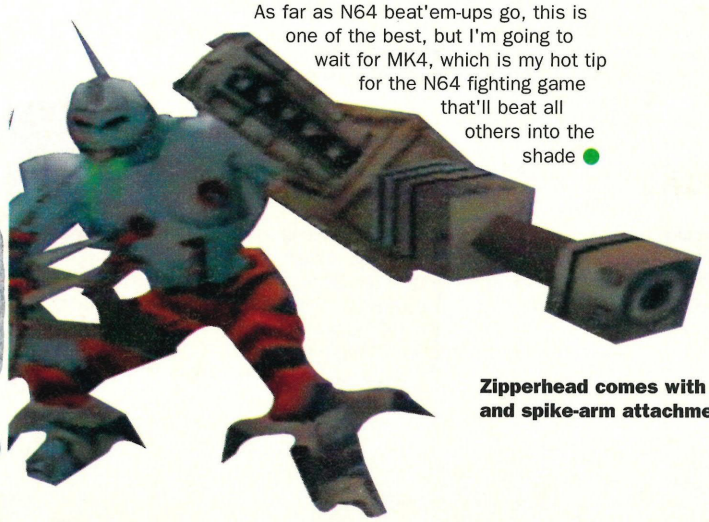
However, Bio Freaks is still a good beat'em-up and although it lacks the clean fighting feel of Fighters Destiny, it makes up for it with imagination, visual flair and sheer entertainment value. And, as I'm a fan of blood and gore in video games I'd rather own a copy of this than a copy of Fighters Destiny. Having said that I do have serious doubts about the game's longevity.



**Ssapo strikes back after Psyclown calls him 'Sapo'**

A lot of its appeal is based upon the novelty of its violence and I wonder how long this appeal will last. I tried playing it with the gore switched off and it certainly wasn't anywhere near as much fun.

As far as N64 beat'em-ups go, this is one of the best, but I'm going to wait for MK4, which is my hot tip for the N64 fighting game that'll beat all others into the shade ●



**Zipperhead comes with a gun and spike-arm attachment**

# N64 Score

**I MUST admit that Bio Freaks grew on me the more I played it. At first I thought "Please God... not another beat'em-up from Midway." But the more I played it the better it became and my early fears were soon discarded. This is a playable and challenging beat'em-up with lots of moves, some great visuals and a fair bit of originality. It has to be said that as far as fighting games go, this is a bit of a bloodfest and it's nice to see that Nintendo have chilled out with their 'cute games or else' censorship policy. Just bear in mind if you're after a game to play with your four year old brother, this probably isn't the best choice. But as far as beat'em-ups go, this is one of the best I've played. The only problem is that I doubt the lastability of the game after the novelty of hacking people apart has worn off. And then there's MK4, which looks much better. *MARK***

● ***ALEX*** **The best beat'em-up on the N64! I know it's fashionable to disagree with Mark, but on this occasion I'm the one sporting the stretch marble wash jeans and sandals! It's the first N64 beat'em-up I've really enjoyed**

● ***STEVE*** **I felt like Mark when I first played this. I really hated it and thought it was one of the worst N64 games I'd played. Unfortunately, I never reached the second stage of liking it and therefore dismiss it out of hand. Rubbish**

● ***NOELY*** **Mark's the expert on N64 beat'em-ups having reviewed nearly all of them so far. But while it's among the best on the machine. None of us were fighting him for the right to review it. Give me Virtua Fighter 2 any day**

● ***READER REVIEW*** **There's some top violent action in Bio Freaks that I really enjoyed. But the blood and gore hides the fact that this is a really average beat'em-up.**
***Matthew Handlow, London***

GRAPHICS

GAMEPLAY

SOUND

LASTABILITY

SOFTWARE HOUSE LEAGUE 1 pts SOFTWARE HOUSE LEAGUE

# 82%

**N64Pro Feedback!** Tell us what you think! Over marked? Underrated? If you've got anything to say about this, or anything else you see in N64 PRO, positive or otherwise then we want to hear it! Write to: N64 PRO, IDG Media, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE. **Email:** markh@idg.co.uk

# the Cheats encyclopaedia





*Got any cheats that we don't know about? Fancy writing a complete guide to your favourite game? We've got plenty of Interact peripherals and* ***£20*** *in cold hard cash for anyone who sends us a set of cheats that are good enough to print. Send them to Cheat Zone at the usual address and don't forget to include your name, address and telephone number – MARK*

## The Action Replay Cheats



***The Action Replay cheats WILL NOT WORK WITHOUT AN ACTION REPLAY CART. If you don't own one don't bother typing them in or trying to telepathically connect with the cart because it won't work***

## 1080° Snowboarding

*This Snowboarding game is as cool as the stuff it's based on, and we've found some hidden characters for you to play with.*

**Crystal boarder**
Clear the expert mode and head for the character selection screen. Select Akiri and press **C-left** and then **A**.

**Metal boarder**
Beat the expert mode with the crystal boarder and go to the character selection screen. Highlight Kensuke and press **C-up** and then **A.**

**Panda boarder**
Win all time attack and trick attack modes with first place ranking (no sweat). Now on the character selection screen highlight Rob and press **C-right** and then **A**.

## Automobili Lamborghini

*Now you'll no longer be limited to the Italian powerhouse. Take on new tracks and new cars with these great cheats.*

**Hidden cars**
To get the hidden cars on this racer you must beat the basic or pro series on the arcade mode. Each time you beat the series you will receive a new set of cars. You'll get even more cars if you beat the arcade mode with the difficulty set to normal or expert.

**Hidden tracks**
Beat the championship mode in novice and expert difficulty levels to race around the reverse tracks.

## Blast Corps

*Use our cheat to floor those skyscrapers.*

**Blow up buildings**
Park your vehicle next to a building so your man can't get out and start tapping the Z button. You should hear 'Doh!' and the building will blow up automatically.

## Bomberman 64

*Blow your mates to bits with this fantastic little Bomberman trick that's a real blast.*

**Hidden levels**
If you have a slow motion switch on your joypad then switch it on at the title screen until you hear a noise. Otherwise get tapping the start button as quickly as possible and it might work.

**Quick recover**
When you've been stunned, rotate the analogue stick to recover a lot faster.

## Chameleon Twist

*Tongue action has never been easier with our excellent cheat.*

**Infinite health**
If you're running low on health

### Bomberman 64 Action Replay



Fed up with being bombed and not doing enough bombing? Then tap these handy codes into your action replay cart and chuck bombs around with no fear of reprisal.

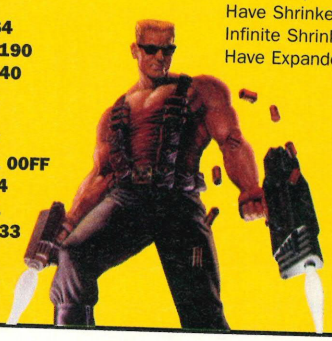


New entry

## Duke Nukem 64
### Action Replay

*You want all the weapons? You've got it! Just enter these codes into your action replay cart and everything's yours.*

Infinite Armour: **812A5AC2 0064**
Infinite Vitamin K: **818A5AC0 0190**
Infinite Jet Pack: **812A5ABE 0640**
Infinite Scuba Gear: **812A5ABC 1900**
Have All Keys: **812A5A77 000F**
Infinite Pistol Ammo: **812A5A31 00FF**
Infinite Armour: **812A5AC2 0064**
Have Shotgun: **802A5AEB 0001**
Infinite Shotgun Ammo: **802A5A33 00FF**
Have Sub Machine Gun: **802A5AEC 0001**



Infinite Sub Machine Gun Ammo: **802A5A35 00FF**
Have Grenade Launcher: **802A5AED 0001**
Infinite Grenade Launcher Ammo: **802A5A37 00FF**
Have Pipe Bombs: **802A5AEE 0001**
Infinite Pipe Bombs Ammo: **802A5A39 00FF**
Have Shrinker: **802A5AEF 0001**
Infinite Shrinker Ammo: **802A5A3B 00FF**
Have Expander: **802A5AF0 0001**
Infinite Expander Ammo: **802A5A3D 00FF**
Have Missile Launcher: **802A5AF1 0001**
Infinite Missile Launcher Ammo: **802A5A3F 00FF**
Have Plasma Cannon: **802A5AF2 0001**
Infinite Plasma Cannon Ammo: **802A5A41 00FF**
Have Laser Trip Bomb: **802A5AF3 0001**

then save the game to one of the data slots, exit the game and then reload. You should now have full health.

## Clayfighter 63 1/3

*We all know that cheating is fun. At least we hope that it makes this game more fun than it normally is.*

**Cheat mode**
On the character selection screen hold **L** and press **D-up, D-right, D-left, D-down, B, A** and the options screen should now have a cheat section.

**Dr Kiln**
On the character selection screen hold **L** and press **B, D-left, D-up, D-right, D-down, A.**

**Sumo Santa**
On the character selection screen hold **L** and press **Z, D-down, D-right, D-up, D-left, B.**

**Boogerman**
On the character selection screen hold **L** and press **C-up, C-right, C-left, C-down, B, A.**

**Random character**
Hold **L** and **R** on the character selection screen.

## Cruis'n USA

*These cheats may make the game better. Then again they may not.*

**Hidden vehicles**
Hold down the **C-up, C-left** and **C-down** buttons on the vehicle select screen to access the police car, jeep and school bus.

**Head trick**
*Get a hot time and put your initials in on the hot times screen. Then hold left for over 30 seconds and a head will appear on the conveyor belt and you can access this sly cheat mode.*

**Lights and siren**
Do the head trick and during a race quickly press brake, brake, accelerate and the police car or school bus will flash its lights. To deactivate, let go of the accelerate button.

**Hidden tracks**
**Golden Gate Park:** Highlight US 101 and hold **L, C-left and C-down**
**Indiana:** Highlight Beverly Hills and hold **L, C-up and C-right.**
**San Francisco:** Highlight Grand Canyon and then hold **L, C-right, and C-down.**

**Nitro**
Do the Head trick and during a race press brake, brake, brake, accelerate, brake, accelerate and you should get a boost in speed. This only works once per checkpoint and on fully powered up cars.

## Diddy Kong Racing

*We've got every cheat known to exist for this fantastic little racing game. Just go to the options screen and select the 'magic codes' section. Then enter one of these tasty codes:*

**Code** . . . . . Result

**ARNOLD** . . . . . Big characters
**BLABBERMOUTH** . . . Characters shout instead using their horn
**BODYARMOUR** . . . . . All balloons are shields
**BOGUSBANANAS** Bananas reduce speed
**BOMBSAWAY** Every balloon is red
**BYEBYEBALLOONS** . . . Removes all balloons from the track
**DOUBLEVISION** . . . . Two players can select the same character
**FREEFORALL** . . . . . One balloon counts for three
**FREEFRUIT** Start with 10 bananas
**JOINTVENTURE**. . . Two players in adventure mode
**JUKEBOX** . . Audio options screen
**NOYELLOWSTUFF** . Yes, we have no bananas
**OFFROAD**. . . . . Don't lose speed when going off-road
**OPPOSITESATTRACT.** All balloons become magnets
**ROCKETFUEL**. . . . . Every balloon is a turbo
**TEENYWEENIES** . Tiny characters
**TIMETOLOSE** . . . Super intelligent computer characters
**TOXICOFFENDER** . . . All balloons are toxic drops
**VITAMINB** . . . . . Speed keeps on increasing over 10 bananas
**WHODIDTHIS** . Look at the credits
**ZAPTHEZIPPERS**. . . Removes all the zippers

**Play as Drumstick**
Collect all the amulet pieces for both amulets and get first place on all the trophy races. Then go to the central area and look for a frog with a red feather hat. Run over him and you'll be able to race the fastest turkey ever seen in a game.

**Play as TT**
Go to the time trial mode and get a fast time then start the race again. TT will appear as well as your course ghost. You have to beat TT on all of the courses to be able to select him. It's not easy, but if you are having real difficulty try racing a different vehicle as one is usually easier than the others.

## Doom 64

**Ultimate cheat code**
Enter this code: **?TJL BDFW BFGV JVVB**. Now start the game and you'll see a features option. Select it and you can go to any level, look at any map and use all the weapons your heart desires.

New entry

Infinite lives:
**802AC617 0063**
Stop timer:
**802AC633 0000**
Infinite credits:
**802AC61B 0063**
Press PAR Button For 99 Gems:
**882AC61F 0063**



### Where's that Damn Button?



# Cheat Zone



# the Cheats encyclopaedia



New entry

## FIFA 98: RTWC Action Replay

*Win every game and head for France with these cheats for the action replay cart.*

Away team scores 20 Goals:
**801AF437 0014 2**
Away team scores 0 Goals:
**801AF437 0000**
Home team scores 20 Goals:
**801AF433 0014**
Home team scores 0 Goals:
**801AF433 0000**

## Duke Nukem 64

*Killing alien scum is easier than ever with this great set of cheats for the UK version of Duke Nukem*

**The cheat menu**
On the main menu press **D-left, D-down, L, L, D-up, D-right, D-left, D-up**

**Invincibility**
Go to the cheat menu and press **R, C-right, R, L, R, R, R D-left**

**Toggle monsters on or off**
Go to the cheat menu and press **L, C-up, D-left, L, C-down, D-right, D-left, D-right**

**All weapons**
Go to the cheat menu and press **R, C-right, D-down, L, C-up, D-left, C-right, D-left**

## Extreme G

*It's fast as a bast and even more fun with these cheats working in your favour.*

**Cheat codes**
**BANANA** - makes the tracks slippy
**ANTIGRAV** - turns the world upside down
**ARSENAL** - armed to the teeth
**XTREME** - makes all bikes ludicrously fast
**NITROID** - infinite super nitros
**FERGUS** - puts Fergus' face on the drones in shoot'em-up mode
**WIRED** - wireframe mode
**MAGNIFY** - very narrow camera angles
**GHOSTLY** - a translucent level
**ROLLER** - turns the bikes into rocks
**FISHEYE** - a very wide camera angle
**STEALTH** - hides the bike
**UGLYMODE** - pretend you've got the PI**Station version
**XGTEAM** - the faces of the development team
**81GGD5** - ultimate cheat
**61GGB5** - get the neon bike

## FIFA 64

*During a match press the control stick in any direction to make the crowd "boo!" your opponent (or are they booing the game itself?) This trick will work several times per half.*

**Time wasting**
Apart from the fact that you'll be wasting your time just by playing this game, when your keeper saves the ball with his hands it's possible for him to time waste by holding the ball until the end of that half. Bit of an underhand tactic, but it's effective when you're one up against the computer.

## F1 Pole Position

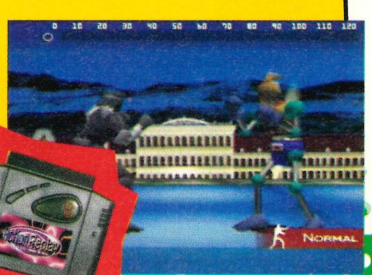
Finish the game as the No.1 world champion and save the game onto a control pak. Now restart the game and when it says 'please wait' press the A and B buttons. Now when you go to the selection screen there should be a new car to choose from

New entry

## Fighters Destiny Action Replay

*Bust a few spleens with these lovely little codes for Fighters Destiny. Tap them into an Action Replay cart and get all the stars.*

Player 1 starts with extra stars:
**80209757 0006**
Player 2 starts with extra stars:
**8020B61F 0006**
Player 1 always has no stars:
**80209757 0000**
Player 2 always has no stars:
**8020B61F 0000**
One star-Ryuji: **8030734E 0001**
One star-Bob: **8030734F 0001**
One star-Pierre: **80307350 0001**
One star-Meiling: **80307351 0001**
One star-Leon: **80307352 0001**
One star-Abdul: **80307353 0001**
One star-Ninja: **80307354 0001**
One star-Tomahawk: **80307355 0001**
One star-Valerie: **80307356 0001**






New entry

## GoldenEye 007

**Easy Cradle**
*Use our cheat and the cradle level (and Trevalyn) will fall with ease.*

Go down to the platform with the two huts and shoot any guards. Now stand with your back to the shed with the console inside looking directly at the bottom of the stairs and the door to the opposite shed.

Shoot the guards that come down the stairs or through the door of the opposite shed.

Keep your ears open for the door of the shed you're stood next to and turn around to shoot any guards that come out. After several seconds you should hear a grenade go off inside the shed. If you've done it right, Trevalyn should have blown himself up. Now you just have to Finish objective A to complete the level. You may also get the Gold PP7 cheat if you finish the level quickly enough.

## Fighter's Destiny

*The best beat'em-up on the N64 is even better with these secret characters. But you're going to have to work for them.*

**Secret fighters**

**Boro**
Beat the game on easy mode

**Ushi**
Enter the rodeo ring with a character that has a star next to them (achieved by beating the

## FIFA '98

*FIFA's storming comeback! This great footy game can be made even better with our brilliant cheats.*

Go to customise squad and choose the player edit menu. Select one of the following teams and enter the code as any player's name. The player should jump in the air to let you know that the cheat has worked.

| Cheat | Team | Code |
|---|---|---|
| Ghost players | Slovakia | **LASKO** |
| Unlock round 1 | Vancouver | **ANATOLI** |
| Unlock round 2 | Japan | **YUJI** |
| Tiny players | Vancouver | **KERRY** |
| Chipmunk voices | Tottenham | **DESMOND** |
| Underground | Iraq | **OMAR** |
| Invisible walls | Wales | **WARREN** |
| Silly moves | England | **JASON** |
| Crazy ball | Canada | **KIERAN** |
| Dive is a foul | Los Angeles | **OSCAR** |
| Hot potato Rep. | Ireland | **SPUD** |
| Alternate hot potato | Malaysia | **CHRIS** |
| No stadium | Any team | **CATCH22** |
| Invisible players | Sheffield Wed. | **WAYNE** |
| Fullscreen stadium | Vancouver | **MARGE** |
| Rainbow radar | South Korea | **ORILEY** |
| Invisible ball | Vancouver | **JAYE** |
| Australia camera | Vancouver | **TED** |
| Alternate Australia | Australia | **NWODEDISPU** |
| Pencil and paper | Canada | **MARC** |



# Cheat Zone

## GoldenEye 007 Action Replay

*This cheat was sent in by Paul Rouse from Essex who gets £20 and an Interact peripheral. It's a new hidden cheat, but so far we only know how to get it by using an Action Replay cheat cart. You must have the cheat menu already active before entering this or the other GoldenEye cheats.*

Line Mode: **80058597 0001**

Go to cheats and you'll find the line mode along with all the other options. It turns everything into black and white wireframes. If anybody out there knows how to get this cheat without using an Action Replay cart let us know and £20 plus an Interact peripheral will be yours.

**Other GoldenEye Cheats:**
All Guns: **80058593 0001**
Bond Invisible: **8005859A 0001**
DK Mode: **8005859C 0001**
Enemy Rockets: **800585AC 0001**
Fast Animation: **800585AA 0001**
Infinite Ammo: **8005859B 0001**
Invincible: **80058592 0001**
No Radar-Multi: **800585A7 0001**
Paint Ball Mode: **8005859F 0001**
Slow Animation: **800585AB 0001**
Tiny Bond: **8005859E 0001**
Turbo Mode: **800585AE 0001**

**Open all levels**
*Please note that for this cheat to work you must have a saved game already in place on the carts in-built memory.*

**81058950 0101**
**80058952 000F**
**80058954 000F**
**80058956 000F**
**80058958 000F**
**8005895A 000F**
**8005895C 000F**
**8005895E 000F**
**80058960 000F**
**80058962 000F**



game) and stay alive for more than a minute.

**Joker**
Beat the game with all of the selectable characters and you will receive a message from the master. Now enter the survival mode and beat all 100 characters. Not easy at all.

**Master**
Defeat the game with all the selectable characters and enter the master challenge and beat everyone to activate the cheat.

**Robert the Robot**
First beat the game with all the characters and you should get a message from the Master.
Now go to the fastest mode and beat all of the fighters with a combined time of less than one minute to get the robot.

## ISS 64

**New teams**
Go to the title screen and enter the following: **D-up, L, D-up, L, D-down, L, D-down, L, D-left, R, D-right, R, D-left, R D-right, R, B, A, Hold down Z** and **press start.**

**Big Noggins**
Go to the title screen and press **C-up, C-up, C-down, C-left, C-right, C-left, C-right, B, A,** hold down **Z** and press **start.**

## GoldenEye 007

*The best first person shoot'em-up ever made and we've got some great cheats to play around with. The game makes you work for most of the best ones though. You have to finish the levels on a set difficulty level within a strict time to activate the cheat. Here's a list of the cheats and the levels.*

| Level | Difficulty | Time | Cheat |
|---|---|---|---|
| 1 - Dam | Secret Agent | 2:40 | Paintball |
| 2 - Facility | 00 Agent | 2:05 | Invincibility |
| 3 - Runway | Agent | 5:00 | DK mode |
| 4 - Surface | Secret Agent | 3:30 | Grenade launcher |
| 5 - Bunker | 00 Agent | 4:00 | Rocket launcher |
| 6 - Silo | Agent | 3:00 | Turbo Bond |
| 7 - Frigate | Secret Agent | 4:30 | No radar |
| 8 - Surface | 00 Agent | 4:15 | Mini Bond |
| 9 - Bunker | Agent | 1:30 | Throwing knives |
| 10 - Statue | Secret Agent | 3:15 | Turbo animation |
| 11 - Archives | 00 Agent | 1:20 | Invisibility |
| 12 - Streets | Agent | 1:45 | Rockets |
| 13 - Depot | Secret Agent | 1:30 | Slow animation |
| 14 - Train | 00 Agent | 5:25 | Silver PP7 |
| 15 - Jungle | Agent | 3:45 | Hunting knives |
| 16 - Control | Secret Agent | 10:00 | Infinite ammo |
| 17 - Caverns | 00 Agent | 9:30 | Twin RPC90s |
| 18 - Cradle | Agent | 2:15 | Golden PP7 |
| 19 - Aztec | Secret agent | 9:00 | Moonraker laser |
| 20 - Egyptian | 00 Agent | 6:00 | All weapons |

## Kobe Bryant in NBA Courtside

*We're quick off the mark as ever in bringing you some great tips for Nintendo's fantastic new basketball game.*

**The Alley-oop**
To do the alley-oop make sure there's a free player near the basket. Press C-up and then press B. The other player will do the alley-oop.

**Hidden Teams**
Hold the L button and press A on a pre-season game. Scroll all the way through the teams and you'll find three new teams: Nintendo, Leftfield and N64.

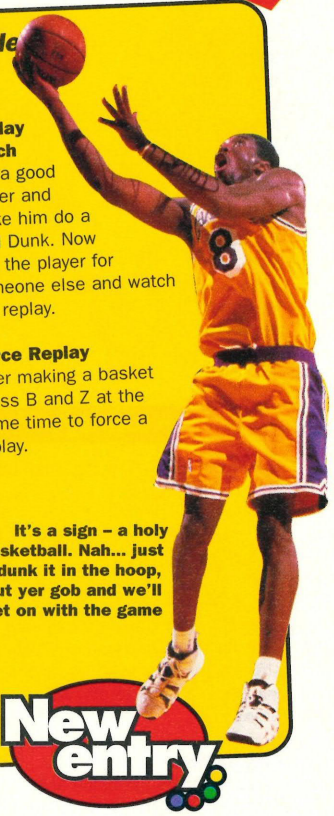
**Different Replay Angle**
Press B whilst watching a replay to change the replay angle.

**Hang on the Rim**
Whenever you perform a two handed dunk hold down B to stay hanging onto the rim. Be careful though, if you hold on too long you'll get pulled up on a technical foul.

**Replay Glitch**
Get a good player and make him do a cool Dunk. Now sub the player for someone else and watch the replay.

**Force Replay**
After making a basket press B and Z at the same time to force a replay.

**It's a sign – a holy basketball. Nah... just dunk it in the hoop, shut yer gob and we'll get on with the game**



New entry

**All characters on multi player mode**
Go to the multi player mode and enter this long but worthy cheat to get lots of new characters including all the programmers and even Rare's office cleaners.
**Hold L** and **R** and **press C-left**
**Hold L** and **press C-up**
**Hold L** and **R** and **press D-left**
**Hold L** and **Press D-right**
**Hold R** and **press D-down**
**Hold L** and **R** and **press C-left**
**Hold L** and **press C-up**
**Hold L** and **R** and **press D-right**
**Hold L** and **R** and **press C-down**
**Hold L** and **press D-down**

## Killer Instinct Gold

**Open all options**
Press **Z, B, A, L, A, Z** on the character screen and you should hear a "perfect."

**Character colours**
Wait for the profiles to appear and press: **Z, B, A, Z, A, L** and you should hear "welcome."

**Play as Gargos**
Wait for the character profiles and press: **Z, A, R, Z, A, B** and you should hear a laugh if the cheat's worked.

# Cheat Zone

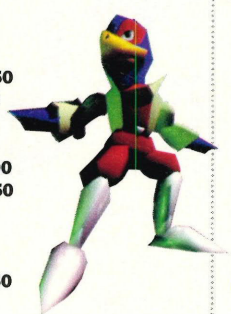


# the Cheats encyclopaedia

## Lylat Wars

**Expert mode**
*To open up the much harder expert mode you need to get a gold medal on each level. To get a gold medal you need to get a required number of hits and keep all your team alive. The number of hits required for each level is:*

**Corneria 150**
**Bolse 150**
**Aquas 150**
**Meteo 200**
**Sector Y 150**
**Zoness 250**
**Fortuna 50**
**Katina 150**
**Sector Z 100**
**Sector X 150**
**Solar 100**
**Area 6 300**
**Titania 150**
**Macbeth 150**
**Venom 200**



## Mace: The Dark Age

*Fighting is even more fun when you kick off in a mini golf course arena.*

**Play as Grendal**
Start a two player game and when one player has three wins pick the Executioner and hold down start. Grendal will appear and with the start button still held down press the 'quick' button to play as Grendal.

**Play as Pojo**
Perform Taria's execution and continue the game. Then when you're on the next match go to Taria on the select screen and hold down start. Now with the start button still held down press the 'quick' button.

**Special Stages**
For these codes go to a two player mode and move through each character listed and tap start. Then go to the character you want and start as usual.

Mini Golf Course - **Koyasha, Mordus, Kull, Takeshi**
Grendal's Stage - **Namira, Koyasha, Taria**
Big Head Fight - **Ragnar, Al' Rashid, Takeshi**
Micro mode - **Takeshi, Al' Rashid, Ragnar, Xiao Long**
Random A - **Hell Knight, Xiao Long, Dregan, Namira**

## Madden 64

*This classic American footy game has some good cheats to play with.*

**Secret EA stadium**
Type in SAN MATEO at the create player screen.

**Hidden Teams**
Type in the following on the create player screen to unlock the hidden teams:
**Sixties**: team of the sixties
**Seventies:** team of the seventies
**Eighties:** team of the eighties
**Howlie:** AFC Pro Bowl '96-'97

## Mario Kart 64

*The classic Mazza racing game doesn't have many cheats, but a lot of little tricks can be played around with.*

**Course ghosts**
Get within the following times on time trial mode on these courses and you'll be able to pit your wits against the course ghost. The times to beat are:

Mario Raceway - **1'30"00**
Luigi Raceway - **1'52"00**
Royal Raceway - **2'40"00**

**Mirrored Tracks**
Achieve first place on the gold cup in the 150cc class to gain access to the mirrored tracks.

**Turbo Start**
Like many N64 racing games you can get a turbo start by hitting accelerate as soon as the blue light comes on. Press too soon and you'll over rev your car and wheel spin.

## Mortal Kombat Mythologies: Sub Zero

*You may feel better using our cheats for this game.*

**Full Urns**
Enter the code **NXCVSZ**

**View Credits**
Enter the code **GRVDTS**

**Skip to Quan Chi**
As you die before a checkpoint hold down **A**.

**Skip to Shinnok**
As you die before a checkpoint hold down **B**.

**Combos**
Three hit -**HK, HK, Back + HK.**
Six hit - **HP, HP, LP, LK, HK, Back + HK.**

## Mortal Kombat Trilogy

**Play Pong**
After playing 50 two player matches you get to play pong which is a much better game in my book.

**Access Khameleon**
Press **C-right, C-up, A, B, C-down, C-up,** and **C-right** at the story line screen.

**Human Smoke**
Pick Robo Smoke and **hold back, HP, HK< Run and block** before the round starts.

**Play as Shao Kahn**
Select any character and on either the pit three or the rooftop stages hold down **HP** and **LP** before the round starts.

**Play as Motaro**
Select any character and on either Jade's desert, Kahn's tower or the wasteland stages press **HK** and **LK** before the round starts.

## MRC

*This good little off road racer is even better with the hidden cars.*

**First hidden car**
Finish the world championship in first place. Now save the game to a control pak and restart. When the game says "please wait" press and hold the **A** and **B** buttons. The new car should be waiting for you on the car selection screen.

**More hidden cars**
You must beat all of the courses in match race. After you've done this you'll get the first of two hidden cars called Satan. Beat this car and you'll get to drive it against God. Defeat God and both cars are yours to drive.

## NBA Hang Time

**Big Heads**
Hold **Up, turbo + pass** then rotate the **D-pad clockwise** (starting from the **Up** position).

**Huge Heads**
Press **Up, up pass, turbo, up, up, turbo and then rotate D-pad clockwise** (starting from **Up**.)

**Multi-coloured Ball**
Hold left when entering match-up screen then press **shoot,**

New entry

## NHL Breakaway '98

*This excellent cheat came to us from Philip Jones from Abergavenny. Nice one mate.*

**Cheat menu**
Go to the main menu screen and enter **C-left, C-right, C-left, C-right, R, R**

Cheat menu options include a variety of daft teams such as fire and ice, big, tall, thin, fat players and the ability to make the ref the size of King Kong. Great stuff!

## Mystical Ninja Starring Geomon

*Some cool tips for this 3D adventure are long overdue. We've now got plenty to share.*

**Blade-Shield Tip**
Yae can't move normally when using her blade-shield. however, if you have the armour or shield and receive damage from and enemy when using the blade shield she can move around.

**Boss Mode**
If you collect all 45 of the Fortune Dolls in the game you unlock a special boss mode under the options mode.

**Make Money Fast**
If you find a room with lots of money in it (such as the first room in Oedo Castle) walk into the room and grab the gold. Now head out and go back in and the gold will be back where it was. Keep doing this until you're rich.

**Get Up From a Fall**
if you fall from a great height you will pause when you hit the ground. To avoid this press the Weapon button before hitting the ground and you'll get up as soon as you land.

**Ladder Jump**
When going up ladders repeatedly jump to go up faster. Just make sure you don't jump off the top of the ladder or you'll fall.

**Golden Locks**
Get yourself killed when using you're touch-and-go skills (make sure you've got an extra life.) When you come to life again Geomon will have golden hair.

## Nagano Winter Olympics

New entry

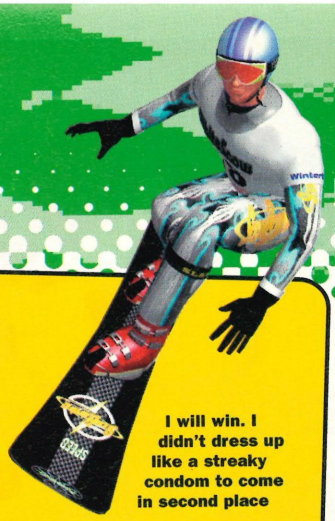
*Now the snows have melted you'll be needing some cheats for this great winter sports game.*

**Aerials Tips**
When you start going down the slop press A rapidly. Once your player hits the ramp he will do the trick that selected automatically. Keep pressing A until your player reaches the ground then hit the B button to do a perfect landing.

**Random Names**
Forgot your own name? Then just start the game without typing in a name and the N64 will choose one for you.

**Ski Jump**
Before you start the jump hold the control stick back and press A. When you reach the end of the ramp hold the control stick forward then bring it back again to keep your player level in the air. Ignore the angle meter and watch the landing bar to the right and hit B when the arrow reaches the green area.

**Windy Skiers**
The wind can really affect your ski jump performance. When you enter the event check the wind meter. If it's over 1 mph retire and re-enter the event.



**I will win. I didn't dress up like a streaky condom to come in second place**

**Ski On Your Head**
Go to the freestyle aerials and pick any trick. As you go down the hill don't press any buttons. When you've left the ramp rapidly tap the B button and when you land your skier will jump forward and land on his head and continue down the slope.

**turbo, pass, shoot, turbo, pass.**

**Rooftop court**
Hold **right** when entering match-up screen. Then keeping right pressed **tap turbo three times.**

**Change Rodman's hair**
Highlight the Chicago Bulls and press the **pass button** to change his mad barnet

## NFL Quarterback Club '98

*Use the 'enter cheat' option and type in these codes. You can only use one at a time though.*

**GLYTHMD** - Huge players
**MCHLJNSN** - Fast players
**RNLDSWZNGR** - Hard players
**SMLMDGT** - Tiny players
**STYCKHNDS** - Sticky hands
**GTNHNDS** - Fumbling players
**WLTRPYTN** - Fast running backs
**JPNSMWR** - Chubby players
**BBMNTBL** - Skinny players
**DWNDRV** - Unlimited downs
**SPRSLYD** - Slippy surface
**STNTXTM** - Hidden teams

## Pilotwings 64

*Some tricks for this classic flying game wouldn't go amiss.*

**Birdman stars**
To play as the birdman you must grab one of the special stars. There's one on each level and if you touch it you'll restart the level as the birdman.

**Holiday Island**: Under the rock arch by the beach.
**Crescent Island:** In a cove on the beach.
**Little States Island**. In Central Park, New York.
**Arctic Island**: Look deep inside the cave near the waterfall.

## Quake 64

*No great shoot'em-up is complete without a God mode. And Quake 64 is no exception.*

**Debug mode**
Go to load game and select 'do not use pak.' Now enter the password as **QQQQ QQQQ QQQQ QQQQ**. It should say 'incorrect password', but if you go to the options screen you'll see an option called 'debug mode.'

## Rampage: World Tour

*A game that failed to set our world on fire, but may be more fun when you learn these tricks.*

**Change character colours**
You can change the colour of the monsters by moving up and down on the selection screen.

**Hidden character**
To play as V.E.R.N (Violent Enraged Radioactive Nemesis) search for a scum lab facility and eat the toxic waste barrels. V.E.R.N can fly, has super strength and can control him for the rest of the stage.

**Monster Allergies**
All the monsters have allergies. When your monster eats the thing he or she's allergic to they'll sneeze, destroying the entire building.

**George** is allergic to dogs.
**Lizzy** is allergic to birds.
**Ralph** is allergic to cats.

**Hidden cities**
*To get to the hidden cities you have to rapidly punch one of these buttons on the screen that shows what your next city will be.*

**George:** Jump
**Lizzie:** Punch
**Ralph:** Kick

**Tank ride**
You can jump on tanks and control them. After a while the tank will explode and you'll be thrown into the air.

**UFO ride**
You can jump onto the UFO and ride around shooting buildings and enemies. After a while the UFO will disappear.

## Robotron 64

*Smash up all those evil robots in this retro shoot'em-up*

**50 Extra Lives**
On the main screen press: **D-up, D-up, D-down, D-down, D-left, D-right, D-left, D-right, C-left, C-right, C-left, C-right.**

**Level select**
On the main screen press: **D-down, D-up, C-left, D-down, C-left, C-right, D-down, C-right**. The level select is found on the set-up screen.

**Game Boy mode**
On the set-up menu press **D-up, D-down, D-right, C-left, D-down, D-up, D-left, C-right, D-up, D-down.**

**Flame thrower**
Whilst playing the game press: **D-down, D-right, D-down, D-right, C-right.**

**Four-way fire**
Whilst playing, press: **D-down, D-down, D-up, C-right.**

**Radiation spray**
Whilst playing, press: **D-up, D-down, C-right, C-left**

**Shield**
Whilst playing, press: **D-down, D-left, C-left, C-right**

**Speed up**
Whilst playing, press: **D-left, D-left, D-right, D-right, C-up.**

**Three-way fire**
Whilst playing, press: **D-right, D-right, C-left, C-down.**

**Two way fire**
Whilst playing, press: **D-up, C-up, D-up, C-up.**

## San Francisco Rush

*A fantastic game that really is great fun without this cheat. But this hidden track is a stunner.*

**Hidden Alcatraz track**
*To race around the rock you have to enter this long cheat. But it's worth it as the Alcatraz track is brilliant.*

First of all enter one of these codes

**8DP5KG5L4G59P**
**G92WVCQY0DRDQ**

**9DQ6LH6M5H6$Q**
**H$3XWCR01DTDR**

1- Choose the 'continue circuit' option and let the time run out.
2- Go to the track select screen and press **Z,Z,Z,Z** to get the F1 car
3- Go to the car select screen and hold **C-left, press Z,** release both and press **D-left.**
4- Go to the set-up screen, hold **C-up**, press **Z**, release both and press **D-up**.
5- Go to the track select screen and



**Look I'm telling you... blue pinapple haircuts are all the rage in Japan**

New entry

**Hidden Image**
Complete the consecutive fighting boss mode in the options screen (after collecting all 45 cat dolls.) You'll now get to see a nice picture of the Mystical Ninja crew.

**Ninjitsu 360 Blade Slash**
Rapidly rotate the control stick through 360 whilst tapping the B button. This produces a blade slash that will kill all the enemies around you.



# the Cheats encyclopaedia

hold **C-right**, **press Z**, release both and **press D-right**.

**6-** Go to the car select screen and hold **C-down, press Z, release both and press D-down, L, R**

You should hear a noise if you've done the code correctly. Because of the complexity of the code it may take a few attempts to get it working.

If you have a memory pak you can cheat the system to save the track onto your pak. Enter the track code and let the time run out. Start a new game without using a player and enter the first parts of the code. After you've backed up to the set-up screen start a new game using a pak player and enter the rest of the code.

## Shadows of the Empire

*We've got a mega new cheat for this game.*

For these cheats to work you'll need a control pak. Start a new slot and call it **-Wampa–Stompa** (each '**-**' is a space, there's one before Wampa and two between Wampa and Stompa.) Start the game, pause it and set the controller type to **'traditional.'**

**Debug Cheat Menu**

*This one is very difficult to open, but persevere and you'll find a great menu with all the levels, every item, invincibility, sleeping villains the ability to walk through walls and much, much more.*

**1)** Make sure you're using a game saved as -Wampa–Stompa
**2)** Start a game on any level
**3)** Hold down all of the **C** buttons, **Z, L, R** and **D-left**.
**4)** Whilst holding all of these down move the control stick **halfway to the left** until you hear a 'donk' sound. It should take about five seconds
**5)** Now repeat but holding the control stick **halfway to the right**
**6)** Repeat step 4
**7)** Repeat step 5
**8)** Repeat step 4
**7)** Pink text should appear at the top of the screen. Use **L and R** to select options and **up and down** to change options. Use the **A** button to activate the selected cheat.
**8)** To get the cheat menu back pause the game then hold down all of the buttons in step 3 and move the control stick left or right.

**Control an X-wing or Tie Fighter**

Go to the second part of the Skyhook battle, then pause the game and press and hold all these buttons at once: **D-left, C-left, C-right, C-up, C-down, L, R** and **Z**.

**Control AT-ST**

In the second round of the Hoth battle, when the scout walkers appear press **D-left** and **C-right** (at the same time) then push control up. The **C-right** button will then let you change camera until you are the AT-ST. Use the D-pad to control the Rebel crushing machine.

**Control Wampa**

On the escape from echo base level do the above code and press **C-right** until the Wampa appears.

**Play as Stormtrooper**

Repeat the Wampa code and keep pushing **C-right** and you'll eventually come to control a stormtrooper.

**End Sequence**

Enter your name as **-Credits** (the '**-**' is a space) and when you begin the game you'll be taken straight to the end sequence.

## Cheats Zone's Most Wanted

- Forsaken 64 cheat mode (there's one in there somewhere!)
- Mystical Ninja Starring Goeman cheats
- Kobe Bryant cheats
- Fighters Destiny cheats that you don't have to work for

## Snowboard Kids

*Get the hidden kid and all the tracks without any of that hard work by using our cheat.*

**All Tracks and Characters**

Go to the title screen (the one with all the characters on it) and press the following: **Control stick down, controls stick up, D-down, D-up, C-down, C-up, L, R, Z, D-left, C-right, control stick up, B, D-right, C-left**

## Super Mario 64

*Use these cool tricks to get the most out of Mazza.*

**Cannon Fodder**

In wet dry world get into the cannon with at least half power. Aim directly into the centre of the sun and shoot. Mario should fly into the wall, then fall down hit the floor and bounce back into the cannon. Do the same thing again and Mazza will die, but still be in the cannon. You can keep shooting Mario even though he's dead.

**Chomp Stomp**

On the first course, grab the small bomb-omb nearest Chomp (the big bomb on a chain.) Throw the little bomb at chomp and if you do it properly Chomp should fly back and land on the post. It should make things easier when it comes to stomping the post down.

**Meet Yoshi**

After getting all 120 stars go back outside the castle and climb into the opening where the grating was near the beach. It's now a cannon and you can use it to shoot yourself onto the roof of the castle. That's where you'll find our favourite hungry dinosaur.

**Big Penguin Race**

Not many people know this, but after you've got all 120 stars there are a few differences in the game. One of these is the penguin race on the cool, cool mountain (course 4). Jump in the chimney of the house and you find that the penguin has been stretched and is harder to beat in the race.

**Hat Trick**

Go to snowman's land (course 10) and head for the snowman's head. Run along the bridge and let the wind blow your hat off. Head on without your hat past the grey star, the small snowman and go toward the two pine trees. The second tree is in a teleport. Run through it. Now step back and you'll teleport a second time. You need to do this at least three times. Now go back to your hat and look carefully. You'll see that it is now a bunch of hats stacked on top of each other. Slowly approach the hat stack and pick one up. Mazza will don his cap, but all the other hats are still there. Now pick up another hat and you can use it.

**Blockman**

On course 2 there's a good trick to pull but only if you practice. Head for the two giant guard blocks and look for the giant band-aid on the back of the blocks. You can jump straight through the block by aiming directly for the centre of the block's face.

It's hard to pull off, but with a lot of practice it makes them much easier to smash. We thought this was a mistake at first, but apparently the big 'N' claim that it's an intentional part of the game.

## Tetrisphere

Playing with your balls in public isn't just a game for pop stars.

**New characters**

Go to the 'new name' option and press **L, C-right** and **C-down** for some new characters.

**Lines game**

Enter the name **LINES** to play the lines game.

**Access all levels**

Enter your name using the symbols: **Saturn, Spaceship, Rocket, Heart, Skull.**

**New music**

Enter **G, Alien Head, MEBOY** to get some gameboy style music

**View credits**

Enter **CREDITS** to view the credits.

## Top Gear Rally

*Rallying around racetracks is better than ever with our collection of cheats for this cracking racing game.*

**All cars**

Go to the arcade mode on the selection screen and press: **A, D-left, D-left, C-down, A, D-right, Z**

**All tracks**

Go to the arcade mode on the

New entry

## Snowboard Kids Action Replay

*Enter these codes on an Action Replay cart to make snowboarding easier than ever.*

Infinite Cash: **81122728 C350**
One lap races: **801226C8 0009**
Acitvate Sinobin: **8110B29E 0100**
Open all tracks: **800ECE7C 0003**

Gold Medals :
**810ECE62 0101**
**810ECE64 0101**
**810ECE66 0101**
**810ECE68 0101**
**810ECE6A 0101**
**810ECE6C 0101**



selection screen and tap: **A, D-left, D-left, D-right, D-down, Z**

**Ice cube car**
Go to the arcade mode on the selection screen and press **C-down, D-up, B, D-right, A, D-down, A D-right**

**Beach ball car**
Go to the arcade mode on the selection screen and press **B, B, A, D-left, D-left, C-down, A, D-right**

**Helmet car**
Go to the arcade mode on the selection screen and press: **D-up, D-up, Z, B, A, D-left, D-left**

**Change car colour**
Before choosing your car hold down the **L** and **R** buttons and you can use the **C** buttons to change your car's colour.

## Turok: Dinosaur Hunter

*Head for the 'enter cheats' screen and type in any of the following codes to get more out of this game.*

**DLKTFR** - Pen and ink mode
**SNFFRR** - Disco mode
**FRTHSTHTTRLSCK** - Infinite lives
**THBST** - Gallery
**FDTHMGS** - show credits
**THSSLKSCL** - Spirit mode
**CMGTSMMGGTS** - All weapons
**BLLTSRRFRND** - Unlimited ammo
**RBNSMTH** -Robin's cheat
**GRGCHN** - Greg's mode
**DNCHN** - Dana's mode
**NSTHMNDNT** - Show enemies
**LLTHCLRSFTHRNB** - Pretty colours
**CLLTHTNMTN** - Quack mode
**NTHGTHDGDCRTDTRK** - This is the big cheat

## War Gods

*It's a bad fighter but at least our cheats are good.*

**Unlimited continues**
Go to the options screen and quickly press **C-left, C-left, D-right, A, B, C-up, C-right.**

**Cheat menu**
In the same way as above press: **control right, control right, control right, B, B, A, A**

With easy fatalities switched on press **HP, LP, HK, LK** all at once for a fatality.

**Play as Grox**
On the character selection screen press **D-down, D-right, D-left, D-left, D-up, D-down, D-right, D-up, D-left, D-left**

**Play as Exor**
On the character selection screen press **D-left, D-down, D-down, D-right, D-left, D-up, D-left, D-up, D-right, D-down.**

**Random character select**
Hold up and press start.

## Cheats Zone's Least Wanted

GoldenEye cheats last seen lurking around the Internet six months ago (especially glitches that involve already having cheats turned on). We know them all!

## Wave Race 64

*Splish, splash around on a dolphin instead of the usual jet-ski with our cheat for this brilliant racer.*

**Dolphin ride**
Select the stunt mode and choose Dolphin Park. Now go through all the rings and do all the stunts listed in the manual including the underwater dive from a ramp. Do this correctly and you should hear a squeak as you cross the finish line.

**Reverse tracks**
Achieve an overall first place on the expert difficulty level to open up the reverse mode. You can now race around all eight tracks in reverse. Well, sort of...

New entry

## Super Mario 64 Action Replay

*The world's most famour plumber now has some top cheats if you've got an action replay cart. Tap in the codes and watch squeeky clean Mazza cheat like a rabid Noely.*

Press PAR button for 99 Coins: **883094D9 0063**
Unlimited Lives: **803094DD 0064**
Unlimited Energy/Breath: **813094DE 08FF**
Invisible Mario: **803094E0 0020**
Half Mario: **803094E1 0000**
Limbo Mario: **8030961C 00C0**
Mario Runs Backwards: **8030961E 0080**
Big Fist Mario: **8030961B 0010**
Unlimited Hat Usage: **813094E6 FFFF**
No Power Display: **803094E3 0001**
Mario Runs Bent over: **8030961C 0050**
Strobe Mario: **803094F0 0078**
Rubber Walls: **81309434 FFFF**
Crazy Camera: **81309263 0095**
Flat Mario: **803094E4 0078**
Jumping Hurts You: **803094EC 0078**
Die Before You've Moved: **803094E2 0078**



## Wayne Gretsky's 3D Hockey

*These stunning cheats work on WG3D Hockey in all three of its incarnations: WG3D, WG98 and Olympic Hockey Nagano*

**Change player's physique**
At the options screen press and hold **R** and any of the **C** buttons. This brings up 16 zeroes at the bottom of the screen. Tap the **C** buttons to change the numbers which will effect the characteristics of the players. Here are some examples
**1100000** - Small heads
**0100000** - Big heads
**1010100** - Tiny players
**1101100** - Big players with small heads
**0101100** - big players with big heads
**0001010** - Big players

**Constant fisticuffs**
At the options screen hold down the **L** button and 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**

**Super teams**
At the options screen hold down the **L** button and press **C-right, C-left, C-left, C-right, C-left, C-left, C-right, C-left, C-left**

## Wetrix

*Fancy some fun with this water logged game?*

**Special Landscapes**
To open up the hidden cheat modes you must complete all of the training levels.

## WCW vs. NWO

**Secret Wrestlers**
To get the secret wrestlers you must defeat all of the leagues. Each league has a secret boss that you'll be able to select after you've beaten him (and on one occasion a her). Once all of the leagues have been defeated a new tournament called World Wide Wrestling will appear. Defeat the cruiser and heavyweight divisions in that league and another two wrestlers will appear before your very eyes.

## Yoshi's Story

*Eat as much fruit as you can handle and never, ever die. This platform game is now even easier than before.*

**Infinite Yoshi's**
When your last Yoshi is being taken away to the castle quickly hit reset. When you restart you'll be able to continue that level with all your Yoshi's intact.

**Heard enough cheats for one month? No! Then you know more than we do. Send in your cheats, tips or guides to win an Interact peripheral and £20 in cold hard cash. If you've got the cheats, we've got the loot**

Cheat Zone

# Forsaken

*Sick of getting shot up by bothersome machines? Want to return fire and cause maximum damage? Then look no further, we've got the ultimate guide to that great smashfest Forsaken 64. Get all the power-ups, blow-up the enemy, visit each level and kill each and every boss in sight*

## General Tips

**Shooting**
If it moves, shoot it. If it doesn't move, shoot it anyway just to make sure. Don't be shy about using that trusty pulsar cannon, let everyone know where you are by blowing them to smithereens. Try to keep an eye on your ammo, but as a general rule it's better to be a bit trigger happy.

**Form a Circle**
Never sit still when fighting a flying opponent. Try to dodge every shot that's fired at you or you'll slowly lose energy, lives and then the game. Instead, learn to use the C-buttons to strafe left and right. Better yet, circle the enemy by pressing the control stick in one direction (ie: right) and strafing in the opposite direction (that'd be left then). You'll go around the enemy in a circle facing him the whole time.




**Strafe Around Corners**
Don't just blindly run around corners. Stop first, turn to face the wall and strafe sideways around the corner. Do it this way and you'll be facing the right direction when you turn the bend. This makes you much less likely to be caught by a surprise attack from any lurking beasts.

**Shoot and Run**
The biggest drain on your shield isn't enemy fire, but the enemy itself. When enemy ships

## Know Your Weapons

**PRIMARY WEAPONS**

**Pulsar**

Your bog standard laser isn't without its merits. Initially, it's too weak to be any real threat to an enemy, but get a couple of powerpods and this turns into a handy weapon to have in a firefight. It's also good for when you're up against a few enemies and want to pepper the room with fire.

**Transpulse**

A gun for those of you who like sneaking around levels and getting surprise attacks on your enemies. The laser bolt will bounce off a wall and head for an opponent. So don't worry too much about having perfect aim, instead use the opportunity to dodge any fire that's heading your way. This gun is especially useful for shooting gun turrets and enemies from around corners.

**Beamlaser**

The best of an already good bunch. Good in its weaker form, but an astounding tool of destruction with a few powerpods. Be careful not to overheat it though or it'll stop working.

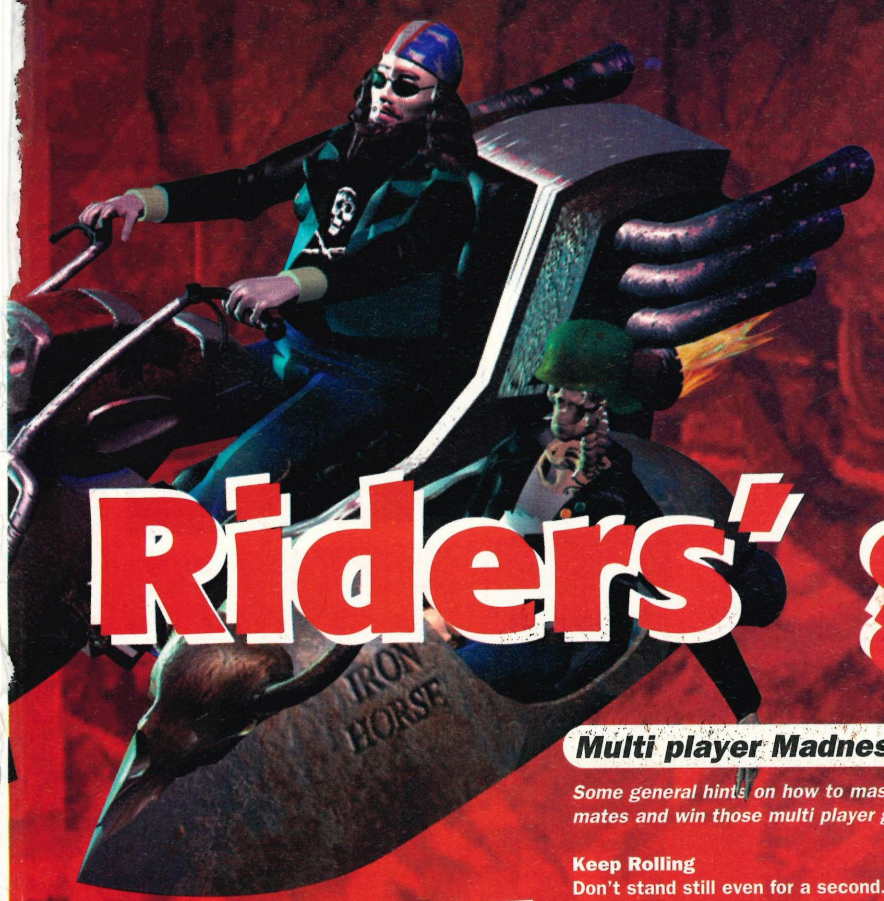
**Suss Gun**

A guided machine gun that is pretty useless without a few powerpods. Even with enhanced guidance it's still a bit duff. Always grab one though as it takes different ammo from your other guns so it's a good back-up if you run out of bullets for your standard pulsar gun.

**Trojax**

Hold down the trigger and this gun will charge and cause maximum destruction. Good if you're in control of the situation, but not much cop in a fierce melee because of its slow nature.

# Riders' guide




## Multi player Madness

*Some general hints on how to mash up your mates and win those multi player games.*

**Keep Rolling**
Don't stand still even for a second. A still target is a dead player waiting for the bullets to hit. Learn the circling technique and use it to shoot 'em down.

**Greedy Bast@!£$**
Grab as many power-ups as possible and don't be shy about using them. Overkill, not stealth, is how to win.

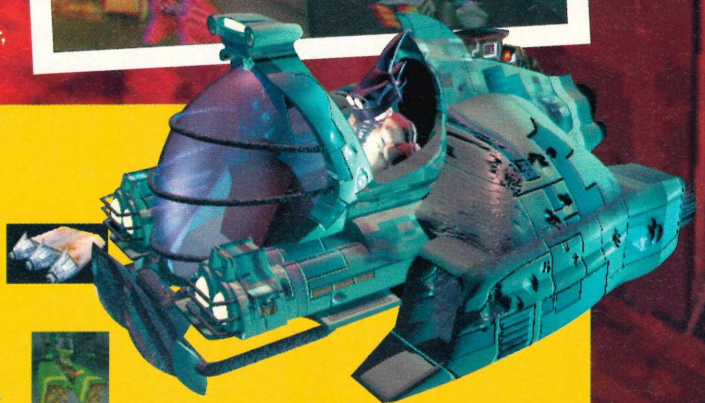
**Make Mine a Pine**
Drop mines (especially pine mines) as much as possible to increase your chances of winning. Just try not to run into your own mines or you'll look very foolish.

**Good vs. Bad Guns in Multi player**
Mines are good as is the pulsar, transpulse and beamlaser. I don't rate the suss gun (too weak) or the trojax (too slow), but they're still worth grabbing anyway. The Titan is far too slow to damage anybody but the most slow and dull witted of people. The gravgon is more hassle than its worth because you usually get sucked into it too, but it is funny if your mates are stuck. All the missiles are good, so use them as much as possible.




blow up they rarely sit still and more often than not the burning hulk heads towards you. The explosion drains a lot of your shield strength so make a habit of getting out of the way of exploding ships. You'll find the levels much easier to complete.





### SECONDARY WEAPONS

**Orbital Pulsar**

Always get these as they attach to your shields and spin around your ship. They provide extra bullets when you need them and with two or more of these attached to your ship you can really speed-up the damage you cause to the enemy.

**Purge Mine**

Standard mine that sits around waiting for an idiot to hit it. Mines draw enemy fire away from you so they're more useful than you think.

**Pine Mine**

A great second weapon that sits around firing rockets at opponents. Great for storing in corners and doing the dirty work for you. Also good in multi player games to confuse opponents.

**MUG**

Boring and bog standard straight firing missile. Good destructive power. but otherwise a bit limited.

**MFRL**

Like the MUG, but you get a lot of rockets so you don't have to be as careful with your aim. Always fire off a few at once for good measure.

**Scatter**

Slight homing powers mean that this is a lot easier to use than the MUGs. It also has a far greater destructive power than the MFRL so use with care.

**Solaris**

A powerful missile with great homing abilities. They can run, but they can't hide when you fire one of these beauties at the enemy.

**Titan**

A big ol' bomb that will cause a lot of mess when it goes off. Just make sure you don't hang around to witness the explosion.

**Gravgon**

A blue sphere that grabs enemies and holds them still so you can pummel them to death. Once fired avoid the blue sphere like the plague or you'll get caught yourself. To get of a gravgon keep pushing forwards and you'll break free.

Cheat Zone

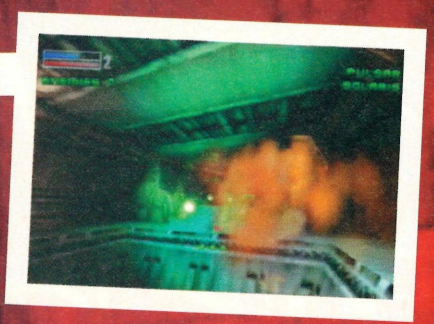
# Forsaken

## Level 1: Nuke



*Objective: Destroy all enemies in the level*
Special: Complete the level in under two minutes 40 seconds to access the harder stages.
A fairly easy level to begin with. Just fly around and shoot everything in sight. Power-ups and weapons are abundant so you shouldn't have any trouble in disposing of the nasty little beggars that infest this level.

Make sure you grab the powerpod that's underneath you when you start. The only trouble is finding all the enemies as you often end up trying to hunt down the one remaining survivor for five minutes. To avoid this, remember that the ships start off in groups and split-up once disturbed. Fly slowly around

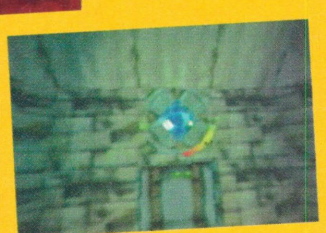


and make sure you kill every enemy in each formation before moving on. Remember, more haste, less speed. Take it easy!

## Level 2: Knowledge Base

*Objective: Place the A-Bomb by the Defensive Shield Monitor*
Slightly harder than the first mission, you now have objectives to meet as well as fending off the onslaught of enemies. The blue shining block is the exit, remember it for later. Now go through the door to your left and destroy all the enemies. Shoot the blue diamond to open the door and don't forget to pick up the A-bomb.

Head through the level picking off the enemies and eventually you'll meet Exogenon. He's big and throws out enemies, but circle around him and eventually he'll back off. Drop the A-bomb in the next room and fly like the clappers back to the shining blue block (where you started) to warp out of the level.





## Level 3: Bio Dome

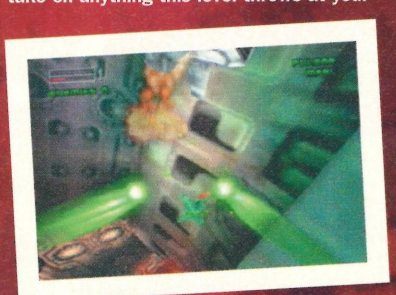


*Objective: Destroy all enemies*
The MDF are assembling a task force in the Bio Dome compound. Sounds like a good excuse to kick their sorry asses around again.

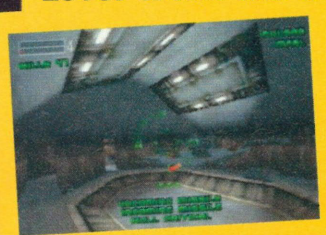
You don't have a powerpod near you when you start so use your missiles to knock out the baddies as they rise up through the hole in the floor.

Once they're disposed of move down through the gap and in the tunnel and you'll find a powerpod and some solaris missiles.

Grab the goodies and move around the corner. At the end of this tunnel at the top right is a shield and at the bottom on the left is a transpulse. Grab both and you'll be ready to take on anything this level throws at you.



## Level 4: Kill The Head





*Objective: Destroy the Metatank*
This level is divided into two parts.
The first involves flying around knocking out all the switches so you can meet the Metatank. Make sure you don't rush around this level as you'll lose vital energy. Take it slowly, poke your head around corners and knock out the enemy before they see you.

When you come across the Metatank you'll think he's hard as nails. He throws homing missiles at you and there's nowhere to hid in the small room. But he can't shoot you if you hide underneath him. Head down below and point your Pion Cycle straight up. Now show him up for the fool he is by blowing him to bits with your pulsar. Try to get out of the way before he explodes and head back to the start to warp out of the level.

## Level 5: Manmek





*Objective: Disable Manmek, get the homing beacon then survive for one minute*
Not many small enemies on this level, but one mean mutha called Manmek.

First of all, head down into the central room and on the other side you'll see a pipe that goes up and down. Head down and shoot the laser cannons. Go through the door and get the Transpulse.

Now head up to the top and shoot the laser turrets from around the corner with the Transpulse. This'll bring out Manmek, wait until he's in the middle of the central room then fly around him. Use the circling technique and make sure he always has his back to you. Shoot him up then go through the door where Manmek appeared. Grab the beacon and hide in the corner shooting all and sundry until you beam out.



# Riders' Guide

## Level 6: Four Uneasy Pieces

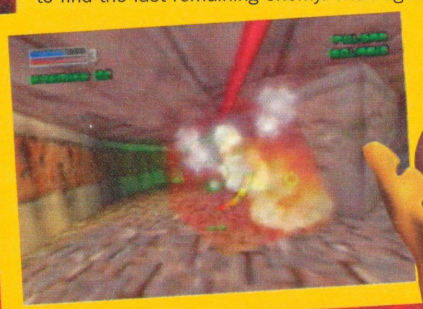
*Objective: Find four pieces of the Black Hole Gun*
This level seems impossible at first. You are surrounded by enemies and their isn't a powerpod in sight. Take heart though and run out of the central room into the circular corridor outside. Ignore all the enemies and head right until you get the powerpod. Now kick ass until all the enemies in that section are dead and buried.

Next you'll find the piece of the Black Hole Gun waiting down in the central area and the door to the this section has been unlocked. The level continues like this (kill all enemies then get the gun-piece) until you have all four.



## Level 7: Temple

*Objective: Destroy all Enemies*
Far simpler than it first appears. No convoluted objectives, no hidden missions and tough puzzles. Just head on out and mash up some robots. Like the first level, only the robots are bigger, harder and the level is more complicated. Apart from that, the same rules apply: take it slowly, kill all enemies before moving on, and grab as many weapons as possible. If you do it this way then you hopefully won't have to spend half an hour trying to find the last remaining enemy. Then again!



## Level 8: Dreadnought

*Objective: Damage the Dreadnought, get the homing beacon then survive for one minute*
The Dreadnought is in for repairs, so you're going to do the sporting thing and kick him when he's down. But the Dreadnought isn't defenceless by a long shot, but with a bit of cunning you can sort him out.

The start of the level sees you looking at Dreadnought in the docks with two tunnels to either side. Take the tunnel to your left and get the Pine mines (hooray!). Drop a Pine at the end of the tunnel facing Dreadnought. Now run around down to the end of the other tunnel and drop another Pine. Run off and hide whilst the Pine Mines throw missiles at Dreadnought until he runs away from you.

Now grab the Transpulse and follow Dreadnought down the tunnel. Stick to the left wall and you'll dodge his mines and your Transpulse will bounce off the walls and hit him. You'll find the homing beacon in a small enclave on you right. Get the beacon and run back to the Pine Mines and they'll watch your back whilst you fend off the baddies. Easy!





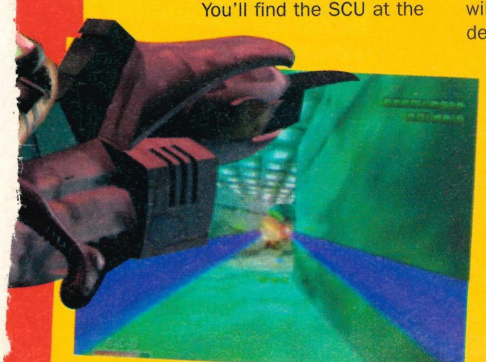
## Level 9: Tube

*Objective: Destroy the vicious Spawn Carrier Unit*
Quite a tough cookie this one and underwater to boot. Grab the suss gun and the powerpod before heading down the lower tunnel to the main Tube section. Now ignore everything and fly down the tube, on your left is a small square room containing the Beamlaser. Grab it and start taking out all the enemies.



You'll find the SCU at the far side of the level, but the entrance will be blocked until you have destroyed all but eight enemies.

When the door opens go through, but don't run into the big room. Let the SCU come to you, he'll keep spawning enemies, but as long as you hide in the corridor you'll shoot them before they get you. The SCU will poke his head round which is your cue to introduce him to the Beamlaser. Cut him up, but don't let him lure you into the main room.



## Level 10: Death to the Invader

*Objective: Protect the Matrix*
You're on the defensive for once as you find yourself on your home turf fending off the enemy. You have to protect the Matrix (that's the four red circles) from the enemy.



Instead of rushing around trying to fight them all off, head up and quickly get the Pine mines. Drop one in front of three Matrix points and you can concentrate on either defending the remaining Matrix point or searching the level for power-ups. Just keep one eye on the Matrix health bar to make sure no enemies are attacking an undefended area and help out wherever you can.



By **Noely**

# Quake 64

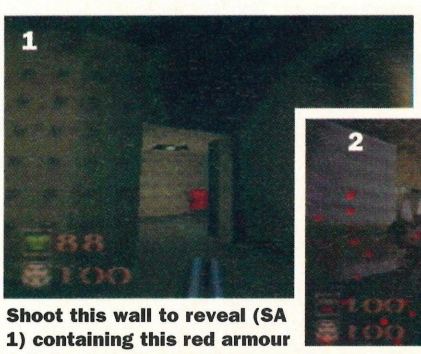
*Okay you sorry load of Fraggers. If you thought the first couple of episodes were tricky, and are now Quaking with fear at the thought of tackling even tougher levels in Episodes 3 & 4. Well fear not because Noely's here to hold your trembling hand and guide you through the dark and damp corridors of Quake.*

## Map 13: Termination Central

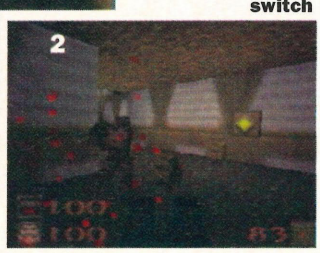
**GET THE double-barrelled shotgun before pressing the red switch and descending in the lift. At the bottom of the lift, kill the Grunts then the Enforcer. Now grab the green armour and head right down a small corridor.Ahead the corridor splits into two. Take the left corridor down the ramp killing any Grunts and Enforcers as you go (including any that may be on the walkway above). Walk directly beneath this walkway and shoot the shadowy wall to your right. This should open a section in the wall (Secret Area 1) containing the red armour. Any further progress down this left corridor is barred by a raised wall, so head back to the intersection and take the right corridor.**

Eventually you'll reach another red switch next to a room containing lots of Enforcers. Press this button then return to the previous switch. Pressing this will in turn open the end of this corridor (so that both corridors now lead to the Enforcer room switch). Also the Enforcer room will now be open. Take out the Enforcers here then head up the ramps to collect the yellow armour. Continue onwards mowing down any enforcers you may meet on the way. Eventually you'll come to a large room with a Quad rune (across a pool of slime) on a platform opposite. Kill the enemies opposite while you are waiting for the bridge to extend across the slime.

**"Mow down any enemies silly enough to tackle you with Quad"**



**Shoot this wall to reveal (SA 1) containing this red armour**

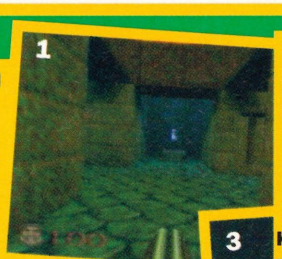


**Take out all the Enforcers near this switch**

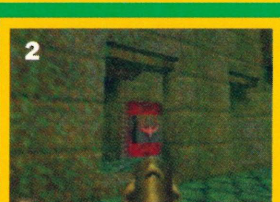
To the left of this hall, between a couple of flights of steps is a small ledge. Drop down onto this to a hidden room below (Secret Area 2) containing yellow armour. A square section of the floor here is actually a lift and will take you

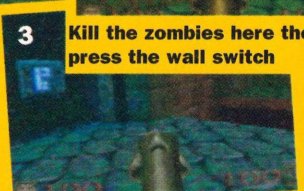
## Map 14: The Vaults of Zin

**RUN TOWARDS the silver key (which will descend into the floor before you can reach it). Take the corridor to your left (towards the locked silver key door), then turn right to see a grenade launcher on a ledge opposite. Jump across the gap to grab the grenade launcher then fire a few pineapples off into the chasm below, to take out the Zombies lying in wait for you. Once they're cleared, jump down, past the lava (Secret Area 1), and collect the Megahealth. Take the lift back up to near the silver key door. Take out the hordes of Zombies here then press the switch in the alcove to your right to open the wall directly opposite the silver key door. Head through here, grab the nail gun, go past the podium in the middle of a lava pool and take the lift up.**



**This key will lower as you run to it**





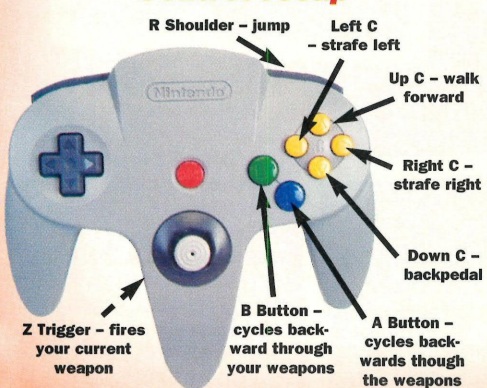
**Kill the zombies here then press the wall switch**

**Jump across this gap to grab the grenade launcher**

You'll be attacked by a Scrag at the top. Kill it then follow the ledge around to kill another Scrag, and grab the yellow armour. Press the button here then turn 180 degrees and drop down the newly revealed hole in the floor. You'll land on a switch on top of the podium in the lava. Several Ogres will attack you, so wipe them out. Then head down the new hallway and take out a Zombie and two Ogres that will rush to attack you. Just past them there's on Ogre on a ledge. Shoot him from below then head left to a lift. Stand on the ledge just above the lift to your left and shoot the section of the wall below and to your left (next to the lift). This reveals a hidden room (Secret Area 2) containing a Ring of Shadows and a slipgate. Exit via the slipgate then turn around and head up

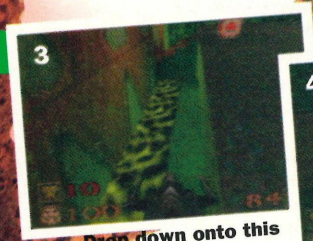
**"As this elevator room descends take out both the Ogres here"**

### Control recap



Part Three

# Walk-through guide



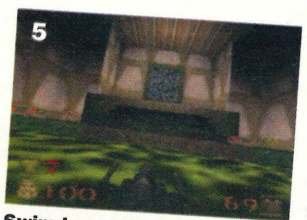

Drop down onto this small ledge to...




...this Secret Area 2 containing armour and a lift

up to the top of the platform. Jump down from the platform and grab the Quad. The two doors at the foot of the stairs will have opened and you'll be attacked by Enforcers. Dispense some Quad justice to each and every one of them.

On the opposite side of the platform to the Quad, with your back to the switch, drop into the slime (quickly since there's no biosuit) and swim through an underwater channel to another hidden area (Secret Area 3). Collect the stuff here then go through the slipgate. Follow the ledge around to your right and grab the green armour, then kill the Grunt ahead. Continue onward and drop down to another ledge and grab the Megahealth at the end. Turn about-face and follow the ledge back to a slipgate, and through a second slipgate. You are now back at the start of the level. Head back to where you found the Quad. Head left through either of the two doors, then follow the corridor until you reach a lift. Step on the lift and immediately turn to your left to shoot a Grunt guarding a gold key. Once these Grunts here are dead head to the right of the lift to an area stacked with crates. There's an opening in the back of the crates. Enter here then jump up the crates until you reach the highest stack. Where the crates meet the wall here, there's a hidden room. Shoot the wall to gain access to this area (Secret Area 4). Follow this corridor, head up the lift and collect the Megahealth.



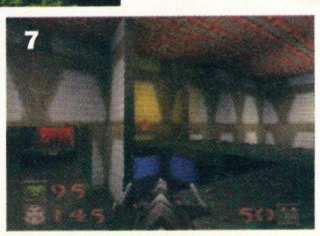

Swim beneath the slime to reach Secret Area 3

Continue along this walkway and drop out of the window to a room below. You'll now be back at the lift near the gold keycard. Just beneath where the gold keycard was is a small ledge (Secret Area 5) containing the Quad rune. Stand near the lift and jump diagonally across to the Quad, then grab it and head back up the lift and to your right past the crates. Head through the sliding doors ahead (mowing down any enemies silly enough to tackle you with Quad) and follow this corridor until you exit the level.




Drop down onto this ledge below and grab the Megahealth at the end of the ledge

At the top of this ledge is the Gold key and beneath it the Quad Rune







Where these stacks meet the wall there's a hidden room



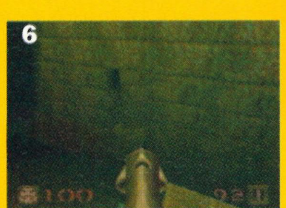




Press the switch then drop through the hole in the floor

Chuck a few grenades down this shaft at the zombies below

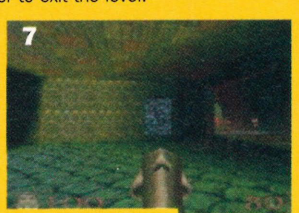
the steps. As this elevator room descends take out both the Ogres here (one either side) then press the red switch on the wall to your left. This opens another room containing an Ogre guarding a red switch. Pressing this second switch opens the iron double doors revealing a slipgate. You'll be back at the lift. At the bottom of the lift are a couple of Fiends, so attract their attention then back up onto the lift and shoot them from above. Once they're dead press the button on the wall to open the barred doorway




Shoot this section of the wall to the left of this lift

(this also releases a trio of Zombies). Before you exit through this door, shoot the discoloured section of wall opposite the switch to reveal a slipgate. Go through this slipgate and you'll end up on top of the beam earlier (Secret Area 3).

Jump down from the beams and exit through the newly opened doorway (near the Zombies). Just around the corner to your left is an Ogre guarding the silver key. Kill him and grab the key then head through the slipgate here. Use your key to open the silver door and you'll come to a hall filled with columns. There's a switch near the middle, but before pressing it find the Ogre that guards the gold key door and waste him. Now press the switch and the central column will ascend revealing another switch in the floor and several zombies. Take out the zombies and grab the goodies in the newly opened columns. Look downwards (through the grated floor) and you'll see a Shambler in the room below you. Launch a few pineapples through the holes in the floor to kill him then walk over the switch in the floor. You'll drop through the floor straight into the room below (aren't you glad you killed the Shambler a moment ago?). Now hit the button on the wall, grab the gold key and head through the slipgate. You'll be back in the columns room. Now use your newly acquired gold key to leave through the gold key door you found earlier to exit the level.




Shoot the wall opposite the switch to find a slipgate




Grab the Silver key then exit via this slipgate

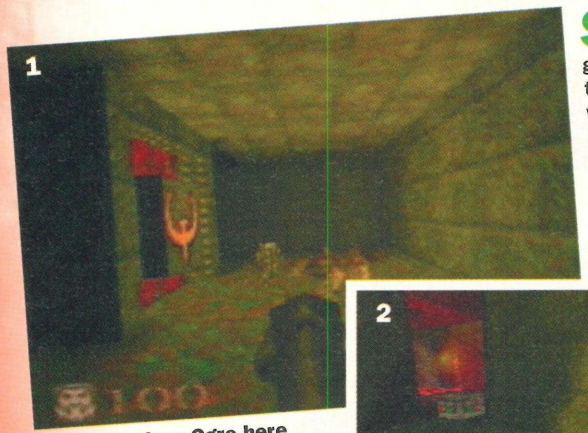



Chuck a few grenades into the room below to kill the Shambler

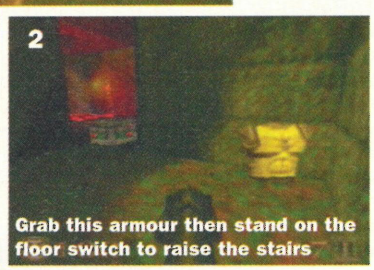
# Cheat Zone

# Quake 64
## Walk-through guide

### Map 15: Tomb of Terror




Shoot the dozy Ogre here before he notices you, then press this switch on the wall




Grab this armour then stand on the floor switch to raise the stairs




Take out the annoying Death Knight at the top of these stairs before ascending

**SHOOT THE DOZY Ogre here before he notices you. Then go behind the stairs and press the switch on the wall. This will open a door to your left and release a Death Knight. Kill him then grab the yellow armour behind him. Above and to your left is another Death Knight. Kill him from below then step on the switch on the floor to reveal a staircase that leads up to where he was previously standing. When you reach the top of the stairs, look high up on the wall and to your right to find a switch. Shoot this and then enter the newly revealed slipgate that opens up in the wall below it. You'll be teleported to a beam high above the room (Secret Area 1). Grab this red armour here then drop back down to the platform at the top of the stairs.**

Continue onwards, grab the super nail gun, change to your grenade launcher and 'pineapple' the Zombies in the alcove to your left. Turn right and you'll see a large room ahead with a pool of water against the far wall. Just before entering the room take out the Zombies hidden in a shadowy alcove to your left. Then enter the room and tackle the

***"Peep over the ledge to your left and shoot the Ogre below while he's oblivious to your presence"***




**At the top of the steps, shoot this switch on your right to reveal a slipgate**

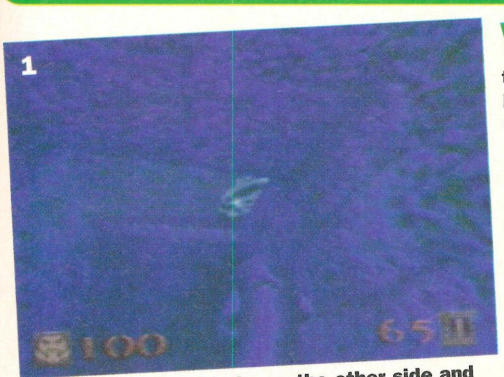
couple of Death Knights that are lurking within. Before climbing the stairs, jump into the water (Secret Area 2) to find a submerged Megahealth. Jump out of the water and continue onwards and up the stairs until you reach a lift. Take the lift up then round the corner and be ready with grenades or your rocket launcher to tackle the trio of zombies here. After they're dead, run the gauntlet (the tricky nail trap) through this corridor.

At the end of this corridor and around the corner to your left is an Ogre. Bounce a few grenades around the corner to surprise him. Once he's dead continue onwards and you'll come to a large room with a pool of lava in the floor and a switch on a pedestal in the centre. Kill the Scrag that hovers above the lava then step on the switch near your feet to




**Jump through the slipgate and you'll be teleported to a beam (Secret Area 1)**

### Map 16: Satan's Dark Delight



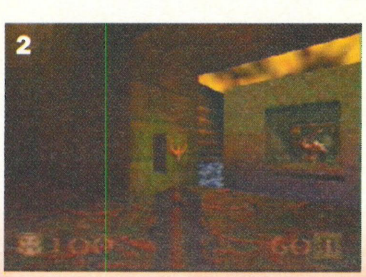

**Dive into the pool, swim up the other side and tackle the Rotfish, then shoot the Scrag above**

**WHEN YOU start the level there's an Ogre on either side of you. Kill one of them and then be ready to kill the second as it attacks. There are another couple of Ogres on a ledge that's just above you, so either lob a few grenades or fire a few rockets up at them.**

Now leg it down the ramp and plunge headlong into the pool. Swim up the other side and tackle the Rotfish. Swim up to the surface and shoot the Scrag that's lurking above you. Go through the underwater entrance and hop up the couple of steps here. You'll need to quickly deal with the Ogre on a ledge to your right. Then press the switch just past him and around a corner. This extends a walkway across to a central building. Shoot the Ogre inside then run across the walkway and collect the rocket launcher.

Walk forwards just out of the building and you'll be attacked by Zombies on ledges to either side of you. Use your rocket to silence the flesh chuckers then claim the yellow armour by leaping across to the ledge on your right. Once you've got the armour, jump back and continue onwards. Around the corner to your left is a large room with Ogres. One will leap from a ledge above to attack you. The other lurks within. With your best close-range weapon handy, hit the button in this room and be ready to tackle the two Ogres that will leap from above to attack you. Once you've nailed them, head up the newly revealed ramp. At the top of the ramp turn around 180 degrees and shoot the yellow disc on the wall. This will activate a staircase that allows you access to the beams above the previous room (Secret Area 1) where there are goodies to collect.

Jump down and head through the hall back to the central room. Go through the two newly opened doors and you'll come to an alcove with a switch on the wall to your left. Pressing the switch takes you up on the lift. Walk forward and grab the Super Nail Gun then spin around and nail the Ogre that attacks you from behind. Continue onwards until you get to a drop below.




**Take out the Ogre opposite then press this switch and head across the walkway**




**Shoot this yellow disc to activate a staircase, then head up to the beams**

# Quake 64
## Walk-through guide



Dive under the water (Secret Area 2) to find a Megahealth



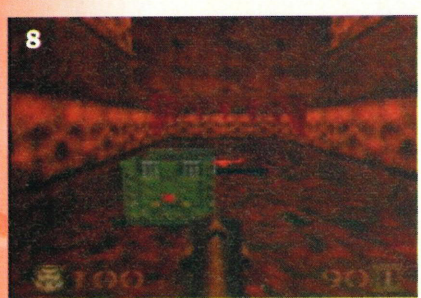
Stand on this floor switch, then on the two either side beneath spike traps

extend a bridge across to the central switch. Press the centre switch then spin around to tackle a Death Knight that attacks you from behind. Return to the centre then head either to your left or right to activate a switch beneath a spike trap. You'll need to press both of them to complete the sequence and open the slipgate ahead. You'll need to take out the Scrags here and then watch out for the two Zombies that spring up just before you enter the slipgate.

Once you're through the gate you'll be back at the start of the level. Head up the stairs, grab the Megahealth, then take out the Death Knight and the Ogre behind you. Head past them and operate the switch on the floor. This activates a walkway across the lava. Run across this past the barrage of nails. Tackle the Death Knight that guards the silver key then grab it and head through the slipgate and you'll return back to the start. This time head left and open the silver-key door. Nail the Fiend that springs out to attack you then follow the corridor until you come to a Scrag above a descending spiral staircase. Nail the Scrag then turn around to tackle a Death Knight that attacks from an alcove above and behind you. Once he's dead, peep over the ledge to your left and shoot the Ogre below while he's oblivious to your presence.

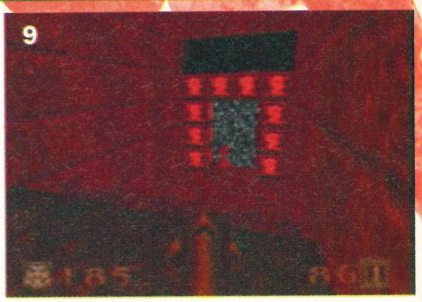
At the very bottom of the stairs (past the lava) is a wall switch. Press this to release a Death Knight. Kill him, then kill the Ogres. Nail the Death knight then go and tackle the Ogres that are guarding a switch in a room just past where the Death Knight was.

Hit this second switch then head back up the stairs. Kill the Scrag and the Ogre that have appeared from a newly opened door halfway up the stairs. Enter this room and grab the suit of armour before exiting the level via the slipgate ahead.



Press the switch beneath both of these spike traps to unbar the way ahead

Press the switch at the bottom of the stairs to open this Slipgate that exits the level



Tackle the Death Knight, grab this silver key then head through this slipgate



Peep over the edge of the spiral staircase and pop the dozy Ogre on the stairs below

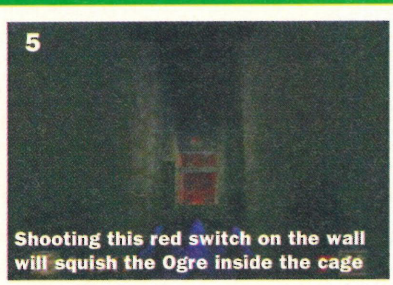



Peer over the edge and take out the couple of Ogres beneath you. Now drop down onto the ledge. Face left and let the Ogre on the far ledge ride your rocket.

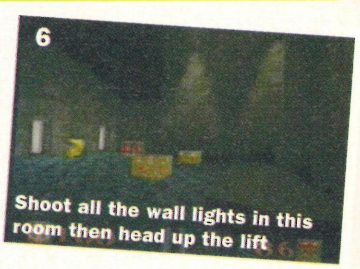
Jump onto the moving platform and shoot the Ogre in an alcove beneath you and to the left as you pass by. The platform will pause for a second giving you time to tackle the Ogre here. Then as the platform moves off again, turn to the left (in the direction the platform is now moving in). Shoot the red switch on the wall ahead and watch with glee as the Ogre is crushed. Then turn to your right to blast another Ogre on a ledge. Jump across to this ledge and the walls will lower revealing another room (Secret Area 2) containing armour, a Megahealth and the Quad rune.



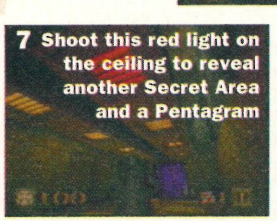
When the platform pauses tackle the Ogre on the ledge



Shooting this red switch on the wall will squish the Ogre inside the cage



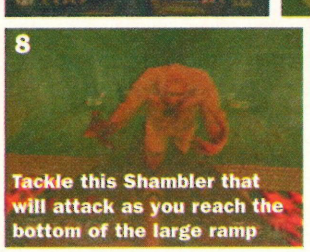
Shoot all the wall lights in this room then head up the lift



Shoot this red light on the ceiling to reveal another Secret Area and a Pentagram



The regular exit is via this slipgate below, but there's also another exit to a Secret Level



Tackle this Shambler that will attack as you reach the bottom of the large ramp

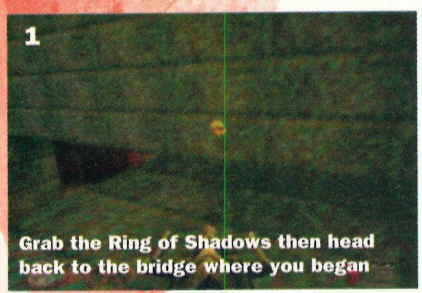
Beneath the large ramp is this well-like shaft. Drop down to an exit to a hidden level




**"Shoot the red switch and watch with glee as the Ogre is crushed"**

# Cheat Zone: Quake 64 Walk-through guide

## Map 17: The Chambers of Torment



Grab the Ring of Shadows then head back to the bridge where you began

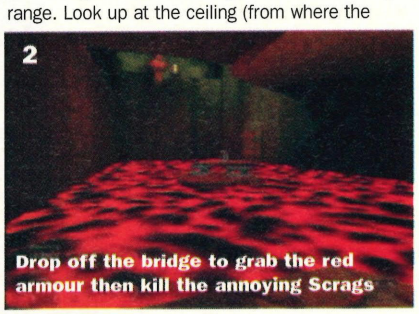
**SWITCH TO YOUR nail gun and nail the Death Knight that charges across the bridge. Head across the bridge and shoot the Ogre up the stairs on the platform to your left. Grab the Ring of Shadows and head back to the bridge where you began. Jump off the bridge to the right and grab the red armour on the small island. Kill the Scrags hovering overhead then play steping stones as you jump across to a passage out of the lava pool. When you reach the lift, look upwards and fire off a few rocket shots at the Death Knight and Ogre above. Jump on the lift and finish off any stragglers in the room.**

**Look through the window here and you'll spot a Vore on a ledge below. Shoot the Vore with a few rockets from above, being careful to duck away from the window to dodge its spikes. You'll be back at the hall near where you grabbed the Ring of Shadows. Head up the stairs past this area and follow the corridor around to your left. Nail the Ogre here, then round the corner and tackle a couple of hovering Scrags and yet another grumpy Ogre. At the end of this long corridor the wall will open as you near. This contains a Fiend so backpedal while firing at it. Around the next corner (just past the green armour) is a Vore. Wake up Mr Vore with a Pineapple feast by bouncing a few grenades off the wall to wake him up.**

Once the Vore's taken care of, head into the next room. Just past the demon heads on the wall there's an Ogre in an alcove to your left. Tag the Ogre then head past the silver key door and take out the two Ogres that are caged ahead of you. A Death Knight will likely charge towards you here so switch to your Nail gun and nail him as he approaches. In the next room is a Vore guarding the silver key. Either bounce a few grenades into the room, kill him or switch to your rocket launcher and fire at him while strafing to avoid his spiky balls.

> "Wake up Mr Vore with a Pineapple feast"

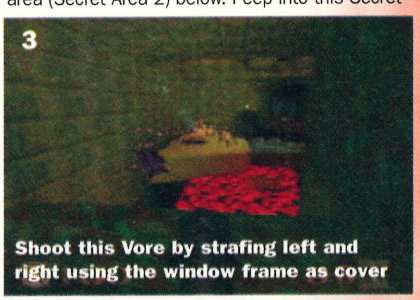
Once you grab the silver key a couple of Ogres will appear from above. So grab the key and leg it to the edge of the room to pick them off at long range. Look up at the ceiling (from where the Ogre dropped) and shoot the red switch. A panel opens up in the wall. Follow this new corridor (Secret Area 1) to the end until you reach a small room containing a Quad damage rune.



Drop off the bridge to grab the red armour then kill the annoying Scrags

Step on the switch, grab the Quad, then leap out of the window and head left, through the silver key door. Use your Quad power to nail the two Death Knights that attack from within, then tackle the Fiend lurking at the bottom of the ramp. Backpedal up the ramp again and nail the Scrags that are hovering near here. Run down the ramp and fire a couple of rockets up at the Ogre on the ledge above. A couple more Death Knights are loitering in the room to your left so fire a few grenades into the room, wait a few seconds then switch to your nail gun and finish them off at close range.

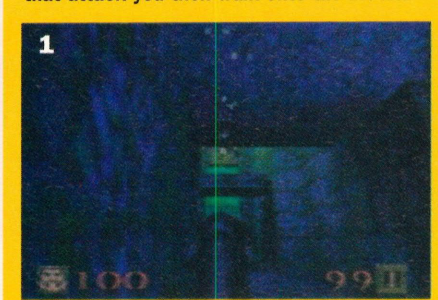
Step onto the lift and ride it up. Nail the Death Knight that attacks you at the top and a second just around the corner. Above the lift is a red switch on the ceiling. Shoot it to reveal a hidden area (Secret Area 2) below. Peep into this Secret



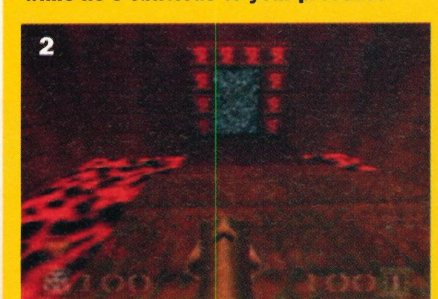
Shoot this Vore by strafing left and right using the window frame as cover

## Map 18: The Haunted Halls (Secret Mission)

**FOLLOW THE corridor as it bends around to the right. Shoot the Ogre on the walkway above while he's oblivious to your presence. Grenade the two Zombies that attack you then walk onto the lift and take a ride up. Follow the corridor around and you'll be on the walkway that the Ogre was on earlier. As you near the door ahead, get ready to tackle the Fiend that will leap out to attack you. Once you've dealt with him, round the corner and unload some serious firepower into the next room to deal with the Scrag, Zombies and Ogres inside.**



Shoot the Ogre on the walkway above while he's oblivious to your presence



Press the switch on the wall, head into the next room, and exit via the slipgate

Press the switch on the wall, head into the next room, and exit through the slipgate. Turn left and follow the corridor into a greenish room. There's a hole in the floor with a Fiend inside (trust me, it's there. Don't go trying to peep down and have a look). Stand at the edge of the room and launch a few grenades into the hole to kill the Fiend before it can spring from its hidey hole.

Once it's dead, deal with the Ogres on the walkways high above your head. Ride the lift up then head right, and hit the switch at the end of the next red room. Immediately spin around to confront a bunch of Zombies. Once you've dealt with them head past them. Take your first left (kill the Scrags overhead) then advance across the walkway. Around the corner to your right is a room with several Ogres inside. Lure the first couple out and pick them off, then re-enter the room and pick off the trio of Ogres on the ledges above.

Continue onwards beneath the Ogre platform, then turn left and grab the yellow armour. Head back beneath the platform, then turn right and follow the walkway opposite the grate in the wall on your left. Turn right again and walk onto the lift. As it ascends walk backwards off the lift then walk into the space beneath the lift. You'll fall down into an area (Secret Area 1) with a Megahealth and a slipgate.

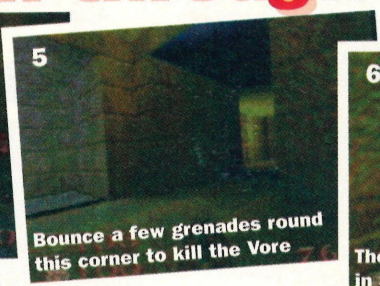
> "Kill the Fiend before it leaps from its hidey hole"

Go through the slipgate and you'll be facing the grate. Shoot the grate to reveal the Quad damage rune inside an alcove (Secret Area 2). Grab the Quad then quickly run back past the lift and through the door on your left. Stand on the walkway in the next room just before the trapdoor. Switch to your super nail gun and shoot the red switch on the wall. Nail the Ogre that appears on the walkway, as well as a second that appears from below. Chuck a few pineapples into the square pit in front to wipe out the Vore below. Drop down to finish him off if need be then shoot the red switch on the wall to teleport you back out of the Vore pit.

Jump over the pit and continue onwards. In the next room you'll be attacked by a Death Knight. Nail him and a second Knight at the bottom of the stairs. The next corridor (with holes on the wall) looks suspiciously like a trap (that's because it is). Sneak a look

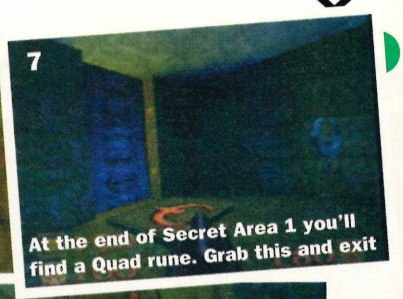
# Quake 64
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Area and take out the two Ogres on the beams below. From the top of the lift continue onwards around another corner and pick off the Scrags floating around a central post. Look down over the ledge and you'll see a button on the floor below. Jump down onto this switch, grab the green armour then leg it out of this trapped room. You'll reach another room where you're met by an Ogre. Smoke the Ogre and you'll eventually come to a huge hall with a walkway in the distance. There are two Vores atop the walkway. To kill them, strafe left from behind the doorway and fire a rocket or two, then strafe back to the right to avoid their spiked projectiles.

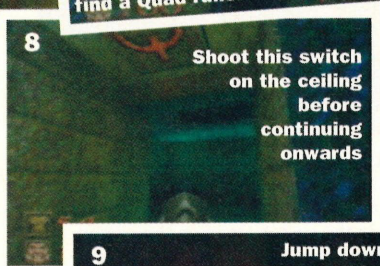
Continue onwards across the bridge into another hall. Nail the Death Knight here as well as the couple of Scrags around the next corner. On the floor of this corridor are three switches. Stepping on all three opens an exit at the end of this corridor as well as an alcove to your left containing two Ogres. To avoid being trapped by them, jump over the first two and then run backwards to activate them in reverse order.

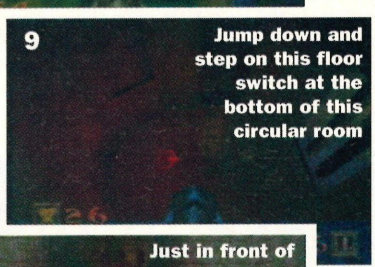
As you step on the first (or in this case the last) you'll be pursued by the Ogres. Lure them back to the previous room (dropping grenades behind you as you go) to finish them off. Once they're dead, head back past their hiding place to an area with a lava floor. Kill the Ogre, Scrag and Death Knight on the ledge opposite, then use the moving platforms to reach the other side.

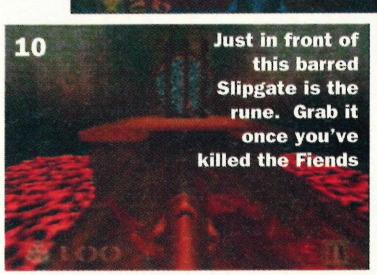
You'll come to the gold key. To the left of the key there's a Vore lurking around the corner. Once again use the grenade trick to waste the Vore. Serves him right for camping. Now grab the key, jump off the ledge, run down the stairs and through the gold door. Follow this new corridor taking out a few Scrags on the way until you reach a lift. Go up the lift then follow the passage until you reach a long walkway.

DON'T charge forward whatever you do. Instead, inch forward until you see a couple of Vores appear on ledges below, then immediately back-pedal to the doorway from which you entered. Use the strafing technique to edge out and fire a rocket or two at each Vore in turn to finish them off (this is tricky so be patient). Once these Vores are ex-Vores, continue along the walkway towards the barred circular slipgate. There's a rune just in front of it. However, as you might expect, just as you near it you're attacked from both sides by a couple of Fiends.

Nail the one directly in front then spin around to confront the backstabber. Once they're dead it's a case of grabbing the rune and nipping out of the newly opened slipgate to exit the level.

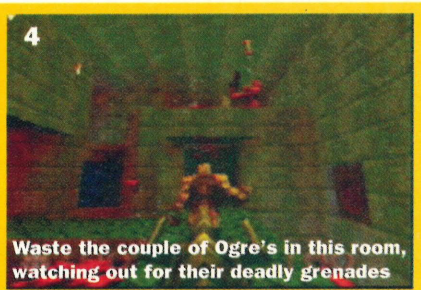


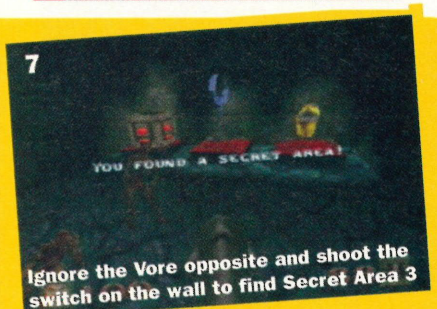



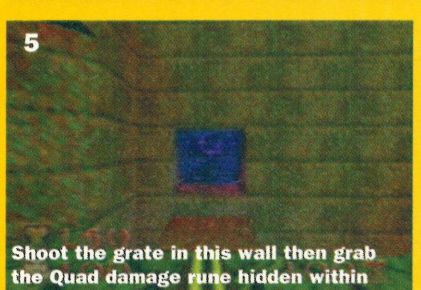



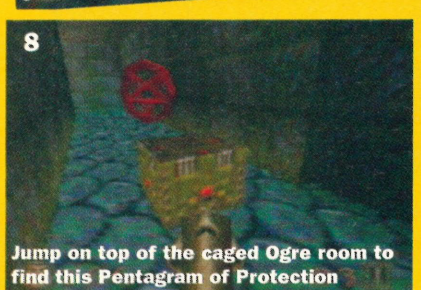

along the hall, then Nail the Ogre that leaps down to attack you. Leg it through the nail trapped corridor, then be ready to tackle the Ogre in the next room. Immediately you'll be attacked by a Vore, from across the room. Ignore him for now, run left and hit the red switch on the wall then look up and shoot the red switch on the ceiling. A wall will open (Secret Area 3) to your left containing some yellow armour and the Quad damage rune. Use the Quad to annihilate the Vore, then take out the Ogres on the walkway above.

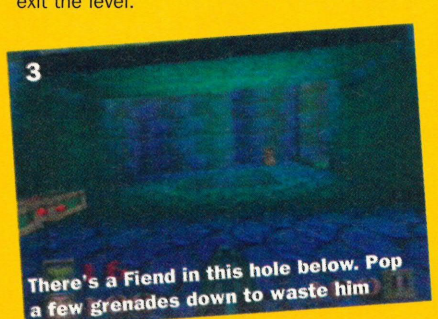
Head up the lift and nail the Death Knight. Turn right and wipe out the Ogre on the walkway. There's a caged Ogre below. Kill him then jump across onto the top of his cage to access another room (Secret Area 4) containing a Pentagram of Protection. Go back out, then head through the newly opened door and wipe out the Ogre that springs to attack you. Now head through the slipgate here to exit the level.



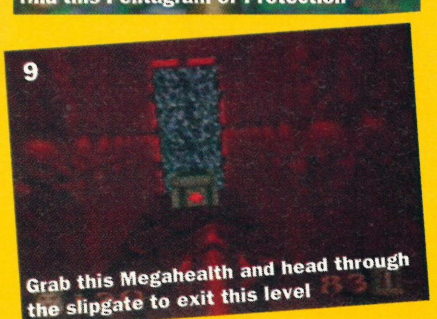





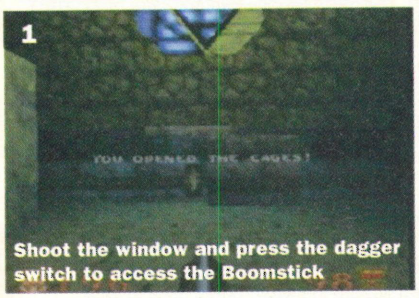




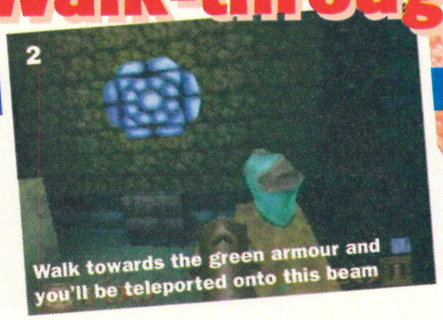
# Cheat Zone

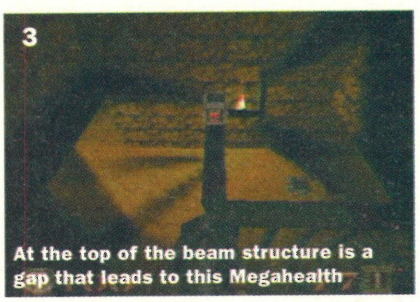
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### Map 19: The Tower of Despair



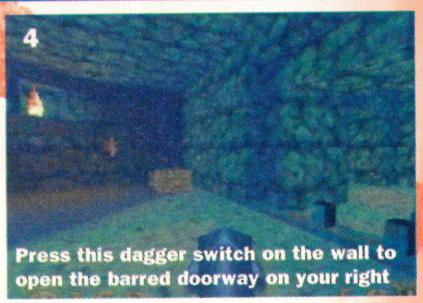

**WALK FORWARD to the edge of the hole in the floor. Shoot the fancy window below to reveal a dagger switch. Jump down and press the switch (to open the cages), then turn around and grab the double-barrelled shotgun from (Secret area 1). Grab the Megahealth then take care of the Knights that rush to attack.**




Head right, taking out two Knights on the way. At the very end of this hallway shoot the wall to open up a room containing the ring of shadows. Wait in this room until the door closes. Press the dagger switch next to the door. Shoot the door again, then walk towards the green armour. You'll be teleported onto the beam (Secret Area 2).

Grab the green armour, jump down, then head down a passage on the left of the hall. Follow this corridor until you reach an Ogre. Kill him and the two Knights on your way down. Follow this corridor all the way along




(past a watery expanse to your right) until you reach the end. Kill the cornered Ogre, then head back to the edge of the water. Shoot the Ogres on the far side of the water, then tackle the Vore making sure you strafe left and right behind the cover of the wall to avoid his extremely spiky projectiles.

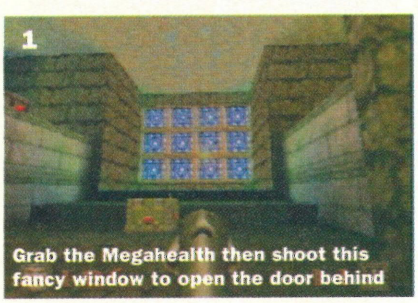
Once they're dead, dive into the water, and you'll fall into a room with beams overhead. There's a Shambler down here. You can tackle him if you're feeling brave, but it's better to immediately head left through the doorway. The Shambler will pursue you, so quickly take your first right (immediately through the doorway) and hit the dagger switch on the wall then run for the lift in the centre of the room. Once you're at the top of the lift you should see a Pentagram of Protection on a ledge nearby. Jump across to claim it then jump back to make the Shambler sorry he ever began chasing you.

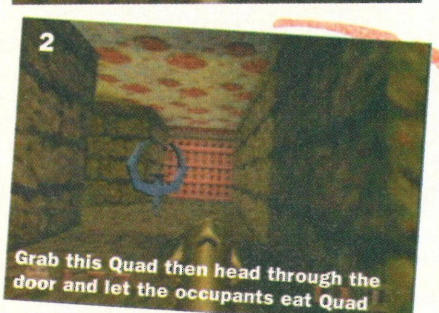
Head back out of this lift room then head

## The Elder World

*Almost there folks. This is the fourth and final episode. In this episode, the monsters are far more numerous, lots more varied, much more deadly and include your first run in with the Spawn. All that remains is for you to collect the fourth and final rune, and you'll be ready for a showdown with the evil queen bee of vile herself, Shub-Niggurath.*

### Map 20: The Elder God Shrine




**NAIL THE Fiend ahead, grab the Megahealth and then shoot the ornate window just behind it. This will open the door behind you. Leave through this door and grab the Quad to your right. Continue through the door ahead, then head up the ramp in the next room.**

**Kill the Ogre at the top of the ramp then tackle the Knights below from your vantage point. Snag the green armour then jump back down. Around the back of the ramp is a switch on the wall. Press this to open a door outside. Kill the Knights that materialise and the vicious Fiend that springs down the ramp.**

Head back around the back of the ramp. Between the narrow gap, under the ramp is a switch. Jump up and press it then head back out of the door at the bottom of the ramp. Once through this door head right and enter the dark coloured room immediately on your right.

Bag the Scrags above the pool (watching out for Fiends who will teleport in). Jump down from the ledge, then spin around and drop the couple of Ogres that attack from the rear. Dive into the pool and swim down, forward and then up to the surface. Jump out of the water and head right to find a grenade launcher.

Time to wipe out a few nearby Zombies with your new toy. Head right from here to find another small room containing the Quad rune and more Zombies. Smoke the Zombies then grab the Quad.

Leave here and head right to find a Megahealth sitting on top of a hill to your left. Grab the Megahealth then head right just past it and take your first left into a tiled room containing a slipgate. A Fiend will teleport in front of you. Blast him with your Quad then hop over the bar into the slipgate.

You are teleported to another pool with a lift in the middle. Kill the Scrag above then take the lift upwards. Another couple of Scrags will teleport in. Kill them then jump into either of the stained glass windows to find some health (Secret Area 1). Jump back out and head right.

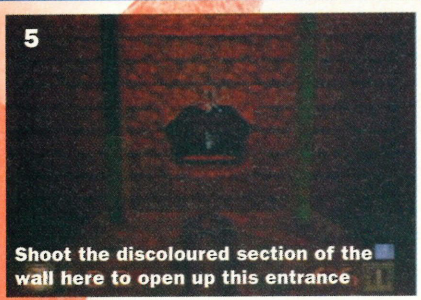
Continue down this long corridor, killing a camping Spawn on the way. Just behind the Spawn is a door leading to some rocket ammo and a Megahealth across a gap. Head back to the corridor and you'll be greeted by a couple of Knights at the end. Take the right fork and follow it until you find a handy switch on the wall.

Press the switch and the floor will lower into a large room (Secret Area 2) containing the Quad, some zombies and a lift in the middle. Blast all the Zombies here then head for the lift.

Walk onto the lift then immediately backpedal off it and walk underneath it to enter a

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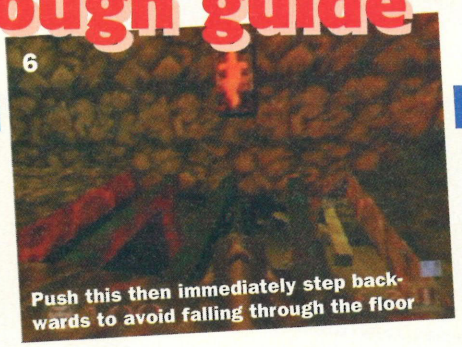


Shoot the discoloured section of the wall here to open up this entrance

right and then left to find a Vore guarding the Quad. Grab the Quad, vaporise the Vore then turn around and let the monsters across the room have a little of your Quad-fuelled action. Continue onward. Wipe out the enemies near the caged area to your right then turn around and take the other passage until you reach a room with a couple of Ogres on high platforms in the next room.

Wipe out these Ogres, then walk up the ramp to the ledge. Jump from the ledge onto the beam structure. Turn left and walk up the sloping beam, then hop up onto the top. There's a gap at the top on your right. Head through this as it bears left and you'll come to an area with a Megahealth perched on a beam below.

Jump down onto this Megahealth which is (Secret Area 3). Jump down to your left to snag the Quad damage rune here then let the Knights that rush to attack you eat Quad. The caged area should now be open so head

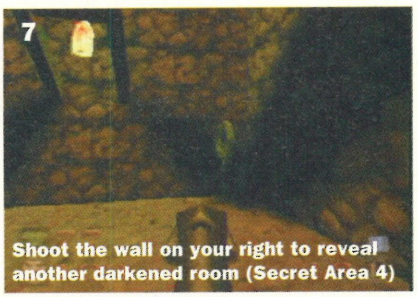


Push this then immediately step backwards to avoid falling through the floor

**"Walk to the key and you'll teleport to the real key across the water"**

through here until you reach another dagger switch in the wall. Press this to unlock a further barred doorway behind you and to your right. Inside here is a silver key, a Megahealth and some trusty armour. Walk towards the key and you'll teleport to the 'real' key across the water near where you bagged yourself a Vore earlier.

Jump across to either side here to grab both the yellow armour and the Megahealth, then dive through the slipgate near the silver key. This takes you to a high platform opposite the earlier beam structure. Shoot the discoloured section of wall ahead to open up an entrance. Jump into this entrance go up on the lift. Turn around, walk forward, and shoot the Knight lurking around the corner to your left. Push the dagger switch on the wall and immediately step backwards to avoid dropping through the floor.



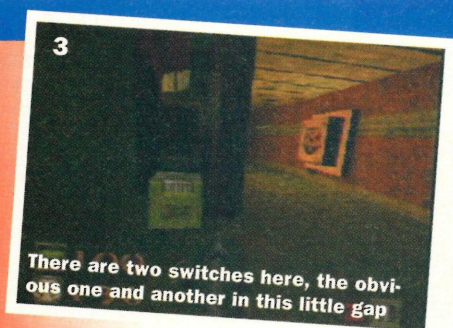
Shoot the wall on your right to reveal another darkened room (Secret Area 4)

Shoot the wall on your right to reveal another darkened room (Secret Area 4). Drop through another hole in the floor here.

You'll land in a room below. Nail the pair of Ogres that stand oblivious to your presence. Now take out the Death Knight below before dropping down from your perch. Inch towards the spike trapped exit to this room. As you approach the trap will spring and you'll be able to jump through the trap's missing bar into the corridor and continue onwards.

Continue along this passage until you get to another beamed structure, this time the floor, just past a nail trap in the wall. Have some fun here if you wish by standing just before the gaps in the beams and chucking pineapples at the occupants. Be careful not to fall down there, although if you do there's a dagger switch that opens a door leading to near Secret Area 3.

Walk across the beam then make sure you head through the slipgate and you'll find yourself safely at the exit. Head through the slipgate in front of you to finally complete this tricky and dangerous level.



There are two switches here, the obvious one and another in this little gap

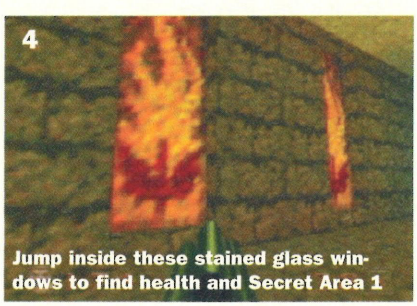
slipgate beneath the lift (Secret Area 3). You are now on a ledge with some red armour, above the stained glass windows from earlier. Behind you is a slipgate that leads to this episode's secret level the Nameless City. Head through this gate to check out the secret level.

Alternatively you can stay and find the regular exit. Make your way back to the T-junction and take the left passage this time. Run past the gold-key door on your right and eventually you'll hit another T-junction patrolled by two Fiends. Wipe them both out then continue down the corridor until you reach the yellow armour. Grab the armour and the wall to your left will open. Chuck a few pineapples inside this new room to eliminate the Zombies who are standing by guarding the Ring of Shadows.

Grab the Ring of Shadows and continue down the hall until you reach the end. Watch out for several Spawn littered about the place. Follow the corridor on your right (the one glowing red) as it bends around the corner. Get your super nail gun out and then run along the wall as though your life depended on it. Run down this red corridor as the floor retracts. Jump across to the ledge opposite before the floor disappears completely.

Grab the grenade launcher to your left and the back wall should open, revealing a Fiend and the silver key. Once you've done what a good Quake hero does, head back down the hall, silver key in hand, avoiding the floor trap once more. Kill the Fiend then retrace your steps across the long floor trap.

Once you're back on the other side head right, then left, then right again until you find a box of Megahealth. Now head back past the stained glass windows and head through the silver key door. Follow this passage

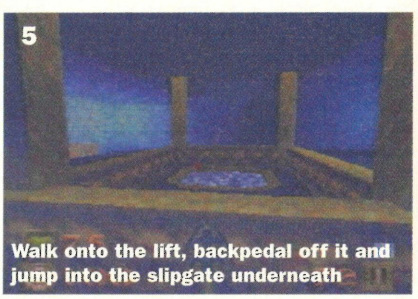


Jump inside these stained glass windows to find health and Secret Area 1

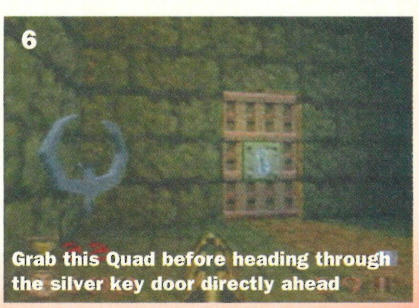
**"Exit the level via the door ahead, or return to Secret Area 3 to the hidden level: The Nameless City"**

around to your right and you'll be attacked by a trio of Knights. Kill them as well as the Spawn sitting idly round the corner to your right. At the top of a slope is the gold key. Grab this, pop another three Knights and then leg it back to the gold key door.

There are four Ogres that must be dealt with here. Shoot them then head through the door ahead to exit the level. Alternatively return to the earlier gate (Secret Area 3) to tackle The Nameless City.



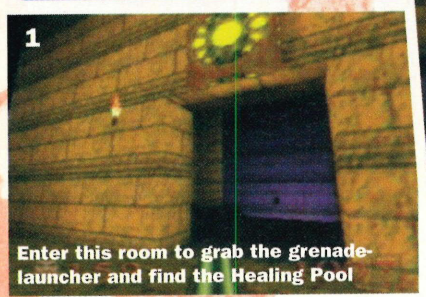
Walk onto the lift, backpedal off it and jump into the slipgate underneath

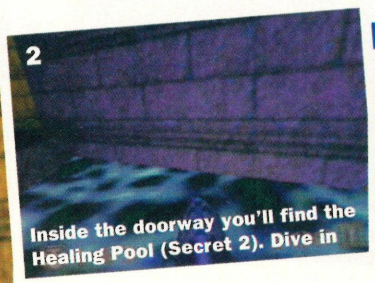


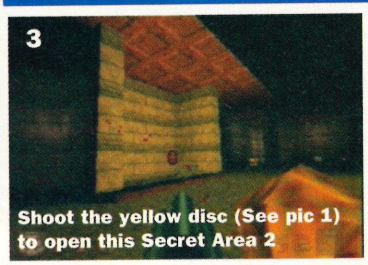
Grab this Quad before heading through the silver key door directly ahead

# Cheat Zone: Quake 64 Walk-through guide

## Map 21: The Palace of Hate


Enter this room to grab the grenade-launcher and find the Healing Pool


Inside the doorway you'll find the Healing Pool (Secret 2). Dive in


Shoot the yellow disc (See pic 1) to open this Secret Area 2

**GRAB THE Megahealth then head up the ramp to surprise the Fiend (oblivious to your presence). Fire a rocket at him to wake him up then back off and fire off another couple of rocket shots. Run back up the ramp into a large hall and head right to take out a Scrag.**

Now turn around and head in the opposite direction. Along the left wall of this area are shadowy sections. There are a couple of Knights in these shadows nearby. Nail the pair of them, and be prepared to nail another couple that will emerge from near a doorway with a yellow symbol above it. Head through this doorway and grab the grenade launcher. Just beyond the grenade launcher is a pool of water. Step into it to discover (Secret Area 1) the healing pool. (NB. Remember this location, you'll need to return here if you're low on health).

Behind the pool is a partition wall, and behind this a flight of steps leading to another area. Before taking this route head back out of the healing pool room, change to your super nail gun, then turn and shoot the yellow symbol above the doorway. This opens an alcove behind you (Secret Area 2) containing a Fiend guarding a Pentagram of Protection. Grab the Pentagram then nail the Fiend.

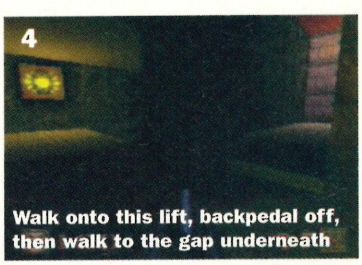
Now with your nail gun still at the ready and with your newly acquired invulnerability, quickly head back up the stairs behind the healing pool to waste the Knights and several Fiends lurking in this new area.

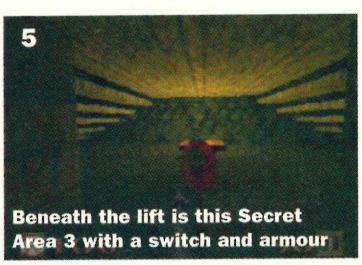
Once they're dead you'll see another symbol on the wall and below it a platform beneath which is a suit of red armour. There's an alcove just before the symbol. Walk into this and the lift will rise.

Walk backwards off the lift and then drop down into the hole beneath it. There's a Death Knight behind you. Nail him then head past him and follow the corridor to an area underneath the platform (Secret Area 3) where you'll find a suit of red armour and a floor switch.

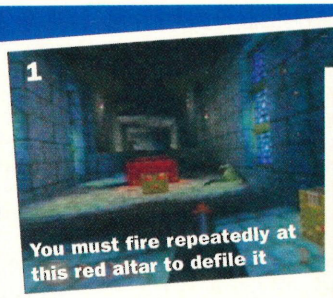
Pressing the switch on the floor opens a gap in the stairs. Leave through this gap then head up and over the stairs and follow the corridor as it bends around to the left. There's yet another hideous Fiend for you to kill, so nail it and continue onwards until you reach some water.

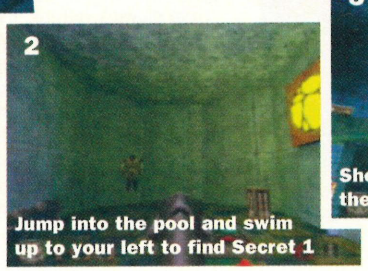
Kill the Scrag hovering above the water, then dump a few grenades into the water to flush out the Rotfish. Once the water's cleared, dive in and swim across to the moving plank on your left. Run across the plank onto the ledge and snag the super nail gun. As you grab it the wall will rise. Be ready with the nail gun to nail the Fiend within then spin around to waste another Fiend and some annoying Scrags hovering nearby across the water. At the back of this new room(where the Fiend

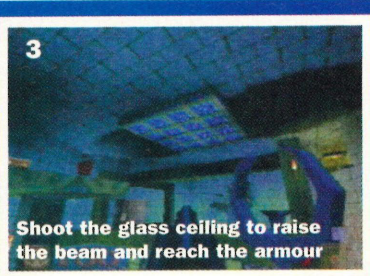

Walk onto this lift, backpedal off, then walk to the gap underneath


Beneath the lift is this Secret Area 3 with a switch and armour

## Map 22: The Pain Maze


You must fire repeatedly at this red altar to defile it


Jump into the pool and swim up to your left to find Secret 1


Shoot the glass ceiling to raise the beam and reach the armour

**TO SUCCESSFULLY conquer this level you need to make full and effective use of the Quad damage rune. Once you start, grab the Megahealth and the Quad. Hug the left wall near the Quad then jump down, grab the Ring of Shadows then mow down the Fiends in the next room before they know what's going on. Head through the door on your right and inch forward until a Fiend jumps down then pop him. Now open the wooden door to the right. Creep forward until another fiend drops down. Waste him then continue into the room whereupon you'll be attacked by several Spawns that appear from above.**

Kill these then head past a small pool of water (remember this for later) round the corner and ride the lift up. At the top of the lift across a gap is a Death Knight. Kill the Knight then turn right and enter a room with a red alter in the centre. As you enter the room you'll be attacked by a Vore. Eliminate the Vore first without hitting the alter, then pick off the Fiend and the Death Knight on a ledge above. Once they're dead fire off a few shots at the alter. You'll be told you have defiled the alter and will immediately be attacked by a couple more Vores. Either drop several grenades here and scarper or else strafe the Vores with rocket fire.

Grab the silver key from the alcove at the top of the lift and head back to the pool you passed earlier. Dive into the pool and swim left and up to the surface to find a small alcove (Secret Area 1) containing a thunderbolt and a biosuit. A Spawn will appear. Kill it then grab the goods, plunge back into the water and head back out the way you came.

Return to the columned room (where you killed the first two Fiends on this level) and press the button on one of the posts. This operates a lift (near the start of the level) that takes you up to the ledge above the red altar (Secret Area 2).

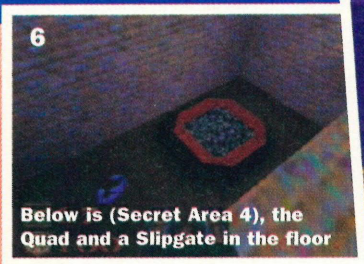
Grab the gear here then return to the room with the button on the post. Run past the post and follow an opening to your left. You'll see a faint blue glow around the next corner to your left. Bounce a few grenades off the wall here to surprise a Vore within. Either that or run straight in and nail him. Once he's dead grab the green armour he was guarding and continue onwards.

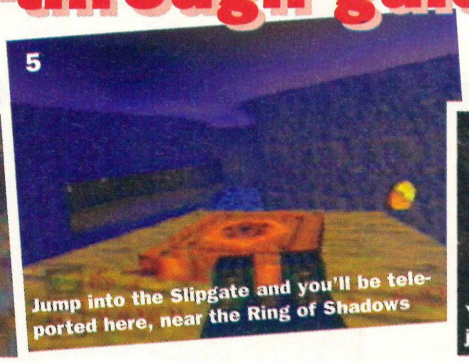
Get your grenade launcher ready. Head through the iron barred doorway that opens as you approach then head left. There's a room below filled with lots of Spawn. Spread a few pineapples into the room to let them know you mean business. Now drop down into the room and finish them off.

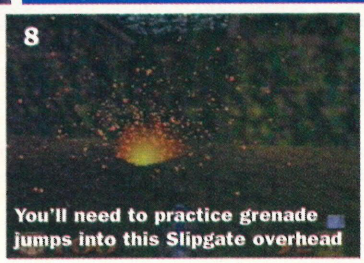
Drop down into the spawn room, dispose of any remaining spawns, and hit the four switches placed around the columns. Grab the gold key and remain facing in this direction as you ride the lift up. There's a Spawn in the room at the top of this lift so either lob a grenade at it or else nail the sucker.

Before dropping down, lob a few more grenades into the room below (since it's now infested with Spawns). Drop down back into the columned room and return to the small pool. Jump in and swim forward, through a small passage, out of a small exit and grab the biosuit directly ahead of you. Swim on past the biosuit to claim a Ring of Shadows. Now resurface and swim to the central platform. Now jump out of the water and step on

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6
Below is (Secret Area 4), the Quad and a Slipgate in the floor


5
Jump into the Slipgate and you'll be teleported here, near the Ring of Shadows


8
You'll need to practice grenade jumps into this Slipgate overhead

emerged from) is a Megahealth.

Retrace your steps back to the lift near the red armour. Take the lift all the way up this time, then step into the corridor where you'll be greeted by a couple of Death Knights. You are now along one wall of a square corridor that leads all the way round and back to this spot. Your next task is to clear this area entirely of monsters (several Fiends especially). This will save you being surprised by them later on.

Once that job's done, from near the top of the lift exit, head right, then follow the corridor as it bends around to the left. You'll come to a walkway on your right. Cross the walkway then nail the Fiend in an alcove to your left and the Scrag that appears. Follow this dark corridor past another Fiend in a dead end to your left. Kill him and Scrag found here. Continue onwards following the corridor around to your left until you reach a dead end. The wall will descend, releasing a couple of Knights.

Back off and waste the Knights then go back to the wall and enter the alcove on your left. This is actually a lift and will take you up to a ledge. Below and to your left is (Secret Area 4) the Quad damage rune and a slipgate in the floor. Drop down off this ledge, grab the Quad then hop into the slipgate.

**"Secret Area 1 is a Healing Pool. Remember its location and return here when you need health"**

You'll be teleported to an area with steps leading up to the Ring of Shadows and a switch. Grab the ring, step on the button, then jump down.

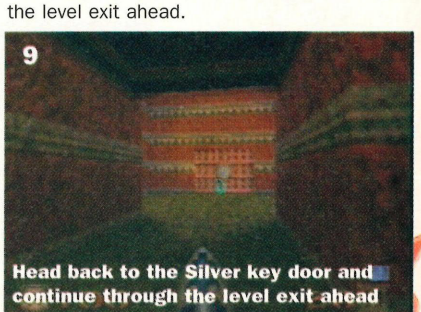
You are now back at the Rotfish pool. This time there's a second moving plank that extends across to the pool. Run and jump from the end of the plank across the pool to a room containing the silver key and a Pentagram of Protection. Spray the Scrag that hovers nearby then grab the silver key and the Pentagram of Protection.

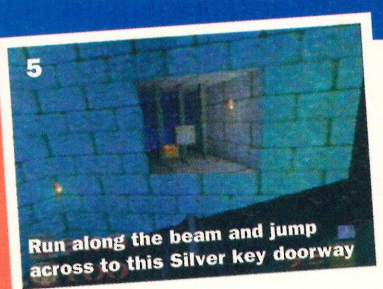
Turn around to find a slipgate suspended in the air. It's too high to jump to it by normal means so now is the time to practise either a rocket jump or a grenade jump.

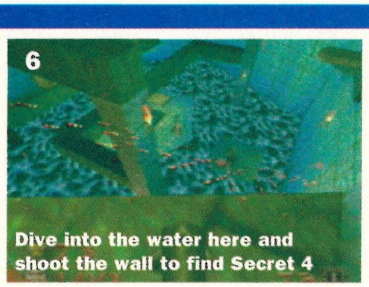
To grenade jump fire a grenade onto the floor just beneath the slipgate. Then walk forwards onto the grenade and jump up just as it detonates.

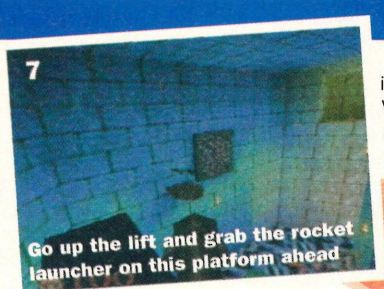
To rocket jump, run forwards, point the rocket at the floor then jump just before firing. Either way you should be teleported to a little room (Secret Area 5). Jump down from here and take care of the Shambler below while you're still invulnerable.

Head into the next room, past the silver key door and nail the two Death Knights that lurk in the shadowy corners. Head back to the silver key door then continue on through the level exit ahead.


9
Head back to the Silver key door and continue through the level exit ahead


5
Run along the beam and jump across to this Silver key doorway


6
Dive into the water here and shoot the wall to find Secret 4


7
Go up the lift and grab the rocket launcher on this platform ahead

the gold key symbol on the floor to take the lift upwards. You'll be attacked from both sides by Death Knights. Dispose of them with a few well placed rockets.

Jump across to the beam near the red armour platform and shoot the stained glass window in the ceiling. This causes the beam you are stood on to rise allowing you access to the red armour. Make your way over to the beam against the wall behind the red armour platform (Secret Area 3).

**"To beat this level you need to make effective use of the Quad rune"**

Get back to the beam and you'll find a Quad damage rune on its corner. Quickly get back to the lift and ride it up once more. Run along the beam and jump across to the barred gate with the silver key symbol on it. This will open, so continue onwards then jump into the water and up into another large room with a staircase leading to a ledge above.

Grab the Ring of Shadows and go on a Quad fuelled rampage while the monsters here can't see you. There are lots of creatures here, two Vores, a couple of Fiends and several Spawn. Once they're all dead, press the switch on the wall of the room downstairs which will in turn allow you further access along the walkway upstairs.

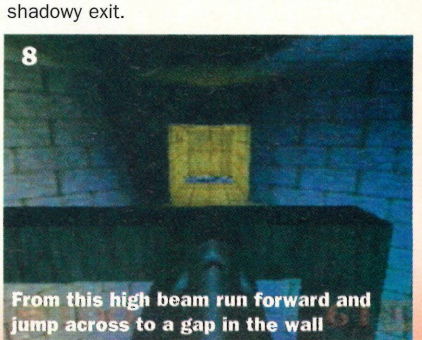
Grab the yellow armour then follow this new corridor and venture up a lift until you reach an area overlooking the beamed room from earlier.

A Vore will appear on the central platform below along and Death Knights will also materialise on either platform opposite. Grab the biosuit and dive straight under the water and swim around the central column until you find a discoloured section. Shoot this to reveal a hidden alcove (Secret Area 4) containing a Pentagram of Protection.

Use your newly found invulnerability to bully the Vore and Death Knights above. Then jump across to the lower of the platforms (which has now become a lift). Ride the lift up and grab the rocket launcher on the platform next to the slipgate.

Go through the slipgate and you'll be on another high beam. Run forward and jump across to a gap in the wall.

There's a pool here. Dive in and swim forward then back to the surface. Jump out of the pool and grab the Quad in the corner. Use this to dispose of the Vore that attacks you here, then grab the Megahealth, shoot the altar and continue onwards. Ignore the warning and head out of the level through the shadowy exit.


8
From this high beam run forward and jump across to a gap in the wall

# Cheat Zone

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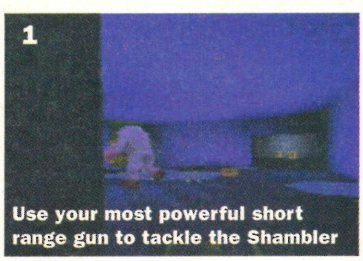
### Map 23: Azure Agony

**AT THE START, walk forward and grab the Megahealth. You're immediately faced with a Shambler that drops from above. Use your most powerful short range weapon (ie thunderbolt or super nail gun) to finish him off then dive into one of the pools of water. Beneath the water are several Zombies guarding some yellow armour and various other goodies. There's also a barred doorway which opens as you approach (ignore this for now).**

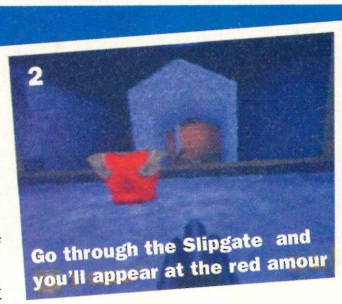
Jump back out of the water and walk towards the rocket ammo on top of a nearby ledge. Before you reach it you'll drop down through the floor to a lower level. There are switches at either end of this corridor, one is guarded by a Fiend the other a Death Knight. Kill both and press both of these switches to lower a lift in the centre of the passage.

As you approach the lift, the wall to your left will lower revealing a Quad rune. Grab this then spin round to confront a Death Knight who will attack from behind.

Take the lift up and head through the doors on your right. Grab the Ring of Shadows, then jump back across the lift, grab the green armour then go through the other set of doors. Head down the stairs, blast the Fiend in a nook to your left, then continue to the bottom and wipe out the Fiend hiding to the left of the stairs.


1
Use your most powerful short range gun to tackle the Shambler

Follow this new red corridor around to the bio-suit. Grab this then head left and up the stairs. Let the Fiend at the top of the stairs ride your rocket and you'll see some red armour just out of reach in a raised room behind. Turn left and hug the wall to your right as you run forward and grab yourself the Quad rune.

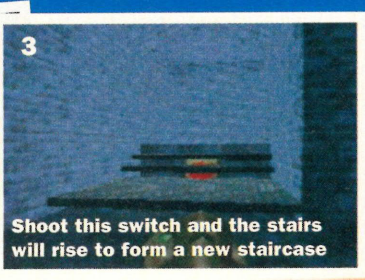

2
Go through the Slipgate and you'll appear at the red amour

Drop down into the slime. Head right (past the slipgate ahead) and you'll come to a second slipgate. Head through this slipgate and you'll emerge in the raised room (Secret Area 1) containing the red armour.

Press the button on the wall then turn around to tackle the Death Knight that teleports in. Once he's dead grab the thunderbolt cells then jump down through the large window.

Head left ready to tackle the Fiend that will pounce from an alcove on your right. Kill him then head up the stairs taking out another couple of Death Knights on the way up. Once the way is clear head up the stairs (ready to tackle any more Fiends who may be lurking).

Head right and you'll see a Fiend ahead at a crossroads. Shoot him then run across the junction down the stairs where the Fiend was (there are monsters to either side so hurry down these stairs). Continue onward down the stairs until you reach a switch hidden behind some stairs. Shoot this switch and the stairs will rise upwards forming a new staircase.


3
Shoot this switch and the stairs will rise to form a new staircase

Head back to the earlier crossroads and this time take the right fork and tackle the Vore on the high ledge guarding the Ring of Shadows. Once he's dead you may also be greeted by a Shambler who wants to get in on the action. Once they're both dead, head back to the red armour window. Take a left, go down the stairs opposite and then follow this corridor all the way round a few left turns and back up some more steps. Eventually, you'll find yourself on the other side (the right-hand side) of the staircase you've just reformed.

Jump up to the top of the stairs (Secret Area 2) and head for the Ring of Shadows. Just before the ring to either side are a couple of circles of light. Shoot each of these to reveal a couple of crannies (Secret Areas 3 & 4) containing rocket ammo goodies. Grab these and the Ring of

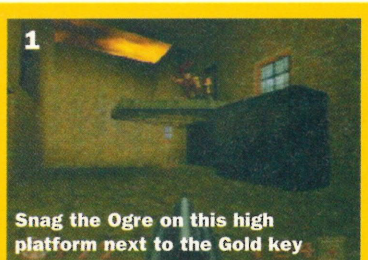
### Map 24: The Nameless City (Secret Mission)

**DISMEMBER THE two Zombies straight ahead then grab the Megahealth. Head up the ramp until you reach a hall with a trio of ferocious Fiends. Kill them, then snag the Ogre on the high platform near the gold key. Once he's dead eliminate the Zombie on a ledge opposite.**

Head through the passage near the zombie platform, down a ramp and grab the Thunderbolt. Take the first left after the Thunderbolt and you'll see some green armour in between a couple of barred doorways. Grab the armour and the barred doorways will both open revealing a couple of Zombies either side. Launch a grenade at the couple of Zombies then spin around and do the same with another couple on the other side.

Once you've dealt with the Zombies head back up the ramp and take the passage beneath the gold key platform. Take the next right and follow this small passage up a ramp.

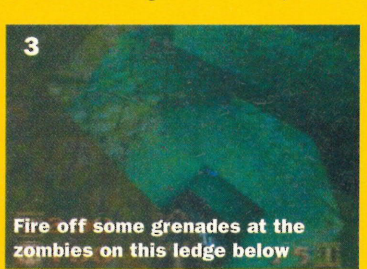
Nail the Ogre at the top of the ramp then run and jump to hit the flashing button on the wall to your left. Head right into a green room with Zombies. Waste the Zombies then take the lift up to a room with a Vore guarding the Quad damage rune. Run and grab the rune (it's behind him) then nail the Vore before he can let off too many spiky balls.


1
Snag the Ogre on this high platform next to the Gold key

Drop through the hole in the floor and you'll find yourself on the platform you saw earlier. This platform (Secret Area 1) adjoins a small alcove containing red armour.

Jump from the platform and stand at the edge of the gaping hole in the floor to your left. Blast the Zombies below, then jump into the hole, keeping the forward button pressed to make sure you land on the first ledge where the Zombies were.


2
This platform adjoins this alcove containing some red armour


3
Fire off some grenades at the zombies on this ledge below

Shoot the recessed section of the wall to reveal a room with ammo and health. Grab these if needed. Then look down the hole again until you can see another ledge containing the Quad. Repeat your earlier jump holding the forward button to land on this second ledge (Secret Area 2) below.

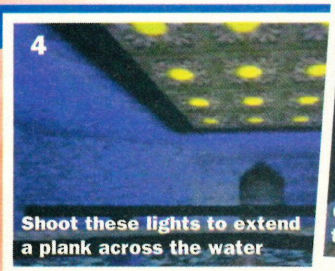
Snatch the Quad and dive into the water. Jump out the other side into a room with a large scaffold section in the centre of the room. Take out the zombies here then run through here past the switch on the wall until you reach a lift. Ride this and several more lifts up (taking out zombies and Ogres on the way) until you reach a room at the top. There's a switch in the floor here behind a grate. Step on this switch and you'll see a platform lower in a room that's below and beyond the grate.

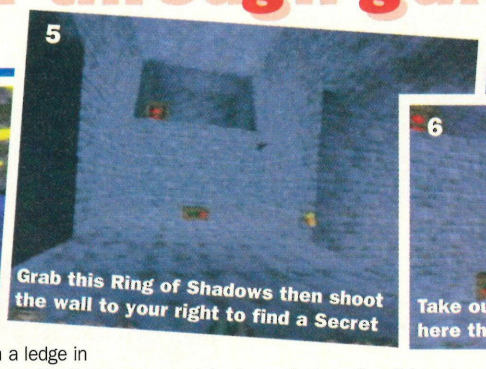
Return back to the scaffolding room and press the switch on the wall. This will lower a beam. Jump on this and ride it up then walk around the scaffolding until you reach the green armour.

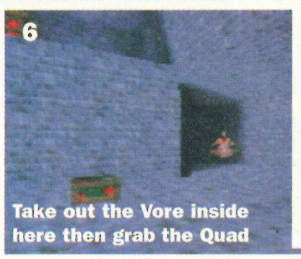
Grab the armour then jump across and press the switch in the centre of the scaffolding. When the cage lowers, find the red switch on the far wall and shoot it to open up an exit out of the scaffold structure. Kill a couple of moaning zombies then

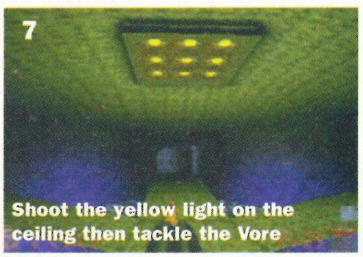
***"...you'll be teleported to a room with columns, Fiends and a Vore. Let all of them eat your Quad power"***

# Quake 64
## Walk-through guide


4
Shoot these lights to extend a plank across the water


5
Grab this Ring of Shadows then shoot the wall to your right to find a Secret


6
Take out the Vore inside here then grab the Quad


7
Shoot the yellow light on the ceiling then tackle the Vore

Shadows. There's a Megahealth on a ledge in front of you. Shoot the wall beneath and to the right of this ledge to discover yet another hidden room (Secret Area 5) containing a Vore guarding the Quad rune. Pop a few grenades in there to kill the Vore then grab the Quad.

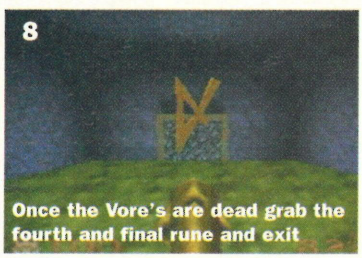
From Secret Area 5 head left drop off the ledge and head across the earlier crossroads, up the stairs and around to your right. Yet another Fiend lies in wait for you around the corner to your right. Nail him then climb to the top of the partially formed stairs. Shoot the yellow lights on the ceiling to extend a plank across the water. Then dive into the water and find the large switch underneath the steps. Press this then exit via the slipgate near the Quad (save this until later).

Head back past the red armour window down the stairs, then head right to discover a Fiend on a newly revealed ledge. Kill the Fiend then climb the steps to this new ledge (Secret Area 6) to discover a Vore. Kill the Vore then head back to the stairs beneath the yellow light.

**"It's time to go and tackle Shub Niggurath"**

Jump back into the pool. This time grab the Quad use the slipgate, then jump across from the steps to the ledge opposite. Around the corner to your left is a Vore. Either bounce a few Quad grenades around the corner or else pop him with a Quad rocket. There's another Vore guarding a Pentagram of Protection further ahead down the corridor, across a crossroads. Run towards him, grabbing the silver key in the centre on your way. Grab the Pentagram and tackle the Vore across the way as well as a Shambler that jumps down to attack you.

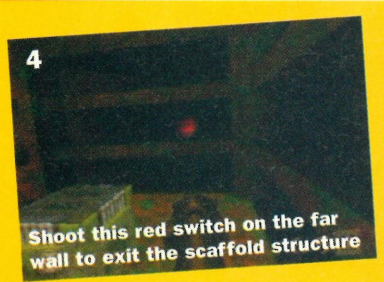
Jump into the water, and take out the Zombies below. Shoot the wall beneath where you acquired the Pentagram to uncover another hidden area (Secret Area 7). Leave this area and swim to your left and shoot the next protruding section of wall to uncover another alcove (Secret Area 8). Enter here and you'll be teleported to the Megahealth on the ledge (near Secret Areas 4, 5 & 6) earlier in the level. Jump down from the ledge to uncover (Secret Area 9).


8
Once the Vore's are dead grab the fourth and final rune and exit

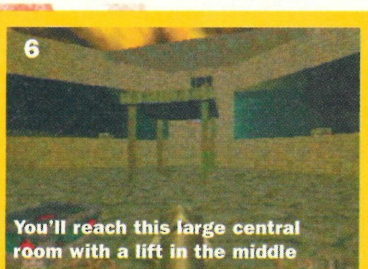
Head back to the walkway junction (where you found the silver key). Grab the Quad rune and shoot the yellow light on the ceiling. A Vore will drop down from above Nail the Vore then head through the newly opened corridor. Follow this corridor to the right, and nail the trio of Fiends that greet you.

Head through the silver key door on the right. You'll eventually come to a room containing Vores. Pick off the Vores on the platforms above. Once they're dead, ride the lift up. At the top you'll find a Quad rune and the Megahealth.

Once the Vores are dead grab the fourth and final rune and head for the exit. It's time to go and talk to Shub Niggurath. Well it's almost time for the battle!


4
Shoot this red switch on the far wall to exit the scaffold structure


5
Jump across the gap to the Gold key on the platform opposite


6
You'll reach this large central room with a lift in the middle

head along the corridor. Kill the Fiend then press the switch on the wall to activate a lift.

Ride the lift and kill the Ogre waiting at the top. Follow the corridor around the corner to your right and jump across to the gold key platform opposite. Turn right, jump down and head through the gold key door on the other side of this huge room (Secret Area 3). Press the button on the wall then return to the gold key platform and you'll find there's now a lift waiting to take you straight up there.

From the gold key platform follow the passage until you reach an Ogre on a platform opposite you. Pop the Ogre and the other one below then take the passage on the right (not the one with the gargoyle's head). Follow the corridor past a nail trap, another Zombie and a Fiend (or two) until you reach a large central room with a lift in the middle.

Jump on the lift and you'll be attacked from below by a couple of Ogres. Pick them off from above then jump across to the Quad rune on the ledge opposite. Grab the Quad then spin around and nail the Vore that's guarding a slipgate. Jump through the slipgate and you'll be teleported to a large room with many columns and several Fiends and a Vore. Let all of these critters eat your Quad power then grab the silver key and duck through the slipgate.

You are back near where you found the Quad. From here head back to the gargoyle doorway (near the Ogre platform) and run through the nail trapped corridor. You'll reach another large room. As you enter turn around and chuck a few grenades up at the couple of zombies on a ledge above the doorway.

Turn around and continue onwards through the corridor with the spike trapped ceiling. Jump over the bar on the floor to avoid the trap then turn left to face a Fiend that pounces from down the hall. At the end turn right and walk up the ramp, then turn round to find a newly revealed alcove at the bottom of the ramp.

Blast the Zombie guarding the wall switch then press it. Exit here turn right to find another ramp. Repeat the process and at the bottom of here you'll find another alcove at the bottom of the ramp this one containing a Pentagram of Protection guarded by yet more Zombies. Grenade the Zombies then grab the Pentagram.

Head back past the spike trapped ceiling and head left. Kill the Ogre here then head through the silver key door. There are ramps leading left and right. The left one leads to the exit, but firstly head up the right ramp, grenade the Zombies below, then drop down through the grating to reach this hidden area (Secret Area 4) and claim a Megahealth. Press the switch on the wall to free yourself then head up the other ramp. There's a Vore guarding the exit up ahead. Take him out then duck through the exit to finish the level.

*Next Month: We tackle the mother of all monsters, Shub Niggurath, in the final part of our comprehensive Quake guide*

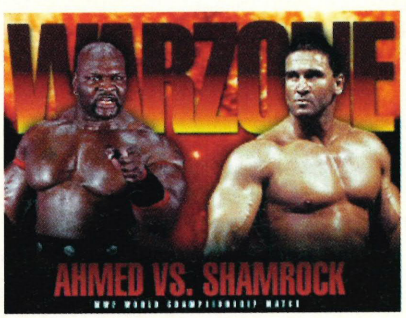
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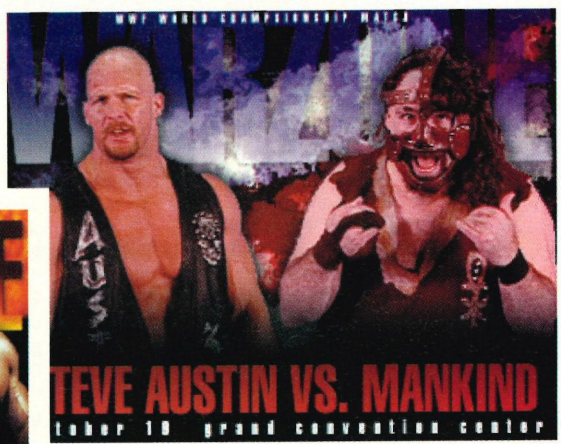
# WWF War

*Not, on any circumstances, to be confused with the World Wildlife Fund*



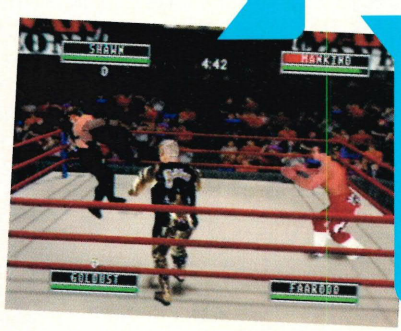




Right: Okay, so the six million dollar man's hard, but can he really take on the whole of mankind?




# Spandex Ballet

By **Alex**




**Acclaim's WWF Warzone is a photorealistic 3D motion captured rumble featuring over a dozen of the world's most vicious wrestlers, straight from the battlefields of the WWF's championship challenge.**

WWF Warzone captures all the sweaty-in-spandex action (both in and out of the ring) that has made the World Wrestling Federation the world's most popular wrestling league.

This latest N64 grapple'em-up gives you the chance to work your way up the WWF rankings, from seven stone weakling rookie to almighty colossus World Champion. The whole theatrical caboodle is at your fingertips – from the ludicrous throws and limb-stretching submission holds to the pantomime-like

***"Wrestlers will break into a gamers' match, whack the gamer's character with a chair and derail his march to the championship. Why not challenge the intrusive wrestler to a grudge match?"*** Acclaim press release

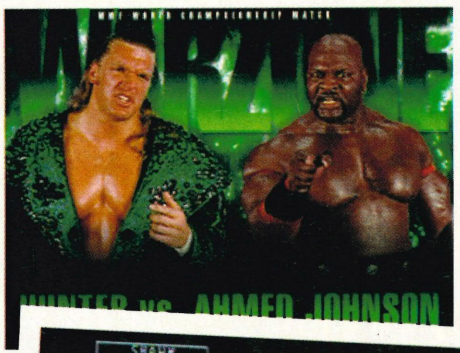


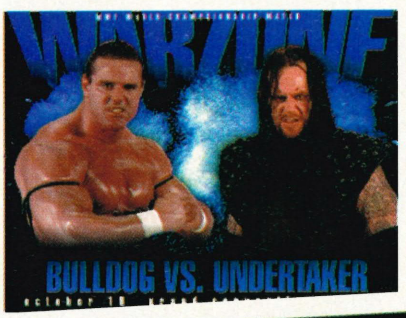
# Zone

WWF WAR ZONE

## Company Profile: **Acclaim**

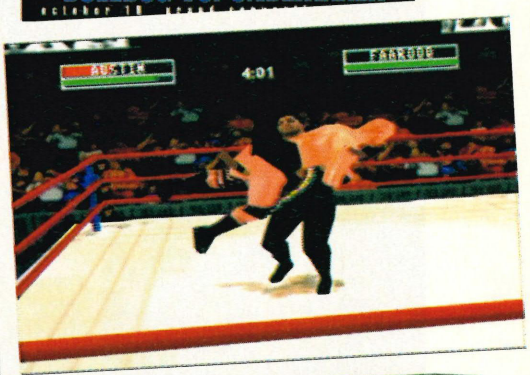
**London-based Acclaim Entertainment publishes games on all formats, with its N64 releases being among the best third party games available for the console. Turok, Forsaken, NFL Quarterback Club and Extreme G have all made a big impact on the charts. Look out for Shadowman and Reckin' Balls**

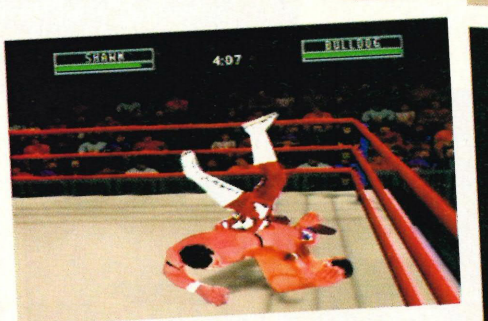


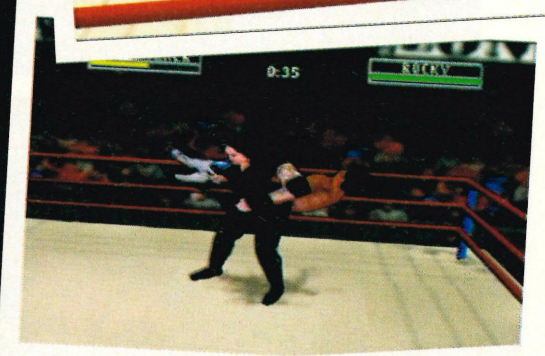


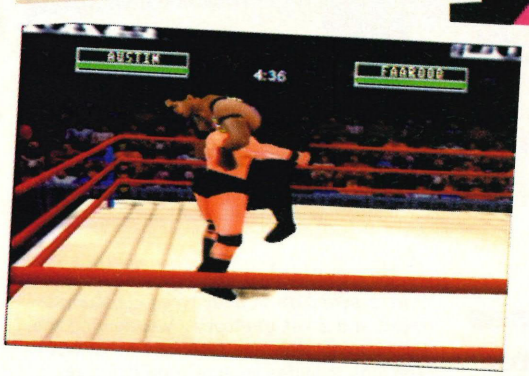












**Above: Whatever you do, don't ask him to grant you three wishes. Cos he'll probably kick your head in**

'outside ring' wrestling action.

Feuds – which really get the crowd going – are resolved by weapons, steel cage and ladder matches. It's so much like the real thing, you can almost feel the pain! All the characters – which are modelled on their real-life counterparts – are massive and incredibly detailed (see accompanying screenshots).

***"The crowd reaction's are so genuine, you soon know who they want to win"***

Acclaim press release

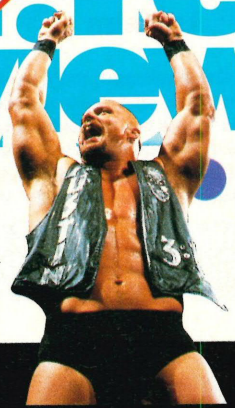
Even the skin tones on the polygonal models are as close to those of the wrestlers as is possible on a console. Over 300 'real' wrestling moves and holds have been recorded to make this the most authentic wrestling game yet.

All the main marauders of the WWF are present and correct – The Undertaker, Goldust, ▶

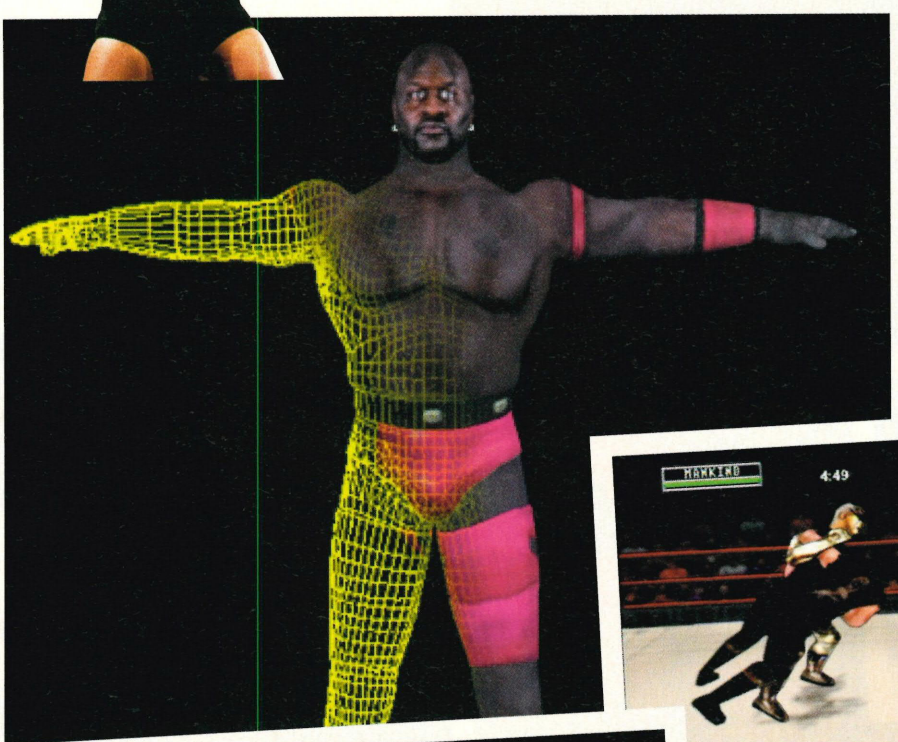
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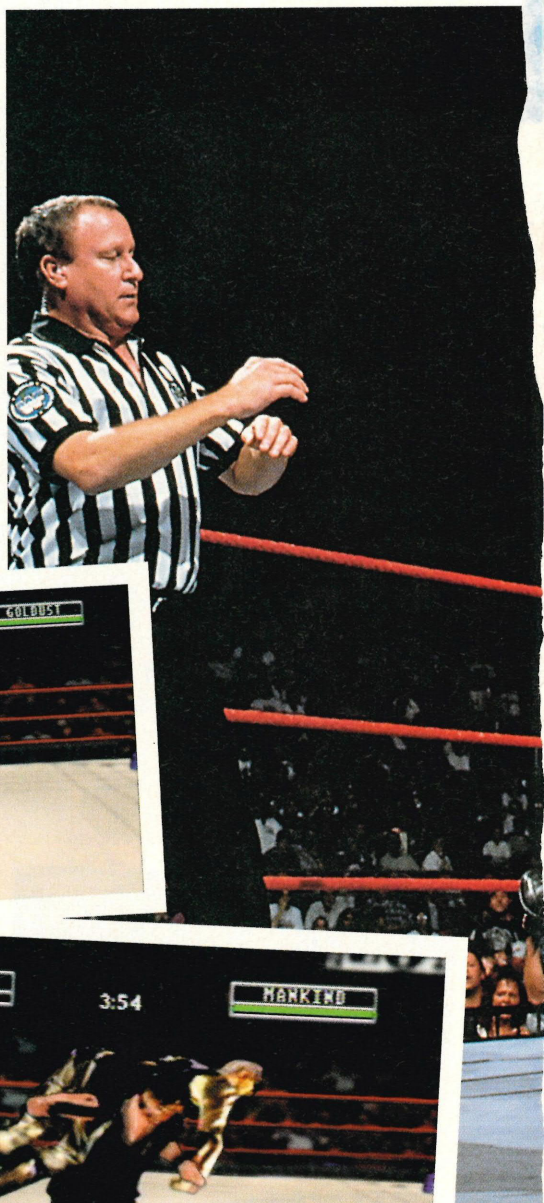
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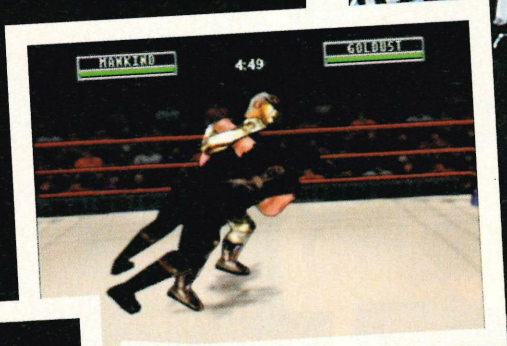
# WWF War Zone

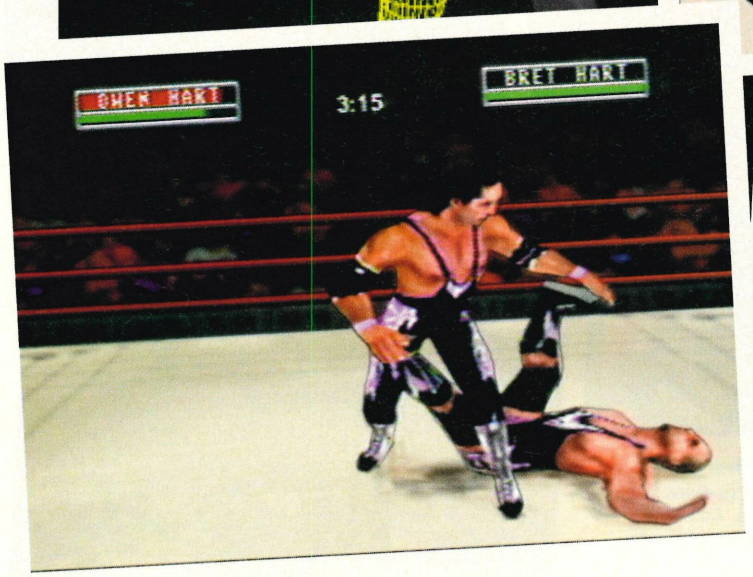


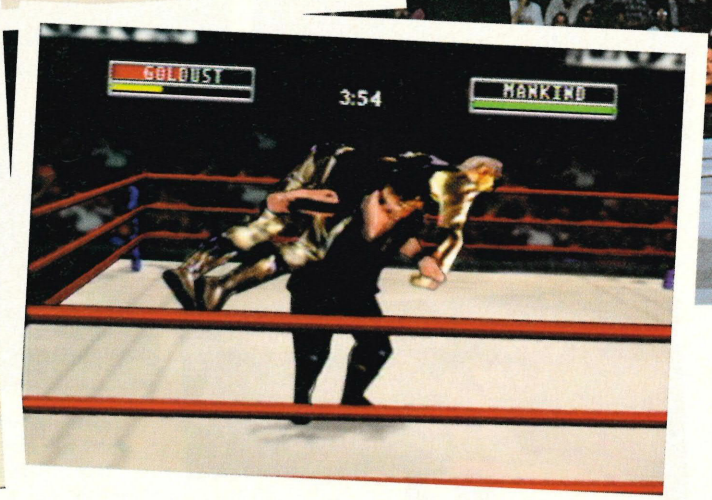
Below: Just in case you thought Ahmed was real, check out the framework (and the mad shape of his shoulders and tits)








Ahmed Johnson, Mankind, Steve Austin, Brett Hart, Shawn Michaels, British Bulldog, Faarooq, Rocky and Hunter (not the big, daft one out of Gladiators who was 'good friends' with Ulrika Jonsson).

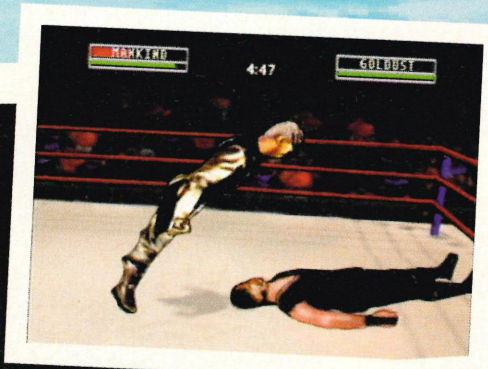
Unlike the mindless button-bashing we've seen in previous wrestling games, WWF Warzone employs a game engine that favours strategy, timing and, wait for it, skill.

Not only does WWF Warzone feature all the most popular grapplers, it gives you the chance to create your own wrestler, choosing from a selection of body types, costumes, faces and a set of moves. Available on the PI**Station also, the N64 version of WWF Warzone includes exclusive battle modes including royal rumble and gauntlet matches which see the polygonal pugilists jumping in and out of the ring. Our favourite console's version features one bonus wrestler – Irish tough guy Ken Shamrock.

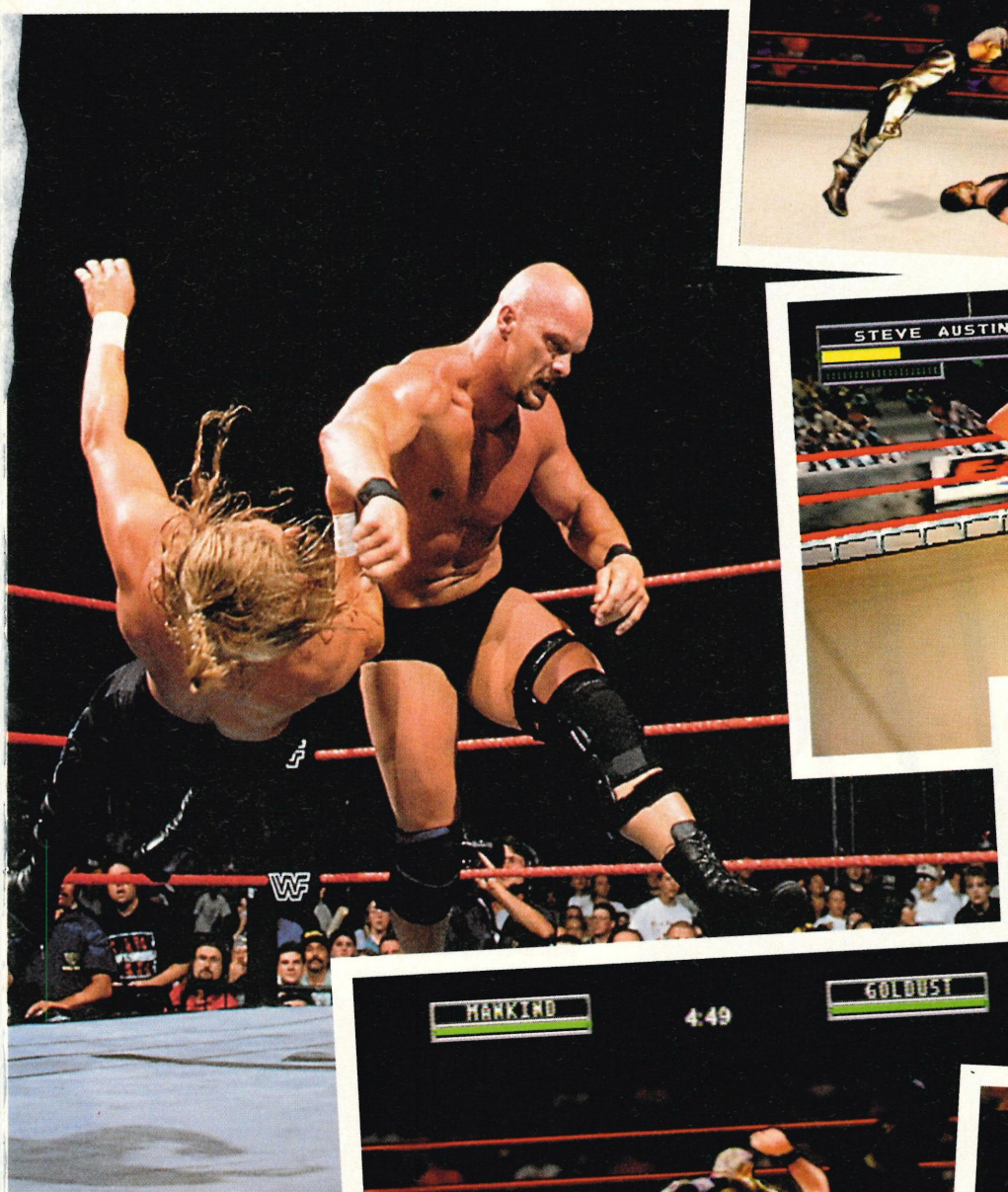
With multi-player options, commentary by the real commentators, Jim Ross and Vince McMahon, signature and finishing moves

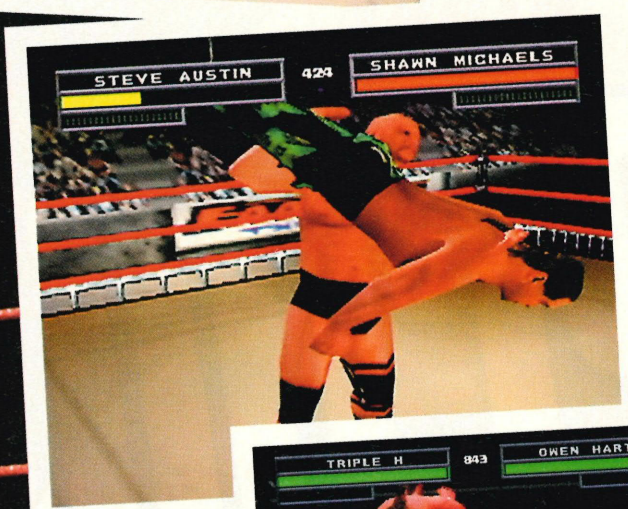
***"WWF Warzone focuses on realistic motion, real wrestlers and true to life wrestling action – but not at the expense of fast action or playability"***

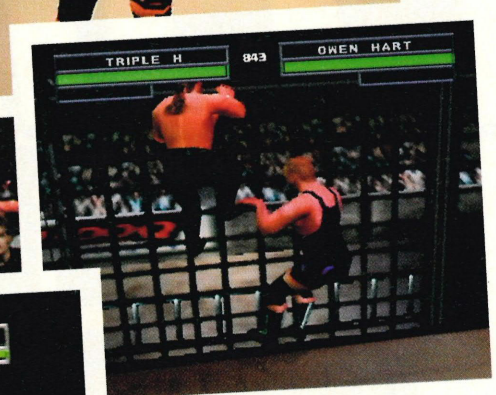
Acclaim press release




Left: Good to see the 'Big Daddy' splash has made its way over the Atlantic

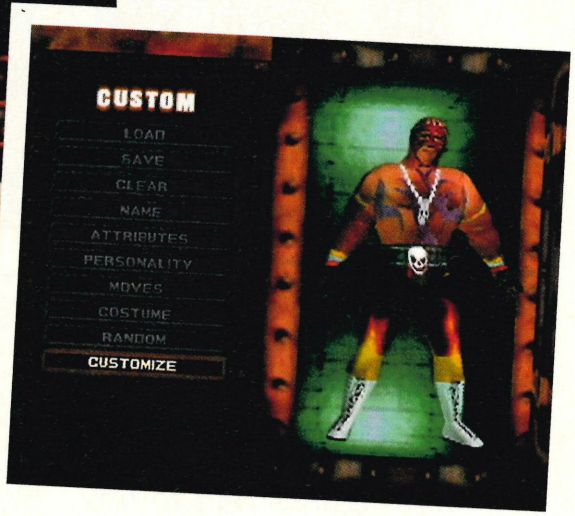











Above and right: Compare the motion captured action with the real thing and you can see just how accurate Acclaim has made WWF Warzone

unique to each fighter and realistic crowd reactions, WWF Warzone promises to be the most immersive and, more importantly, playable wrestling game on the N64 so far.

We also solemnly promise that we won't let Mark go near the review as we know he upset a lot of you grapple fans a few issues ago. No offence meant – to be honest he hasn't a clue about most things, never mind wrestling. The game's out this summer – we'll bring you the first insult-free review when the final code comes in

***"Warzone features real sounds such as wrestlers grunting and slamming each other around"*** Acclaim press release



SEEN AT

# Feature:

COVER STORY

# Prime





**Left and right: Link, the hero of Zelda 64: The Ocarina Of Time, was omnipresent at this year's E3 show at Atlanta**

*Nintendo's latest first party product range is simply stunning – here's what four of Nintendo's most eminent figures had to say about their blockbusting new N64 line-up*

By **Alex**

**The most important press conference of the gaming year took place a day before the E3 officially started. Using Atlanta's spectacular Grand Hyatt Ballroom, Nintendo revealed to a captive audience just what delights N64 gamers could expect to come their way over the next six months. Alex Lee was there, pen in hand, ears cocked to take it all in. Howard Lincoln, Chairman of Nintendo USA was the first on the mic stand.**

"The bottom line is – game quality is all. We at Nintendo have spent a great deal of time and money in the last year expanding our facilities to create great new (software development) kits.

"In recent weeks, a number of companies have announced plans to publish games on N64 – Psygnosis, Eidos, Activision, Capcom – just to name a few. This is not surprising given the N64's installed base, the reduction in manufacturing prices for game cartridges and the technical ability of the N64 machine.

"Nintendo recently formed the internal development company, the Nintendo software technology corporation, and I can tell you that it includes some recent graduates of the District of Redwood Institute of Technology –

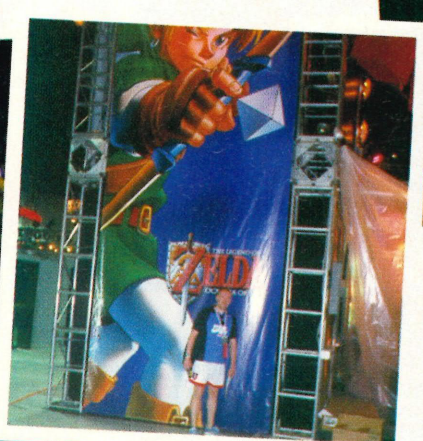
# Time

**Prime Time** All at Nintendo agree that the time is right for the N64 to re-assert itself in the console scene. With over 100 software titles available by Christmas 1998, us gamers have every right to expect a great future



**Left: The E3 had real people there as well as virtual ones. Here's a picture of a pleasant girl blowing bubbles**





an advanced school for video game developers which is located on our campus in Redwood.

"Our relationships with key independent developers are also extremely important to Nintendo. For example, we recently announced the taking of a minority stake in Left Field Productions (see last month's news) – the developers in LA responsible for ground-breaking NBA Courtside.

"As many of you know, Nintendo hold a substantial minority position in Rare Software. At E3 you're going to see updated and vastly improved playable versions of games like Banjo-Kazooie and 12 Tales: Conker's Quest.

"For the first time ever you'll also have the chance to be formally introduced to something many of you have been asking about, but have never seen before – the sequel to the incredibly popular GoldenEye 007 – a game which sold out around the world and continues to stay at the top of the charts. Here at E3, GoldenEye 007 is a nominee for Game Of The Year. We at Nintendo consider this a great honour, but I can assure you that Rare's successor to GoldenEye is better. The new game is called Perfect Dark and in this game Rare will unveil a new hero, or to be more precise, new heroine and her name is Joanna Dark. What Rare has done is to take the basic GoldenEye engine and then supercharge its performance.

***"The graphics in Perfect Dark will be at least twice as good as those in GoldenEye... the level of artificial intelligence of your enemies is 200 times that of GoldenEye"***

"Nothing currently on the market can match the realism of its first person perspective and it's safe to say that using Rare's own proprietary technology, the graphics in Perfect Dark will be at least twice as good as those in GoldenEye. Rare tells me that the level of artificial intelligence on the part of your enemies is 200 times that of GoldenEye. Those opposing forces won't just stand around any more waiting for you to dispose of them – they will be finding out ways and means to beat you. In some cases, they'll be smarter than their human opponents."

After rapturous applause from the 200 or so journalists and photographers packing out the ballroom, Peter Main, the Executive Vice President, took centre stage. ▶

SEEN AT

# Feature:

# Prime Time

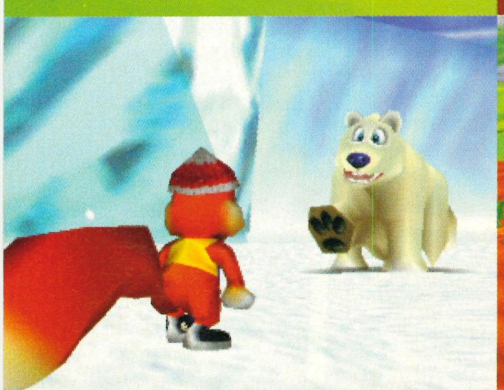


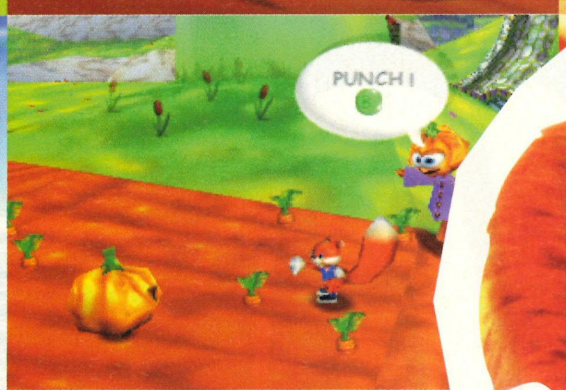





















"The name of the game in this business is unquestionably the game. Last week we got the latest (monthly sales) figures and the number one selling game (in the US) on a next generation platform happens to be an N64 product - none other than 1080° Snowboarding – and the N64 market share was fully 10% up on the levels we received in March.

"What is important here is that it's still software driving hardware. Our optimism as we go into the second half of the year is unbridled because we have a line up of games that is better than any you're going to see on any other platform."

Main took his bows, then Ken Lobb, Nintendo's Manager of Product Development, talked to us about Banjo-Kazooie, F-Zero X and the following titles alongside a gigantic video screen showing never before seen footage of the games that will surely prove beyond any reasonable doubt that the N64 has not only the best graphics but also the best gameplay.

When talking about Ken Griffey Baseball, Lobb insisted, "The most important thing in any baseball game is the pitcher/batter battle. When batting, all you really have to do is aim the circle over the square. This may look simple, but remember this is Ken Griffey batting and he has the biggest circle of the game. This was at his request!"

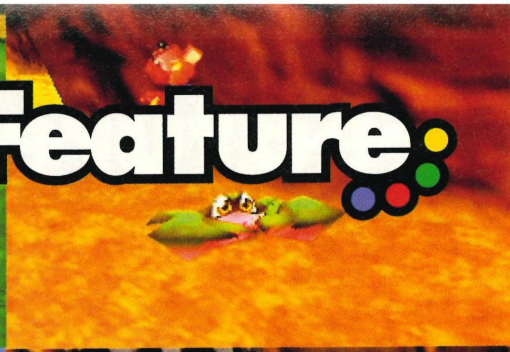
***"Our optimism is unbridled because we have a line up of games that is better than any you're going to see on any other platform"***

As for 12 Tales – Conker's Quest, he enthused, "The game can be played in two completely different ways. You can use Conker or Berry (a girl squirrel) who has a pet (a big round blue thing) following her around. She can't actually attack anything - she has to kind of order the pet to do her attacking for her. This is currently the best 3D engine on the N64. 23 characters can all move on screen at the same time."

## Game genie

The moment the assembled audience has really been waiting for, however, was the appearance of the diminutive genius, Mr









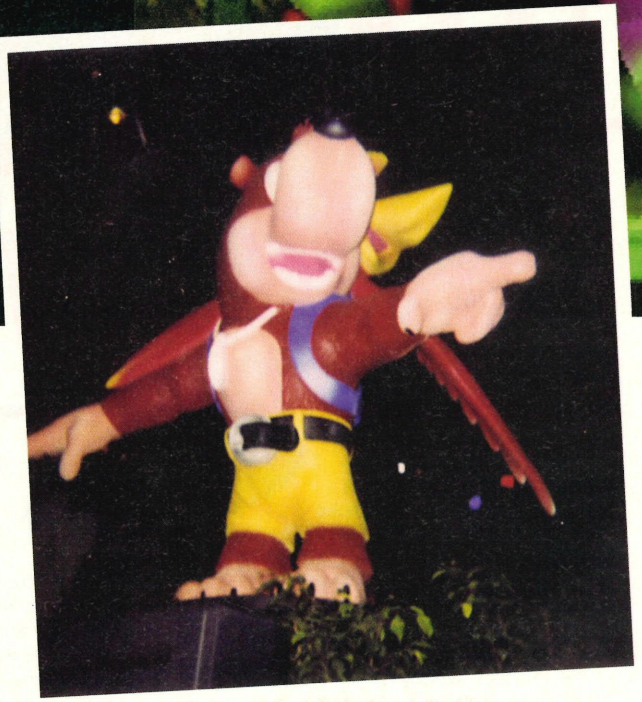
**Banjo-Kazooie** Never before have a male honey bear and a female red breasted breegull got on with each other so well

**Conker's Quest** As Conker and Berry, two people can simultaneously explore the enormous 3D landscape which is split up into nine worlds. The ultimate object is to retrieve over 100 house warming presents that have been stolen by furry hooligans









Shigeru Miyamoto and footage of his latest masterpiece Zelda 64 – The Ocarina Of Time. After a few words in his native Japanese, Howard Lincoln once again spoke, this time reading out a translated speech prepared by Mr Miyamoto.

"I first imagined the world of Link and Zelda many years ago. From the start, my role was to make a place for players that would be very different from the real world. I hoped in this world players would do things they had never done and go places they had never been. Maybe they dream of these places. Maybe these are places in which they are frightened to be.

"I hope in fact that you feel to become Link, that you feel his curiosity, his fear and the danger that surrounds him. In my mind, this Zelda game is like a great adventure book that combines the imaginations of both the author and the reader. I hope you will enjoy the new Zelda. We are very proud of it."

***"Zelda 64: The Ocarina Of Time is like a great adventure book that combines the imaginations of both the author and the reader"***

### They think it's all over

The footage continued on the big screen alongside Lincoln. The audience became a crowd, laughing, shrieking with horror and gasping with amazement as one – utterly captivated by a ten foot tall Link battling it out in the brain-frazzling, video game logic defying world of Zelda. Peter Main's closing words weren't needed as the five minute Zelda video had taken the breath away of the privileged few, but they're worth printing anyway.

As the footage came to an explosive end, Peter Main, added coolly, "In terms of sports games, action adventures and RPGs, we think that the waterfront's covered and it's not just with better graphics, but it's with better gameplay that's only possible on the N64 ●

Above: Buck pulls out his gun and silences any comments about his stripy bealy-boppers

# Rumble in the Bun

*Killer Bees are on the rampage as N64 owners break out in hives. At least that's the premise behind this simple tale of bees and guns. This will be a shoot'em-up that's gonna cause quite a buzz*

By **Mark**

**US BRITS are defeatists by nature. We've accept that our Cricket team gets hammered on a regular basis, our film industry (despite a couple of good 'uns) isn't really Hollywood, and despite our cheery attitude we know that Gazza eating 20 kebabs a day wasn't the best foot forward on that rocky road to the World Cup.**

But don't let anybody tell you that the Brits can't make videogames. The Japanese may make the damn machines, and the Americans buy them by the truckload, but who do you think is doing all the work? Let me give you a few examples: GoldenEye, Diddy Kong Racing, (Twycross), Wetrix (Manchester.) And deserting the PI**Station is Wipeout and F1 (Liverpool), Micro Machines and possibly TOCA (Southam), thanks to Sony's underhand tactics we lost Tomb Raider 64, but Fighting Force is on its way (all the way from Derby). Britsoft is the name for it and all these games being made in our lovely country is good news, because it means we can sneak round and look at the games whilst they're in development. Which is exactly what I did when I heard that Argonaught software were working on a pretty impressive new shoot'em-up called Buck Bumble (BB).

**"Don't let anybody tell you that the Brits can't make video games"**

Hands up all those who know Argonaught? Well those of you sitting on your fingers listen up: 'Star Fox on the SNES – remember that one? I thought you might. It used a special booster chip that turned the trusty old SNES into a polygon shifting powerhouse (well it was back then,) and I remember a line of punters in the shop I worked paying



Buck goes for a stroll around the surface of the garden before takin' on the mighty Cattakiller

Main Picture: Does that look friendly to you? Apart from being a bit psychadelic this mutha is going to kick your furry (black and yellow striped) butt all the way around the garden

# ible

£90 each for imported copies. It was so good that Nintendo themselves made a sequel (Lylat Wars) on the N64.

## Queen Bee

Carl Graham is the Senior Coder working on BB and he had the original idea. He explained, "We wanted to make a flight sim/shoot'em-up game that enclosed the player in the thick of the action. We selected a bumble bee because we wanted to have a main character in the game and the small nature of the character adds to that feeling of being enclosed." It has to be said that when it comes to rooting for the underdog, a bumble bee's about as 'under' as you can get.

But don't think that Buck's a complete weakling. This is no ordinary bumble bee scoffing honey and carking it after stinging someone. Buck has some fairly hefty weaponry to play with. Anna Larke the game designer let us in on Buck's arsenal. "There's the Default weapon which has a short range but has infinite bullets, good for when you run out of ammo," said Anna. "Better guns include the shotgun-like Flak Cannon, an Electric Gun, a Nail Gun (that leaves explosive nails stuck in the scenery), a Heavy Laser (that looks suspiciously like a hair dryer), Homing Missiles, Player Guided Missiles, and the ominously titled HGS 2000 – homing (ahem) green stuff," explained Anna.

In fact, for a game about one of natures cutest creatures, BB has a surprisingly cyber-techno feel to it. Carl Graham is keen to point out that Buck isn't going to be a Mario-a-like with wings. And lets face it, any bee that's armed to the teeth isn't going to be regarded as cute by even the most ardent nature-loving hippy.

All these guns would go to waste if you didn't have anything to use as target practice. Luckily the planet is being taken over by The Herd, a vast group of cyber-insects just asking for a good kicking. Buck takes exception to the herd and decides that he's just the bee to dole out the punishment. This may be not be as easy as it sounds though. With a glint in his eye, Carl explained that BB's game engine "can support five to six hundred enemies in the world at any one go, all doing stuff, all trying to get you."





**"Buck Bumble can support five to six hundred enemies in the world at any one time, all trying to get you"**

And the world that Buck flies around is pretty impressive. Everything is built to scale and the designers even went out and measured everyday items like park benches, just to make sure it all looked perfect. Each of the levels belongs to a theme such as the outside garden, the derelict house and the sewers.

As you move through the game the levels become increasingly dark and futuristic until you get to the centre of the Herds lair. And waiting for you in the centre is... Well, I'll let you find out for yourself when the game arrives.

## Sweet music

The futuristic feel to the game is helped along with some great music and sound effects. Justin Schavona, went through the musical score in his studio. "We wanted the music to represent the futuristic feel of the game, so all the music is speed garage." and "We're considering getting in an MC to add to the title track," so don't be surprised if you hear MC Sisco rapping away when you slot in the cart. Remember, you heard it here first.

Buck Bumble is nearly finished and a version will be on display at the E3 in Atlanta. Keep your eyes on N64 Pro to see a review of this game very soon. It's beginning to look like a stunner

# ISS 64 British

## Win!

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ISS '98 when released!





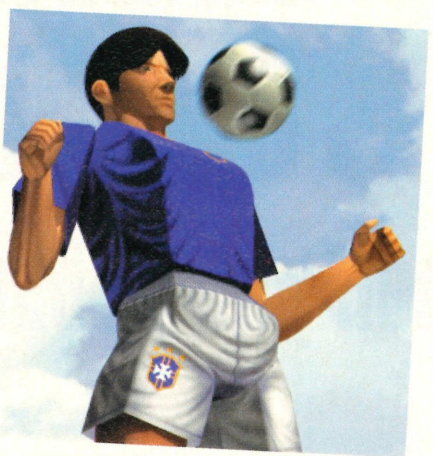
Feature

# Championship

*Think you're a bit good on ISS 64? Now's your chance to become British Champion!*

WHEN young Jing Li Quah sent in a video of some of his best goals from ISS 64, he couldn't have dreamt what he was about to start. He suggested that we organise a tournament to find out the world's greatest ISS 64 player. Well, we can't afford to pay expenses for people travelling to compete from all over the world, but we can just about manage to cough up for a few of you to turn up from around Britain.

Here's the deal – you send us a video of some of your best goals, enclosing a large SAE so we can send it back to you. We'll decide which are the best and then get in touch and send you rail tickets and tournament details. Jing Li Quah, on the strength of his video, has already qualified. We need three more lucky contestants to compete against the four N64 Pros and Jing himself. In the event of no-one bothering, we'll simply declare ourselves as joint British champs!



## Video Rules

Goals must be scored –

- Either against the CPU on level five with the 'keepers set on level five and the two teams set on the same stamina levels
- Or against a human opponent with both teams of fairly equal standings (i.e. no more than five points separating their overall rating) with both sides on the same stamina level and the 'keepers on level five
- To prove this, you need to tape your initial set-up from the options screens as well as the goals. Videos must be in to us by July 30 – we'll run the tournament in August and it'll appear in the mag before Christmas. Entrants must be permanent residents of mainland Britain – sorry, we can't afford ferry and 'plane fares

## Prizes

The winner gets a special ISS 64 British Champion inscribed trophy, a year's subscription to N64 Pro and a copy of ISS '98 when it's released
The other three lucky contestants win a year's subscription and a specially signed certificate as a memento of their stab at ISS 64 glory




N64 Pro

## Entry form

***I think I'm good enough at ISS 64 to challenge for the British title. And here's my video tape to prove it***

### ISS 64 British Championship

Entries to be in before July 30. Send to **ISS 64 British Championship, N64 Pro, FREEPOST, IDG Media, Adlington Park, Macclesfield SK10 4YE**

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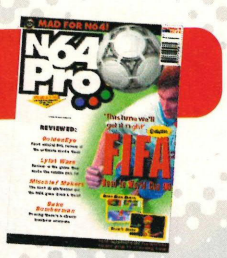
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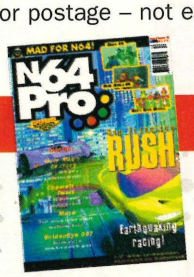
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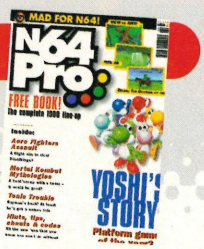

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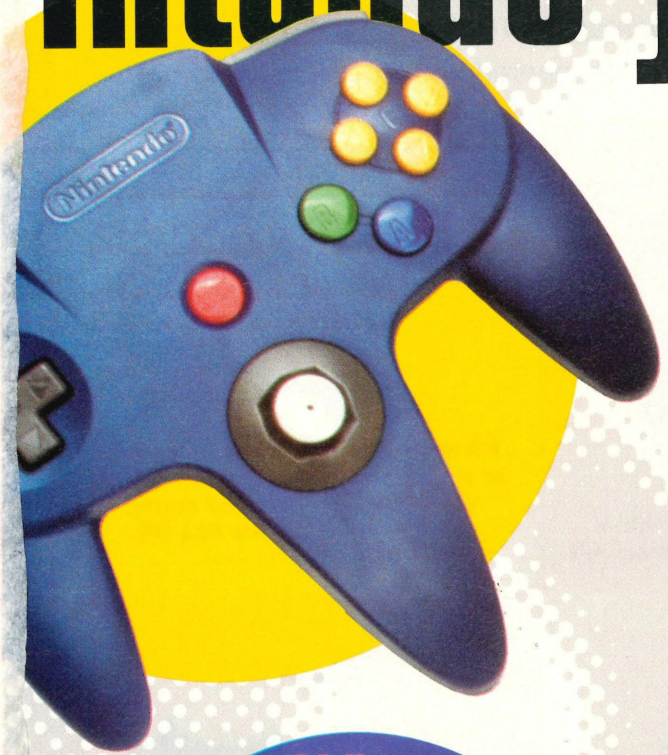
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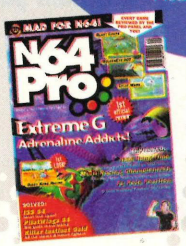



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# Peripheral Vision

by **Noely**

*Ever since Peripheral Vision first aired, we've been inundated with people keen to know exactly which peripherals are top of our playlist. So due to popular demand here's an N64 Pro top 10 of our all time favourite peripherals of all time. It's quite literally, peripherally, popchart-tastic, mate.*

## 10 Interactor Rumble Vest

Datel



**"For just £25 you get a super duper rumble pak... that works surprisingly well"**

Previously reviewed in issue 4

## 9 Gamebooster

Datel




**"Play Gameboy games on your N64 in colour, and cheat at them in the process"**

Previously reviewed in issue 9

## 8 Arcade Shark

Interact

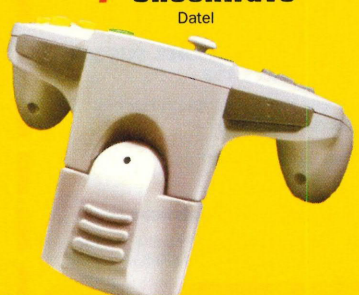


**"Well built and robust... capable of withstanding the rigours of even the most heavy-handed during beat'em-ups and the like"**

Previously reviewed in issue 2

## 7 Shockwave

Datel

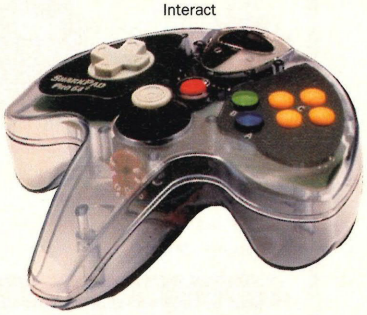


**"An inbuilt microphone means this 1MB rumble combo pak rumbles the parts other paks cannot reach"**

Previously reviewed in issue 4

## 6 Shark Pad

Interact

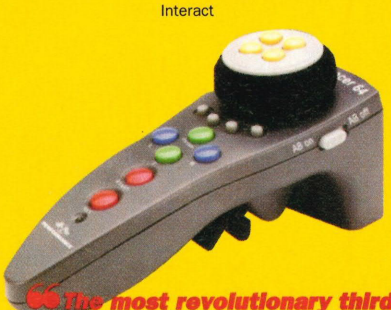


**"This stylish clear pad is the favoured third party controller from all the ones we've tried in the office thus far"**

Previously reviewed in issue 2

## 5 Ultra Racer

Interact



**"The most revolutionary third party controller on the N64... a viable and less expensive alternative to a steering wheel"**

Previously reviewed in issue 5

## 4 Top Gear

Logic 3

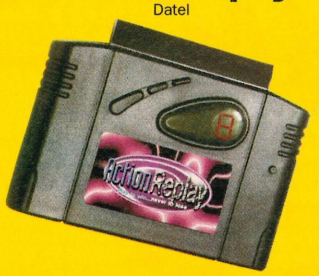


**"Of all the wheels tried the Top gear is the one that looks and plays the best"**

Previously reviewed in issue 3

## 3 Action Replay

Datel




**"The No.1 cheat device... helps to revive your interest in a game you'd previously been stuck on, by letting you get past the tricky bits"**

Previously reviewed in issue 2

## 2 LX4 Tremor with 1MB pak

LMP




**"Nintendo's original controller deserves credit for being the first rumble pak, but since this is lighter, has a memory pak and is only slightly dearer, it gets the nod"**

Previously reviewed in issue 6

# Top Ten




## 1 Official Joypad

Not previously reviewed

### What we think...

**"The importance of Nintendo's 'revolutionary' controller to the sheer brilliance of some of the N64's finest games can not be underestimated. Can you imagine playing Super Mario 64, Wave Race or GoldenEye without it? The old D-pad (another Nintendo trademark) now looks positively ancient by comparison. Nintendo's controller therefore easily storms our charts as the undisputed No.1 N64 peripheral"**

Noely

**"It's nice to see the Official Pad up there at the top. It's still the best pad ever made and we often forget just how revolutionary those three prongs and the control stick were"**

Mark

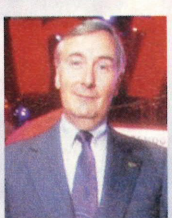
**"The rumble vest thing's obviously only in there for sheer novelty/cheapness and the Shark pad's far too bulky for my liking, but the rest of them are worthwhile additions to your collection"**

Alex

**"Controller-wise pretty much everything except the official pad's a waste of money, and at the end of the day all the Rumble Pak's are much of a muchness. Stick with Nintendo and you won't go far wrong"**

Steve

### What they think



**"Our new 3D controller will be like nothing ever seen before... It will change the face of gaming forever" was how NOA's President billed it**

Howard Lincoln



**"This controller is not only 'multi-directional' but 'omni-directional' which offers many possibilities for games designers... it is the most complete paddle of all the machines"**

Shigeru Miyamoto

# Giveaway

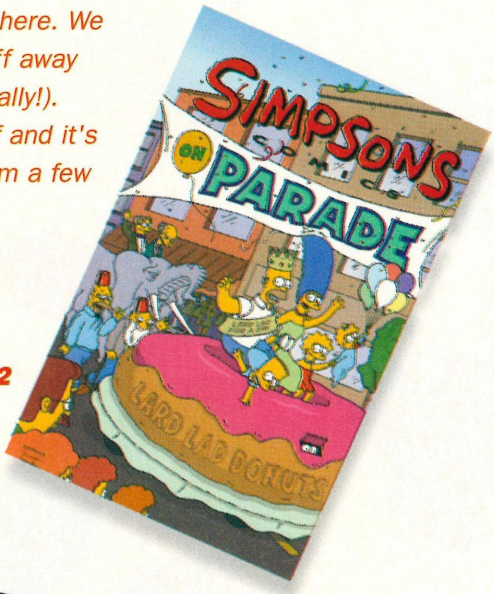
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**Question 2**
**WIN Simpsons on Parade graphic novels**




**Question 3**
**WIN JLA: Rock of Ages graphic novels**




**Question 4**
**WIN A year's subscription to N64 Pro**

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***PLEASE PRINT YOUR ANSWERS CLEARLY***

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**30 pocket keyring games**
What type of game is pocket billiards?

.....

**Question 2**
**Win one of five Simpsons On Parade graphic novels**
What's the name of Bart's favourite clown?

.....

**Question 3**
**Win one of five JLA: Rock of Ages graphic novels**
What does JLA stand for?

.....

**Question 4**
**Win a year's subscription to N64 Pro**
How many issues of N64 Pro do we write per year? (Clue: one too many!)

.....

Entries to be in before August 30th. Send to **Smallest Giveaway Ever 4, N64 Pro, FREEPOST, IDG Media, Adlington Park, Macclesfield SK10 4YE** (Photocopies of this form are accepted)

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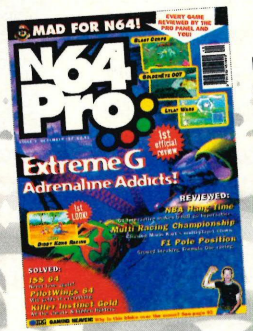
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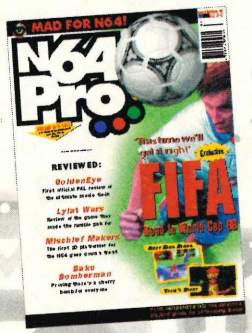
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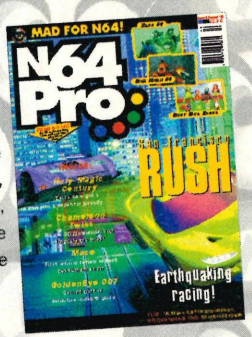
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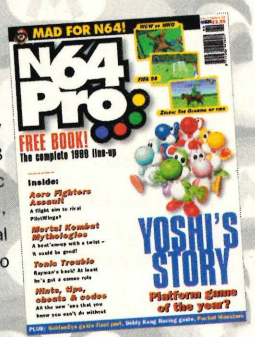

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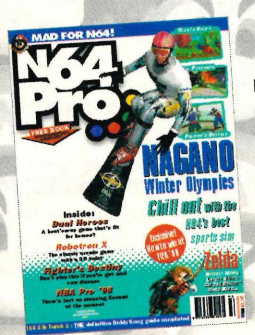

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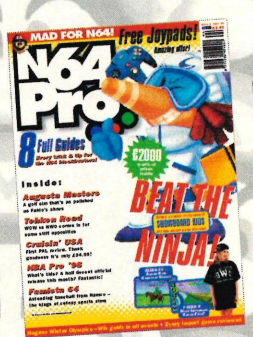

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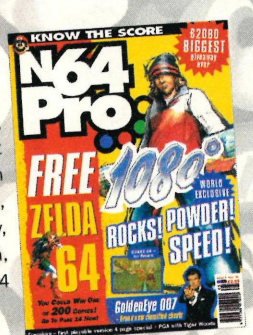

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Pro post

# Feed

*Write to: N64 PRO, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE or email: alexl@idg.co.uk*

*Once again the letters pages are jammed full of your views, opinions and ill informed nonsense. This month includes the letter that was the spark of inspiration behind our ISS Championship, a DD rant wins Letter of the Month and we reprint that terrifying picture of a very young Noely. It's scary stuff indeed* ***ALEX***

## Dirty Old Man

I loved Issue Number 8 especially The World Cup Wall Chart Poster, but why were the women covered by those uniforms huh? My favourites were the ones with the England uniform and the one with the Brazil uniform. Can you send me an enlarged wall poster of those two pictures and the background picture or can you send me uncovered pictures of them please?

***Besar Amman, Jordan***

**Are you kidding? Sending pictures of naked birds to Jordan? You must be off your rocker! Doesn't the death penalty still exist over there? If the penalty for stealing is getting your hands cut off, I wouldn't like to imagine what the punishment is for sending out shots of X-rated nudes.**

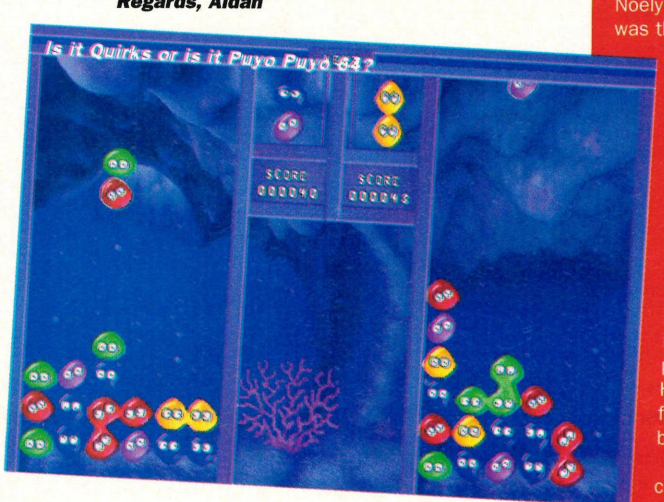



***She's wearing a conservative vest underneath***

## Zip File Boy

I thought I'd send you this little snippet of information so that you're the first (I think) to know, just to say thanks for producing the best N64 magazine available. If you've got a copy of Puyo Puyo 64 handy, put it on now, and compare it with the screenshots attached to this email. PP64 looks pretty much identical to Qwirks, an obscure PC game made by the creator of Tetris, published by Spectrum Holobyte. Okay, fine, there aren't women on the background of the PC version, but apart from that... Spooky, huh? A coincidence? Maybe this is a case for Mulder and Scully. Keep up the great work with the best magazine ever.

***Regards, Aidan***




*"A coincidence? Maybe this is a case for Mulder and Scully"*

**You are indeed a gaming supersleuth, Aidan. It's possible that the owners of the rights to PC Quirks sold them to the publishers of Puyo Puyo so they could tart it up a bit and re-package it for the N64.**

## Booster Do

Saw you're article in N64 Pro May edition about multi player GoldenEye on four separate screens. Bought signal amplifier/booster and set up as mentioned. Doesn't work. Instead it shows the four player split screen on four TVs. Are you sure that you should use a booster? As a booster splits the signal and then reproduces the original picture in the output sockets. Are a booster/amplifier the same? According to our local highstreet shops they are. This has left my friend and I out of pocket (a booster is £25). Please set the record straight.

***Jon and Mike, Rayleigh, Essex***

**There's been a bit of a misunderstanding here. The tip John Davies sent in to us – published in issue 7 –**

## Good old Noely

Hi, Congratulations on the best N64 mag around. Keep the humour coming, and I love the digs you make about each other, they are really funny. Why does everyone pick on Noely? I think Steve makes the worst remarks, was the pic in the front of the June issue from the present day?

It's good that you pick a reader to do a review, however when a game is obviously total crap the reader reviewer often says its good. Could you pick someone a bit more enlightened, like me for example! The only criticism I'm going to make is about your review of Nagano. I reckon 93% is a bit high. Knock about 40% off and I would be happier. Trusting your review I bought it and was very disappointed and swapped it for 25 quid. Oh yeah to all of those people who bought their N64 for £250, Ha! I got mine two days before christmas for £70 including SM64, because the box was damaged (slightly).

The swap shop idea is mint! I'll certainly be trying to swap Duke Nukem!

# Back




**Right: Just some of the top quality Spook peripherals that you could win by sending in the Letter Of The Month**




## Soz, Lads

I must begin with an apology. Unfortunately my mastery of the written word is not sufficient to be able to put down on paper the gratitude I feel towards you all for creating such an excellent magazine. Being an older game player (31 this year), the quest to find a publication that keeps me informed of all there is to know in terms of the best games console currently available has been a long and rather torturous journey. Since buying my machine in October last year I have been through all the N64 magazines and have had to endure the greatly inferior presentation and writing styles and general immature attitudes of lesser magazines, particularly that one that goes under the acronym of ONM (Reader's drawings, high score tables and photos of smashed up hardware indeed! – Is that really what console magazines should be about? – Each to their own I suppose).

**stated, 'Now put it into multi-player mode (not forgetting to turn on the no radar cheat) and each player should mask off the other players' sections on their screens so that everyone can only see their own view'. You may have spent £25 on a booster, but surely you can scrape the money together for some cardboard and sellotape?**

> **"Inferior presentation... general immature attitudes of lesser magazines"**

***1080° Snowboarding: Review of the century?***




Not so with N64 Pro – I've bought it from issue 1, am now a subscriber (something I've never done before) and have never been anything but completely satisfied and thoroughly impressed with the content of every single one. Steve's 1080° review was a classic and I feel he must be commended for his adventurousness. When someone goes out of their way to produce such an out of the ordinary review you can be sure that the game about which it has been written is something special – as is the case with 1080°. I would have bought this game on the strength of Steve's review had I not already bought a Japanese version after seeing it once in a specialist import shop (at the same time as buying an NTSC machine to play it on!).

Apologies if this is beginning to take on the semblance of the biggest piece of brown nosing you've ever had cause to read, but I feel you should be given all the positive feedback that you so rightly deserve in the hope that you will be encouraged to continue to maintain the excellent standards you have established for yourselves thus far.

One point I would like to make – more a question really – is what does 'Secrets' mean on the header of each review? Does it mean there are cheats available for the game or just tricks like short cuts on racing games or a combination of both? Also, though I am loathed to do so, I feel I must raise a complaint against your subscriptions department. I received issue 7 on 2/4/98, yet my local branch of Electronics ▶



On another subject, I realise that you have said it many times, but the message just doesn't seem to have gotten through to some people. ISS 64 is undescribably better than FIFA RTWC. To use a metaphor, FIFA's shot went wide for a goal kick and ISS 64 sends the keeper the wrong way and smashes the ball into the upper right hand corner. Yet FIFA has always been higher than ISS in the N64 charts, why? I realise that EA has the license, personally I reckon it should be given on merit rather than wealth. Also in your mag there is a mail order company selling ISS 64 for a measly £29.99. I bought it for £64.99 and i think it is worth it. What saddens me still, is that misguided people will be buying World cup '98 when it comes out, when they already have RTWC and possibly FIFA 64 (total crap on a stick).

When they could have ISS 64 or wait a bit and get ISS '98. I know that World Cup '98 is going to out sell ISS '98 by miles, I just despair.
***Ben Lane, Shropshire***

**N64 Pro: We pick on Noely so much because he takes the abuse ever so well. Did you try playing Nagano in multi-player mode? Admittedly, games in the Track n Field genre do get ultimately repetitive and tiresome in single player, but we at N64 Pro spent many happy hours playing multi-player Nagano. Your bargain-hunting is commendable – that's cheaper than we've ever paid for an N64 and Super Mario 64. As for your opinions on FIFA and ISS, any regular reader knows on which side of the fence we stand regarding that particular debate (the side marked 'ISS fans only).**

Boutique had it in from Tuesday 31/3/98.

I know it's only two days difference and I'm saving a stack of cash by subscribing, but I do seem to remember one of your adverts for subscriptions stating that subscribers receive a copy at least a week in advance of any shop. Anyway, don't rest on your laurels, keep up the brilliant work and would you do me the great honour of adding my name to the list of hopeful candidates for reader reviews, please?

***Andy Bilton, Hull***

**Steve's glad someone appreciated his 1080 review – it took him long enough to write it! The 'Secrets' bit on the top of all the reviews refers to more or less what you reckoned it meant, although it also applies to hidden levels, bonuses and characters and such like as well. Sorry to hear about your subscription 'mare – that sort of thing shouldn't happen, but if our distributor hands copies over to certain stores before our subscription department receives them and the shops decide to put them on the shelves before the mag's on sale date, there's little we can do to stop it.**

## Suggestion Box

I've just been forced to buy your mag again after stealing a peek at the reviews in the shop. I thought last night as I read the final pages, of a few things that might just make it a bit better –

1) Brighter pictures. In issue 5 March 98, most of the pictures were dark and fuzzy, but your Goal of the Month section had great pics. Oh, Goal of the Month is great, even though I don't like footy. Nice to see a little more than a page of numbers for 'I'm the best'.

2) A special review reprint. How about binding all your reviews of UK games into a special edition. You said N64s sold well over Xmas and I bet there are a lot of people that would like all the reviews in one binding. This would be the perfect place to choose the best in each genre.



***A white castle yesterday. Also known as a rook***

3) Classifieds. I've got MRC that I'm dying to get rid of, and would swop it for almost any other game, even KIG.

4) The profile, as you've heard over and over is the best, but how about a little icon to show the genre of the game? I've been waiting for ages for a good fighting game, but comparing is difficult when searching the profile.

> "Does Madden sound like an American football game or fighting game?"

Another option would be to sort by genre rather than name – after all, does Madden sound like an American football or fighting game? What I'd like to see in my N64 some day is a compendium cart comprising chess, checkers, minesweep, pool, snooker, reversi and other such really simple games, all in 'top-down' 2D. Why? We lack diversity on the N64, and none of these games are out yet on the N64. No boot times or PC performance problems – just quick and simple fun for the whole family.

***Bernhard Hofmann, Exmouth***

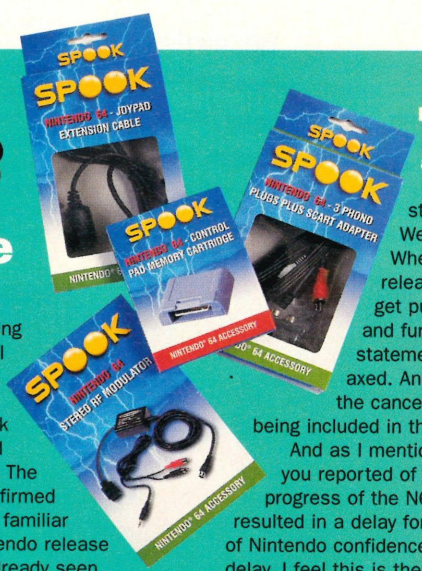
**In numerical order –**

**1) Since issue 5, the pictures have been a lot sharper and brighter – so you've got no worries on that score**

**2) What a good idea! Actually, because every mag carries some sort of buyers' guide (with our A-Z being, obviously, the definitive one) there's not really that much point as the main bulk of our readers are N64 nuts who've stuck by the console since day one – any new readers we pick up along the way can read our A-Z or go by word of mouth from their N64**

# Letter of the month

## DD Debate




**Left: These are all yours, Sam. If we can find your address, that is...**

Hi there! First of all congratulations on producing such a brilliant magazine! I don't usually write to magazines, but I thought that the subject of the Disk Drive was one that needed something saying about it. The feature in issue 8 had confirmed my worries. We are all too familiar with the way in which Nintendo release their hardware. We have already seen the dreams of the CD drive for the SNES (that we were promised from nearly the very beginning of the SNES's existence) shattered.

There were numerous delays and final adjustments going on, until eventually the worst news came, and it was confirmed that it would not be released. And we have already seen the countless delays when we were all waiting for the N64 to be released, the whole of the country's gamers were waiting patiently, but time after time we were told of minor delays that seemed to put the release date back even further.

I am just worried that the same will happen to the DD. In the words of Nintendo themselves "The release date and price are still undetermined." Hmmm. We've heard that before. When (or indeed if) there is a release date given out, it will get put back, and back further and further, followed closely by a statement saying it has been axed. And I was reminded by this of the cancellation of the modem being included in the DD.

And as I mentioned before, in issue 8 you reported of the disappointing progress of the N64 in Japan, which has resulted in a delay for the Disk Drive due to lack of Nintendo confidence. Oh shock horror, a delay. I feel this is the beginning of the end for the DD. There will just be more and more delays, until it is confirmed that it will not be released, another waste of Nintendo's time and money, which could have been used to develop better games instead. Then the N64 will be more popular in Japan, so the Disk Drive can be released world wide, resulting in Nintendo being PRAISED world wide. But, don't get me wrong. I know that all this sound really pessimistic, but I REALLY want the Disk Drive to be released. The possibilities are endless with such an amazing machine like that.

Of course I am DYING to play Zelda on the Disk Drive. Now that looks like a game that could launch 100 console add-ons never mind just one. And the prospect of the image



*Below: Some typical Italian over-acting. Ha ha! Juve lost the Champion's League Final. Again*

owning friends
3) There is now a Swap Shop classified section in the mag
4) The 'icon thing' may well happen in the near future, although I can't see such a games compilation ever appearing on an N64 cart.



capturing cart is particularly exciting. A sort of 64bit version of Mario Paint – excellent! As I said, there are no end to the possibilities! But I have a feeling that we are all going to be incredibly disappointed. Well we'll just have to wait and see, fingers crossed...
***Sam Adamson, Heswall, Merseyside***

**We're all keeping our fingers crossed that the DD delay has more to do with keeping the price down and perfecting its software and software development kit, rather than getting too depressed about the wait. From us gamers' point of view, it will be worth hanging on for if it's everything we hope for and at an affordable price backed up with sufficient high quality software... when it does finally come out.**

## ISS Master?

I am a loyal subscriber to your great magazine which is the very best N64 magazine available. The magazine is perfect. The price, reviews, previews and free gifts are excellent, giving the magazine and, most importantly, my N64 life. My favourite part of your magazine is your 'Six of the best' section. The goals you score are of a high standard, but are not the kind of goals that excite me.

I am a proud owner of ISS 64. I have played this game inside out and can score goals constantly. Enclosed is a video of some level five matches.

This contains most of the best goals I can score. I am really good at ISS and was wondering whether my goals could be put in your 'Six of the best' slot. For your June '98 Goal Of The Month, I reckon goal C is the best (is this done on level five?). If my goals can not be included in your magazine due to editing reasons, perhaps I could come to your office and score them.

Either way, I hope you continue your 'Six of the best' and when ISS '98 comes out score even more classic goals. I also ask you if you could hold an ISS 64 competition so I could try and fulfil my dream of becoming the ISS World Champion. Anyway, keep up the good work for the best console ever.
***Jing Hi Quah, Harrow***

> *"I am really good at ISS and was wondering whether my goals could be in 'Six of the best'"*

**Great goals, Jing, but on none of your matches did you put the opponents' goalkeeper level up to level five. You left it on level two, thus making it a lot easier for you to score a hatful of goals. Noticeably, none of your goals were against an opponent ranked higher than you either.**

**It's also easier to score in ISS against the CPU than against a decent human opponent, when he's man marked your forwards. All the goals scored in the ISS/Jikkyou matches in Six of the best are between members of N64 Pro on level five with the 'keepers on level five as well. You're getting there so keep trying – as for your Championship idea, well we're keen to test your skills in our ISS 64 British Championship (see page 76 for details) where we'll put your claims of mastery to the Pro team challenge. We'll be seeing you soon.**

## Is it a cat or a toilet seat?

Ever since I bought my N64 (Christmas) I have read all the magazines available. Yesterday I bought your June issue of N64 Pro and its GREAT!!! The reason I have written to you is to find out what happened with the Atari Jaguar.

The machine had potential to challenge the N64 with its 64 bit processor and it was 3 years ahead of it! The Jaguar was released in 1994 way before any 32 bit machines. It was a machine way ahead of its time. Why did the Jaguar fail? The Nintendo 64 is practically the same machine as the Jaguar and look how well it is doing.

Some people say it was because of the carts but that hasn't stopped the N64.Then the Jaguar went on to release the CD drive (a machine from heaven! A 64bit console with a CD drive!) and it still didn't turn any heads. What happened?
***Jim Fellowes, Leeds***

**The Atari Jaguar failed for too many reasons to go into in N64 Pro, but the facts are it was too expensive, not many games were developed for it because of the imminent arrival of the PlayStation and Saturn and the gaming world was still suspicious of 'next generation' consoles at the time. Let's face it, it was 64bit, but a load of rubbish.**

**In the final analysis, all games consoles depend on the availability of quality software for their ultimate success – the likes of Trevor McFur in the Crescent Galaxy and Wolfenstein 3D wouldn't see the light of day on a console such as the PI**Station, never mind the N64.**

**The Jaguar, although it was a 64bit system (that looked like a posh toilet seat), just never got the support it may have got had the PlayStation and the Saturn not been just around the corner. Another factor is that the 16bit market was still fairly active, with people loathed to shell out big bucks for a new, unproven system when there was still a healthy amount of cheap software for their system readily available.**

**If you were a software publisher and you had the chance to develop for Sony or Sega, with their large advertising and promotions budgets, you'd probably hang on rather than jump onto the Atari cramped, quiet bandwagon which was never hyped up fully by anyone – including the specialist press.**

# Profile

# The ULTIMATE

## Charts

*Looking for a winner, but keep on buying carts that deserve to be chucked in a deep hole and spat on from a great height?. Then take a look at our A-Z, it's the most thorough A-Z ever with the results from all those other magazines in full view. They're always good for a laugh*

### Top Rating Games – N64 Pro

If anybody knows N64 games, it's us. So here's our definitive top-ten games available on the N64.

| | | | |
|---|---|---|---|
| **1** | (1) | **Diddy Kong Racing** | 96% |
| **2** | (2) | **GoldenEye** | 94% |
| **3** | (3) | **1080 Snowboarding** | 93% |
| **4** | (4) | **Nagano Olympics** | 93% |
| **5** | (5) | **ISS 64** | 93% |
| **6** | NEW | **Forsaken 64** | 92% |
| **7** | (6) | **Super Mario 64** | 92% |
| **8** | (7) | **Lylat Wars** | 91% |
| **9** | (8) | **Mario Kart 64** | 91% |
| **10** | (9) | **Pilotwings** | 91% |

*Numbers in brackets denote last month's position

### Top Rating Games – All Mags

Get all the mags, get all the scores, throw them through a mathematical blender and this is what it spouts out. The most definitive top ten in existence.

| | | | |
|---|---|---|---|
| **1** | (1) | **GoldenEye 007** | 95.2% |
| **2** | (2) | **Diddy Kong Racing** | 95.0% |
| **3** | (3) | **Super Mario 64** | 94.8% |
| **4** | (4) | **ISS 64** | 93.2% |
| **5** | (5) | **Lylat Wars** | 92.8% |
| **6** | (6) | **Wave Race 64** | 92.4% |
| **7** | (7) | **Extreme G** | 92.0% |
| **8** | (8) | **Mario Kart 64** | 91.8% |
| **9** | NEW | **Forsaken** | 91.0% |
| **10** | (9) | **Fighters Destiny** | 90.6% |

*Numbers in brackets denote last month's position

### 1080° Snowboarding 93%



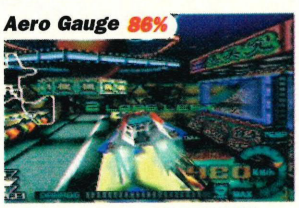
Rare UK Out Now
N64 89% 64 86%
NIN N/A TOT 89%
Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. A flawless reproduction of the wet white stuff with beautiful scenery and some of the finest animation we've ever seen.

### Air Boarders 84%



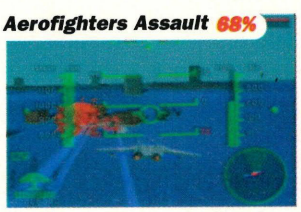
N64 58% 64 80% NIN N/A TOT N/A
Swap realistic skateboards for Back to the Future II style hovering jet boards and head to the stunt park. Excellent graphics with well animated characters and the huge tracks are lush with lots of detail. Good fun, but lacks a race option which limits its longetivity. Worth looking at now that 1080°'s been delayed until the snows of Autumn.

### Aero Gauge 86%



ASCII/ Locomotive US OUT NOW
N64 10% 64 47% NIN N/A TOT 58%
Tear around futuristic courses in this F-Zero wannabe. Fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up. Aero Gauge has possibly the most argued about score to date, so take a good look before you buy.

### Aerofighters Assault 68%



Titus UK OUT NOW
N64 58% 64 61% NIN N/A TOT 48%
This is a strange blend of flight sim cum shoot'em-up that completely fails to be good at either. It's slow and uninteresting gameplay is combined with dodgy graphics in a hapless attempt to entertain you. Top Gun this certainly isn't. Be sensible. Forget buying this and get a copy of Lylat Wars instead.



### Bomberman Hero: Queen Milian's Rescue 83%

New entry

Hudson Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

Bomberman is back with a blast in a new N64 3D platform game. For the first time ever, Bomberman can jump around a variety of levels turning the traditional run and bomb game into a 3D mario-esque platfomer. But the bombs are still in place whilst the man drops, throws and even kicks high explosives around causing wanton destruction wherever he goes. Much better than Bomberman 64, but not as good as Super Mario 64. The graphics are average and the camera is fixed behind the action which limits the fun somewhat. Still a good laugh though and well worth checking out.



# GUIDE to N64 gaming

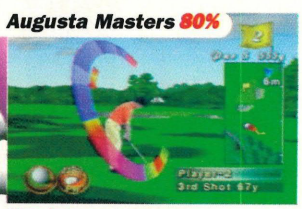
**The Stamp of approval**
An unsurpassed seal of quality that's only given to the absolute best games that have earned over 90%. And we don't give out nineties lightly. Buy these and you're getting the best games in the world

**KEY**
**N64** = *N64 Magazine*,
**TOT** = *Total 64 Magazine*,
**64** = *64 Magazine*,
**NIN** = *Official Nintendo Magazine*

**Will Diddy Kong Racing ever fall down the top ten?**

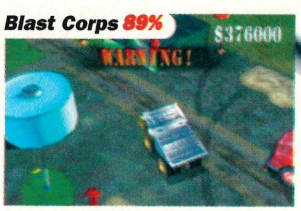


## Augusta Masters 80%



*T&E Soft Jap Out Now*
*N64 N/A 64 N/A NIN N/A TOT N/A*
Ruin a good virtual walk with this credible golfing game. The first golf game to appear on the N64 manages to put in a good performance with solid gameplay and a wealth of features to choose from. The graphics are a bit drab though and there's only one course included which makes things a bit repetitive.

## Blast Corps 89%




*Nintendo UK OUT NOW*
*N64 88% 64 88% NIN 87% TOT 89%*
Wanton destruction on a global scale with this smashing game from Rare. Use demolition vehicles to clear a path for a runaway missile carrier, and destroy absolutely everything in its way. Refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

## Clayfighter 39%




*Interplay UK OUT NOW*
*N64 N/A 64 13% NIN 25% TOT N/A*
Oh dear! What's this doing on a super console? A deeply poor game indeed. Flat 2D characters, poor animation combined with abysmal gameplay and sluggish controls make this a dubious and frankly unfunny attempt at a humorous beat'em-up.... I could go on, but let's just say it should have been kiln at birth.

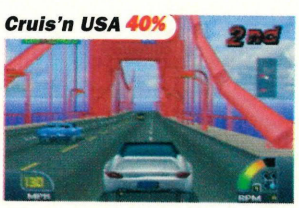
**Bomberman flies back onto the N64 by dolphin express. He's looking better than ever now that he's found a spring in his step and hops around his new game**

## Bomberman 64 73%



*Hudson UK OUT NOW*
*N64 50% 64 81% NIN 80% TOT 75%*
The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid blowing yourself to smithereens. The N64 version has a new adventure mode but the manic gameplay of the original seems to be missing.

## Cruis'n USA 40%




*GT Interactive UK Out Now*
*N64 24% 64 31% NIN 59% TOT 59%*
An incredibly dated game with bland graphics and jerky animation. The sluggish and unpredictable gameplay ruins any fun factor the original arcade game had and the steering is hyper-sensitive, making controlling your sports mobile nigh-on impossible. Race past this game when you see it in the shops.

## Doom 64 71%



*GT Interactive UK OUT NOW*
*N64 80% 64 81% NIN 85% TOT 92%*
The original first person shoot'em-up makes its almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But we think it's well past its prime and despite numerous enhancements this still feels like the old man of videogames. Get GoldenEye instead.

## Automobili Lamborghini 76%



*Titus UK OUT NOW*
*N64 67% 64 80% NIN 76% TOT 72%*
More racing shenanigans, this time Titus give us a game with an Italian flavour and an embarrassing name. Unfortunately, they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience.

## Chameleon Twist 81%



*Sunsoft/ Ocean IMP UK TBA*
*N64 70% 64 72% NIN 77% TOT 51%*
A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer, but it's great fun while it lasts.

## Dark Rift 71%



*Vic Tokai IMP UK TBA*
*N64 72% 64 88% NIN 73% TOT 84%*
An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The graphics are quite good and the character design is interesting, but the gameplay is shallow and uninvolving. So if you're looking for a great beat'em-up, go for Virtual Hiryu No Ken or Fighters Destiny instead.

## Diddy Kong Racing 96%



*Nintendo UK OUT NOW*
*N64 90% 64 95% NIN 94% TOT 95%*
Jaw-droppingly outstanding, DKR takes the crown for multi player racing. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge variety of tracks. The single player mode is a real challenge too. Buy it – it's the law.

# Profile

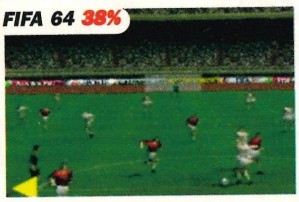
### Dual Heroes 35%



*Hudson Soft US OUT NOW*
*N64 28% 64 28% NIN 52% TOT N/A*

Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort.

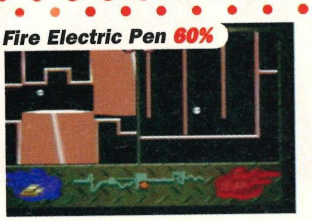
### FIFA 64 38%



*Electronic Arts UK OUT NOW*
*N64 39% 64 29% NIN 67% TOT 76%*

A tired GM Vauxhall conference-like attempt at emulating our beautiful game. The graphics are drab, the players wobble around like weebles and the game itself is dull and lifeless. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up and sent it off for bad sportsmanship.

### Fire Electric Pen 60%



*Hudson Jap Only*
*N64 65% 64 N/A NIN N/A TOT N/A*

Possibly the strangest game to have passed through the N64 Pro office. Guide a ball down a tube without touching the sides or a buzzer goes off. To add to the distractions a commentator screams at you in Japanese and all the time a counter is ticking down. Fun in a odd sort of way, but by no means a stunner.

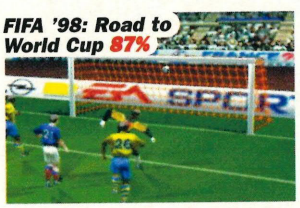
### Duke Nukem 64 86%



*GT Interactive UK OUT NOW*
*N64 86% 64 90% NIN 91% TOT 90%*

Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans, but be warned, nobody does it better than Bond so get GoldenEye first.

### FIFA '98: Road to World Cup 87%



*Electronic Arts UK OUT NOW*
*N64 N/A 64 85 NIN 90% TOT 78%*

A vast improvement on its predecessor. FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more official teams than you could shake a stick at. A great game that deserves every success.

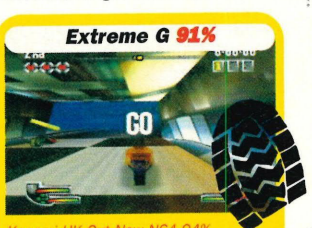
### Fighter's Destiny 89%



*Ocean UK Out Now*
*N64 86% 64 92% NIN 90% TOT 93%*

A decent fighting game finally hits the N64. Excellent graphics with a real arcade game feel lifts Fighter's Destiny above all the competition. And it isn't just a pretty face, Fighter's Destiny plays well with originality, a new emphasis on throws and masses of playability. If fighting's you thing, skip Saturday night and buy Fighter's Destiny.

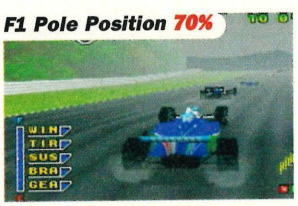
### Extreme G 91%



*Konami UK Out Now N64 94%*
*64 91% NIN 90% TOT 94%*

Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker and on the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game that comes complete with four player racing and battle modes. If it's racing action you're after then take a look.

### F1 Pole Position 70%



*Ubi Soft UK OUT NOW*
*N64 71% 64 86%*
*NIN 75% TOT 80%*

An average racing game that looks bland and has all the interest of a manic depressive at a crown green bowling tournament. A tiring racing game that lacks all of the excitement of the real thing. Horrendous pop-up, lousy commentary and a shoddy feel keep this racer is in the pits.

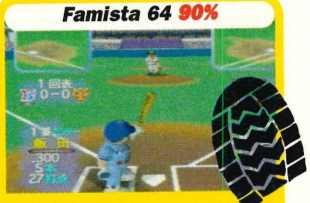
### G.A.S.P. Fighters NEXTream 80%



*N64 52% 64 70% NIN N/A TOT 89%*

An interesting beat'em-up which manages to put up a reasonable fight. The graphics are excellent with some of the smoothest looking characters ever seen and the backgrounds are gorgeous. Despite all the positive stuff, GASP still manages to be a disappointment. The animation is sloppy and the gameplay isn't anything special.

### Famista 64 90%



*Namco Jap Out Now N64*
*N/A 64 N/A NIN 92%TOT N/A*

Big-head baseball action comes to the N64 and gets a well deserved stamp of approval from the team. Despite lacking the realism of other sports sims, Famista has all bases loaded with playability. An amazing two-player game.

### Forsaken 64 92%

New entry

*Acclaim UK Out Now*
*N64 87% 64 93% NIN 92% TOT N/A*

A stunning looking 3D shoot'em-up that flew into the office and promptly got our stamp of approval. Imagine Quake 64 on a flying bike with incredible realtime lighting effects. This is a stunning shoot'em-up with easily the best graphics we've seen on the N64 (the game's not half bad either with you flying around and blowing up everything in sight.) The single player game is a fair challenge and the multi-player game is one of the best ever made. The only problem is the controls which take a while to get used to. Once you get the hang of all the different buttons you'll find Forsaken is a excellent game that's well worth owning





**One of the various beauties in Forsaken pulls out a gun as a pre-emptive against any comments about her yellow bondage outfit. Nice gear you've got on there love! Tasteful and classy like innit!**

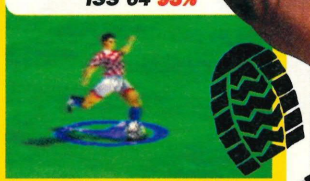
## GoldenEye 007 94%



*Nintendo UK OUT NOW*
*N64 94% 64 96%*
*NIN 94% TOT 98%*

The smoothest secret agent of all time comes to the N64 with the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels that require ingenuity, sharp shooting and a cool head. Go out and buy this game right now!

## ISS 64 93%



*Konami UK OUT NOW N64 92%*
*64 91% NIN 93% TOT 97%*

Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream.

## Jeopardy 38%



*Gametek US IMP N64 N/A*
*64 30% NIN N/A TOT N/A*

A US quiz show that makes precious little sense to anybody in good ol' Blighty. Jeopardy tries to be a quiz show with a difference with the chirping robotic host giving answers and then asking you to give the appropriate question. The graphics are terrible and it has all the action of a graveyard. If you must own a quiz game go for Wheel of Fortune.

## GT 64 82%



*N64 N/A 64 N/A NIN 85% TOT N/A*

One of the better car racing games to appear on the N64. But then, that's not saying much. Similar looking to the Ridge Racer series, the graphics are good, with nicely designed cars and tricky tracks. Driving the car is very difficult and for a long while you ounce around the walls of the track. Annoying for a long time, but persevere to find a good little racer.

## Killer Instinct Gold 41%



*Nintendo UK OUT NOW*
*N64 62% 64 75% NIN 84% TOT 69%*

One of the least impressive beat'em-ups on the N64. This is a 2D fighting game that looks more suited to the SNES than the 64bit powerhouse. The gameplay is ropy and relies far too heavily on learning complex combos and elaborate button tapping. Leave this one alone and go for Fighters Destiny instead!

**Kobe Bryant's jaw drops with the anticipation of all those lovely games that are going to appear on the Nintendo Sports label**

## Hexen 66%



*GT Interactive UK OUT NOW*
*N64 69% 64 45% NIN 60% TOT 63%*

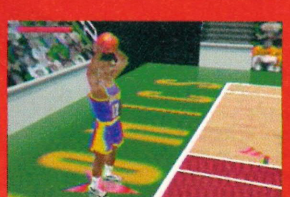
I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that's starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this ancient blaster in the Middle Ages.

## Kobe Bryant in NBA Courtside 88%

New entry

Nintendo US Out Now
N64 N/A 64 85% NIN N/A TOT N/A

Basketball finally gets the treatment it deserves in this excellent rendition of ball and hoop. The first game under the new Nintendo Sports label is a winner that oozes reality. Players can call the sets for the ultimate in realism and you can even create and edit your own players. The graphics are good and the sound's astounding with a ton of speech in place. But the motion capture's a bit ropey and the players often look like puppets. More realistic than NBA Hangtime and less fuzzy than NBA Pro. If you're after a basketball game then go for Kobe Bryant's version.



# Pro



**Fox McCloud soldiers on in Lylat Wars. Still one of the best shoot'em-ups we've ever seen**

## Lylat Wars 91%



*Nintendo UK OUT NOW N64 94% 64 95% NIN 93% TOT 91%*

Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game that breaths new life into the shoot'em-up genre. Excellent cut scenes, absolutely breathtaking graphics and tons of atmospheric speech and sound effects, all compliment the frantic gameplay. Amazing!

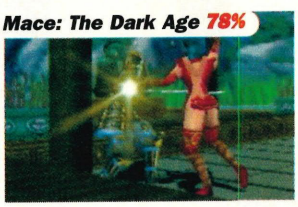
## Mario Kart 64 91%



*Nintendo UK OUT NOW N64 91% 64 94% NIN 90% TOT 93%*

A flawed genius, that builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun, although the power-ups make the multi player mode more a game of luck than skill. Diddy Kong Racing is a better game these days.

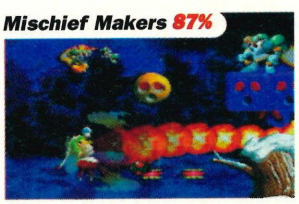
## Mace: The Dark Age 78%



*GT Interactive UK OUT NOW N64 81% 64 76% NIN 89% TOT 89%*

A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative. Adequate, but comes off second best to Fighter's Destiny.

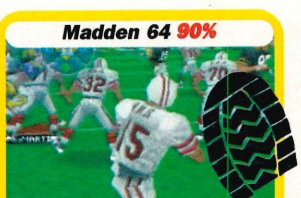
## Mischief Makers 87%



*Enix UK Out Now N64 90% 64 80% NIN 82% TOT 43%*

A wonderful 2D platform game like you've never played before. Control Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. The insane plot complements this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible.

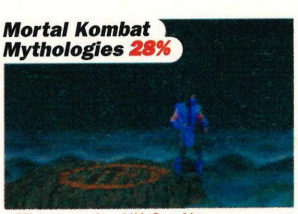
## Madden 64 90%



*Electronic Arts UK OUT NOW N64 92% 64 80% NIN 89% TOT 89%*

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay.

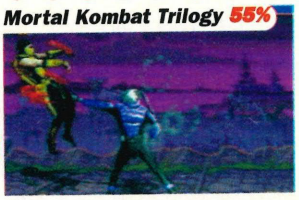
## Mortal Kombat Mythologies 28%



*GT Interactive UK Out Now N64 N/A 64 75% NIN N/A TOT 31%*

A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 50 quid for this is fraud. Do yourself a favour and steer clear.

## Mortal Kombat Trilogy 55%



*Midway UK OUT NOW N64 34% 64 62% NIN 56% TOT 78%*

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. MK was always a bit clumsy but these days it looks completely out of place on the N64. Roll on MK4 which is in full 3D and at least has good graphics.

## Mystical Ninja Starring Goeman 86%



*Konami Out Now N64 N/A 64 85% NIN N/A TOT 84%*

A weird one this and no mistake. Guide Geomon around a surreal 3D area (much like Mario) whilst talking to people about the large peach-shaped UFO that has invaded their world. The Geomon series has often been praised for its inventiveness and the wealth of mini-games mean that this is no exception.

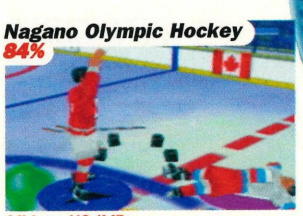
## MRC 80%



*Ocean UK OUT NOW N64 81% 64 67% NIN 83% TOT 80%*

One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). By no means the worst N64 racing game we've ever seen, but still far from the best. Take a look at Diddy Kong Racing or Top Gear Rally instead.

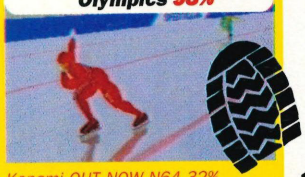
## Nagano Olympic Hockey 84%



*Midway US IMP N64 60% 64 75% NIN N/A TOT N/A*

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics. It's just as good as it ever was, but we're getting a bit tired of seeing the same game appear every couple of months with just a few tweaks. Good fun but NHL Breakaway '98 is better.

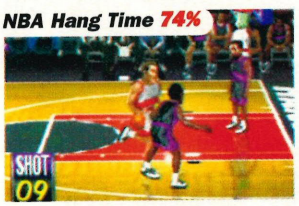
## Nagano Winter Olympics 93%



*Konami OUT NOW N64 32% 64 77% NIN 84% TOT N/A*

Track n' Field heads north. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (honest). This is a great game that held up work in the office for days. Brilliant stuff!

## NBA Hang Time 74%



*Midway UK OUT NOW N64 52% 64 60% NIN 75% TOT 51%*

What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. Great for arcade enthusiasts with gravity defying moves and exploding baskets.

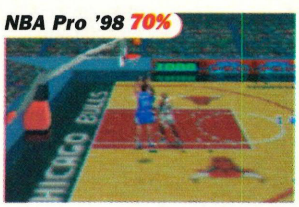
**Another basketballer shows us how insane you have to look these days just to chuck a ball through a metal hoop**





Mad Marina gets her robotic butt and spindly legs into gear to rescue a perveted scientist. How odd! Well it is Japanese

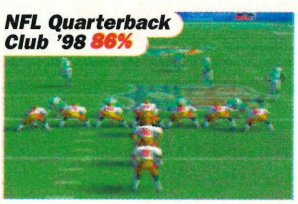
## NBA Pro '98 70%



*Konami OUT NOW*
*N64 N/A 64 70% NIN 85% TOT N/A*

The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. All the teams and players are fully represented but the graphics are so blurry that any detail is lost in a sea of fuzz. A realistic but very tedious game.

## NFL Quarterback Club '98 86%



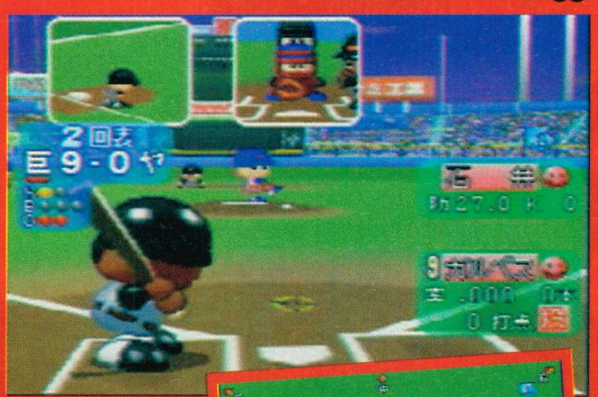
*Acclaim UK OUT NOW*
*N64 86% 64 80%*
*NIN 91% TOT 90%*

Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64, NFL QC '98 just doesn't play as well as Madden.

## Powerful Pro Baseball 5 69%

New entry

Konami Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A





Big head baseball makes yet another appearance on the N64 and is caught out by the N64 Pro team who've seen far better competition. There's nothing particularly bad about PPB 5, the graphics are okay and it's great fun to play. The problem is that Namco's Famista is far better if you're after big-head, silly baseball and Acclaim's All Star Baseball is outstanding when it comes to a serious game of bat and ball. We all enjoyed playing this, but if it's a game of baseball you're after then look elsewhere.



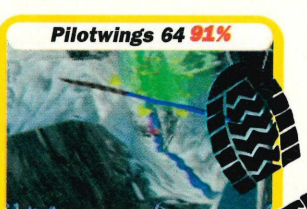
## Oozumo 75%



*Bottoms Up Jap Out Now*
*N64 N/A 64 N/A NIN N/A TOT 39%*

Big-headed, pot-bellied, head slappin' fun is to be found in this game depicting the most noble of martial arts, sumo wrestling. Take control of one of 40 lardy slappers and use a combination of skill, judgement and frantic button tappin' to whack or throw your opponent's fat arse out of the ring. Great fun but a bit basic.

## Pilotwings 64 91%



*Nintendo UK OUT NOW*
*N64 89% 64 89%*
*NIN 84% TOT 95%*

Up there with ISS 64 as the N64 Pro team's favourite N64 game. Hours of pleasure as you perform hang-glider, rocket belt and gyrocopter missions. Sometimes relaxed, other times as frantic than a trolley-dash through ToysRus.

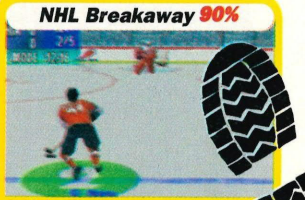
## Quake 64 88%



*GT Interactive UK Out Now*
*N64 79% 64 88% NIN N/A TOT N/A*

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled with creatures waiting to be blown to smithereens with a variety of large guns. Every bit as good as the 3D enhanced PC version, but the one player game sucks and the two player game isn't as good as GoldenEye

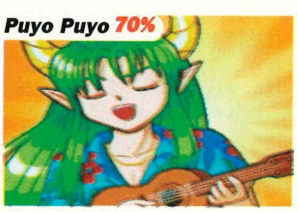
## NHL Breakaway 90%



*Acclaim Out Now*
*N64 N/A 64 88%*
*NIN 88% TOT N/A*

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64 thanks to this stunning sports sim. With amazing graphics and great gameplay it performs like a dream and is easy to get into, but difficult to master.

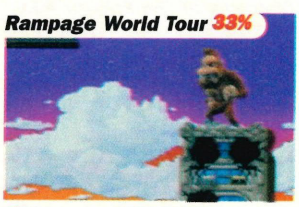
## Puyo Puyo 70%



*Compile JAP IMP*
*N64 N/A 64 N/A NIN N/A TOT N/A*

Blobby Tetris makes its way onto the N64 with this cute puzzler from Compile. Guide falling blobs so they connect with balls of the same colour. It may look cute, but this is one of the fiercest puzzlers we've ever seen. The pressure really mounts up thanks to the frantically manic gameplay. Only really any fun with two players.

## Rampage World Tour 33%



*GT Interactive UK OUT NOW*
*N64 N/A 64 N/A*
*NIN N/A TOT 54%*

Up to three players take control of George, Ralph and Lizzie to run around causing as much mayhem as possible when you're a 30 foot high Noely look-a-like. Whilst this game was 'monster' in the eighties it now has all the charm and looks of a decomposing flesh eater.

# Profile



**Mario is still the king of platform games. But how long will that last now that Rare's fur filled spectacular Banjo Kazooie is close on the horizon and ready to bounce into action?**

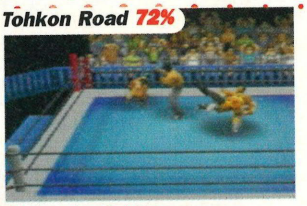
### Susume 77%



*N64 78%64 N/A NIN N/A TOT N/A*

Blob bashing fun in this Tetris-style game that is virtually identical to Puyo Puyo Sun 64. Multi-coloured blobs fall from the sky and it's your task to line up similar coloured blobs to make them disappear. Great fun in two player but the single player game is too random and the computer trashes you every time. The ten-pin bowling sub-game is neat though!

### Tohkon Road 72%



*Hudson Jap Out Now*
*N64 49% 64 70% NIN N/A TOT N/A*

A Japanese wrestling game that dares to take on the mighty WCW vs. NWO, and in our opinion just ends up in a submission to its American counterpart. You don't get any of the famous fighters such as Hulk Hogan and Sting, and as a result Tohkon Road just feels lacking on the enjoyment front.

### San Fransisco Rush 88%



*GT Interactive UK OU NOW*
*N64 N/A 64 75% NIN 74% TOT 57%*

This one caused mixed opinions in the office. Alex and I think it's ream, whilst Steve and Noely think it's rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish and the sound is laughable, but it's one of the better racing games and is definitely worth checking out.

### Tetrisphere 60%



*Nintendo UK OUT NOW*
*N64 69% 64 77% NIN 86% TOT 84%*

Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but ardent fans may find this an appealing game.

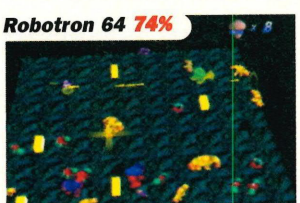
### Top Gear Rally 87%




*Kemco UK OUT NOW*
*N64 89% 64 90% NIN 89% TOT 85%*

An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. One of the better racing games.

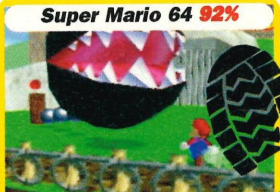
### Robotron 64 74%



*Crave Entertainment US Out Now*
*N64 N/A 64 82% NIN N/A TOT N/A*

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation. The graphics look a bit basic but the action is as much fun as it ever was. Run around a square blasting eveything in sight to smithereens. A bit too basic for some people but good fun for everyone who remebers the original.

### Super Mario 64 92%



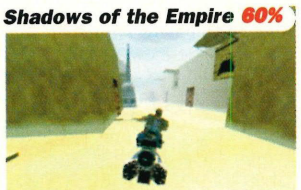
*Nintendo UK OUT NOW N64*
*96% 64 95% NIN 95% TOT 96%*

The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world.

**Turok or not Turok, that is the question? Still a great shoot'em-up, but not as good as GoldenEye. We can't wait for Turok 2 to hit the shelves though. That game will rock**



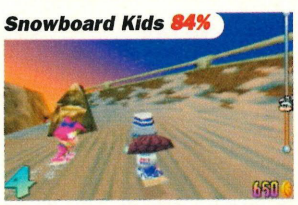
### Shadows of the Empire 60%



*Nintendo UK OUT NOW*
*N64 78% 64 88% NIN 86% TOT 61%*

Nintendo's Star Wars license is a 10p mix bag of a game. It ranges from incredibly challenging (liquorice shoelaces) to mind-numbingly dull (boiled mints). The flying sections are okay, but mostly it's boring. Don't get carried away with the Star Wars vibe, it soon becomes tedious.

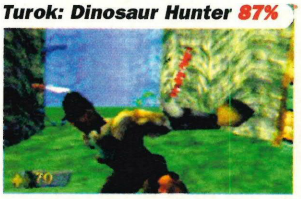
### Snowboard Kids 84%



*Atlus UK OUT NOW*
*N64 88% 64 80% NIN N/A TOT 80%*

A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible in a downhill race.

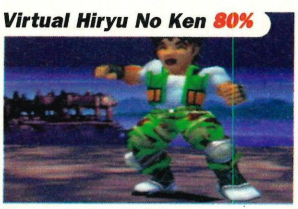
### Turok: Dinosaur Hunter 87%



*Acclaim UK OUT NOW*
*N64 91% 64 82% NIN 95% TOT 93%*

The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are too many jumping and platform style sections for our liking.

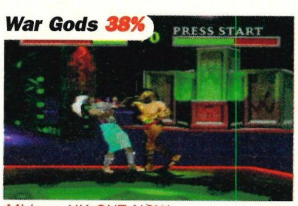
### Virtual Hiryu No Ken 80%



*Culture Brain UK TBA*
*N64 78% 64 78% NIN N/A TOT N/A*

A mighty beat'em-up that looks stunning even in its Japanese form. Fight in two different modes: normal mode bears a remarkable similarity to Virtua Fighter, and super deformed (SD) mode where the fighters have big heads and squashed bodies and the game plays like a quasi-3D Street Fighter. Great stuff!

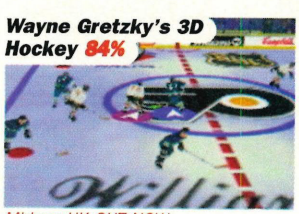
### War Gods 38%




*Midway UK OUT NOW*
*N64 46% 64 59% NIN N/A TOT 69%*

Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves and a distinct lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

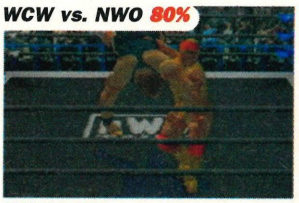
### Wayne Gretzky's 3D Hockey 84%



*Midway UK OUT NOW*
*N64 70% 64 84% NIN 84% TOT 90%*

This is a lightning-paced ice hockey game that plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. Still not on par with ISS 64, but few games are.

### WCW vs. NWO 80%



*THQ Out Now*
*N64 70% 64 85% NIN 86% TOT 92%*

Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

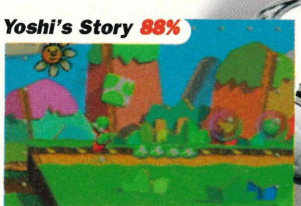
### Wheel of Fortune 59%



*Gametek US OUT NOW*
*N64 N/A 64 45% NIN N/A TOT N/A*

You're spinning the wheel of luck if you buy this, but will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit Americanised and often obscure. Good for playing with your grandparents at Christmas, but it's no fun as a single player game.

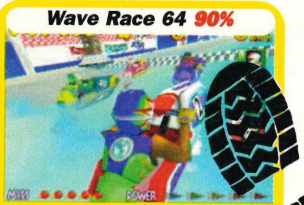
### Yoshi's Story 88%



*Nintendo JAP Out Now*
*N64 86% 64 85% NIN N/A TOT 84%*

Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. It's very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. Take a look if you're into platformers.

### Wave Race 64 90%



*Nintendo UK OUT NOW N64*
*90% 64 94% NIN 92% TOT 96%*

Don your wet suit and go jet-ski racing with one of the finest racing games to grace a home console with the most realistic water effects ever seen. A challenging championship mode, an excellent two player mode and a highly original stunt mode makes this a fantastic and original racing game.

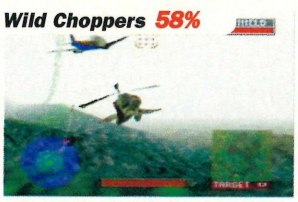
### Wetrix 91%



*UK OUT NOW N64 78% 64 N/A NIN N/A TOT 93%*

You'll have lots of fun if you get this splashing game. Guide falling Tetris-style blocks to build circular dams and wait for the heavens to open. Then everything becomes manically tense as you try to guide new blocks and water so that nothing is spilt over the sides. The best puzzle game since Tetris.

### Wild Choppers 58%



*N64 72% 64 N/A NIN N/A TOT 72%*

Take your chopper out for an airing with this odd little combat game. 'Borrowing' a lot of ideas from the old classic Desert Strike, this 3D shoot'em-up could have been really good, but ends up disappointing. The graphics are bland and blurry and the helicopters look like Jimbo and the Jet-Set. To top it all, the control system is plain horrible. Just leave it!

### World Cup '98 87%



*UK OUT NOW*
*N64 73% 64 93% NIN 93% TOT N/A*

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: Road To World Cup, so we have doubts about buying the same game twice. Not without its merits though, it looks good and has a realistic feel thanks to the official license with all the teams and players in their proper place. Great but still not ISS 64.




**World Cup '98 proves that the FIFA series isn't dead yet. The realism is great, but it still lacks the style of ISS 64**

# Next month...

# Mission Impossible

We've waited longer for Infogrames' game of the film than it usually takes Noely to write a review (and that's a long time, believe us) but at last the wait is over. And next month we bring you the very first review anywhere of this potentially stunning spy'em-up



## Banjo-Kazooie

Mario 64 was dubbed the best game of all time. **Rare's Banjo-Kazooie** betters it in every department. Want to know why? Well you better check out our review next month then hadn't you? And we're first with it again by the way



## Preview Fest

The **E3** show has spawned a screenshot monster enabling us to bring you massive previews on the likes of **Turok 2, Perfect Dark, Shadowman** and **Madden '99**. And that's just the beginning. Expect to see **Conker's Quest, Jet Force Gemini** and **Fighting Force** among many others

**Quake** and **Forsaken** guides completed!

Noely and Mark are busy beavering away at finishing their definitive guides to the two best shoot'em-ups on the N64, and there will also be the usual plethora of cheats, tips and hints that you've come to expect from us



Alex

Can I get a coffee, please? Budweiser, sir? Sure thing

**Issue eleven** on sale 23 July 1998

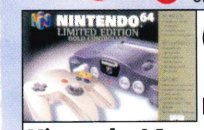
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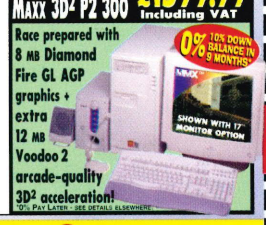
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| July 31 | Banjo Kazooie | N64 | 42.99 -10%* |
| Sept 4 | Mission Impossible | N64 | 42.99 -10%* |
| June 30 | Mortal Kombat 4 | PSX | 34.99 -10%* |
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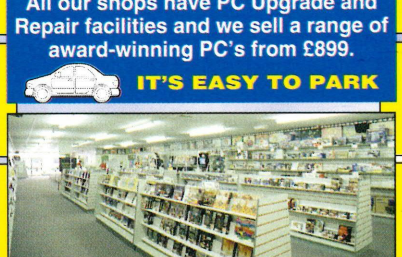
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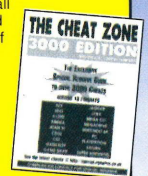
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