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Body Harvest guide part 2

OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

Oh my God! They reviewed
SOUTH PARK!

Played to death!

STAR WARS: ROGUE SQUADRON

BUST-A-MOVE 3DX

NBA JAM '99

RUSH 2

TOP GEAR OVERDRIVE

1999 EXCLUSIVE!

Mario's Back!

WIN!

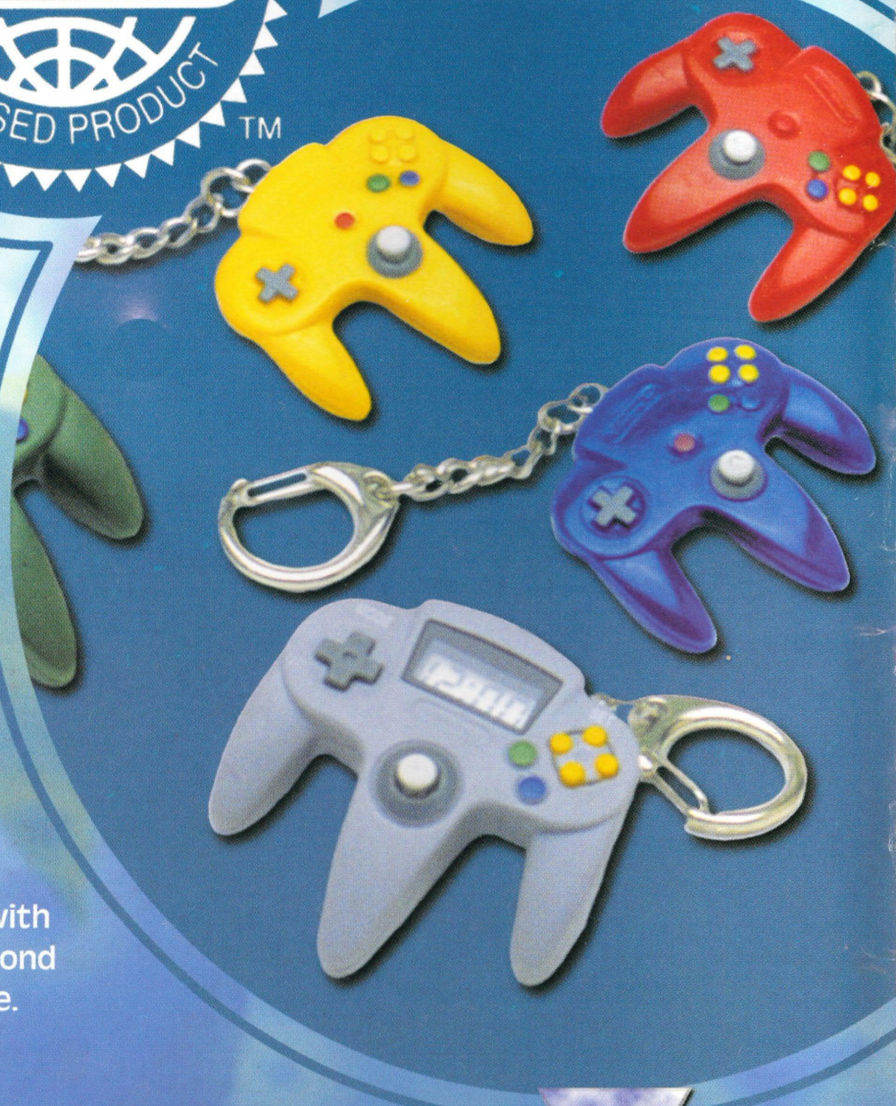
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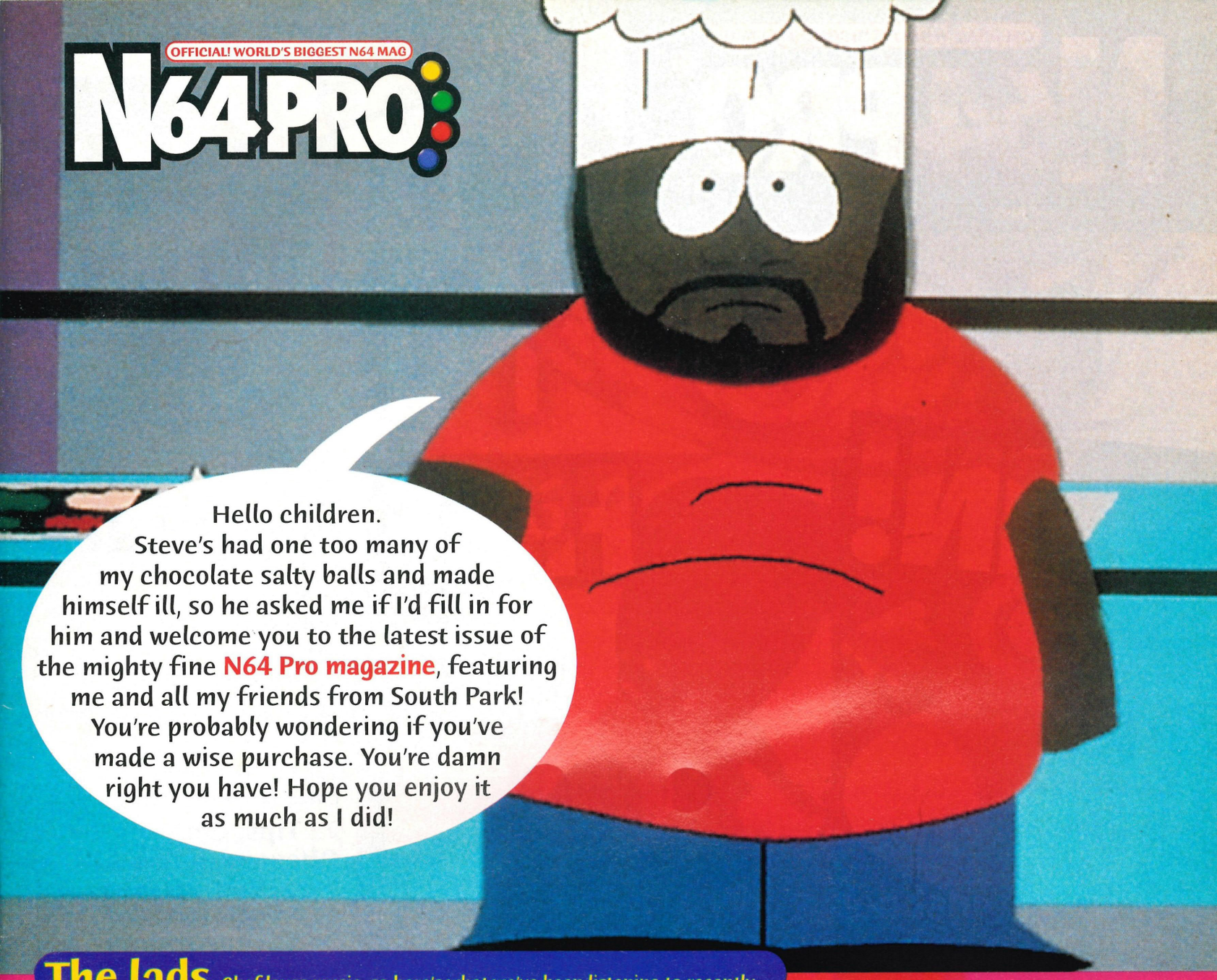
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OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO



Hello children. Steve's had one too many of my chocolate salty balls and made himself ill, so he asked me if I'd fill in for him and welcome you to the latest issue of the mighty fine **N64 Pro magazine**, featuring me and all my friends from South Park! You're probably wondering if you've made a wise purchase. You're damn right you have! Hope you enjoy it as much as I did!

The lads

Chef loves music, so here's what we've been listening to recently...



Mark...

is listening to festive Jungle bells with Mickey Finn's The Long Kiss Goodnight



Jim...

has been chasing away the winter blues with some hot and sunny Hawaiian tunes



Lewis...

is frightening the neighbours and family with his David Holmes and Air tracks

Noely...

is driving himself around listening to Alanis Morrisette. It's also driving him to the brink of suicide! If only...



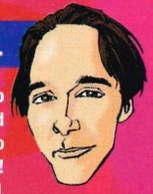
Dan...

is still mourning the loss of Frank Sinatra and croons loudly at regular intervals



James...

just can't stop playing Girlfriend by teen pop sensation Billie! That or 911





Tip-X...

loves grooving along to Catatonia's Mulder & Scully track



Scoop...

has been a fan of The King since he was a pup. Favourite track? You Ain't Nothing But a Hound Dog!



Paul...

has shamefully been grooving to the nonsense beat of Viva Forever, the poof

The 8 Commandments

N64 PRO: will always review games dead honestly, and we'll always ask at least one of you lot for your opinion too!

N64 PRO: will be bang up to date with the latest reviews, finest previews and most up to the minute news in every single issue

N64 PRO: will scour the galaxy to find each and every new cheat possible for every single N64 game, even if it kills us!

N64 PRO: team members will never talk down to our readers - even the really thick ones!

N64 PRO: will always be written by experts who live and breathe N64 gaming

N64 PRO: will always give the most coverage to the best games, and not waste our time - or yours - rambling on about the rubbish ones

N64 PRO: will always be the most reader-interactive N64 mag around - giving you the chance to have YOUR say in many different ways

N64 PRO: will never say the lads have played a game that they actually haven't. Even though it goes on in other mags we won't do it here!

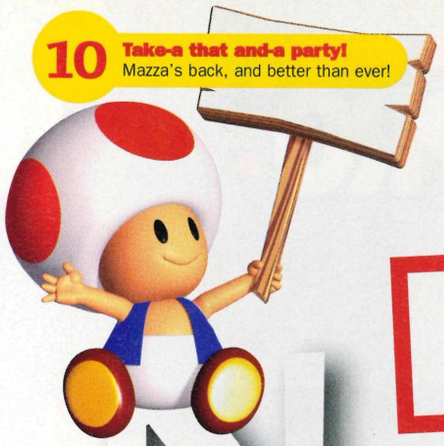
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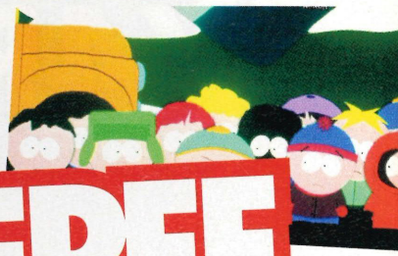
N64 PRO

Issue 17 February 1999

10 Take-a that and-a party!
Mazza's back, and better than ever!

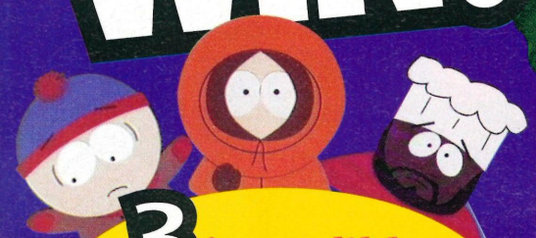
55 Wonderful wall coverings
Including 4 South Park posters!





FREE Posters

COMP WIN!



3 incredible, life-sized South Park characters to give away!

14 Prize landslide!
A day rallying with the pros! More Meccano than a Toys R Us megastore! Duke Nukem figures! N64 keyrings

FREE



Blagger's Guide to Zelda

Special Agent Tip-X goes undercover and smashes open the game of the millennium – Legend of Zelda: Ocarina of Time – in our unbelievably exciting pull-out mini-mag!

Regulars

6 News
So hot you should be careful you don't burn your hands on the paper!

20 Coming Soon...
All the dates you need to be putting in your new 1999 diaries

22 Leagues
Check out the N64 movers & shakers

78 Tips, Codes & Cheats Packed with more cheats than the Man United dressing room!
Tip-X rules the CheatZone!

95 Subscriptions
Kenny wants you to subscribe!

FREE VIDEO



IT'S BEEN the thing you wanted most, and at long last, it's here! Featuring only the absolute cream of Nintendo titles for early '99 (many of which were previously unannounced, never mind unseen!) our free video is the essential guide to the games you should be saving up for! Every single product on the video will be a smash hit Nintendo sensation, so put your feet up, dig into the popcorn and enjoy your world exclusive first glimpse of the blockbusters of 1999!

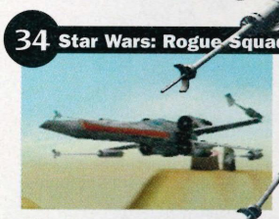
24 Reviews REVIEW

And the hits just keep on comin'! As the N64 reaches top speed there are almost too many top games! Not. Enough. Time!

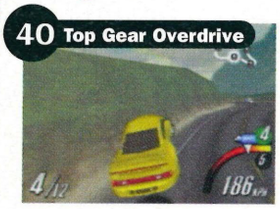
26 South Park 64



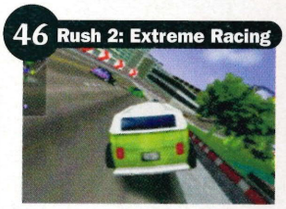
34 Star Wars: Rogue Squadron



40 Top Gear Overdrive



46 Rush 2: Extreme Racing



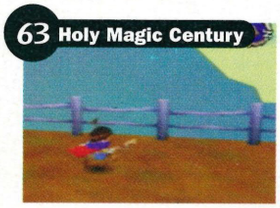
50 Knife Edge



52 Bust-A-Move 3DX



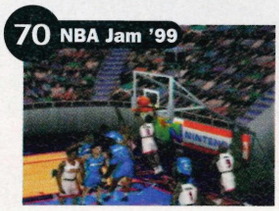
63 Holy Magic Century



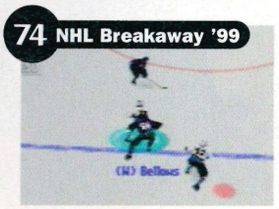
66 Rakuga Kids



70 NBA Jam '99



74 NHL Breakaway '99

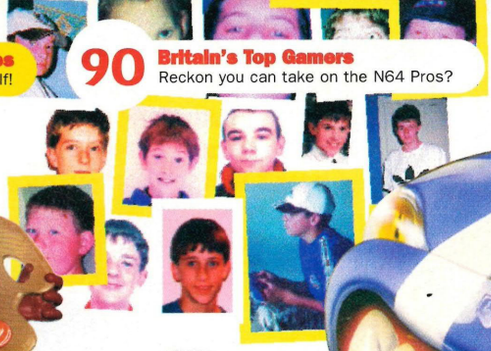


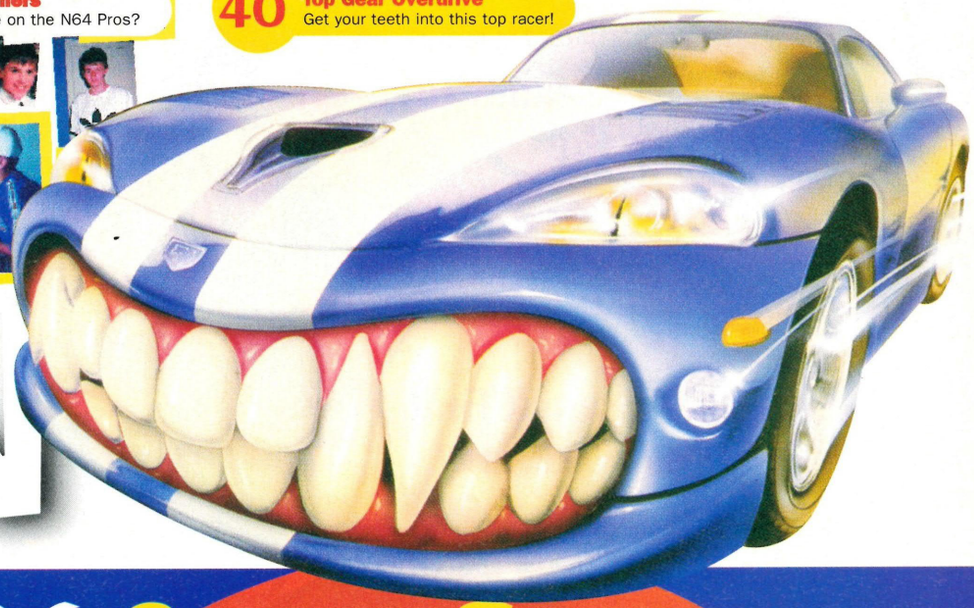
18 **Scoop's Gallery of Games**
Sizzling first shots of Mario Golf!

90 **Britain's Top Gamers**
Reckon you can take on the N64 Pros?

40 **Top Gear Overdrive**
Get your teeth into this top racer!







N

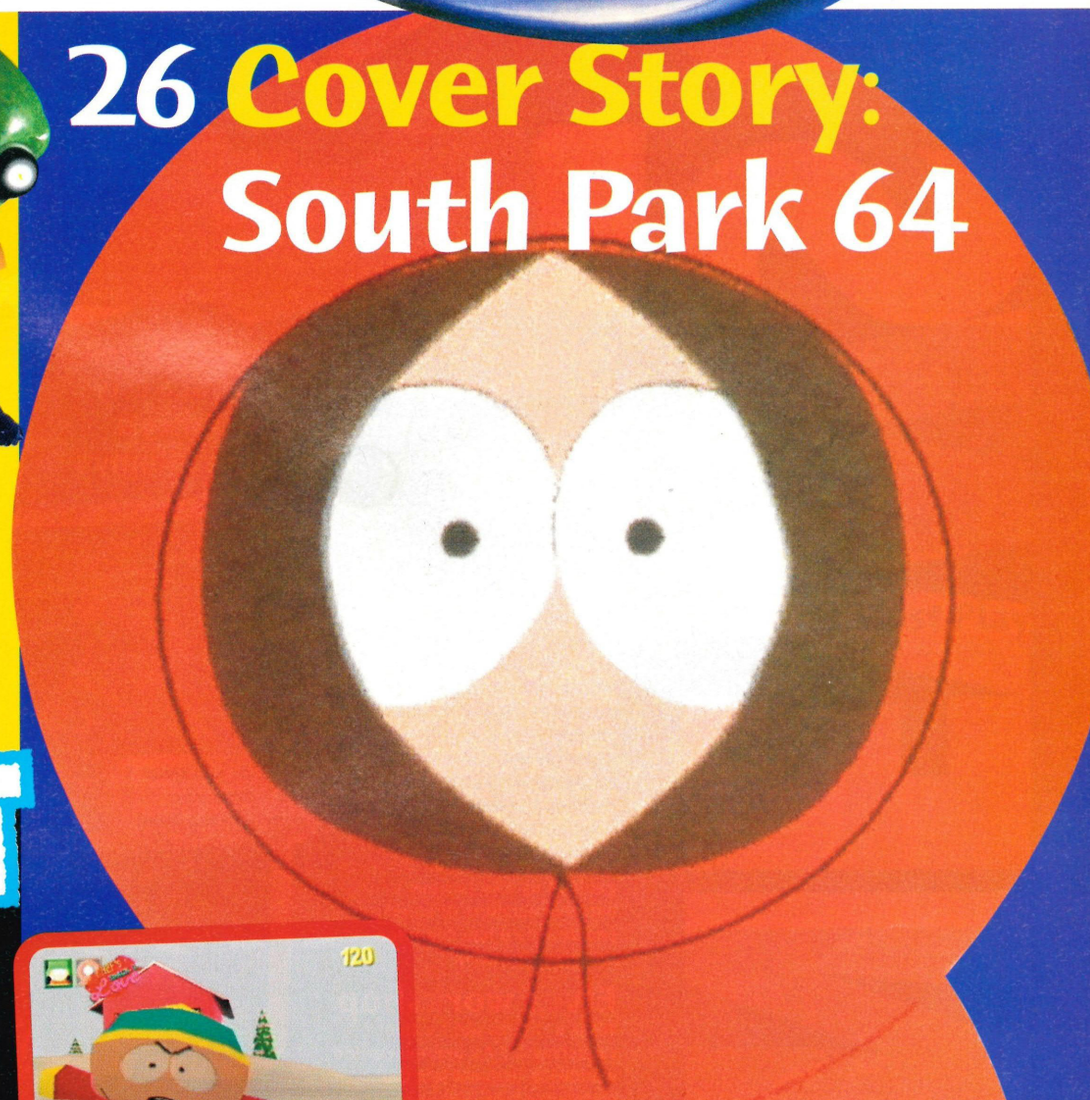


REVEALED:
MORE BUG-BASHING IN JAVA & THE USA!
P82

CHEAT ZONE

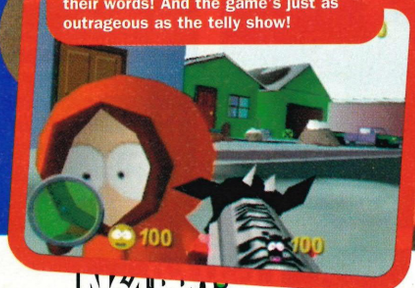
102 You reckon?
Keep your letters and pictures flooding in!

26 Cover Story: South Park 64



VERY few games **make you laugh out loud**. South Park does. Constantly. Your **ribs will be aching** through mirth long before you reach the **frantic finale** of level one! Better keep a doctor on call. If the **heart-pounding action** doesn't get you, **you'll need someone to sew up your sides when they split!** Dude.

Foul-mouthed fun!
The kids from South Park don't mince their words! And the game's just as outrageous as the telly show!

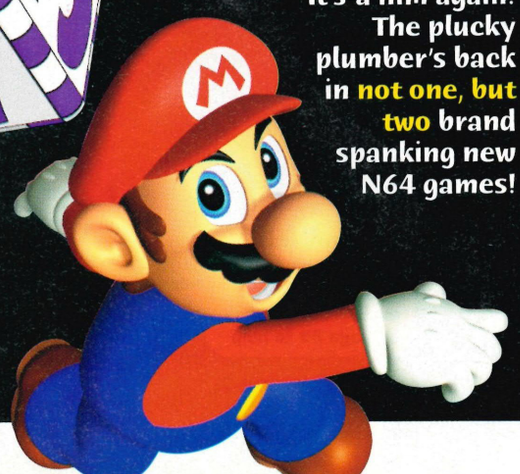


BLUEPRINT



10 Smash Bros & Mario Party

It's-a him again! The plucky plumber's back in **not one, but two** brand spanking new N64 games!



NEWS

Scoop Dog's in the house once again to bring you the hottest news, biggest previews and most scurrilous rumour-mongering (mongrelling?) you'll find in any N64 magazine! Guaranteed! Take it away Scoopy my boy!



Scoopy? Who you calling Scoopy? Don't start thinking my bark's worse than my bite matey, cos you ain't felt the sharp end of my teeth yet!

N64 PRO is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff that's coming up!

The Missing Link?

Ooh, there'll have been tears! Up and down the country a frantic race was on, as slack parents realised they'd left it too late to order 'Little Johnny's' copy of Zelda!

Did you get one? Well, did you, did you? Huh? Huh? If you did count yourselves luckier than a lottery winner because literally tens of **thousands of tearful gamers went without their feast of Zelda on Christmas day!**

250,000 of the blighters went on sale, but were snapped up just as soon as the shops could get their grubby little hands on them, all gobbled up like turkeys by the massive numbers of clued-up people who'd had the foresight to reserve their copy.

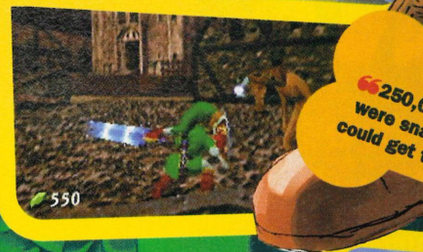
Elves workshop

What's the reason for this catastrophe? An unprecedented worldwide demand left the distributor type blokes short of what they'd ordered, leading to a demand that far outstripped supply! Shops had to face irate customers, some of whom had even placed an order, and tell them that they had about **as much chance of getting Zelda before Christmas as Man Utd have of winning the Champion's League** (ie, sod all!).

If you weren't one of the lucky ones then accept my condolences, but just think, where as most of us have seen most of this legendary game, you've still got all the wonder to look forward to! So think yourselves lucky!



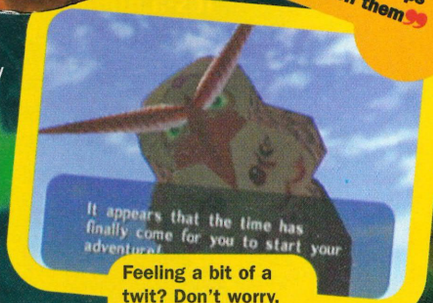
What do you mean I can't have your copy! I'm the hero!



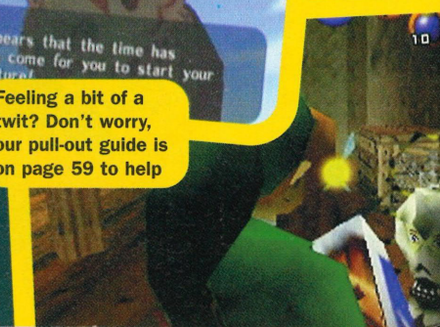
SCOOPY SNACK

"250,000 of the blighters went on sale but were snapped up just as soon as the shops could get their grubby little hands on them"



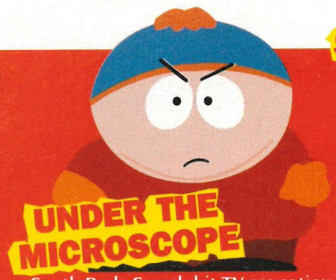


Feeling a bit of a twit? Don't worry, our pull-out guide is on page 59 to help





Mario makes a triumphant return to the N64! He stars in a fighting game of all things – featured on page 10 – and the quirky Mario Party – on page 12!



South Park. Smash hit TV sensation makes successful transformation to N64 shocker! Read all about it in our massive eight page review starting on page 26!



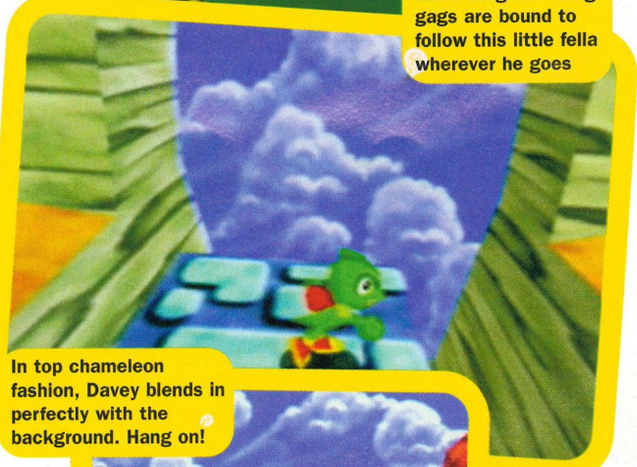
Quick! Flip to page 59 to ease all your gaming woes with our pull-out mini-mag guide to Zelda! Special Agent Tip-X has pulled out all the stops to crack this awesome game!

Let's Twist Again

Like we did last, er, winter! Infogrames put on their dancing shoes and jive their way over with Chameleon Twist 2! Yeah, get down! Etc.



More tongue-lashing gags are bound to follow this little fella wherever he goes



In top chameleon fashion, Davey blends in perfectly with the background. Hang on!



The original Chameleon Twist was a bit pants. Well, maybe that's a bit harsh. It was okay, but far, far too short! Its sequel, the geniusly titled Chameleon Twist 2, is a whole different bowl of dog food. If the first was Netto's own brand 'chicken' flavour then the sequel is Winalot Prime – new and improved in every single way possible!

Super-fly guy

I've just had a quick bash at the latest version and you'd hardly recognise it from the original! Davey, the wily little chameleon returns, but the producers have taken on board the many criticisms and come up with an altogether more challenging game for experienced gamers, but have still managed to hold on to that cutesy appeal that made it such a hit with the kiddies.

There's no way to even speculate about how long it'll take to finish, but Infogrames assure me that it'll be ages longer than last time. And with gameplay as good as this, that's about all you need to have a smash on your hands! Have a shufty at these shots to keep you going until next month's review!

OH MY GOD! WE WANT YOU TO KILL NOELY!



Dead easy this one. All you have to do to get your hands on a full sized, cuddly South Park character of your choice is tell us, in no more than 15 words, the funniest, or maybe sickest way you can think of that you'd like to kill Noely!

How easy is that? Each member of the team could write their very own 101 Ways to Kill Noely book, and we're only asking you to think of one! HAVE FUN!

I want to kill Noely by...

Name

Address

Postcode Tel No

Send your entries to: **Oh my God! I've Killed Noely, N64 Pro, Freepost, 3038, Macclesfield SK10 4YE**

Charts



It's the greatest game of all time and harder to find than panda poo

UK Chart

1 - Zelda: Ocarina of Time
2 - Turok 2: Seeds of Evil
3 - Banjo Kazooie
4 - Space Station: Silicon Valley
5 - V-Rally: Edition '99



Mark proved he has no social life by finishing Zelda in three days

N64 Pro's Most Played

1 - Zelda: Ocarina of Time
2 - South Park 64
3 - Star Wars: Rogue Squadron
4 - FIFA '99
5 - WipEout 64



Micro Machines promises to be another quality N64 multi racer

Games Most Wanted

1 - Micro Machines
2 - Looney Tunes: Space Race
3 - Jet Force Gemini
4 - Perfect Dark
5 - All Star Tennis

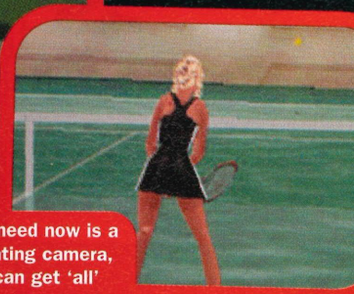
BLUEPRINT

All Star Tennis

Tennis gets serious with real players, accurate physics and a bomb mode! That's right, bomb tennis! Well, you can't take things too seriously

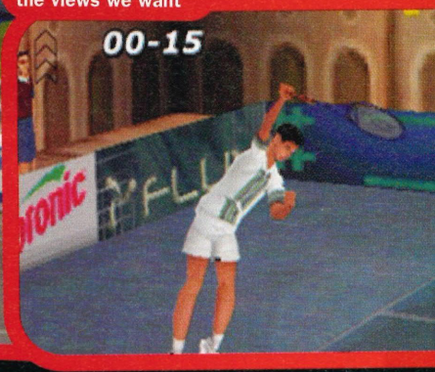
Expected... Mar '99



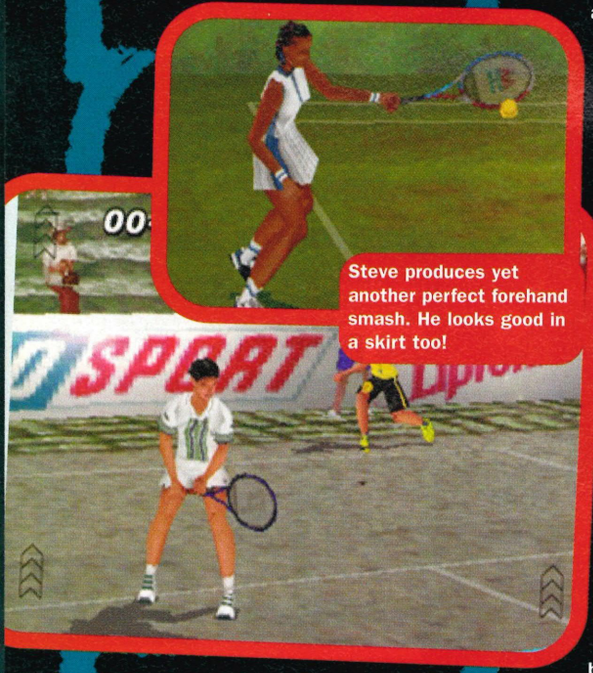


All we need now is a 3D rotating camera, so we can get 'all' the views we want





LAST month Tennis took over the N64 Pro office when the N64's first ever tennis game arrived. So you can imagine how excited we were when we found out that Ubisoft are busy putting the finishing touches on another tennis game called All Star Tennis, and it'll be a much more realistic representation of the summer sport.



Steve produces yet another perfect forehand smash. He looks good in a skirt too!

Love games

Ubisoft kindly popped round with an early version for us to look at and even in its early stages, it's looking pretty impressive. Steve (office champ at tennis games) immediately jumped on a joypad and said "right, winner stays on." And he's still undefeated weeks later.

All Star Tennis is already looking good. Eight real life famous players are displayed utilising smooth motion-capture animation.

The players run around the court with a fluid realism and there's a wide range of shots. In All Star Tennis, Steve managed to slice, smash, back spin, top spin, lob and volley the ball past us with his usual relaxed "I'm-not-even-trying" manner.

Eight famous courts have been fully rendered from around the world and each one retains the character of the real place. In Wimbledon, for example, you get English sounding cheers from the crowd, people laughing as mobile phones go off and the ref politely asking for "quiet please" in typical Wimbledon manner.

"All Star doesn't take itself so seriously that it can't have a laugh"

It's a Bomber, Man!

Despite being a realistic Tennis Simulation, All Star doesn't take itself so seriously that it can't have a laugh. There's three different play modes: Smash Arcade and Bomb.

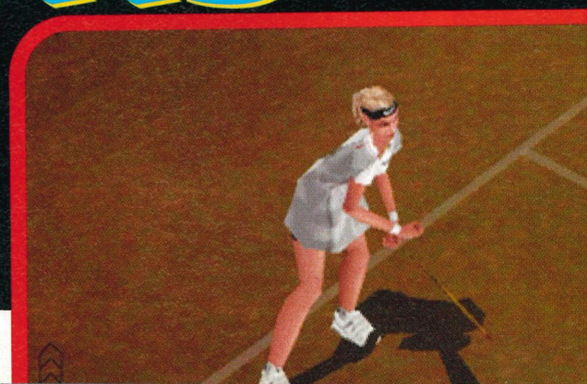
In the Bomb mode, **every time the ball hits the ground a bomb appears and if you're too close it'll knock you straight off your feet.** So not only do you have to try to get to the ball, you have to try to dodge the explosions.

The game's a great laugh and it fully tied up the team as we tried in vain to prise Steve's fingers away from the Joypad. Eventually we solved the problem by teaming up in a four player so everyone got a go.

The Artificial Intelligence of the computer is looking pretty good as well with the N64 giving Steve a run for his money. And we got to see him being beaten again and again thanks to the action replay mode. Satisfaction at last!

All Star Tennis should be out in March, so keep your eyes on N64 Pro for the full review. It looks like summer's on the N64's gonna be a good one ●

New Balls Please!

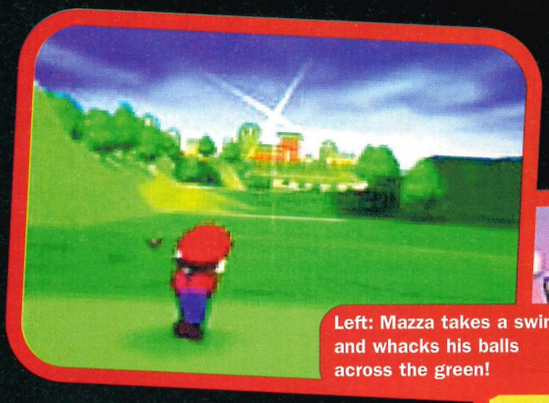


BLUEPRINT

Mario Golf 64

We've just found out about a brand new Mario game secretly in development. Mazza will be shunning castles and platforms in favour of a round of golf

Expected... 1999 TBA



Left: Mazza takes a swing and whacks his balls across the green!



Time for Tee

PLOT BOX

Well, good old Mazza's been taking things easy lately. Bowser's been lying low since he got a thick ear in Super Mario 64 and Princess Peach won't be kidnapped until the big 'N finally get round to making another Super Mario game.

Mazza thought it'd be a good idea to have a game of golf and Waialae Country Club has a strict dress rule that says no to plumbers outfits. So Mazza and his mates decided to come up with their own golf game for the N64.

MARIO ALL STARS

There's going to be ten golfers included from the big 'N's cast of stars. So far Mario, Luigi and Princess Peach have definitely signed up to the new golf club and we're taking bets on the other seven wood swingers.

Link's a pretty strong possibility for membership of the golfing club, as is Bowser, Yoshi, Donkey Kong and Toad and Wario's membership is under review.





Luigi displays his usual skill in the sand pit

"You know you're in for something special when Nintendo make a Mario game"

NINTENDO have dropped another bombshell! After the storming announcement of Mario Party, **the big 'N has let slip that it's working on a golfing game that'll feature Mario** and a cast of all stars in a game called Mario Golf 64.

Pizza 'n' chips

The game is in early development and is designed to be a fun golfing game. **With a strict emphasis on entertainment over realism (hey, this is Mario not Tiger Woods)** the game will include a selection of different game modes. One of which will be a special Time Attack mode where you have to get around the green in as quickly as possible. But Mario Golf is going to be about more than just spoiling a good run. The physics are said to be excellent with your N64 calculating the exact ball movement based on wind strength, the power of your strike and the amount of spin you put on the ball.

Watcha da birdie

There's going to be six different courses for you to whack balls around with whopping total of 108 holes in all. **The big 'N has also promised an optional handicap mode "so Luigi won't get too frustrated if he falls behind."**

Nintendo say the game is still in early development, but you can guarantee they're pushing ahead with development. You know you're in for something special when Nintendo make a Mario game, so keep your eyes wide open. **The game should be arriving sometime in 1999,** but there's no release date as of yet.

We think that Mario Golf looks brilliant. We've been waiting for a decent golf game to appear on the N64 and this looks the business. Just because the characters are cartoony, don't think that it won't offer some serious gameplay and great graphics.

The best sports games often look like cartoons (Let's Smash and Famista are just two). **Mario Golf promises some fantastic gameplay and we'll be bringing you regular updates, so make sure you keep your eyes on N64 Pro**

BLUEPRINT

Smash Brothers

There's no brotherly love going on here. It's every Nintendo character for himself in an all-out mass brawl that makes WWF look tame by comparison

Expected... 1st Quarter 1999

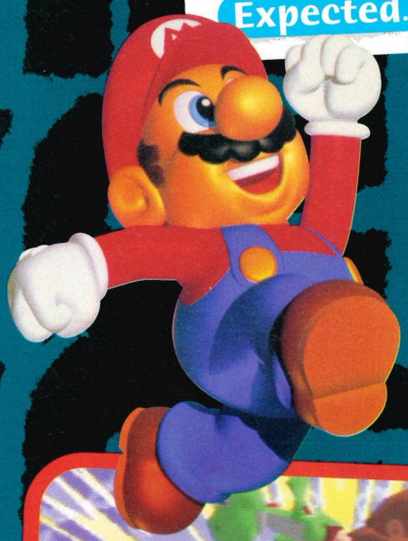
IMAGINE if all the Nintendo characters went to the pub, had a few too many beers and a fight broke out. Well, the resultant drunken brawl could well be the basis of Nintendo's forthcoming fighting game, excitingly called Smash Brothers.

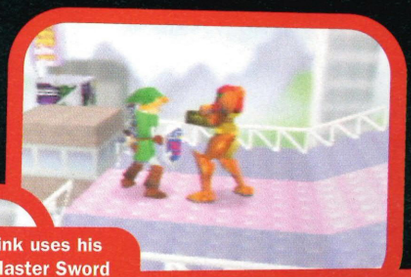
Currently titled Nintendo All-Star Dai Rantou Smash Brothers (Smash Bros. for short), the game will feature eight of Nintendo's best known characters. These are **Mario, Link, Donkey Kong, Kirby, Fox McCloud, Samus, Yoshi, and last but not least that "rubbish cat-like thing" Pikachu.**

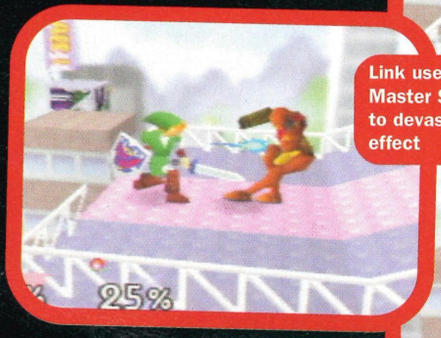
All of the eight fighters will have their own 3D fighting arena to 'offer you outside', and these will be littered with power-ups and obstacles. Each of the characters possesses their own distinct fighting style and their own unique special abilities (including close range and projectile attacks).

Egging him on

Link uses his Master Sword and Hylian Shield, Yoshi (well you didn't







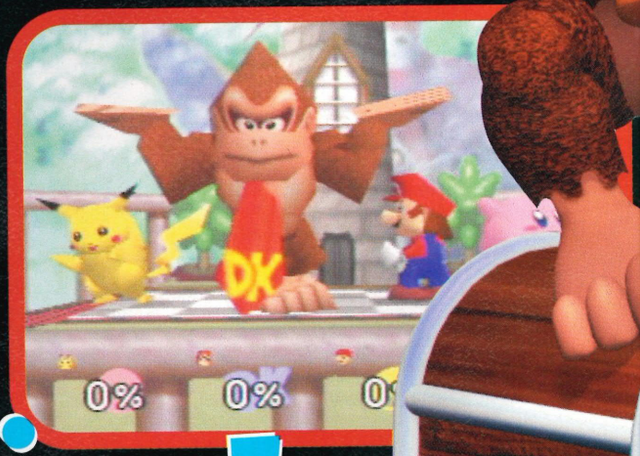
Link uses his Master Sword to devastating effect







"All eight fighters will have their own 3D fighting arena to 'offer you outside'"



Oi Mario! Did you spil

> **“Imagine Link and Fox McCloud ganging up to beat the crap out of Mario”**

think they'd leave Yoshi out did you?) gives enemies a severe tongue-lashing and turns people into eggs. Pikachu's deadly effects are already well documented, so **expect him to cause nausea and fainting in people merely by blinking at them.** Ooh, did I just say that?

But here's the real knockout blow – **Smash Brothers' features a Battle Royal mode allowing up to four characters to simultaneously fight against each other.** Just imagine Link and Fox McCloud ganging up to beat the crap out of Mario, egged on by an excitable Yoshi who's had just about enough of Mario clambering onto his back and punching his head.

Seconds away

So far a succession of 'so-so' fighters have come from the N64 stable and all have flattered to deceive. **Nintendo have clearly decided to act upon the "If you want something done right, then do it yourself"** maxim by training their own prize fighter. And with 'The Big N' in it's corner, expect Smash Brother's to go the distance ●





Mario and Donkey Kong slug it out over who gets to snog Princess Peach





Game for a fight

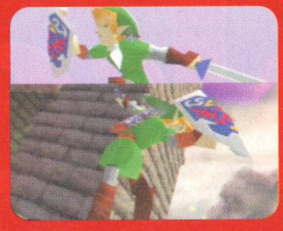
All the biggest Nintendo names have been invited along to the party



MARIO – Let's-a go



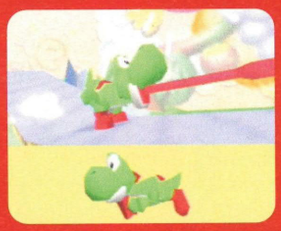
DONKEY KONG – Apeish pong



LINK – Main man (we think)



SAMUS – Who's this wuss?



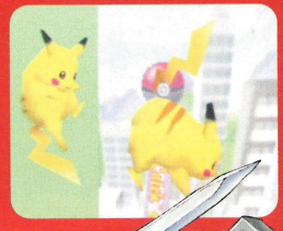
YOSHI – Green & Squashy



KIRBY – Pink & bouncy

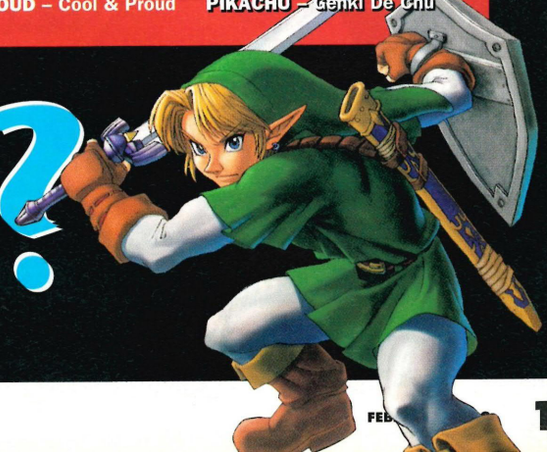


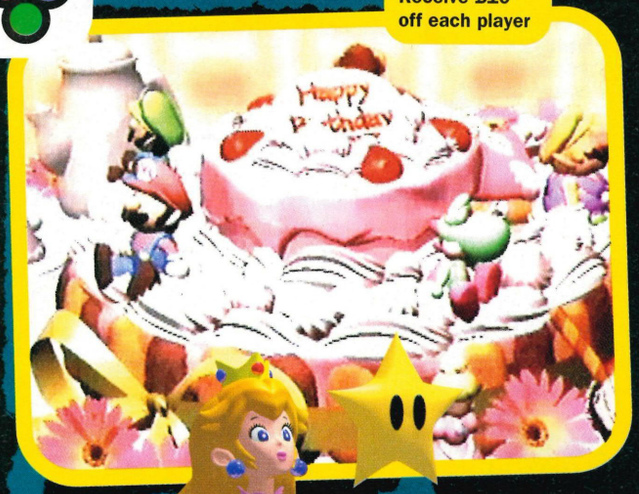
FOX MCCLOUD – Cool & Proud



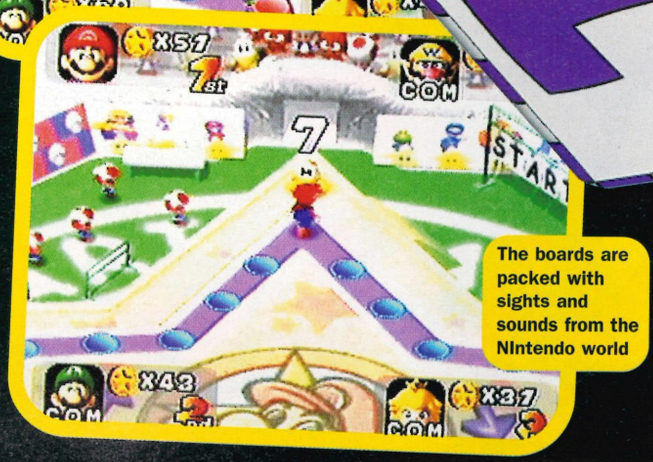
PIKACHU – Genki De Chu

my pint?













"Don't think that this is going to be a 'bored' game with all the excitement of a Ludo convention"

マリオパーティ
MARIO PARTY

Take-a that

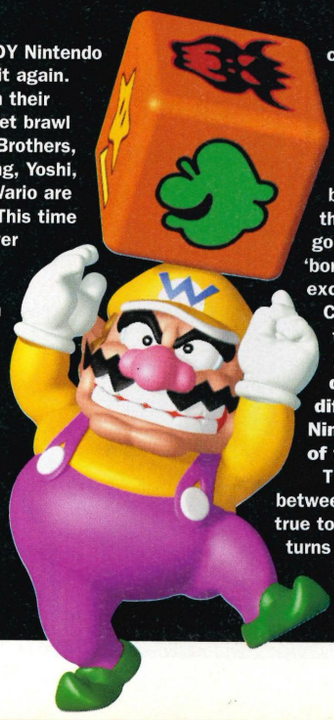
BLUEPRINT

Mario Party

Listen up kids, that party animal plumber is having a bit of a do. So bring your own coke and sweeties cos it's gonna be one hell of a bash

Expected... 1st Quarter '99

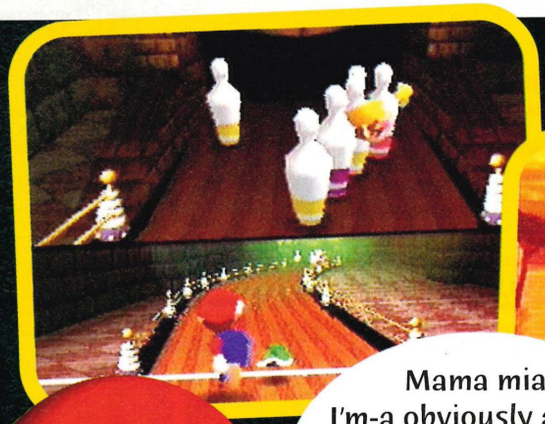
THAT ROWDY Nintendo lot are at it again. Fresh from their boozy street brawl in Smash Brothers, Mario, Donkey Kong, Yoshi, Peach, Luigi and Wario are squabbling again. This time the argument is over who is the biggest star among them. Honestly, fame can really go to some game characters' heads. They'll be wanting their own dressing rooms next.



Boardom

This time though, they've decided to settle the score in a much more civilised manner over a board game (you should see some of the violent games of Monopoly we have round our place). Now before you wander off, thinking that this is going to be more of a 'bored' game with all the excitement of a Ludo Convention, remember that **this is a board game with a difference, the difference being that Nintendo are in charge of things.**

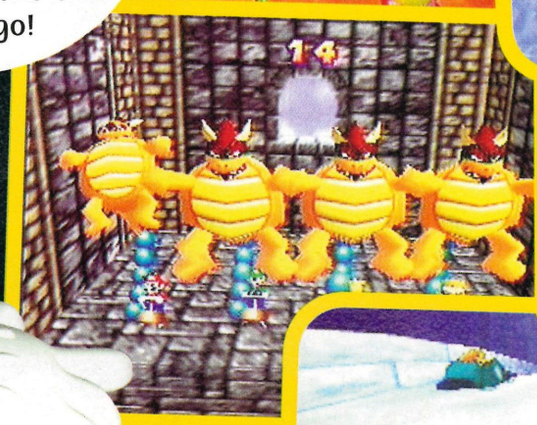
The game is for between 1-4 players and true to tradition you take turns to roll dice and progress around the board. Each of the

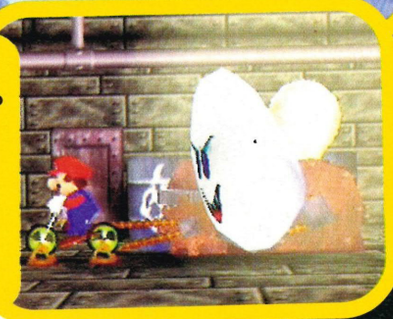




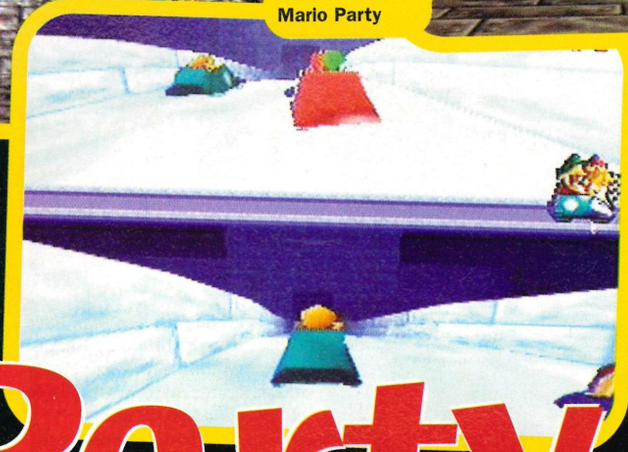








From Bowling, through Bobsleighing to bombing Bowser, there are countless multi player games to relieve the 'board'em in Mario Party



and-a Party

squares contains a different mini game, and by playing them you can earn coins and stars that help to increase your celebrity status. The winner's determined by the character who ends the game with the highest number, and is the "superstar."

Bob the Slayer

There are 50 mini games in total and each one presents a unique challenge. **The number of participants ranges from two on two, every man for himself, or even three on one.** The games include bobsled racing, tightrope walking (one player walks a tightrope while the other three try to shake him off), bowling (one player bowls at the other players who are skittles), and countless others. All the games are simple and yet massively fun to play since they're so bizarre and quirky.



Hair of the dog

We're eagerly awaiting our party invites, which should arrive in the post any day now. Expect the party to start over here sometime early in the New Year and if it's as good as it looks, this is gonna be a top bash. **Best of all, this is one party that won't result in you waking up lying next to a real hound** (No offence Scoop) and with a hangover in the morning ●

"This is one party that won't result in you waking up with a massive hangover in the morning"



Great Big Giveaway!

Win a Meccano Kit

WORTH £650





Meccano are rapidly approaching their 100th birthday and to celebrate they're launching a new Master Connection range. This sci-fi selection of hi-tech cyber-vehicles is as good an excuse as you'll ever need to own a spanner.

To celebrate their approaching birthday Meccano are offering 25 top of the range Meccano car kits and one jammy reader will get a brand new top of the range crane kit. All in all that's worth a whopping great £650. But if you want one for free then answer the question on the coupon on page 16 and send it in.

Win a Duke Nukem Action Figure

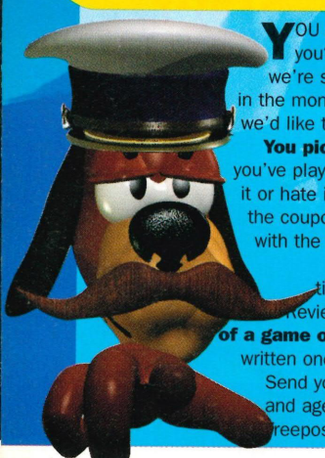




The Duke and his enemies have been brought to life by Bandai in this brand new range of huge action figures. Witness the Duke in action as he comes complete with several large guns and blood soaked knife (what more do you need). And if he's feeling a little lonely then you can always get him to smash up either Pigcop, Battlelord or Octabrain.

They're ream and Bandai have given us 25 different Duke Nukem action figures worth a massive £250 to hand out (and trust me, we're reluctant to let go of them). So fill in the form on page 16, answer the question and you could be the lucky owner of a plastic killer.

N64 Pro needs you!



YOU lot are desperate to be Reader Reviewers aren't you? Every month we're swamped with requests, and we're struggling to cope! There just aren't enough games in the month to feature every one of you, however much we'd like to! So here's the plan...

You pick a game, any game (as long as it's N64 and you've played it enough to have an opinion) whether you love it or hate it and **write up to thirty words about it** in on the coupon thingy. Bung a recent photograph of yourself with the form and very soon we'll be printing them in a brand new section called, er, well, we'll think of a title when the time comes (probably Reader Reviews!). Good eh? Oh yeah, and there'll be a **prize of a game of your choice** for the funniest or most well written one each month! So get thinking!

Send your entries and a recent photo (with your name and age on the back!) to Reader Reviews, N64 Pro, Freepost, 3038, Macclesfiekd, SK10 4YE

The game I'm gonna review is...

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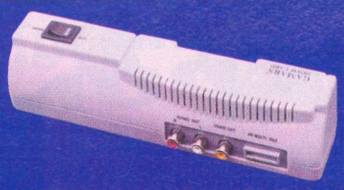
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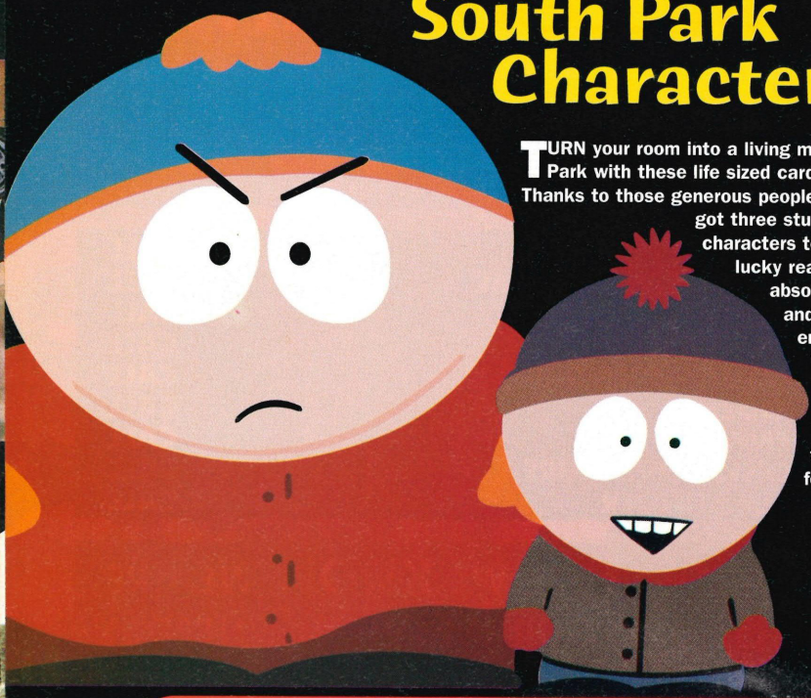
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How do you win one of these fabulous prizes? Easy! Just fill out this coupon, answer as many questions as you can and send it in to the address below. You can answer more than one question, so try for as many prizes as possible.

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How many years old will Mecanno be in 2001?
Answer:

Question 2 - Win A Duke Nukem Action Figure
Which grand old Duke marched his men to the top of a hill?
Answer:

Question 3 - Life Sized South Park Characters
Complete this famous South Park saying:
It's all a bunch of tree...

Question 4 - Win an N64 Keyring
What temperature in Fahrenheit does paper burn at (hint: it's also the name of a famous film)?
Answer:

Name

Address

Postcode **Tel No**

Send your entries to: Great Big Giveaway, N64 Pro, Freepost, 3038, Macclesfield SK10 4YE

HEAD SCOOP OFF AT THE PASS

DARN! That pesky varmint Scoop's as slippery as a greasy eel! He's slipped his leash again and busted out of the News section. Word at the saloon bar is that he's hidin' out in the reviews section. We need to round up a posse and capture the hound dog or next month's news'll be nuthin but a bunch o' bare pages. There's a reward out on Scoop's head so if you find out where he's hidin' fill out this form and send it in. One of you will win two new N64 games. **Head Scoop off at the Pass, N64 Pro Saloon, Freepost, 3038, Macclesfield, SK10 4YE.**

I've found pesky varmint, line dance on over to page...

and you'll find him hidin' out

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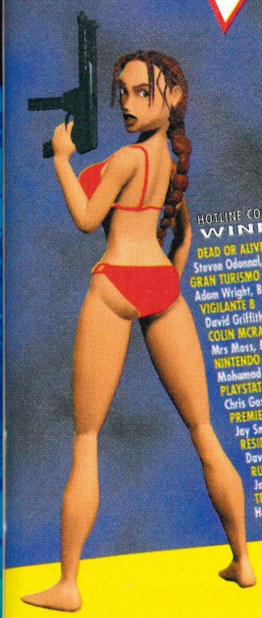
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This month's batch includes some real treasures! If this carries on the lads'll have to start thinking about insuring these two pages!

Some real corkers this month! The exhibition starts here, and I'll be your guide. Feel free to ask any questions, but don't blame me if you get some strange looks while you're talking to a magazine...



Monaco Grand Prix

Neeeeeyyyyowwwww! Etc. Yep, it's yet another racing game, but this one's looking like it could well take up pole position on the N64 grid. Yes, even possibly beating the magnificent F1 World Grand Prix! Ubi Soft could well have a winner on their hands with this!

Out May-ish



SCOOP'S GALL

A priceless collection of paw prints!



Tonic Trouble

It's been in the pipeline for what seems like decades now, but finally we've got a firm release date for this quirky French platform adventure. These are the very latest shots, still hot off the programmer's machines, and you have to agree, this is looking hotter than a Kenyan sauna!

Out March









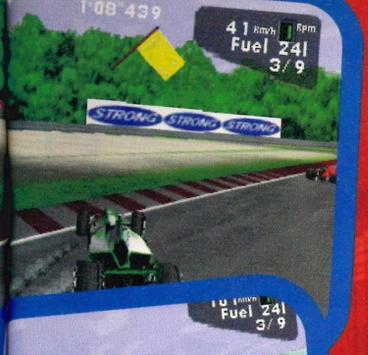


Lego Racers

We all had it as kids (it was my favourite as a pup), so I was thrilled to hear that Lego had set themselves up a nifty little games division and have quite a few games based around their brick-based bundles of fun due out in '99. This racing game is the first. Looks good dunnit!

Out Spring











Neon Genesis Evangelion

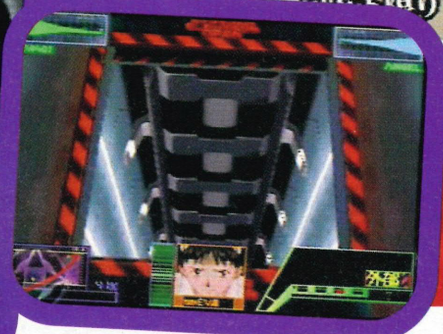
Manga. A strange old phenomenon. You either love it or hate it, and therefore you'll either like or loathe this strange, very Japanese mech fighting game. Already confirmed by Bandai as a definite UK release I thought you'd appreciate a very early gander at these little beauties...

Out Mid '99



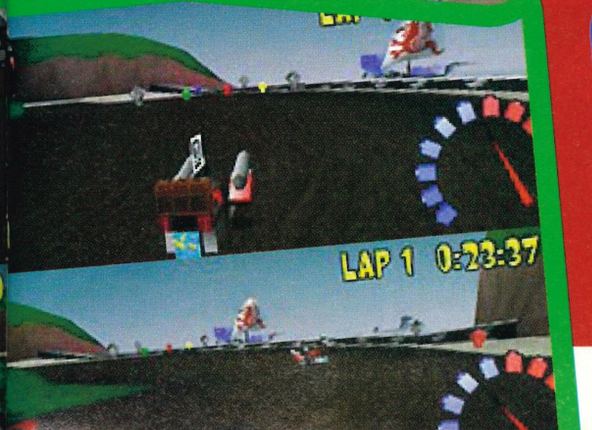






ERY OF GAMES!







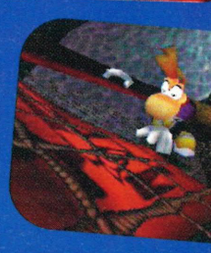




Rayman 2

This is the big one. Sources inside Ubi Soft came out looking all flushed when they saw the latest version, and have got themselves dead excited about the joint-less wonder's first N64 outing. Apparently it rules already, and with a few months development time still to go the world is this game's oyster!

Out May

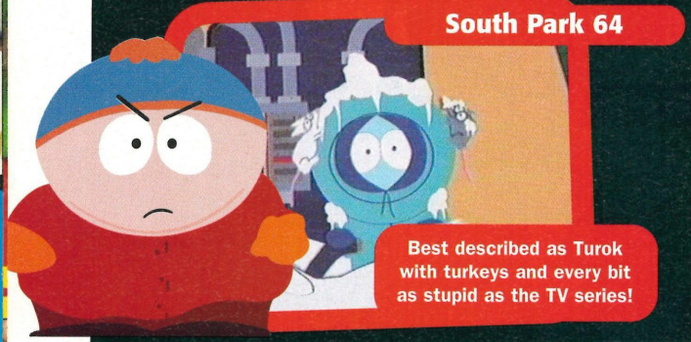


Release Sch

Another year and another ton of games get ready to rock the N64. Everything from South Park to Perfect Dark will be coming out this year so get saving!

Must Buys

Life after Zelda! See the New Year in with style by getting hold of the two best games to be released in January



South Park 64

Best described as Turok with turkeys and every bit as stupid as the TV series!



Get Star Wars and an expansion pak for some awesome visuals

Star Wars: Rogue Squadron

Game Title	Makers	Date	Country
January 1999			
Battletanx	3DO	TBA	US
Fighting Force 64	Psygnosis	TBA	US
J-League Tactics Soccer	Ascii Entertainment	TBA	Jap
★ LOONEY TUNES: SPACE RACE	Infogrames	TBA	UK
Rayman 2: The Great Escape	Ubi Soft	TBA	Jap
Smash Brothers	Nintendo	TBA	Jap
★ SOUTH PARK 64	Acclaim	TBA	UK
★ STAR WARS: ROGUE SQUADRON	LucasArts	TBA	UK
WinBack	Koei	TBA	US
February 1999			
Quake 2	Activision	15th	US
★ MICRO MACHINES 64	Codemasters	19th	UK
Winback	Koei	26th	Jap
GT World Tour	Midway	TBA	US
★ O.D.T.	Psygnosis	TBA	UK
Penny Racers	THQ	TBA	US
Pokemon Stadium	Nintendo	TBA	US
★ RAYMAN 2: THE GREAT ESCAPE	Ubi Soft	TBA	UK
Snowbo Kids 2	Atlus	TBA	Jap
Survivor Day One	Konami	TBA	US
March 1999			
★ 4X4 MUD MONSTERS	Take 2/GOD	TBA	UK
★ ALL STAR TENNIS	Ubisoft	TBA	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	TBA	UK
Hybrid Heaven	Konami	TBA	US
Legend of the River King	Natsume	TBA	US
NHL Hockey '99	Midway	TBA	US
Shadow Man	Acclaim	TBA	US
April 1999			
All-Star Baseball 2000	Acclaim Sports	April 01	US
★ SNOWBOARD KIDS 2	Atlus Software Racing	TBA	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	TBA	UK
★ MONACO GRAND PRIX	Ubi Soft	TBA	UK
May 1999			
Lego Racers	Lego Media	TBA	US
★ RAT ATTACK	Mindscape	TBA	UK
★ RAYMAN	Ubisoft	TBA	UK
Shadow Man	Acclaim	TBA	US
Star Wars: Pod Racer	LucasArts	TBA	US
1999 - To Be Announced			
★ CARMAGEDDON 64	Interplay	Spring '99	UK
★ CASTLEVANIA 64	Konami	Spring '99	UK
★ CHAMELEON TWIST 2	Sunsoft	Spring '99	UK
★ CHARLIE BLAST'S TERRITORY	Kemco	Spring '99	UK
★ FIFA '99	EA	Spring '99	UK
★ HARRIER 2001	Video System USA	Spring '99	UK
★ JET FORCE GEMINI	Rare	Spring '99	UK
★ ROADSTERS '99	Titus	Spring '99	UK
★ RUSH 2: EXTREME RACING	GT Interactive	Spring '99	UK
★ SHADOWGATE 64: TRIALS OF THE FOUR TOWERS	Kemco	Spring '99	UK
★ TWELVE TALES: CONKER 64	Rare	Spring '99	UK
★ TWISTED EDGE SNOWBOARDING	Kemco	Spring '99	UK
★ ASSAULT	Telstar	June '99	UK
Gauntlet Legends	Midway	June '99	US
★ ACCLAIM SPORTS SOCCER	Accliam	Summer '99	UK
★ EARTHWORM JIM 3D	Interplay	Summer '99	UK

edule

Game Title	Makers	Date	Country
★ HYPE: A TIME QUEST	Ubi Soft	Summer '99	UK
★ JEST	Infogrames	Summer '99	UK
★ MILO'S ASTRO LANES	Crave Entertainment	Summer '99	UK
★ RONALDO SOCCER	Infogrames	Summer '99	UK
★ TASMANIAN EXPRESS	Infogrames	Summer'99	UK
★ DUCK DODGERS	Infogrames	Autumn '99	UK
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
★ WWF ATTITUDE	Acclaim	August '99	UK
★ SUPERMAN	Titus Action	Nov '99	UK
★ 1080 SNOWBOARDING 2	Nintendo	Winter '99	UK
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ NUCLEAR STRIKE	THQ	Winter '99	UK
Aeon Flux	GT Interactive	TBA	US
★ BANJO-TOOIE	Rare	TBA	UK
B.A.S.S Fishing	Take 2	TBA	US
Blades of Steel: NHL '99	Konami	TBA	US
★ BLUES BROTHERS 2000	Titus	TBA	UK
Blades of Steel '99	Konami	TBA	US
Caesars Palace Crave	Entertainment	TBA	US
★ CALIFORNIA SPEED	Midway	TBA	UK
DeathKarz	GT Interactive	TBA	US
★ DESTRUCTION DERBY	Psygnosis	TBA	UK
★ DONKEY KONG COUNTRY 64	Rare	TBA	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	TBA	UK
Gauntlet Legends	Midway	TBA	US
★ GT WORLD TOUR	Boss Games	TBA	UK
Harvest Moon 64	Natsume	TBA	US
Jungle Bots	Titus	TBA	US
Jungle Emperor Leo	Nintendo	TBA	Jap
★ LAST LEGION UX	Hudson Soft	TBA	UK
★ LEGO RACERS	Lego Media	TBA	UK
Mario Party	Nintendo	TBA	US
Mario Golf	Nintendo	TBA	US
★ MICKEY MOUSE: TETRIS CHALLENGE	Capcom	TBA	UK
★ MYSTICAL NINJA: GOEMAN 2	Konami	TBA	UK
★ NBA IN THE ZONE '99	Konami	TBA	UK
Need for Speed 64	Electronic Arts	TBA	US
Paperboy 64	Midway	TBA	US
★ PERFECT DARK	Rare	TBA	UK
★ QUAKE 2	Activision	TBA	UK
Rugrats	THQ	TBA	US
Rainbow 6	Nintendo/Red Storm	TBA	US
★ SIM CITY 2000	Infogrames	TBA	UK
★ SMASH BROTHERS	Nintendo	TBA	UK
★ SNOWBOARD KIDS 2	Atlus	TBA	UK
★ SOUTH PARK 64	Acclaim	TBA	UK
★ STAR WARS: POD RACER	LucasArts	TBA	UK
★ STAR WARS: THE PHANTOM MENACE	LucasArts	TBA	UK
Super Mario RPG 2	Nintendo	TBA	JAP
★ TOCA: TOURING CAR	Codemasters	TBA	UK
Vigilante 8	Activision	TBA	US
★ VR POOL	Crave	TBA	UK
WCW Nitro 64	THQ	TBA	US
★ WILD METAL COUNTRY	Gremlin	TBA	UK
Xena: Warrior Princess	Titus	TBA	US

Forthcoming Attractions

1999 is the Year of Nintendo

Duke Nukem: Zero Hour



The Duke will soon make a spectacular N64 appearance. Keep yer eyes peeled

Micro Machines 64



Drive toy cars around a house in this classic top down racer. We can't wait

Rat Attack



Capture rats by running rings around them in this mad looking arcade game

Michael Owen's WLS 99



If the game's half as good as the graphics then this might just beat ISS '98

Bubbling Under



Rare are being as cryptic as ever about the exact release date, but expect to see this shooter in the spring. The graphics look awesome and Rare don't disappoint!

Jet Force Gemini



SOFTWARE HOUSE

LEAGUES

Your at a glance guide to the best and the worst games on the N64 and exactly who's responsible for them, all squashed onto these two pages - Wow!

What's it all about?

CAN'T figure it out? It's dead easy, and it works like this. Every game we review is looked at by every member of the N64 Pro panel of experts and is awarded points on a scale ranging from 3 points for a top notch effort, right down to -2 points for an enormous steaming turd of a game. These points are then totalled up for each publisher and the League Tables are born. Just like the football leagues work really, but with games instead of teams...

Last Month's Results

Legend of Zelda: Ocarina of Time – Nintendo – 3pts
Let's Smash – Hudson – 3 pts
Silicon Valley – Take 2 Interactive – 3pts
Turok 2: Seeds of evil – Acclaim – 3 pts
Extreme G 2 – Acclaim – 1pt
NFL QB Club 99 – Acclaim – 1pt
S.C.A.R.S. – Ubisoft – 1pt
Wipeout 64 – Midway – 1pt

N64 PRO: READER DREAM TEAM

by Matthew Hodges

IT'S A TOUGH job this management lark, just ask Roy Hodgson. The latest N64 Pro reader to enter the lion's den of management, don the sheepskin coat and assume his position in the Dream Team dugout is Matthew Hodges from Bromley, Kent. He took time out from smoking cigars, and screaming obscenities at his team to fill us in on the strengths of his Dream Team. He'll be out of a job next month guaranteed, but at least he'll have a free 12 month subscription to the finest N64 mag on the planet to occupy him every Saturday afternoon. With only a month to show your management potential the N64 Pro Dream Team has to be the toughest job ever. But if you think you've got what it takes, send us your team (with a recent photo) and you could be next month's manager.



1 - NHL Breakaway

A strong keeper with the mentality of Chilavert and the reactions of Seaman, has effortlessly made the switch from netminder to goalie

2 - Madden 64

Another US import is this tireless centre back. His insistence on keeping his shoulder pads on means he can shoulder aside even Ronaldo with consummate ease

3 - Super Mario 64

Arguably the best defender in the console world, this reliable right back links up superbly with his twin brother on the right wing

4 - Banjo Kazooie

Learned his trade from his teammate Mario 64 this defender is so full of running he has the energy of two people. Rumours of his imminent transfer due to Turok 2 are unfounded

5 - Mario Kart 64

If Mario 64 is the brains of the family then Mario Kart 64 is certainly the legs. Great feet, an ability to cut in and shoot and a speed matched only by F1WGP

6 - 1080° Snowboarding

This agile newcomer is finally showing his potential on the field after a series of arguments with his manager about his best position. Rapidly becoming a very, very important member of the team

7 - F1: World Grand Prix

His blistering pace even surpasses Mario Kart 64. So fast he been known to literally burn the rubber on his boot soles, making it hard for boot sponsors 'N-Pro' to keep up with the demand

8 - GoldenEye 007

A fantastic engine, ferocious tackling, incisive passing and an eye for goal show why this player was voted around the globe (even in Port Greystation) as the best player in the console kingdom. A RARE talent indeed.

9 - ISS '98

Plays upfront with his older brother and has learnt much of ISS 64's skills. A tad inexperienced but already has a greater range of tricks and a banana shot even Roberto Carlos would envy

10 - ISS 64

A cool and a clinical finisher, this veteran striker is under some pressure from his upstart brother. But what he lacks in finesse (compared with his brother) he more than makes up for with experience

11 - FIFA: RTWC

A surprise inclusion upfront but he's gotten over his 'donkey' tag to use his aerial ability to good effect. Makes up the formidable third member of the attacking trio known as the 'Thorough Three'

Substitutes

12 - All Star Baseball – Don't let his film star looks deceive you, this guy's tough
13 - Turok 2 - Wrangles over this guys work permit mean it's still unsure whether he'll play this month
14 - Diddy Kong Racing - This utility player can play in most positions and just keeps going
15 - Mission: Impossible - intelligent player, intriguing style, but can blow hot and cold
16 - Buck Bumble - This flying winger/ striker has a ferocious stinging shot



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 points scored

N64 PRO: PREMIER LEAGUE

		Publisher	R	E	G	A	S	Pts
1	▶	NINTENDO	22	10	9	1	2	35
2	▶	Acclaim	10	4	6	0	0	18
3	▶	Infogrames	8	2	6	0	0	12
4	▶	Konami	8	3	2	3	0	11
5	▶	Electronic Arts	7	3	1	2	1	8
6	▶	Rare	5	3	1	0	1	8
7	▶	Gremlin	1	1	0	0	0	3
8	▶	Hasbro	1	1	0	0	0	3
9	▶	Namco	1	1	0	0	0	3
10	▶	THQ	3	0	2	1	0	2
11	NEW	Take 2	3	1	0	2	1	1
12	▼	Human	2	0	1	1	0	1


Legend Of Zelda: Ocarina Of Time


Body Harvest – Gremlin


Space Station: Silicon Valley

N64 PRO: LEAGUE DIVISION 1

		Publisher	R	E	G	A	S	Pts
1	▲	UBI SOFT	2	0	1	1	0	1
2	▼	Titus	2	0	1	1	0	1
3	NEW	Midway	1	0	1	0	0	1
4	▼	T&E Soft	1	0	1	0	0	1
5	▼	Crave	1	0	1	0	0	1
6	▼	Culture Brain	1	0	1	0	0	1
7	▲	Hudson	7	1	1	3	2	0
8	▼	Seta	1	0	0	1	0	0
9	▼	Bottom Up	2	0	1	0	1	-1
10	▼	GT Interactive	19	1	7	5	6	-2
11	▼	Ascii	1	0	0	0	1	-2
12	▼	Video System	1	0	0	0	1	-2
13	▼	Athena	1	0	0	0	1	-2
14	▼	Banpresto	1	0	0	0	1	-2
15	▼	Interplay	2	0	0	0	2	-4


WipEout 64


Gex 64 – GT Interactive


Let's Smash


Mortal Kombat 4 – GT Interactive

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.

Overall Picture

Our resident Ainsley Harriot (aka Steve McNally) takes every game we've ever reviewed, lumps them all together in a big pot, spices them up with a sprinkle of culinary criticism sticks it in the oven (gas mark 5) for several hours and emerges with a great big pan of N64 game soup. He then promptly serves up 115 Bowls of Game Soup.

A taste test reveals:

31 Heavenly casseroles *27% Excellent games)*
43 Good hearty broths *(37%)*
21 Mediocre tasting stews *(18%)*
20 Bowls of Slop *(17%)*

64 % Above Average 36% Below Average

Hall of Fame

Nintendo underlines its dominance once again at the top of the table with the astonishingly good Zelda: Ocarina Of Time, a game so awesome we were almost tempted to award it six points since it's twice the game that most others are. Elsewhere the 'crazy gang' (aka Silicon Valley) has hauled Take 2 from the obscurity of Division 1 to compete among the big boys of the Premier League.


Zelda: Ocarina Of Time – Nintendo


Space Station: Silicon Valley – Take 2

Legend Of Zelda: Ocarina Of Time

STAR PLAYER

Nintendo

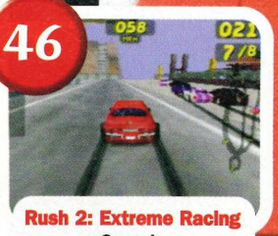
Well it had to happen eventually. ISS '98 has been deposed from it's lofty perch by the phenomenally playable Legend Of Zelda: Ocarina Of Time. We reckon it's not long until we hear reports of people garbed in green being picked up by the police muttering about the need to end Ganondorf's evil plans, such is the realistic feeling of being totally immersed in the world of Hyrule.


The only game to beat ISS '98

REVIEWS

P26 South Park 64

Kenny and co. rock the N64 with the funniest, sickest game ever! And it's one of the best too!



46 **Rush 2: Extreme Racing**
Speedy



50 **Knife Edge**
Pointy



52 **Bust-A-Move 3DX**
Bubbly



63 **Holy Magic Century**
Puzzley

The Reviewers...



Noely We've all gone Star Wars mad this month since the awesome Rogue Squadron arrived in the office. Mark has been doing his Yoda impression by talking in nonsensical English. (No change there then). Young Jedi's. This game buy, you must. Oh yes



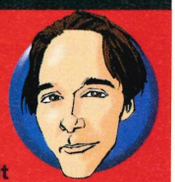
Steve Nothing could tear me away from the mighty South Park this month, although I did enjoy a dabble with the force on Rogue Squadron too. The good stuff just keeps on pouring in – it doesn't stop here! Certainly a good time to be an N64 owner!



Lewis Top Gear Overdrive and Rogue Squadron impressed me this month, all thanks to the added juice supplied by the expansion pak. N64 games have never looked better, and with top gameplay as standard, 1999 is going to dazzle with quality releases!



Mark What a top month. I was first to finish Zelda and could make Noely run away whenever I wanted just by talking about the ending! And then Rogue Squadron arrived! Do not underestimate the power of an N64 armed with an expansion pak young Jedi



James Racing and shooting - that's all I'm good for these days. Maybe I'll get to play Zelda next year, eh? Not unless I find a way of breaking through the rugby scrum that surrounds the screen whenever it gets played in the office!



Paul I'd love to say I've been hammering around Hyrule, but shamefully only got my copy of Zelda on the day it went on sale. Instead I was forced to endure numerous savage drubbings off simply everyone on classic ISS '98. Everyone's picking on me!



Dan Like Paul, I'd like to say that I've been drinking deeply from the cup of Zelda. But no. I've been choking on Holy Magic Century. which is a bit like Zelda only without any good bits. At least Rogue Squadron made my happy glands go all pink and tingly



P34 Star Wars: Rogue Squadron

A long time ago, in an office far, far away, Noely started to review the latest Star Wars game! And finally, he's finished! Check it out on 34!

P40 Top Gear Overdrive

66 **Rakuga Kids**
Quirky

70 **NBA Jam '99**
Sporty

74 **NHL Breakaway '99**
Icy

The Scores...



THE Sore Thumb Award is given only to games that you'd happily kill your granny for. GoldenEye 007, Mario 64, 1080 Snowboarding and of course Zelda are all 'Sore Thumbers'

100 -90	**ANY game scoring 90 or over is a must buy – a worthy addition to your N64 collection regardless of what type of games you like. Get one o' these and you'll be buzzin' for months!**
89 -80	**GAMES getting an 80+ score are well worth considering, but aren't the leaders of the pack. FIFA 98 is a good example of this – a good footballer in its own right, but not world class**
79 -50	**The idea's there, but it just hasn't come across when the game's got into its box and onto the shelf, which is basically where it should be left. Only worth a look if it's been reduced in price!**
49 -0	**Where the scabby dogs live. Go near a game scoring under 50 and you're most likely gonna end up with some 'orrible fungal disease spreading all over your body. Like the lurgy**

The Low Down...

Why...
Tells you exactly what we think of each game

Breakdown
Graphics How it looks and have the awesome capabilities have been pushed to the max?

Sound Can you stand to listen to it for more than five minutes or is it something your Grandad would tap his arthritic toes to?

Gameplay Is it good fun or what? Will you be playing it when you should be at school or tossing it aside like a pair of Tesco trainers?

Lastability How long will it last? Will it be a GoldenEye, or a Clayfighter where you'll finish it in five minutes?

Why not try?
Is there anything like it? If so, what is it?

Other views
Where the rest of the N64 Pros stick their oars in and one of you readers gets a go at reviewing a game



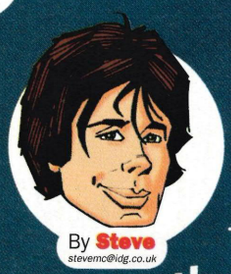
League Points
Check page 22 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

British Release

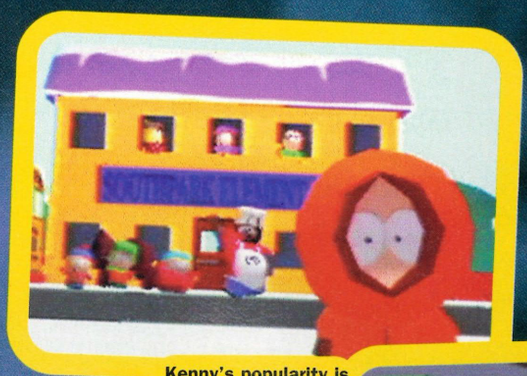
Ample gameplay day or night! People spouting howdy neighbour!

South P



By Steve
stevemc@idg.co.uk

Oh, the weather outside is frightful! And the kids are far from delightful! But there's nowhere we'd rather go! Let it snow, let it snow, let it snow...



Kenny's popularity is staggering. At least for someone who's never had a line!



Look out Kenny! If you're not careful you'll get a cow in the mush!

Woah dude, Cartman's really freakin' me out! What's the hell's going on?

BEEP YOU, you mother-beeping beepsucker! I'll kick you in the nuts! And that means, if you hadn't already guessed, it's time for our mammoth South Park review! And if that doesn't get you excited, well, dude you are definitely gay!

And if your mom/girlfriend starts hassling you about spending so much time reading this mag then you've

Keep that thumb well away from me dude!

ark 64

SORE THUMB AWARD WINNER

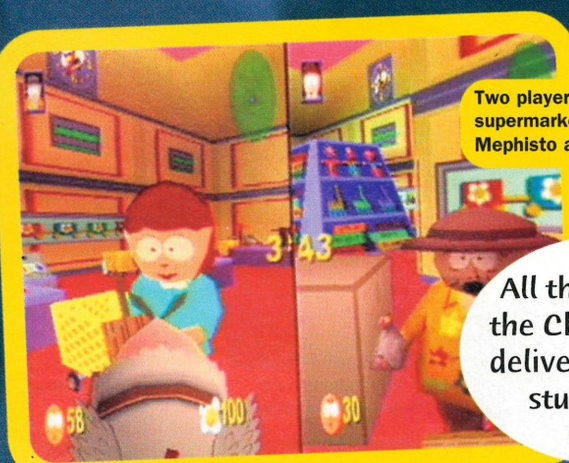
"If that doesn't get you excited, well, dude you are definitely gay!"

got to stand up for yourself! Never let a woman kick your ass, be a man, stand up for yourself and say, 'listen missy, get your bitch ass back in the kitchen and make me some pie!' or maybe, 'hey woman, you shut your mouth and make babies!'

Damn tree hugger

If you're offended already then this isn't the game for you. Just like the ludicrously popular telly series, South Park the game is far from PC (good job really, seeing as this is an N64 mag!). Weak gags aside though, to the creators of the smash hit cartoon the buzzwords political correctness seem to have sailed straight over their heads. They take a swipe at anyone and anything that's there to be swiped at, and think screw the consequences! Just as long as it's funny. Which it usually is.

South Park 64 is a riot. Literally. From the moment you start the first level and pelt lardarse Cartman with a barrage of ▶



Two player action in the supermarket featuring Mephisto and Mrs Cartman

All this because the Cheesy Poofs delivery lorry got stuck in the snow!

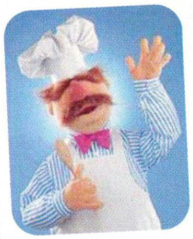
South Park 64

Hello children. A lot of scary, spooky stuff is goin' on in South Park and we really need your help! I'll let you suck on my balls if you do!

Bork! Bork! Bork!

Other famous Chefs...

No.1 in a very occasional series

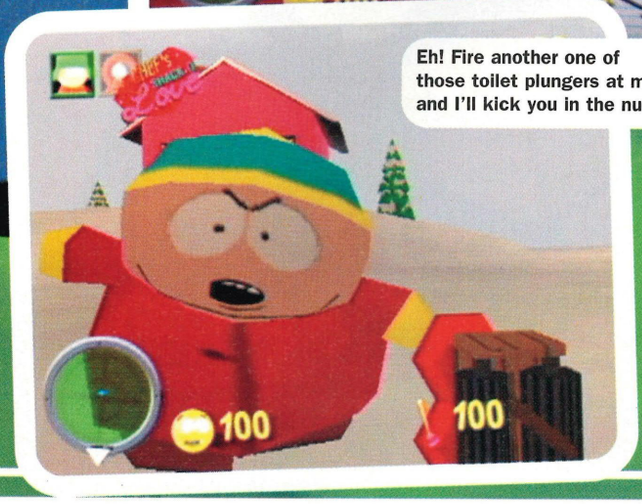


A legend. As simple as that. Chef from South Park has a long way to go before he hits the dizzy heights of 'zee chuculete-a muuse-a' sketch!

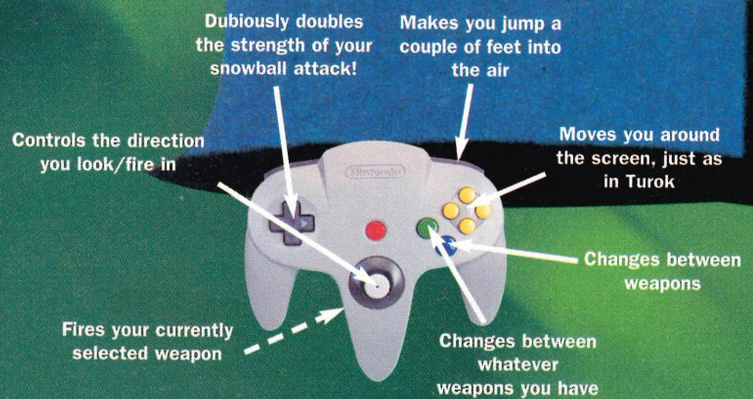
The Swedish Chef from the Muppet Show



In your face Stan! That'll teach you to have a gay dog you tree-hugging hippy!

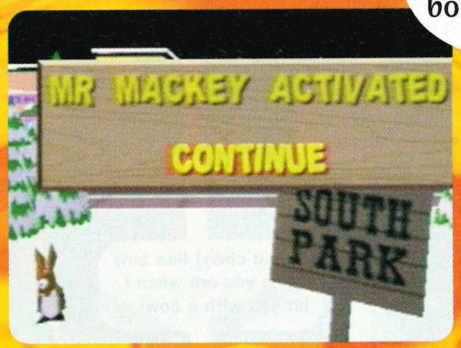


Eh! Fire another one of those toilet plungers at me and I'll kick you in the nuts!



Strut your funky stuff!

Once you've unlocked a few of the hidden characters by working through the single player game, the multi player modes really do start to liven up. Check out this battle between Cartman and Mr Mackey if you don't believe us!



1 At the end of each stage you'll be given a code for a new character



2 Up to now I've only activated Mr Mackey and Big Gay Al in this shot



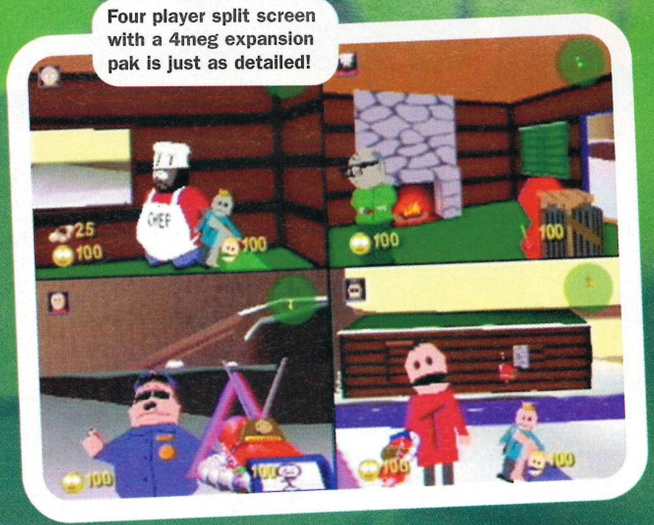
3 Guns are bad. Don't point that gun at me Eric. Violence is bad, nkay?



4 When I get that feeling I've gotta sing, ooh, I gotta sing! Nkay?



5 Oh the shame of it! Cartman's lost to a guidance counsellor! He must be gay!





snowballs, only to be bombarded back by a verbal volley of bleeped-out swear word riddled outrage you know this is no ordinary game. No ordinary Nintendo game certainly.

Wasn't the Nintendo 64 the home of family entertainment? Not any more it isn't! Anyone thinking this would arrive as a watered down effort has been proved sorely mistaken. It's crude, vulgar, nasty, tasteless and uncouth. Just the way we all hoped it would be!

I'll give you an example of what I mean, and I promise you this will tell you all you need to know about whether to lash out the cash. It's level two. Evil clones of Big Gay Al are on the rampage through the town with one destination in mind - the local school - and you are the last line of defence stopping them from a serious session of kiddy-fiddling if they manage to get inside.

Four-assed monkey

In poor taste? Most definitely. First-rate fun? Depends entirely on how stuffy you are (or more likely your parents are)! Put it this way, it's probably not a good idea to stick this on when your granny's round for tea, but when you're on your own it's a bigger blast than Manchester got a couple of years back from from a thousand pounds of Semtex!

"Wasn't this supposed to be the home of family entertainment?"

"Listen missy, get your ass back in the kitchen and make me some pie!"

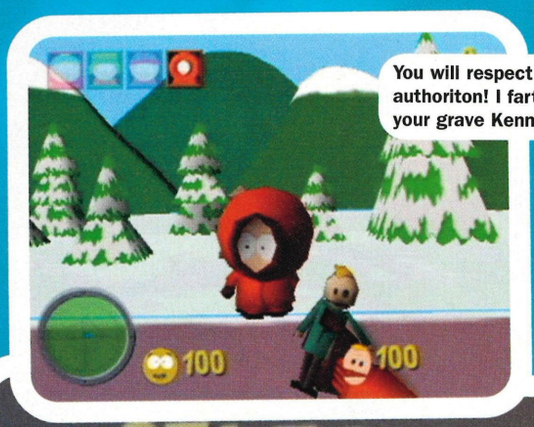
That's a fat ass!

But get this! It actually looks much better than the real thing! All the characters are fully 3D now, and much the better for it! Cartman's big fat ass has quite simply never looked so big, fat and ass-like! Running on the same engine that shifted masses of polygon guzzling raptors around your front room in Turok 2 it's not really all that surprising. Shove a 4meg expansion pak in and you'll get gorgeous hi-rez action too!

The sleepy, snow-bound town of South Park, Colorado has been brought to life with more style than a whole series of the Clothes Show, and every one of the characters that we know and love is guaranteed to feature at some point!

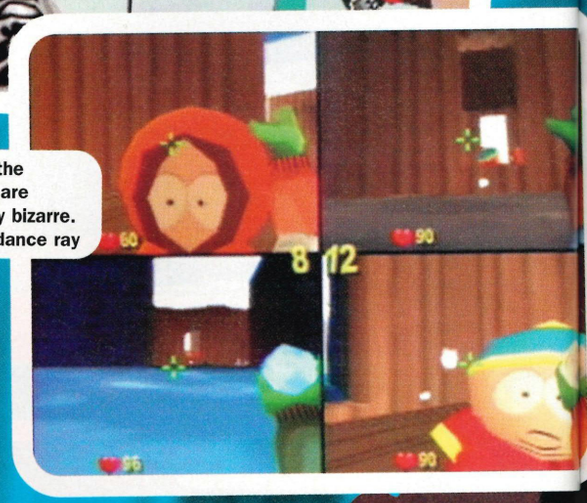
Six episodes make up the bulk of the game, each with their own completely individual storyline -

South Park 64

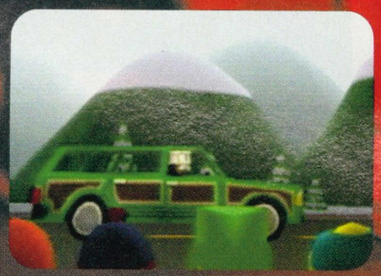




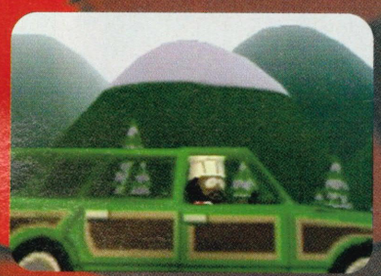




Scary, spooky stuff!



1 Hey everybody, it's Chef! No doubt with some spooky tale to tell!



2 Man, Chef is weird! What the hell was he talkin about? What comet?



3 Oh! That comet! The one that's about to fly by South Park!

▶ usually introduced by the N64 Pro's favourite character, Chef - making the whole spectacular feel exactly like the TV show. All are played out through a first person perspective, and are very much in a Turok 2 stylee. The single player game (Story Mode) asks you to choose your favourite kid - from Kyle, Stan, Kenny and Cartman - and guide them through each episode, taking out all manner of bad guys with any number of outrageous weapons (if I said Cow Launcher would that peak your interest?). Again, the game's disgusting nature shows up in the design of the weapons.



Don't eat the snow

How? Let me explain. It's always snowing in South Park right? Well why not pelt your enemies with snowballs? Sounds logical, and it works. But if you want a bit of extra kick in your balls of ice though why not whip out the old fireman and give them a good dousing in yellow, stinking slash juice (complete with comedy unzipping and splashing sound effects).

"Whip out the old fireman and give them a dousing in yellow, stinking slash juice!"

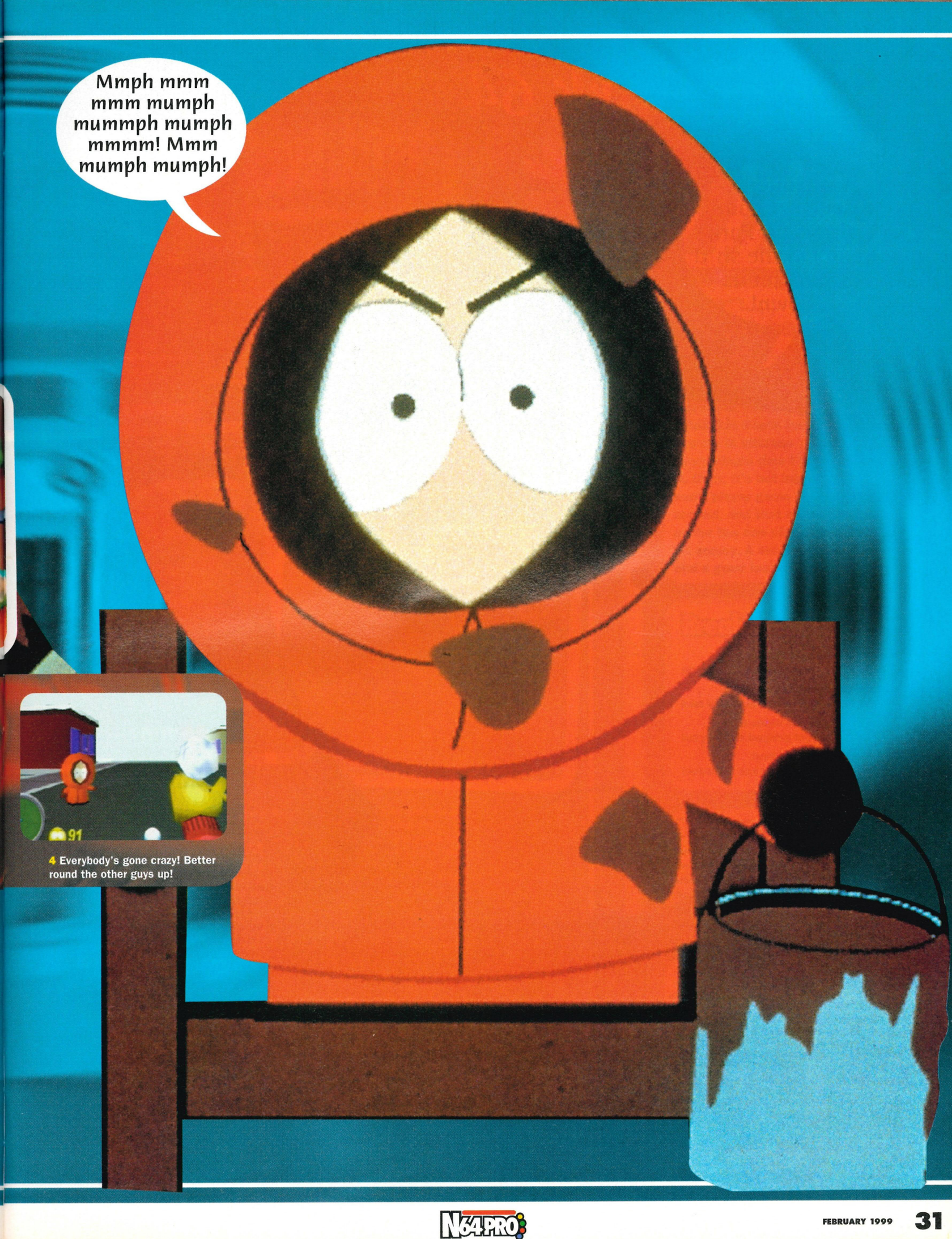
Land one of those in someone's mush and you'll cause double the damage! Only drawback is that it takes much longer to reload, for obvious reasons! This is a right laugh though, especially in multi player mode, cos you can really turn your mate's stomach if you land a good clean shot (so to speak!).

If that's not vile enough for you there's always the Terrance and Phillip Dolls. Chuck one of those and you'll unleash a deadly cloud of fart gas on your opponent, accompanied by a strangled battlecry of 'I fart on your grave!' from the doll itself!

Big gay pals

Multi-player is where it'll be at for a lot of you though, and I'm chuffed to be able to tell you that it doesn't disappoint a bit, and is even marginally more enjoyable than a GoldenEye deathmatch!

Up to four players can participate in split-screen mayhem (identical to GoldenEye's style) without even a hint of slowdown, or even a noticeable drop in graphical detail, ▶

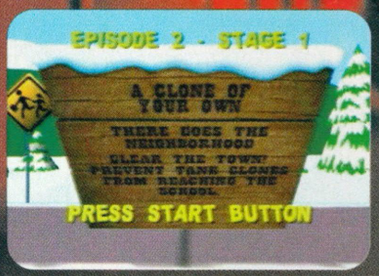


4 Everybody's gone crazy! Better round the other guys up!

South Park 64

Dude, without your help South Park's really in the sh*t! Don't let us down!

Kiddy-fiddling



1 Oh no! Evil clones of Big Gay Al are trying to get to the school! Stop them!



2 Chef will know what to do! If only he wasn't so weird!



A Cast of Thousands!

Well, not quite, but it's quite a lot! Check out South Park 64's list of inhabitants, but remember, you'll have to complete the single player game to unlock 'em all! (or maybe ask Tip-X very nicely for a list of of codes!)

Cartman
Stan
Kyle
Kenny
The Alien
Big Gay Al
Ned
Jimbo
Dr. Mephesto
Ms. Cartman
Ike
Pip
Wendy Testaburger
Chef
Mr. Mackey
Mr. Garrison
Terrance
Philip
Starvin' Marvin'



▶ such is the awesome power of the new Turok engine!

Mass destruction

All the weapons are available to be picked up (including a truly hilarious ray gun that makes your enemy dance and sing like a lunatic if you hit them with it!), although you'll have to plough through the single player game to unlock all the characters – a code for an extra one is given out at the end of every

"It's side-splittingly funny, fast paced and uncannily like the awesome TV show! The perfect game to pass half an hour with!"



It's Got...



3 There's Kyle! Now where did the rest of those dumbasses get to?

4 This is seriously beeped up here right now dude!



substage – giving a massive incentive to finish the game.

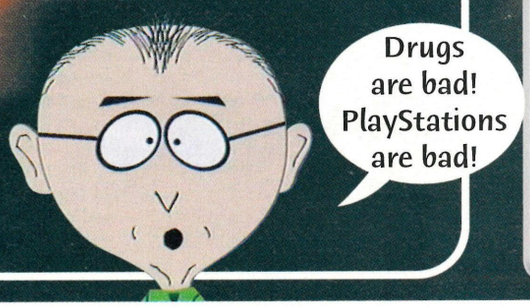
Once you've got them all you have a massive choice of characters for the multi player games, and everyone can have their own particular favourite you can't beat Mr Mackey, 'stop hitting me, mmkay?

Baking brownies

Some people have questioned whether the novelty value will wear off quicker than the smell of a a tramp's aftershave, and it has to be said that there isn't a lot to South Park 64 – each of the episodes, gameplay-wise, is the same, just harder – but there's no way you'll tire of this in a hurry.

There's no doubt in my mind that even when you've long finished it you'll still be going back to it for a quick blast. It's side-splittingly funny, fast-paced and uncannily like the awesome TV show. It's the perfect game to pass half an hour with – either with your mates or on your own - and when you can't be arsed to get your teeth into something more substantial, or maybe get stuck on Zelda and need a break I can't think of anything I'd rather play!

If you're already a South Park fan then you'll have been getting this no matter what I'd said. If you're not into it yet though you should buy it anyway. Why? Cos you will be once you've played it! At last, a licensed game that actually does justice to its inspiration! South Park on telly rules, on the N64 it rocks! And remember, if you don't buy it Cartman'll be round to kick your butt! ●



92%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...



I can't remember a game ever making me laugh out loud more than once or twice, but South Park has me in stitches every single time I play it. Okay, it's not innovative, but the multi player game is the best around, and that more than makes up for the one player game being a bit samey. A must have for fans, and a good laugh for all. **STEVE**

Breakdown...

GRAPHICS It's South Park the TV show, only in 3D. Couldn't be much better! 9/10

SOUND Hilarious. Amazing. Fantastic. The best speech ever in a video game! 10/10

GAMEPLAY 1 player can get a bit repetitive, but you'll be laughing too much to care! 8/10

LASTABILITY You'll still be playing this next Christmas! And beyond! 9/10

Why not try...

GoldenEye. If you haven't already got it, where have you been? Does everything but the humour infinitely better than SP!



Other Views...



LEWIS Your mum and dad'll freak and your mates'll be wetting themselves with this amazing ball flinging feast



MARK Turok with attitude! The one player's a bit lame but get yer mates round and you'll all die laughing



NOELY Great use of a superb licence, stuffed with all the humour of the show. Buy it now butt-licker

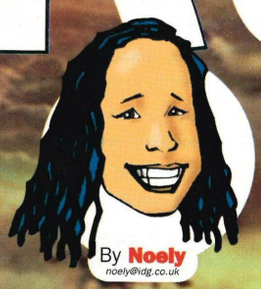
READER REVIEW The fastest, funniest game ever on the N64! South Parks rules!
– Malcolm Cant, Nottingham

● Publisher Acclaim ● Contact 0171 344 5000 ● Release Date Late January ● Max. Players 1-4 ● Price £39.99 ● Memory Pak Space Saves to cart

British Release

A long, long time ago (when Mark bought his trainers), in a Galaxy far, far

Star Wars: Rogue Sq



By Noely
noely@idg.co.uk

Q: What goes Veee oooooowww...Clunk? A: Your PlayStation mate copping a look at your copy of Rogue Squadron. The first noise being the roar of a Tie Fighter hurtling past the screen and 'clunk' the sound of his jaw hitting the floor

WE ALL KNOW that Shadows Of The Empire was a bit 'bish. I mean, even the biggest Star Wars fans, the type that get all excited at the merest glimpse of Darth Vader's shiny helmet, had to concede that (the Hoth level aside) the game just didn't do the famed space opera any justice.

But if there was any morsel of good to come out of SOTE (and there wasn't much), it's that the cool flying Hoth missions spawned this game. Think of SOTE then (and the Hoth flying level in particular) as the trailer for the main feature. It was the B-Movie opener to the box office smash. And what a blockbuster Star Wars: Rogue Squadron is.

Shiny helmet

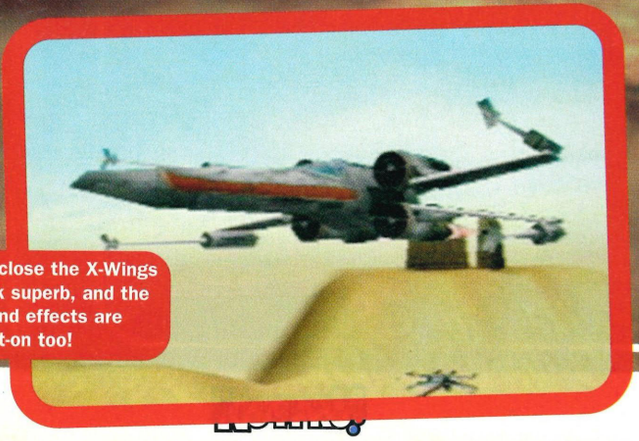
Rogue Squadron lets you jump into the shoes and flight suit of Star War's best loved Rebel Starfighter, Luke Skywalker. As Luke you command a squadron of Rebel Starfighters (the Rogue Squadron of the title) made up of 12 of the best Rebel Alliance squaddies who've seen more action than Dani Behr's mattress. These pilots are assigned some of the most taxing and dangerous missions in the struggle against the Imperial foe.

"Put your brain into auto-pilot (or in Mark's case, full throttle)

Gushing praise

Though you begin your first mission in the legendary X-Wing, the game also requires you to clamber into the cockpits of the Y-Wing, A-Wing, Snowspeeder and the lesser known (to me at least) V-Wing, as you progress through each of the games 16+ stages.

Missions include air-to-air dogfights, air-to-ground search and destroy missions as well as reconnaissance, escort duty and rescue operations. Each stage takes place on various realistic Star Wars settings in such familiar places as Tattoine, and in previously unseen locations such as Mon Calamari.



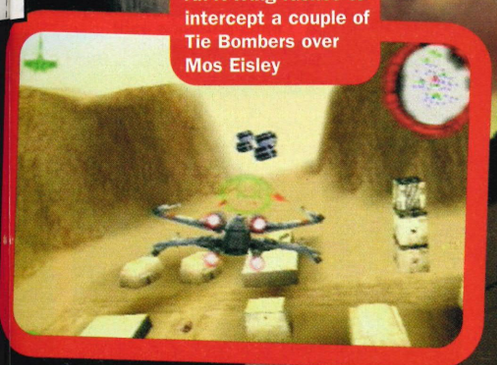
Up close the X-Wings look superb, and the sound effects are spot-on too!

THE STORY SO FAR

Following the demise of the Death Star the Empire prepares for an all out assault on the Rebel forces. You Luke Skywalker must lead an ace team of starfighter pilots against the Imperial forces. Enter the Rogue Squadron...

uadron

SORE THUMB AWARD WINNER



An X-Wing rushes to intercept a couple of Tie Bombers over Mos Eisley

At this point you might want to stand back a little, since I'm about to comment on the quality of both the graphics and sound in Rogue Squadron, which will inevitably cause me to start generously heaping large shovelfuls of gushing praise in Rogue Squadron's direction, and I wouldn't want to bury you beneath it all. But before I enthuse, there's a word of warning. This is no X-Wing!

Throttle Mark

Those expecting an intelligent space combat/flight simulation type affair should look elsewhere. And because there's none of that shield-swopping, fuel managing, ammo conserving nonsense that was a feature of the PC classic, for the most part you can just sit back, put your brain on autopilot (or in Mark's case full throttle) and just sit back and enjoy the ride.

Sand in my bits

It's not that Rogue Squadron is mindless you understand. There are various mission objectives and you'll need to be selective about who and what you shoot. But for the majority of the time you'll be kept occupied with lots and lots of finger pumping (or in this case, thumb pumping since it's the B button), enemy blasting action.

Okay, now that's over with, let the gushing commence. The action really is top notch. One minute you're skimming over sand dunes in Mos Eisley, taking out Imperial Droids that are busy slaughtering civilians. The next you're hurtling through rocky canyons on the tail of a Tie Interceptor. Or else bringing a gargantuan AT-AT walker crashing to the floor in the time honoured method ▶

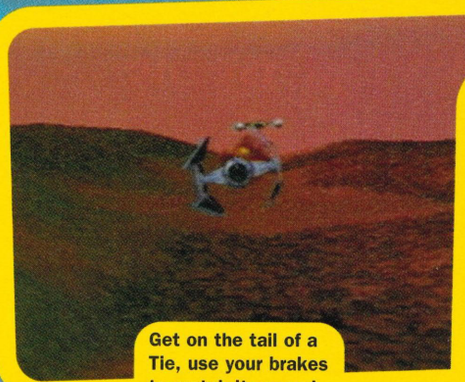
Star Wars: Rogue Squadron

Rogue Squadron Flight School Basics

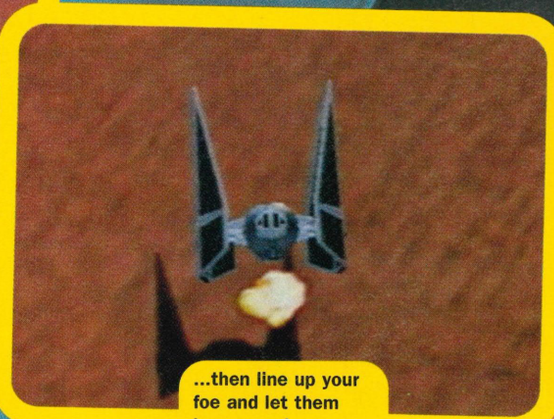
- Listen to the advice given by General Rieekan and your wingmates
- Use your radar screen to locate enemies. Keep the orange wedge shape towards the top of the radar to focus on mission objectives
- Use the thrust and brake to match the enemy's speed or to slow down to attack ground targets
- Lookout for enemy bombers, and attack them before the fighters, since they cause considerable damage to rebel installations
- Fly fast and low to avoid missile turrets
- Use a loop-the-loop to chase an enemy that has passed you by
- In Speeder or V-Wing use Right (R Shoulder) or Left (Z Trigger) air brakes to perform tight turns in either direction

Shot Down

Mission 5 sees you pitted against a skilled Imperial ace Kasan Moor whom you must shoot down



Get on the tail of a Tie, use your brakes to match its speed...



...then line up your foe and let them have your lasers



of wrapping a tow cable around its legs. All excellent stuff and all ever so brilliantly Star Wars.

Rogue Squadron's gameplay isn't in any way unique or revolutionary. It's just that everything has been done so well, looks and sounds so impressive that you just can't help but be impressed. Okay, so it's not exactly Carol Vorderman in the thinking department, but who cares if it can't help you with your maths, when it's as nice to look at, as exciting, and as fun to play with as Nicola Charles behind the bike sheds.

Naked stun

Speaking of nice looking, Rogue Squadron is more stunning than a trio of naked, kick-boxing supermodels, armed with stun guns. Even in normal resolution this is one of the best looking N64 games. But with the 4MB expansion in hi-res, Rogue Squadron is quite simply without equal. The textures on the landscapes comparable to anything that a 3DFX equipped PC could manage and more.

Each of the Rebel craft have been superbly modelled with their own distinctive look and flight characteristics and they all look superb as they swoop, roll, bank and engage in combat. They look and handle just as you know they should (in your mind at least).

"As fun to play with as Nicola Charles behind the bike sheds"



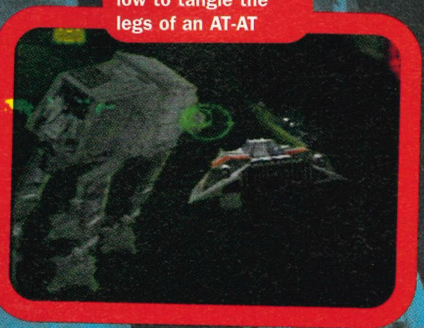
Even with the fogging the game still looks superb

The game also makes use of lots of cinematic link sequences to further the storyline and help evoke the atmosphere, all of which blend in seamlessly into the action.

Unlike in so many flawed PlayStation games from the Dark Side where such FMV bits bear little relation to the in-game action.

The sound, a much neglected aspect of most games, has been done phenomenally well here. The dramatic score alters to

A speeder sweeps low to tangle the legs of an AT-AT



Bunch of Rogues



Luke Skywalker

Old mole face himself. Fresh from blowing up the Death Star in the Battle of Yavin, Luke and Wedge Antilles formed Rogue Squadron



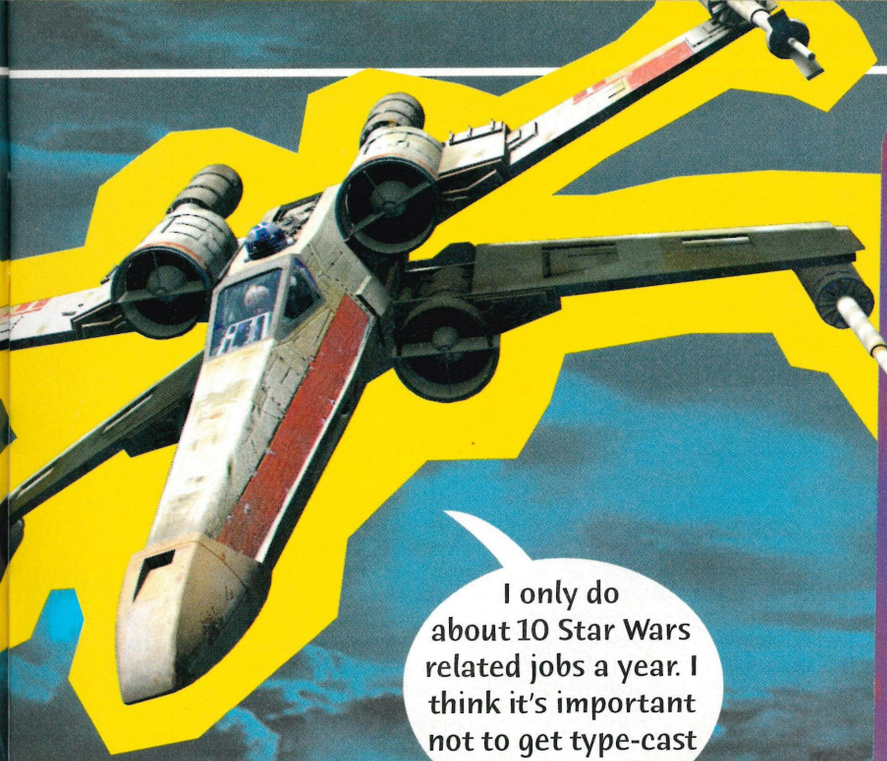
Wedge Antilles

A crack fighter pilot and competent though unassuming leader, Wedge is a true friend of Luke Skywalker's having saved his life in the Battle of Yavin

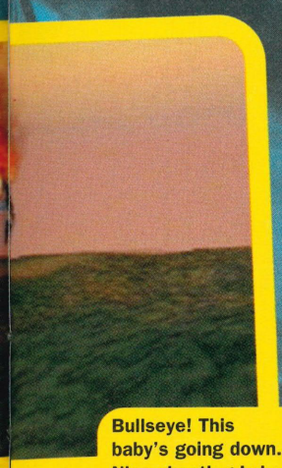


Dack Ralter

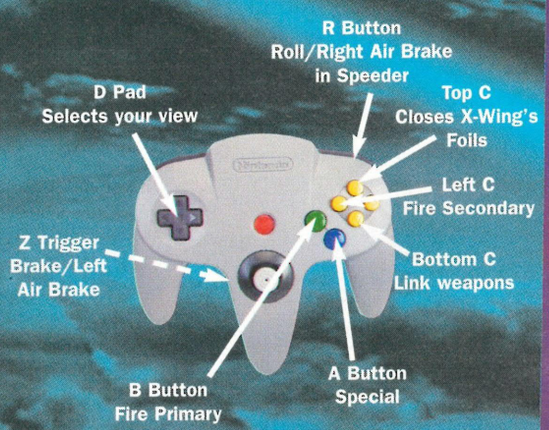
Luke's airspeeder gunner during the Battle of Hoth. Dack's parents were political prisoners of the Empire, and he escaped from an Imperial prison barge when he was a teenager

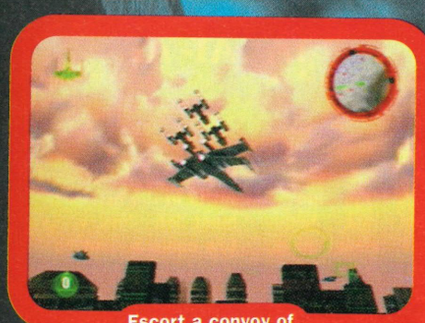


I only do about 10 Star Wars related jobs a year. I think it's important not to get type-cast - M. Hamill

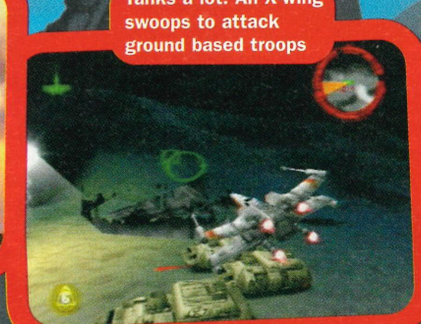


Bullseye! This baby's going down. Nice shooting Luke





Escort a convoy of Y-Wings across a Shepherd's delight



Tanks a lot. An X-wing swoops to attack ground based troops

Mission possibles



Ambush at Mos Eisley

The homesteads at Mos Eisley (in the forbidding desert and scorched earth of Tatooine) are being ambushed. You must rush to their defence

Rendezvous on Barkesh

In this mission you must protect a convoy of precious Rebellion supplies as you escort them through the hot, humid, tropical jungles in the southern regions of Barkesh.



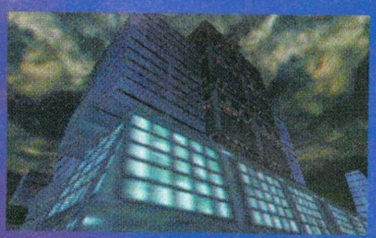


The Search for Nonnah

Locate a downed Rebel ship, that's gone down over the lakes of Chorax, before the Imperial forces do. The lake is a haven for pirates and smugglers so remain alert

Defection at Corellia

Wedge's home's under attack from Imperial foes from land air and sea. Take out AT-AT walkers with a tow cable, and look out for a cameo from Han Solo & Chewy





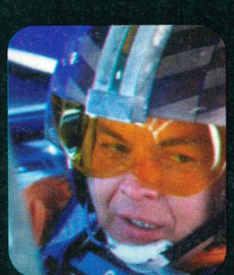
Liberation of Gerrard V

In this mission you're pitted against a skilled Imperial ace, Kasan Moor, who later defects from the Dark side and joins Luke and co. in the rebellion

The Jade Moon

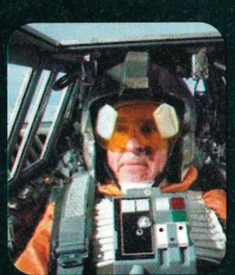
In this, the first mission of Chapter II, you begin on a moon of Loronar. You must take out several deadly gun turrets before deactivating a defensive shield. Then you're free to wipe out a number of Imperial ground installations





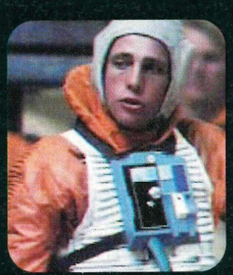
Wes Janson

A tough, smart, action-loving lieutenant and previous winner of the 'True Gunner Award' for outstanding accuracy. Wes is an ace pilot and a deadly crackshot



Zev Senesca

A decorated pilot and long-time member of the Alliance. Shot down 48 craft prior to the Battle of Hoth. Joined rebels after his parents were killed by the Alliance



Derek "Hobbie" Klivian

Extremely capable yet also humble. Reputation for bacta baths as well as for crashing every craft he's ever touched and yet surviving

Star Wars: Rogue Squadron

Rebel Craft



X-Wing

The ship that killed the Death Star. The X-wing is formidably armed with four high powered blaster cannons on its wing tips, as well as proton torpedo launchers on its main frame. It's the weapon of choice for most Rogue Squadron missions



A-Wing

The fastest starfighter in the Alliance. Can outrun most Imperial ships. Ideal for hit and run missions. Twin wing-mounted pivoting blaster cannons and concussion missiles make up its armoury. But has low damage resistance and lacks manoeuvreability



Y-Wing

Bigger, slower and less manoeuvreable member of the Rebel fleet. It moves, in Skywalker's own words, "like a sleepy hut" but is extremely durable. Armed with blasters, ion cannon and bombs, it's ideal for bombing and strafing runs against surface targets



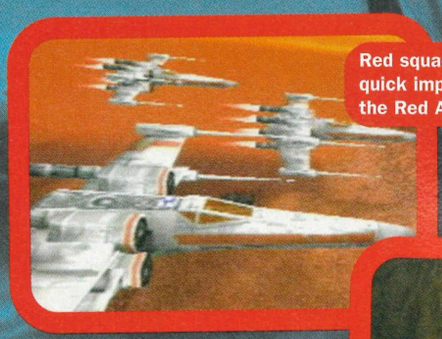
This level sees you attacking a spotlight lit enemy base

AT-AT walker

One of the coolest sections from Shadows (Hoth level) remains here. Here the speeder wraps a tow cable around this walkers legs to fell it

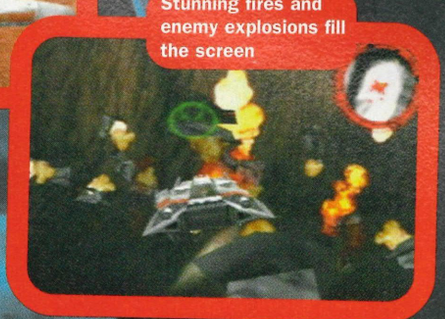


These kinky AT-AT walkers are a bit like politicians...



Red squadron do a quick impression of the Red Arrows

"The atmosphere of the Star Wars galaxy oozes from this cart"



Stunning fires and enemy explosions fill the screen

match the action, gently caressing your ears one minute and shattering your drums the next. And of course that's if you can hear the music over the roar of the Ties, the sizzle of lasers and the booming of explosions.

Rogue fogdron

Unfortunately, Rogue Squadron does have a few flaws. The dreaded fog monster, which appears to have switched its hunting grounds from the streets of Jack the Ripper's Old London Town to the even smoggier 3D environments of the N64, rears it's ugly head again. Fresh from its mauling of Buck Bumble, the Great Fog Beast takes a bite out of Rogue Squadron's visuals. But even this fog inflicted injury, can't detract from the game's stunning visuals.

Early question marks over the game's speed soon subside when you realise that if it was any faster you'd struggle to take out enemy ground installations and so on. Also there will undoubtedly be those that feel Rogue Squadron lacks variation, consisting as it does of simple flying levels. But I'd rather have that than the farcical (though varied) Shadows Of The Empire rubbish.

Frantic pumping

Star Wars: Rogue Squadron is an action packed, truly entertaining, game that perfectly combines state of the art visuals, cinematic quality sound with frantic, trigger-finger pumping, non stop, no nonsense action. Even without the license this would be a thoroughly enjoyable game, but with it, it's compelling.

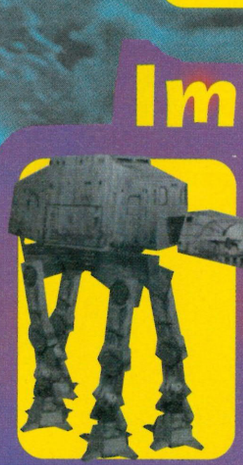
The atmosphere of the Star Wars galaxy oozes from this cart and the breathtaking sound and visuals help make it a truly cinematic experience.

Scoopy smack

Like a black hole, Rogue Squadron sucks you in, enveloping you totally in this believable space setting and refuses to let you go until you've done your bit to fend off the evil Galactic Empire.

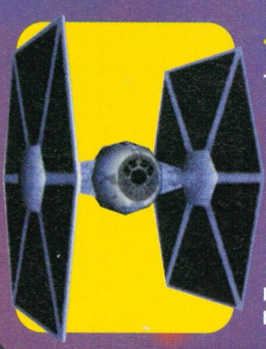
But when fighting for truth and justice involves dogfighting (calm down scoop it's not that kind of dogfighting) with Tie Fighters and intercepting Tie Bombers, who the hell would want to leave? That'd be like going to the cinema, watching the trailer and then walking out without watching the film. Now who on Earth would do that?

Imperial



AT- AT

Short for All Terrain Armoured Transport, the four-legged Imperial walker strikes terror in the hearts of most defenders. Wrap a tow cable around its legs to bring this behemoth down



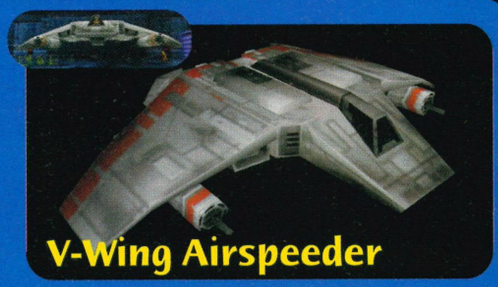
Tie Fighter

Twin ion engine fighter with excellent manoeuvreability and a small profile making it a difficult target to hit. The price it pays for this are no shields, no hyperdrive system and only front mounted blasters. Meaning one hit usually destroys it



Airspeeder

Or to give it it's correct title, the T-47. A low flying craft, with no complex manoeuvres and no shields either. Its small size and high speed make it a difficult target for Imperial weapons. Its tow cable allows it to down AT-ATs with ease



V-Wing Airspeeder

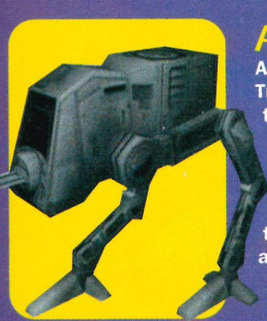
Featuring a scram jet, huge booster and high speed boost, this lightweight craft has an advantage over the airspeeder. The scram jet should be used sparingly though, since it takes time to recharge and the linked lasers will overheat if used too often



...they absolutely love being tied up with leather thongs

On your knees boy while Miss Whiplash does her worst

Craft and Defenses



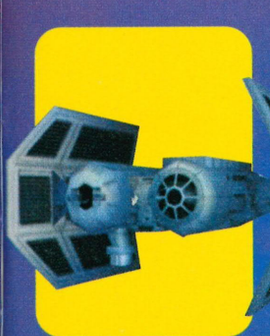
AT-PT

All Terrain Personal Transport, this small, two-legged weapons system houses two soldiers. its armoured central command pod is armed with twin blaster cannons and has the ability to climb up 45 degree mountains and hills



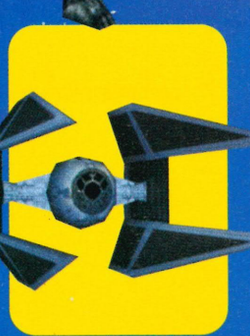
AT-ST

All Terrain Scout Transport, this chicken-like walker is used to support the Imperial ground troops and the vulnerable underbelly of the AT-AT walkers. It's superior speed and formidable firepower make up for the relative instability of its legs



Tie Bomber

Armed with two front-firing blaster cannons and can drop a variety of payloads, including bombs, guided concussion missiles, orbital mines, and thermal detonators



Tie Interceptor

A match for the Rebel craft, since it's nearly as fast as an A-Wing and more manoeuvreable than an X-Wing. Weapons include four blaster cannons and advanced targetting. Like the Ties, little armour and no shields

It's Got...

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

92%

Why...



Rogue Squadron is the stuff of most lads' dreams (and I don't mean that mucky one where you get to cover Caprice in chocolate and lick it off). It's a stunning (both graphically and sonically), action-packed, challenging (though not too brain taxing) shoot'em-up. And if all that isn't enough to convince you – it's Star Wars for Christ's sake! NOELY

Breakdown...

GRAPHICS In Hi-res mode it looks as hot as Princess Leia in a Mos Eisley sauna 9/10

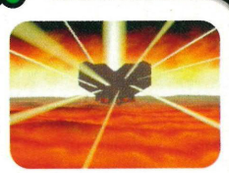
SOUND Ear-poppingly crisp stereo, sound FX, speech and music. Who needs CDs? 10/10

GAMEPLAY In the Lylat Wars mould of top notch, action-packed alien blasting 8/10

LASTABILITY May not have the depth to keep you returning for more. Fans will though 7/10

Why not try...

Lylat Wars – Nintendo
If the idea of having a bogey on your six appeals, Fox's exploits offer a perfect slice of shoot'em-up action



Other Views...



LEWIS Looks fantastic but the game's a bit too simplistic. If you're a Star Wars fan then you'll love it



MARK YES! Finally a Star Wars game appears that's worthy of the N64. Use the Force, young Jedi. Buy, buy buy!



STEVE Looks a bit like Victorian Star Wars, there's so much fog! Still a real corker though!

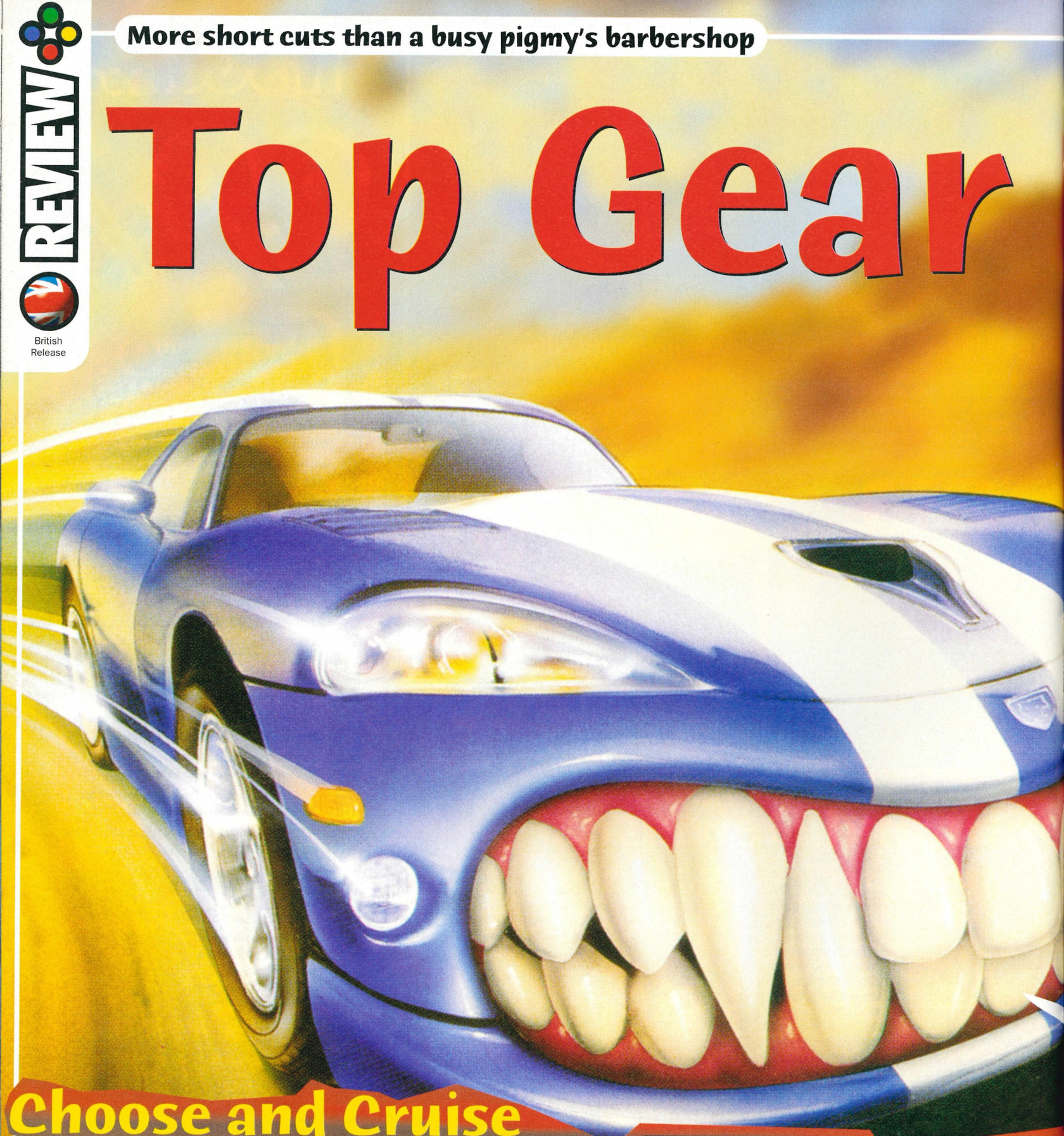
READER REVIEW I quite like SOTE, but this is absolutely brilliant
– F Trent, Bolton

Publisher Nintendo ● **Contact** 01703 653377 ● **Release Date** Out Now ● **Max. Players** 1 ● **Price** £39.99 ● **Memory Pak Space** Saves to cart

British Release

More short cuts than a busy pigmy's barbershop

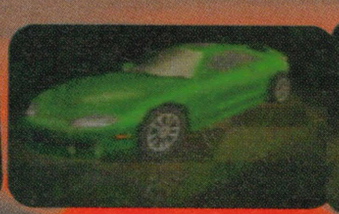
Top Gear



Choose and Cruise



Beetle Creeper



Super Supra



4 Wheel Steel

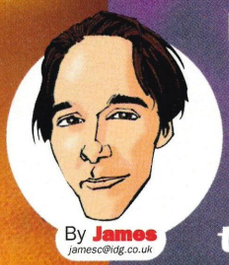


Classy Chasis



Viscious Viper

Overdrive



By James
jamesc@idg.co.uk

If at first you don't succeed, cheat like a bast'. Well, that's the N64 Pro philosophy anyway, but you don't expect to find games which encourage you to break the rules now do you?



RACING GAMES EH? I'll tell you, I was sick to death of 'em until this little corker landed snugly in my lap. I've reviewed quite a few of late, and though they've all been pretty decent (yes, we're still talking N64!) there are only so many times a man can powerslide a corner before you feel the squealing wheels careering across your nipples. Yup, for want of a better phrase, they were getting on my tits.

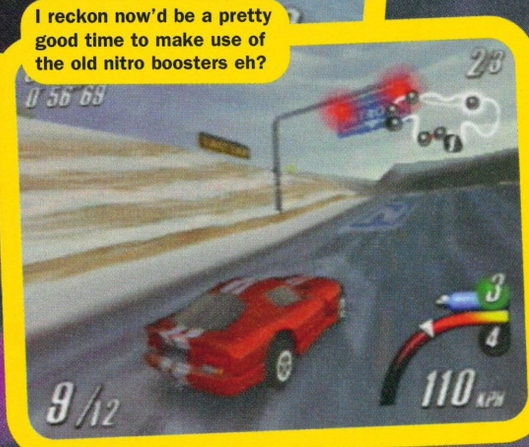
The problem is that you quickly get the feeling you've seen it all before, don't get me wrong, we are talking about track racing here and I know there's really only so much you can do with that spec, but still a little originality doesn't go amiss. And that's exactly why Top Gear Overdrive has managed to get the old burning rubber bug well and truly back in my system.

Tyre Torcher

This is the sequel to Top Gear Rally, though Jeremy Clarkson and Tiff Needel don't appear in any of them, which is no bad thing really. The last thing you want when you're desperately trying to shave seconds off your lap time is a

"More burning rubber than you'd find in a durex safety test lab, with Dirk Diggler as head technician"



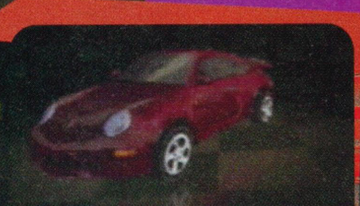


I reckon now'd be a pretty good time to make use of the old nitro boosters eh?

Slow down you bloody speed freak, my gums are covered in mashed bugs!



Hummer Runner



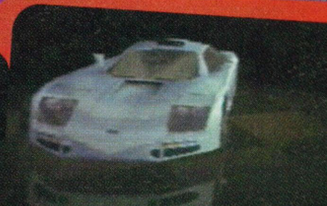
Pricey Porsche



Ferocious Ferrari



Jazzed Up Jeep



Dream Machine

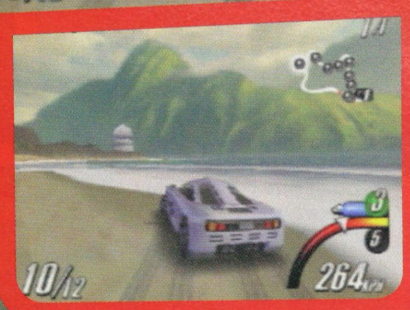
Top Gear Overdrive

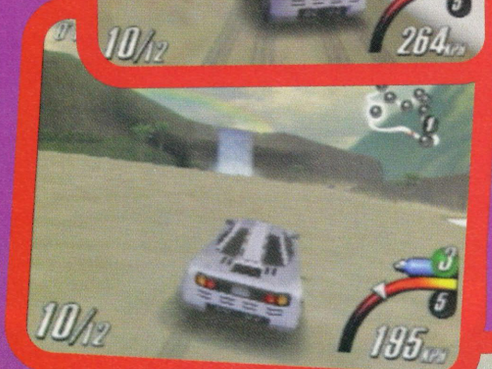
Quick Sand

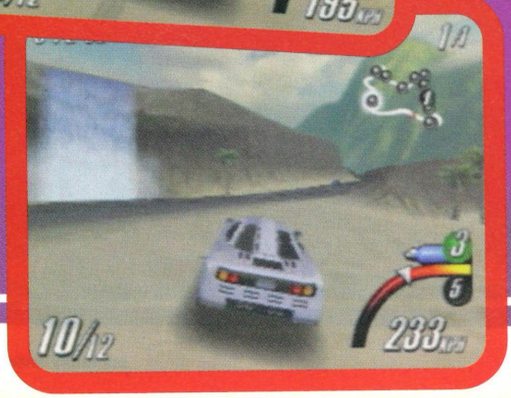
The Sandy Beach course is a simple circuit, virtually an oval, so there are few short cuts to be made. However a nice leisurely drive across the beach should see you picking up a few seconds on the leaders, just don't stop to make castles











T-Rex Trek

An easy re-route on the Fertile Canyon course should provide you with a quick glimpse of a perfectly preserved T-Rex as well as a nice little cash packet, but don't expect to make up much ground over your competitors





I dunno, these country folk have no respect for road traffic laws do they?



Janky, 40 a day, scouser's reject and his "I used to race touring cars you know" gimp whittering on about the road traction, input/output power ratio and steering capabilities of a Ferrari – as if it'd stop you wanting one.

Forget about your over critical car reviews, you won't be getting any of that here – well to a certain extent anyway. What you will be getting is more burning rubber than you'd find in the durex safety test lab, with Dirk Diggler as head technician. You'll be screeching around corners with more frequent sideways tilt than Tommy the pinball wizard as for the majority of your first season you'll be forced to tread the tarmac in one of the not so hot hatches at the bottom end of the Top Gear Overdrive car spectrum.

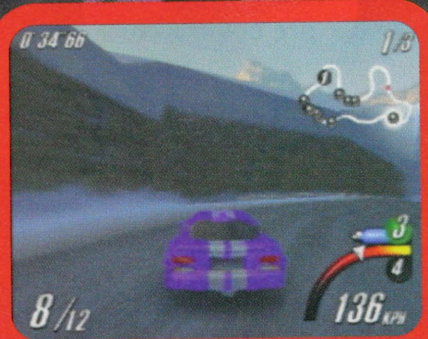
"You'll be screeching around corners with more sideways tilt than Tommy the pinball wizard"

Wheel-spin Wizard

Cool though a VW beetle is, you're not exactly going to out accelerate a Porsche 911 in it are you, and when the entrance to a short-cut tunnel suddenly appears around a corner with your beetle bug at full whack, nothing short of a reverse afterburner and a parachute will keep your creepy crawly car from wildly

Cold Cut

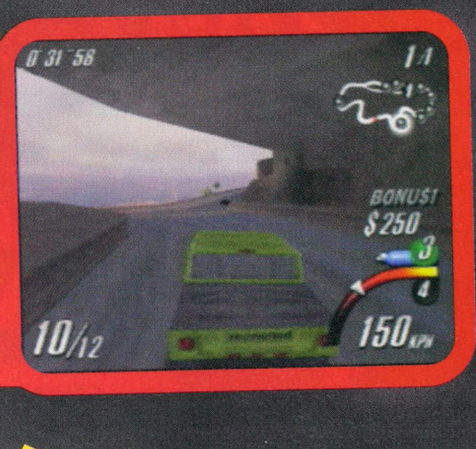
One of the most rewarding detours, but also one of the trickiest is on the Frigid Peaks track. Head for this barrier at a slow pace and you'll be able to drive underneath the icy mountains cutting out a major part of the track, but watch out for the sharp and slippery corners

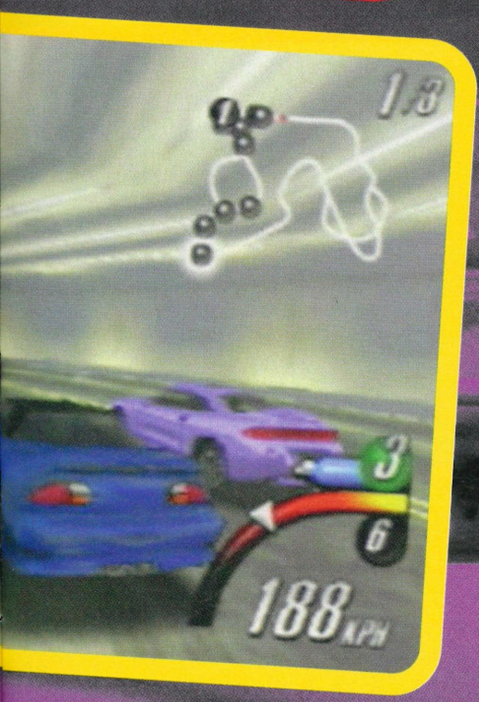


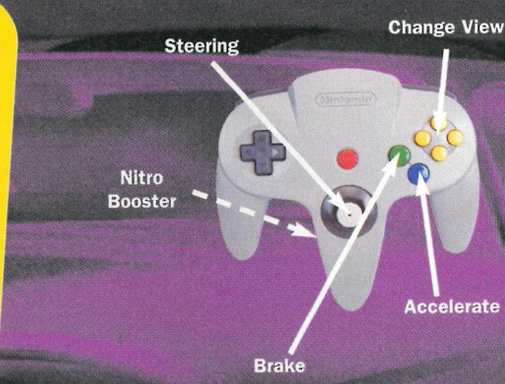




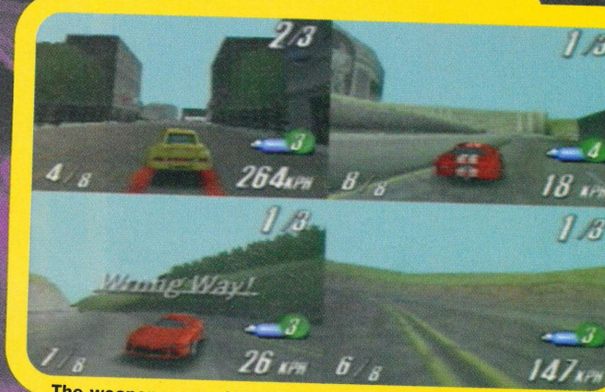








4th Gear



The weapons are missing, but you'll find a multi player TGO is as competitive as the old SNES version of Mario Kart

overshooting in an uncontrollable sideways skid. You'll be a cooked cockroach rider each time you hit a sharp rock, and believe me, flambed floor crawler isn't one of the most appetising smells.

Clutch or Crotch?

But in one cruel twist of fate this is both the worst and best thing about TGO. The fact that there are only two cars available from the start means that the more desirable racers from the total 10 will only be revealed based on your performances. But as I discovered - finding success with your initial garage fillers isn't all that easy. Your task is to race through a season of three races, that increase to four, then five as you progress through the many seasons.

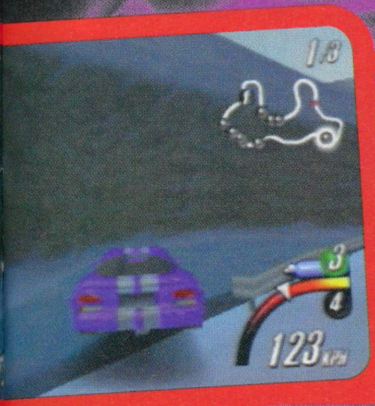
Now that doesn't seem too much of a problem right? Wrong. For starters you're at the back of a 10 strong pack that is full of meatier machines, and they're all way ahead of you even when the starter's orders get under way. In fact, the first car in the pack is nearly half way 'round the track when the hooter sounds!

Cut 'n' Ride

Now I may be getting a little picky here, but that's the kind of mileage Bill Clinton's lookin' to get between himself and Monica Lewinsky. Frustrating? I was more pissed off than a soggy pubic hair surfing around a toilet bowl. However the road rage haze that was clouding my vision soon began to disperse after a couple of plays. You see the name of the game here is to cheat like a bastard, a sneaky conniving one. You start so far behind everyone else because this encourages you to take the short-cut option, and though you'll initially be outfoxed by the visibility of said sneaky routes, it isn't long before a couple of detours, a few nitro booster pick-ups and plenty of cash will be coming your way. Ching ching!

Money plays as much a part in Top Gear Overdrive as it does in F1 racing, though multi-million pound deals aren't quite as readily

"The name of the game in Top Gear Overdrive is to cheat like a bast', a sneaky conniving one!"







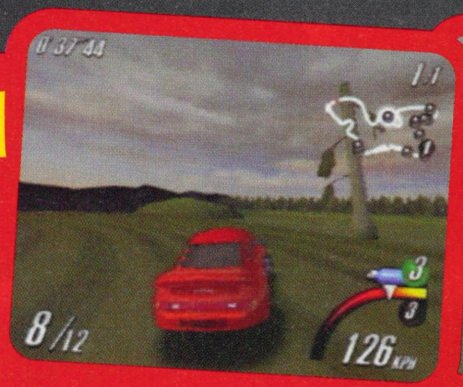


REVIEW

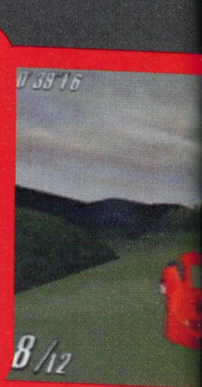
Top Gear Overdrive

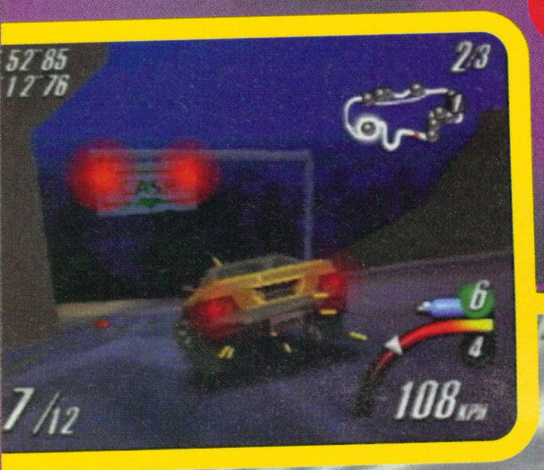
Wet 'n' Wild

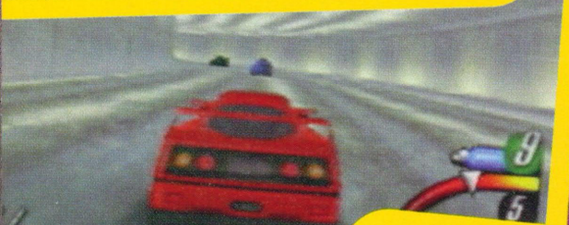
Forget about following the winding marshland tracks on the Swampy Depot circuit and instead take a trip across the shallow waters. You'll miss out on a cash bonus, but the advantage is a major jump in position. Green or glory? It's up to you











available. You'll be lucky to pick up a couple of grand mate, though you do have a say in some of your purse as each track has within its boundaries a number of cash markers that when driven over will be added to your total.

However, you only get to play with the green, upgrading your cars handling, acceleration and top speed, when you qualify for the next race. So for the most part it's definitely a case of finding the fastest way from start to finish whilst bumping the opposition off the road and into the various trees, road signs and frozen animals (prehistoric finds!) that line each route.

Most of them just shatter on impact, but will dramatically slow your speedy adversaries down, so a bit of argy-bargy is always a welcome way of getting your nose out in front.

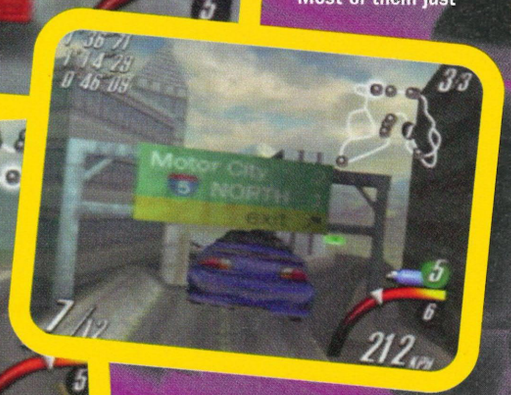
Start Your Engines

Top Gear isn't without its flaws, only five courses (with seasonal and daytime changes) and their mirrored tracks available being the largest gripe, but the out and out arcade race action is just about as enjoyable as anything you'll have played in recent years and the multi player mode is a riot just waiting to happen.

Add to all of this some really lush graphics, fantastic scenery and a well balanced sample of juicy petrol gulpers and you've got a drive that even curly Jezzer Clarkson would be happy to shift gears in. If the lanky gimp could get his huge hands around the controller that is ●



The best racer yet for jumps, spills 'n' thrills. Don't end up as a fireball though!



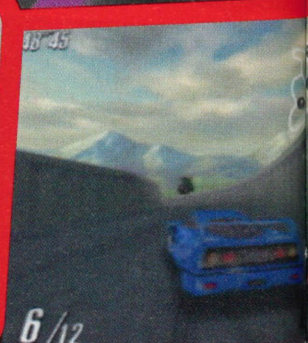


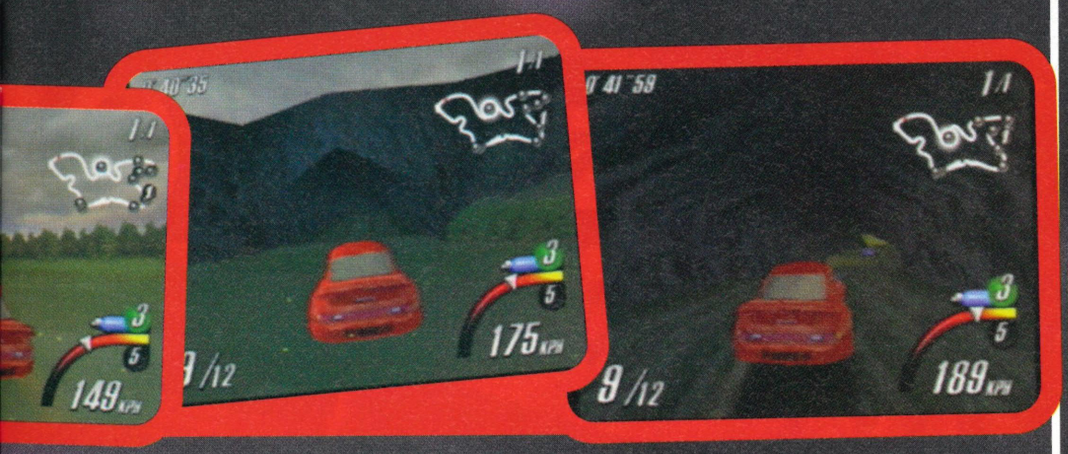
Bypass Class

Down Town is where you'll pick up a lot of speed and some big air, so you'll need to be quick with your stick if any road going advantages are to be had. Keep your eyes peeled for the right hand by-pass – it'll put you in a good position for the win

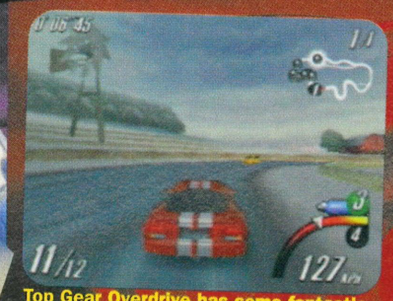




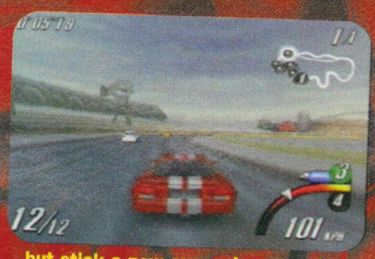




Hey Good Looken'

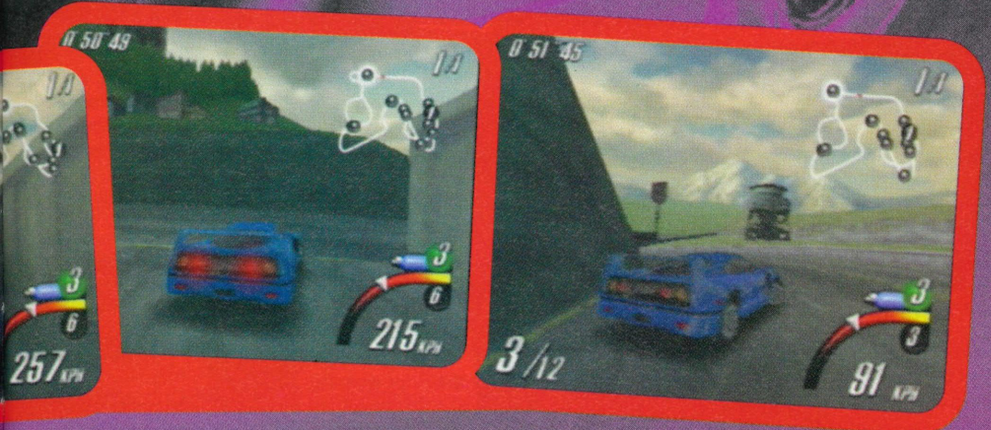


Top Gear Overdrive has some fantastic background scenery, and the well drawn cars and their reflective paint jobs just add to the overall shine...



...but stick a new expansion pack in your machine to access the full hi-res mode and you'll have a game which looks better than Emma Noble in the buff

"This is a drive that even curly haired Jezzer Clarkson would be happy to shift gears in"



Publisher Nintendo ● **Contact** 01703 653 377 ● **Release Date** Out Now ● **Max. Players** 4 ● **Price** £39.99 ● **Memory Pak Space** Cartrudge saveable

It's Got...

91%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...

Improved handling and graphics do much to complement a sequel that is far more fun than the original where the difficulty level and learning curve are just about spot on. It's a dodgy driver's dream that is perfectly set up for many a night of multi player madness, bringing arcade action back to Nintendo racers once again. Not a vintage roadster, but a well designed model none-the-less. James

Breakdown...

GRAPHICS Smoother than a Porsche's fat boy wheel arches and just as eye-catching **9/10**

SOUND Needs some fine-tuning, you'd find more interesting revs at a church picnic **7/10**

GAMEPLAY Treat for cheats and racers alike – speed, carnage and devious shortcuts **8/10**

LASTABILITY You'll be on Overdrive overkill. It'll keep you up longer than Viagra **8/10**

Why not try...

V-Rally: Edition '99 takes away the short cut option, but does provide loads more white knuckle courses to crash on



Other Views...

LEWIS The Ex-pak adds a turtle-wax sheen to TGO and shows that the N64 can produce a stormin' racing game

MARK Slam some more memory in your N64 and get three mates round for the best racing game seen in years

NOELY Quite enjoyed this, but I'm not sure it's worthy of a 90s score. Still it looks great and handles fairly well

READER REVIEW Always thought Top Gear Rally was too slow, so quite like this nippier version – *Peter Smith, Newcastle*

American Release

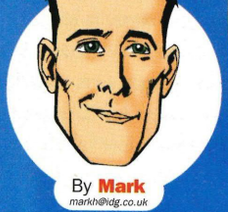
Can you handle the rush too?

Rush 2: Extre





Rush hour's no headache when you can just smash through all the other cars



By **Mark**
markh@idg.co.uk

Pop-quiz hotshot: If the needle drops below 140mph – you lose. If you touch another kerbstone – you're dead. What d'ya do? What d'ya do?

LAST YEAR one of the weirdest racers ever hit the N64. San Francisco Rush (SFR) was an outrageous racer based upon a successful arcade machine and should've been a storming success. And it was, well... it was in America, where it went down a fair old treat and a lot of gamers even said they preferred it to the awesome Diddy Kong Racing.

However, everyone this side of the Statue of Liberty immediately denounced it as absolute filth. Everybody except me and Alex that is, who stuck to our guns and made sure N64 Pro gave it the respect it deserved. SFR was a true Duke's of Hazzard style racer where you performed massive jumps at breathtaking speed. But everyone else on the team hated the undersensitive steering and took an instant dislike to the garish colours.

"Seattle's got plenty of Grunge fans to smear right across your heavily dented fender"

Kill your speed

Well now we've got a sequel called Rush 2. The steering has been completely sorted, the graphics have been improved and the sound (thank God) has been rewritten from scratch. And guess what! Steve, Noely and Lewis (who was especially loud in his criticism) still hate the game as much as ever!

Alex's been promoted and moved on to higher things, which just leaves me to stand up a fine racing game. But I don't care, I'm writing this review and I like the game, so there! If you don't want to believe me then go away. Go on, you're not welcome in my rosy world of Rush 2, so sod off! Good, now that they've all gone back to whatever crummy racers they enjoy, I'll get on with the review.

The first thing you'll notice is that there's two words missing from the title. So what's happened to San

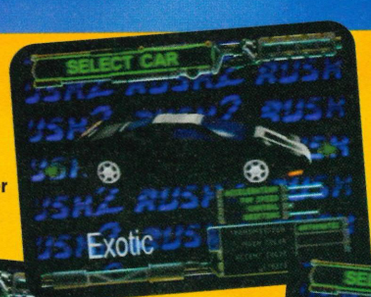
Hot wheels



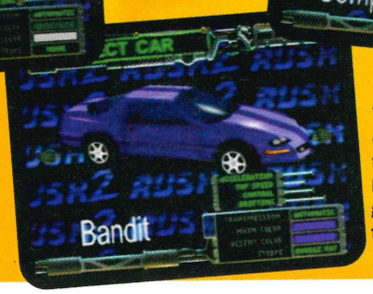
The 4x4 may seem out of place in a road race but its ideal on the shortcuts



There's nothing Compact about this truck. It'll smash right through the other competitors

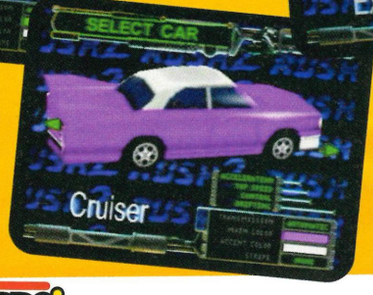


The fastest car from the original is back! The Exotic is fast and leaves the ground with ease

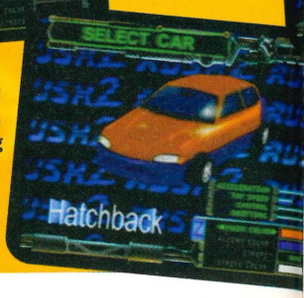


Straight out of Smokey and the Bandit this fast moving car'll beat the competition

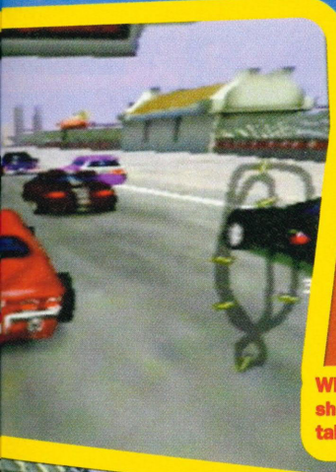
This pimpmobile can cruise at a fair pace and at least you'll look good winning all the races



Small and sweet! The hatchback is great for weaving through small gaps that can often win a race



ne Racing



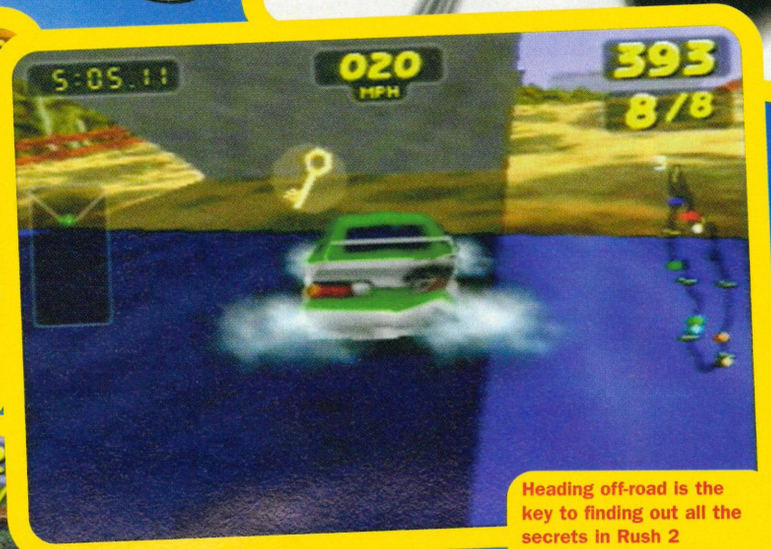


Whoops! I knew I shouldn't have tried to take that shortcut





Watch your tyres melt as you skid along the tracks



Heading off-road is the key to finding out all the secrets in Rush 2



Francisco? Well, Rush 2's based all over America and now spans most of the major cities across the US. So take that stupid lookin' flower out of your hair and get ready to race around every city between New York and LA.

Cruise control

The new cities are lovingly recreated and you race past many of the famous landmarks you'd expect to see on a real visit. New York's got its skyscrapers, LA's got its Freeways and Seattle's got plenty of Grunge Fans to smear across your heavily dented fender (not really, but it does have the Seattle Tower). The tracks are really huge and contain a lot of variety. But unlike San Francisco, none of these cities are famous for massive hills! So in Rush 2 you tend to spend more time on the ground



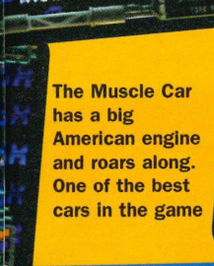
The Mobster's a bulky monster that stops for nothing. Shame that it lacks a machine gun



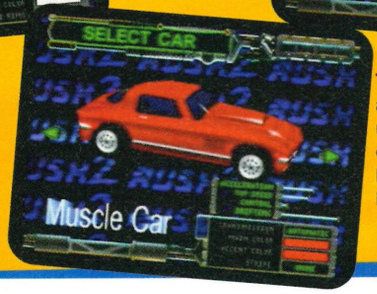
The Pick-up is a fast off-roader! Great for taking shortcuts across grass and rivers.



The New Beetle may look foolish but don't underestimate its power. It's faster than you'd think and a good choice for winning races



The Muscle Car has a big American engine and roars along. One of the best cars in the game



The Sportster is a good all rounder. A great choice for the beginner but boring for the pro



One of the hidden cars is this New York Taxi. Perfect for smashing through heavy morning jams



Rush 2: Extreme Racing



A car in freefall isn't a pretty sight. At least it won't be when it hits the ground







The Stunt Track's filled with more ramps than an Evil Kenivel convention



▶ and less time hurtling through the air.

In fact, with the new steering and level tracks, Rush 2 handles a lot differently to SFR. It's more of a straight out racer that emphasises speed and good corner taking over the ability to jump 10 miles in the air and land on yer tyres. This may disappoint fans of the original, but I think it's an improvement. Rush 2 retains the manic feel of the original and boosts the racing aspect making the whole game better.

There's a wider range of cars to choose from and most of the new additions are sportsters based upon American monsters like the Corvette and Mustang. Most of the daft originals are still sitting in the garage and you can bomb around in a VW Beetle or Camper Van if you feel the need. You can also mess around with the colour scheme and add a variety of stripes to customise your car in any way you want before trashing it.

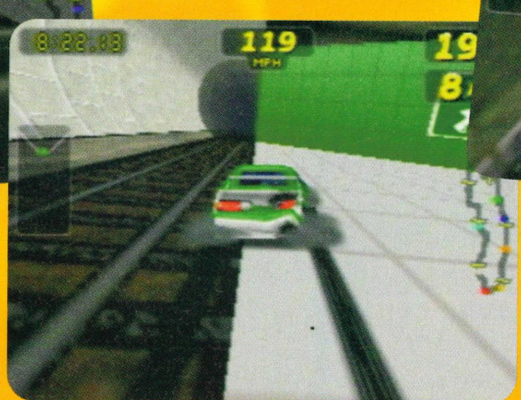
De-city-tours

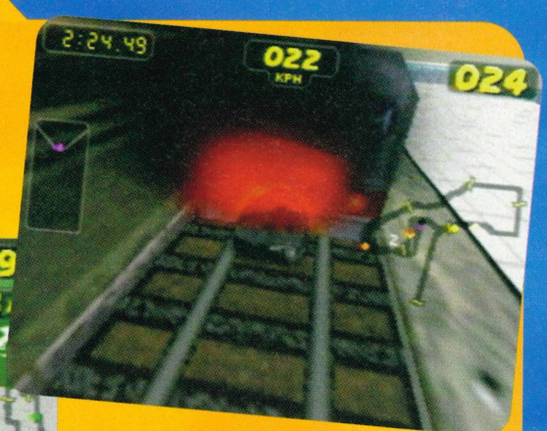
The game keeps the SFR system of secret routes and hidden keys to keep everything interesting. Throughout each track you'll find plenty of concealed routes that'll cut seconds off your lap time and unlike the boring shortcuts found in most racers, Rush 2 sees you flying down subways, over skyscrapers and through buildings in order to get first place. Not only that, but you'll find

Subway Racing

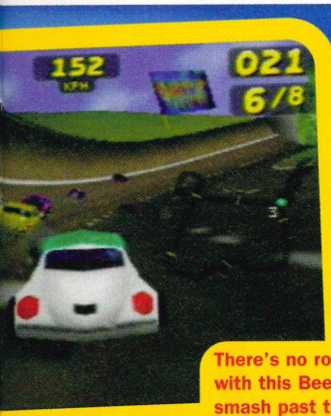


Too much traffic on the roads? Then why don't you take the tube? You won't even need to leave the comfort of your car! I spot some stairs at the side of the New York track and head down them

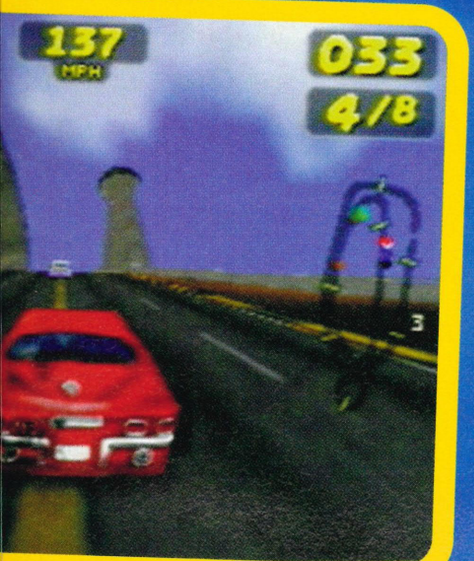




Once in the underground I head for the tracks (after trying to spot some innocent commuters that I can nudge onto the lines) and run straight into a train! Next time I'll try to ride up the side of the wall (it might just work!)



There's no room for peace with this Beetle. Just smash past the opponents



I don't think that car'll be passing its MOT. Not after the punishing I've given it

hidden keys scattered throughout each level. For every four keys you find on each track you'll get a new car. Like the original SFR, this keeps you coming back and searching each massive level to find out its hidden secrets.

The only real fault with Rush 2 is that it's a bit similar to the first one. A Stunt Track mode has been added where you get points for performing stunts. It looks a bit like Tron and even I admit that this isn't very good.

The graphics are desperately crying out for improvement as they weren't the best last year and the stakes have been upped since then. But if you enjoyed SFR last time around then you should definitely check this out. It's got everything that made the original great, only now it's 10 times as good.

If you've never played SFR then forget the original and go straight for the sequel cos it's much better. But I suggest you take a look before you buy because it's an acquired taste and many people prefer the straight out racing found in games like Top Gear Overdrive.

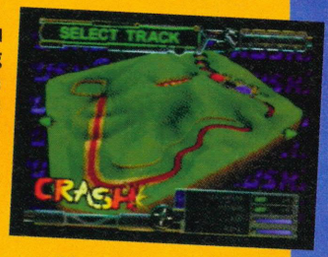
But don't fully overlook Rush 2, cos despite the limited looks this is stuffed with incredible gameplay and some of the best racing I've ever seen in a video game ●

Life in the fast lane



The legendary Rock! A huge circular course with long straights and few shortcuts. Be careful though, cos high speeds and long drops don't mix

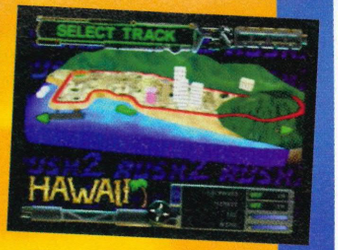
Aptly titled, Crash'll see you trashing more cars than a wreckers yard working overtime. Plenty of car smashes are due to the crossroads





You can pick up serious speed on the Half Pipe thanks to the banked corners. But beware of the odd wall thrown in to turn your car into scrap metal

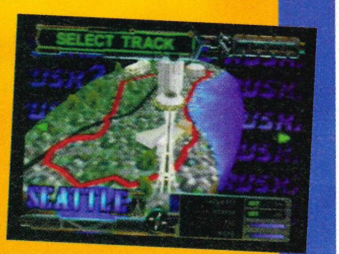
This famous holiday resort is filled with beaches. The track itself is a tame introduction and you should be able to get first place with minimum effort





Uptown New York is filled with skyscrapers and you even get to race straight through Central Park. You can even race through the subway system

The home of grunge and a fearsome racetrack. Check out the Seattle Tower as you ton it down the long straights and easy corners. One of the best tracks in the game





You can do outrageous jumps on the stunt track. Made of neon lighting it looks a bit like the film Tron. It soon becomes boring though

It's Got...

SOFTWARE HOUSE LEAGUE 0 pts SOFTWARE HOUSE LEAGUE

80%

Why...

Rush 2 takes everything that was great about San Francisco Rush and improves upon it tenfold. The steering's better, the handling's better, there's less car smashing jumps and more straight forward racing. The only shame is that it's a bit too similar to SFR. The graphics need improving and a four player mode would've been nice. I think Rush 2's a sound but but enough people dislike it, so I'm going to advise caution. Check it out first! MARK

Breakdown...

GRAPHICS Bright, garish and the lack of textures makes it bland. No pop-up though! **7/10**

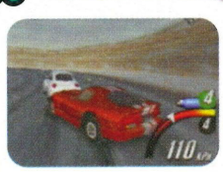
SOUND Not as bad as it used to be (It'd be hard to get much worse). But still not great **6/10**

GAMEPLAY Yeah! This is what it's all about. Lots of fun as you bomb around **9/10**

LASTABILITY Tons of shortcuts, loads of hidden secrets and many tracks **8/10**

Why not try...

Top Gear Overdrive is an arcade racer with fantastic graphics and less mad jumps. One of the better racing games on the N64



Other Views...



PAUL Not enough going on for my liking. Too slow and fiddly but an improvement on the first effort



LEWIS I'd rather moths gnaw away my danglers than ever play this game again. I hate it! Mark's a loon



STEVE Better than the first one, but still about as much fun as back to back episodes of Birds Of A Feather

READER REVIEW This doesn't look much, but it's a great laugh to play. Still, I wouldn't buy it – *Joe Graham, Bangor N. Ireland*

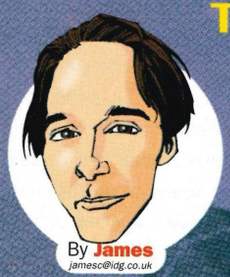
● **PUBLISHER** GT Interactive ● **CONTACT** 0171 258 3791 ● **RELEASE DATE** Out Now ● **MAX. PLAYERS** 2 ● **PRICE** £39.99 ● **MEMORY PAK SPACE** Saves to cart

British Release

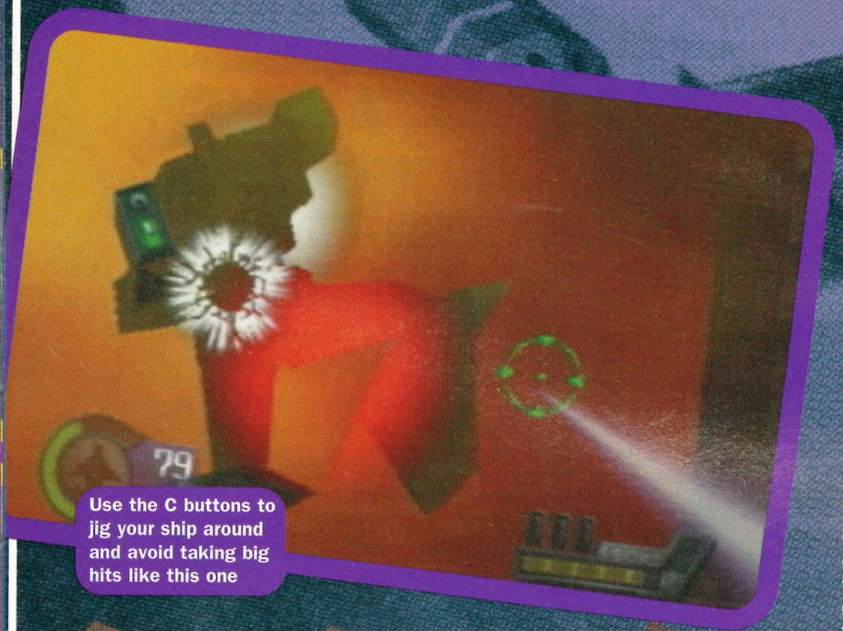
Rambo's serrated deer carver or a dinnerlady's blunt bread knife?

Knife Ed

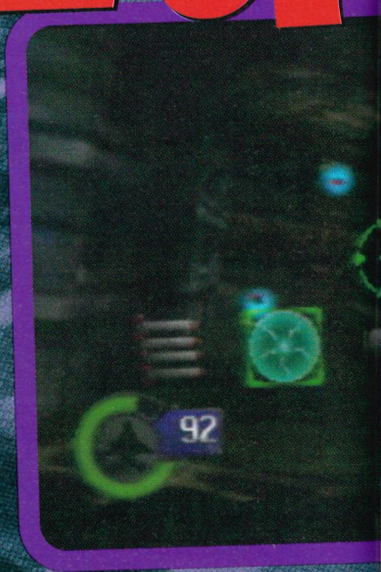
The Earthlings are invading, but those pesky Martians aren't too happy about it and the fate of Earth's finest colony is on a knife's edge. Looks like we'll be needing a crack gunner with a cheesy name then...



By James
jamesc@idg.co.uk



Use the C buttons to jig your ship around and avoid taking big hits like this one



THINK HELICOPTERS. We're talking joysticks, rotor blades, vertical take off and hovering ability right? Wrong, not where Knife Edge is concerned. The only whirlybird stuff getting a look-in here are the weapons which are strapped onto every spare bit of chopper kit, and that isn't much.

Stringfellow Hawk may have had the cheesiest name in TV history, but at least the guy could shoot and fly at the same time.

Rotor rotter

Okay, okay he had that bushy eyebrowed guy helping him out all of the time, but still – old Stringbean made Airwolf's turns and pulled the trigger, but in Knife Edge all you'll have to worry about is where to aim your crosshair.

We won't get into plot-lines and

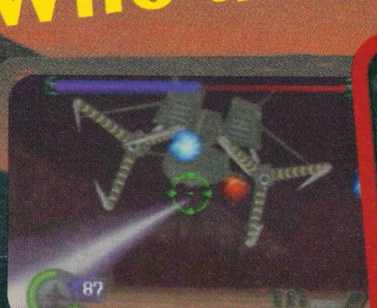
> "All you have to worry about is where to aim your crosshair"

the like, I'd rather get on and dull the blade of this particular cutting tool game, and I stress the word 'tool'.

What's so bad about it? Well, four measly levels for a start. I ask you, why even bother? Granted, each one has about nine various routes you can take, but we're talking detours here; with less variation than a Lighthouse Family CD.

I'd only been playing it for about half an hour before the level four boss

Who da boss?



Watch out for the claws with this one as the C button dodge manoeuvre doesn't really help to escape its grasp



You shouldn't have too much trouble here, just avoid the grenades which are spat out, and you'll have this tank topped



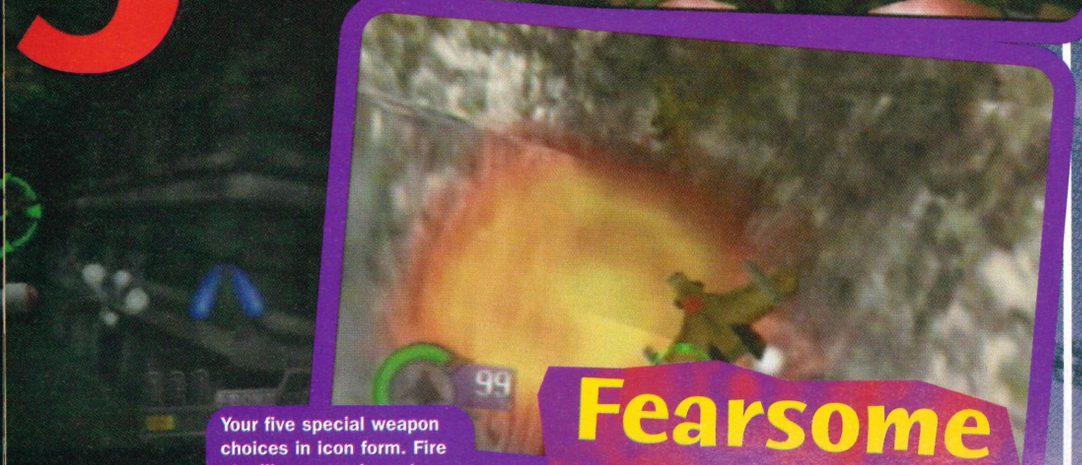
Aim for the central column's spinning eye, but don't forget about the heat-seeking rockets coming your way



This meaty tank-like machine doesn't present much of a threat, but be prepared for a long time tussle with this lava dweller

ge





Your five special weapon choices in icon form. Fire at will... or maybe not

Fearsome Foursome

was seeing his arse. Alright, so I was on the easy level – but believe me, you don't want to prolong it any more than is needed!

Firing blanks

With a laser that's upgradeable only in power (not interchangeable, multiple or anything) and five unspectacular specials you'd find more of an Arsenal in the Champions League. It's bad enough that your automated craft stays on rails the whole time, but when the bloody thing spins around faster than Taz at Woollies' biggest pick 'n' mix, you're more likely to be sodding off than picking bugs off.

It's a shame really, as this type of shoot'em-up isn't all too common on the 64. Then again, it's no wonder when they're as lame as this ●



Get your mates in on the action to complete your cutlery set. Players can share points and power-ups, though scoring is rather bizarrely limited to each team's own side of the screen



As you can see, the large central crystal is the heart of this boss's defence. Take that out and you're laughing matey



The final confrontation. Eliminate the rocket launchers then go for this sphincter's mouth. Beware of flying bricks though

It's Got...

SOFTWARE HOUSE LEAGUE -2 pts SOFTWARE HOUSE LEAGUE

52%

● **Publisher** Nintendo ● **Contact** 01703 653 377 ● **Release Date** Out Now ● **Max. Players** 4 ● **Price** £44.99 ● **Memory Pak Space** Cartridge saveable

Why...

Initially, Knife Edge appears lamer than a one-legged dog, then it picks up and you think 'hang on it's not that bad', but oooh it is. Limited weaponry, limited levels and limited gameplay are never going to win anyone over unless your mum is also your dad... and your cousin. And your brother. Train your aim elsewhere, unless you feel the need to shoot your chopper all over the place! JAMES

Breakdown...

GRAPHICS **Not all that bad, but the mid game cuts are some of the worse you'll see 6/10**

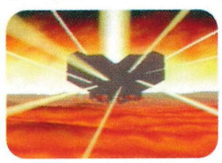
SOUND **Crappy Jap inspired toss. You'd get better sounds from a Bontempi 4/10**

GAMEPLAY **Fire at will, and do little else. Soggier than a semolina sandwich 4/10**

LASTABILITY **Less compelling than an Iraqi tourist rep. Take a flight elsewhere 3/10**

Why not try...

Lylat Wars is superior in every way imaginable, showing us all how this kind of thing should be done with a touch of style



Other Views...



NOELY **Yawn... Sega did this kind of thing bigger and better with Virtua Cop on the Saturn years ago**



MARK **I thought we'd seen the last of this type of trash on the N64! I only hope you don't end up owning it**



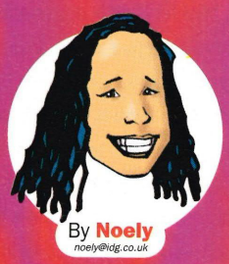
STEVE **There's so much good stuff around these days I'd be surprised if this sells a single copy!**

READER REVIEW **Q: How to spoil a fine day out at N64 Pro? A: Get to play this pile of turd – *Lisa Nichols, Melton Mowbray***

British Release

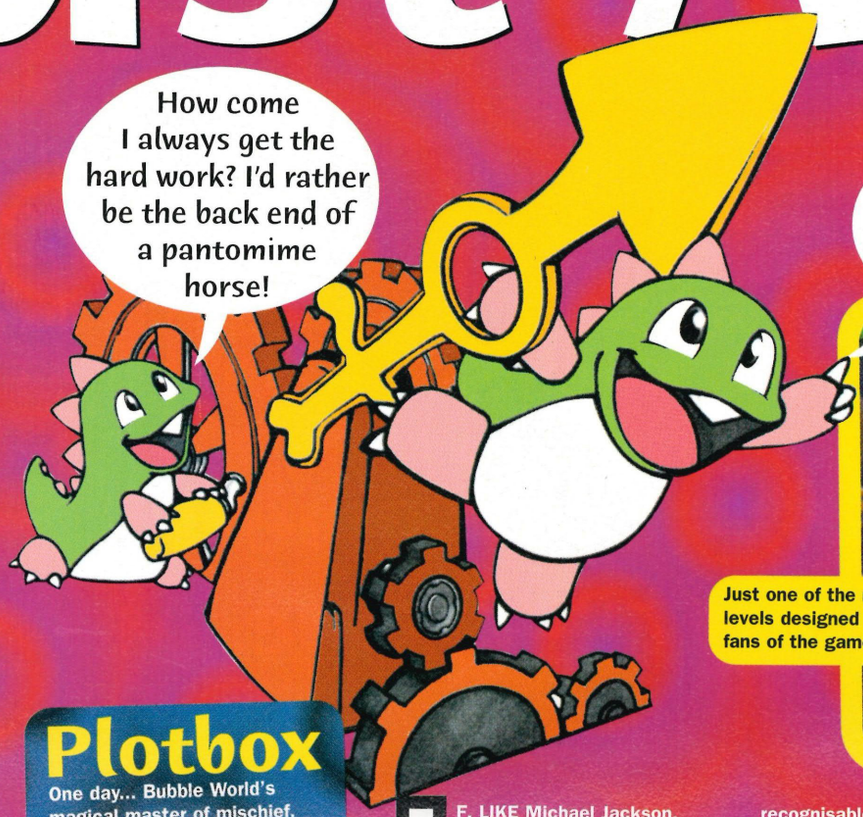
Once you pop you just can't stop. Or can you?

Bust-A-M



By **Noely**
noely@idg.co.uk

Some things in life never change (take Mark's trainers for example) and Bust-A-Move 3DX, the latest version of the bubble bursting bonanza, is still a puzzle game so addictive, you're likely to bust a gut with excitement





Just one of the many levels designed by fans of the game

Plotbox

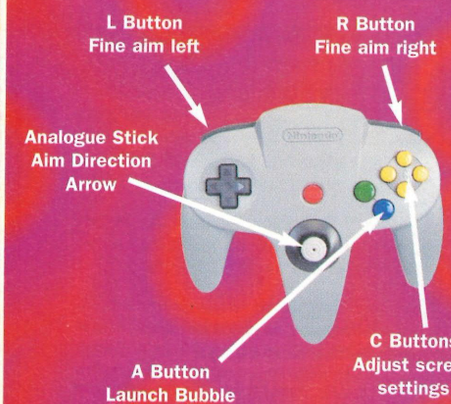
One day... Bubble World's magical master of mischief, DUNK, cast a very mysterious spell. And with a sudden flash of light, eight characters from eight other game worlds found themselves suddenly transported to Bubble World. It's up to you to bust the bubbles, solve the puzzles, and send them home. As you can see, the plot in Bust-A-Move 3DX is totally in keeping with the gameplay, since that's a 'load of balls' as well!

IF, LIKE Michael Jackson, you're the kind of person who has an unhealthy affection for bubbles, then you're likely to work yourself up into a real lather at the news that the latest Bust-A-Move has a four player mode, making it the first simultaneous four player puzzle game on the N64. That's right, four players can now all lock themselves in an airtight room and bust each other's balls to their heart's content.

As for that deceptive 3DX title, well don't be under any illusions that this is some kind of hardly recognisable, polygon filled update that's made the jump into the 3rd dimension. It's not. Essentially, it's the same as its predecessors with just a few noticeable introductions. But, if there are any Bust-A-Move virgins out there who haven't played the game before, let me just run you through the bubble facts of life.

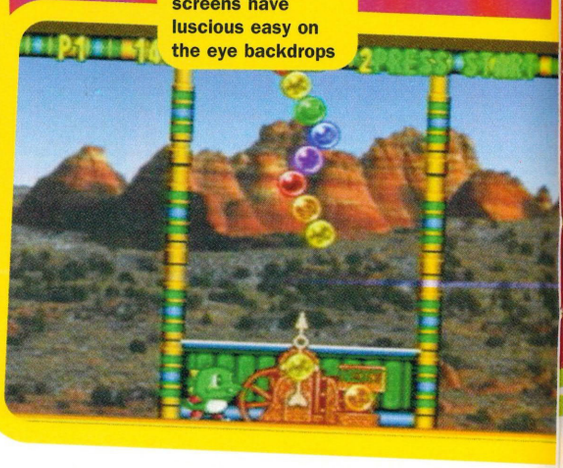
Boozey bimbo

As a simple game concept, Bust-A-Move is bubblier than a 'bimbo' swigging champagne and just as easy to pick up and get to grips with. The way the game works is that you





Pick a letter 'any letter' to choose your bubble destiny



All the game screens have luscious easy on the eye backdrops

Move 3DX



Bubbloon screams (presumably in pain) as one of his balls burst

control a character at the bottom of the screen who operates a bubble firing machine. You must shoot these bubbles up towards the top of the screen, moving the pointer left or right (either with the D-pad or the Analogue stick) to determine the angle of your shot. The aim is to match up three or more bubbles of the same colour that causes them to pop.

Once they've burst any bubbles that happened to be suspended from these bubbles drop and are transferred across to your opponent's screen. Should the bubbles hit the bottom of either player's screen then it's game over. It's kind of like an upside down Tetris with the general idea, like in Tetris, being to clear your own screen while simultaneously cluttering up your opponents. And once you've got the hang of things the gameplay is such that it grabs you by the balls and refuses to let go.

Polished balls

There are noticeable changes in this version. Firstly, the graphics have been polished. The game uses the same bright and colourful graphical ▶



"Bubblier than a bimbo swigging champagne and just as easy to pick up and get to grips with"

Busting for a Fight



LUNA
The longer a battle's drawn out, the tougher this character gets



JACK
Probably the toughest character, with Block and Star Bubble combinations



MARINA
Unpredictable. Attacks with a combination of red, yellow and blue bubbles



MUSASHI
Strong and steady. Attacks from top and bottom of screen



PRETTIO
Persistent, with a weak defence but a powerful rainbow attack



BUBBLOON
A well balanced character attacks with combo of eight colours



SSB
His vicious block attacks leave little room for counter attacks



TWINKLE
Tough, especially when the pace of the game gets frantic

REVIEW

Bust-A-Move 3DX



On some of the levels in Bust-A-Move 3DX the balls are much bigger... Which can't be all bad

style, the same cutesy and twee characters (those little green dinos) plus there's the addition of some Mangaesque characters that betrays its Japanese origins. However, it's noticeable that the graphics are that bit clearer, more detailed and just generally sharper than on previous versions. It's as though the developers have grasped the game by the balls and given them a damn good buffing. So much so that they positively gleam.

Bubble-rap

The sound too is as bouncy and bubbly (or as ear burstingly annoying – depending on your point of view) as it ever was. With regards the gameplay, each of the characters has their own bubble-attack combinations (see Busting for a Fight) with the character you choose determining which type of bubbles you fire, and therefore, in which areas you are strong, whether it be offensively, defensively or whatever.

The four player game was always going to be the one new introduction that had the potential to blow the minds of both new and old Bust-A-Move players alike by offering twice the level of fun. But in this case, two and two do not equal four times the fun. Four player games, though entertaining and novel for a while, are simply not quite as much fun as a straight one against one.

Bubble's burst

Bust-A-Move 3DX is essentially still the same game with a newish suit of clothes. If it ain't burst don't fix it must have surely been the developer's motto. But addictive as the game still is, the novelty has begun to wear a little thin.

I said at the start of this review that some things never change. Maybe it's time Bust-A-Move did change, or else move over to make way for the next generation of puzzlers ●

"The developers have grasped the game by the balls and given them a damn good buffing"

Double the Bubbles



Get the beers in, invite a trio of mates round and bust each others balls to your heart's content. If that's your thing



Bust-A-Move? if I have to look at another bubble I'm going to bust a gut!

It's Got...

SOFTWARE HOUSE LEAGUE 1 pt SOFTWARE HOUSE LEAGUE

82%

Why...

BUST-A-MOVE 3DX is an eye-poppingly bright, time-sappingly addictive N64 puzzle game. If you haven't already got an earlier version of this wonderfully playable puzzler then this really is worth a look, especially at such a reasonable price of £40. But even with the addition of a so-so multi player mode, those with an earlier version needn't bust a gut (groan) to add Bust-A-Move 3 to their puzzle collection. *NOELY*

Breakdown...

GRAPHICS **An improvement over the original but could still pass as SNES graphics 6/10**

SOUND **Bouncy and bubbly and yet also unbelievably, ear poppingly twee 5/10**

GAMEPLAY **Just as addictive as it ever was and now with a four player mode 8/10**

LASTABILITY **You'll be dragging this out for one more go time and again 8/10**

Why not try...

Wetrix – Infogrames Wetter than a Miss Wet T-Shirt contest and almost as much fun. Gives Tetris a real run for its money



Other Views...

LEWIS **My girlfriend thinks this is the best game she's ever played – nuff said. Think hard before puzzling**

MARK **Still the same, but still as good as ever. Don't bother if you've got any of the other versions though**

STEVE **Apparently such games are a hit with the ladies, that must be why Nooly likes it so much!**

READER REVIEW **Addictive as hell and the kind of game even your girlfriend will want to play – *Stuart Windsor, Leicestershire***

● **Publisher** Acclaim ● **Contact** 0171 344 5000 ● **Release Date** Out Now ● **Max. Players** 1-4 ● **Price** £40 ● **Memory Pak Space** Saves to cart

British Release

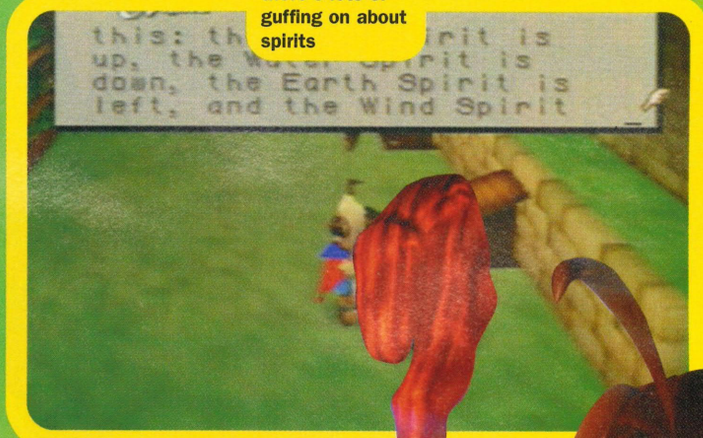
Give me an R! Give me a P! Give me a G! What have you got? Rubbish!

Holy Magic Century



By Dan
dan@idg.co.uk

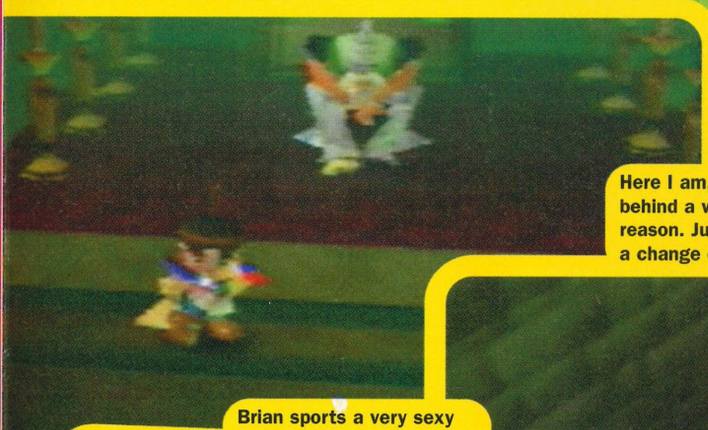
Holy Magic Century. Three completely random words stuck together to form a title. Now that's what Dan Whitehead calls inspiration



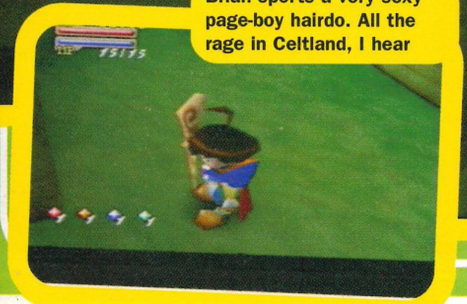
As you can see, there's lots of guffing on about spirits

TALK ABOUT good timing. Holy Magic Century was meant to be the first RPG to batter its way into the N64 playground. Whoops! Nice try and all, but isn't that Zelda thing out already? Which makes this seem a bit daft. Especially since it's duller than a black & white telly struggling to show a 24hr snooker telethon!

Story-wise, there are fewer surprises than a ghost train at Chester zoo. You live in a magical ▶



Here I am, hiding behind a wall. No reason. Just fancied a change of scene



Brian sports a very sexy page-boy hairdo. All the rage in Celtland, I hear

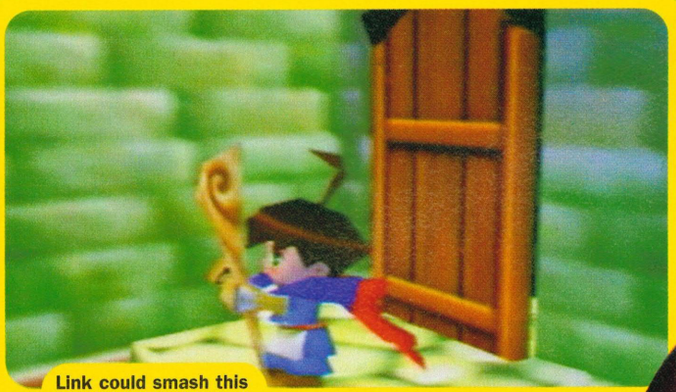


Holy Magic Century

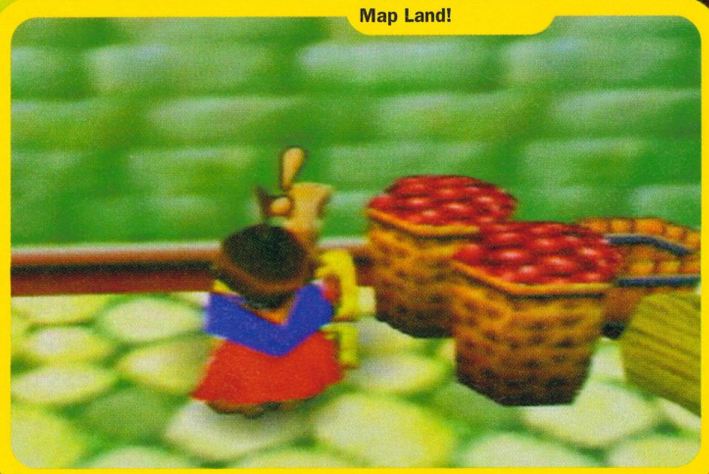
land, called Celtland, where everything is lovely and fluffy. Until an evil force arrives using magic to make everything cack and horrid. Luckily, the plucky young hero is on hand to find the magical object that will change the world forever. In this case, it's a book. In fact, the only novel twist in this storyline is that the plucky young hero goes by the less-than-plucky name of Brian.

Strife of Brian

Brian is just your typical adolescent adventurer. He meets villagers, buys food, carries ridiculous gut-ripping weapons and learns his spells diligently. Oh, and he gets into fights. Lots of fights. And that's the biggest criticism. Constant battles are used as a way to pump up the rather flaccid gameplay. In place of a decent story, you've got a never-ending parade of fisticuffs with enemy after enemy after enemy. At first, this gives you a feeling of excitement and glee. After 324 fights in a row, you



Link could smash this fops head in. What do you reckon?



Hurray! We've found the magic flat tomatoes of Texture Map Land!



The scenery is nowhere near as captivating as Zelda's lush lands



Lost Keys



1 Brian's lost his car keys. He had them when he went to Off Licence, but now he can't find them anywhere. "The match starts in half an hour!"



2 Still no sign of the keys. "If I had a horse, like in Zelda, I'd be there by now" grumbles Brian. He really is a moaning get isn't he, readers?

start looking for ways to solve your differences with diplomacy and not a ruddy big stick.

The graphics are still impressive although, as with everything else, it's since been overshadowed by the Z game. Celtland just doesn't convince in the same way as Zelda's rich world. It's big, but deathly dull. Huge chunks of the land are green grass, blue sky and a tree. You yearn for a fast RPG car to speed you through the landscape, rather than itching to explore. Not very good.

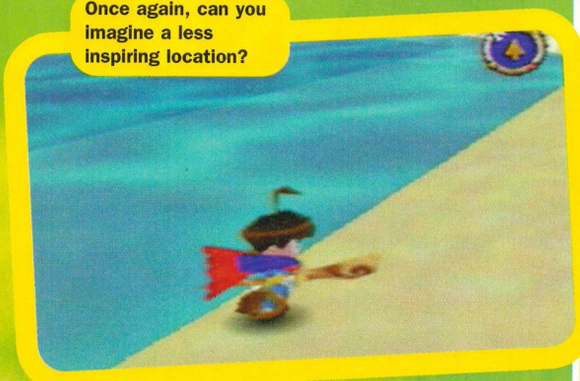
Holy stinking turd

In fact, every aspect of Holy Magic Century has been done bigger and better by Zelda. Sorry to keep harping on about it, but it's true. That's the benchmark for quality in this genre, and this falls way short.

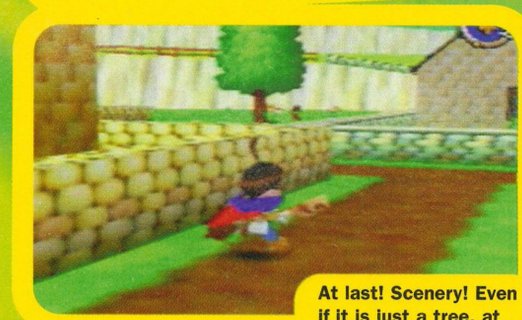
Okay, if you want to be forgiving you could say that people who enjoy Zelda (ie everybody) will then want to try more RPGs. Well, yes they sure will. But if you played this after Zelda, the shortcomings become even more glaring. I can't help thinking that it might have been better to leave this one in the "never to be published draw" and concentrate on creating the N64's first Zelda-beater. As it is, this a Johnny-come-lately that fares even worse in these post-Zelda 64 days ●



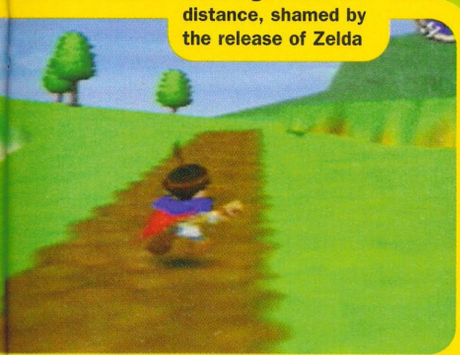
A little furniture wouldn't go amiss



Once again, can you imagine a less inspiring location?



At last! Scenery! Even if it is just a tree, at least it's a start

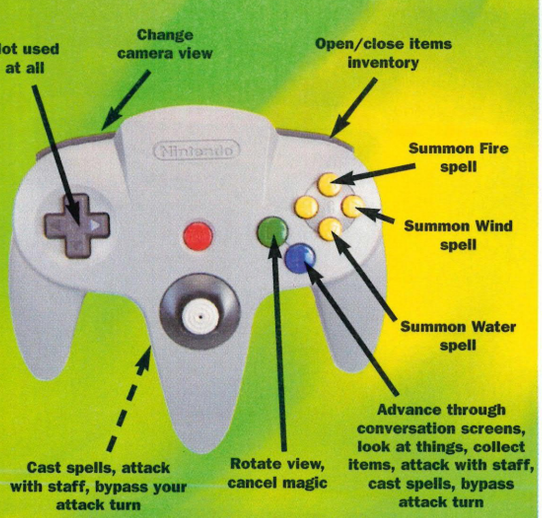


Brian legs it into the distance, shamed by the release of Zelda

"It's duller than a black & white TV showing a 24hr snooker telethon"



3 Nope. They're gone for good. Frustrated, Brian heads off to the pub for some booze. And maybe a fight



It's Got...

60%

-2 pts

SOFTWARE HOUSE LEAGUE

Why...

IF YOU WANT an RPG on your N64 then there really is only one choice. And it ain't this. Plodding scenery, too many repetitive fights and a story so flimsy you could burp and blow it to pieces. It's not all bad, the graphics are respectable and the combat system is innovative, but I can't pretend you'd be making the right choice if you bought this. And what the knickers does Holy Magic Century actually mean at the end of the day? Exactly! DAN

Breakdown...

GRAPHICS Nice animation is let down by flat backgrounds and uninspired characters **6/10**

SOUND Nothing out of the ordinary. You won't be whacking the volume up much **5/10**

GAMEPLAY The potential is there, but there's too many battles and not enough story **6/10**

LASTABILITY Any RPG should have some longevity, but this one has none **6/10**

Why not try...

Yep, if it's a gripping, jaw-dropping beast of an RPG you're after you'll be whooping like a weird nun if you buy Zelda instead. Oh yes!



Other Views...

STEVE Oh look, it's another blank wall, or plain green field! Complete waste of time, simple as that!

MARK Why on Earth anybody would buy this now that Zelda's out is beyond me. Get the good RPG instead!

NOELY This looked dull and tame long before Zelda, but now it's arrived it simply pales by comparison

READER REVIEW I hate this! All the way here, all the way back, just to play this dirt! Cheers! *– Bret Bales, Suffolk*

● **Publisher** Konami ● **Contact** 01895 853000 ● **Release Date** Out Now ● **Max. Players** 1 ● **Price** £49.99 ● **Memory Pak Space** Saves to controller pak

British Release

Scrapping schoolkids – and not a teacher or spitball in sight!

Rakuga

Yeah, that's right – pick on the new kid. Make me play the crappy stuff!

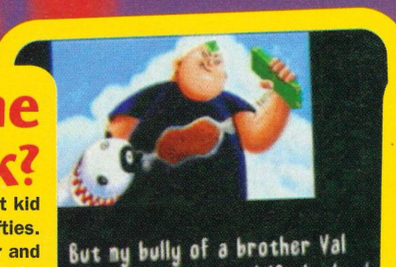


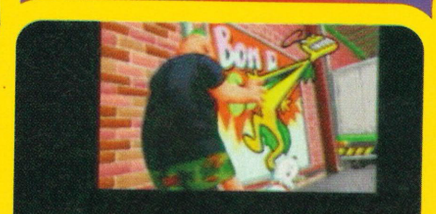
By **Paul**
paulr@idg.co.uk

Of all the reasons in the world to fight, a stolen crayon has got to be the softest. So who's the mard-arse and what's it all about?

Wots the crack?

Well there's this fat kid who picks on the softies. He steals their gear and – oh just have a look for yourselves...







IT'S GREAT reviewing games for a living. Usually. Spending your working life with a controller in your hands means that for most of the time the days pass more quickly than a baked bean vindaloo, so when a person like myself begins to look at the clock and hope for home time, you know there's something wrong.

Time for Tinkle

Sadly, this is precisely what I was doing whilst playing Rakuga Kids.

First things first, though, okay? Don't go expecting a StreetFighter. Don't go expecting a Mortal Kombat and don't go expecting a Fighter's Destiny. Rakuga Kids is nothing like any of those (well, you still have to beat people up of course!) and it doesn't try to be. For starters it's flat – absolutely flat as a pancake and this is all part of the story... if you can call it that.

A bunch of kids (the Tinkles gang – they sound hard don't they? Ooh, look out) have found some crayons, a couple of which get nicked by the local bully who draws a picture on a wall that comes to life. Because he's a bully it's naturally a "bad-guy" picture and the kids decide to play the duo at their own game by bringing pictures of their own heroes to life.

> "...the days pass more quickly than a baked bean vindaloo..."

Super geek guy

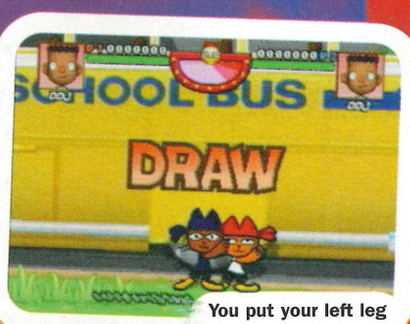
Sounds okay (in a super-geek "mummy where's my glasses" kind of way). Problem is though, these kids have really crap heroes: one's a cowboy, one's a cat and one seems to be a cross between a petrol pump and a dustbin. These and others of similar strangeness are the game's central characters, and it's the fact that



Who says video games aren't real? Have you never seen a rocket scrapping with a cat?

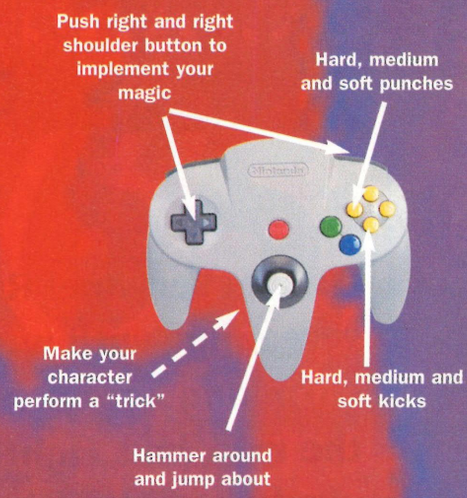


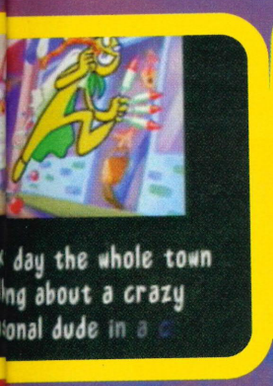
Come 'ere dustbin! You smell of fishbones and I'm hungry for trash

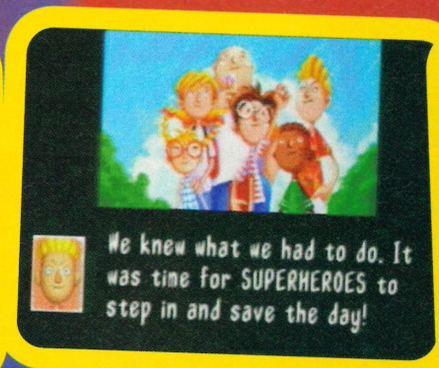


You put your left leg in, left leg out, hammer around like mad and give your mate a clout...

Kids











"...Mong around the screen like a fat, drunken uncle dancing to Firestarter"

they're so weird which makes Rakuga Kids a bit of a bugger to get your noggin around.

Dustbin man

We all know how to fight as a person (spin your arms, scream and pull hair, right?) but who knows how to control a Battle Dustbin, or fend off attacks from a creature which looks like a donkey but turns into a tank? Not easy, is it? It wouldn't be so bad if the things had substance, but they're flat because they're drawings and, well, if we're gonna be honest here, they look a bit naff.

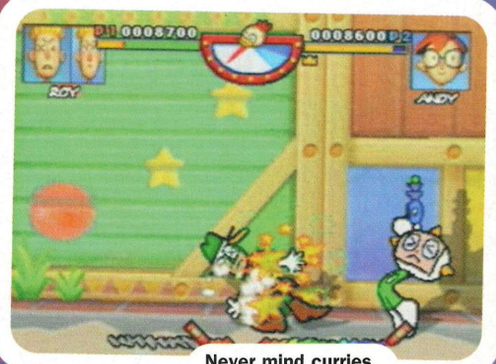
Legless!

Wanna know what else is naff? The way in which some of the fighters move. A few of them don't have proper legs, as such, and consequently sort of mong around the screen like a fat, drunken uncle trying to dance to Firestarter at a family wedding. Or something like that.

What this means is that it's difficult to judge how close your fighter will be to an opponent when you move him forwards, and therefore what kickin' moves to try to pull off. The up side of this is that, because they look weird, they scrap in a weird way too, with all sorts of bits springing out of their bodies to hopefully chin the opponent. In some cases their bodies change entirely – its all very odd. The control's not bad either. It's easy to get the hang of but there's a definite lack of variety in the moves.

Tricky bugger

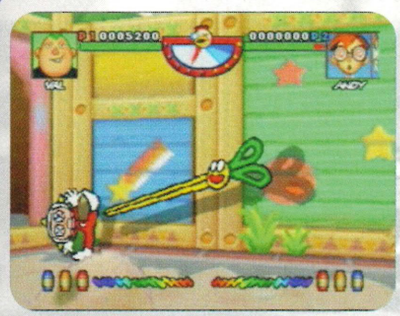
One cool thing is the magic. As well as damaging their energy, every time you lamp someone your magic



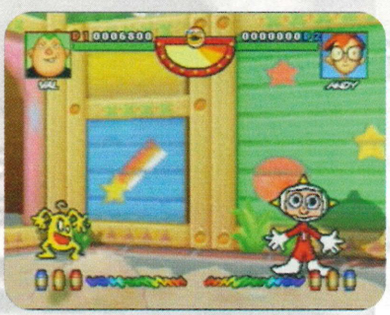
Never mind curries, that's what you call a real ring of fire!

Can you tell what it is yet?

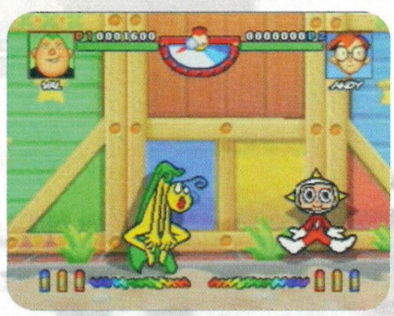
The fighters in Rakuga Kids have a rather odd tendency to change from weird to weirder still!



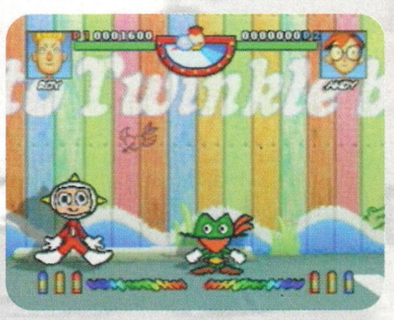
One minute he's a pair of scissors...



... the next he's a gibbering mutant



And then for a finale, a fiendish hunchback freak

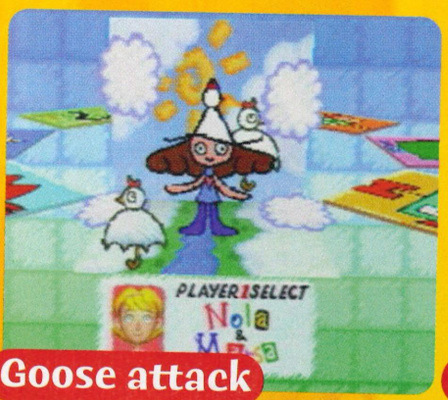


What's the game here? One minute a cowboy, the next a flipping frog!

Rakuga Kids

Hard as Nails

Quick everyone! Run, screaming with nut-shrinking horror from the mad, bad, fighting machine that is the terrifying Tinkles Gang. Yeah, right.



Goose attack



Cactus crazy



Pocket rocket



Biker boy



Bin batterer



Cat nibber



Flower power



Dog rough

Can you tell what it is yet?


Stealthy old cat creeps in for attack...


... and decides to become a tank! Why? WHY?


Hi there, I'm a set of teeth on legs


But in my spare time I like to dress up as a petrol pump...

Could it be magic?

Each character can use his or her own brand of magic to get out of sticky situations. Like being beaten to death by a killer cat with robot arms, just for an example.



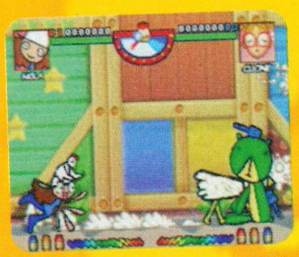
Not so fast corky – or I'll fix you with my space spray!



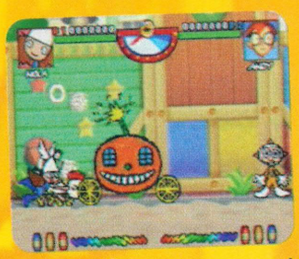
He's in the rocket and he's set for lift-off...



...and it's chocks away and into another galaxy for cat boy!



Everyone picks on poor cat. If he's hassling, why not turn into a goat (or is it a hen)?



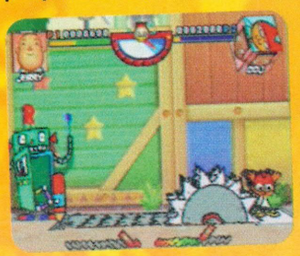
Alternatively, goosey-woman might trash you with an attack from the pumpkin carriage. Lord help us all



Ah, the famous fire hydrant attack! Feared throughout the planet for its sizzling spray



Look out, the big boys are here. This lion'll make mince meat of ya...



...and if he doesn't the chainsaw will. Leg it while you've still got legs!

meter rises until, when it's full, a magic crayon is awarded (look, it's a Japanese game, whaddya expect – something possibly sensible?).

Now that's tragic

Each character has his own magic trick, which is like a special move in a way, only dafter and more fun. The cowboy character brings about a cattle stampede to crush his opponent and another one brings on his motorbiker mates to run you over! You certainly can't say it isn't different.

So what else? Well, the game can be played in either story mode (fight everyone and defeat the final badass), versus mode (batter a mate) or training mode, where you fight as normal then pitch your fighter into battle mode where he uses all the moves you taught him to try and defeat a computer opponent. You have no control over this fight – you just watch it to see what happens, and it's pretty damn boring after the first 30 seconds.

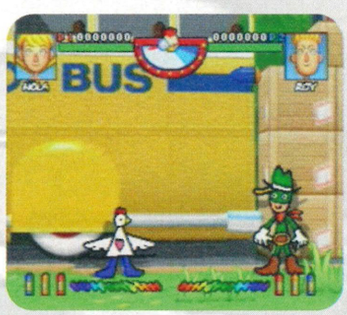
Oh yeah, and for some reason you can choose, if you wish, to do all of the above as an outline drawing in just a couple of colours. Ah yes, that's why you own an N64 isn't it?

The most annoying video games are the ones where a great idea went wrong, and Rakuga Kids isn't one of these. There're a few interesting features in here and considering the characters are flat and the story's pathetic, the programmers seem to have made a decent stab at creating a playable game. The problem with Rakuga Kids is that it wasn't a very good idea to begin with ●

"They fight in a weird way, with all sorts of bits springing out of their bodies to hopefully chin the opponent"



... to dance with my funky-haired friend...



... because apparently, the chicks love it! Well this one does

It's Got...

65%

SOFTWARE HOUSE LEAGUE 0 pts SOFTWARE HOUSE LEAGUE

Why...

RAKUGA Kids does have its own kind of look. This is a game which tries to be different and, in fairness, it succeeds. But then, cat pee is different to expensive beer, and I know which I'd rather drink (though I can't speak for Noely). With only MK4 and Fighter's Destiny proving to be any kop at all, the N64 is ready and waiting for its first great beat'em-up... and it'll have to wait a bit longer because this is merely okay. PAUL

Breakdown...

GRAPHICS Colourful, but flat. This is not what your N64 was built to show off **7/10**

SOUND Decent quality sounds that tend towards the cutesey and annoying **7/10**

GAMEPLAY Too much weirdness! Not enough true control over the characters **6/10**

LASTABILITY A laugh with a mate but you'll soon get bored in one-player mode **6/10**

Why not try...

Well it's got to be MK4 really, hasn't it? Not exactly the same style of beat'em-up, but it oozes quality whereas this one just oozes



Other Views...

STEVE Quite like its quirkiness, but there's no way you'll be playing this much into the New Year!

MARK Not much cop on import and no better now. Buy it at your peril

NOELY I enjoyed this for a while. It's funny and plays very much like StreetFighter, which is nice

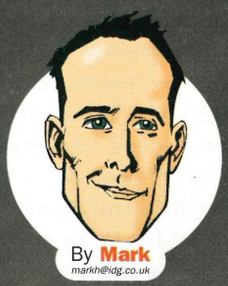
READER REVIEW It's certainly better than Clayfighters but that isn't really saying much. Glad I didn't pay to play this.
– Mahon De Souza, Putney

Publisher Konami ● Contact 01895 853000 ● Release Date Out Now ● Max. Players 2 ● Price £39.99 ● Memory Pak Space Save to cart

British Release

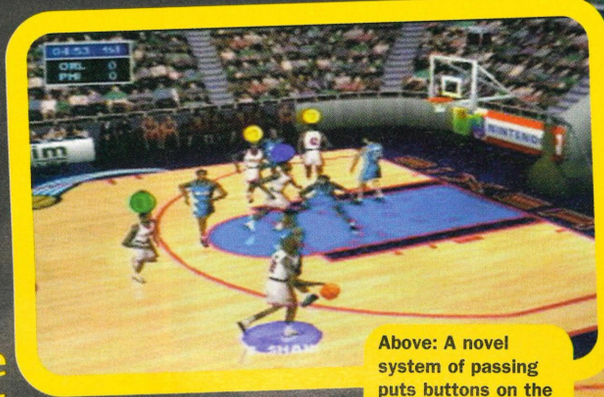
Sweeter than a jam sandwich or sourer than a lemon toastie with vinegar?

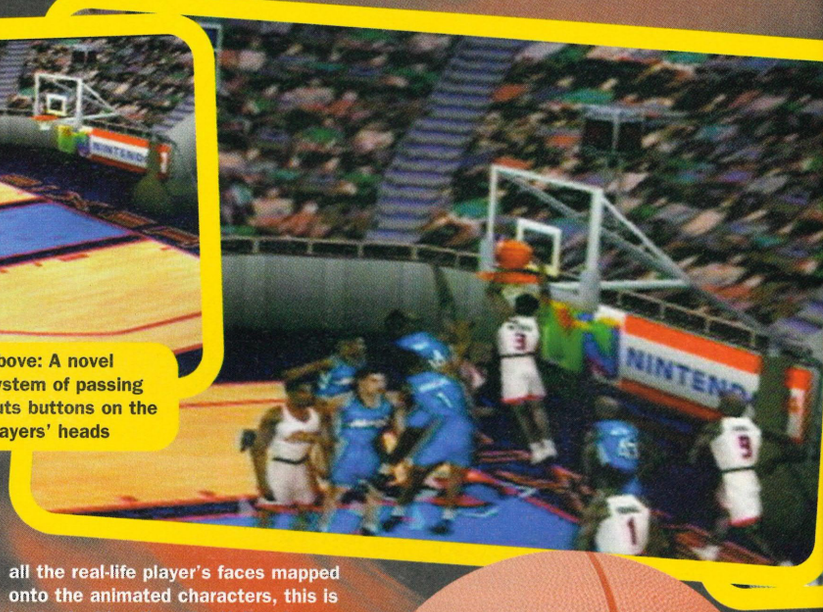
NBA Jam



By Mark
markh@idg.co.uk

Jam promises to be a giant basketball game that'll tower above the crowd and slam in the winning dunk. We check it out to see if it really is going to be that big





Above: A novel system of passing puts buttons on the players' heads

IT'S ONE OF the most popular sports in America and given the amount of versions appearing on the N64, basketball is the most popular game in the world.

NBA Jam throws its ball onto the crowded court and promises hi-res graphics and a deep focus on realism. All of which comes as a welcome relief after some attempts at basketball on the N64 have not only missed the rim, but in at least one case thrown the ball in the completely wrong direction!

The main problem until now has been dodgy graphics and stumbling gameplay. Jam fixes these problems with ease by offering graphics so sharp they could cause paper cuts and silky smooth motion capture that brings the players to life. With all the real-life player's faces mapped onto the animated characters, this is better looking than the Hollyoaks cast in birthdays suits and you could be forgiven for thinking you're watching a game on television.

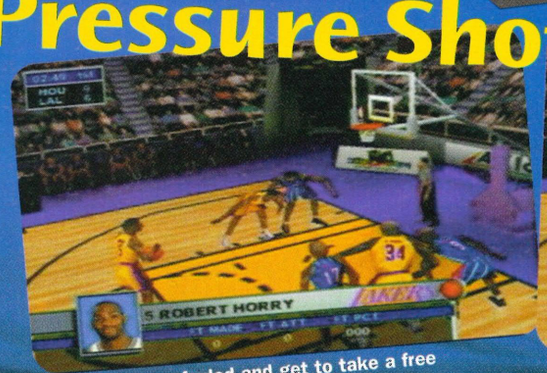
This is Jam Hot

Over 300 players have been included from all of the teams, so if you're into your NBA then its a good bet that you'll find your favourite personality here. Every team has its own court lovingly rendered in hi-res. It has to be said that once you start playing a game in hi-res you won't go back to a mid-res ▶

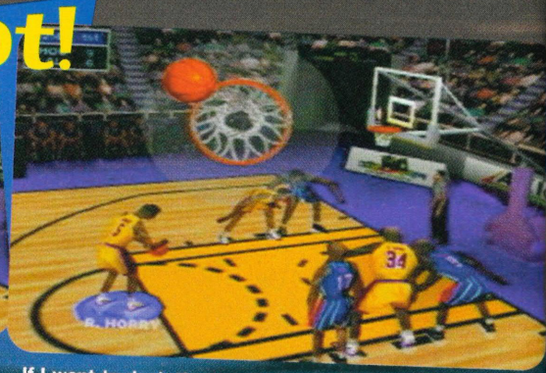
"You could be forgiven for thinking you're watching a game on television"



Pressure Shot!



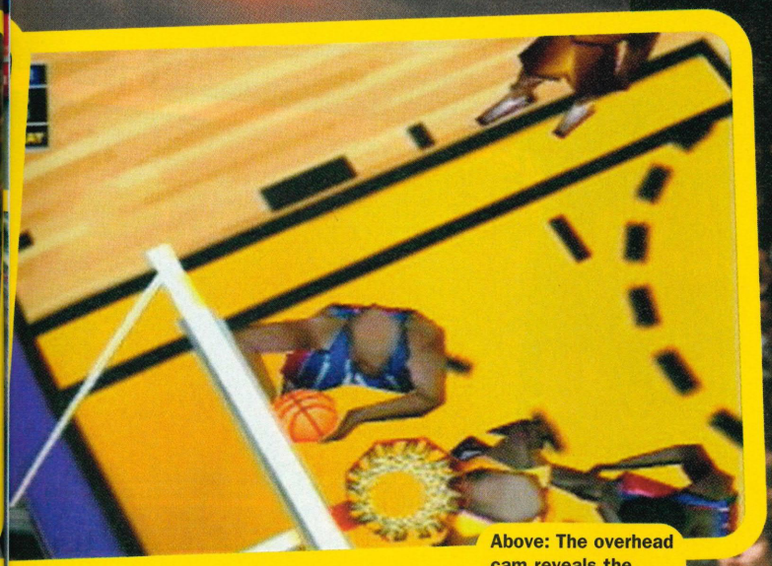
I've been fouled and get to take a free shot at the basket. All the other players shuffle around in case I miss



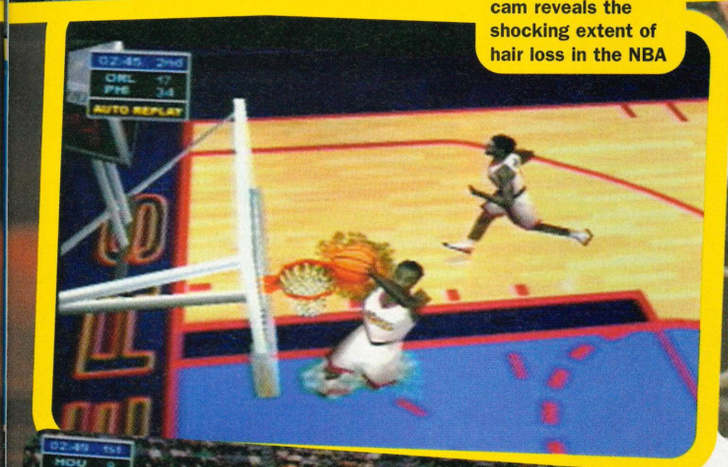
If I want to dunk the ball I'll have to line it up in the middle of the hoop. Not easy when it swings around all over the place

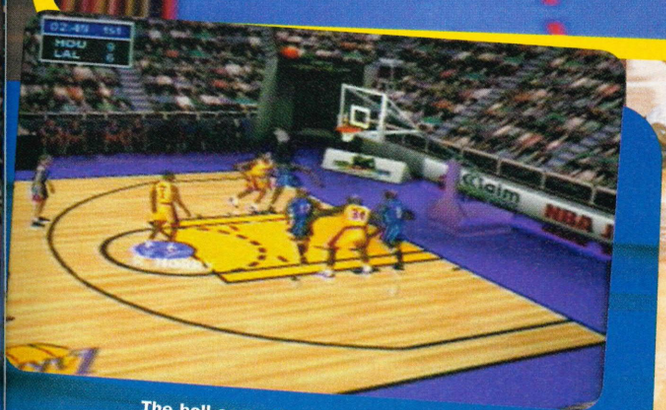
m '99

I wonder if I could hide the ball in my mouth and spit it through the hoop?



Above: The overhead cam reveals the shocking extent of hair loss in the NBA

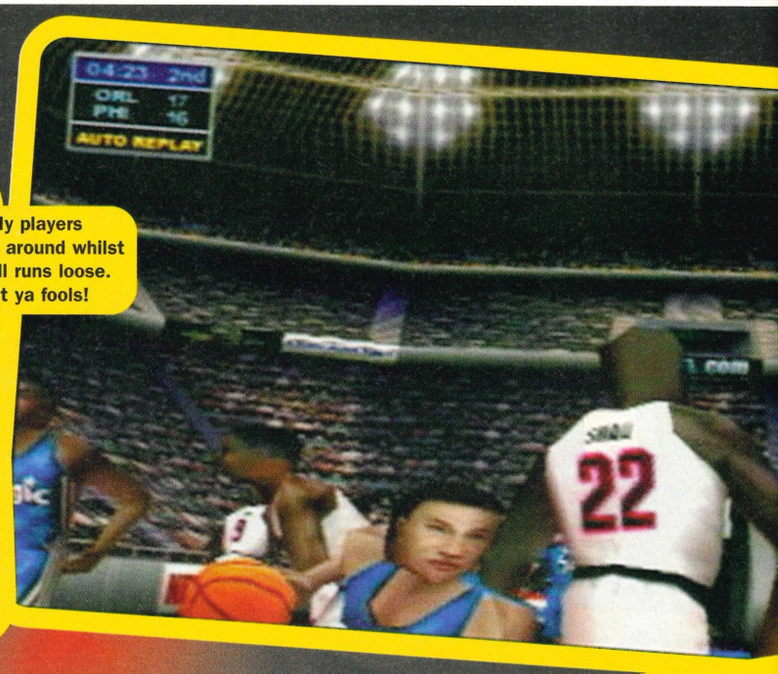




The ball soars through the air, drops through the hoop and the crowd roars. Alright! I'll admit it, I missed and they booed

NBA Jam '99





Left: My players poodle around whilst the ball runs loose. Move it ya fools!

one. You can view the courts from plenty of different camera angles, although I tended to stick with the default Television-Cam view. One great option is a custom camera mode where you can set up the camera to view the action using any pitch, angle or zoom you want. So you won't be able to moan about lousy camera angles any more!

Talkin' balls

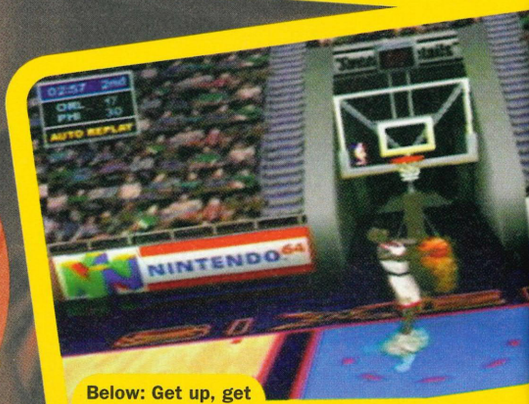
There's more sampled speech being used here than I've seen in any other sports game. NBA Jam comes to life thanks to two American sports commentators, Kevin Harlan and Bill Walton. They're annoying, but they gives the game that American flavour that adds to the experience.

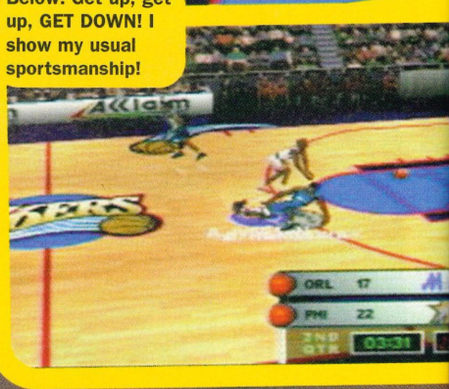
The game itself has a heavy focus on realism that again is very much the trademark of Acclaim Sports. Shunning the exploding baskets and death-defying leaps found in NBA Hangtime, Jam concentrates on providing a much more realistic experience. But that's not to say that there're no outrageous dunks, it's just that they're depicted with the accuracy of a real basketball game. If you're the kind who finds it exciting in real life then you'll love the motion-captured moves found in Jam.

> "The popularity of the sport in England is limited to Jeremy Beadle fan-club sized proportions"

Having said all that, I have this niggling suspicion that you must really be into your basketball (in a huge, 10 foot giant kind of way) to get the most out of Jam. It's certainly no arcade game designed for the novice and whilst thousands of Americans love to follow on-court action, the popularity of the sport in England is limited to Jeremy Beadle fan-club size proportions.

A lot of the enjoyment in Jam isn't found by just having a quick blast around the court. The main joy of NBA Jam is from its team management and statistical overload. I'm no real fan of wading through a ton of stats (it seems to be an American obsession) and unless you're really into your NBA then the



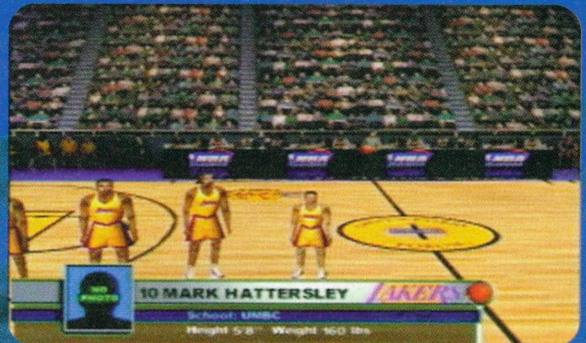


Below: Get up, get up, GET DOWN! I show my usual sportsmanship!

Small Jam



I'm gonna be in the NBA. I enter my stats as truthfully as possible including my name weight and height...



...which turns out to be a mistake cos I look like I'm running around on my knees compared to all the other giants!



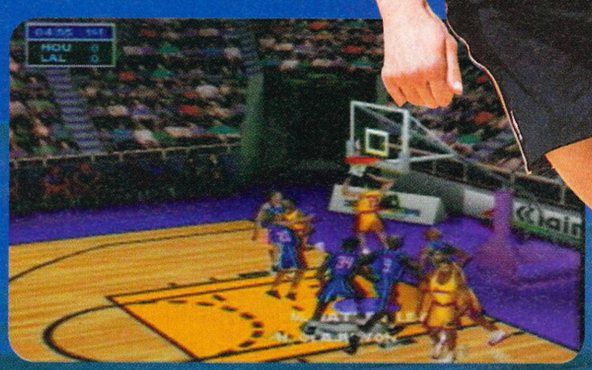
"One thing's for sure, if you're into your basketball games then you're spoilt for choice on the N64"

trading and drafting of players won't excite, which is a shame because I suspect that that's where all the real fun is to be found.

Jam Addicts

If you're an NBA addict then this is the game for you. It's much better looking than NBA Pro '98 and a lot more serious than NBA Hangtime and you'll cream over the attention to detail. But personally, I think its appeal is limited (at least to this side of the Statue Of Liberty) to a very small group of enthusiasts.

I prefer Kobe Bryant in NBA Courtside because, despite it not having the looks, it's fun to play. It'll be interesting to see how EA's highly anticipated basketball game, NBA in the Zone fares. One thing's for sure, if you're into your basketball games then you're spoilt for choice on the N64. ●



But hey! I lied about my sporting prowess and ton it down to slam the ball home (after leaping about ten feet in the air!)

It's Got...

SOFTWARE HOUSE LEAGUE 1 pts SOFTWARE HOUSE LEAGUE

80%

Why...

The hi-res graphics are great, there's plenty of speech and Jam's got so many statistics that even the most ardent number cruncher would keel over and die. It's also got the same level of realism that made All Star Baseball such a success. Unfortunately, Jam doesn't have the same pick-up-and-play appeal that made ASB such a joy (even for people who didn't like the sport). This one is strictly for the fans, who'll love it. Mark

Breakdown...

GRAPHICS Hi-res' and a lot better than any other basketball game **9/10**

SOUND Plenty of sampled speech brings the games to life. Even if it can be annoying **8/10**

GAMEPLAY Huge realism for the fans. Hugely boring for anybody else. **7/10**

LASTABILITY Fans'll find plenty to interest them, but everyone else'll get bored **6/10**

Why not try...

Kobe Bryant In NBA Courtside is my current favourite. It's more fun than Jam, but lacks the hi-res graphics and realism



Other Views...

LEWIS It's visually stunning and plays well, but you can't get around the fact that this is a totally boring sport

STEVE This is good stuff. Best looking by a mile and plays a pretty good game while it's at it!

NOELY Looks and sounds realistic, but there's not enough of the 'boom-shackalak' excitement of the first

READER REVIEW The graphics and speech are great. A lot better than Kobe Bryant
R, Tilford, Wolverhampton

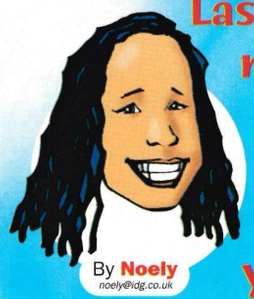
● **Publisher** Acclaim ● **Contact** 0171 344 5000 ● **Release Date** Out Now ● **Max. Players** 4 ● **Price** £39.99 ● **Memory Pak Space** 16 blocks

British Release

NHL Breakaway? NHL Breakaway? NHL Groundhog day, more like

NHL Brea

Last week I invented a time travelling machine. I've gone back in time to an era when Jim's clothes were fashionable, Steve wasn't afraid of girls, and now I've returned to last year and NHL Breakaway...



By **Noely**
noely@idg.co.uk

"I can't believe they've had the bare-faced cheek to 'moonie' at N64 owners by releasing NHL Breakaway '99"

EITHER THIS IS Groundhog day and I've gone back in time, or this is the same game as last year. I'm not going to beat about the bush here. With all due respect to Acclaim (who have been responsible for some grade A output on the N64), I can't believe they've had the bare-faced cheek to 'moonie' at N64 owners by releasing NHL Breakaway '99.

Almost a year ago I reviewed the original NHL Breakaway '98. It received a cool as ice 90%. At the time it was undoubtedly among the best examples of it's kind and I said so. But the N64 market moves quicker than a Wayne Gretzky slapshot and EA's NHL '99 has since come along and (though far from perfect) has played the Acclaim title off the ice with superior graphics, a slicker engine and arguably even greater playability.

Time Bandits

I was keen then to see what changes would have been made to win back it's crown, eager to see what graphical improvements, what gameplay tweaks and what neat little added touches would be added to the game. But I searched and I searched and all I discovered was an overwhelming sense of deja vu.

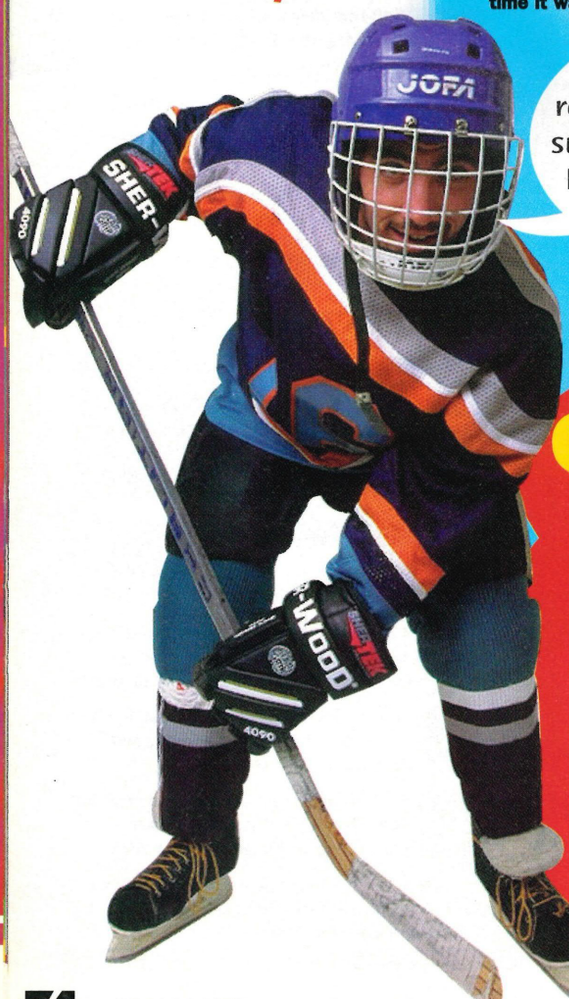
A year ago I said that the graphics were fairly good, if a little small. A year on they look quite plain in comparison to NHL '99. Graphically, this is so similar to NHL Breakaway '98 that I was tempted to use the screenshots from my earlier review. As it happens, I didn't, but even if I had, I doubt you'd have noticed the difference. The graphics here are identical, no use of the 4MB expansion pack, no added animations, no additional detail on either the arena graphics or those of the crowd. In fact no graphical improvements whatsoever. No wait a minute, there's now an iguana design on the ice. Wow!



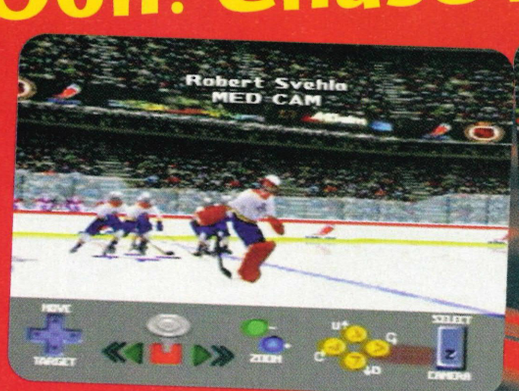
Even before facing off it's clear that there's nothing new in NHL Breakaway '99

Emperor's new cart

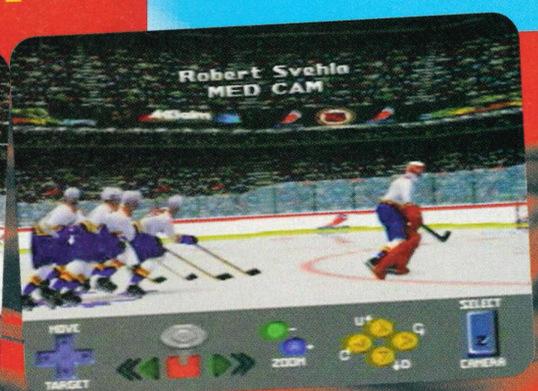
With regards the sound, there are one or two new sound effects, but little else has been added to what were fairly clear and atmospheric sound samples. The gameplay is hugely entertaining, though not quite as playable as NHL '99. Oh yeah, all the player teams and stats have



Ooh! Chase me

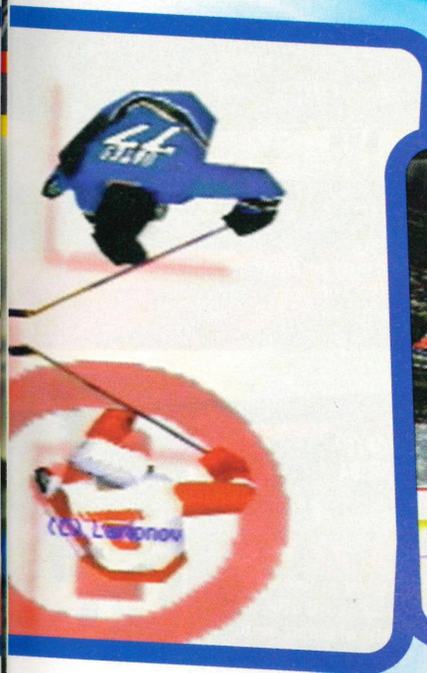


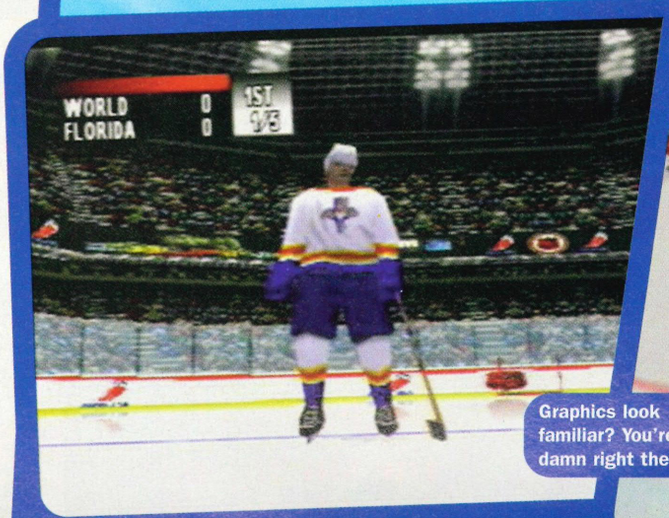
Listen guys, about that injury time goal I let in to lose us the championship...

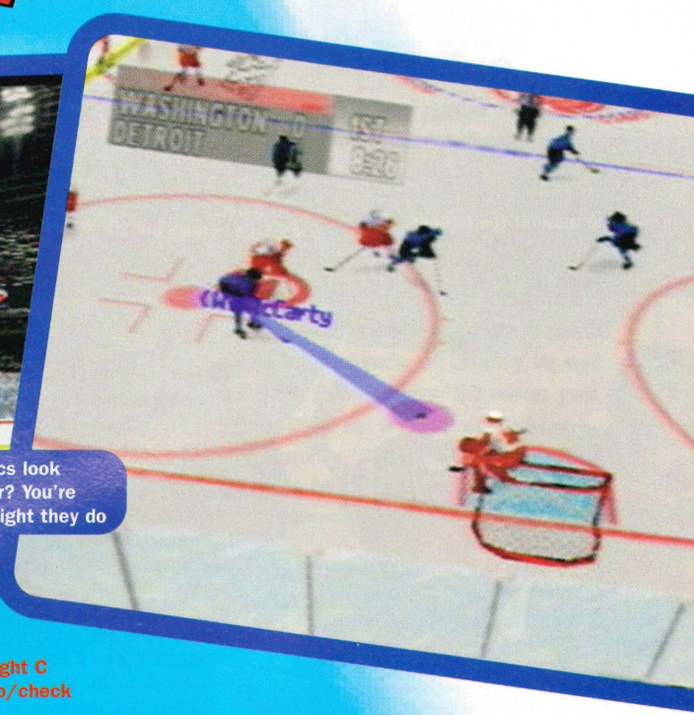


...but guys I swear to you it was an accident

kaway '99





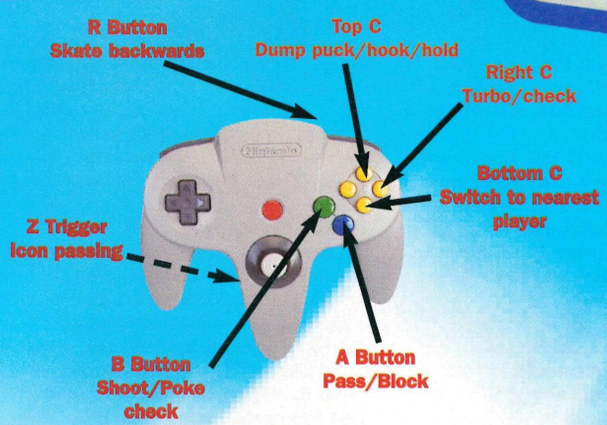


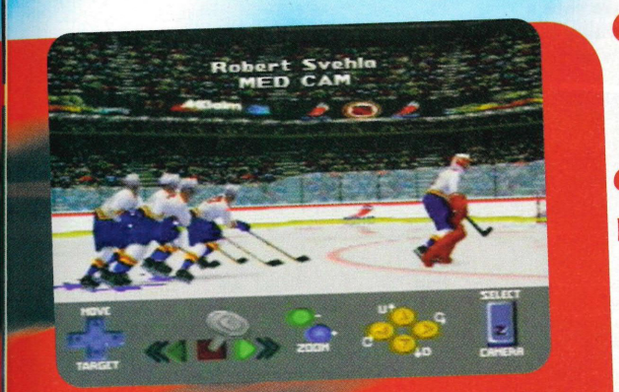
Graphics look familiar? You're damn right they do

now been updated. Whoop de dooh!

To all intents and purposes this is the very same game I reviewed a year ago, it's so similar that I even sneaked a peek under the cart label just to check whether the makers hadn't just stuck a '99 sticker onto the previous carts.

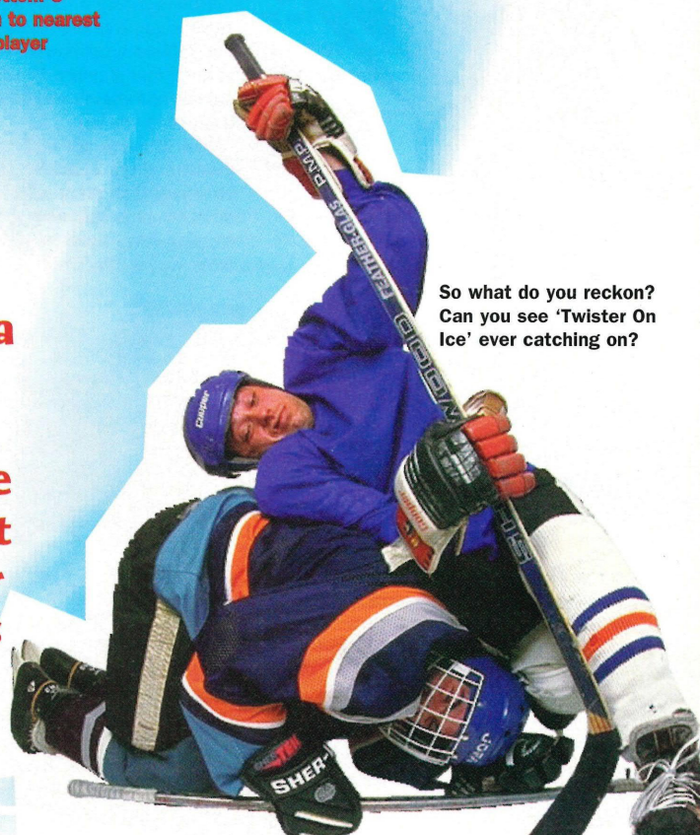
It may seem harsh that I've given NHL Breakaway '99 such a low score given that its predecessor scored so well, but as far as I'm concerned this is sheer laziness. If N64 Pro readers are in danger of being ripped off, it's my job to tell you so. I could score the game in isolation and say yeah it's playable, yeah it looks and





Look, I'm really sorry, can't we at least talk about this?

"I even sneaked a peek under the cart label just to check whether the makers hadn't just stuck a '99 sticker onto the previous carts"

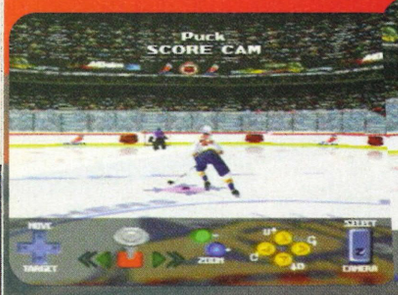


So what do you reckon? Can you see 'Twister On Ice' ever catching on?

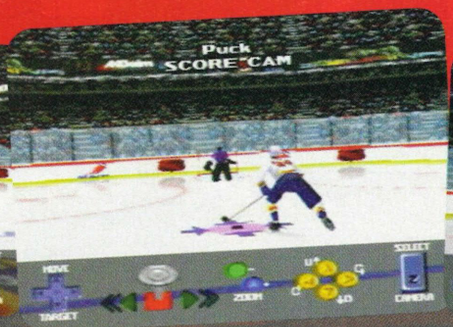
NHL Breakaway '99



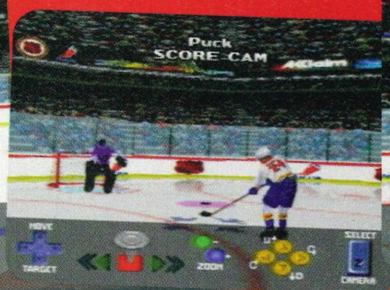
How to score



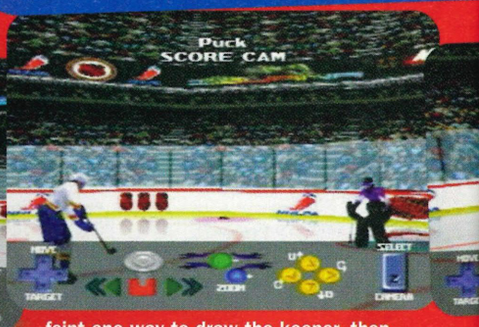
A one vs one against the keeper



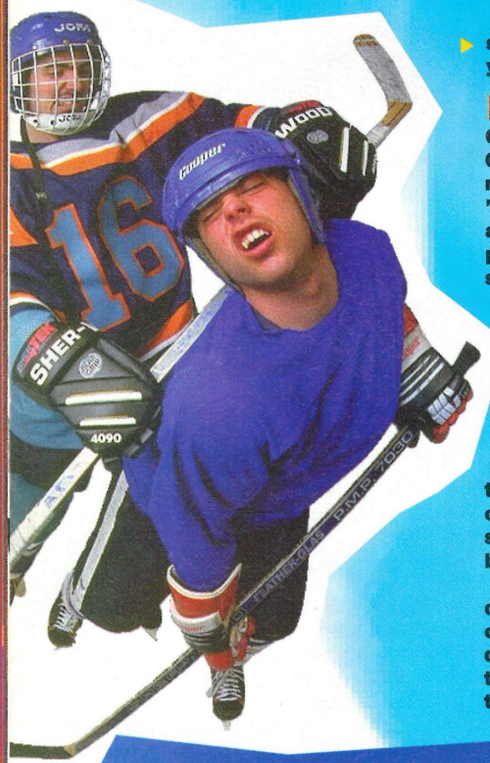
Sprint towards the goalie at full tilt



Wait until you see the whites of his eyes...



...feint one way to draw the keeper, then shoot for the opposite corner



sounds okay so 80%. But let me give you an example.

Back to the ice age

Over a year ago I reviewed GoldenEye. It received a whopping mid 90's score, but if a GoldenEye '99 appeared that was to all intents and purposes the same game with perhaps a few different names in, I'd say "Oi! Rare. No!" It'd be a con and I would tell you so and mark it accordingly. If this was a data disc for a PC game at a budget price of about £20, it'd still be a complete rip-off.

The irony is that NHL Breakaway '99 is actually a fairly good, hard hitting game of ice hockey, but in this referee's opinion, it's been guilty of such foul play it's heading for the sin bin and should never be allowed back onto the ice.

The offences are charging (ie overcharging), checking (not checking that there were sufficient differences in this new version), and tripping (they must be tripping to think we wouldn't notice).

"NHL Breakaway 99...headed for the sin bin and should never be allowed back onto the ice"

Given some of the other fairly impressive titles in the Acclaim Sports series, I'll excuse this as a mere blip. Hopefully those responsible will be suitably embarrassed that they'll refrain from churning out such slovenly titles in future. But there's one sure way to stop them and that's not to buy it. I'm sorry Acclaim, but this sort of thing just won't do. You know it, I know it, and more importantly, now N64 Pro readers know it.

Triple loop & twist

These last few months have seen a breathtaking number of quality games released for the N64. So when faced with the glorious choices of Zelda, Turok 2, Silicon Valley, and Body Harvest, anyone opting for NHL Breakaway '99 would have to be filthy rich, or else "madder than Mad Jack McMadd, winner of last year's Mr Madman competition." In which case, might I also interest you in one of these lovely white jackets that fasten at the back?

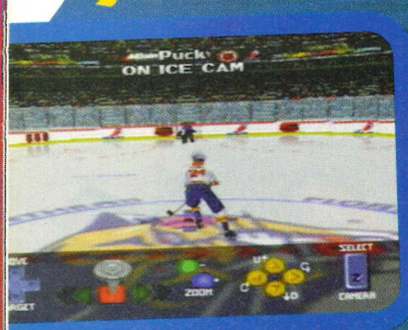
NHL Breakaway? NHL Breakaway? NHL Groundhog day more like.

Either this is Groundhog day...●

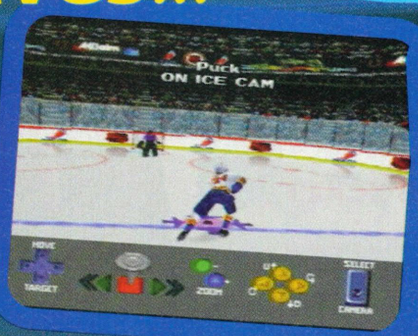


Draw amigo, no you draw pardner... err no, it's not that type of shootout

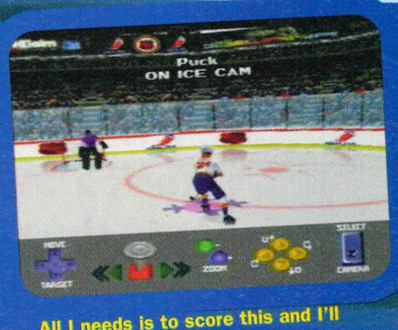
Jesus saves...



...but Keith Tkachuk scores on the rebound



The pressures on with the scores tied you can wrap it up if you score this

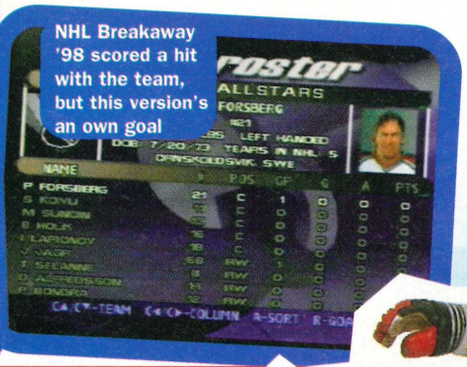


All I needs is to score this and I'll be a hero



As I unleash a ferocious shot I can already see the headlines. Noely scores to settle tie

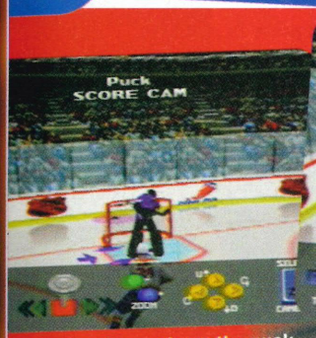
NHL Breakaway '98 scored a hit with the team, but this version's an own goal





It's Got...

68%



Watch smugly as the puck bulges the net



Skate off coolly as the keeper does a Schmeichel and blames everyone else but himself

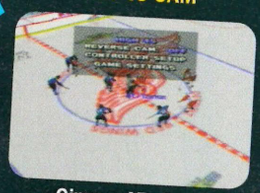


Bask in the glory of adulation from your teammates

N'ice' views

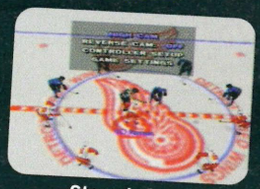
Remember the selection of views available in NHL Breakaway '98? Well they're all here again in NHL Breakaway '99

HIGH 45 CAM



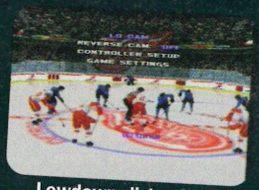
Gimme 45 view

HIGHCAM



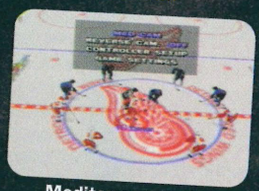
Stoned view

LOCAM



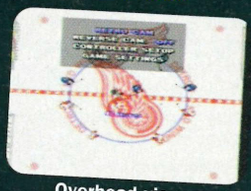
Lowdown dirty view

MEDCAM



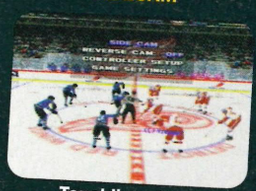
Mediterranean view

RETROCAM



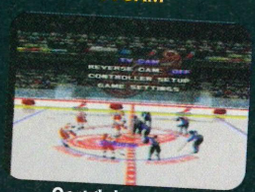
Overhead view

SIDECAM



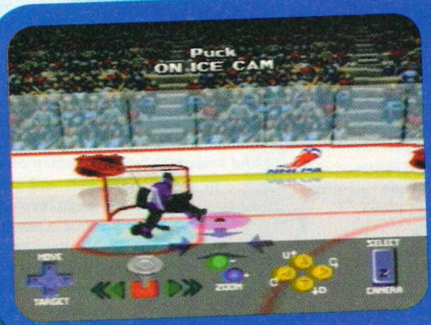
Touchline view

TVCAM

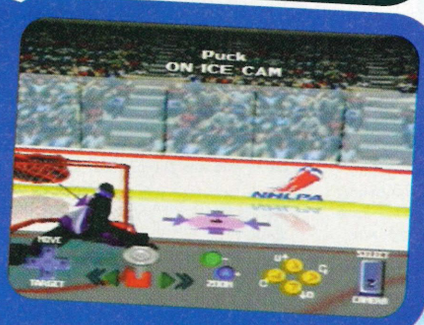


Gogglebox view





But what's this? The 'keeper has pulled off a stunning save



Next day headlines read 'Noely hangs himself after blowing championship!'

Why...

This wasn't a bad game at all when I reviewed it a year ago. But it's been superseded by NHL '99 and to merely change a few players names, slap on a '99 monicker and roll out the same engine a year later is a bit rich, hence the low score. And speaking of rich, you'd have to be made of money to opt for NHL Breakaway '99 when you could pick up a copy of NHL Breakaway '98 for about £20 in a bargain bin. NOELY

Breakdown...

GRAPHICS Small well animated players, but where are the tweaks for '99? 7/10

SOUND All the whacks and thwacks you'd expect, but not on a par with NFL QB '99 7/10

GAMEPLAY As playable as last year's version. Hang on! This is last year's version! 8/10

LASTABILITY Acclaim have obviously decided that the '98 version will last forever 6/10

Why not try...

NHL '99 – Electronic Arts. Though far from perfect, this is the most pucker ice hockey game on the N64 at the moment



Other Views...



LEWIS The idea of seeing Noely day after day is scary enough, but games repeating themselves is too much!



MARK Still the best Ice Hockey game, but it hasn't changed much! Don't bother if you got it first time around



STEVE No way is this the best hockey game! For one thing it's a con, and NHL '99 rules! Don't bother

READER REVIEW Think Noely's been a bit harsh. Never played '98 and quite enjoyed this – *T Burnage, Surrey*

Publisher Acclaim **Contact** 0171 344 5000 **Release Date** Out Last Year **Max. Players** 1-4 **Price** £39.99 **Memory Pak Space** 16 Blocks

CHEAT ZONE

The Chea

Top Secret

FOR YOUR EYES ONLY

The mysterious Alien known only as Tip-X has been wreaking havoc throughout the gaming world by stealing confidential information. As long as Tip-X is active no secret is safe. He must be stopped. Permanently!



Ha! They'll never stop me. I know plenty of cheats for all the latest N64 games. If you want help then stick around to learn some top secret info

Where's That Button?



S.C.A.R.S.

I tell you those cars are animals. I spent hours running around trying not to get bitten by the Lion. But whilst tearing through the game I managed to grab these cheats and I got a nifty animal skin jacket to boot

Enter these passwords in the S.C.A.R.S. options menu.

LGSSSX:	Crystal cup
CRKKYY:	Diamond cup
DZPKKK:	Zenith cup
PXPRTS:	Master mode compete with all hidden cars
SDSSRT:	Scorpion car
TRTTLL:	Cobra car
NRNNRR:	Cheetah car
YMSTTR:	Panther car
WLLVDD:	All codes

Another way of opening up the 'All Codes' cheat is to go to the player select screen and press D-left, D-up, D-right, D-down, Z, R, D-down, D-left, D-up, D-right.



Glover

I hope you enjoy these cheats. I had to wear my ball disguise and spend hours being bounced around by a glove to get them. And with a head as big as mine you can imagine the headaches you get. It was worth it though after I got all of these cheats.

To open up the cheats pause the game at any point and tap in these codes.

Open Portals: C-up, C-right, C-right, C-down, C-left, C-down, C-up, C-right
Locate Garibs: C-left, C-up, C-right, C-down, C-left, C-up, C-left, C-left
Infinite Lives: C-up, C-up, C-up, C-up, C-up, C-right, C-down, C-right
Infinite Energy: C-right, C-right, C-down, C-right, C-right, C-right, C-up, C-left
Powerball: C-up, C-down, C-up, C-down, C-up, C-down, C-left, C-up
Control ball: C-left, C-right, C-left, C-right, C-up, C-down, C-right, C-right
Enemy ball: C-left, C-down, C-up, C-right, C-left, C-left, C-down, C-down
Low gravity: C-left, C-left, C-up, C-left, C-right, C-up. C-up, C-up
Big ball: C-down, C-down, C-up, C-down, C-down, C-left, C-right, C-down
Fish eye: C-left, C-right, C-left, C-right, C-left, C-right, C-left, C-right
Camera Rotate Right: C-left, C-right, C-up, C-up, C-down, C-right, C-down, C-right
Camera Rotate Left: C-right, C-down, C-right, C-down, C-up, C-up, C-right, C-left
Mad Garibs: C-down, C-right, C-down, C-up, C-left, C-down, C-left, C-up
Frog spell: C-down, C-left, C-

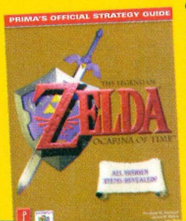
Tip-X's best guide books

Sometimes you need serious help! Which is where a guide book comes in. The best are crammed with useful info, but the worst are more useless than Noely's private hairdresser. So I've checked and rated this year's best books!

ZELDA: THE OCARINA OF TIME

by Prima £11.99

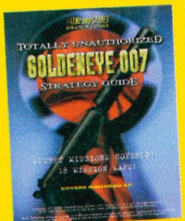
The best game ever made deserves the best guide I've ever seen. Full colour and more info on Hyrule than you'll ever need. This book has detailed maps on every dungeon, a cut-out card with all the songs and the location of every single item, heart and golden skullulta. Also has a lot of tips that even I didn't know. Impressive stuff!



TOTALLY UNAUTHORIZED GOLDENEYE 007

by Brady Games £10.95

A guide to hold your hand through the best shoot'em-up ever. Good info on the one player game and has the cheats, but it can be a bit too helpful at times: "use your left thumb to move the joystick while grasping the centre handle" for example. Good if you're still stuck working on Her Majesties Secret Service.



TUROK 2: SEEDS OF EVIL

by Prima £9.99

Another stormer that'll take you through the biggest shoot'em-up since GoldenEye. Full colour and with detailed information on all the enemies and maps of the huge levels, you'll find this a useful guide. It also has great info on the multi player game including stats for the characters and all the weapons. Essential for Dinosaur Hunters.



ts are Out There



down, C-down, C-left, C-down, C-up, C-left

Hercules: C-down, C-down, C-down, C-left, C-left, C-down, C-right, C-left

Speed-up: C-left, C-left, C-right, C-up, C-right, C-left, C-down, C-down

Boomerang Ball: C-right, C-up, C-up, C-up, C-up, C-left, C-left, C-down

Froggy: C-up, C-right, C-down, C-right, C-up, C-left, C-left, C-up

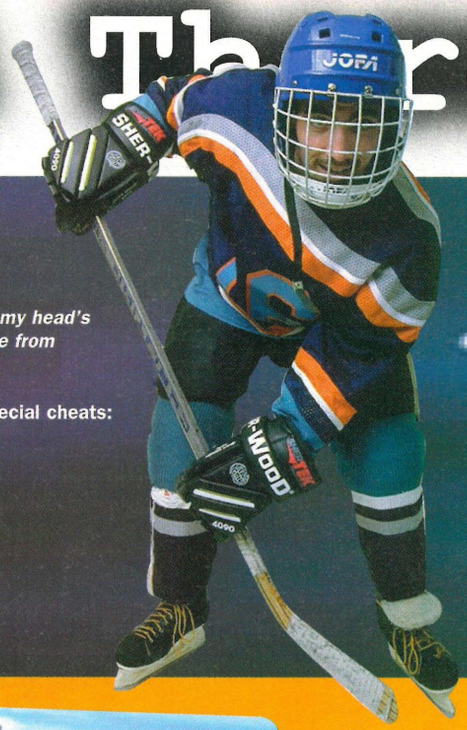
All cheats off: C-down, C-down, C-down, C-down, C-down, C-down, C-down, C-down

NHL '99

I may not be the world's best hockey player (my head's too big for the helmet) but that won't stop me from finding out all these cheats

Go to code entry screen and type in these special cheats:

Big Head Mode: . . . . . .BRAINY
Big Players: . . . . . .BIGBIG
View Ending Sequence: . . .VICTORY
Faster Game: . . . . . .FAST
Turbo Mode: . . . . . .SPEEDY
EA Blades and EA
Storm Teams: . . . . . .FREEEA



GT 64



I needed to make a hasty getaway so what better way than hopping a lift in one of the cars in GT 64. And whilst I was making good my escape I came across this little cheat

Mirror Tracks
Go to the options menu and select back-up, delete. Select it and answer "yes". If you do this 13 times then you will be able to access the mirrored tracks.

Rakuga Kids

Gah! They're one strange bunch of kids. And all those bright colours played havoc with my oversized alien eyes. Still I managed to stick it out and get these cheats.

Alternate Costumes
Press different punch or kick buttons when selecting your character and you'll get a bunch of different costumes to choose from.

Select Inoz
You have to play the game for more than two hours (arrrgh!) Then go to the character select screen, hold down L and select Mamezo. You should now be fighting as Inoz.

Select Darkness
First of all you have to play the game for a total of five hours. If you can stop dribbling and pull yourself together for a game then go to the selection screen and you'll be able to choose the Darkness character.

Extra Options
This one separates the men from the boys. Play Rakuga Kids for a staggering 10 hours straight. If the men in white coats haven't dragged you off to the asylum then you'll be able to choose some new options from the options menu.



Bomberman Hero

Phew! I almost got blown to bits in this game. Hero? That Bomberman's more like a crazed arsonist if you ask me! Anyway, I managed to get these cheats and escape just before it exploded.

Slider Race
Get a five rating on every stage up to and including Garaden Star. Now go to the Slider Race on the options screen. You should be racing a snowman.

Gossick World
Do the requirements for the Slider Race and collect all 24 of the Other-Dimension bombs and you'll be able to access the hidden Gossick World.

Golden Bomber
Finish the hidden Gossick World and you'll get another play mode on the options screen. In this a gold card will give you a golden Bomberman.

Treasure Hunt
Get a five star rating on every world (including the hidden Gossick World) and you'll get another play mode on the options screen. You have to find 24 treasures that went mission from a spaceship.

WIN! A Guide Book

WE'VE got more guide books than we know what to do with and they're all up for grabs! If you want to win one of ten Zelda books or any of the other guides we've reviewed, answer this question: What's the name of Link's fairy guide in Zelda? Answers on a postcard marked **Guide Book Competition** to **N64 Pro, Freepost, Media House, Adlington Park, Macclesfield, Cheshire, SK10 4NP** and don't forget that you never need a stamp to write to us, but multiple entries will be told to get lost.

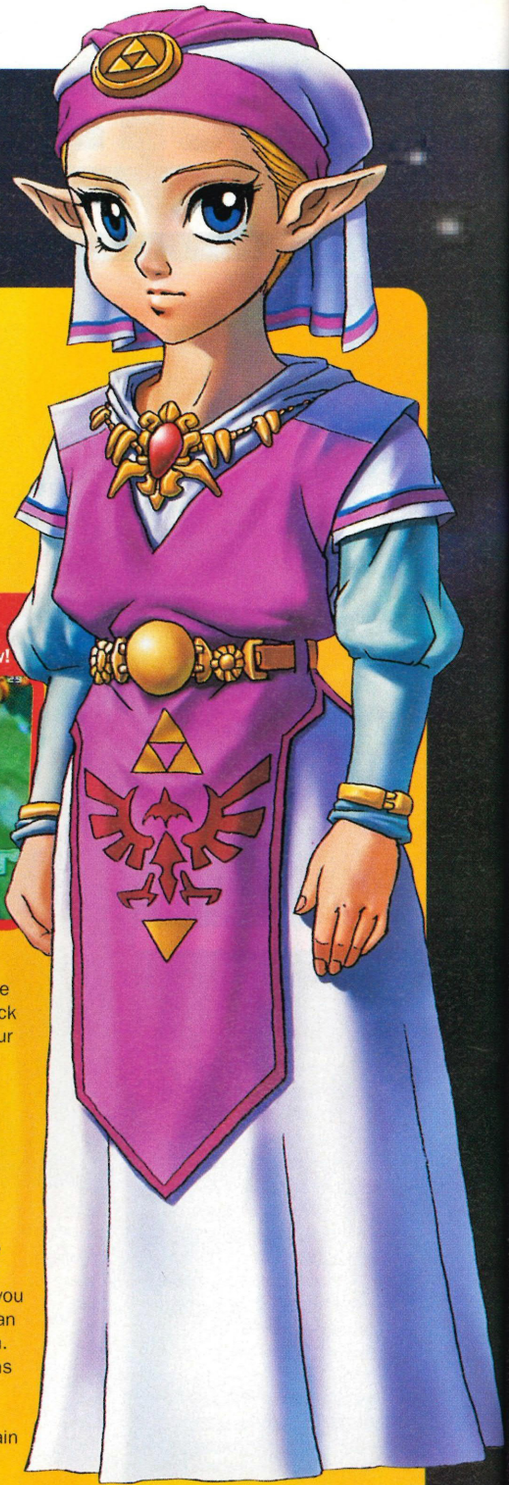
CHEAT ZONE

The Cheats are Out There

Legend of Zelda: Ocarina of Time



I'm dressed like a girl, these boots are crippling me and I don't have ears to keep the hat on! Someone beam me out of here!



The Fountain of knowledge

Welcome to the first ever Fountain of Knowledge. Here you'll find the answers to all your Zelda problems. The world of Hyrule will be printed here over the next few months and if you've got a question about Zelda we'll answer it or print it for other readers to answer. If you think you're the best Link on the planet then send in your hints and tips for other readers to learn. Now enjoy...

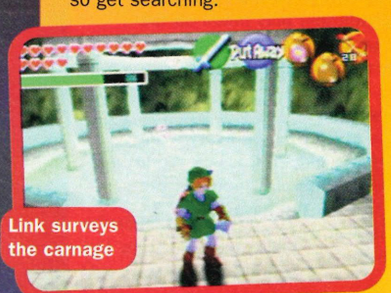
The Skulltulas

Throughout the game you'll come across these spidery creatures. They make a shuffling noise whenever you're nearby and if you shoot them they'll disappear leaving a token behind. They only appear in the dark though, so the best place to hunt is at night or in the underground levels. The best way to shoot them is with the grappling hook as this kills them and grabs the token for you.

But what are they for? Well the answer lies in Kakariko village. One house is full of big spider monsters, but don't attack them because they're friendly. This family was cursed by having too much money (the opposite of your problem). You can help save them by destroying the Skulltulas.

For every 10 Skulltulas you destroy one of the spiders in the house will turn back into a human. And they'll give you a reward for your trouble. There's 100 Skulltulas in the game, so get searching.





Link surveys the carnage

Fairy Fountains

In a hole, in the ground there lived a bunch of fairies. Throughout the game you'll keep coming across these fairy fountains. At first they seem nice to look at but pretty lame. But they are in fact one of the most useful points in the game.

To use the fairies you'll need a bottle. Arm it to one of the C buttons and grab one of the fairies. Congratulations, you've now got a fairy in a bottle. This little fella will automatically bring you back to life if you die and give you all your energy back. So make sure you've always got one of them on your personage at all times.



Leaf it out mate! If I were you I'd branch out. Do something new!

Magic Beans

As adult link you'll encounter a strange man in Zora's fountain. He sells worthless magic beans that soon rise in value (and cost) as you buy them. Buy as many as you can go back to being young Link again. Now run around and plant the beans in the soft spots of earth that you find throughout the game.

When you become adult Link again the beans will have grown into magic platforms that will carry you to secret bonus areas.

The Scarecrow

When you're young Link you'll see two Scarecrows in Lake Hylia. Go up to them and play your Ocarina. You can choose any song, but make sure it's easy to remember.

Now wait until you come back as adult Link and play the same song to the remaining scarecrow. He'll remember the song and tell you that the other Scarecrow is wandering throughout the world. He may appear in special places if you play the Scarecrow Song.

Now on your travels you'll see Navi go green and hover around an area for no apparent reason. Try playing the Scarecrow Song and if he appears you can use the grappling hook on his head to reach secret areas. Here's a tip so you can try out the song straight away: there's a secret Scarecrow area when you're Adult Link near the Fishing Pond in Lake Hylia.

Cows

Throughout the game you'll come across the occasional cow. At first they seem pretty useless, but if you play Epona's song to them (learnt at the Lon Lon Ranch) they'll fill any of your empty bottles with milk. Drink the milk and it'll give you back five of your hearts and each bottle has enough milk to be drunk twice.

Readers Cheats

Have you discovered a secret that you just can't keep to yourself? Then send it to the Cheatzone and you can get it printed for all our readers to see. If you've got a good trick or cheat then send it in to Cheatzone at the usual address. Make sure you write the name of the game on the outside of the envelope. If your cheat is really impressive then we'll send you £20



£20 Winner

Zelda

- Daniel Lam, Hull

ABUSING CHICKEN
Hit the chickens repeatedly (in Kakariko village - Tip-X) and then lots of them will flap at the screen. Only one thing left! Beat them up.

MARIO IN A ROOM
Go to Zelda's castle and look for a very peculiar window. Inside there's Mario sleeping and lot's of Mario nice pictures.

FIND GOLD SKULLTULAS
Before planting a Magic Bean in soft dirt empty a lot of bugs on top of the mound. Catch one of them immediately afterwards (you can catch bugs with a bottle - Tip-X).

After one of the bugs goes into the mound of dirt a gold Skulltulla will jump out, except for the mound next to the selling dude.



Buck Bumble

- Ryan Jaffrey, Selkirk

ALL WEAPONS
Go to the title screen and press D-left, D-right, D-up, D-down. Then hold down Z and press D-right, D-right, D-left, D-left.

Datel Cheats



When it comes to dirty tactics Datel rule the roost with their Action Replay device. This cunning cart sits between a game and your N64 and works wonders by making cheats appear from thin air. But you need these codes to get the cheats to work, and YOU HAVE TO OWN AN ACTION REPLAY CART. You can get one from most good game stores



F-Zero X

Requires a Yoshi Keycode. This code must always be on DE067000 0000

Timer always zero 812C4BC0 0000

Always first place 812C4BC2 0001

Infinite energy 812C4B48 4326 812C4B4C 4326

Infinite lives 800D8729 0005

Boost from start D02C4DA0 003F 802C4925 0050

WCW v NWO Revenge

Infinite time	800FAF87 0000
Extra characters	8107F07C 3F03
Maximum spirit ply 1	800F9D25 00FF
No spirit ply1	800F9D25 0000
Maximum spirit ply 2	800FA0D5 00FF
No spirit ply 2	800FA0D5 0000
Maximum spirit ply 3	800FA485 00FF
No spirit ply 3	800FA485 0000
Maximum spirit ply 4	800FA835 00FF
No spirit ply 4	800FA835 0000
Infinite time out of ring	800FACE8 0014
Always special ply 1	800F9D35 0008
Always special ply 2	800FA0E50008
Always special ply 3	800FA4950008
Always special ply 4	800FA8450008

1080° Snowboarding

Must be on DE000400 0000

TRICK ATTACK MODE

Crystal Lake
Stop timer 8029F66A 0076

Crystal Peak
Stop timer 802AC8EA 0076

Golden Forest
Stop timer 802AAF5A 0076

Time Attack

Crystal Lake
Stop timer 802A582A 0000

Crystal Peak
Stop timer 802B2BCA 0000

Golden Forest
Stop timer 802B135A 0000

CONTEST MODE

Crystal Lake
Stop timer 8029C0DA 0076

Crystal Peak
Stop timer 802A889A 0076

Golden Forest
Stop timer 802A6D3A 0076

Match Race

Crystal Lake
No damage 802E091F 004B

Crystal Peak
No damage 80291203 004B

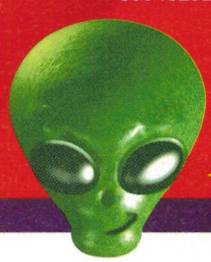
Golden Forest
No damage 8028FC93 004B

Body Harvest

Weapons
Unlimited T.N.T 8004817F 0003
Unlimited Machine gun ammo 8004817B 00C8
Unlimited Tri-spinner ammo 80048185 0064

Special codes
Surreal mode 88159353 0080
Evil Adam mode 88052AFD 0002
Fat legged alien mode 8813FD03 0001

Body count always at 08004819A 0000
8004819B 0000



Make your secrets public! Send them to my contacts at N64 Pro. There's a cash reward for your best cheats!

CHEAT ZONE

Body Har



Ha! A couple of Feds just walked right past me and didn't even give me a second look! I could get into this disguise lark, they'll never catch me I tell ya! I'm more elusive than Noely's hairdresser!



Java Level W

Things start to get tough from here on in as the early levels have been completed and the real game begins. Just stick with Tip-X and you'll find yourself walking straight through Java and the USA

Stage One

ADAM starts this level on a small island. He must respond to the first harvesting wave to the east of this position. In the village where the harvesting wave occurs is a large hut that contains a HUNTING RIFLE. This is used to kill the Alien holding the Cable Car [to the NE of the village]. Once this alien is killed, the Cable Car should move freely across to Adam.

If Adam should try to swim to the island to the north, he'll drown. So don't bother.

There is also an airboat parked to the north that might offer Adam transport across the water, but it's broken. If Adam talks to the man in the nearby hut, he is told of a way of repairing it by visiting his relative, Rob, who lives on the island to the north.

Once Adam has arrived at the north island, a harvesting wave activates in a village to the north of the Cable Car building. Adam must respond or lose humans. After defeating this wave, another is activated in a village further to the east, where Rob's boathouse sits. Adam has to go into Rob's Boathouse and collect the airboat parts. He must return with them to Rob's boathouse to the south in order to have the airboat repaired.

Once this is done Adam can use the airboat. He can then travel to the processor to the east and kill it. A gate opens up to Stage Two.

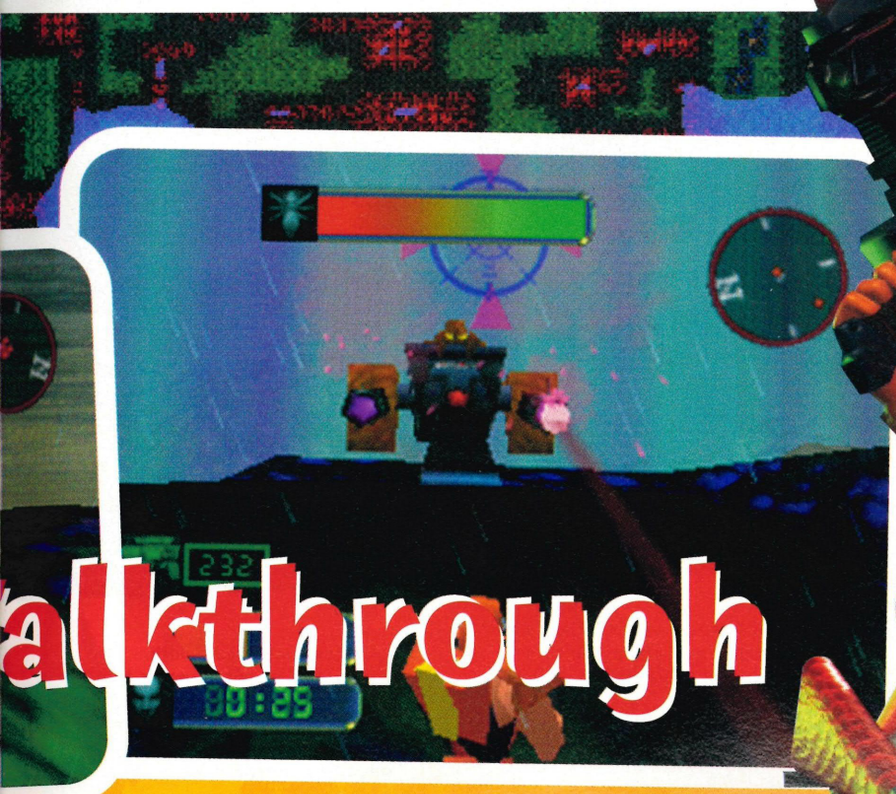
Stage Two

Adam enters the level at a minefield. A harvesting wave activates nearby and he has to respond quickly. Once this harvesting wave is disposed of,



vest Guide to Java & USA

alkthrough



Adam can wander around exploring for a bit. There is a Temple with part of the Java Kris knife in it, and a big gate that stops Adam from entering a military base. Adam has to wait and follow a military truck to get inside. Once inside the base he can get access to the tank factory, and an unlimited supply of tanks.

Once the tank is acquired, Adam can shoot out the gates of the base, and head towards the island to the north. He gets through a second set of gates to the north and onto a small island. He is prevented from proceeding further by some very tough aliens with strong weapons. If you're having a hard time with these, which should replace themselves constantly and almost instantly as they are killed, you'll need to go and talk to the radio-girl. She asks Adam to kill a jelly-blob that is attacking the nearby power generator. Once this is done, she can call the military base to start bombarding the alien's position. The aliens have to be killed as a group, or they will continue to re-generate.

Heading north, Adam has to respond to another harvesting wave at a small village. In a bunker here he can find grenades which will allow him to unblock a tunnel entrance in the shape of a giant face, if they are thrown into the eye sockets.

At the top of the nearby hill is a big temple. Adam must find a stone pillar inside the temple to place the Java Kris knife into. But he has to collect all three parts first, from the three elemental temples: Earth, Water and Fire.

Once Adam has made it through the tunnel by using the grenades, a harvesting wave is activated in a village to the east. Slightly to the north of this village is a big crater with a processor in it. It can be destroy with a reasonable amount of ease with the help of a nearby armoured car.

Body Harvest



Once the processor dies, a gate opens to the next level to the north.

Stage Three

There's a harvesting wave in a village to the north. Once this is destroyed, Daisy tells Adam to check inside the large native hut. Another harvesting wave occurs quickly to the west, across the water from the village. Adam is told to rescue the people of West Rua-Rua village and return them to East Rua-Rua.

Adam has to get across to West Rua-Rua and get on an old Tramp Steamer and ferry the villagers across. The boat should take damage as it travels, being only inches from the lava, so the emphasis on the player is to get it to safety before it explodes. If it does explode, the people are lost. If it gets to safety in time, the people get out and run into a hut in ERR. Adam's reward for ferrying the villagers is information on the mysterious Colonel Kurtz.

Proceeding north, Adam comes across the village of Bogeyville, which is under attack. To proceed any further, Adam has to hire the Javanese Queen, a Tramp Steamer owned by Captain Bogey. To hire the boat, Adam must first get the Idol of Rua-Rua from the big Buddha statue on the hill overlooking the village. To gain access to Buddha statue, there is a back door at the rear and down the hill a bit.

Once Bogey gets his idol as payment, Adam hops onto the ship and mans the guns. This is an automated trip where Adam controls the guns only. The boat docks at Mosy Isle where the renegade Kurtz is holding his stolen Motor Torpedo Boat. He will give this to Adam if he is given some Swamp fever medicine that must be obtained from the WitchHag character to the north, near a big volcano.

Adam uses the MTB to destroy the processor, and a gate opens nearby to the west to allow Adam access to Stage Four. [Use of the MTB is questionable here as it is not very satisfying to drive. An alternative might be the missile launcher... which can be given to Adam by the Village Chief character as a reward for the evacuation mission].

Stage Four

Adam has to respond to a harvesting wave to the west at South Fang village. Almost simultaneously another wave descends on North Fang village. Adam has to be very quick to deal with them both. [Actually, this is quite easy as there is a mountain road and a big tank waiting to be used along the west wall of the map.]

Once this is done, Adam gets an airboat and proceeds south. He can see a military base just past some fences, but cannot find a way in, as a huge alien barricade stops him from





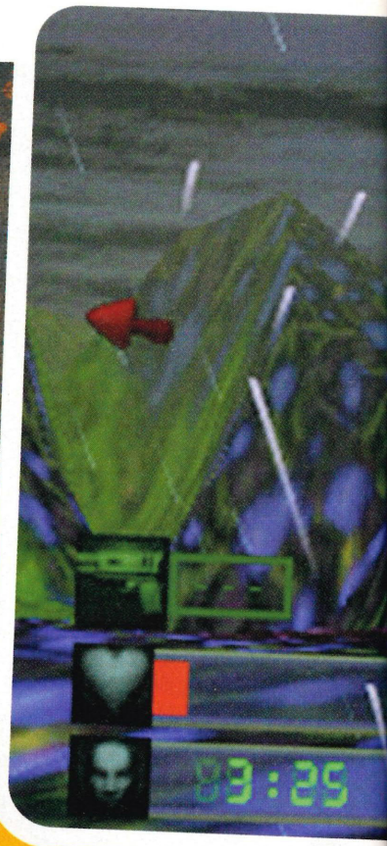
Don't get downhearted! It's not as impossible as you think. Just follow my lead to beat the game



CHEAT ZO

Body Harvest





entering. He has to go and use a semi-ruined battleship that has grounded nearby. After fixing the engines, and in a cut scene, the battleship lurches forward to ram and destroy the alien blockade. Adam now has access to the Military Base.

Adam should find it impossible to fly south as the weather is too rough. He needs to solve the problem of the Kris-Knife first. With the aircraft provided, he uses the Zero [floatplane] to visit the Water temple, and collect a segment, and then uses the autogyro to pass through the shield wall hole and visit the Fire temple [atop the volcano next to the WitchHag's hut.] and collect the last segment. Afterwards, Adam must place the completed knife into the pillar in the Great Temple. In a cut scene we see the weather clearing, and it is now safe to fly the aircraft south of the aircraft carrier.

Now Adam has to fly one of the aircraft down to the very southernmost part of the map and destroy the processor there. The toughness of the aliens he meets will have to be tweaked, but the jelly blobs should be able to destroy most craft with 2 shots. The blobs cannot



That's Java done and dusted. Now it's time to head for the States



USA Level Walkthrough

Stage One

A Harvesting Wave 1 lands at Springville Suburbs. Destroy it and enter the Sewer outlet at the Temporary Sewer Works. Move through four interior rooms and exit to reach another part of the city.

Harvesting Wave 2 should land at Campbellfield District Church. Destroy the Harvesting Wave 2 and a cutscene shows Harvesting Wave 3 landing and attacking a school, where the kids coming run out in terror.

Adam must ensure safety of kids by leading them to the church. The kids run into church when close to it (bless 'em). Now destroy Harvesting Wave 3.

Harvesting Wave 4 should land back at "Springville suburbs" after Harvesting Wave 3 is destroyed. Take a school bus to knock down the fence beside a police blockade. Destroy Harvesting Wave 4 and take the hotrod from Karl's Kustom Kars and make the jump to the east part of the fire downwards, so this should make the player fly low through the trench.

With the processor dead, a gate is opened in the east wall.

Stage Five

This final stage is pure shoot'em-up. Use the vehicles and supplies at the 'Wavell' firing range to wipe out the shield generator, and finally use the Alpha tank to kill the boss.





CHEAT ZONE

Body Harvest





city (Hotrod is only car which can make this jump).

Harvesting Wave 5 lands after Harvesting Wave 4 is destroyed. Destroy Harvesting Wave 5 and take to the Sewer outlet by "Halsall Storm Drain" and proceed South down the drain. Take the sewer outlet out of storm drain to the hospital grounds.

Harvesting Wave 6 lands after Harvesting Wave 5 is destroyed, or when player exits sewer outlet into the hospital grounds. Destroy Harvesting Wave 6 and then enter the hospital and take the stairs up onto roof where the processor is situated. Destroy the processor and proceed to shield gate (Using the Chopper if you so desire).

Stage Two

Enter the gate on foot. NO Vehicles are be able to pass through the gate. Harvesting Wave 7 lands after Adam moves through the shield wall, or if you're close to the entrance for "Pitts Industrial Works." Destroy it and take the path through to "Blackfoot Gulch."

Black Adam should contact the Adam when he reaches the Town, and proceeds to attack him. Wounding Black Adam will make him beam up and trigger three Scorpions to land in the area. Continue to follow the path to "Terra Pueblos."

Burrowers should land after a message from Daisy. The message explains why Adam must take out all Burrowers. When all Burrowers are dead, Daisy's message should give you a clue as to how to proceed further.

Follow the path for "Creek..." and "Slow Bull Point." Continue to follow the path for "Wakon Tinka Reservation." Harvesting Wave 8 lands after you enter the reservation. Destroy it and then visit Indian Chief in North Hut.

Attempt to locate the three Totem pieces. They are: In Chieftain Payohteh's Hut, in the Mineshaft next to the Hut, and in the mineshaft next to "Slow Bull Point." Now revisit the Chief with all three pieces. After another cutscene, take the east ridge to the area which was altered during the Cutscene. Enter the Mineshaft and proceed through the rocks. You should exit inside "Base Station 508". Take the Huey and destroy the Processor and proceed to the shield gate.

Stage Three

Harvesting Wave 9 lands after Adam enters the stage. Destroy it and then attempt to pass through the sliding gate into the area where the "Administration Office" is. Enter the buildings in the base at the "Science Block" and follow the entrance towards the "Control Room."

Find the "Nitro Fuel" - there should be stocks lying around the first part of the base. Then enter a Jeep and boost your way through the sliding gate. Harvesting Wave 10 + 11 should land after Harvesting Wave 9 is destroyed, or if the player attempts to pass through the sliding gate.

Destroy all the harvesting waves, then enter the "Administration Building" and locate the access card. Make your way to the "Control Room"







(There are two routes). Attempt to talk to the "Grey" character, then enter the area marked "Barracks 17-24." Now attempt to pass through the "tunnel" into the "Military Complex."

Locate the "Translator" and Harvesting Wave 12 will land after exiting the "Tunnel." Destroying it deactivates the alarms. Return to the "Grey" and retrieve your second "Access Card." Return to the "tunnel" and pass through. Harvesting Wave 13 will land once through. So once again destroy it.

Now you can either A) Attempt to Destroy the Processor (No vehicles available) B) Enter large hangar and talk to M.I.B. Or C) Get Tank from small Hangar. You must now attack the processor and either A) Attempt the Doomsday bomb mission by entering next stage, or B) Return to M.I.B. to get Alien Tank - then attempt the Doomsday Bomb Mission.

If the Timer reaches zero, then the game will come to an end. If all 5 Doomsday Bombs are destroyed then you can proceed to the Shield Generator area. Destroy Shield Generator and fight the Boss ●







Britain's To

Welcome to our 'new look' Britains Top Gamer. Can you take on the N64 Pr

We've had a few complaints that this section has been a bit on the tame side. Typical letters have ranted on about how "my sister could beat those times and she's only three". Curiously these same people usually decline to send in their own gaming achievements with lame mutterings of how "the dog ate my camera". In short, if you don't send your times we can't print 'em, now can we eh?

1080 Snowboa

Air Make
21,450 Frank Noel, Manchester
Half Pipe
39,991 Frank Noel, Manchester
Contest
89,369 Frank Noel, Manchester
Crystal Lake
1:03:88 Frank Noel, Manchester
1:04:15 Hayes Johnson - Donovan, Streatham
Best Score
37,647 Frank Noel, Manchester
Crystal Peak
1:31:27 Frank Noel, Manchester
Best Score
27,976 Frank Noel, Manchester
Deadly Falls
1:11.84 Frank Noel, Manchester

Challenge Winner

ISS 98

Scenario Mode
Level 5 Clear Simon Morris, Widnes

Top man Simon, as the first person to send us proof of this wonderful footballing achievement, an Everton strip will be plopping through your letterbox very soon.



Simon Morris

Mario Kart 64

Achievement
1st on Special Cup on Extra mode with all 8 characters
Michael Tay, Aberdeen
Donkey Kong Parkway
00:34:06
Greg Ihnatenko, Stockport
Frappe Snowland
00:35:12
Greg Ihnatenko, Stockport
Mario Raceway
00:58:56
Gren Ihnatenko, Stockport
Toads Turnpike
01:51:04
Greg Ihnatenko, Stockport
Royal Raceway
2:08:88 David Brown, Rutherglen
Wario Stadium
00:21:41
Greg Ihnatenko, Stockport





Michael Tay

Snowboard Kids

Kevin Feeney, Suffolk

Rookie Mt	00'30'63
Big snowman	01'57'73
Sunset rock	01'54'33
Night highway	01'34'50
Grass valley	01'48'40
Dizzy land	01'40'73
Quicksand	01'46'56
SIlver Mt	01'45'16
Ninja land	00'23'90



Kevin Feeney

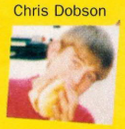


Banjo-Kazooie

Completed Game
3:49:18. Kevin Feeney, Suffolk
Treasure Trove Cove
0:13:03. Kevin Feeney, Suffolk
0:17:41 . Richard Brown, Portishead
Bubblegloop Swamp
0:20:14. Kevin Feeney, Suffolk
Freezeezy Peak
0:28:07. Kevin Feeney, Suffolk
Gobi's Valley
0:21:56. Kevin Feeney, Suffolk
Mad Monster Mansion
0:18:24. Kevin Feeney, Suffolk
Mumbo's Mountain
0:14:45. Alan Campbell, Cambs
Rusty Bucket Bay
0:26:44. Kevin Feeney, Suffolk
Click Clock Wood
0:43:46. Kevin Feeney, Suffolk

Diddy Kong

Ancient Lake
00:35:93 Stuart Richards, Surrey
00:42:10 Rob Pierce, Salisbury
00:50:31 Kevin Feeney, Suffolk
00:52:41 Adam Lamb, Leicestershire
Boulder Canyon
01:46:76 Adam Lamb, Leicestershire
Crescent island
01:21:41 Kevin Feeney, Suffolk
01:26:30 Adam Lamb, Leicestershire
Darkmoon Caverns
01:42:60 Stuart Richards, Surrey
01:55:76 Rob Pierce, Salisbury
01:55:43 Kevin Feeney, Suffolk
01:58:31 Chris Dobson, Guisbourgh
02:04:31 Adam Lamb, Leicestershire
Everfrost Peak
01:36:83 Adam Lamb, Leicestershire



Chris Dobson

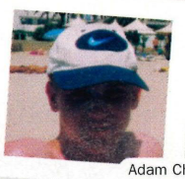


In conjunction with Department 1
0171 916 8440

pGamers

team and beat our challenges? The gauntlet is thrown, we await your times

ding



Adam Charlton

Best Score
15,793 Frank Noel, Manchester
Dragon Cave
1:36:27 Frank Noel, Manchester
Best Score
21,748 Frank Noel, Manchester
Golden Forest
1:23:68 Frank Noel, Manchester
Best Score
17,954 Frank Noel, Manchester
Mountain Village
1:31:08 Adam Charlton, Huntingdon
Best Score
26,886 Frank Noel, Manchester

F1 World Grand Prix



Stuart Richards

Australia
1:11.61 Stuart Richards, Surrey
British
1:04.39 Stuart Richards, Surrey
Germany
1:19.87 Stuart Richards, Surrey
Japan
1:18.94 Stuart Richards, Surrey

Wave Race 64

Glacier Coast
1:34.044 Stuart Richards, Surrey
1:36:554 Jan-Erik Spangberg, Sweden
Port Blue
1:24:967 Greg Ihnatenko, Stockport
Sunset Bay
1:13:860 Greg Ihnatenko, Stockport



Greg Ihnatenko

1:25:570 Stuart Richards, Surrey
1:37:035 Joe Guard, Dartford
S Island
1:36.894 Stuart Richards, Surrey
1:40:861 Rob Porter, Warrington
1:42:294 Tom Miller, Stourbridge
1:48:357 Dominic Maguire, Midlothian

Lylat Wars

Highest score
2,302 Greg Ihnatenko, Stockport
2,150 Jan-Erik Spangberg, Sweden
2,098 Sam Doyle, Glossop
1,853 Mark Say, Saltburn
Corneria
304 Greg Ihnatenko, Stockport



Fighter's Destiny

Fastest win
33.43 Stuart Richards, Surrey

Racing

Fossil canyon
01:06:45 Adam Charlton, Huntingdon
01:20:85 Adam Lamb, Leicestershire
Frosty Village
01:30:00 Adam Lamb, Leicestershire
Greenwood village
01:24:82 Kevin Feeney, Suffolk
01:31:13 Adam Lamb, Leicestershire
Haunted woods
00:54:05 Kevin Feeney, Suffolk
00:59:03 Adam Lamb, Leicestershire
Hot Top Volcano
00:53:63 Stuart Richards, Surrey
01:17:93 Rob Pierce, Salisbury
01:18:76 Kevin Feeney, Suffolk
01:20:63 Adam Lamb, Leicestershire
01:22:48 Simon Batchelder, Salisbury
Jungle falls
00:43:50 Adam Charlton, Huntingdon
01:20:85 Adam Lamb, Leicestershire
Pirate Lagoon
01:04:31 Stuart Richards, Surrey
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:13:35 Kevin Feeney, Suffolk
01:13:51 Simon Batchelder, Salisbury
Snowball Valley
00:57:63 Kevin Feeney, Suffolk
01:01:61 Adam Lamb, Leicestershire
Spacedust Alley
01:24:26 Stuart Richards, Surrey
01:50:76 Kevin Feeney, Suffolk
01:51:05 Rob Pierce, Salisbury
01:53:15 Adam Lamb, Leicestershire
02:00:38 Simon Batchelder, Salisbury
Star City
01:25:55 Stuart Richards, Surrey
01:30:45 Rob Pierce, Salisbury
01:33:60 Kevin Feeney, Suffolk
01:38:55 Chris Dobson, Guisbourgh
01:46:65 Adam Lamb, Leicestershire
Spaceport Alpha
01:23:11 Stuart Richards, Surrey
01:47:15 Kevin Feeney, Suffolk
01:49:51 Kevin Feeney, Suffolk
01:53:30 Adam Lamb, Leicestershire
01:55:00 Simon Batchelder, Salisbury
Treasure coves
00:52:30 Kevin Feeney, Suffolk
00:54:30 Adam Lamb, Leicestershire
Walrus Cove
01:55:81 Adam Lamb, Leicestershire
Whale Bay
01:04:70 Adam Lamb, Leicestershire
Windmill Plains
01:57:76 Adam Lamb, Leicestershire

Extreme G

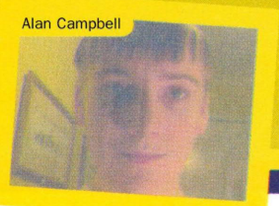
City One
1:58:60 Stuart Richards, Surrey
2:02:58 Sam Doyle, Glossop
Bonus track time
0:37:86 Dominic Maguire, Midlothian

F-Zero X

Death Race
1:42:205 Stuart Richards, Surrey

Golden Eye 007

Bunker
02:51 Accuracy 100%
Alan Campbell, Cambs
Dam
09:36 Accuracy 97.4%
Alan Campbell, Cambs
Frigate
06:55 Accuracy 100%
Alan Campbell, Cambs

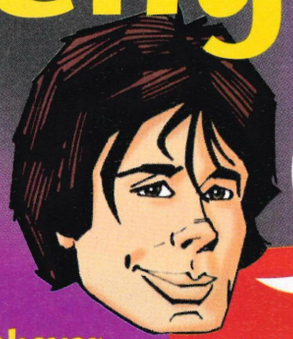


Alan Campbell

Jungle
03:42 Richard Stout, Manchester
Runway
01:03 Accuracy 100%
Alan Campbell, Cambs
01:26 Accuracy 100%
Kevin Feeney, Suffolk
Silo
07:23 Accuracy 100%
Alan Campbell, Cambs
Streets
04:26 Accuracy 100%
Alan Campbell, Cambs
Train
02:24 Richard Stout, Manchester

We Challenge the

Think you can take on the N64 Pro team? Every month each member of the N64 Pro team will be throwing down the gauntlet to you our readers. There'll be a cart of your choice up for grabs each month courtesy of those generous sorts over at Dept 1, for whichever reader performs best in our challenges. So if you think you've got what it takes, send us photos as evidence and prestige, honour, fame (and a new game of course) could all be yours.

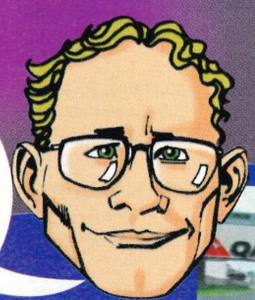


I've served up an ace challenge

BEAT arguably the hardest tennis character in Let's Smash on the toughest difficulty setting, and by conceding no more than 5 points. This is no mean feat so only real Tennis pro's need apply.



Show me your skidmarks to prove it





FLICK straight to the challenge option in F1WGP and select defense – you're going to be fighting a rear-guard action here (just like the office with Mark around). Choose the Australian Grand Prix – 1997, where David Coulthard had to defend his first place lead. Now that may seem fairly tricky, but for the real professional there's an added twist. On the first lap, slow down and let Frentzen, Schumacher and Hakkinen past you before you reach the first corner. Now hit the gas and keep Berger back in fifth. You must now catch Hakkinen and Schumacher (don't worry about Frentzen, he'll drop out of the race). Hakkinen's quite easy to pass, but Schumacher will put up a fight, so you'll need to be real champion to wrestle back the lead and gain a high challenge percentage. Good luck!

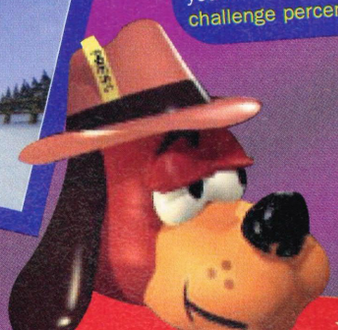
I've a Tip X-cellent challenge



YOU Earth creatures are a strange race indeed. It would seem that unhealthy proportions of young 'rad', Earth 'dudes' (I believe that to be the correct term), like nothing better than dressing up in ludicrously oversized clothes, smoking marijuana (passively of course) and taking to the snowy slopes standing on top of what appears to be an ironing board. And you humans call this sport?



I've gone for a challenge on 1080 Snowboarding that even the most 'bitchin' boarders will be hard pressed to beat. Beat my time of 01:01:96 on Crystal Lake course with whichever character you choose.



I'm the dog's at Banjo

OK folks. The word on the street is that I'm out on the street. I'm in the dog house. 'er indoors has booted me out because I've been neglecting her for Banjo Kazooie. She reckons I've become more attached to a bear and a bird than I am to her. (Well, it is the man's testicles). At least I managed to smuggle my N64 out with me so I've been posting some great times. My challenge is to beat my time of 0:20:02 on Bubblegloop Swamp. Anyway must dash, I have to 'lick and make up' else my dinner will be in the human.



e...

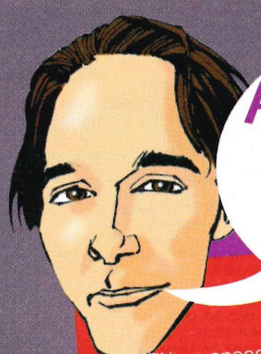


Prove that thou art worthy



SINCE I can hardly drag myself away from this game it had to be a Zelda challenge. As adult Link, after winning Epona, return to Lon Lon Ranch and take part in the horse race over the hurdles. Beat a time of 50 secs to get an unlimited supply of Lon Lon Milk. But my challenge is to beat 49 secs. The quickest time wins the challenge in addition to being immortalised in Zelda folklore





Attention speed freaks

LISTEN up speedsters. My challenge is on the blisteringly fast Wipeout 64

Firstly, select Time Trial (that's the stand alone Time Trial - not the Time trial within the Challenge mode).
Enter the Phantom class races
Select the Terafumos circuit
Race in the Auricom Anti-grav vehicle
Time to beat is 33.5.

Just a little time I posted while playing with one hand blindfolded. Beat it and you have my utmost respect, fail to beat it and the contempt with which I hold your pathetic attempts will know no depths.



How to get ahead in GoldenEye



SO, you think you're a sharp shooter then Mr Bond? Well try to complete this special headhunting mission:
Pick the second level (Arkangelsk - Part 2: Facility.).

Choose the Secret Agent difficulty setting.

Complete the level with over 85% head shots

You'll need nerves of steel and an eagle's eye if you want to complete this mission.



Reader Challenge

Fancy throwing down the gauntlet yourself? Send us your gaming challenge and the best one will win N64 goodies, as well as the admiration of N64 gamers up and down the country

How To Enter...

FILL this in for instant gaming fame! Don't worry if you can't fill in all the Game and Achievement spaces, just make sure you send photographic proof of your achievement(s) and a recent picture of yourself. We'll add your name to the ever-growing list of Britain's Top Gamers – the sooner you send off your entry, the sooner your face'll appear in the mag. N64 Pro Tip: Take the picture of your 'achievement screen(s)' using a fast film (i.e. 200 ASA) in the dark – no flash – with your camera about three feet away from the telly

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I CHALLENGE THEE ...

Challenge _____ **Time** _____

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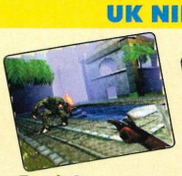
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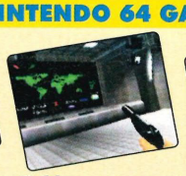
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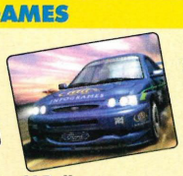
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Turok 2



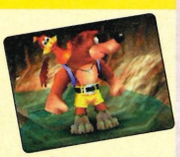
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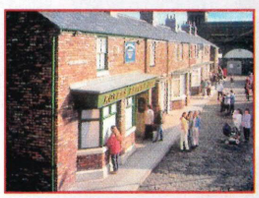
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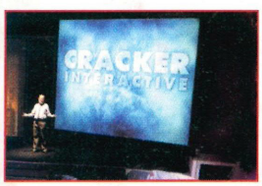
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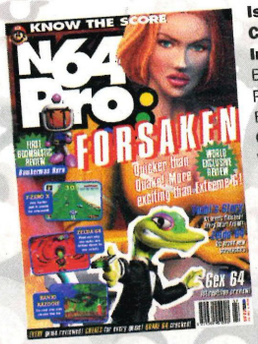
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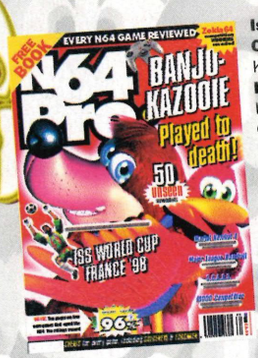
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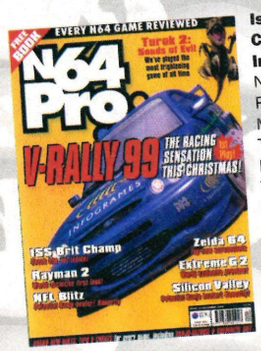
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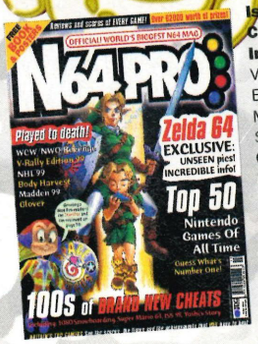
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FREE: How to win at... F1 World Grand Prix, all the hints tips and cheats you'll ever need

Issue Sixteen January **Cover:** Silicon Valley **Inside:** Zelda: Ocarina Of Time, Turok 2, Wipeout 64, S.C.A.R.S., Extreme G2, Silicon Valley, Let's Smash, QB Club '99 and our Zelda guide part 1

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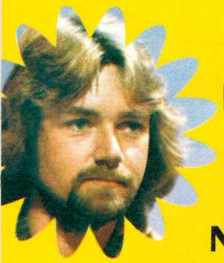
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SWAPS

Wanted

The top five begged for N64 games



1 Mission: Impossible
Ethan's still the most popular spy in town
2 WWF Warzone
Burly beefcakes nearly top the list
3 Banjo-Kazooie
Only in third cos most people already own it
4 1080 (above)
The PAL version's finally arrived
5 MK4
The best beat'em-up on the N64

Not Wanted

The most unwelcome games of all



1 Diddy Kong Racing
There's still a lot of people trying to shift this
2 Banjo-Kazooie
An amazing game! But not much to do once it's finished
3 Lylat Wars
There's a lot of new shoot'em-ups around.
4 Mario Kart 64 (above)
Why don't you want this? It's great!
5 ISS 64
Superb game, but now outdated

★ Quake, Extreme G, Star Wars: Shadows of the Empire. Boxed, instructions, £25 each. Would swap for Banjo-Kazooie, Wetrix, F1 WGP. Steve Gotch, Market Harborough, (01858) 410247.

★ I'll swap GoldenEye or sell it for £30 with box and instructions. PS, it's completed on Agent Mode. Please offer!!! Colin Balzi, 21 The Drive, Collins Ave, Waterford, Rep of Ireland. +353 (0)51 857897.

★ I'll sell Banjo-Kazooie or NHL Breakaway '98 or GoldenEye for £35 each. Except for GoldenEye which is £30. All games include instructions and BK has box. William Boscoe, East Barnet, 0181 4491801.

★ I'll sell Bomberman 64, Diddy Kong Racing, F1 Pole Position and Top Gear Rally all boxed with instructions. £30 each also V3 steering wheel with pedals £40. Matt Valentine, East Sussex, (01892) 669284.

★ I'll sell Doom for £20 or swap it for FIFA '98, WWF Warzone or ISS '98. Charis Rudd, Peterborough, (01733) 203937.

★ I'll swap Fighter's Destiny for 1080 Snowboarding, Body Harvest, Turok 2 or sell for £25. Also red official controller wanted, pay up to £15. David Spencer, 20 Condor Way, Burgess Hill, West Sussex, RH15 9QA, (01444) 244738.

★ I'll swap Forsaken or WCW Vs. NWO for either MK4 or Fighter's Destiny (both games boxed) or ISS 64 or Wetrix. Gareth Charlton, Seaham. (0191) 581 6065.

★ I will swap Banjo-Kazooie for MK4 or 1080 or sell for £35 ask for Martin (01292) 31170 after six, weekdays.

★ I would like to swap Mario Kart (no box or instructions) for Top Gear Rally or T2. Aket Chaudhary, Camberley, (01276) 20545.

★ I would like to swap Star Wars, no box or instructions for Rampage World Tour or Mission: Impossible. Tom Walker, Camberley (01276) 29110.

★ I would swap San Francisco Rush for NBA Courtside, WWF Warzone or Wave Race. Andrew Walker, Stanwell. (01784) 249187.

★ I would give you Yoshi's Story or Snowboard Kids for Action Replay or Mission: Impossible. No others accepted. Please, desperate owner. (01228) 547923.

★ I'll swap Star Wars: Shadows of the Empire or Top Gear Rally for F1 World Grand Prix or Banjo-Kazooie. Ring after 4.30 pm. Tamer Sanford, Tiber 89 Parsonage, Manor Way, Belvedere, Kent, DA17 6LW, (01322) 400524.

★ I will swap NFL Quarterback club 98 for Snowboard Kids or Kobe Bryant in NBA Courtside. Call Ally on (0181) 2871419 after 4pm weekdays all day weekends.

★ I'll swap Mario Kart or Yoshi 64 for World Cup '98 or Quake or sell for £25 each. Good condition, sell both games for £40. What a bargain! Adam Kirby, Hatfield, (01707) 881013

★ I will swap Lylat Wars for ISS '98 or Mission: Impossible for Banjo-Kazooie. Come on please! I also have Mario 64, you can have that too if you want it. Jon Kelly, Warrington, (01925) 766339.

Swap of the Month



★ For sale: Banjo-Kazooie for £28, World Cup '98 for £26, F1 World Grand Prix for £30 and Madden 64 for £22. All in good condition. Mehul Patel, 40 Green Lane, Thornton Heath, Surrey, CR7 8BB, (0181) 679 4660.

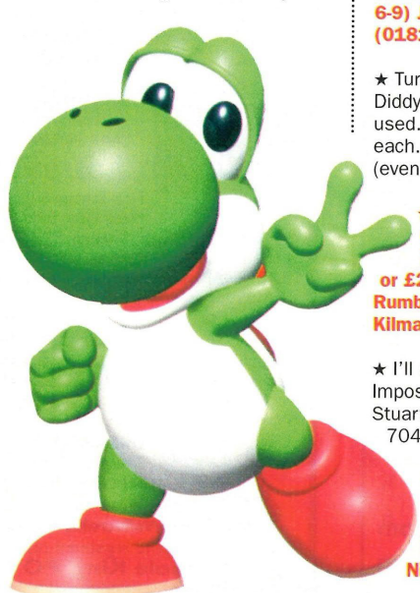
Instructions included with box (ring 6-9) John-Paul Martins, Bromley, (0181) 460 7089.

★ Turok: Dinosaur Hunter, Wave Race, Diddy Kong Racing for sale, hardly used. All fully boxed with booklets £30 each. Call craig on (01372) 459330 (evenings.)

★ Swap Banjo-Kazooie, ISS '98, GoldenEye, Mission: Impossible for Wayne Gretzky's 3D hockey or £25 each. Good condition. + Rumble Pak free. Gary Gibson, Kilmarnock. (01563) 571997.

★ I'll swap Mario Kart for Mission: Impossible or sell it for £30. Please! Stuart Hilton, Isle of Lewis, (01851) 704942.

★ I will swap SNES, two controllers and 20 good games for Mortal Kombat 4 or will sell for £50. Call after 4pm. Niccolas Sharkey, Carlisle,



★ I'll swap Mission: Impossible, Banjo-Kazooie or Nagano for 1080, Zelda 64 or F-Zero X or Extreme G 2. Richard Woodward, Shirley, (0121) 744 8474.

★ 1080 £35, ISS 64, £25, WCW Vs. NWO £30, NFLQBC98 £25. All for £105. Swap Wave Race for Banjo K. Sell Mission: Impossible for £32. Write to Dean Broadbent, 2 Elm Road, Bishops Waltham, Hampshire, So32 1JR.

★ I want to swap two controllers (grey) and (black) unboxed for either a red or yellow boxed controller or sell for £15. Call between 9-7 on Fridays-Thursdays. David Searle, 0181 968 7035.

★ I will swap NBA Courtside for Mission: Impossible, WCW Revenge or World Tour, Wetrix, 1080, MK4 or Wave Race 64. Call Andy on 0151 280 0157 after 5pm.

★ I'll swap Pilot Wings for Super Mario 64, Diddy Kong Racing or Nagano

SHOP



Winter Olympics (sorry no box or instructions). Gareth Browning, 30 Cresswell Road, Newbury, Berks, (01635) 820061.

★ I'll swap Banjo-Kazooie, ISS 64 or Clayfighter 63 1/3 for 1080, F-Zero X, WWF Warzone, Mace or MK4. Must be pal, you must be local (Bournmouth or Poole). Paul Trott, (01202) 579248.

★ I will swap DKR for Blast Crops (boxed mine is). PS call after 5. PPS may consider swapping for another shoot'em-up (like Forsaken). Bilal Kabbani, 2A St. Leonards Rd. Cheshar Bois, Amersham, Bucks, HP6 6DT, (01494) 726266.

★ I would sell Lylat Wars £40 with Rumble Pak or swap for F1 World Grand Prix, WWF Warzone or GoldenEye or Fighter's Destiny. Fahim Mumin, 30 Foord Street, Rochester, Kent, ME1 2BX.

★ I will swap Top Gear Rally and Blast Corps for Mortal Kombat 4 or Kobe Bryant NBA Courtside. Also Mario 64 or Forsaken for Silicon Valley or other realistic swap. Tom Radburn, Post Office Cottage, Exhall, Nr Alcester, B49 6EA.

★ I will swap DKR, Lylat Wars for Mission: Impossible, GoldenEye, WCW NWO, Warzone or sell £30 each £55 both. Matthew Lowe, 42 St, James Pario Road, N'hampton, NN5 JDN, (01604) 591210.

★ I will swap Mario for Banjo-Kazooie or WCW Vs. NWO and my game is in good condition. PS instructions but no box. Steven Barrk, 17 Cessnock St, Glasgow, G51 1AS, (0141) 419 0362.

★ Wanted WWF Warzone for Diddy Kong Racing. Now! Must be in M'bro area. Mark Say, Cleveland, (01287) 640422.

★ I will swap Mystical Ninja with a guide and boxed for Bust-A-Move 2 or Yoshi's Story or Gex 64 or sell for £30. Kieron O'Brien, Millom, (01229) 772571.

★ I want to swap Pilot Wings for any N64 game apart from GoldenEye, Mario Kart 64. Or sell for £30 please. CJ Marchall, Battersea, (0171) 228 6203.

★ NBA Pro '98, GT 64, NFL QB Club. Will swap or sell. Swap for Goemon, Mission: Impossible or especially WCW Vs. NWO World Tour or Revenge. Charlie Monaghan, Norwich, (01603) 667590.

★ I'll swap ISS64 and Lylat Wars for Turok, Doom or V-Rally. Also sell Lylat Wars £38 and ISS for £25. David Allison (0191) 584 7785.

★ I'll swap Bust-A-Move Two and MRC for WCW Vs. NWO World Tour or GoldenEye or sell for £30. Box with instructions please. I wanna swap 'em. Danny Hayls, Reading, (0118) 9625692.

★ I'll swap Hexen or Waverace for either GoldenEye 007 or Banjo-Kazooie, James Allen, Corsham, (01249) 716023.

★ I'll swap Mario or Mario Kart for 1080, WWF Warzone or Mission: Impossible or £25 each £50 for both. They're in good condition. Mehul Thakariya, Hove, (01273) 721804.

★I'll swap WWF Warzone for any decent offer. Money or another game. Boxed with instructions and cheat book. Especially GoldenEye, Daniel Tyler, Reading, (0118) 947 8687.

★ Will swap Banjo-Kazooie for Lylat Wars. Boxed and instructions and rumble pak and controller or for a better offer.

Blag of the Month

★ I'll swap FIFA 64 for any N64 game. Stephan Gowar, Hatfield, (01707) 267098.



Michael Hall, 45A Roman Pavement, Lincoln, Lincs, LN2 5RD, (01522) 887938.

★ Information on any N64 clubs wanted! Will accept your own personal clubs or official clubs. Information or forms to join will be a great help. Contact Andrew McMillan, 11 Hilltop, Ballynahinch, Co.Down, N. Ireland.

★ I'll swap Turok or Fighter's Destiny for any good cute game apart from Mario Kart or for £20 each and £30 together. Owen Tomos Wilkie, Oxford, OX27QA.

★ I will swap Hexen (boxed, instructions and cheats) for any decent game or £30 or steering wheel. E.G South Park, Zelda, Warzone, Body Harvest, F-Zero X or ISS 98, World Cup '98. Joe Tingley, 45 Depot Rd, Horsham, West Sussex, RH13 5HE.

★ FIFA 64 for sale £20 or will swap for some other N64 game. PS all boxed but no instructions, Ricky Mitchell, 7 Ivatt Rd, Dartmouth, Devon, TQ6 9LD, (01803) 834659.

WRITE CLEARLY ya fools! Scribbly handwritin' ends up in the bin!

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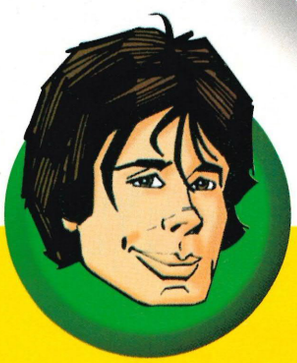
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You RE

Real letters fro



Reaction to the new look continues to flood in. Join us as we look at a few of the most creamworthy letters, along with the usual compliments, complaints and lunacy that make up You Reckon?

Little Fluffy Clouds

First, I do like your mag. It's mostly funny, the reviews are easy to understand, this month's posters were lovely, and it has a few good features that other Nintendo mags are lacking, but (there's always a but)...

Unfortunately, this month you printed (two rude words removed – Steve) in your lovely mag! Why? Although people may well think Keith is both of those things, did you really need to print those actual words? I found those two letters offensive, and while I didn't agree with Keith, they were worse than what he actually said himself! Also the swearing in those letters made those people look stupid, if they can't have a go at someone without calling them names like that then they should shut up!

I'm not an 'old woman' or anything! I enjoyed Quake 64 and found blowing monster's heads off their shoulders up into the air was really funny, (but I was scared by the guards with the chainsaws), and I don't object to you using words like crap, but there really was no need to use swearing to have a go! Even with st*rs you can still tell what the words are, so please don't do it again!

If you give me your solemn vow that you won't use words like that again I will happily subscribe to your mostly good mag. I will, honest!
Irene Glover, Bury

"If you give me your solemn vow that you won't use those words again I'll subscribe! Honest!"

N64PRO: Apologies for any offence caused Irene, but the whole Keith debate sparked off some heated exchanges, and we'd have lost a lot of the intensity if we'd started hacking words out left, right and centre! Rest assured it'll only ever happen when absolutely necessary though, and while we can't promise never to do it again, we can say that it'll be rarer than rocking horse sh... er, plop that we do. And only ever in the letters, cos of course none of the team would ever resort to the language of the gutter! Just as a bit of an advanced warning, it's for the best if you avoid reading Colin Balzli's rant which is coming up next. You'll probably have a heart attack...

Casanova Colin

In issue 15 Peter Crapp (Hee! Hee!) agreed with that Keith Davies (from issue 13) on how women can't play computer games. Well, I would like to say that my little sister would kick your f***ing ass at any game you could think of! Secondly, I'd like to say that you must be retarded or something to say something like that about the girlies, 'cause mate you have just screwed up any little chance you had of pulling yourself any women!

Finally I think GoldenEye, Mario 64, Duke Nukem and Clayfighter are the worse games this world has ever come across and they should be banned! Oh yeah, and Gemma Mason is sexy!
Colin Balzli, Waterford, Eire

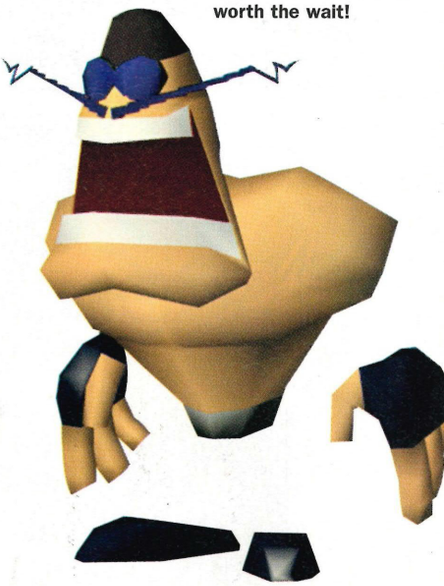


N64PRO: And of course when the 'ladies' read your letter they'll be beating down your door begging you to go out with them eh? I'm not convinced. Time will tell. Just in case Gemma is interested though mate, we'll keep hold of your address and if she writes in and asks for it we'll pass it on, no problem. I wouldn't hold my breath though if I were you. And for anyone who's intrigued by what Miss Mason looks like, and whether she is indeed sexy or not, she appeared on page 102 of Issue 15, still available at the bargain price of three quid from our back issues department. Well worth the asking price on its own!

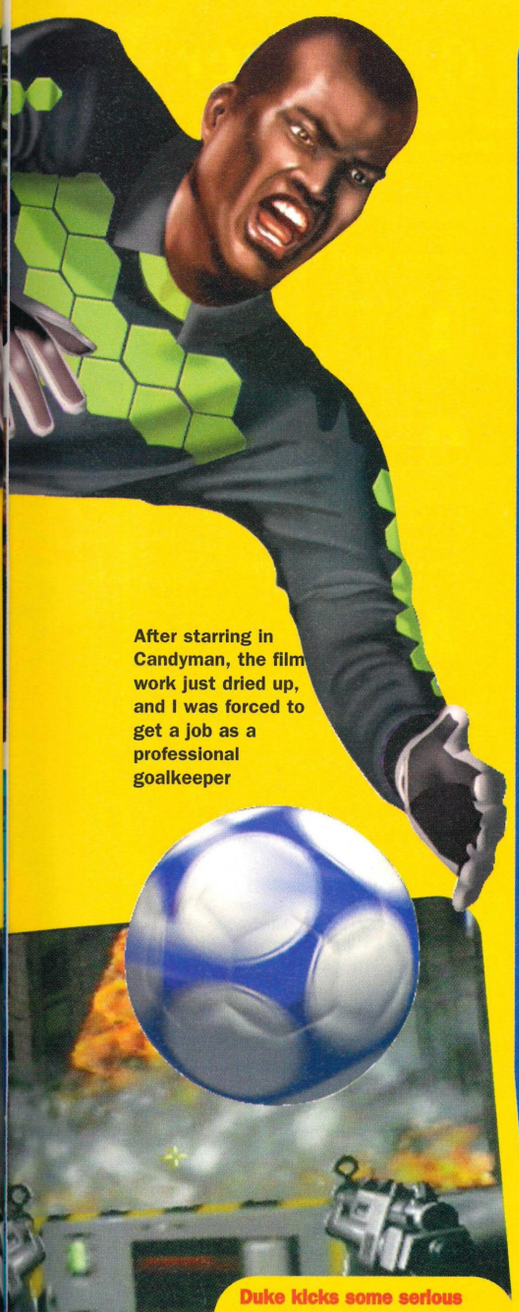
Never Satisfied

Whilst reading my favourite mag (N64 Pro) in school one day, one of my friends came up to me and said "Why do you buy such a rubbish N64 mag and not a

CKON? m real gamers



Ubi Soft's Tonic Trouble has been delayed again, but apparently it'll turn out to have been well worth the wait!



After starring in Candyman, the film work just dried up, and I was forced to get a job as a professional goalkeeper

Duke kicks some serious butt on the N64 in Zero Hour, it's gonna be massive!

LETTER of the MONTH

GOLDEN MARIO AWARD

Noely knows (nothing!)

You've stopped printing your e-mail addresses in the mag pour quoi? I hope you're still on the other end any road. This letter's going badly already. I didn't start it with "Firstly".

I just wanted to say that I thought the MI review score was way off the mark. I should have guessed it wasn't as good as the 92% suggested by the apologetic tone of the review. It seems a waste that all four of you, plus a reader give your comments, but the percentage is only based on the main reviewer. Why not all give a percentage score and show us the average.

Of course the main reviewers' score would count the most, but if you all chipped in it would help moderate a duff score. Or maybe Noely should have some leeway as reviews editor to adjust the score if the rest of the team disagreed with the main reviewer. I would certainly agree with Noely's comment about knocking seven percent off. If you had've done I wouldn't have bought the game. And let me tell you I wish I hadn't done.

It's not that it's awful, it's just too easy. I got it last Tuesday. I've completed it on Possible level and got over half way through the Recover NOC List mission on Impossible level. This does not match the 5/5 lastability score. Perhaps after playing Bond to death for the last year I had a slight edge.

Finally, I just want to say what a great mag you've got. My wife finally persuaded me we should subscribe after we'd bought 'most every copy since issue 1 (I think we might still have the video somewhere). For me, the really great thing is the way the reviews communicate the feel of a game and how it plays. This is so much better than other mags which basically just tell you the plot of the game. The humour is a Brucey Bonus. You have more metaphors than Roget. Perhaps you should rename the mag N64 Thesaurus.



Keep it up. Yours square-eyedly,

Rob and Theresa, email

PS We like the new cartoons of y'all

PPS We don't like sore thumb awards. Bring back stamps of approval. N64 controllers are far too comfortable to give anyone a sore thumb

N64 PRO: Apologetic tone of the review? Never! I'm sorry but I wrote that review myself and I've never apologised in print for anything! Oh, except just then. Sorry about that. Damn, there goes another one. Moving swiftly on, what I did say was that if you went in expecting 'GoldenEye 2' you'd be disappointed, and Rob my old mate, if you don't mind me saying, it sounds like that's exactly what you've gone and done.

Your idea for an average review score is a bit bonkers. Not because it's a bad one (unlike the one about Noely having a bigger say than the rest of us!), but having two overall scores would just muddy the waters and confuse people. Just make sure you read all the comments before you buy to get an overall flavour of the team's opinion.

What else? You'll be pleased to note that the email addresses are back now, so that's sorted. As for your last point, we never realised the old stamp was so popular. You're not the first to voice a complaint about that.

Unfortunately the shoe went off to the cobbler's to be re-soled a while ago and hasn't come back yet. We doubt it ever will. Anyway, we reckon the thumb will grow on you, and you'll come to love it just as much as that smelly old boot. You'll just have to suck it and see, as they say over in Atrocious Gagsville. Thumb. Suck it. See? Oh forget it...

Rob (and indeed Theresa) win a free game for their efforts! Now, where did I put that spare copy of M:I? Just kidding. Write and tell us what you want and we'll get it sorted out for you!

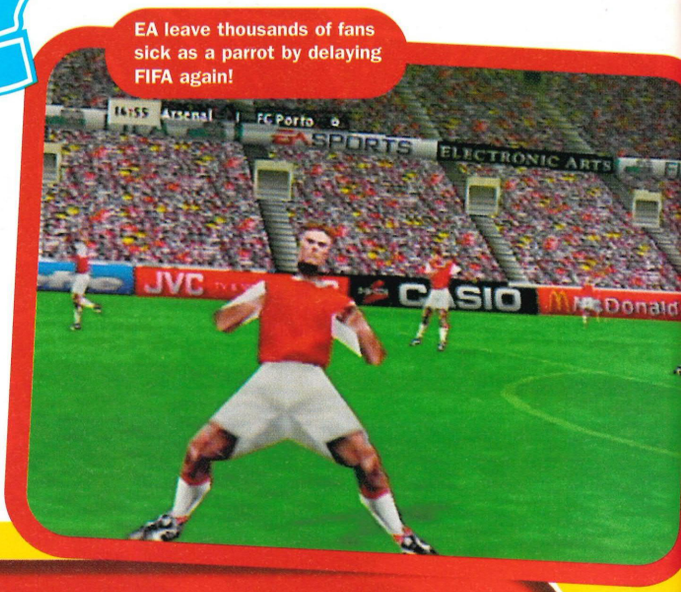
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Above: Rob and Theresa bottled out of our handwriting test by cunningly sending their letter via email! Cowards. Good letter though...

You Reckon?



Hope you enjoyed our pull-out mini mag. We'll be finishing off the guide in the next mag!



EA leave thousands of fans sick as a parrot by delaying FIFA again!

▶ decent one like N64 Pro?"
"But this is N64 Pro!" I said. "They've just decided for some strange reason that they have to update it so that their regular readers have to spend five minutes looking for it in the newsagent and when they eventually find it they don't even think that the new look is much better anyway apart from the reviews section SO THERE"
I'm not fat, I'm big-boned
Ashley Lawrence, Herts



N64 PRO **Glad to hear we're your favourite mag Ashley, and we reckon that as we get fully into our stride over the next couple of issues you'll find that the ever changing face of N64 Pro is a much more attractive mush than the old one ever had! Much of our efforts for the relaunch went into getting the reviews section bang on and now that's up and running we'll be focusing more on tweaking the Blueprints and other sections of the mag and making them just as perfect as we now feel the reviews are. Hopefully you'll have seen the next two issues by the time you read this reply, and you'll have already noticed the giant steps forward we're making all the time. And there's loads more where they came from in the very near future, so watch this space!**

> **"They've decided that they have to update it so regular readers have to spend five minutes looking for it!"**

Noely Knows Nothing Part 2

Maybe I go to the wrong shops or something, but I just cannot find the RAM expansion Pak by Datel that was mentioned in the news section of issue 14 (or for that matter the 'official' one by Nintendo – but that's not supposed to be out yet).
I've tried Game (who said that Zelda doesn't support it – that's high-street stores for you), Dixons (useless), and various mail-order companies to no avail. And while I'm at it, where did "...check out next months bumper new-look issue to see what it's capable of" go to?
Strange people you lot. Anyway, the new-look is growing on me (at first I thought you'd gone absolutely mad)... Though I miss the score-out-of-five bits for graphics, sound, etc, on the reviews panel.
Ah well.... Don't get run over by a sheep an' all that.



Daniel Brocklebank, email
PS. Yes, that is my eye.

N64 PRO **Noely holds his hands up and freely admits he freaked out when he wrote that thing about Zelda using the expansion Pak. It doesn't, and indeed never did, and now he hasn't a clue where he plucked that particular piece of incorrect information from. Just mumbled something about having read it somewhere and shuffled off in disgrace.**
We'll give him a good kicking next time he shows his face, don't you worry about that! If you want to get hold of a Datel RAM expansion Pak give them a call on 01785 810800.
Alternatively, the official Nintendo one will be in shops everywhere by the time you read this! So don't lose any time, get one right now!

Question & Answer

This is the bit where we cram in loads of short(ish) questions and answers, usually edited from longer letters and answer 'em all using our genius knowledge of the world of the N64

Q What the hell is going on? I am complaining about FIFA '99. In one mag it says it comes out in November, in another it's January and in another it's December! Then you say it's out in April! Sort it out!
Karl Horrigan, North Wales

A EA are acting all strangely at the moment as far as the N64 is concerned. FIFA '99 is long since finished, and indeed is already out in the USA, but for some inexplicable reason it is, as we said, being held back until late March/early April. Why? Your guess is as good as ours. According to EA, it's all down to 'politics' whatever that means!

Q What I'd really like to know is why do people constantly write in saying that the N64 is better than the PlayStation? We all know, that's why we own an N64 and buy this magazine!
Kamran Khalid, Sunderland



A And what we'd really like to know is why have you just written saying the same thing if it annoys you so much?

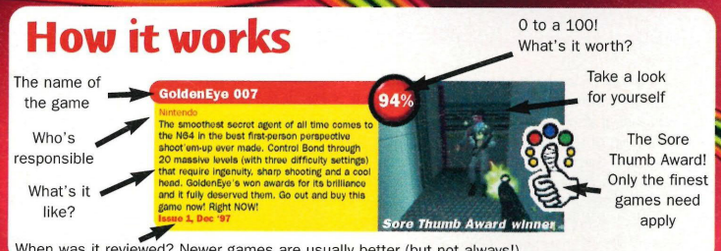
Q I'm thinking of getting a steering wheel. I've been told that some are great and some are really crap! Do you think I should get one or will it be a waste of time?
Chris Hatfield, Shropshire

A There's a top new wheel from Thrustmaster coming out any time now, costing about sixty quid. Pricey but worth every penny! The Joytech Jordan wheel's good too for about the same price, and the HyperSteering wheel from Ascii is also fantastic. As to whether it's worth it, well, depends how much you like your racing games really!

N64 PRO DATABASE

The N64 Pro Database is the leading authority on N64 gaming. Updated monthly with every game ever made you can buy the best and avoid the occasional stinker. Stick with us right through 1999 cos it looks set to be the best year ever for Nintendo – Mark

How it works



SHOOTING

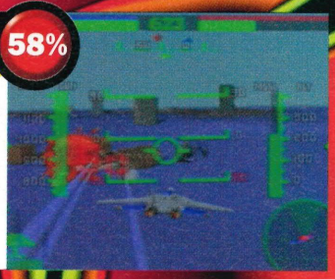
Uzi 9mm: GoldenEye 007 96%
Water Pistol: Star Wars: SOTE 59%

Aerofighters Assault — 58%

Titus

Get into your jet and take to the skies in this aerial shooter from the makers of Pilotwings. We had high hopes for this one, but the blend of flight sim' and shoot'em-up barely takes off, let alone strikes against the enemy. More a case of Top Goon than Top Gun as you plod around the skies randomly searching for bad guys. Stick with Pilotwings for all your flying action.

Issue 4, Feb '98



Body Harvest — 93%

Gremlin

The world's been taken over by evil aliens who are set to scoff the human race out of existence. Your only hope is to travel through time blowing the nasty blighters back into space. Body Harvest's a stormin' shoot'em-up with thousands of vehicles and tons of guns. It's also a huge adventure with RPG elements that combine to make this a truly epic game.

Issue 15, Christmas '98



Buck Bumble — 70%

UBISOFT

Take control of a not-so-humble bumble bee and kick off in a fight against the almighty insect herd. Everything looks huge as you roam around the garden as a tiny insect, but despite having a wealth of good ideas and plenty of novelty value Buck Bumble failed to deliver the goods. The graphics are great, but all the brilliant design is lost amongst the terrible amount of fogging.

Issue 13, Nov '98



Doom 64 — 71%

GT Interactive

The original first-person shoot'em-up hits the N64 in style. All Doom's trademark guns and monsters are now portrayed using the N64's lush graphical capabilities and it looks better than ever. Many people think this is the best shoot'em–up ever made, but it's well past its prime and the basic gameplay is too simple when compared to the other N64 shooters.

Issue 3, Jan '98



Duke Nukem — 80%

GT Interactive

Duke Nukem is murderous mayhem in a fast and frantic style as you 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. If Bond's not enough for you then have a word with the Duke.

Issue 3, Jan '98



Forsaken — 90%

Acclaim

A stunning 3D shoot'em-up that flew into the office and promptly received a stamp of approval. Imagine Quake 64 with flying bikes and incredible realtime lighting effects. The graphics are amongst the best we've seen on the N64. The one player game is excellent thanks to some really great artificial intelligence and the multi player game's not bad either.

Issue 9, Jul '98





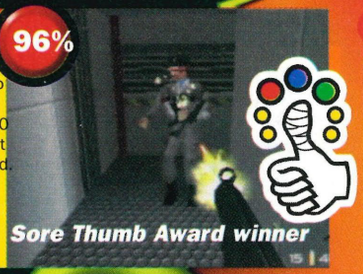
GoldenEye 007

96%

Nintendo

The smoothest secret agent of all time comes to the N64 in the best first-person perspective shoot'em-up ever made. Control Bond through 20 massive levels (with three difficulty settings) that require ingenuity, sharp shooting and a cool head. GoldenEye's won awards for its brilliance and it fully deserved them. Go out and buy this game now! Right NOW!

Issue 1, Dec '97



Sore Thumb Award winner

Turok 2: Seeds of Evil

NEW ENTRY

94%

Acclaim

The dinosaur massacre continues in this stunning sequel. The graphics truly are outstanding and your jaw'll hit the floor when you see the animation of the dinos. The atmosphere is brilliant as you run around taking out vicous monsters. Tons of guns and some of the biggest levels ever seen make this one of the best games on the N64.

Issue 16, Jan '99



Sore Thumb Award winner

Hexen

66%

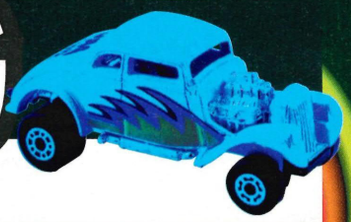
GT Interactive

A medieval version of Doom that replaces the hi-tech weapons with maces and magic. Old fashioned in every aspect with blocky garish graphics and tired gameplay. Even Doom 64 is better than this and that's starting to look a bit long-in-the-tooth on the all powerful N64. Get the more modern GoldenEye and leave this ancient blaster back in the Middle Ages.

Issue 3, Jan '98



RACING



Ferrari F40: F1 World Grand Prix 94%

Robin Reliant: Cruis'n USA 41%

Lylat Wars

91%

Nintendo

This sequel to the stunning Starwing on the SNES is a perfect example of how to update an old classic. Lylat Wars is an absolute stunner that breaths new life into shoot'em-ups with excellent cut scenes, breathtaking graphics, tons of atmospheric speech and brilliant sound effects. You just can't fault a game this good. Outstanding work from the big N'!

Issue 2, Xmas '97



Sore Thumb Award winner

1080° Snowboarding

93%

Nintendo

Strap a plank of wood to your feet and hit the snow filled piste with this thoroughly wonderful snowboarding game. 1080° is a flawless reproduction of the wet white stuff with beautiful scenery and the finest animation ever seen. The game itself is great fun in both single and multi-player modes and the time-attack and trick sections will have you glued to your N64.

Issue 4, Feb '98



Sore Thumb Award winner

Quake 64

85%

GT Interactive

Quake is the true sequel to Doom and has the same dark and moody atmosphere. Run around mazes filled to the brim with evil creatures, and they're just waiting to be blown to smithereens by your wide variety of large guns. Every bit as good as the 3D enhanced PC version (which was amazing), but still nowhere near the sublime quality of GoldenEye, the best 3D shooter ever.

Issue 7, May '98



Move over Bond. I'm the new shooter that everybody's after



Robotron 64

65%

Crave Entertainment

A classic shoot'em-up from 1982 is revamped and thrown onto the N64 for a new generation to enjoy. The graphics are more than a bit basic these days, but the action is as much fun as it ever was. You run around a square blasting everything in sight. It's a bit too simplistic for most people, but good fun for those ancient enough to remember the original.

Issue 7, May '98



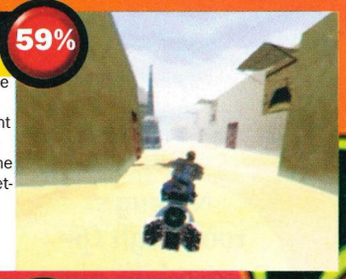
Star Wars: Shadows of the Empire

59%

Nintendo

One of the biggest disappointments so far on the N64. Despite having the best license in the world, this ended up as a hotch-potch of different games that failed to hang together. The flying sections are reasonably okay, but the Doom-clone sections are appaling and the whole lot was a let-down for Star Wars fans Have patience young Jedi, wait for Rogue Squadron.

Issue 1, Dec '97



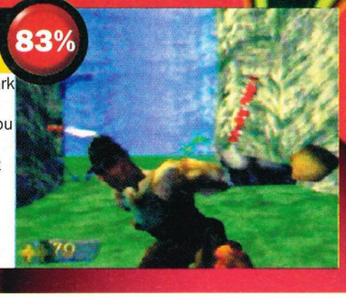
Turok: Dinosaur Hunter

83%

Acclaim

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 obliterating everything. Making dinosaurs extinct is great, but there are too many jumping and platform sections. A great game, but Turok 2 is on the way and that looks even better

Issue 1, Dec '97



Aero Gauge

54%



ASCII

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 that sometimes make the track disappear entirely. It wasn't particularly hot to begin with and now that F-Zero X is out you'd be better leavin' this futuristic racer in the past.

Issue 5, Mar '98

F-Zero X

90%



Nintendo

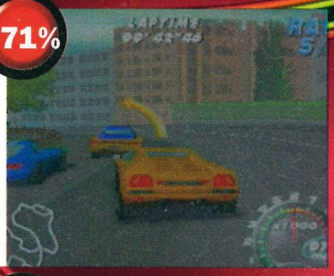
Nintendo's remake of the SNES classic gets off to a flying start thanks to its unrelenting pace, wonderful controls and an amazing four player mode. Each race blows you away with speed to die for, a huge amount of tracks and 30 cars racing all at once. The only downer is the graphics which are decidedly bland. But the stunning gameplay more than makes up for it.

Issue 12, Oct '98

Sore Thumb Award winner

Automobili Lamborghini

71%



Titus

Unfortunately, the French company Titus seem to have been more inspired by a Citroen 2CV than a Lamborghini. Desperately dull gameplay and twitchy controls make this an awkward and unrewarding experience. F1 World Grand Prix has shown us just how good an N64 racing game can get, so buy that and leave your Lamborghini sitting in the garage.

Issue 4, Feb '98

F1 Pole Position

64%



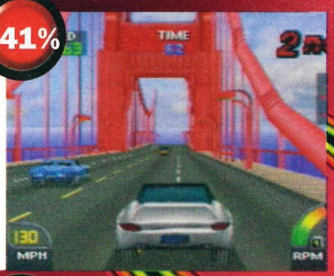
Ubi Soft

This was an average racer to begin with and the recent release of F1 WGP only highlights how much better a F1 racing game can be. The graphics are bland, the game is boring and the controls are wholly unrealistic. F1 Pole Position sits in the pits whilst F1 WGP takes pole position, stays in the lead and goes on to win the race. Don't confuse the two!

Issue 1, Dec '97

Cruis'n USA

41%



GT Interactive

This was good fun in the arcade, but by the time it appeared on the N64 it was old and out of date. The bland graphics and jerky animation were combined with sluggish and unpredictable gameplay to ruin any fun factor the arcade game had. To top it all the cruise (and the entire game) can be completed in less than five minutes. Cruise past this game in the shops.

Issue 6, Apr '98

F1 World Grand Prix

94%



Nintendo

F1 WGP is astounding, and puts all the other racing games we've ever seen on any system to shame. The photo-realistic graphics compliment the stunningly accurate realism and almost sinister attention to detail to the races. This is an F1 fan's dream come true as everything that happened in the 1997 season is magically recreated, but with you behind the wheel.

Issue 13, Nov '98

Sore Thumb Award winner

Cruis'n World

54%



Nintendo

Far better than its predecessor (Cruis'n USA), but still not good enough to cut it on the N64. Cruis'n World is firmly based in an arcade-style that places entertainment above reality with wheelies and jumps. The graphics are a vast improvement, but this only highlights the poor gameplay. Dull to play and still too easy to finish. Don't book a place on this cruise!

Issue 13, Nov '98

GT 64

78%



Ocean

An average racing game that falls short in almost every aspect. The graphics are okay until they move then everything jerks around like a film from the 1920's. The handling is just plain wrong and it feels nothing at all like driving a car as you just bounce around the walls of the track. If you're after a realistic racer then go for F1 World Grand Prix and leave this alone.

Issue 11, Sep '98

Diddy Kong Racing

91%



Nintendo

Jaw-droppingly outstanding, DKR takes Mario Kart 64 and improves it in every way. Fantastic graphics, great gameplay and you get to race karts, planes and hovercraft through a huge variety of tracks. The single player mode is an interesting adventure that's a real challenge and the multi-player game is one of the best ever made. Buy it – it's the law.

Issue 3, Jan '98

Sore Thumb Award winner

Mario Kart 64

91%



Nintendo

Mario Kart makes a stunning debut on the N64 with great graphics and a stunning four player mode. The characters are huge and well detailed and it's great fun to play, but the power-ups make the multi player mode more a game of luck than skill, which can be annoying. Diddy Kong Racing is a better game, but Mario Kart still has a special place in our hearts.

Issue 1, Dec '97

Sore Thumb Award winner

Extreme G

83%



Konami

Ride futuristic bikes in this blindingly fast racing game. Extreme G is 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 complete with four player racing and battle modes. The sequel is on the way though and that's even better, so it might be a good idea just to hang on for a bit longer.

Issue 1, Dec '97

M.R.C

72%



Ocean

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). There's only three tracks which ruins everything though. By no means the worst N64 racing game we've ever seen, but still far from the best. Get F1 WGP if you're after a serious car racing game.

Issue 1, Dec '97

Extreme-G XG2

NEW ENTRY

88%



Acclaim

After F-Zero X and WipEout comes the latest in futuristic racing games. XG2 sees you racing motorbikes from the future up, down and all around. Worth owning in a third-best-but-still-quite-good kinda way. The graphics are especially nice after the bland F-Zero X, but the sensation of speed just isn't there. Get WipEout and F-Zero first, then if you're still hungry, get XG2.

Issue 16, January 99

San Francisco Rush

82%



GT Interactive

Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish, the sound is laughable and the controls aren't perfect, but despite all that this still manages to be one of the most entertaining racing games around. There's plenty of tracks and the two player mode's great fun. Just don't expect anything serious.

Issue 3, Jan '98

SCARS

NEW ENTRY

85%



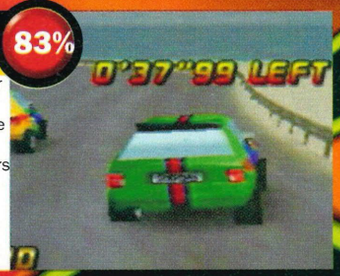
Ubisoft

Futuristic racing game in which you get behind the wheel of a beast (quite literally!) You get to race as an animal of your choice in this good looking racing game. The graphics are a treat to behold and the racetracks are crammed with weapons. It just falls short of the greatness achieved by Mario Kart and F-Zero X, but still manages to be a great little racer.

Issue 16, Jan '98

Top Gear Rally

83%



Kemco

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 though and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. Not as good as F1 WGP but still one of the best racing games you can buy.

Issue 3, Jan '98

Snowboard Kids

84%



Atlus

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. Not as good as Diddy Kong Racing but still a lot of fun.

Issue 7, May '98

V-Rally: Edition '99

90%



Infogrames

Thanks to the power of the N64 this old Greystation game's been given' a new lease of life. The graphics are better than ever and the huge amount of tracks and tons of cars'll see you racing well into next year. But it'll take that long to get to grips with the outrageously over-sensitive handling. Tricky at first, but amazing once you get into it. Check it out!

Issue 15, Christmas '98

Sore Thumb Award winner



That's the last time I try dying my hair at 300mph

Wave Race

91%



Nintendo

Don your wet suit and go jet-ski racing in one of the finest racing games ever to grace a home console. The graphics are wonderful and the water effect is so realistic you want to wear flippers whilst playing. A challenging championship mode, an excellent two player mode and a highly original stunt mode give this a long life. Brilliant stuff!

Issue 1, Dec '97

Sore Thumb Award winner

WipEout

NEW ENTRY

92%



Midway

You're not short of options when it comes to futuristic racing on the N64. And this is one of the best ones ever made. This takes a PSX classic and gives it the N64 treatment. With better graphics, superb sound and a four player mode this is a brilliant racing game. The N64 control stick improves the steering and with a bit of practice you'll move faster than light!

Issue 16, January '99

Sore Thumb Award winner

FIGHTING

Jean Claude Van Damme: Mortal Kombat 4 85%
Big Girls Blouse: Mortal Kombat Mythologies 28%

Bio Freaks

82%



GT Interactive

An absolute bloodbath of a beat'em-up from Midway. Up to two players can hack each other apart limb from limb in Monty Python-esque Black Knight fashion including a ludicrous amount of blood. This beat'em-up got a cheer from most of the N64 Pro crew along with shouts of 'none shall pass' and 'tis but a flesh wound.' Not perfect, but great fun anyway.

Issue 10, Aug '98

Clayfighter

33%



Interplay

Oh dear! What's this deeply poor game doing on our super console? Flat 2D characters are badly animated and combined with abysmal gameplay and sluggish controls. Not the best start and the dubious, and frankly unfunny, attempt at humour doesn't help either. I could go on, but lets just say this should have been 'Kiln at birth' (Get it?) Nevermind!

Issue 4, Feb '98

Dark Rift

71%



Vic Tokai

An early attempt at a beat'em-up on the N64 which is by no means the worst, but certainly not the best. The characters are interesting, but the graphics are bland and the gameplay is shallow and uninvolving. It's fun at first but soon becomes a bore. Dark Rift was never the best N64 beat'em-up and these days Fighter's Destiny and MK4 beats this into a pulp.

Issue 2, Xmas '97

War Gods

38%



Midway

Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves, terrible controls and a complete and utter 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!

Issue 2, Xmas '97

Dual Heroes

35%

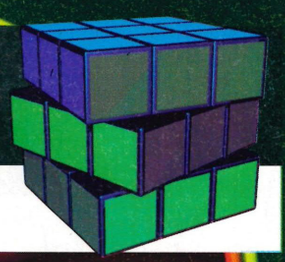


Hudson Soft

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. Do yourself a favour and choose a better beat'em-up.

Issue 5, Mar '98

PUZZLE



Blankety Blank: **Wetrix** 90%
Family Fortunes: **Tetrisphere** 60%

Fighter's Destiny

82%



Ocean UK

A great fighting game with a true arcade look and feel to it. The graphics are a bit bland but apart from that this is one of the best beat'em-ups you can buy. Mortal Kombat 4 is slightly preferred in the office (despite its lower score) but that's only because we're suckers for the blood and gore. If it's fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '98

Bust-A-Move 2

85%



Acclaim

The absolute classic puzzle game makes its appearance on the N64. Take control of two cute dinosaurs as they aim and throw coloured bubbles up the screen in an attempt to get three of the same colours touching so they burst. Simple enough with dated looks, but it's still one of the best puzzle games ever made and fantastic with two players.

Issue 10, Aug '98

Mace: The Dark Age

69%



GT Interactive

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 good and the backgrounds are fully interactive. But Mace still fails to fully deliver the goods and ends up as a rather lacklustre affair. The fun is short-lived and soon wears off.

Issue 3, Jan '98

Glover

83%



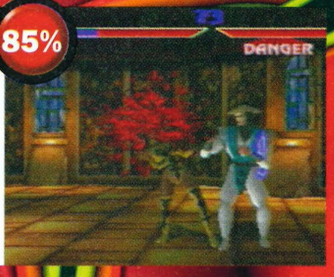
Hasbro

Let's have a big hand for the N64. Alright, alright, you can all stop applauding, I was talking about Glover. In this wonderful puzzler you control a white glove through several beautiful worlds. The glove comes complete with a bouncing ball that you throw around. It looks a bit like Mario, but it'll tax your mind more than your ability to hop. Truly original!

Issue 15, Christmas '98

Mortal Kombat 4

85%



Midway UK

Mortal Kombat finally goes 3D and turns out to be one of the best beat'em-ups ever made. Take control of one of 15 ludicrous nut-jobs and try to disembowel all the other psychos. The trademark blood and gore is splattered throughout the game and it now looks better than ever. The action is fast and furious and it plays just as well as the 2D Mortal Kombat games. Great!

Issue 11, Sep '98

Space Station: Silicon Valley

92%



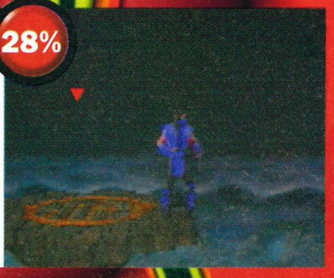
Take 2

A wonderfully weird 3D puzzle game. Silicon Valley is a series of Mario-style worlds populated with bizzare hi-tech animals (like the hovering sheep and dogs armed with rocket launchers). You can take control of any animal you encounter to help you through the deviously designed levels. Every bit as odd as it sounds and stacks of fun.

Issue 16, January '99

Mortal Kombat Mythologies

28%



GT Interactive

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 (they'd look bad on a SNES) and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 40 quid for this is laughable. Do yourself a favour and steer clear.

Issue 6, Apr '98

Tetrisphere

60%



Nintendo

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 as you work your way around the puzzles. The game tends to feel a bit bland when compared to the panic-inducing original.

Issue 5, Mar '98

Mortal Kombat Trilogy

48%



Midway

The Mortal Kombat series has bludgeoned its way through videogaming history with all the finesse and style of Noely at a Miss World competition. The 2D MK games were always a bit clumsy but these days it they look completely out of place on the N64. Even if you're fanatical about Mortal Kombat there's no reason to buy this now that MK4 has been released.

Issue 1, Dec '97

Virtual Chess

72%



Titus

Chess hits the N64 and unsurprisingly fails to change our lives. Animated pieces hack each other apart until the novelty wears thin and you switch to the 2D mode – which is identical to every other chess game ever made. Virtual Chess does have an excellent training mode though and your N64 plays a mean game. Worth looking at!

Issue 11, Sep '98

Wetrix

90%

Ocean

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. Difficult to begin with, but given practice this becomes the best puzzle game since Tetris.

Issue 8, Jun '98



Sore Thumb Award winner

Iggy's Reckin' Balls

68%

Acclaim UK

An original mixture of platform game and multi-player racing as you take control of a ball and race around a 3D course made of platforms. The ideas original but in this instance the actual game turned out to be a dull affair with a very limited lifespan. A nice concept, but it's a shame that the final version wasn't as good as our expectations.

Issue 13, Nov '98



PLATFORM



High Rise Skyscraper: Banjo-Kazooie 96%
Bungalow: Iggy's Reckin' Balls 68%

Mishief Makers

80%

Enix

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 compliments this wonderfully surreal game. The gameplay is stunning, which is a good job really as the graphics are terrible. Worth getting if you see it going for a good price.

Issue 3, Jan '98



Banjo-Kazooie

96%

Nintendo

This game is a work of sheer genius and you simply won't believe your eyes when you see the amazing graphics. You take control of a bear and bird on a quest to save Banjo's sister from the clutches of an evil witch. The levels are huge with tons of detail and loads to do. Like Super Mario 64 but better (need we say any more). Just go straight out and buy it!

Issue 11, Sep '98



Sore Thumb Award winner

Starshot: Space Circus

85%

Infogrames

The Space Circus puts on the greatest show in the known Galaxy. You're Starshot, the Star Juggler, but your job's under threat from the Evil Virtua Circus who are taking over your business. It's up to you to scour space for some new oddities for the Circus. This is a truly bizzare with a wicked sense of humour and some wonderfully designed characters.

Issue 15, Christmas '98



Bomberman 64

70%

Hudson

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 which is great fun and pretty challenging. But Bomberman is famous for the multi player mayhem which was disappointing in this version.

Issue 4, Feb '98



Super Mario 64

94%

Nintendo

The best video game ever? It's certainly up there as one of the finest. This is a true classic in every sense of the word and takes all the best bits from previous Mario games and beautifully adapts them into a highly detailed 3D world. Mario 64 took platformers to the next generation and every N64 owner should have a copy of this in their collection.

Issue 1, Dec '97



Sore Thumb Award winner

Bomberman Hero

83%

Hudson

Bomberman is back with a blast in a 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 Mazza-like platfomer (with lots of explosions). Much better than the muddling Bomberman 64, but not as good as Super Mario 64 or Banjo-Kazooie.

Issue 9, Jul '98



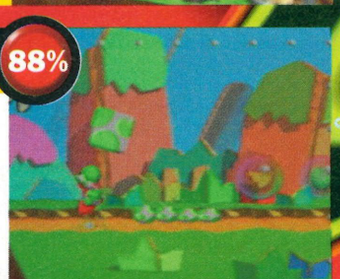
Yoshi's Story

88%

Nintendo

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. Very easy to complete, but the huge amount of hidden objects and special ways to score enhance its longevity. It's designed for younger kids, but still take a look if you're into platformers.

Issue 8, Jun '98



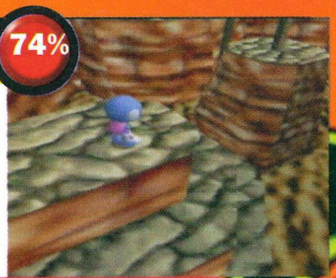
Chameleon Twist

74%

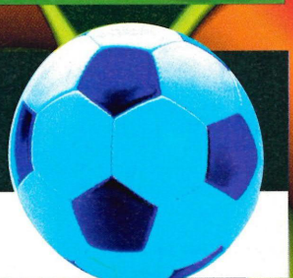
Sunsoft/ Ocean

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 due to a ridiculously easy difficulty level. But it's great fun while it lasts.

Issue 3, Jan '98



SPORTS



Footy: ISS '98 96%
Rounders: NBA Pro '98 65%

Gex

75%

GT Interactive

A nice attempt at a 3D platform game with a quirky sense of humour. Gex subverts all your favourite film and television shows by starring a wisecracking gecko that runs around making fun of everything from Star Wars to Bugs Bunny. It's a shame that the average graphics, sloppy controls and poor camera angles ruin all the good fun. Try something else.

Issue 14, Dec '98



All Star Baseball

90%

Acclaim

Serious baseball action reaches the N64 with the best graphics ever seen. Everything is in crystal clear, super sharp hi-resolution earning All-Star Baseball a well deserved stamp of approval. But, it was a bit too serious for some of the team who prefer Ken Griffey's game of ball. Well worth getting if you're into baseball as the level of realism is outstanding.

Issue 10, Aug '98



Sore Thumb Award winner

FIFA '98: RTWC

87%



Electronic Arts

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 real teams and players than you could shake a stick at. ISS is slightly better, but EA deserve a lot of credit for turning FIFA around. This deserves every success.

Issue 4, Feb '98

ISS 64

90%



Konami

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. Only bettered by its (very similar) sequel but still a fine game to own.

Issue 1, Dec '97

ISS '98

96%



Konami

No game has caught our attention and sucked up our time more than ISS '98. The best football game ever made represents an almost perfect rendition of the sport. A wealth of features complement the fast paced gameplay. You'll be hooked on finding new tactics and ways to score. Video games don't come better than this so go out and buy it – NOW!

Issue 12, Oct '98

Kobe Bryant In NBA Courtside

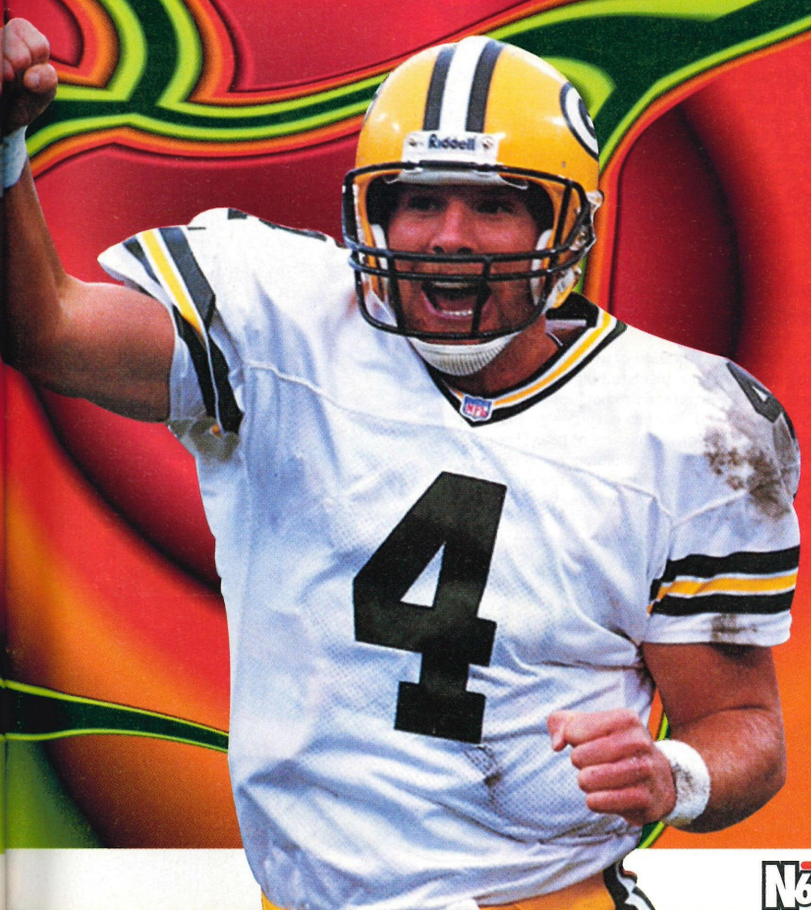
85%



Gametek

The first game to appear under the Nintendo Sports label finally gives basketball the treatment it deserves. More serious than Hangtime and less fuzzy than NBA Pro, this is a fun, action packed and easy to play basketball game that balances serious sport with playability. If you're into basketball then take a look at this.

Issue 9, Jul '98



Madden '98

90%



Electronic Arts

The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a Sore Thumb Award. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay. A truly brilliant game that perfectly captures the American sport. The only problem is Madden '99, reviewed this issue

Issue 3, Jan '98

Madden '99

92%



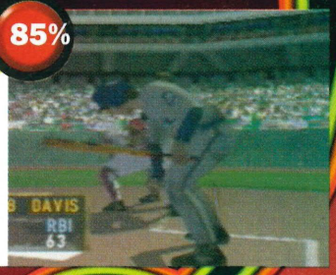
Electronic Arts

Madden '99 takes American Football and kicks it to such high standards that the rest of the world might as well go home. Madden's always been the best at American Football, but this all singin' and dancin' hi-resolution version even makes even the wonderful Madden '98 look out-of-date. The N64 shows the world how to bring a sport to life. Join the rush to buy this game!

Issue 15, Christmas '98

Major League Baseball

85%



Nintendo Sports

Another baseball game storms into the Pro office and joins the long line of games depicting the American version of rounders. Less serious than All-Star Baseball (its main competitor), and the graphics aren't as good. But in many ways this is much more fun to play. The gameplay shines and has won Ken Griffey many admirers. Take a look if ASB seems too serious for you

Issue 11, Sep '98

Nagano Olympic Hockey

84%



Midway

Wayne Gretzky's hockey makes its third appearance on the N64, this time with all the official teams from the Nagano Olympics, but very little else. It's just as good as it ever was, but we're getting a bit tired of seeing exactly the same game appear every couple of months with just a few tweaks. Good fun but, NHL Breakaway '98 is a better game.

Issue 7, May '98

Nagano Winter Olympics

90%



Konami

Track n' Field heads north in this snow bound sporting spectacular. 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 (I'm being serious). A bit drab in the one player mode, but two or more players will find a great game that held up work in our office for days.

Issue 5, Mar '98

NBA Hangtime

74%



Midway

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. But basketball fans should go for Kobe Bryants game of ball.

Issue 1, Dec '97

NBA Pro 98

65%



Konami

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. The game itself is very tedious and you're left wondering where your money went. Go for Kobe Bryant instead and you'll be much happier.

Issue 6, Apr '98

NFL Quarterback Club

86%



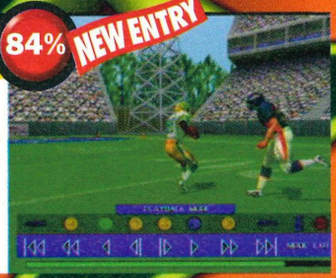
Acclaim

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 first games to use the stunning hi-res mode on the N64. It looks beautiful but despite its pretty face it just doesn't play as great a game as Madden. Even so this is a fine game to own.

Issue 3, Jan '98

NFL Quarterback Club 99

84% NEW ENTRY



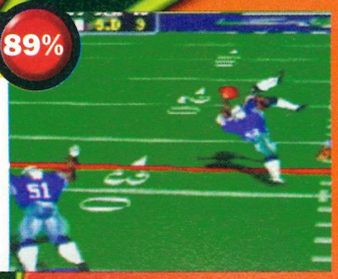
Acclaim

Incredibly, this game manages to look even better than last year's visual feast. Lovingly rendered in hi-res detail, this has to be one of the best looking games ever. Underneath all the graphical trickery is a solid American football game with loads of stats and plenty of realism. We still prefer the gameplay found in Madden, but fans'll be pleased with either game.

Issue 16, January 99

NFL Blitz

89%



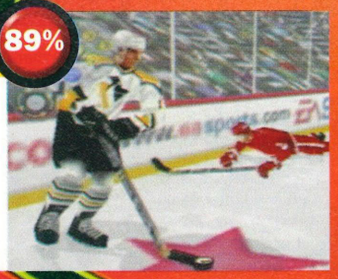
GT Interactive

American Football with a difference. The difference being that it's actually fun, even for people who wouldn't know their Pro-Form setup from the posts. It looks and plays superbly with fast moving graphics, furious violence and gameplay that's simplicity itself (which is both a good and bad thing). Despite our fears over longetivity this remains a firm office favourite.

Issue 14, Dec '98

NHL '99

89%



Electronic Arts

Ice hockey makes yet another appearance on the N64 and still remains a firm office favourite. The violent combo of ice skates and large wooden sticks make this one of the best sports ever. NHL '99 recreates the atmosphere of an ice rink thanks to the wonderful sound effects and superb graphics. The game is less frantic than Breakaway, but great fun anyway!

Issue 15, Christmas '98

NHL Breakaway

90%



Acclaim

The fast, frantic and violent combination of ice skates and wooden sticks is brought to life on your N64. The graphics are amazing with highly detailed, well animated hockey players. Breakaway perfectly captures the spirit of an ice hockey match and it plays like a dream. Like all the best games it's easy to get into but difficult to master. Great stuff!

Issue 7, May '98

Sore Thumb Award winner

Waialae Golf

69%



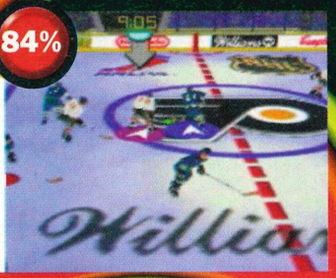
T & E Soft

Head for the green and whack balls around all day long with this rendition of one of the most leisurely sports. Unfortunately a good walk isn't the only thing that's ruined by this game. The gameplay is shoddy and and the graphics are rubbish. This is the first golfing game to appear for the UK N64, but it's certainly not the last. So hang on for a bit longer.

Issue 13, Nov '98

Wayne Gretzky's 3D Hockey

84%



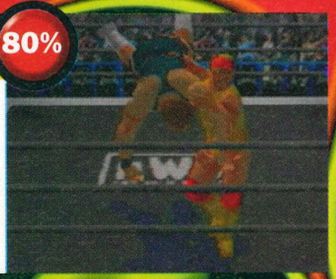
Midway

This is a lightning-paced ice hockey game that mixes sports simulation with arcade action and plays at over 100 mph. The single player game is great fun, but for a real treat get some mates 'round for the four player game. It's almost as much fun as ISS '98. Whilst this isn't the best sports game on the N64, it's still a lot of fun and well worth checking out.

Issue 2, Xmas '97

WCW vs. NWO

80%



THQ

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.

Issue 4, Feb '98

WCW/NWO Revenge

85%



THQ

Wrestling storms back onto the N64 and the fight between WCW and WWF Warzone continues unabated. The graphics are as stunning as ever and there's more detail on these burly blokes than on any other sports game. The gameplay is similar to the original and you still have to work up the crowd to get yer special moves. Check it out if yer a wrestling fanatic.

Issue 15, Christmas '98

World Cup '98

87%



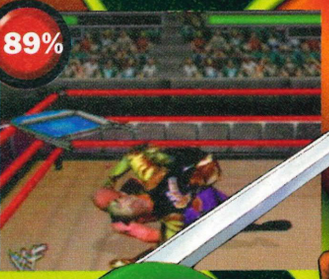
Electronic Arts

The latest instalment in the FIFA series kicks off on the N64. It's almost identical to its predecessor, FIFA: RTWC, so we have doubts about buying the same game twice. Still, it looks good and has a realistic feel thanks to the official license. There's also a Classics mode where you play teams from the 1960's. Good, but not as great as the almighty ISS '98.

Issue 8, Jun '98

WWF Warzone

89%



Acclaim Out Now

The third representation of wrestling on the N64 has plently of little touches that are sure to keep you amused (and I'm not just talking about the Lycra pants). You can even design your own wrestler in a terrifying mixture of beast-creator meets Barbie clothing simulator. Jokes aside, this is a seriously good wrestling game with great graphics and good controls. Worth getting.

Issue 13, Nov '98

HALL OF FAME

The all new top-ten best games ever. If two scores are the same team preference comes into effect

1	Zelda	98%
2	ISS '98	96%
3	GoldenEye 007	96%
4	Banjo-Kazooie	96%
5	Mario 64	94%
6	F1 World Grand Prix	94%
7	Turok 2: Seeds of Evil	94%
8	1080 Snowboarding	93%
9	Body Harvest	93%
10	WipEout	92%

RPG/ADVENTURE

King of the Castle: Zelda 64 98% **Dirty Rascal:** Quest 64 68%

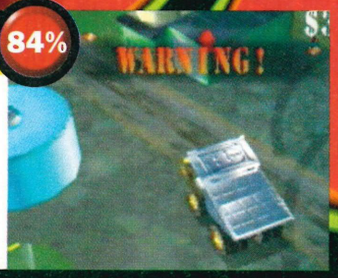
Blast Corps

84%

Nintendo

Cause wanton destruction on a global scale with this smashing game from Rare. Use military specification demolition vehicles to clear a path for a runaway nuclear missile carrier, and destroy absolutely everything in its way. The graphics are excellent, it's refreshingly original, manically tense and incredibly addictive. Altogether this is a right good blast!

Issue 1, Dec '97



Mission: Impossible

92%

Ocean

After countless delays this game sneaked out of high security and was exposed as surprisingly good after all. But it's not a bit like GoldenEye so don't get too excited. This adventure will tax your mental ability more than your trigger finger (which is why it's here and hangin' out with the shooters). The graphics vary betwen great and bland but the game is fun and challenging.

Issue 12, Oct '98



Pilotwings 64

91%

Nintendo

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. It's got a somewhat sedate pace at times but don't be fooled into thinking this is boring. As the missions progress it become manically hectic as you bomb around the skies trying to complete the game. Wonderful!

Issue 1, dec '97



Mystical Ninja Starring Goeman

83%

Konami

This is a weird one and no mistake. Guide Goemon around a surreal 3D world whilst talking to people about the large peach-shaped UFO that has invaded their world. The Goemon series has been praised for its inventiveness and the wealth of mini-games in this version is no exception. Only let down by the amount of time you have to spend plodding around.

Issue 7, May '98



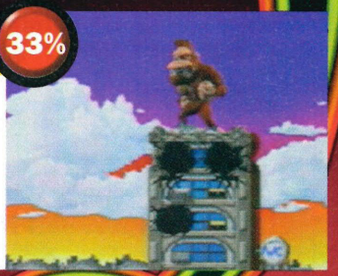
Rampage World Tour

33%

GT Interactive

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 of a drunken flesh eater with bad breath. Blast Corps is a far better game of manic destruction. Leave this in the past.

Issue 9, Jul '98



Quest 64

68%

THQ

The first RPG to appear on the N64 turned out to be something of a disappointment. Take control of (the life of) Brian and guide him through his quest to find his father. Using the four elements of earth, wind, fire and water you can cast a wide variety of spells. Good graphics but the story is duller than dullness itself. Hang on for Zelda which should be much better.

Issue 11, Sep '98



Zelda 64: The Ocarina of Time

98% NEW ENTRY

Nintendo

The best game ever made! You control Link through a massive adventure as he attempts to rescue Princess Zelda and save Hyrule from the terror of the evil Ganondorf. Zelda's got it all: amazing visuals, fantastic sound, addictive gameplay, a great story and a huge world so lovingly crafted it feels real. If you only ever buy one more game in your life, buy Zelda.

Issue 16, January '99



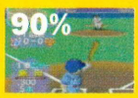
IMPORT

The Import gang are a moody bunch and refuse to play without a working converter!

The Best...

Famista 64 90%

A wonderful cartoony baseball game that plays like a dream. The Japanese text doesn't get in the way either. Great!



Let's Smash 92%

Top-notch tennis action with a cartoon look and feel. You can even dress up the players and play strip tennis!



...And the rest

Alice In Trump World 64 68%

Desperately odd game which sees Alice (in wonderland) talking in Japanese and playing a variety of card games. Avoid!

Augusta Masters 80%

Not a bad attempt at golf that entertained us for a while. Far from perfect but still a great laugh with two players!.

Choro Q 48%

A similar game to Mario Kart but the Jap text ruins the game. This'll be released in the UK as Penny Racers so wait 'till then.

Dezaemon 3D 20%

Shoot'em-up construction kit that falls on its face because of the Japanese text. Wait until an English version is released.

Fire Electric Pen 60%

N64 version of the classic 'guide the hoop along the wire without touching the sides' game with mad Japanese speech.

GASP: Fighters NEXTream 70%

Not the best fighting game ever made but fairly good fun anway. Go for Fighter's Destiny or MK4 instead.

Jeopardy 38%

American quiz show where a host gives the answer and you give the question. But it's too Americanised for most people.

NASCAR 78%

A good rendition of a fairly dull car race. Bulky American monsters race around oval tracks. It gets boring after a while.

Oozumo 75%

Head slappin' fun is to be found in this manic rendition of sumo wrestling. It may be a bit basic, but it's a great laugh.

Powerful Pro Baseball 5 69%

Big Head Baseball action lands on the N64 and gets a cautious welcome from us. Cute and fun but Famista is better.

Pokemon N/A

Noely didn't give this a score because the Japanese text ruins it. Wait for the UK version of this fighting Tamogatchi game.

Puyo Puyo Sun 64 70%

Guide your coloured blobs as they fall and try to match like with like. Great two player game but a bit dull if you're on your own.

Super Robot Spirits 47%

Limited Gundam beat'em-up where huge robots with little people in their heads kick the shiny bolts out of each other.

Star Soldier 35%

Pathetic attempt at a 2D shoot'em-up that looks incredibly dated on the N64. And it's far too easy to complete so steer clear.

Susume 77%

Blobby Tetris is good thanks to lots of neat little sub games that make up for the simplicity of the main game. Check it out!

Tohkon Road 72%

Japanese wrestling game that lacks all the fun of WWF or WCW because it doesn't have the famous personalities.

Virtual Hiryu No Ken 80%

A beat'em-up with two different modes: normal and super deformed (stumpy characters). Good fun!

Wheel of Fortune 59%

There's a lot of good fun (for all the family) to be found in this American quiz show. Not great, but better than Jeopardy.

MISCELLANEOUS

Top Boss: Pilotwings 91%
Fool and the Gang: Rampage World Tour 33%

Air Boarders

77%

Human

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 huge tracks that are lush and packed with detail. Good fun, but the lack of a race option seriously limits its longevity. Worth looking at if you're after something different, but not a patch on 1080.

Issue 8, Jun '98



NEXT MONTH...

FIFA '99

The biggest footy brand is back for another stab. Will it be any different this time though?

REVIEW

Turok 2: Seeds of Evil

Struggling to rip through the raptors? What you need's a handy guide to Turok 2! Next month we'll have one for you! Nice

FREE

Not one, but **two enormous free cheat books!** We'd tell you what they were but our competitors would no doubt nick our ideas, so you'll just have to hang on four weeks to find out!

BLUEPRINT

Rayman 2

Already looking tastier than a sugar-coated, chocolate covered cow!



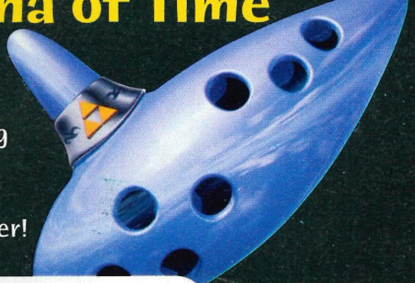
Re-Volt

Radio controlled racing rips onto the N64 courtesy of Acclaim!

CHEATZONE

Legend of Zelda: Ocarina of Time

Tip-X guides you through to the thrilling conclusion of the biggest videogame ever!



Issue 18 with 2 FREE BOOKS on sale 4th February

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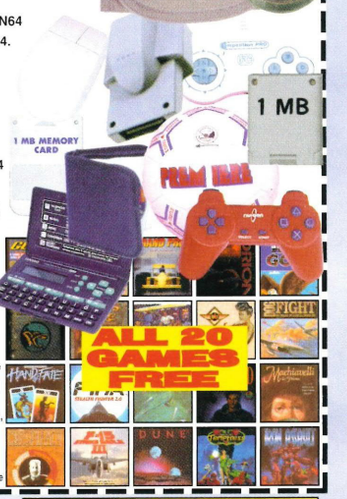
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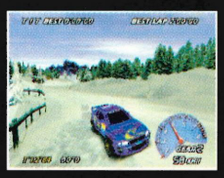
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NINTENDO 64

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