INSIDE:



STAR WARS
BRAND NEW GAME!

NEW!
BRILLIANT GAMEBOY COLOR SECTION



...D'S 'BUGGEST' N64 MAG

N64 PRO

That dude thumbing through our mag better buy it, it's a bargain!

The most BUZZIN' game on the planet!

A BUG'S LIFE

WORLD Exclusive!

Jumpin' onto an N64 near you!

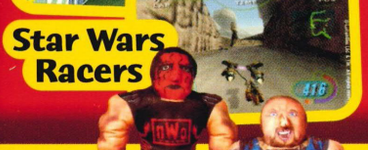
This issue...

FIRST LOOK





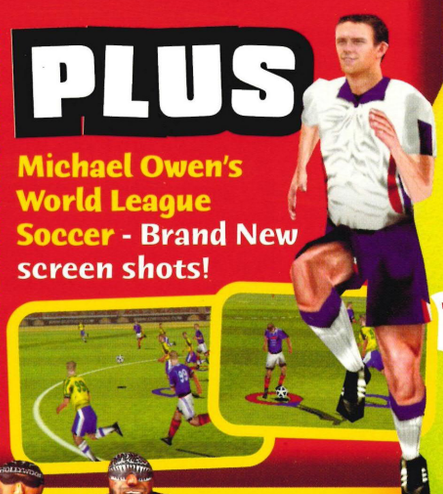
Superman



Star Wars Racers

PLUS

Michael Owen's World League Soccer - Brand New screen shots!



Played to death!

MYSTICAL NINJA 2

ALL STAR BASEBALL 2000

TWISTED EDGE SNOWBOARDING

TRIPLE PLAY BASEBALL

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WIN!

Super speedy Remote Control Cars



ISSUE 21 MAY 1999 £2.99



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N64, PLAYSTATION & PC

VIDEO GAMES CHEATS & TIPS

● Are you stuck and frustrated? ● Need 99 lives or Ultimate fire power?
● Require Level select to move on? ● Would Turbo Mode help?



Aero Fighters Assault
Aero Gauge
Air Border 64
All-Star Baseball 99
Automobili Lamborghini
Banjo Kazooie
Battle Tanks
Bio Freaks
Blast Corps
Body Harvest
Bomberman 64
Buck Bumble
Bust a Move 2
Chameleon Twist
Chopper Attack
Clayfighter 64
Cruis'n the World
Cruis'n USA
Dark Rift
Deadly Arts
Diddy Kong Racing
Doom 64
Duel Heroes
Duke Nukem 64
Extreme G 1 & 2
F1 Pole Position
F1 World Grand Prix
Fifa 64 & 98
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X
Gex
Golden Eye
Glover
GT 64 Championship Edition
Hexen
Iggys Reckin Balls
International Super Soccer
ISS 98
Jeopardy
J-League 11 Beat 97
Killer Instinct Gold
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL 99
Magical Tetris Challenge
M L Baseball: Ken Griffey Jr
Milos Astro Lanes
Mario Karts
Marion Party
Mike Piazzas Strike Zone
Mischief Makers
Mission Impossible
Mortal Kombat 4
Mortal Kombat: SubZero
Mortal Kombat: Trilogy
Multi-Racing Championship
Mystical Ninja: Starring Goemon
Nagano Olympic Hockey
Nagano Winter Olympics 98
Nascar Racing 99
NBA Courtside
NBA Hangtime
NBA Zone 98
NFL Blitz
NFL Breakaway
NFL Quarterback 98
NFL Quarterback Club 99
NHL 99
Off-Road Challenge
Penny Racers
Perfect Striker
Pilot Wings
Puyo Puyo Sun 64
Quake 64
Quest 64
Rampage World Tour
Robotron 64
Rush 2
San Francisco Rush
S.C.A.R.S.
Shadows of the Empire
Sim City 2000
Snow Board Kids
South Park
Space Dynamites
Space Station
Star Soldier
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits
1080 Snowboarding
Tetrisphere
Top Gear Rally
Top Gear Overdrive
Turok 1 & 2
Twisted Extreme Snowboarding
Virtual Chess 64
Virtual Pool 64
Waialae Country Club
War Gods
Wave Race
Wayne Gretzkys 3D Hockey & 98
WCW Vs NWO World Tour
WCW Vs NWO Revenge
Wetrix
Wipeout 64
World Cup 98
WWF War Zone
XG 2
Yoshis Story
Zelda

A simple call and you've got the cheat

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

09066 098021

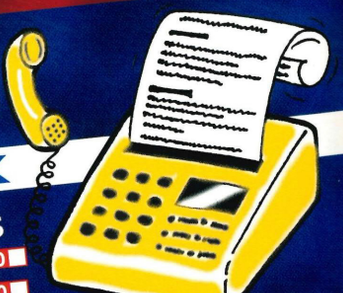
CHEATS FOR OVER 750 N64, PLAYSTATION & PC GAMES

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OFFICIAL! WORLD'S BIGGEST N64 MAG
N64 PRO

I put a spanner in the works this month by infecting Steve with Japanese chicken pox. Damn it though if the team hasn't pulled out all the stops to see that you still get the **best N64 mag on the planet.** But they haven't heard the last of this - today I'm the star of Bug's Life and tomorrow... I'll own the magazine. Ha-ha-ha-ha-haaaaa! Ha.



The team...

have been remembering their own worst illnesses this month - whilst scratching their faces and hoping that it's just a zit forming



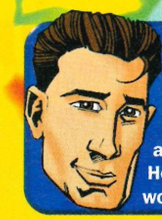
Paul...

once had a week in bed after getting a fly in his eye. And we all know where they sit!



Mark...

never been sick in his life. Puts it down to lots of fresh air and rolling in manure each day



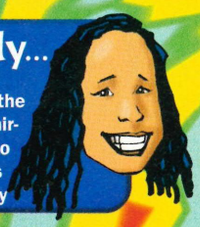
Jim...

once sneezed in an ashtray and went blind. He then started work as an artist



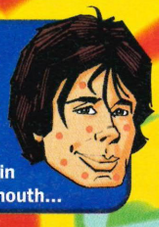
Lewis...

foot and mouth disease kept Lewis quiet for weeks. Shame it's not permanent



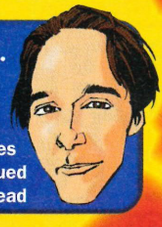
Noely...

overcome by the fumes from his hair-gel, Noely had to spend six months in casualty



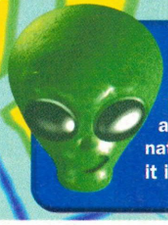
Steve...

never well, sick boy Steve's still picking at his pox – up his nose, in his ears, mouth...



James...

lost his fingers due to a heavy cold. Now writes with a pencil glued to his forehead



Tip-X...

turning green and feeling sick is natural surely? Well it is on planet Blag



Scoop...

always frothing at the jowls, but the rabid hound's just after girlie dogs



Nicky...

microwave kebabs turned Nicky into a yellow-chunk spewing monster (she's better now)

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 always feature the latest cheats, and the guides to the games you want to see cracked!

Get in touch! Send your comments, opinions (with photos) to: N64 Pro, FREEPOST, 3038, Macclesfield, Cheshire, SK10 4YE (No stamp required)

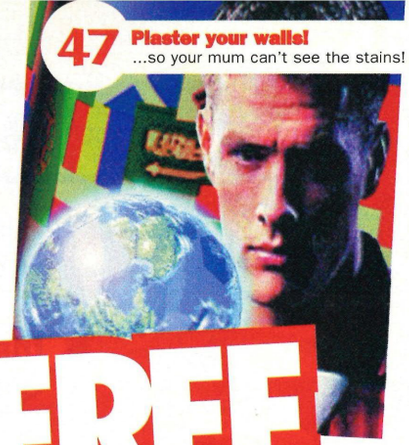
OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

Issue 21 May 1999

76 Join the Pro Crew!
And be the envy of your mates

47 Plaster your walls!
...so your mum can't see the stains!

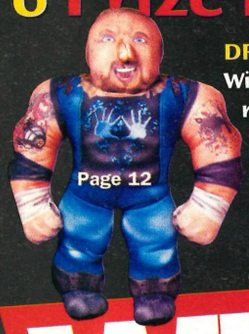


THE PRO CREW

CON FREE Posters



6 Prize Fighting!



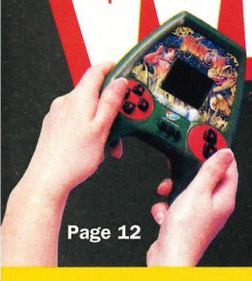
DRIVE HARD!
Win one of these brilliant remote control cars and your very own hard-as-nails wrestler

Page 12



Page 8

WIN!



Page 12



Page 12

PLUS!
Free goes on the best rides at Alton Towers and Bug's Life gadgets!

FREE



Blagger's Guide to WipEout 64

Our own spaced out alien, Tip-X, hits the gas pedal this month with enough helpful hints to leave a vapour trail all the way to the moon and back!

ENTER THE PRO CREW

62 Glover Guide
Continue your quest through this perky puzzler with our handy guide. Handy, geddit?

68 Tips, Codes & Cheats
Tip-X zooms in with another collection of out-of-this-world cheats. He knows it all, you know!

72 Britain's Top Gamer
Is it you? Or you? find out in our page of champs

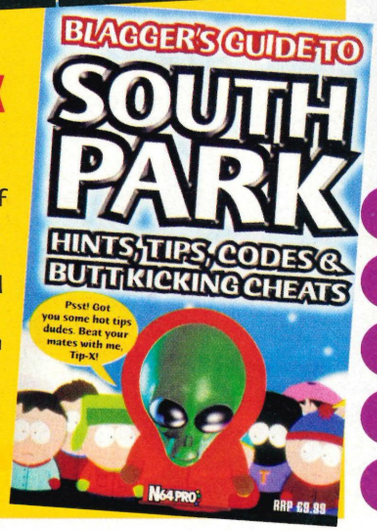
Regulars

6 News
Scoop's fresh back from Japan with more games than he's got fleas!

16 Scoop's Gallery of Games
Our own top dog frames some corker

Your 148 page Blaggers Guide to South Park

"Goin' down to South Park, gonna have myself a time..." Well get ready for the time of your life in the cartoon town with Tip-X's best book yet! Stan, Cartman, Kyle and good old Kenny go crazy in South Park but you'll stay sane with this top guide that tells you all you need to know to finish the game in style! So whaddya waitin' for? - go kill some turkeys!



FREE

24 Reviews

REVIEW

Bad N64 games are few and far between these days, but rest assured if there's one out there, N64 Pro will weed it out and tell you all about it!

24 Mystical Ninja 2
32 All Star Baseball 2000
38 Twisted Edge Snowboarding
44 California Speed
58 Triple Play 2000



16 **Scoop's Gallery of Games**
A sneaky look at hot new shots

82 **Reader Reviews**
If you think it, write it – it's easy!

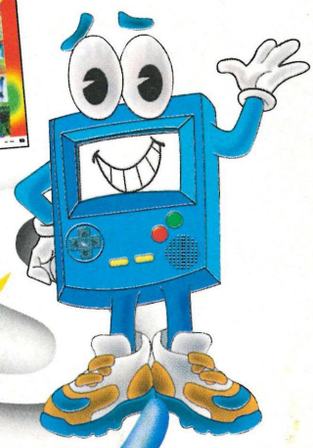
88 **Database**
Mini-reviews on every game!







CONTENTS



Our new Game Boy Color section's back – check page 86 now!

ZONE



Harvest Moon – on a Gameboy Color near you!

74 Swap Shop
Sell your old stuff, get some new!

76 Join the Pro Crew
Or regret it and feel small forever

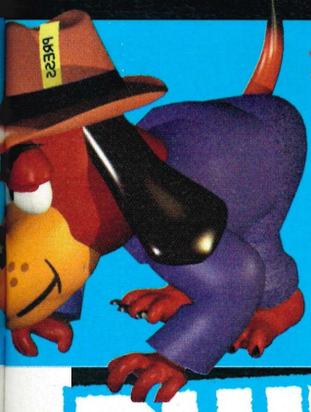
78 You reckon?
Speak your mind – if ya've got one!

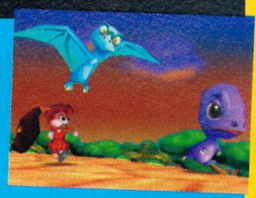
81 Back Issues
Missed a mag? It's not a fag

82 Reader Reviews
Have a go at our job and don't get paid. People do, you know!

86 GameBoy Nation
Tiny treats on the Game Boy Color

88 Database
Everything about everything for the N64. It's the business, is what it is





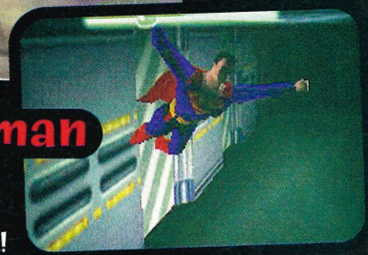
18 Coming Soon...
Wanna know when the good stuff's out? Then stop right here...

20 Leagues
Movers, shakers, record breakers – fill your face with stats galore!

BLUEPRINT

8 Star Wars Racer
Use the forks, Luke. You're spilling your dinner!





12 Superman
But is it a super game? You know where to find out!

SOMETHIN' buggin' you lot out there? What you need is the latest, greatest, exclusive info on top new game **A Bug's Life!** Turn the page now to find out if the bed bugs bite. Here's a hint – they do!



6

COVER STORY
A BUG'S LIFE

Bugged out!
He might be small but he's set to pack a punch! Kick out your uncle and get ready for the ant invasion, 'cos A Bug's Life is lookin' hot!

NEWS

Hot news this month...

6 Grand Theft Auto
14 Superman
8 Star Wars Racer
14 Hydro Thunder

What a nightmare it's been for Scoop this month. Any dog worth his fur knows to avoid creepy crawlies, but he's been forced to shove his muzzle into anthills for the lowdown on A Bug's Life

COVER STORY
A BUG'S LIFE

N64 PRO

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

You 'Ant' See

Somethin' buggin you lot, is it? It will be when this little mite comes out A Bug's Life so it's time to see what life on the inside of movies is all about. No-one seems to be bothering with Antz, but A Bug's Life's comin at ya like a fly at a dung pile, and you can bet your butt it smells a lot sweeter!

FUNNY thing, fashion, isn't it? One day you look great in your red flared trousers, the next you can't leave home without army kecks and Nike Air trainers. Some weeks you're laughed at for listening to All Saints and the next you get battered if you don't buy Billie! And it's the same with films...

Last year it was meteors and now creepy crawlies are the new, hip thing. We've seen Antz and

Bugaloo

The first thing to note is that A Bug's Life is gonna look top. It's got to. It's based on the film so it'll have to look tastier than a big tin of Chum on a poodle's perky buttocks if it wants to be a success. The American programmers are locked away in

SCOOPY SNACK
"An average 11 billion bed bugs inhabit the average bed"

Drive Time, Baby!





WONDERFUL things, cars. A wheel on each corner, inflated to the perfect height for a chap like myself to indulge in a spot of quick leg-lifting relief. But for those strange folk who drive them, Grand Theft Auto is just the ticket.

It's been out on PlayStation for a bit, but they decided to take time over the "proper" version. If you're expecting to race against your mates then forget it – this is all about running from the dog-catcher! Er, I mean, the law.

Starting off on foot in a big, bad city you've gotta nick yourself a car and carry out loads of crazy stuff for a gangster boss. If anyone gets in the way – run them down. if you're in a foul mood, get out and make them eat lead!

Do good and you'll get promoted. Do bad and you'll be wearing concrete shoes. Anything goes in this top-down doozer and you can bet your bone there'll be a few complaints from the easily offended when it rolls into the shops. The main thing to worry about is your parents finding out that you're playin' it. I won't say a word. Arf.



WIN!

CAN'T wait for A Bug's Life to hit your 64? Neither can we, but we can give you a bug fix in the meantime with this slug-stompin' giveaway!

We've got 20 crazy stunt kites and 13 brilliant Bug's Life hand-held games just waiting to fly from our cupboard straight into your



REVIEWED 24

The spikey headed fruitcase returns in a new 2D adventure, that's completely insane!

CRACKED OPEN 62

You'll never be stuck on Glover thanks to Tip-X, the only alien ever to finish every single game on the N64.

8 BLUEPRINT

It'll take more than all Darth Vader's got to stop Star Wars Racer sweeping the board. Could this be the one to finally topple Zelda?



n Nothin' Yet!

their own special section of Disney headquarters to make double-dog sure that every piece of action in the game is as close to the film as possible. Every single ant, moth, grasshopper and – agh! – flea will be reproduced in minute detail.

I've been digging like a dog for a long lost bone, and I can reveal that the main man Flik and his army of mates begin their adventure way down underground. You'd think the insects would all stick together – no-one else likes 'em after all – but there's evil afoot when the gangster grasshoppers decide to cash in on the hard work of the ants.

Bugger lugs

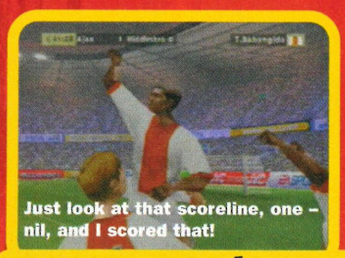
The point of the game is to find new friends and invent new ways of doing the work of an ant. It's not that Flik is a lazy oik like Noely, but he's gotta keep the grasshoppers sweet, you see? The more help he gets, the bigger his harvest and the greater his chance of escaping a serious squishing. And, if he makes it through the five massive worlds – and they all look great, I've seen 'em – he's then got to scrap with the big chief hopper to earn his mates their freedom. That's like Prince Naz against Mike Tyson!

The fight might be a mismatch but the game itself looks set to suit the N64 right down to the pound – I mean, ground. We can't wait to find out more and you know that Newshound Scoopy's on the case to bring you more hot stuff. Night, night – mind the bed bugs don't bite!

SCOOPY SNACK
"Ants can carry 10 times their body weight. Dec, however, can't"

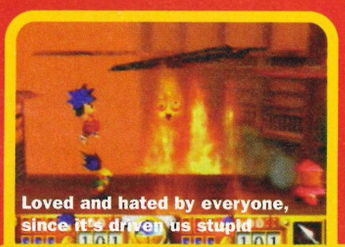
Charts

Sponsored by GAME


Just look at that scoreline, one – nil, and I scored that!

GAME UK Chart

1 - FIFA '99
2 - Star Wars: Rogue Squadron
3 - South Park
4 - Zelda: Ocarina of Time
5 - Vigilante 8


Loved and hated by everyone, since it's driven us stupid

N64 Pro's Most Played

1 - Mystical Ninja 2
2 - Vigilante 8
3 - Mario Party
4 - All Star Baseball 2000
5 - FIFA '99


We can't wait for this hairy monster to arrive!

Games Most Wanted

1 - A Bug's Life
2 - Donkey Kong Country 64
3 - Shadowman 64
4 - Turok Arena
5 - Grand Theft Auto

A Bug's Life Kites and Games!

clammy little paws. The kites are the latest in stunt technology, while the games are mini versions of what we can expect when the N64 beauty arrives.

Get your brains in gear 'cos here comes the question. Send it to the usual address and leave the rest to us.

Which member of the N64 Pro team "bugs" you the most, and why?



The team member who bugs me the most is...

Because...

Name

Address

Postcode Age

WIN!

Predict next month's Official UK GAME Chart top 3 and win a £25 GAME gift voucher

My predictions are as follows...

1

2

3

Name

Address

Postcode Age



SCOOPY SNACK
In real life, Michael's head is not in fact flat

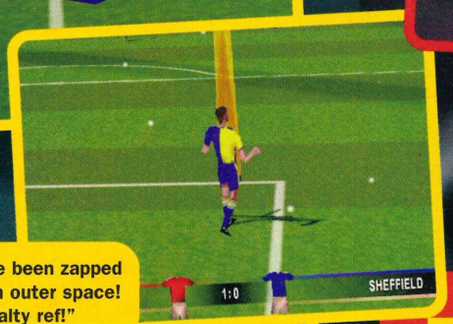
Owenly One Michael Owen

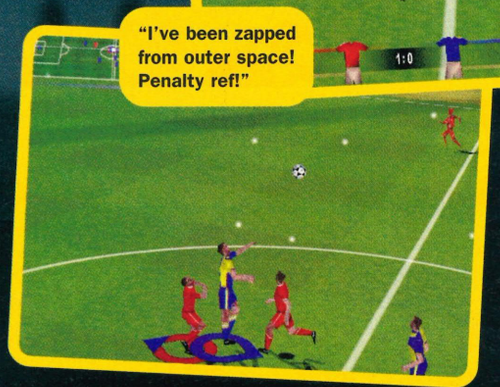
You should know by now that I'll leave no stone unturned and no lamppost unsniffed to bring you the latest on the big, big games. So it'll come as no surprise to find this fantastic new netful of Michael Owen Soccer shots. Ha – shots, geddit? Oh never mind...

Girls all think he looks great in real life, but wait until they get a load of him in N64 super hi-res mode! He's more than just a looker though is Mikey boy, and he'll be proving it too with more moves than John Travolta playing a chess grand master at a breakdance competition.

Mix in an extra 20-odd combinations and you'll be hard pressed not to win the league single-handed! And if you do, top ITV commentating duo Peter Brackley and Ray Wilkins will be there to describe your every move. Bring 'em on!







"I've been zapped from outer space! Penalty ref!"



N64 PRO

N64 Pro is your essential guide to the wonderful world of Nintendo. Here's just some of the stuff in this issue!

Darth's Dea

BLUEPRINT
Star Wars Racer

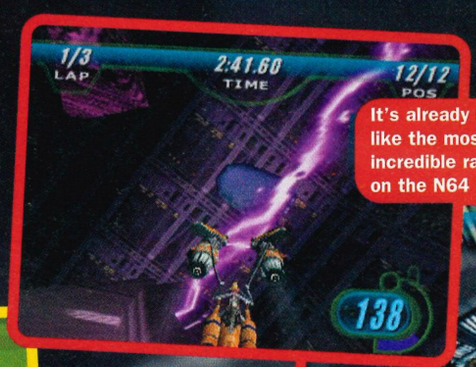
The first game of the new film is on its way, and you know it's gonna be out of this world!

Expected... July

Scoop's only gone and done it again! He's found out all the info on the hottest game to come out this year. Hold onto yer lightsabre young Jedi...

Just when you think things can't get any better, something comes out that knocks you for six! This game is going to knock your arse off your chair and right out of the house!

Star Wars Racer is going to be so good that for days you'll be walking around muttering "the force is strong with this one" and deliriously giggling "witness the power of an N64 foolish young PlayStation owner"!



It's already looking like the most incredible racing game on the N64





Drive You Crazy!



dly Racing

Not much is known about Star Wars: Episode One, but we know that the film has a racing sequence in which Anakin Skywalker takes control of a 'Pod Racer'. These Pods are insanely fast racing vehicles that look a bit like a Roman chariot that hovers above the ground and has two huge rocket engines strapped to the side.

In Star Wars Racer you'll get to race these pods across fantastic intergalactic landscapes in your quest to be the fastest grinning looney in the universe. The twin engines of the pods give this racer a very different feel, since you have to rein back the pod with the excellent controls or you'll end up hurtling into the nearest wall. Lord help you if you smash one of the engines, because you'll be spinning faster than a breakdancer at a happy hardcore rave!

The speed of this game is outrageous! It's so fast that you'll feel your hair moving around behind your head (but that's normal for Noely – Steve). To make the game last longer than your interest in Billie's latest yodelling, the tracks are massive! In lifelike terms, each racecourse will be about 15 miles long and cover some of the most wacked-out terrain in the universe!

We'll be keeping our eyes desperately open for a copy of this to review. Stick with N64 Pro if you want the fastest news on the biggest game in the cosmos.



WipEout meets F-Zero, bumps into Darth Vader and crashes headlong onto your TV

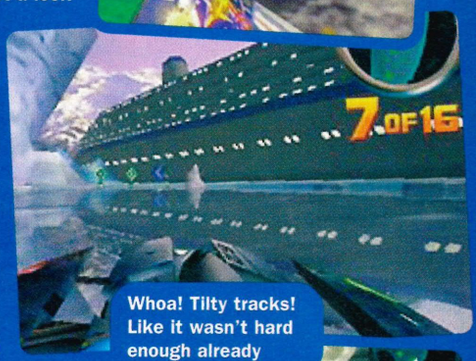
Hydro Thunder



I couldn't get enough of Wave Race 64, and the rest of the team took to it like a dog to water too (or is that duck?). Which is why we're so excited at the prospect of skimming the surface again with new racer, Hydro Thunder.

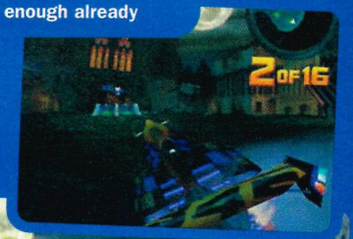
Jerky jet skis don't get a look in this time for all the souped up super-boats bursting for a piece of the aquatic action! There are loads of bobbing beauties to begin with, and my bloodhound senses tell me there'll be more to unlock as the game goes on.





Whoa! Tilty tracks! Like it wasn't hard enough already

It's just as well too, what with 11 massive courses set to prove more tricky than Jeremy Beadle with a whoopee cushion in an old folks home, ranging from the frozen Arctic Circle to a knackered New York City after a nuclear war. Just don't ask how come the boats were left untouched...



The Greek Isles, river Nile and a spooky ship graveyard are among the other courses in this effort, which started life as an arcade machine – so no prizes for guessing that it's gonna look top notch!

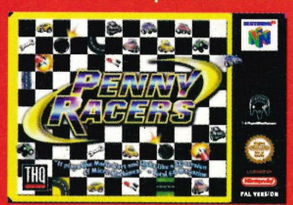
Rapids, waves and currents will test any boater's skills to the limits and, with a two-player option in the offing, you'll need to start practicing as soon as you can.



Wanna get your hands on a fabulous Remote Control Racer? What about a copy of Penny Racers in the bargain? Well, I've dogged the geezers at THQ and NIKKO and they've come up trumps with five of each to give away! We're talking top of the range remote control cars here – the sort that'll turn your mates green with envy, especially when they see you've got a brand new game as well.

To get your hands on a share of hundreds of squids worth of stuff, all you've gotta do is answer two simple questions – one this issue and another next (hey, it's a brilliant prize, whaddya expect?) – and send it in to Scoopy at the usual address.

Okay then, here we go: If you had to spend your last penny, what would you buy? Try to be original and don't be afraid to have a pop at Noely. He loves it – and so do we! Next question next month...



Answer

Name

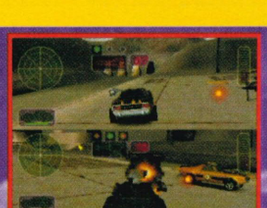
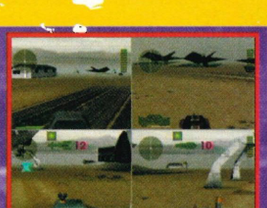
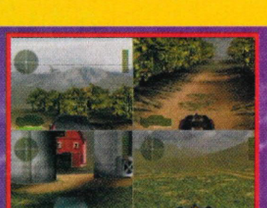
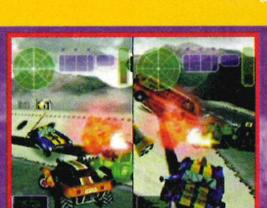
Address

Postcode

Age

VIGILANTE 8™

4 player auto combat



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Lookin' 4 trouble?



DOSSED off with detention for scrapping in the schoolyard? Fret not, my human friends – you can free your pent-up frustrations with two top combat carts coming your way soon.

For those who're great with the gloves on, Ready 2 Rumble is a boxing blast using cartoon characters. It's the first of its kind on the great machine, with top poppin' polygons moving chunky monkeys around the ring at a rapid rate. All the scrappers have their own slick styles, with arcade action for the quick fight fan and a championship challenge for the long term lunger.



Alternatively, if you're not in the mood for punch-drunkery, then get some Attitude! WWF Attitude is the sequel to Warzone. It's nowhere near ready, but it's set to seriously kick some big time butt with 150 brand new moves.

There's 40 freakin' fighters all set to mix it up in all new arenas with flashy flourish entrance moves and finishes.

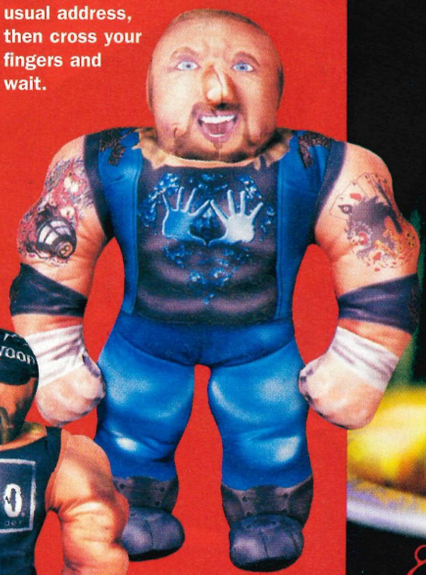
You can catch the action from great new angles and fight all night with the many, many modes. Stay tuned fight fans, 'cos this mutt reckons they're really gonna rock!

WIN! Your Own Prize Fighter!

SO YOUR mum always told you to fight your own battles did she? You won't have to for much longer if you get your mitts on one of these geezers, 'cos we've got five fantastic WCW Bashin Brawler wrestlers to give away!

It's the only time you'll find a soft wrestler, so don't hang about. Each one's got his own set of rants and he actually moans when you start to fight him. Grab his arm and he'll tell you go get off. Punch his nose and he'll shout. They're brilliant fun and they could be yours for no more effort than answering this question.

Easy innit? Stick your answer in a envelope, send to the Pros at the usual address, then cross your fingers and wait.



Which one of these is not a wrestling move?

a. Half Nelson
b. Full Nelson
c. Nelson Mandela



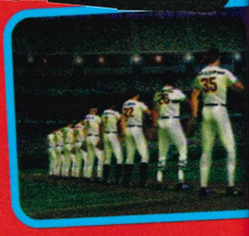
Think you're hard do you? You ain't nothing until you've taken on these guys

Answer
Name
Address
Postcode Age

N64 PRO REVIEWED

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

32 The bases are loaded and the batter's up. Will All Star Baseball 2000 end up in the crowd or be smashed from the ground?



N64 Pro's Dirty Dozen take on the Fear

Can you st

Yo readers! We've a brill compo to send your bottoms burping at Alton Towers. I forced the Pro team to try it first – and yes, it was scarier than me!

RIDE the Fearsome Five at Alton Towers and test your theme park threshold with the world's most exciting belly busting experiences. We've scooped 10 sets of fantastic Towers family tickets worth £500, and want to send you and your kin! The Fearsome Five Week is from 7th – 11th June and it's gonna be top, but you can go any time!

WIN! A Turok 2 handheld



We've got 13 of 'em to give away and it couldn't be easier to get your hands on one. Just tell us this: who should be the main enemy if they ever make a Turok 3?

Answer
Name
Address
Postcode Age

CRACKED OPEN



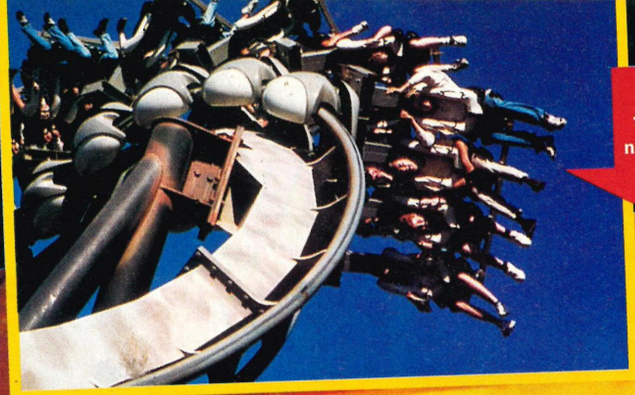
You'll be zipping through hyperspace at hyper speeds with our top WipEout mini-mag guide – it's the finest!

BLUEPRINT



Red boots, daft clothes, the ability to fly... it's a Santa Claus game! Only joking – it's Superman bombing in

14



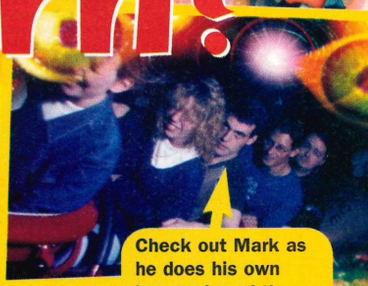
WE'VE BEEN FRAMED!

The N64 Pro crew put their lives, not to mention their lunches on the line to check out the Fearsome Five. And here're the pictures to prove it

some Five!

tomach the churn?





Check out Mark as he does his own impression of the Fearsome One



Look I'm the editor and I'm telling you it's time to go home... Aarghhh!









WIN!

£500 worth of Alton Towers tickets

The N64 crew faced up to the challenge head on, literally – with a nose first 60m freefall after being bribed, bullied and buckled into the sweat stained seats of the ominous Oblivion. Eyes bulge bigger than a Linford lunchbox, teeth rattle at the root, belly juice begins a Mexican Wave that ends in your butty bag, and that's just waiting in the queue!

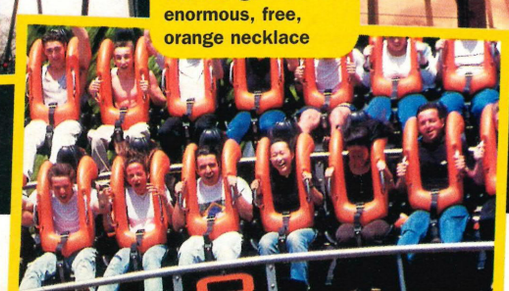
Mark's nervous cackles did little to settle the soul as we were held dangling for a full three seconds above the perilous pitch black pit below, but all was left a million miles behind as the brakes came off and we hurtled into the gaping ground at speeds that'd take Marty McFly into another time zone!

That's the big one, but make no mistake, the rest of the nerve shredding rides are just as intense as you'll be spending every second of your day jittering with your mouth agog. To land yourself a set of chunderworthy family freebies, simply fill out the form below, answer the question and indulge our strange sense of humour with the tie-breaker and you could soon be experiencing more G-force than a NASA rocket on the nerve shredding Nemesis, or blasting off into the death defying darkness of the Black Hole.

SCOOPY SNACK
"Oblivion was made in Switzerland and cost 14 million quid!"



Everyone who rides Oblivion gets an enormous, free, orange necklace





If you think this is scary, I once had to sit and play on five PlayStation games

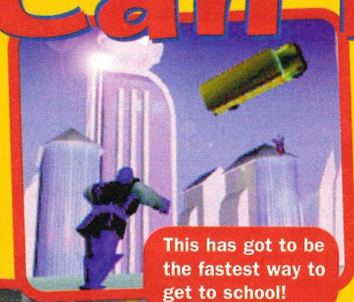
To win your free day out at Alton Towers, just give us the name of the Fearsome Five below...

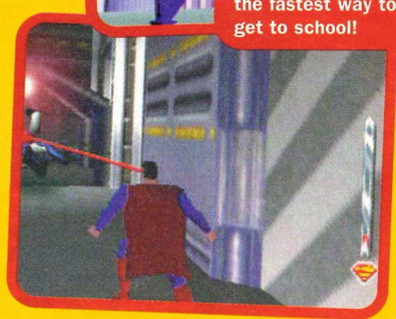
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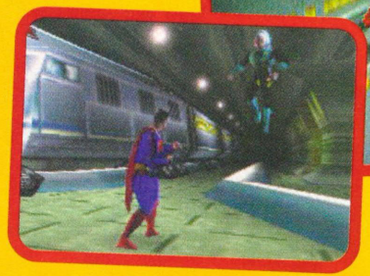
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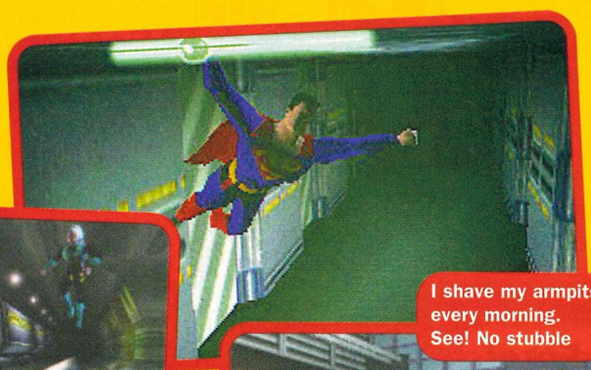
Send your entries to Fearsome Five, N64 Pro, Freepost 3038, Macclesfield SK10 4NP

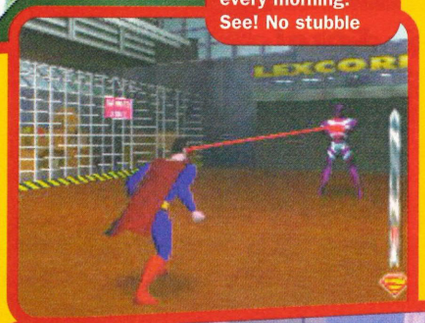
I Believe I Can Fly













Ever stripped off in a telephone box and pulled your undies to the outside of yer kecks? Ever started wailing like a baby when some chump shoves a lump of green rock under your nose? If you haven't then I'm sorry to say you probably ain't no Superman.

Is it a turd?

But don't worry – you can play the part without all that bother when Superman, the game, swoops in.

You're the good guy and Lex Luther is the baddy and – guess what? – you're gonna have to beat him to save the world and the day. My Froggy hound friends have been sniffing around the programmers' pad and I can tell you that Lois Lane and little Jimmy Olsen play a big part in proceedings, as well as loadsa villains the super-chap encounters in his everyday comic book adventures.

SCOOPY SNACK
"Super-punches, super-hearing and X-ray vision all within your grasp"

I've heard a whisper that 16 missions will keep you busy in the big red boots, with powers such as super-punches, super-hearing, heat and X-ray vision (wah-hey!) all within your grasp. It's expected in the summer and it's lookin' doggone tasty.

Snow Good Moanin'

YOU'VE ridden the waves, dodged Diddy Kong and mixed it on the track with Mario – so where do you go from here, race fans? Well, if you can't stand the heat, get out of the kitchen and ride Polaris SnoCross 2000 might be right up your icy street.

It's a snowmobile game (in case you hadn't guessed) in the mould of Wave Racer, with tons of top vehicles to slide around the tracks on. Hillocks, dips and crazy bends stand between you and success, with extra vehicles available when you suss out how to win 'em!

Stick with Scoop and I'll sort you with more secrets and hot screenshots soon.

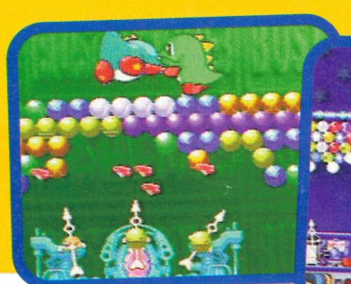
Bust You Up

BUST-A-MOVE '99 is gonna burst into view in a couple of months, with more new features than a wrinkled old crony after plastic surgery.

The biggest news is the four-player option which means – does it really!? – that you and three mates can wriggle and jiggle your way to puzzle heaven at the same time on the same screen!



There'll be "new special bubbles", brand new characters and an arcade mode that comes straight from the street. It'll drive you dotty but it should be good!







Find Scoop and win two top games

Can you find Scoop? If you can then we'll give you two brand spanking new games of your choice!

Scoop's Lost in Space

SCOOP'S in the house (or at least, he was until he wandered off)! The poor daft mutt can't get out of his space suit and has disappeared to find some scissors 'cos he's hotter than a chilli in a wok! If we don't get him back he'll fry to death and the news section'll never be the same. He can't have gone too far in that silly suit, so you're best off searching the reviews. **I've Found Scoop in Space, N64 Pro Moonbase, Freepost, 3038, Macclesfield, SK10 4YE.**

Moonwalk on over to page...

and you'll find him floating around in

Name

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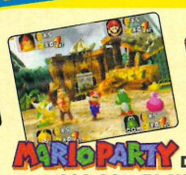
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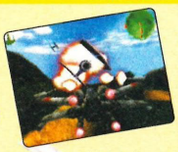
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Vigilante 8



Duke Nukem Zero Hour


Rogue Squadron


FIFA '99


Zelda


Micro Machines 64

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We had to drag Scoop out of his studio this month. The mucky pup's been doing a bit of life drawing. Oh to be an artist eh? But he took time out from his (ahem...very busy) schedule to show these marvellous masterpieces.



Superman

IT doesn't take X-ray eyes or Kryptonian skills to see that the Man of Steel's N64 exploits are looking...well erm... Super! Here's another glimpse of his spangly Y-fronts.

●OUT JULY



SCOOP'S GALL

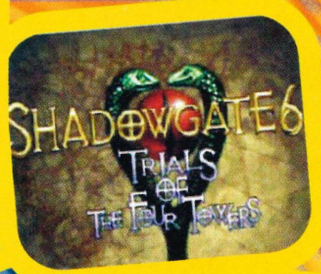
A priceless collection of paw prints!



Shadowgate 64

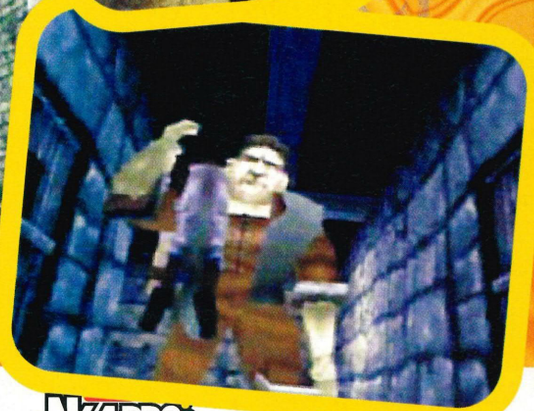
I'V'E been delving in the N64 dungeons and unearthed more magical looking screenshots on the first party-based RPG, that's battling its way through the muck and stench into your home.

●OUT NOVEMBER











Army Men: Sarge's Heroes

TEN...HUT! Right you miserable lot! Feast your eyes on these classified military pics. I said the screenshots. Don't you eyeball me, you sorry excuse for a soldier!

●OUT DECEMBER





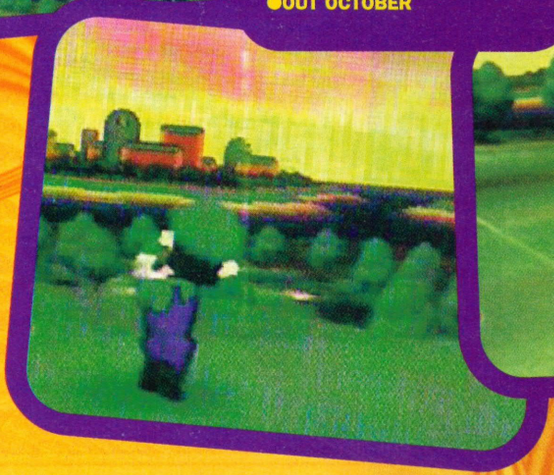


Mario Golf

IT'S a Mario Golf game, done to a tee in a Mario stylee. Good to see he's not ditched the dungarees for a pair of naff-looking strides.

●OUT OCTOBER

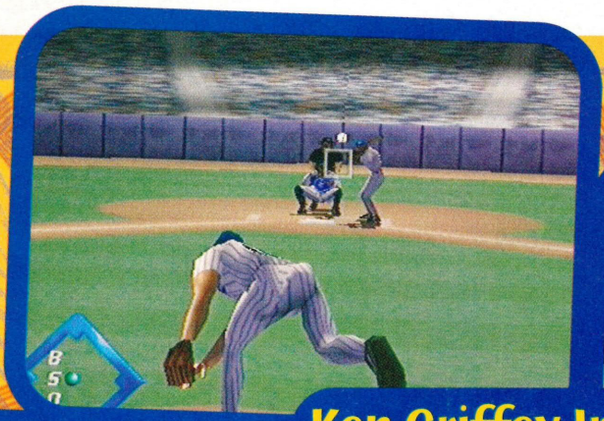


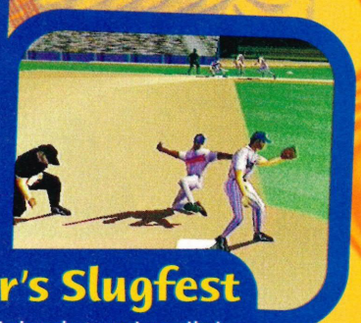


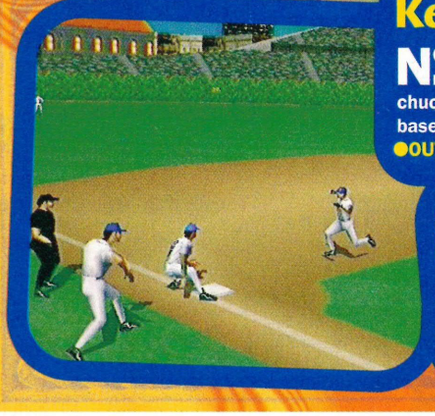


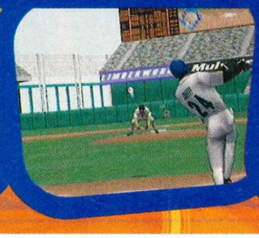
ERY OF GAMES!













Ken Griffey Jr's Slugfest

NOT a game about those salt-shunning creatures that move about as quickly as Mark does (unless they're chucking out slops at the local café), but a hard hitting baseball game that looks to be a real diamond.

●OUT JUNE/JULY

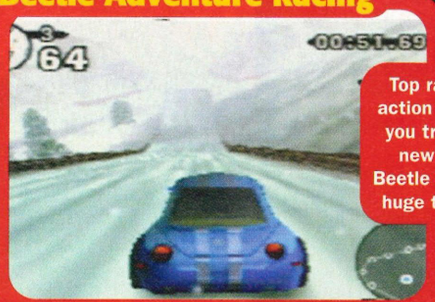
Release Sch

1999's off to a ferocious start with top games hurling themselves at the shelves. But the best is yet to come! Stormers like Donkey Kong 64 are on the way!

Must Buys

Go to the shops right now and grab...

Beetle Adventure Racing



Top racing action where you trash a new VW Beetle around huge tracks

Monaco Grand Prix



Check out this top F1 racer. It's a welcome alternative to the incredibly hard F1 WGP

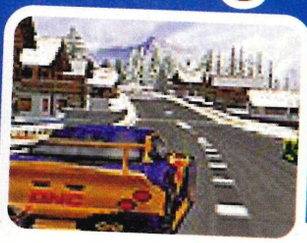
Game Title	Makers	Date	Country
April 1999			
Super Smash Bros	Nintendo	April 26	US
Tetris 64	Nintendo	April 26	US
★ SHADOWMAN	Konami	Mid April	UK
★ MONACO GRAND PRIX	Ubi Soft	Late April	UK
★ DUKE NUKEM: ZERO HOUR	GT Interactive	April TBA	UK
★ SNOWBOARD KIDS 2	Atlus Software Racing	April TBA	UK
★ MICHAEL OWEN'S WORLD LEAGUE SOCCER '99	Eidos Sports	April TBA	UK
May 1999			
Carmaggeddon	Interplay	May 7	US
Ken Griffey Junior Baseball 2	Nintendo	May 10	US
Star Wars: Episode One	LucasArts	May 24th	US
Gauntlet Legends	Midway	May 25	US
Superman	Titus	May 25	US
★ RAT ATTACK	Mindscape	Early May	UK
★ CARMAGGEDDON	Interplay	Mid May	UK
Lego Racers	Lego Media	Mid May	US
Shadow Man	Acclaim	Mid May	US
★ GOEMON'S GREAT ADVENTURE	Konami	May TBA	UK
★ RAYMAN 2: THE GREAT ESCAPE	Ubisoft	May TBA	UK
★ SHADOWGATE 64	Kemco	May TBA	UK
Tonic Trouble	Ubisoft	May TBA	US
June 1999			
★ F1 WORLD GRAND PRIX 2	Nintendo	June 4	UK
WWF Attitude	Acclaim	June 11	US
World Driver Championship	Midway	June 16	US
Command & Conquer	Nintendo	June 28	US
★ QUAKE 2	Activision	Late June	UK
★ ASSAULT	Telstar	June TBA	UK
★ CHARLIES BLAST CHALLENGE	Kemco	June TBA	UK
★ LEGO RACERS	Lego Media	June TBA	UK
★ LOONEY TUNES: SPACE RACE	Infogrames	June TBA	UK
★ SUPERMAN	Titus	June TBA	UK
July 1999			
★ STAR WARS RACERS	Nintendo	July 2	UK
Pokemon Snap	Nintendo	July 26	US
★ NEW TETRIS	Nintendo	July TBA	UK
August 1999			
Jet Force Gemini	Rare	August 30	US
★ JET FORCE GEMINI	Rare	August TBA	UK
★ COMMAND AND CONQUER	Nintendo	August TBA	UK
★ WWF ATTITUDE	Acclaim	August TBA	UK
September 1999			
Mario Golf	Nintendo	September 13	US
★ ROADSTERS	Titus	September TBA	UK
★ OGRE BATTLE 3	Nintendo	September TBA	UK
October 1999			
★ MARIO GOLF	Nintendo	October TBA	UK
★ TOP GEAR RALLY 2	Kemco	October TBA	UK
★ PERFECT DARK	Rare	October TBA	UK
November 1999			
Army Men	3DO	Early November	US
★ RAINBOW SIX	Nintendo/ Red Storm	Mid November	UK
★ DAIKATANA	Kemco	November TBA	UK
★ REVOLVER	Nintendo	November TBA	UK

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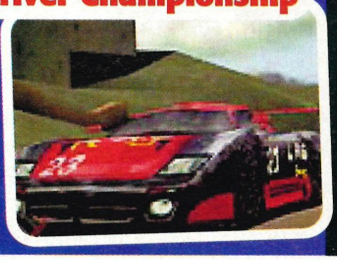
Game Title	Makers	Date	Country
★ SHADOWGATE RISING	Kemco	November TBA	UK
★ TOP GEAR HYPERBIKE	Kemco	November TBA	UK
★ XENA	Titus	November TBA	UK
December 1999			
Turok 2 Arena	Acclaim	December 10	US
★ TUROK ARENA	Acclaim	Early December	UK
★ DONKEY KONG 64	Nintendo	Mid December	UK
Armorines	Acclaim	December TBA	US
Resident Evil 64	Capcom	December TBA	US
1999 - To Be Announced			
★ MICKEY MOUSE: TETRIS CHALLENGE	Capcom	Early '99	UK
★ TAZMANIAN EXPRESS	Infogrames	Early '99	UK
★ CHAMELEON TWIST 2	Sunsoft	Spring '99	UK
★ HARRIER 2001	Video System USA	Spring '99	UK
★ LODE RUNNER 3D	Bandai	Spring '99	UK
★ ROADSTERS '99	Titus	Spring '99	UK
★ RUSH 2: EXTREME RACING	GT Interactive	Spring '99	UK
Rugrats Board Game	THQ	Spring '99	US
★ TWELVE TALES: CONKER 64	Rare	Spring '99	UK
★ WIN BACK	Koei	Spring '99	UK
★ WILD METAL COUNTRY	Gremlin	Spring '99	UK
★ ANIMANIACS: TEN PIN ALLEY	Asc Games	Summer '99	UK
★ ACCLAIM SPORTS SOCCER	Accliam	Summer '99	UK
★ EARTHWORM JIM 3D	Interplay	Summer '99	UK
★ 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
★ RUGRATS	THQ	Summer '99	UK
★ TASMANIAN EXPRESS	Infogrames	Summer '99	UK
★ WORLD DRIVER CHAMPIONSHIP	Boss Games	Summer '99	UK
★ BLUES BROTHERS 2000	Titus	Mid '99	UK
★ GAUNTLET LEGENDS	Telstar	Mid '99	UK
★ RE-VOLT	Acclaim	Mid '99	UK
★ WORMS ARMAGEDDON	Core	Mid '99	UK
★ TOCA: TOURING CAR	Codemasters	Mid '99	UK
B.A.S.S Fishing	Take 2	Autumn '99	US
★ DUCK DODGERS	Infogrames	Autumn '99	UK
Harvest Moon 64	Natsume	Autumn '99	US
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	Autumn '99	UK
Mario Golf	Nintendo	Autumn '99	US
Nuclear Strike	THQ	Autumn '99	US
Nomenquest	THQ	Autumn '99	US
Road Rash 64	THQ	Autumn '99	US
★ QUEST FOR CAMELOT	Titus	Autumn '99	UK
X-Men 3D	Activision	Autumn '99	US
★ BANJO-TOOIE	Rare	Autumn/ Winter'99	UK
★ F-18 SUPER HORNET	Titus	Winter '99	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	Late '99	UK
DeathKarz	GT Interactive	Late '99	US
★ LAST LEGION UX	Hudson Soft	TBA	UK
★ PUMA STREET SOCCER	Sunsoft	TBA	UK
WCW Nitro 64	THQ	TBA	US
Xena: Warrior Princess	Titus	TBA	US

Bubbling Under

World Driver Championship



The N64's answer to Gran Turismo is coming along nicely! Shunning the stupidity of arcade racers like San Francisco Rush this should be a motorists dream come true. The top-notch graphics and incredibly realistic physics will keep you happy for months!



Forthcoming Attractions

Jump for joy...

Goemon's Great Adventure



We've seen the US version and it rocks. Now wait for the storming Brit release

Rayman 2



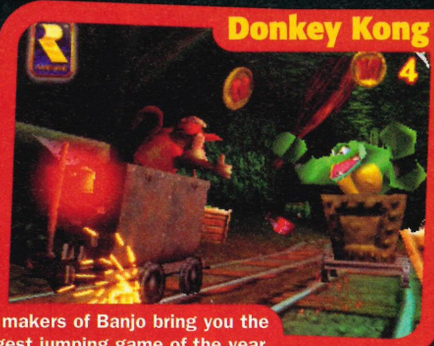
The legless (and armless) wonder returns. Top stuff!

We can't wait to see the nut-chomper in action



Twelve Tales: Conker 64

Donkey Kong 64



The makers of Banjo bring you the biggest jumping game of the year

SOFTWARE HOUSE LEAGUES

"One software house league. There's only one software house league." When it comes to game releases. N64 Pro is the only place where you can see up to the minute details of who's doing what on the N64 playing field.

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

Vigilante 8 – Activision: 3pts
Monaco GP – Ubisoft: 1pt
WCW Nitro – THQ: -2pts
Beetle Adventure Racing – EA: 3pts

N64 PRO READER DREAM TEAM

by Daniel Airey

Our manager this month is Daniel Airey with this rather smart Dream Team made up of game characters. Cheers Daniel but oy, where's your photo? Which reminds me, each month we get loads of entries minus photos? Don't you want your mugshot in the mag? Either you all look like a cross between Harry Redknapp, Peter Beardsly and Quasimodo or you're all too shy. Anyway Daniel a Pro Crew Membership is on its way. Speaking of which we don't have addresses for our two previous winners, Matthew Weavil and Oliver Young so send us your details and a Pro Crew Membership is yours.



1 Liu Kang - Mortal Kombat 4
Lightning quick hands and a solid punch

2 Bowser - Mario Kart 64
Mean defender that never gets pushed about

3 Link - Zelda: Ocarina of Time
The Beckham of the side with looks and talent

4 Hawk - Pilotwings
A towering player who's great in the air

5 Turok - Turok 2
Recently improved veteran returns to the central defence

6 Kazooie - Banjo & Kazooie
Great winger and a good attacker

7 Rob Haywood - 1080
Fast player with loads of twists and turns up his sleeve

8 Ethan Hunt - Mission Impossible
Great mind and can cope well under pressure

9 Navi - Zelda: Ocarina of Time
Flying winger, who's small but very fast

10 James Bond - GoldenEye
Great shooter, much envied by other consoles

11 Adam Drake - Body Harvest
Fearless with a deadly accurate shot

Substitutes

12 Michal Owen - MOWLS 99
Shown promise but not yet been seen in action

13 Epona - Zelda: Ocarina of Time
Reliable old warhorse. Good speed and a great jumper

14 Mario - Mario 64
Veteran Italian with athletic skills aplenty

15 Steve Austin - WWF Warzone
Tough defender with a reputation for being booked

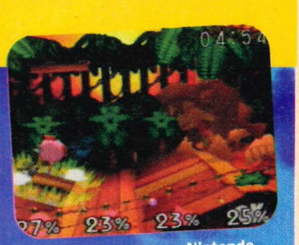
16 Mumbo - Banjo & Kazooie
This super sub can add a touch of magic from the bench.



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	27	14	9	1	3	45
2	▶ Acclaim	14	5	8	1	0	23
3	▲ Electronic Arts	9	5	1	2	1	14
4	▼ Infogrames	8	2	6	0	0	12
5	▶ Konami	11	3	3	4	1	10
6	▶ Rare	5	3	1	0	1	8
7	▲ Ubi Soft	4	0	3	1	0	3
8	▲ Activision	2	1	0	1	0	3
9	▼ Gremlin	1	1	0	0	0	3
10	▼ Codemasters	1	1	0	0	0	3
11	▼ Hasbro	1	1	0	0	0	3
12	▼ Namco	1	1	0	0	0	3
13	▼ Take 2	3	1	0	2	1	1


Smash Brothers – Nintendo

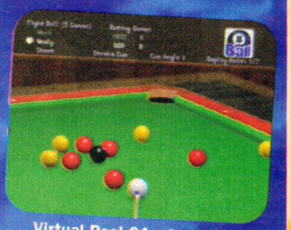

Castlevania – Konami


Mario Party – Nintendo

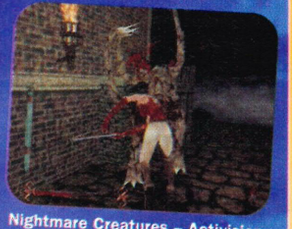
N64 PRO LEAGUE DIVISION 1

	Publisher	R	E	G	A	S	Pts
1	▶ HUMAN	2	0	1	1	0	1
2	▶ Titus	2	0	1	1	0	1
3	▶ 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	▼ THQ	5	0	2	2	1	0
9	▼ Seta	1	0	0	1	0	0
10	▼ Bottom Up	2	0	1	0	1	-1
11	▼ GT Interactive	20	1	7	6	6	-2
12	▼ Ascii	1	0	0	0	1	-2
13	▼ Video System	1	0	0	0	1	-2
14	▼ Athena	1	0	0	0	1	-2
15	▼ Banpresto	1	0	0	0	1	-2
16	▼ Interplay	3	0	1	0	2	-3


All Star Tennis – Ubi Soft


Virtual Pool 64 – Interplay


Buck Bumble – Ubi Soft


Nightmare Creatures – Activision

Note: Where two or more publishers' points totals are the same, the number of games released is 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 Merlin (aka Noely) takes every game we've ever reviewed and tosses them all together in a big magic hat. A quick wave of his wand and some mystical mutterings later and out comes a tadaa! a white rabbit... and err no that's not right. Erm (tap, tap) mumble, mumble and...tadaa! Doh! Does anyone want some flowers? Oh well it always works when that Paul Daniels tries it. Look it's magic okay, magicians never reveal their secrets. Anyway Noely conjures up 137 Gaming Tricks.

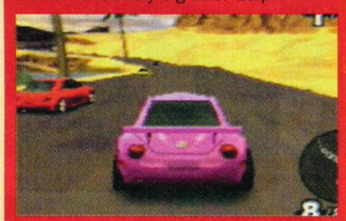
A taste test reveals:

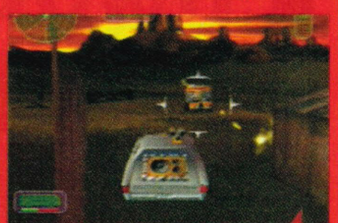
40 Miraculous Miracles *(29% Excellent games)*
48 Goodly Spells *(35%)*
26 Middling Magic Tricks *(19%)*
23 Crap Con Tricks *(17%)*

64% Above Average 36% Below Average

Hall of Fame

The leagues have gone car crazy this month with most movement the result of a number of wheelscreechingly good race games. EA has squeezed past Infogrames into third place courtesy of Beetle power, while Activision has gone storming up the table with the ever so cool Vigilante 8. Anyone attempting to overtake this Mad Max-alike racer is likely to find themselves staring down both barrels of an extremely big gun, wielded by a mean looking black guy with an extremely big afro! Gulp!


Beetle Adventure Racing – EA


Vigilante 8 – Activision

STAR PLAYER

Legend Of Zelda: Ocarina Of Time

Nintendo

Will this ever be overshadowed as the star player of the N64 team, we sincerely doubt it. Yet another man of the match performance as Zelda related mail easily makes up the bulk of our postbag. Oh and if there's anyone out there who hasn't played Link's latest adventures in the wonderful world of Hyrule, what on earth are you playing at? Are you mad?


The only game to beat ISS '98

REVIEWS

P24 Mystical Ninja 2: Starring Goemon

Medieval madness in a daft flat world - it's magic!



32

All Star Baseball 2000
homerun

The Reviewers...



Steve What a disappointment this month's been. Not because the games have been cheesy, but because I'm an American sports fan and have been laid up in bed with chicken pox while everyone else played not one but TWO baseball efforts. Dang.



Noely Believe it or not, I've spent most of the month up to my knees in muck in the oh so playable Harvest Moon on GBC. When not on the farm I've been piggy backing Mark around. Err... in Mystical Ninja 2: starring Goemon of course.



Mark Two-up Goemon made a welcome change from shooting Noely in GoldenEye and All Star 2000's just as tense as the original. California Speed was the biggest piece of dirt I've seen in ages, but at least I had a laugh writing the review! Twisted Edge just ain't 1080°. Nuff said!



Lewis All Star Baseball was one of my fave games, and this month's sequel's got my taste-buds bursting. Lucky that, since Twisted Edge smells like black tripe and horse muck, and California Speed's got the full-bodied flavour of a pot-roasted skunk.



Paul I've been confused by the American sport-fest which invaded the office this month. Pads, guards and helmets in the two baseball efforts left me scratching my head, 'cos with a name like Roundell, I'm happier with a simple game of rounders.



James I've been chasing homers again, but the a three way split isn't my style, so All Star Baseball gets the nod from me. Apart from that I've been keeping myself well away from that strange Mystical Ninja effort, and enjoying just a couple of twists on the piste.

P38 Twisted Edge Snowboarding

Rad-speak rules OK in this upstart pretender to the mighty 1080°'s throne. Will it be crowned or "thrown" out?



California Speed
strike!

Triple Play Baseball
foul-ball

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

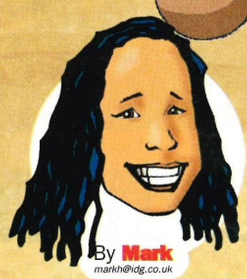
Check page 20 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

British Release

You don't have to be mad to play Mystical Ninja, but it helps. Nurse!

...And then he said you dye your hair and wear incontinence knickers...



By Mark
markh@idg.co.uk

Mystical N

Starring Goer

Mystical Ninja is as Japanese as raw fish sarnies, and every bit as crunchy. So if you're easily disturbed - run for the hills! Everyone's favourite blue-rinsed, spiky haired nutter is back, and this time he's brought a friend!

...Let me at 'em. I've got a pipe that needs to smoke 'em!

Ninja 2 non

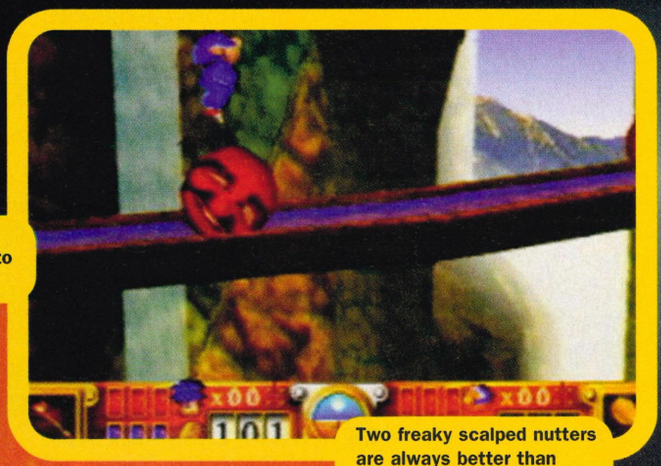
You need a couple of my raw fish butties mate. They'll sort you out in no time



Mystical Ninja 2



Piggy backing your partner is a fine way to defeat your enemies



Two freaky scalped nutters are always better than one. Now give me a hand!



This game's dead, pushing up the daisies, bereft of life, kicked the bucket, gone to meet his maker. This is an ex-game! Only a complete lunatic would hark back to a time when platform games were flatter than a motorway jogging hedgehog. Right? Hmm...? Okay, so bring on the men in white pyjamas! The Mystical Ninja family has always been a few finger rolls short of a picnic'ing family of March hares, and this latest bizarre episode is as barkingly bonkers as they come. The decision to return to a 2D romp shows that these guys are seriously unhinged to start with, but it's always been a fine line between madness and genius (about the width of a curly perm? – Lewis). On closer inspection a return to 2D might not seem quite as mad as I look.

Splitting headaches

The original 3D Mystical Ninja (MN) split the Pro team right down the middle (it was a horrible sight to see). Mark, Steve, Paul and Jim thought it was brilliantly insane,

Rock 'n' Roll



1

You'll need to stretch your ears and let some fresh air to the brain to work this lot out



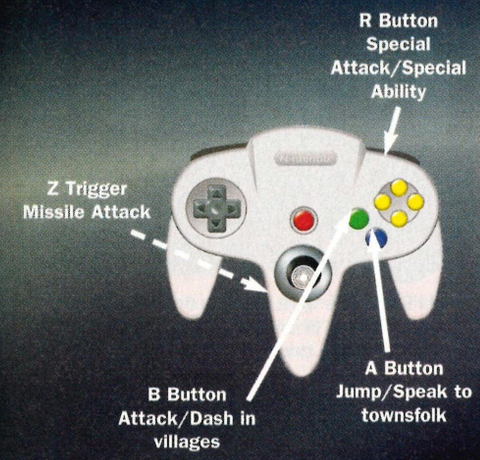
2

Goemon has to use these two rolling rocks to get to a higher platform



3

The rocks, in handy fashion, also take out the stupidly rooted-to-the-spot enemies too. Bonus!



Goemon & Co



Yae

A slashing blade, bazooka attack, good jumping skills and can turn into a mermaid – fishy!



Goemon

The coolest member of the gang, with a smart chain pipe attack – smokin!



Ebisumaru

Clearly it was Goemon's sidekick who ate all the pies in this game – tubster!



Sasuke

An explosive kid who chucks bombs everywhere – baldy!



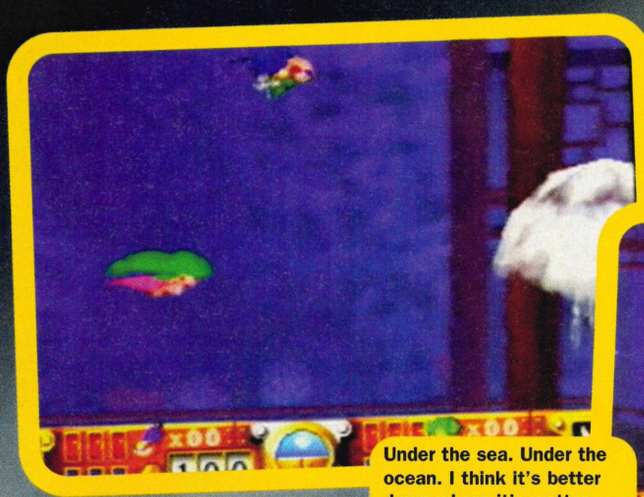
"Never quite managed to wear the 3D pantaloons as comfortably as the dungareed Mario"

Lewis, James and Steve reckoned it was just plain daft. Me? I thought it was brilliantly insane, and they all thought I was just plain daft for liking it.

All-round bonkers

For all its originality and uniquely inspired moments, MN never quite managed to wear the 3D platform pantaloons quite as comfortably as the dungareed, dynamo in Mario 64. Gone was the swift swagger of the old 2D SNES classics replaced with a casual saunter through 3D land.

Thankfully, Mystical Ninja 2 (MN2) ▶



Under the sea. Under the ocean. I think it's better down where it's wetter...



4

With the demonic gingerbreadman... I mean... rock, in place, the heavy lifting's over



5

Now you're up in the Gods, you can leap around like the splat-haired looney that you are

Tip-Xtra

Don't be stingy with your coins. Be prepared to spend them in town as well as to use them as missiles to help you clear the level as quickly as possible.

Mystical Ninja 2



Purrrasmaa



You'll find this mysterious building situated in various towns in the game. Now who would live in a house like this?

has gone on a diet. Goemon's returned to the insanely frantic, platform action from his SNES heyday, and it's a set of ingredients that suits him perfectly. Stripped of his flabbier 3rd dimension he's a leaner, meaner, nimbler and more formidable fighting machine than the portly, pudding that plodded around town in MN.

Mad, bad and sad

It's still an RPG adventure, with you exploring towns, collecting coins, killing baddies and completing quests. You can spend your cash on food, armour, and even have a kip, all to help improve or protect your health gauge. Some gamers thought this bit boring in the first Mystical Ninja game, however here, sandwiched between frantic platform action, they are a welcome relief.

"Goemon 2 is fine to fiddle with on your own, but better if you can get someone to 'do it' with you"

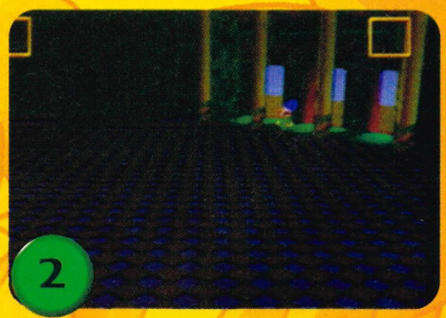
A leisurely RPG-style stroll is not what you expect to find in a platform game, but then few things are as you'd expect them to be in Mystical Ninja. Where else would you find yourself in a battle against a huge mechrobot who blows kisses at you? Or help a DJ find his record, microphone and headphones? Or ride a robotic horse, slip on a huge Sumo wrestler suit and consult with Plasma, a mad monkey fortune teller, who makes mystic Meg look like a regular member of the public.

Of course it's completely nuts, but it all makes sense in Mystical Ninja land. Well, actually it doesn't, but in a wacky world where levels can take place on the back of a Turtle (in true Discworld fashion) tell me what does make sense? I say if it's good enough for Terry Pratchett, then it's mad enough for me!



Ebisumaru's caught napping after pigging out on sushi sarnies – nice breath!

Which luminous lunatic will you take on your quest? It's a tough choice



Intrigued, Sasuke wanders in to have a nosey at what's inside. Hello, is there anybody home? Surely not... Plasma!



Remember this ape-like guy from previous games. The swinging fool will tell you your fortune. I see a short back and sides...



Whether you choose to believe a chap with only a bucket and a pair of stripey boxer shorts keeping him out of prison, is up to you

Thankfully, you don't have to suffer this insanity alone, since MN2 sees the welcome addition of a co-operative mode, and like so many things, it's fine to fiddle on your own, but it's so much better if you can find someone to do it with you. Of course, there are exceptions to every rule, since I had to play it with Mark!

Tag - you're what?

Each character within the game has specific special abilities and skills. Sasuke is small and sprightly and uses arcing bombs, whilst Goeman is a little sluggish when it comes to jumping etc. Warp points in the game let you switch between characters like a regular wrestling tag team and since certain game characters in the game will only speak to certain players, Sesame Street style 'co-operation' is needed to help overcome the puzzles.

Yae for example, turns into a ▶

Tip-Xtra

Make sure that you visit towns regularly to stock up on

I'll bet you this coin that by the time they've finished playing this game they'll have less idea what's going on than we do!

REVIEW

Ninja 2



This dancing devil stru... his stuff on the game ... screen. Bizarre or what?

It's Got...

88%

SOFTWARE HOUSE LEAGUE 1pt SOFTWARE HOUSE LEAGUE

Publisher Konami ● **Contact** 01895 853 000 ● **Release Date** Out Now ● **Max. Players** 2 ● **Price** £40 ● **SAVES** to memory pak

Why...

While a return to 2D is a step back in terms of technology, it's a huge leap forwards for playability, with a superb two player co-operative romp and masses of platform tom-foolery. This is fun with a capital F, and though not quite Goemon's greatest adventure, it's still a damn fine game that only fools and ridiculous PlayStation owners would ignore. Noely

Breakdown...

GRAPHICS Stunning richly coloured 3D backdrops improve the 2D visuals no end **8/10**

SOUND Bouncy and cheerful or teeth gratingly annoying, depending on your point of view **8/10**

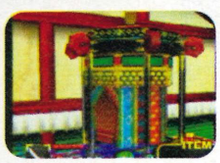
GAMEPLAY Among the finest and oddest platform action money can buy. And 2 plyrs to boot **9/10**

LASTABILITY Not as many surprises for veterans but should keep most happy for ages **8/10**

Why not try...

Legend of the Mystical Ninja: starring Goemon

It may be dull in places but given time the games joys and weirdness shine through



Other Views...



LEWIS Absolute lunacy! You'd have to be out of your tree to play this game, and you'll be out of pocket if you buy it!



MARK Sheer brilliance! Two player gaming at its best, although I wouldn't play with Noely if I had a choice!



PAUL Complete rubbish! The sort of thing I played years ago on my SNES. You'll either love it or hate it, and I hate it!

READER REVIEW Crazy as hell but loads of fun. I especially love the quite brilliant two player mode – F Schofield, Cheshire

"Excuse me while I put underpants on my head, shove pencils up my nose and sit muttering 'wibble'"

▶ mermaid and can swim underwater, Goemon later uses a rather smart chain pipe that lets you scale previously unreachable areas. One character wants to race Ebisumaru in the first town you come to and only he can compete against him. You're also frequently required to work co-operatively to defeat the bosses and to reach a raised areas by piggy back riding on your team-mate.

There are loads more bits crazier than a crowd of cuckoos in an asylum and yet uniquely Mystical Ninja. It's this variety in play, coupled with the superb co-operative mode, that makes MN2 such a fun game. It's not a totally magical outing and is perhaps a little light on the sub-games for seasoned Ninjas like myself, but even so, this is still a hugely enjoyable romp that shames all but the most brilliant 3D games, with it's perfect playability, originality and Ninja-fuelled nuttiness.

Super-Noely!

So the 2D platform game is dead is it? Pah! With the exception of Mario 64 and Banjo, there hasn't been a 3D platformer that can hold a torch to the cream of 2D platform games on any system. Mischief Makers, Yoshi's Story and now Mystical Ninja 2: Starring Goeman are proof that they live on. I'm a huge fan of dimensionally challenged games and if that makes me mad, then excuse me while I put these underpants on my head, shove pencils up my nose and sit muttering 'wibble'●



This is the first boss you meet. Chuck his bombs back to see his knashers

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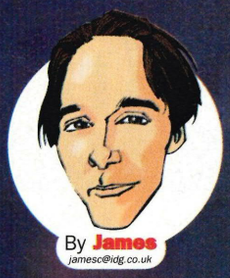
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British Release

This is homer heaven, and there's not a "doh!" to be heard



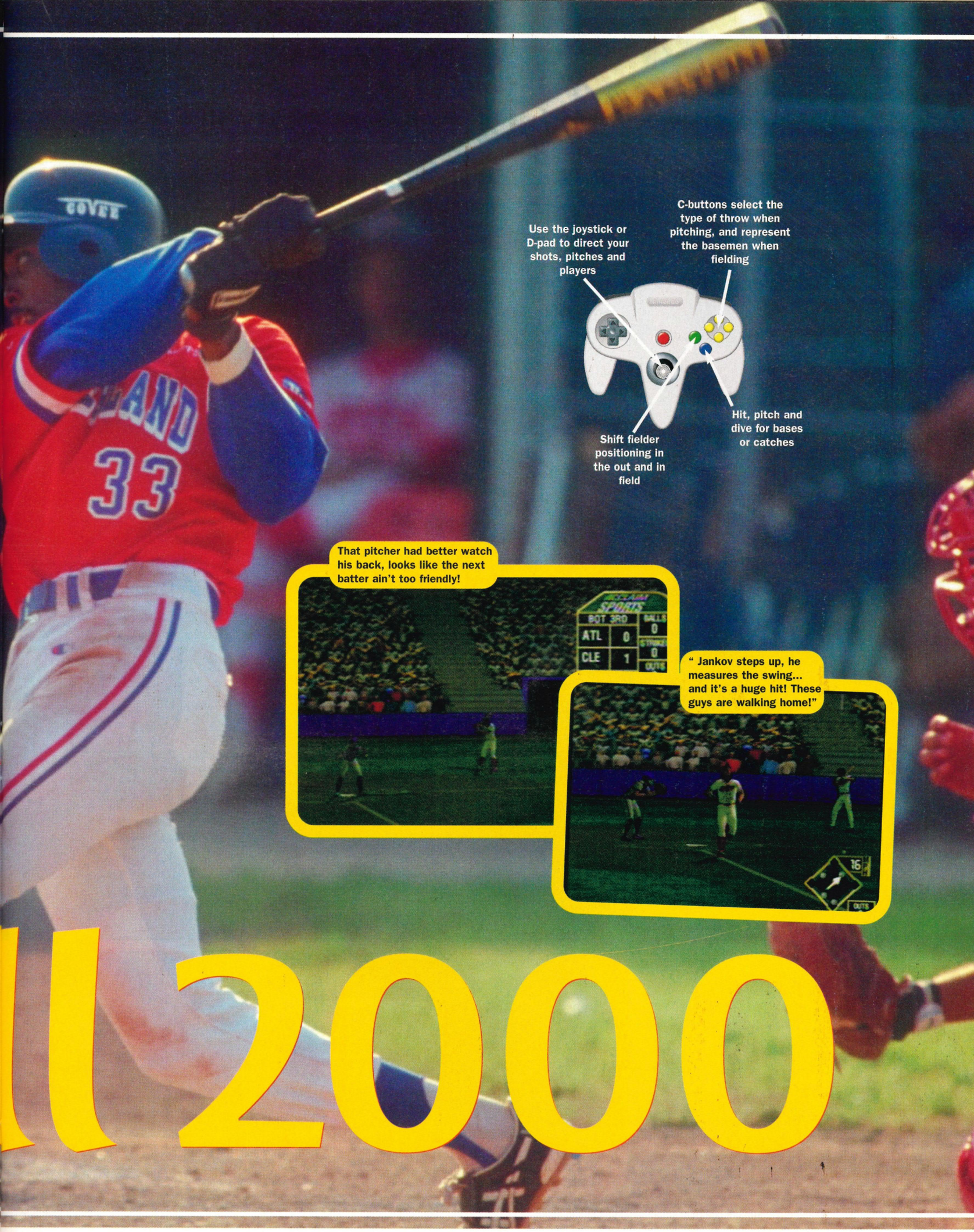
By James
jamesc@idg.co.uk

Whether you're a straight laced London lad, or a swerve balling San Fran swinger, this diamond ball game will have you playing the field for homers all night!

So, you reckon this here ball game is for girls, huh punk?



All Star Baseba


Use the joystick or D-pad to direct your shots, pitches and players
C-buttons select the type of throw when pitching, and represent the basemen when fielding
Shift fielder positioning in the out and in field
Hit, pitch and dive for bases or catches
That pitcher had better watch his back, looks like the next batter ain't too friendly!
" Jankov steps up, he measures the swing... and it's a huge hit! These guys are walking home!"
BOT 3RD
ATL 0
CLE 1
BALLS 0
STRIKE 0
OUTS

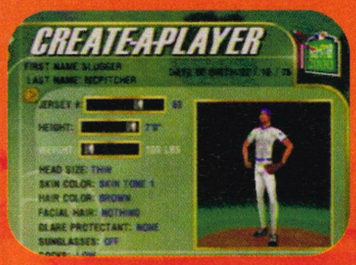
ll 2000

All Star Baseball 2000

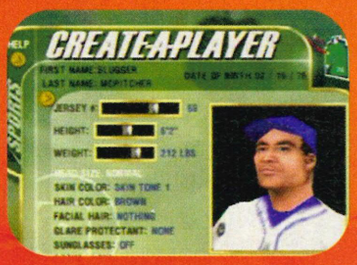
Ballpark figures



Let's make our own leaguer shall we? Right then, he'll need a name...



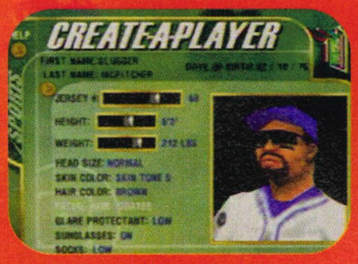
...and what about his build? A little squater, or a lanky beanpole?



You can even change player head sizes, though most are usually thick!



Skin comes in many different shades, and most are covered here...



...as is facial hair, eye glare cream and a pair of shades if you want them



Then just add a pair of socks and a mitt and you're ready to play ball!

It looks like rounders, well it is rounders really, but come on – does that really mean it's a lifelessly dull game for girls that're too slow and stocky for the netball court? John Madden went down a storm with us Brits thanks to a cart that just oozed quality, so can't another Yankee sport do the same?

Well, if I had my way, All Star Baseball 2000 will be grabbing more TV time than Pamela Anderson's home vids; then we can all start wearing knickers on our heads and carve turnips into rude shapes (ooh, James for king! - Lewis).

It's the follow up to All Star Baseball (makes sense really) a game that brought stunning bat and ball antics to the N64, but with All Star 2000, realism and aesthetic beauty gets smacked right out of the park. This is eye candy coated in sugar, with a dozen dollops of honey on top, and if you're still troubled by PlayStation owners crowing about the visuals of Gran Turismo, then this is a tailor-made reply that'll leave Sony's dopey zombies with faces full of egg... beans, bacon, huge slices of fried bread (still on that slim-plan diet eh, James? - Lewis).

4th base!

It's more eye-catching than Nicola Charles' cleavage, and though her vital statistics cause most of my nights to be sleepless, it's All Star's jockstrap joy that's been getting all of my evening attention.

Bat Stars

The entire league list of teams is included, as are all of the players and every stat in the book, and we all know how large that particular volume of tactical gameplay is. Fans of the sport are going to have a field day (literally) comparing batting averages, player performances and inside-leg measurements thanks to the General Manager option.

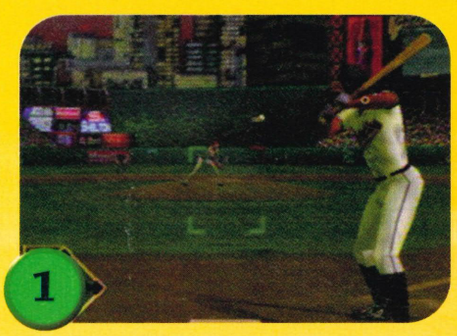
This option takes you on a detailed tour of every club in the huge home country, where you can change rosters, scout players, check on line- ▶

Tip-Xtra

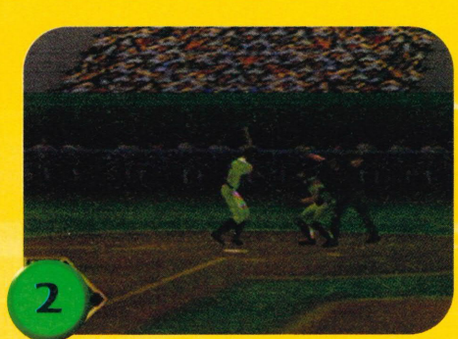


Use the aiming crosshair to line up your swing with the in coming pitch, then push a direction as you strike the ball to create some spin, control the direction of the shot and even disguise your ball cracking abilities!

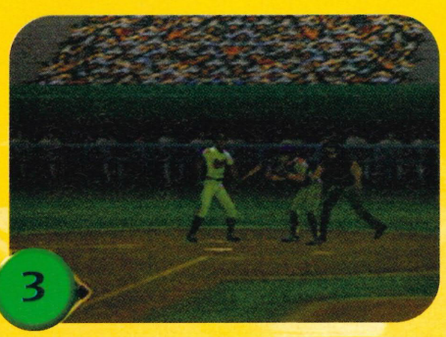
Bowled over



Mix it up and play it rough like the real guys do. See that target on the batter's head? That's where this ball's going to strike matey!



Smack! Right in the kisser that was, how do you like those eggs Mr? Alright you tart, stop crying and get on with it will ya?



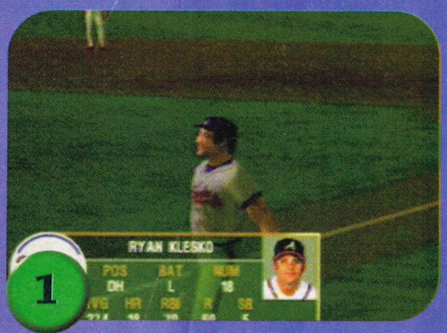
He doesn't look too happy... come on pal, you can see the funny side can't you? Okay, maybe not... erm, want a polo?

Jeez man, somebody get this mask offa me. I'm overdosing on tobacco munch!

"All Star Baseball 2000 will be grabbing more TV time than Pamela Anderson's home vids!"

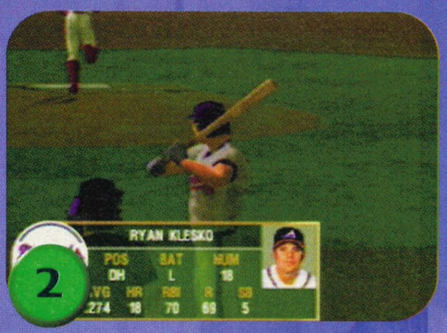
What the hell's he keeping in his lunchbox?

Caught short



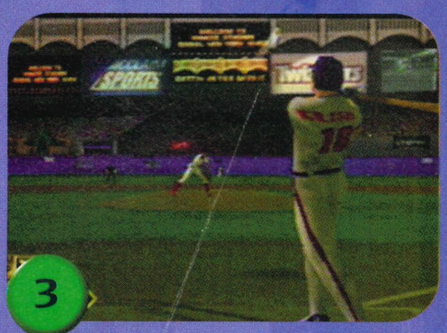
1

Ryan Klesko approaches the plate with the swagger of a man who's in form. Is this the guy to save the game for Atlanta?



2

The pitcher gets into position while Klesko winds up and practices his swing. Alright, let's see what you'e got kidda!



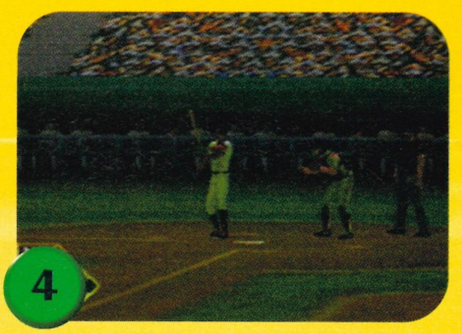
3

Schhhhhhhhwing! Thwock! It's a good shot, going high and into the outfield. Quick pal, give it legs like there's no tomorrow!



4

Will he, won't he? Of course he will! It's a stretch, but the fielder makes the catch and protects his team's lead. The monkey!



4

He's pointing! He's pointing at me with his bat – can't be a good sign. Hang about, I can feel a bit of a stiff shoulder coming on here I think.



5

Boss! Take me off! My arm hurts and there's a big grizzly tobacco chewing bear about to break my skull with a toothpick the size of a baseball bat!

All Star Baseball 2000

Come on Tip-X, play patty cake with me, the rest of the lads are all playing with Barbies

ups and even pitch for the hall of fame yourself by creating a custom king of the diamond. If channel 5's late night coverage is a permanent pencil entry in your weekly viewing, then this is a game you simply have to own.

Play ball!

For total novices there's a quick play option which'll set you up with a couple of teams and throw you straight into the action, but it's the Major League Play that'll be seeing most of the ball cracking action without a doubt. Offering exhibition, full season and playoff options, your fingertips will be dancing over your joypad like a whirling dervish on a flaming gridle. All you have to do is master that curve ball, load the bases and make more home runs than an incontinent window cleaner after a night on the sauce.

On the downside, you do have to listen to the American anthem before every game, but if you can hold down your lunch long enough to get into the action, it's well worth the alkaseltzer. Playing the game is so simple you'll be picking up more points than a drunk driver on Christmas morning. When pitching, the C buttons organise your arm options – and decide whether to go for a fast ball, a curve ball, a slide ball or a change ball.

A target is used to aim, and once your style of shot has been chosen, the C buttons then change to represent the bases – so you can quickly throw to a baseman should anyone try to attempt to steal a base.

Target practice

Batting is done with a similar target, though you'll need to keep a steady eye on the pitcher to stand any chance of smacking that little leather globe past the fiendishly quick players in the out field. After that it's a case of honing your skills in pursuit of more homers, but don't confuse this with the loveable Simpsons' buffoon. There's little here that'll have you coining his catch-phrase.

You lot may be too much in love with your Brit sports to trade FIFA '99 for this, but it'll be your loss, since you won't play a more perfect pitch than this.

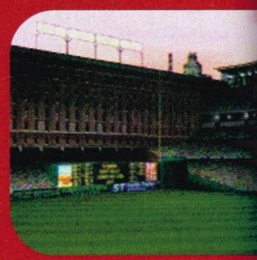
It's a crotch-grabbingly exciting game, with the most impressive animation and finest looking ball-chucking antics yet to grace the N64. Go on, take a chance with the All Stars, and you'll be tasting another slice of gaming heaven ●

"Your fingers will be dancing over the joypad like a whirling dervish on a flaming gridle"

Tip-Xtra

If your bases are loaded and the fielding team is a bit hard to beat, then bunting the ball is a good option to use. Instead of whacking it, it'll fall at your feet catching everyone off guard and allowing your lads to run in to homebase

Standing

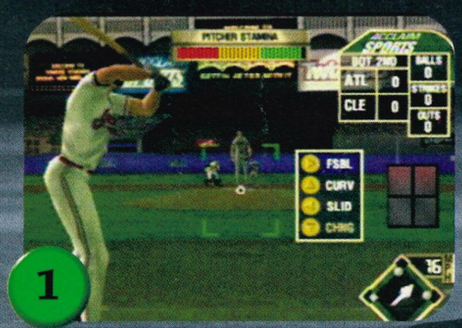


Baltimore's grass pitch is a beauty and holds 48, 262

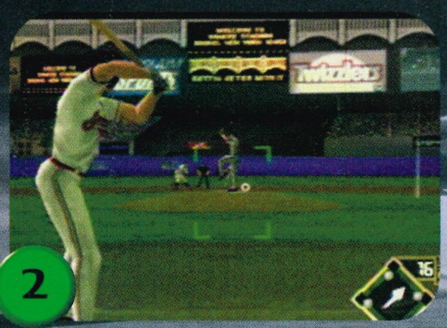


Jacob's Field's in Cleveland, it's grass and holds 43, 345

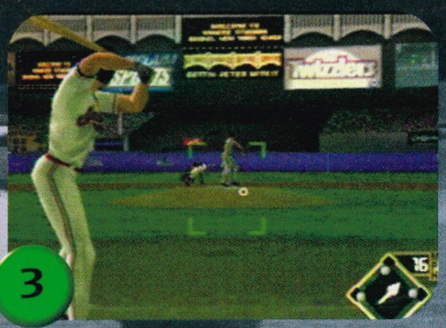
It's a steal!



1 All is normal as the pitcher decides which menacing ball he'll throw over the plate next



2 He winds up the throw, but hang on. That runner behind you's making yards there! 'Ave 'im!

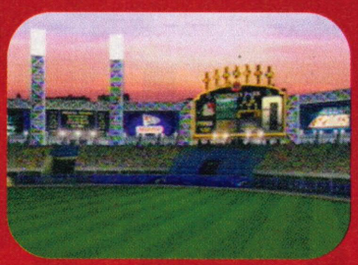


3 A rapid tap on the C-button handles the situation with a quick turn and throw

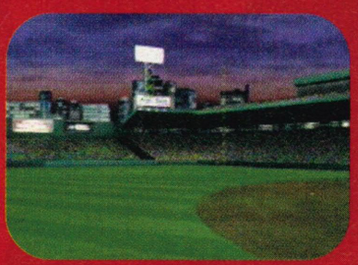
room only?

Loads of fine stadia await your ball beating prowess, here are some of the best



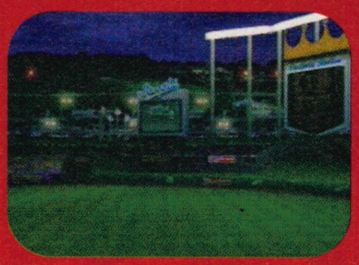


Comiskey Park is in Chicago, it's capable of holding 44, 321

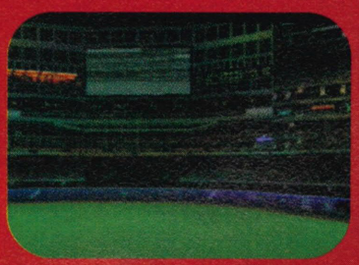


Boston play on grass in front of 34, 218 here at Fenway Park

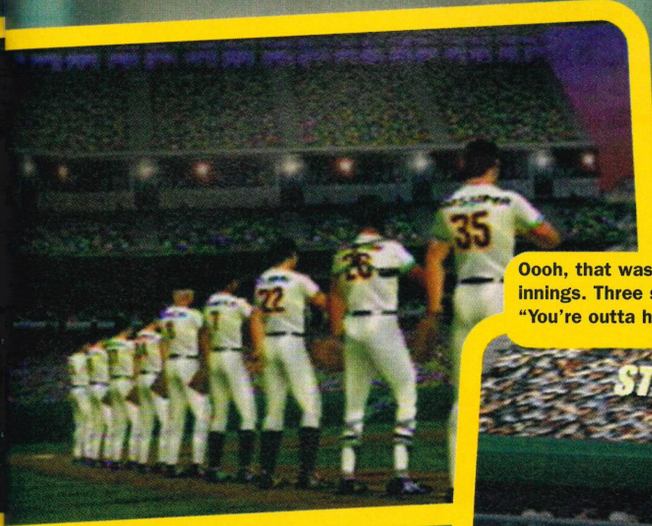




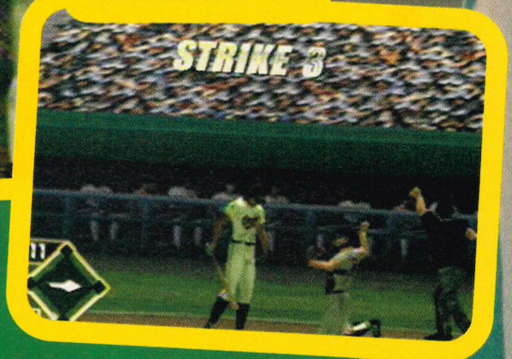
Kansas' home is the Kauffman Stadium where 40, 625 is the top capacity



The huge Skydome is where 50, 516 Toronto fans watch their team play



Oooh, that was a bad innings. Three strikes eh? "You're outta here!"





4

The runner makes a leap in a bid to stay in the game. But will he make it back?



5

Drat! The little monkey's made it back in plenty of time. But I'll keep my eye on him now!

It's Got...

91%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...





BASEBALL FANS are few and far between in our land of hope and glory, but their numbers will surely increase if this big hitter gets the playtime it deserves. It's the best baseball game around, so take it for a test swing and you'll be a Major League lover in no time. James

Breakdown...

GRAPHICS More inviting than an Elle MacPhearson duvet cover **9/10**

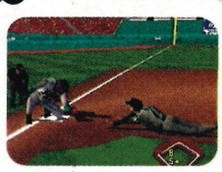
SOUND A bit drab, but Leftfield and John Lydon's 'Open Up' adds to the occasion **6/10**

GAMEPLAY Pick up and play perfection, but that doesn't mean it's easy! **8/10**

LASTABILITY Your mitts will be well worn through before you're struck out **9/10**

Why not try...

Nintendo's Ken Griffey Baseball is probably your best arcadey substitute if this is a bit too real for you to get to grips with



Other Views...



LEWIS My favourite Nintendo game gets a huge hacking-up spit and polish. One of the most realistic game you can play



MARK A damn near perfect game has just got better. Check this out even if you're not into baseball – you soon will be



NOELY Despite a couple of gripes with the fielding system this is major leagues above the other games in its field

READER REVIEW Not really into rounders...erm I mean baseball. But if this is your bag it looks brill – T Woodthorpe, Bromley

● **Publisher** Acclaim ● **Contact** 0171 344 5000 ● **Release Date** Out now ● **Max. Players** 4 ● **Price** £44.99 ● **Saves To** memory pack

British Release

Definitely twisted, but with the cutting edge of a vasoline-smeared anvil

Twis Snow

I think I've just twisted my melons, man!

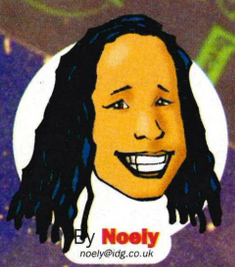
Two-wisted Edge



1 The two player head-to-heads aren't a patch on 1080°'s

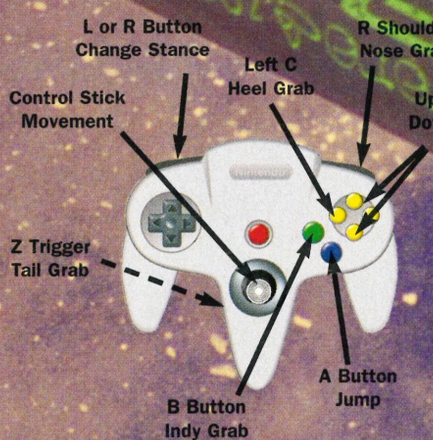


2 A quick All Saints impression as I flick myself over and under the bridge

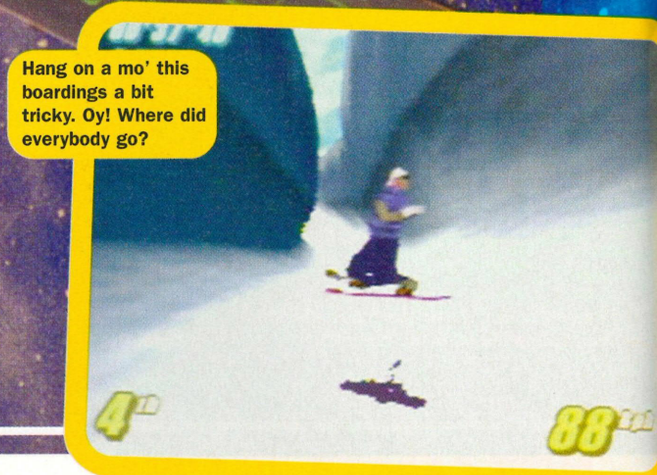


By Noely
noely@idg.co.uk

Meet the team: I'm Big 'Air Noely, Mark's Stinky, Steve's Duck Footed, Paul's Goofy, and Jim, well he's just sick!



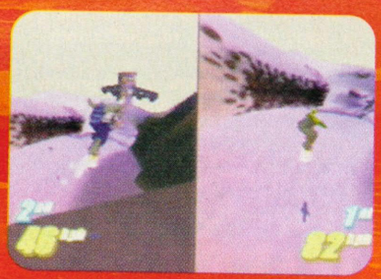
If I was to call you a goofy footed, flat bottomed, tranny riding, gay twister who can 'bone a backside' with the best of them, you'd want to hit me right? But, if you were a snowboarder you'd slap me on the back and say "thanks Dude!" Cos I'm getting into the swing of this.



ted Edge boarding



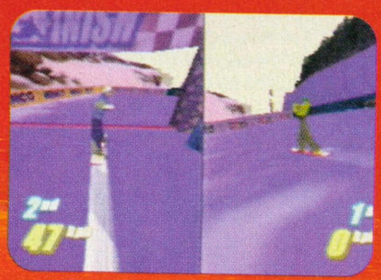
3 The scenery's a bit drab and the action too dull to keep you interested



4 Catch big air and pull some stunts, but careful cos a slip up costs you big time



5 I know snowboarding's dangerous, but stunts on a bridge? That's just stupid



6 Player two poses smugly as he waits for loser Player 1 to stagger home

"Twisted Edge is a slack-assed, numb-toed, icicle-crusted, frost-fest"

snowboarding lingo already! Thing is, Twisted Edge is a slack-assed, numb toed, icicle-crusted, frost-fest, that'll leave you feeling as cold as a Jamaican skinny-dipping in the Arctic, and that's just plain English!

Cool shade

Remember the supremely cool graphics in 1080? The detailed courses complete with realistic trackside objects, fallen logs, partly submerged cars and the way the powdered snow kicked up behind you? The sun dazzling you as you peaked over the horizon? What about the unbelievably cool way that your jacket flapped and billowed in the wind? Totally bodacious!

Well, hitting the slopes in Twisted Edge is like pulling on a trainspotter's anorak, strapping your feet to an old ironing board and chucking yourself down a mountain that's flatter than Kate Moss!

Cold turkey

And she's not the only anorexic twig knocking about the slopes. The boarders are so scrawny they're in desperate need of a few Swiss cheese stuffed flowery baps to beef themselves up a bit. It's a good job everything's so fuzzy, or I swear you'd be able to see their bony ribs sticking out of their brightly coloured Berghaus tops.

Twisted Edge isn't completely bogus, it does boast four racers on the slopes at any one time. There are nine boarders to foolishly fling towards a hospital bed and seven snowboard courses on which to dislocate and fracture their brittle bones. But disgracefully there isn't a half pipe to make Big Air in, ▶





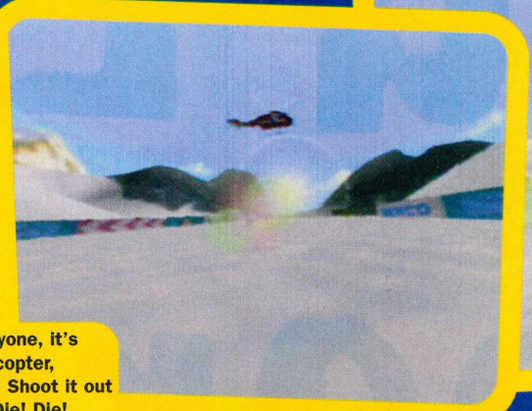
A Broken Neck-fall is more likely than neck and neck races in this game!

Twisted Edge Snowboarding

What a Chopper



Ooh look everyone, it's that cute helicopter, Budgie! Kill it! Shoot it out of the skies! Die! Die!





Eat solar flare you mis-shapen cartoon reject! (stop it, it isn't Budgie you idiot! – Steve)

leaving hardcore boarders crying into their bobble hats.

Kitten soft

Thankfully, they can dry their tears on the 'mode towel,' made of cheek-caressingly soft and fluffy Competition, Stunt, Practice and Versus modes. Stunt mode is pick of the bunch, and even that's as annoying as a Songs Of Praise special featuring Charlotte Church (that precocious pint-sized Pavarotti from Prestatyn)! You're thrown up against the clock, racing to amass points by pulling tricks before the timer counts down.

Frost free

The way this works is that there's a timer that counts down (Cheers Noely – Lewis), against which you must pull tricks while racing to amass points. It's not for the fainthearted, or the easily wound up. So if you don't fancy a lunchtime snack of mangled joypad followed by a toasted jam cartridge, keep this game away from your N64.

> **"All manner of funky grabs can be pulled off easier than a velcro strait-jacket"**

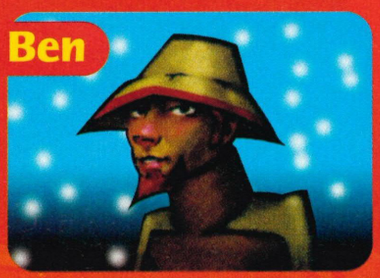
So what's Twisted Edge got going for it you ask? Well, to save it from becoming a plastic-flavoured pop-tart, the game does include a galloppingly stupid variety of 'boarding tricks and stunts. Those who struggled with 1080º will love the simplicity of this system. In Twisted Edge, 360's, 1080's, Methods, McTwists, and all manner of funky-type grabs can be pulled off easier than a Velcro strait-jacket. Er... hang on, what I mean is (quit while you're behind Noely – Lewis).

Rock salt

Perform one of the stunts sweetly and you'll be rewarded with a speed boost, which is a clever idea. But it doesn't work. The pace of the game's already slower than a Cross-Channel

Bodacious Boarders

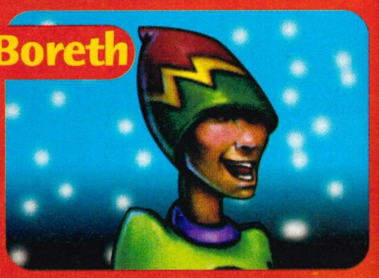
Choose a loser from this sorry shower of snowchasers



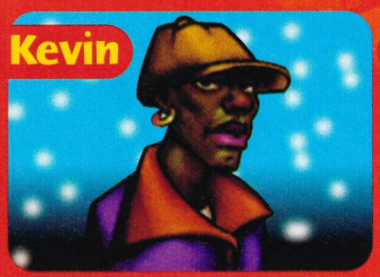
1 Scores well with the judges for his technique and with us for being a Manc



2 An aggressive and sometimes dangerous boarder with a shady past



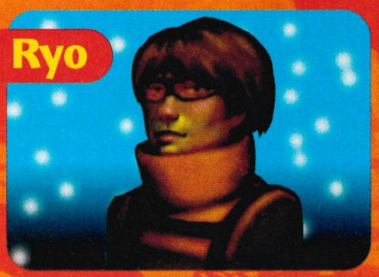
3 Born and raised in Canada, this emotional newcomer is a great boarder



5 A regular-footed boarder/instructor from Oregon who stumbled into the sport



6 An Italian boarder (and ex student) with an extremely graceful riding style



7 A Japanese goofy-footed rookie with great balance and improving skills



8 A tough, regular-footed French beauty with techniques to match her looks

Tip-Xtra

Twisted Tricks No.1

Here's how to do the most twisted tricks

FLIPS	
Back Flip	Up, Down, A (hold stick down)
Egg Flip	Left, Right, Left, A (or right), Left, Right, A
Rodeo	Left, Down, Right, A
Misty Flip	Right, Down, Left, A
Front Flip	Up, Down, Up, A
McTwist 720	Right, Down, Left, Up, A
SPINS	
180, 360	Left, A (or right), A (hold stick left or right)
Shifty Air	Down, Right, A



"The N64 boarders are all lobotomised cherry brandy-headed chimps"

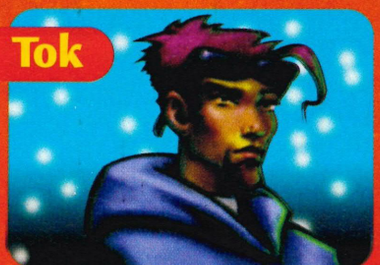
slug-race, but when you pull a trick to give you a little extra spurt, chances are you'll lose control for a second and end up an icy smear across a glacier. You've then lost all speed advantage and probably the race. You can of course ignore the stunts and float slowly down the course, winning all the races, but that leaves you holding left - holding right, before slipping into a downhill coma.

What, there's more? Oh, yes. The N64 'boarders are lobotomised cherry brandy-headed chimps, who'll rip a strip from your bagged-panted arse just for kicks. They crash and wobble about, skidding into everything like a set of huge inflatable buttocks. And each time they careen into you (they do it just at the moment you're desperate for a bit of acceleration), you'll end up frantically performing stunts to go faster, and if you're not careful falling yet again. Pants!

Gone numb

Forget the stupidity, and the wounded kitten speed of the game, and start laughing with me at ▶

4 A balanced, regular-footed German who combines speed power & good technique



9 This tough Russian Pro snowboards to help support his poor family. Aah!

Tongue-Twisted

Snowboarding is a dangerous sport what with avalanches, chill-blaines and frost-bite. So here's your Pro guide to make sure you know your 'bonk' from your 'boner,' cos confusion can be painful!

BONED: To "Bone" means to straighten one or both legs. In other words, if someone "boned out a method" they would grab hard extending their legs or arms to a maximum degree.

BONK: Hitting a no-snow object with the snowboard (e.g. A tail bonk could be hitting a picnic table with the rear end of the board).

CABALLERIAL (CAB): A halfpipe trick that begins fakie, spins 360 degrees, and lands riding forward. Named after skateboarding guru, Steve Caballero.

GAY TWIST: A Caballerial that includes a grab.

GOOFY FOOTED: Riding on a snowboard with the right foot in the forward position.

MELVIN (AKA SPARTACUS, TURKEY): Wrench upwards a mate's undies, while he's still wearing them. Not a snowboarding term, but still eye-watering.

SICK: Something exceptionally good.

STINKY: Riding with the legs spread open (knees apart).

STOKED: Psyched or very ruddy excited.

TRANSITION (TRANNY): The radial curved section of a halfpipe wall between the flat bottom and the vertical. A snowboarder pumps and rides the transition to gain speed, to catch air, and to land.

Twisted Edge Snowboarding

Yeeuch! I think I rode over some dog dirt on my new board. Oh man!

"Twisted Edge is the completely 'Bogus Journey' to 1080°'s Excellent Adventure"

how easy it is (I went through the most skill levels on my first go). There's no neck-and-neck, board-to-board racing here. The 'boarders are either speeding away from you or you're hurtling past, which leaves you all sad and lonely for most of the race.

you're watching parachuting Action Men invading the Alps.

Play 1080º and it looks and sounds cool. Play Twisted Edge and it looks and sounds comical. The TV commentary may be realistic, since they all sound as though they've been at a sleep-deprivation helium-sucking party, but that doesn't make it any less annoying.

Chilly peaks

If you get bored (sounds unlikely – Lewis) you can send your dude to grab some air from a jump, here you'll float for ages back to earth (must be the baggy clothing?) so realistically you'll think



Once again I'm Billy-no mates. It was the same at school, blub, sob (laugh – Steve)

Tip-Xtra

Twisted Tricks No.2

Here's how to do the most twisted tricks

GRABS	
Tail Grab	Z Trigger
Tuna Salad	Z + Down
Tweaked Tail Grab	Z + Left
Tail Poke	Z + Right
Stale Fish Air	Z + Up
Indy Grab	B Button
Indy Nose Bone	B + Down
Tweak	B + Left
Stiffy	B + Right
Crail Air	B + Up
Heel Grab	Left C
Melancholy	Left C + Down
Method	Left C + Left
Rocket Air	Left C + Right
Crossbone Method Air	Left C + Up
Nose Grab	R Button
Fresh Fish	R + Down
Nose Poke Air	R + Left
Palmer Air	R + Right
Sad Ken	R + Up

Cupid Stunts

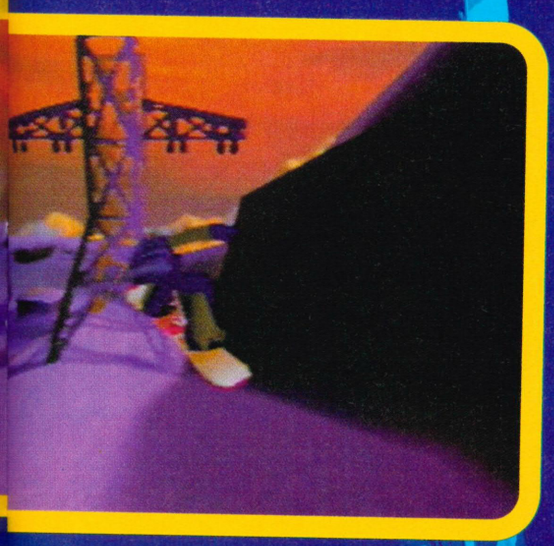
Turn the air blue or send the crowd wild in Stunt Mode



1 You'll want to poke the commentators nose afterwards



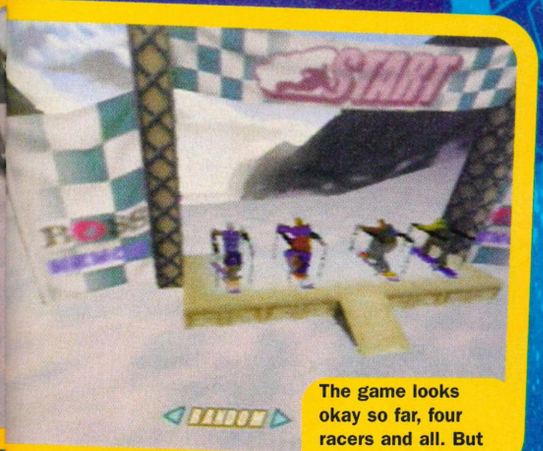
2 The clocks running. So best do some serious air moves



and despite a couple of good ideas, simple controls and four racers, this can't compete with Nintendo's stylish snow skimmer.

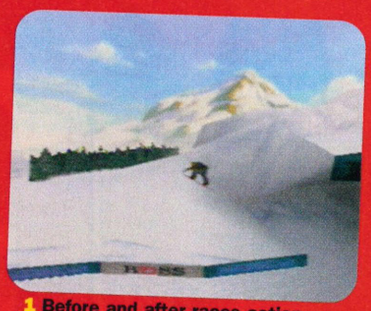
Riding high

Twisted Edge with its bodacious Bill & Ted-like slang is 'straight up ugly' and when I say it, that's not a compliment! It's the completely 'Bogus Journey' to 1080º's 'Excellent Adventure'. And I swear, if I hear that commentator say one more 'bodacious' comment, I'll 'Melvin' the 'dude' myself!

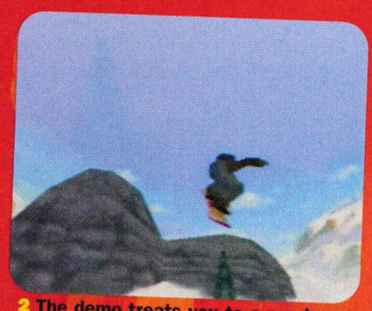


The game looks okay so far, four racers and all. But then it's downhill all the way. Literally!

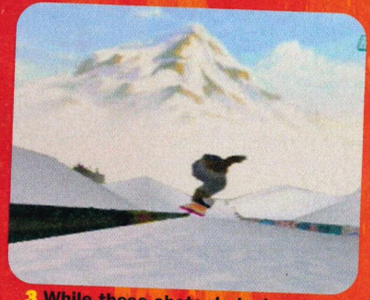
Snow Slo' Mo'



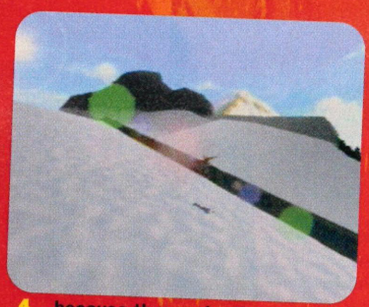
1 Before and after races action replay footage can be viewed



2 The demo treats you to a number of impressive views of each race



3 While these shots do look quite nice, please don't be deceived...



4 ...because they make the game look far better than it actually is



2 With just a few seconds on the clock it's not looking good



3 Aaargh! This is so frustrating. it's driving me absolutely nuts



4 Time's up dude! Way to lose, loser. Oh just shut up, okay!

It's Got...

60%

0 pts

SOFTWARE HOUSE LEAGUE

Why...

TWISTED Edge has missed the boat (or the board, in this case). It's months too late, doesn't look as good and doesn't play as well as 1080° Snowboarding. Consequently, it gets slashed on from a great height by Nintendo's boarder, leaving Twisted's snow all yellowy stained in the process. It looks like your average PlayStation snowboard racer, not an N64 game to rival 1080° Snowboarding's brilliance. Noely

Breakdown...

GRAPHICS The animations smooth enough, but it's not a patch on 1080's visuals **6/10**

SOUND Switch the sound off, especially the commentary and 'chill' to your own tunes **4/10**

GAMEPLAY Runs as slow as a stuffed tortoise with little feeling of tension or challenge. **6/10**

LASTABILITY The trick mode is the saving grace, but even so you'll quickly tire of Twisted **6/10**

Why not try...

1080 Snowboarding
Why play an inferior title when you can jump on the sublime snowboard of 1080 and catch 'big air' Nintendo style?



Other Views...



LEWIS Beaten with a huge plank of slippery wood into second place, you'd have to be twisted to buy this one



MARK Some games are just destined to come in second place. It's not terrible, but 1080² sprays snow in its face



JAMES I've had cold feet before, but my brain's never iced over. Now, thanks to Twisted Edge, it'll need a good thawing

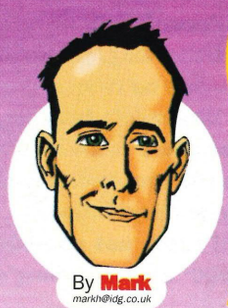
READER REVIEW 1080 Rocks, Twisted Edge sorts of rolls and lollops. Inferior in almost every way – J Lawton, Derby

Publisher THE ● Contact 01703 653377 ● Release Date Out Now ● Max. Players 2 ● Price £40 ● SAVES to cart

American Release

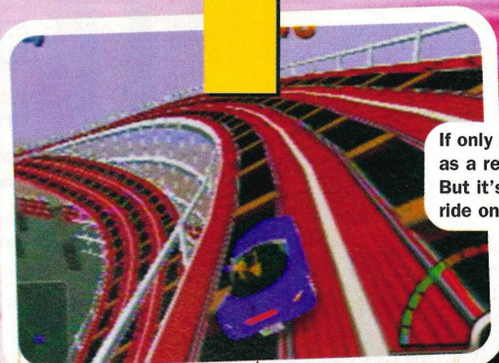
And the winner of the "worst N64 racing game ever" award is...

Californ Speed

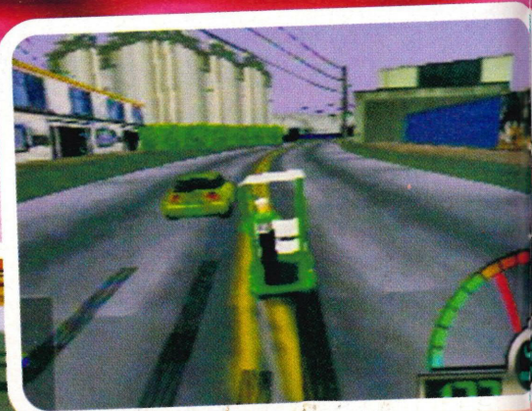


By **Mark**
markh@idg.co.uk

I'd just like to thank my mother, God and sweet baby Jesus for creating the off switch...



If only it was as fun as a real rollercoaster. But it's duller than a ride on the swans





Above: The old critter in the golf cart isn't the only thing that looks out-of-date



Steering (optional): Use the control stick on the rare occasions you need to steer the car

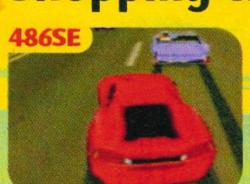
Shift up and down (at least it's something to do)

Use the C buttons to change view (no there isn't one to make it look better)

Brake (unnecessary): Use the B button if you feel the need to stop playing

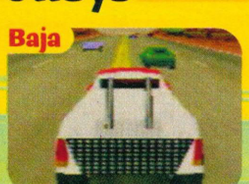
Accelerate: The only important button in the game. Tape down the A button and you'll win

Shopping Trolleys



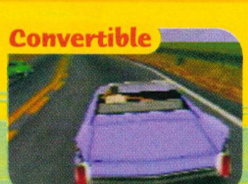
486SE

Usually the red car wins. But this is the slowest sportster ever



Baja

This pick-up looks more at home on the farm than in a racing game



Convertible

Put your arm back and chill out. If only the action was this stylish



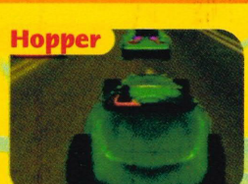
Fairchild

As old fashioned as the game itself. You won't win anything in this



Golf Cart

Every Midway racer has to have at least one dumb-ass vehicle



Hopper

A green beach buggy with extra wide wheels. Throw it in the sea!

nia



We've had the good (Beetle Adventure Racing), the bad (Cruis'n USA) and it was only a matter of time before we got the plain old pug-ugly... ladies and gentleman, I present to you California 'worst racer ever' Speed in all its steaming glory.

A bow-legged hare

Representing a giant leap backwards, California Speed manages to combine the worst elements of every limping stench-riddled racer from your worst nightmare and rolls them up into one big sluggish mush that moves with all the pace of a crippled arthritic tortoise with a club-foot.

California is one of the most interesting places on Earth! It's the spiritual home of Baywatch, Buffy and Beverley Hills 90210. So why the hell does it look blander than Bognor Regis on a blustery day? You traipse up and down through the various mind-numbing locations whilst the occasional piece of 'flatter than Parappa' scenery wobbles past your muddling motor.

If you haven't guessed already, the game's about as attractive to look at as a naked Kathy Burke with chicken pox (or without chicken pox for that matter!). The cars must have been drawn by a man with no arms using a banana-shaped pencil, the backgrounds are less appetising than an All-bran and sprouts diet, and there's so much fog you keep expecting Jack the Ripper to leap out of the car in front (it definitely doesn't look like a Toyota) and slash your throat!

"It moves with the pace of a crippled arthritic tortoise with a club-foot"

Screamin' USA

Isn't California supposed to be The Sunshine State? To top it all, the whole mess is less animated than a morgue during a sponsored 'keep still'! And don't even ask me about the sound! I've heard better music in my Dad's soft rock collection (you sure that's your dad's

▶

San Francisco

From a Golden Gate with rusty hinges to the world's shortest subway, this track sums up the whole game! Even the massive rollercoaster hills are little bigger than Kylie's pathetic bee-stings!



1 Head off along a two-storey bridge. You can drop down the holes to the bottom



2 Head up and down San Francisco's famous hills. Try to avoid the traffic!



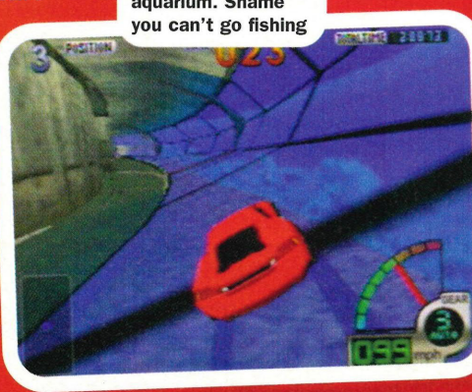
3 The famous Golden Gate Bridge is jam-packed full of traffic. So head on up...



4 ...and over the top. This way you'll easily avoid all the gridlocked cars



5 Finally you have to race through the subway and towards the finish line



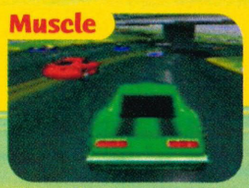
Race through an aquarium. Shame you can't go fishing

Mercado



The only vaguely normal looking car in the game. Bland!

Muscle



The all-American car with an oversized motor. Rubbish!

Sled



It's like driving a train. Far too long with hidden wheels. Total dump!

Sportster



About as 'sporty' as a crippled smoker who's allergic to sweating



Don't panic! This review continues on page 56!



WHAT BETTER way to enjoy the best games, than with the best games magazine - N64 Pro? And what better way to enjoy N64 Pro than curled up on your very own inflatable Game Throne? It's comfy, it's cool and even gibbons can't resist its tender charms. Imagine sitting on a giant wine gum. That's the joy of the Game Throne!
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FREE WipEout 64 Guide Mini-Mag Pullout

BLAGGER'S GUIDE TO

Yes, I DO own the road! I own the sky as well. Now get out of my way – I've sorted WipEout and I'm off to visit the folks in space

WipEout 64



N64 PRO

CHEATZONE

WipEout 64

Is your Feisar too feisty? Keep kissing the walls on Kiles Bridge? Never fear WipEout racer! Follow my guide to finish first



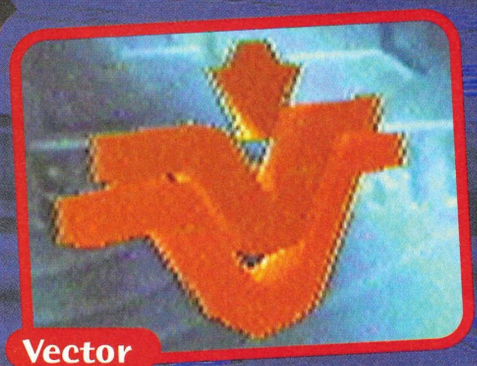


You'll shift quicker than a boy-racer who's found a free Ferrari! Blink once and you'll headbutt the wall faster than a lottery winner who's lost his ticket! So before you crash around the ferocious world of WipEout check out our definitive guide. Buckle-up....


Look out! He's behind you
CHECK
0:22.4
POS
7 OF 15
LAP RECORD
0:47.0
REAR LOCK
LAP TIMES
1 0:22.8
2
CHECK
0:19.5
POS
14 OF 15
LAP RECORD
1:21.0
LAP TIMES
1 0:25.7
2
THRUST
ENERGY
CHECK
0:39.9
LAP RECORD
0:54.0
LAP TIMES
1 0:05.1
2
THRUST
Whoa! Straighten-up
0:16.2
LAP RECORD
0:54.0
LAP TIMES
1 0:53.0
2
THRUST
ENERGY

WipEout 64

Different Class



Vector

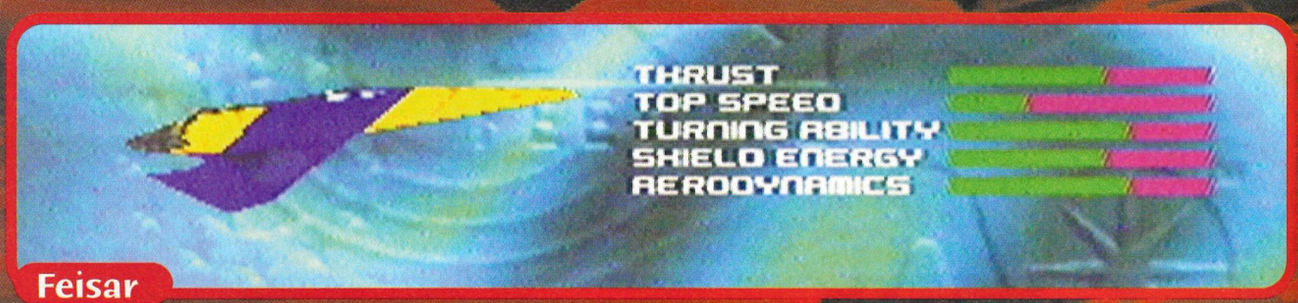
The most basic class has fewer twists than your Dad's disco dancing and you'll begin to wonder what all the fuss was about (don't worry, you'll find out later). Take it easy on the airbrakes and hammer the speed to breeze past the finish line in first place.



Venom

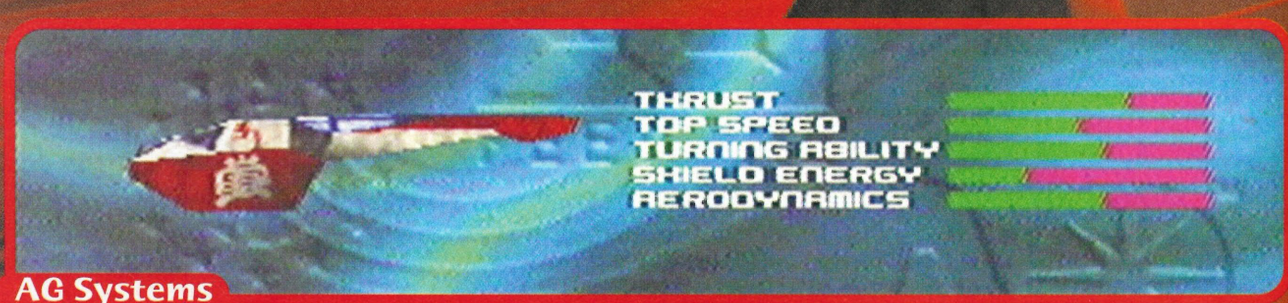
Things start to speed up so get learning the tracks! It's a good idea to try everything out in single races before tackling the Challenge option. That way you'll know what twisty bends are heading your way before you nut them head on at 1000 mph (it's a lot less painful that way)!

Teamwork



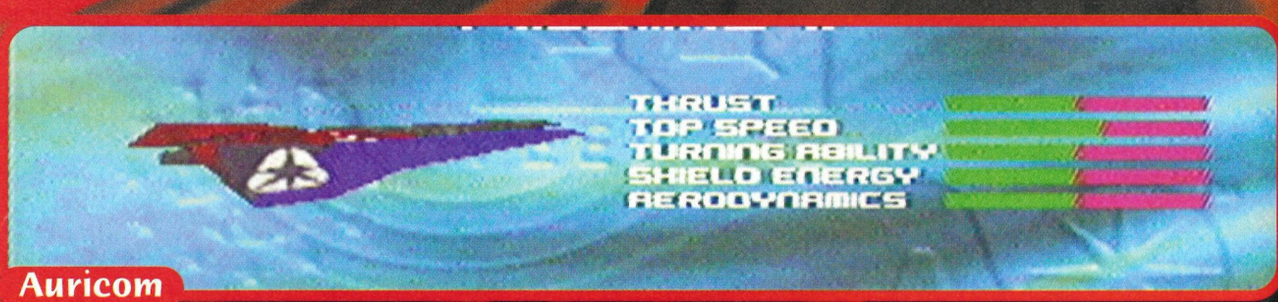
Feisar

Slower than a slug on stilts. They can corner well but the lack of speed is mind-numbing. No way is this a team for the budding boy racer!



AG Systems

Fast, fierce and above all flimsy! No good for the faint of heart and definitely not a choice for those with fiddly thumbs but a rocket for those who can master it



Auricom

Everything is in the middle for this all-round racer! It's speed won't blind you but if you keep smacking the walls its high speed and easy steering will keep you on the straight and narrow



Rapier

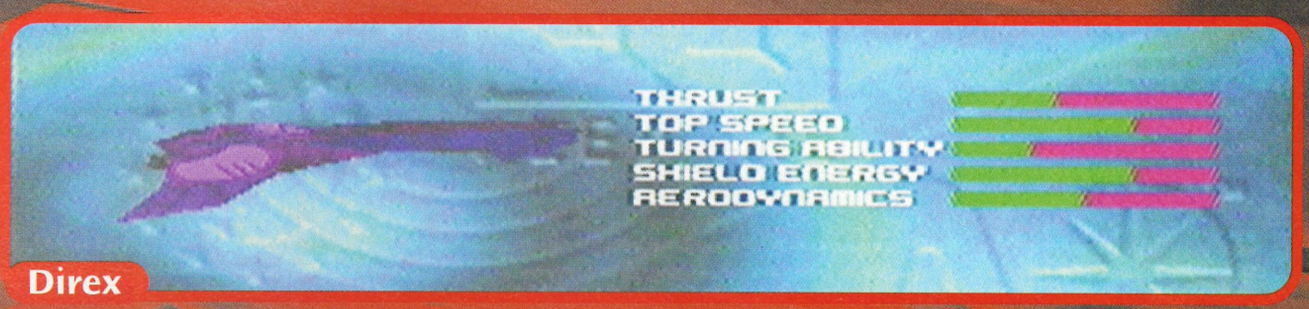
Your fingers will frantically try to steer the craft around courses that are now spinning faster than a breakdancer on a roundabout. You'll need to practice every single track inside-out until you know all the twists and turns. Take a deep breath and you'll spin around like a rocket



Phantom

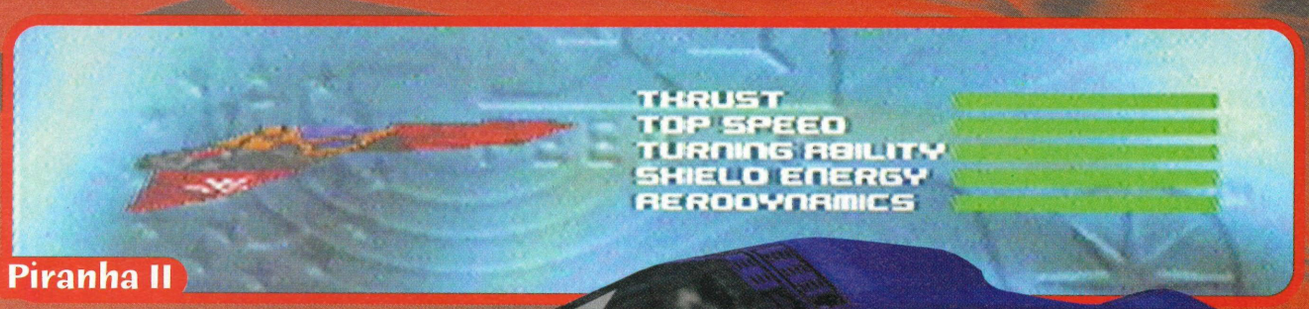
Get a grip on your joypad and hold on for the roughest ride of your life! You'll get a monster machine that moves like a mad marathon runner wearing nails for shoes and you'll be just as angry trying to get around the track. Practice in Single Race mode before trying the Challenge or you'll be last every time

Faster than the space shuttle on re-entry but handles like a double-decker bus without wheels being driven by a one-armed man! You'll go crazy trying keep it under control!

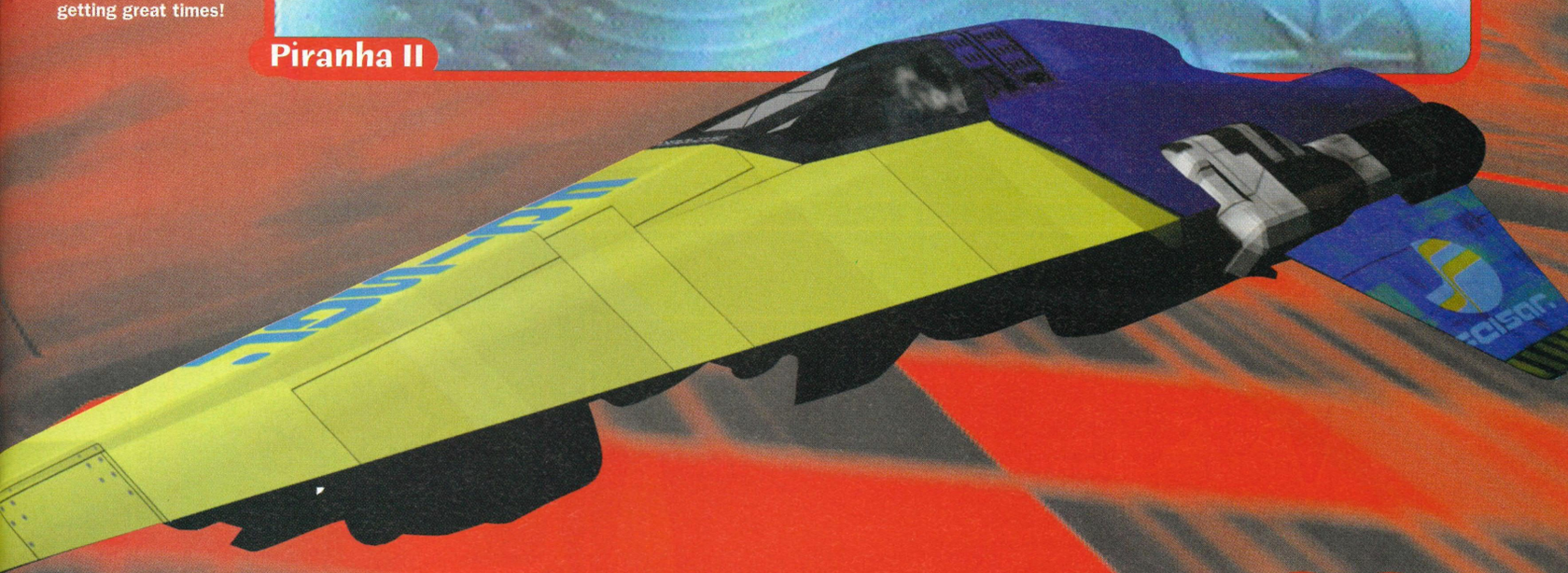


Direx

Piranha II (available after completing the Time Challenge) A perfect team with all the stats way up at the top. Great for getting great times!



Piranha II



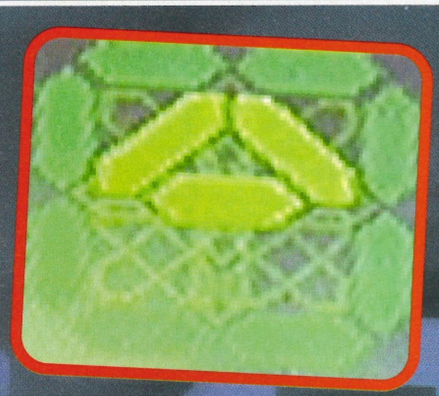
Crush the Weak!

Auto Pilot

This is hardly going to scratch the paintwork of another competitor but it's a great way to safely get around the difficult sections of track!

When to Use:
1. In particularly tough sections of a circuit.
2. When your shield energy is incredibly low and death is imminent.

When not to use:
1. On straights.
2. When in plenty of space.



Lightening Bolt

Not the most impressive weapon but it locks on and always hits home and the effect looks great. it also allows you to pass without being shot at.

When to Use:
1. Whenever you are sure it's going to hit.
2. When you're in danger of being mined.

When not to use:
1. Since it's lack of power you may want to ditch it for something meatier.
2. When the target is about to round a tight corner.

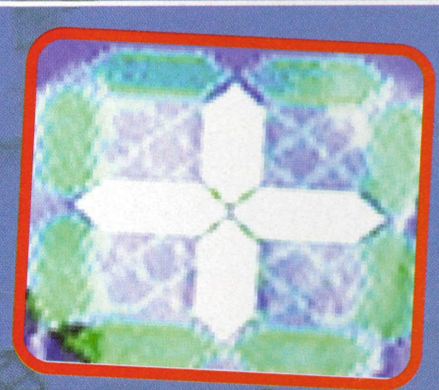


Mines

A sneaky weapon that'll crush those trailing behind without even scratching your paintwork. Remember where you left them though on the next lap.

When to Use:
1. When you've just overtaken another competitor.
2. Near a Turbo Boost Pad.

When not to use:
1. When you're not on the racing line.
2. When you stand a good chance of hitting them next time around.



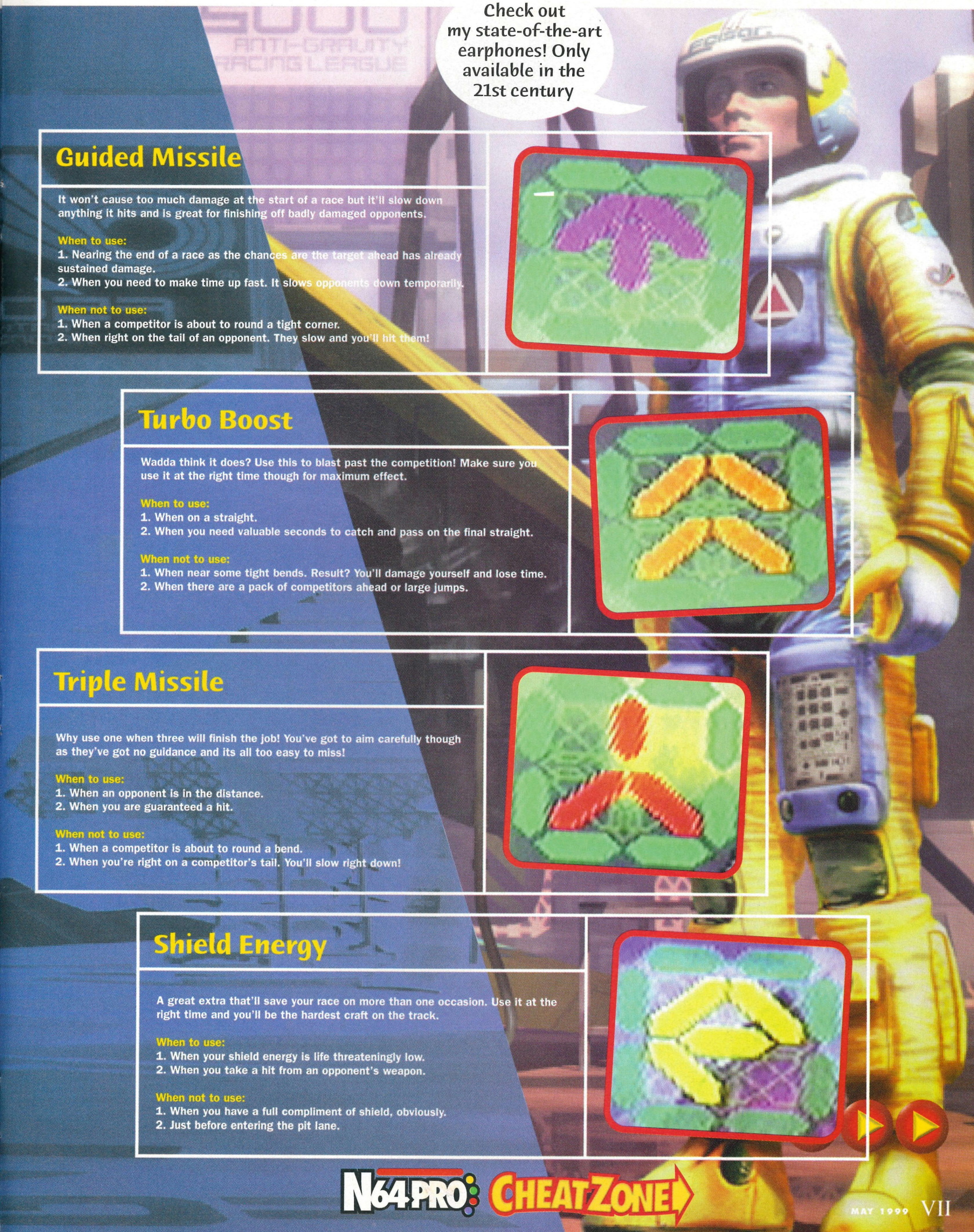
Shield

Does exactly what you expect it to. It protects you from taking damage from other peoples weapons or bashing into the walls.

When to Use:
1. When a competitor behind has a lock on your tail.
2. When your shield energy is low and you're approaching danger fast.

When not to use:
1. When you're clear of any danger.
2. When no opponents are around.





Guided Missile

It won't cause too much damage at the start of a race but it'll slow down anything it hits and is great for finishing off badly damaged opponents.

When to use:
1. Nearing the end of a race as the chances are the target ahead has already sustained damage.
2. When you need to make time up fast. It slows opponents down temporarily.

When not to use:
1. When a competitor is about to round a tight corner.
2. When right on the tail of an opponent. They slow and you'll hit them!

Turbo Boost

Wadda think it does? Use this to blast past the competition! Make sure you use it at the right time though for maximum effect.

When to use:
1. When on a straight.
2. When you need valuable seconds to catch and pass on the final straight.

When not to use:
1. When near some tight bends. Result? You'll damage yourself and lose time.
2. When there are a pack of competitors ahead or large jumps.

Triple Missile

Why use one when three will finish the job! You've got to aim carefully though as they've got no guidance and its all too easy to miss!

When to use:
1. When an opponent is in the distance.
2. When you are guaranteed a hit.

When not to use:
1. When a competitor is about to round a bend.
2. When you're right on a competitor's tail. You'll slow right down!

Shield Energy

A great extra that'll save your race on more than one occasion. Use it at the right time and you'll be the hardest craft on the track.

When to use:
1. When your shield energy is life threateningly low.
2. When you take a hit from an opponent's weapon.

When not to use:
1. When you have a full compliment of shield, obviously.
2. Just before entering the pit lane.

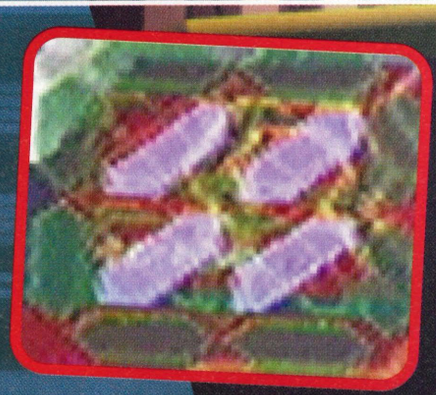
WipEout 64

Invisibility

They can't hit what they can't see! And not will you avoid being hit by other weapons you can use it to overtake with ease

When to use:
1. Great for overtaking as you can simply drive through the other racers
2. When you want to avoid taking hits from other competitors

When not to use:
1. When you're on your own
2. When not in danger from opposing racers



Quake Wave

A mighty weapon that lashes the circuit like a whip. This bashes the other racers off the track, slows them down and causing plenty of damage!

When to use:
1. When you know there's an opponent just around the corner
2. When you need to get vital placings back quickly

When not to use:
1. When you are nearing a tight corner. It can disorientate you with ease
2. When the other guy is right ahead of you. The wave will begin ahead of him



Time Bomb

A weapon worthy of Dick Dastardly himself! Drop this on a crowded track and watch your enemies get blasted into thin air

When to use:
1. When there are plenty of opponents around. They'll be slowed or killed
2. When you can see a competitor just ahead. You'll easily overtake him

When not to use:
1. When nobody is within range
2. When you're in mid-air

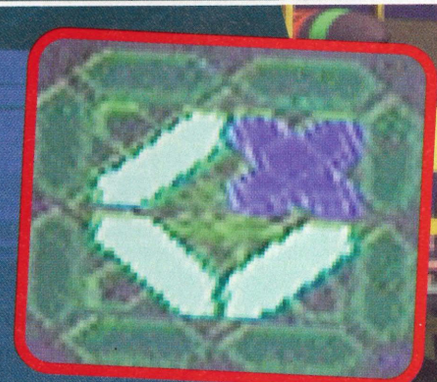


Plasma Bolt

A devastating weapon that turns the opposition into molten metal! Make sure you build it up for maximum effect.

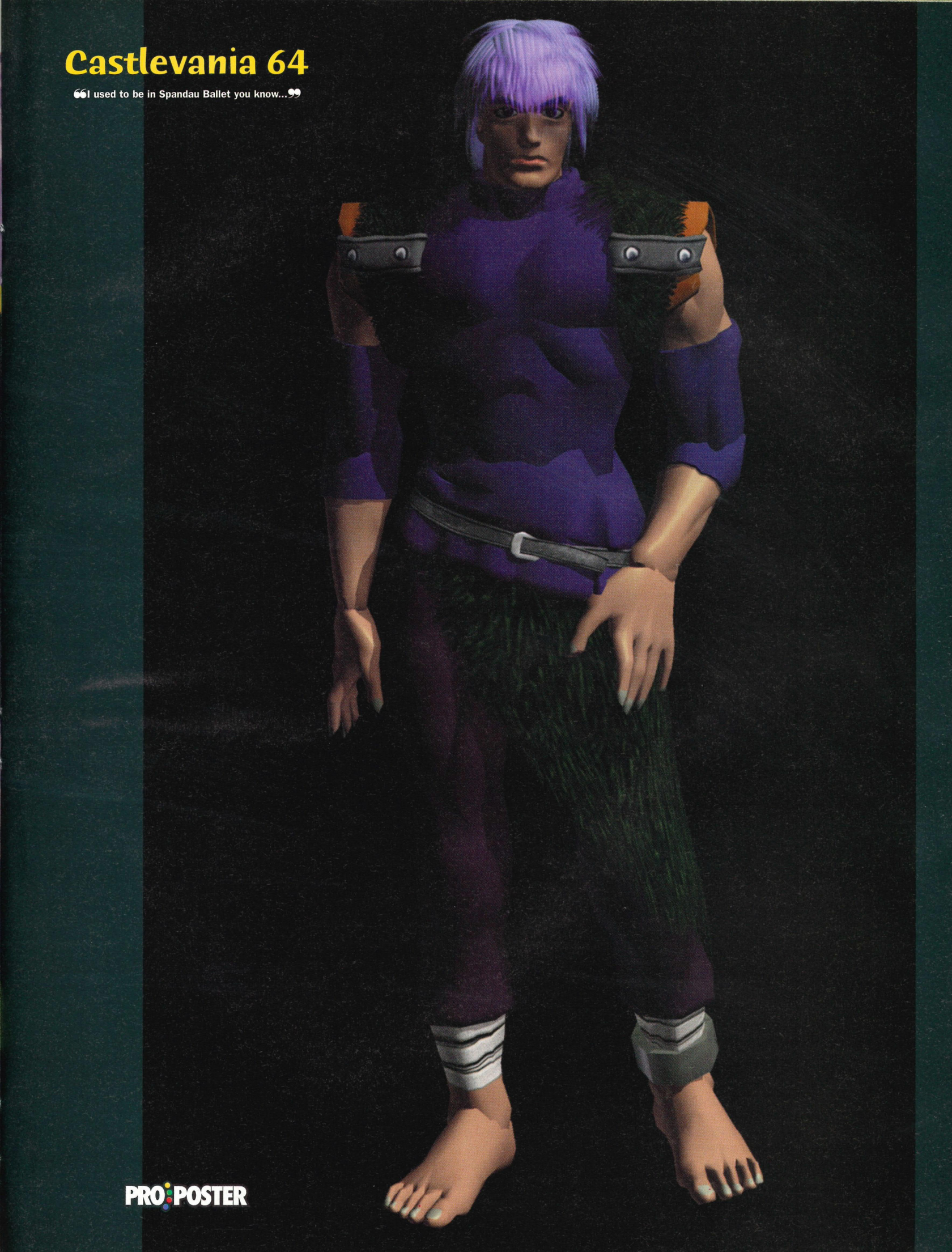
When to use:
1. When you are guaranteed a direct hit.
2. When you need to destroy other competitors fast.

When not to use:
1. When opponents are way in the distance, chances are you'll miss.
2. When an opponent is about to round a bend. This weapon is not guided!



Castlevania 64

"I used to be in Spandau Ballet you know..."



PRO POSTER

Michael Owen's World League Soccer

"At least he doesn't play for Man United!"



Lego Racers

“The excitement is ‘building’!”



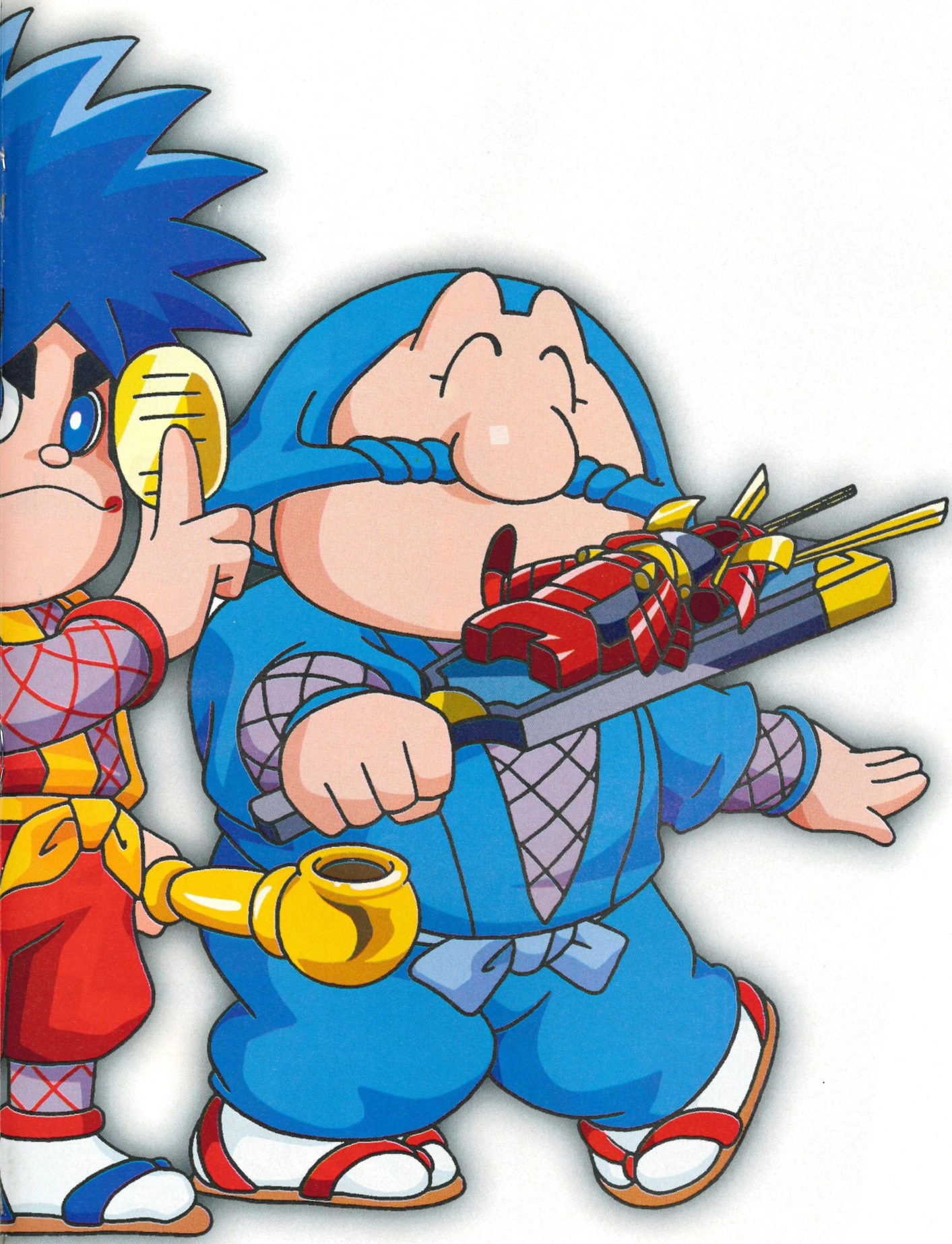
Goemon's Gre

"Someday Noely hopes his hai



eat Adventure

ir will be as cool as Goemon's ❞





PRO POSTER

Vigilante 8

"Altogether now... It's fun to stay at the YMCA!"



PRO POSTER

Vigilante 8

“Cooler than an eskimo’s fridge freezer!”



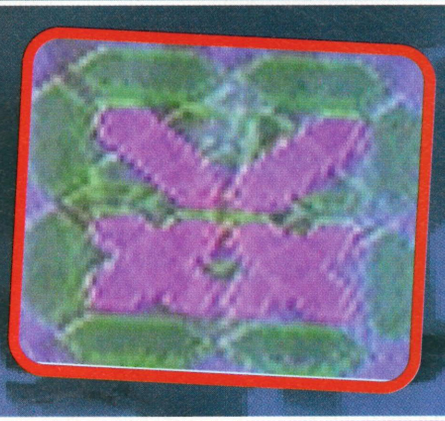
PRO POSTER

Wall

A very difficult weapon to use effectively. It leaves a wall in the distance ahead that'll always damage your competitors.

When to use:
1. When it's your only weapon (Super Combo Challenge 5).
2. When you can be sure another competitor will run into it.

When not to use:
1. Most of the time.
2. When the target won't hit it.



Super Guided Missile

Does exactly what it says on the tin! Fire one of these beauties to cause some serious damage to one unlucky opponent.

When to use:
1. Whenever the lock is on and there's no danger of slowing yourself up.
2. When on long straights to guarantee a successful shot.

When not to use:
1. Against opponents entering a winding section of the circuit.
2. When the opponent is right directly ahead of you.



Machine Gun

The most destructive force in the entire game. Can make the difference between winning and losing.

When to use:
1. When there's a group of opponents just ahead of you. It'll wipe the whole lot of them out of the race!
2. When you need to gain places or make kills quickly.

When not to use:
1. When you're stuck on your own.
2. When opponents are in the distance about to round a corner.





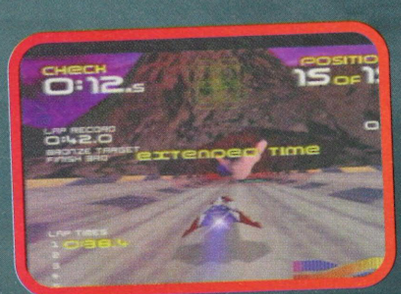
CHEATZONE WipEout 64

General Racing Strategies

"It's a no holds barred battle for the finish line where anything goes!"



The more obstacles you can put between yourself and the other racers the better. If you can hit them with a missile, do! Here are the strategies you'll need to survive the mayhem of a Wipeout race.



1. Starting- The start to a race is essential. On the acceleration bar you need to keep your revs just over three quarters of the way up during the countdown. When the race begins you'll be off to a flyer. if you have too many revs on the counter it will drop back down to zero and the other ships will have vanished over the horizon before you've moved an inch.

2. Cornering- The more you play Wipeout the more you will understand the handling of each different vehicle. It's no good leaping straight into a Phantom Class race as you're going to be red faced and well and truly beaten. Your best bet is to get used to the different classes and practice the use of the airbrakes. If you don't use the brakes for the tighter corners then you'll end up losing the race (if you're lucky enough to be still in one piece).

"the bringer of wanton death and destruction to all but your own good self"

3. Learn the weapons- Knowing exactly which weapon does what to an opponent is a great advantage. Obviously you want to inflict as much damage to your fellow racers so the best choice is to use guided weapons. Blasting at opponents from a distance with a non-guided weapon can be a disastrous waste of time.

4. Choice of weapon- Your choice of weapon is entirely random so you have little say in what you will be offered to use in battle. It's not all bad news though! if you don't like the weapon you've got then discard it and grab another. Hopefully the next weapon you receive is the bringer of wanton death and destruction to all but your own good self.

5. Use the weapons wisely- A missed chance to maim and kill is a heartbreaking waste of a good weapon. There's few opportunities to crush the competition, so if you want to be sure of dealing a deadly blow then get right up the opponents arse and make the shot count. Some weapons will require distance between yourself and the target, but you'll learn these in time. In the meantime get up close and let rip!

6. Keeping the pace- Don't use your brakes unnecessarily. You'll lose too much time and after a few plays you'll know exactly when you'll need to ease up the pace. Only use brakes on tight corners or to correct yourself after a close shave with a wall or opponent.

7. Learn the circuits- It goes without

saying but prior knowledge of a circuit will help you throughout the Challenge Modes no end. It's no good entering any challenge before you know exactly what you're going to race around!

8. Use the Turbo Boost Pads- To gain speed and make up valuable time against the other competitors you must attempt to travel over these pads whenever you can. The most important time to use them however is after you've had to slow down to get round tight corners.

9. Keep a cool head- As with any racing game it pays to keep your mind cool. Panicking will only ensure you make mistakes and lose more time. If you do make a serious blunder during your race put it out of your mind and get on with the job at hand.

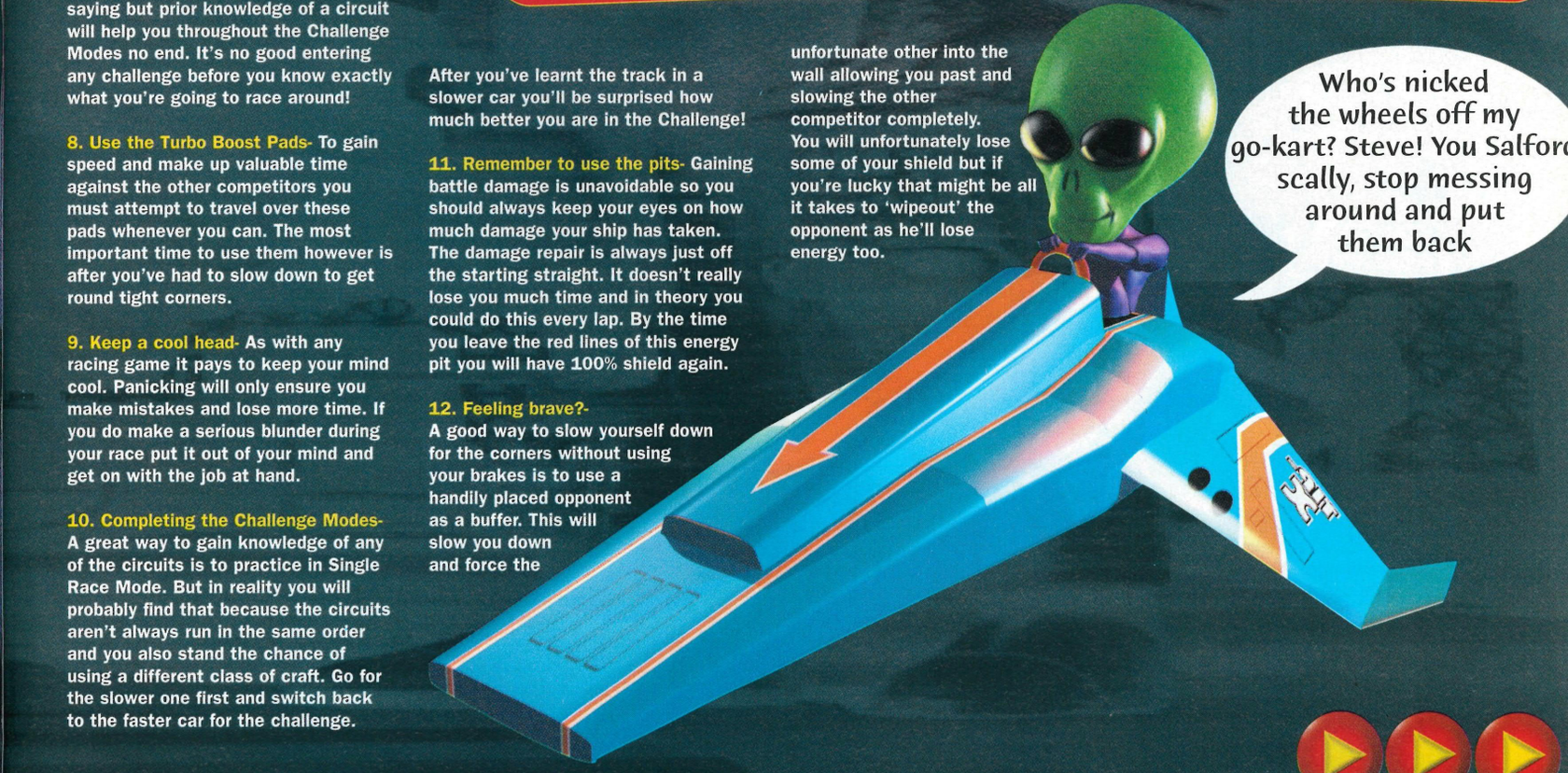
10. Completing the Challenge Modes- A great way to gain knowledge of any of the circuits is to practice in Single Race Mode. But in reality you will probably find that because the circuits aren't always run in the same order and you also stand the chance of using a different class of craft. Go for the slower one first and switch back to the faster car for the challenge.

After you've learnt the track in a slower car you'll be surprised how much better you are in the Challenge!

11. Remember to use the pits- Gaining battle damage is unavoidable so you should always keep your eyes on how much damage your ship has taken. The damage repair is always just off the starting straight. It doesn't really lose you much time and in theory you could do this every lap. By the time you leave the red lines of this energy pit you will have 100% shield again.

12. Feeling brave?- A good way to slow yourself down for the corners without using your brakes is to use a handily placed opponent as a buffer. This will slow you down and force the unfortunate other into the wall allowing you past and slowing the other competitor completely. You will unfortunately lose some of your shield but if you're lucky that might be all it takes to 'wipeout' the opponent as he'll lose energy too.





WipEout 64

Tracks

There may only be seven circuits to race on but the faster craft will test you to the limit. To have access the speed beasts you must complete the Race Challenge. This is secret information that'll help you through the most difficult sections on all circuits in all of the Challenges. When in a slower craft the circuits hardly pose a threat though so all of these pointers are for the speed freak teams!

Klies Bridge

Definitely one of the more appealing circuits to race on. There are very few difficult bends to manipulate and plenty of 'pedal to the metal' sections. After the steady climb from the start the first corner you'll encounter may cause you problems. It's the sharp left hander as you descend so use the left airbrake early on as you begin descending to avoid the energy and time consuming barriers.





There's no margin for error when powering through the tunnel section. It'll look like it's going straight on after the checkpoint but you need to make a sharp right turn followed by a fast left to exit the tunnel without bashing into the barriers. You don't need to use the brakes but they may serve you well if you get the approach to the corner wrong.

Sikana

This is one of the longest tracks in the game and holds more than its fair share of tight turns and long straights.

The first corner you'll encounter needs some serious air-braking to get around. No sooner have you blasted away from the line than you're upon a tight right hander which if rounded successfully allows you to keep the speed up for the long gentle section of corners you come across.



Just as you're about to enter a tunnel section you'll see the track take a right. Once again it looks harmless enough but you must use your right airbrake slightly just to turn the front end of your craft around. Be sure to face straight after the corner and keep the accelerator down to the ground.



As soon as you've tackled the tough right hander you have to quickly round another at the top of the rise. If you are positioned right on the circuit you don't need to use the airbrakes but if you feel that you're better safe than sorry then a quick brake won't do any harm.



The next tough corner is another devilishly sharp right hander. Get the brakes on and steer tightly to get around it without losing any time or places. The circuit gets tougher from here on in.



After making an enormous jump down to a twisting section below you're required to make a very quick right. Again, it's time to use those air brakes, but this time your momentum is staggering so you'll need to hold it down and push right to get around the bend.



The left hander which leads up to the final stretch is more of a pain than anything else. The reason is that it's a long left hander so quickly getting around often leads to you becoming careless and hitting a wall. If you do feel that you're you're going to crash and burn make use of your brakes to help you get round. It's better to slow a little using brakes than to come to a standstill against the wall.



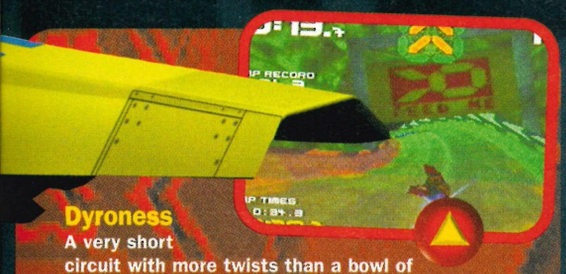


Doron IV

Definitely not one of the tougher circuits but if mistakes are made the results are punishing. The walls around the circuit take no prisoners so a clear run is essential if you want to finish first.

The first tough corner you'll meet comes after the long climb from the start and after the huge jump inside the tunnel. It's a very sharp left hander followed by an equally sharp right hander as the circuit begins to climb again. You'll need to position yourself on the right from the jump and then slam on the left air brake to swing the craft around. No sooner have you done this then you'll have to quickly floor the right air brakes to swing around the next corner safely. It takes a bit of practice to get the timing but it's worth getting it right as it can make the difference between winning and losing a race.

Just as you descend for the second time you'll be greeted by an evil little right hander which certainly likes to deceive. It looks like the simplest corner on the circuit but it soon becomes apparent, especially in the faster classes, that you need to hammer those airbrakes home to glide around it. Once this is done it's a straightforward run down the finishing straight.



Dyroness

A very short circuit with more twists than a bowl of spaghetti. Once you've got to grips with this winding road then you shouldn't have too many problems.

After powering up the long slope you have to tackle a very tight right hander before you begin your decent again. Try to keep the turn tight as the wall on the left is high. Once around this corner you can once again power away from the small left hander and then hammer down the long straight.



After the long straight you are forced round a series of tight right and left handers. Airbrakes are crucial allies here but they'll need to be held firmly down for a long time for the first right hander after the straight for you to safely get round.



Once you have got around the first right hander you will need to manoeuvre around the next left and right handers before tackling the final left hander. Once you've rounded the final left turn you can power down the finishing straight.

Machaon II

A very long and twisting circuit which thankfully is fairly wide. So while you're winding through some fierce bend combinations you'll at least have plenty of room to work with.



The first corner on this circuit is a long hairpin which would be fine if it wasn't for the long fast straight before it. Hard braking is essential if you get around this safely. Try to exit the corner by the turbo boost pads on the right to quickly regain your speed.



The second testing corner emerges at the top of a long climb. It's difficult to know exactly when it's coming up because of the overhanging scenery but if you brake right hard and early as well as throwing the craft to the right you can make it around at surprising speed. Make sure you face straight as you descend the slope or you'll end up losing the time advantage you've just gained.



The third corner is very deceptive. it's another one of those harmless looking left handers that bite!. You must slow and pull to the left early to make it through and into the tunnel.



Once you've exited the tunnel section you can power along a straight but at the end of this there's a tight left hand turn which you need to brake to get round. Once round you should get over to the right of the circuit to tackle the second part of this left hander which goes into another right hander.

This is another tight right hander which you must brake on to safely exit. There's a turbo boost pad by the wall on the left as you exit so you can regain that speed again. So far it's been a twisty ride, but it's not over yet!





The final bend on the circuit is a tough one to get just right. You need to enter the tunnel and let some of your speed down. Once you've slowed a little you should apply some left air brake and turn to the left. You will slow right down but this is essential if you're to round this hairpin safely. Once this is done get onto the turbo boost pads, power along the long straights and make the jumps through to the finish line.

Terafumos

This is a very fast circuit which takes no prisoners. There are jumps, tight corners and more than its fair share of breakneck paced straights. A fast lap is certainly on the cards.



The first section of this circuit is relatively simple. You may have to twist and turn to some degree but it's not too difficult to do. Where you must hit brakes and throw your ship around is the tight right hander- marked by some very large arrows on a high wall. Get those airbrakes on and lean right to get around.



The next corner you need to worry about is another tight right hander where the circuit heads uphill again. The high bank on the left gives you some indication as to what to expect should you misjudge your turn. Try to exit on the left of the circuit so you can make good use of the Turbo Boost pads.



After making a gigantic leap you will land opposite and need to immediately get the anchors on and turn hard right to get first through the checkpoint and then through the tight right hander after it. This is just the start for this little winding section!



After making it safely through the checkpoint and right corner you then have to contend with a tight left hander. Get the brakes on early to steer into the corner and accelerate so you don't lose too much of that precious time. Once round this you have a safe run back to the finishing straight.

Velocitar (Only available after successful completion of the Race Challenge)

Since this is the bonus track it's a surprisingly simple circuit to race on. The only problems you will have are to keep within the confines of the very narrow roads. there are plenty of Turbo Boost pads and few tight corners.



The first and virtually only test you will encounter on this circuit is a tight right hander. Be sure to brake and turn early so you don't smash into the walls either side and then get your toe back down as you rise up the slope.

Not so much of a corner as a tunnel which can be taken at great speed to gain some valuable time. If you position your vehicle right you won't even need to adjust your travelling direction until you exit the long wide tunnel. From here on in it's a rollercoaster ride down to that finishing straight.



Challenges

To unlock the hidden extras, complete three challenges for access to the Piranha II, Velocitar circuit and to gain Cyclone technology for your weapons, plus access to the Super Combo Challenge

Race Challenge

In each of these races you must come no lower than third. It doesn't matter where you finish in the top three as the end reward is the same. Complete them all to reveal the VELOCITAR circuit.

Race 1- Kilos Bridge

Class: Venom
Team: Feisar

Gold: 1st
Silver: 2nd
Bronze: 3rd

Race 2- Dyroness

Class: Venom
Team: AG Systems

Gold: 1st
Silver: 2nd
Bronze: 3rd

Race 3- Doron IV

Class: Rapier
Team: Direx

Gold: 1st
Silver: 2nd
Bronze: 3rd

Race 4- Terafumos

Class: Rapier
Team: Feisar

Gold: 1st
Silver: 2nd
Bronze: 3rd

Race 5- Sokana

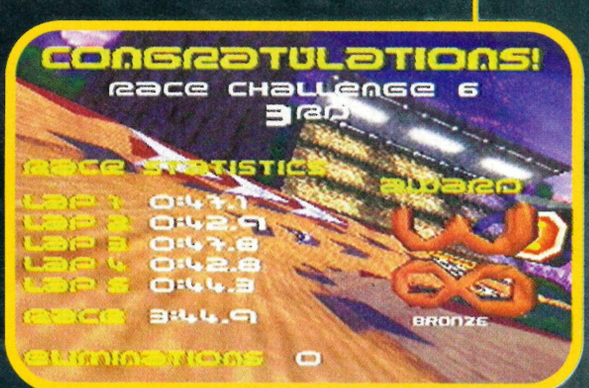
Class: Phantom
Team: AG Systems

Gold: 1st
Silver: 2nd
Bronze: 3rd

Race 6- Machaon II

Class: Phantom
Team: Auricom

Gold: 1st
Silver: 2nd
Bronze: 3rd



Time Trial Challenge

Once again there are six different Time Trials you must race through. As with all of the challenges they begin slowly and build up to a frantic panic-inducing pace where a combination of both skill and luck is needed to see you through. Your lap time is all important here and some of the test will push you to the limits. What makes it all the more difficult is the fact you have no access to any weapons.

Time Trial 1- Dyroness

Class: Venom
Team: AG Systems

Gold: 33.5 seconds
Silver: 35.5 seconds
Bronze: 37.0 seconds

Time Trial 2- Terafumos

Class: Venom
Team: Feisar

Gold: 43.5 seconds
Silver: 45.5 seconds
Bronze: 47.5 seconds

Time Trial 3- Sokana

Class: Rapier
Team: Direx

Gold: 37.5 seconds
Silver: 40.0 seconds
Bronze: 42.0 seconds

Time Trial 4- Machaon II

Class: Rapier
Team: Auricom

Gold: 40.5 seconds
Silver: 42.5 seconds
Bronze: 44 seconds

Time Trial 5- Doron IV

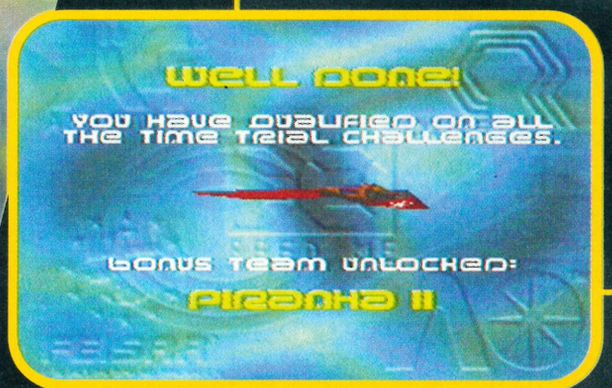
Class: Phantom
Team: AG Syatems

Gold: 30.5 seconds
Silver: 32.0 seconds
Bronze: 33.0 seconds

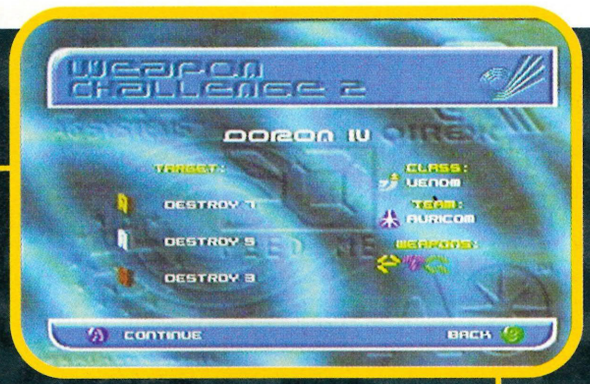
Time Trial 6- Kilos Bridge

Class: Phantom
Team: Direx

Gold: 20.5 seconds
Silver: 22.0 seconds
Bronze: 23.0 seconds



CHEAT ZONE



Weapon Challenge

There are six weapon challenges to play through. Each one is a different circuit and they're all against the clock. When racing through any of these challenges you are awarded a bronze, silver or gold award for the number of competitors you take out of the race. For example, on Challenge 6 at Dyroness the bronze award is a single kill, the silver two and gold is a hefty four. It may not sound like much but while you're against the clock and winding around the circuit sometimes getting a single kill can be a problem. It's all down to the weapons you receive as you race. If you get a single missile shot rather than the mighty quake wave then you're in for a rough time.

To do the challenges you are also limited in your weapon options. Some have more than their fair share of destructive beauties but some leave you with very weak weapons and you'll be up against it if you're to take an opponent out. It's worth remembering that you can drop a weak weapon at any time to try to get better, more powerful ones.

Also remember that your finishing position isn't in the least bit important, you just need to complete the race with the required number of kills. A good tactic to employ is to hang back and then pummel the group of backmarkers ahead with some powerful weapons.

On completion you're awrded some new weapon technology. CYCLONE technology is awarded to you and this increases the power of the weapons by 100%.

You race the circuits in this order:

Weapon Challenge 1- Machon II

Class: Venom
Team: Feisar

Gold: Kill 5
Silver: Kill 3
Bronze: Kill 1

Weapon Challenge 2- Doron IV

Class: Venom
Team: Auricom

Gold: Kill 7
Silver: Kill 5
Bronze: Kill 3

Weapon Challenge 3- Terafumos

Class: Rapier
Team: AG Systems

Gold: Kill 5
Silver: Kill 3
Bronze: Kill 1

Weapon Challenge 4- Klies Bridge

Class: Rapier
Team: Auricom

Gold: Kill 4
Silver: Kill 2
Bronze: Kill 1

Weapon Challenge 5- Sokana

Class: Phantom
Team: Direx

Gold: Kill 4
Silver: Kill 2
Bronze: Kill 1

Weapon Challenge 6- Dyroness

Class: Phantom
Team: Feisar

Gold: Kill 4
Silver: Kill 2
Bronze: Kill 1

Super Combo Challenge

Sounds like an American sandwich but it really a combination of speed and firepower. This challenge is unlocked once you've completed all three of the initial challenges. This is undoubtedly the toughest of all the challenges requiring skill, luck and weapons in equal measures. To qualify for the next challenge you must finish in the top three and destroy the required number of opponents.

Challenge 1- Dyroness
Class: Venom
Team: AG Systems

Gold: Finish 1st + Kill 5
Silver: Finish 2nd + Kill 3
Bronze: Finish 3rd + Kill 1

Challenge 2- Sokana
Class: Venom
Team: Auricom

Gold: Finish 1st + Kill 5
Silver: Finish 2nd + Kill 3
Bronze: Finish 3rd + Kill 2

Challenge 3- Terafumos
Class: Rapier
Team: AG Systems

Gold: Finish 1st + Kill 8
Silver: Finish 2nd + Kill 5
Bronze: Finish 3rd + Kill 3

Challenge 4- Doron IV
Class: Rapier
Team: Feisar

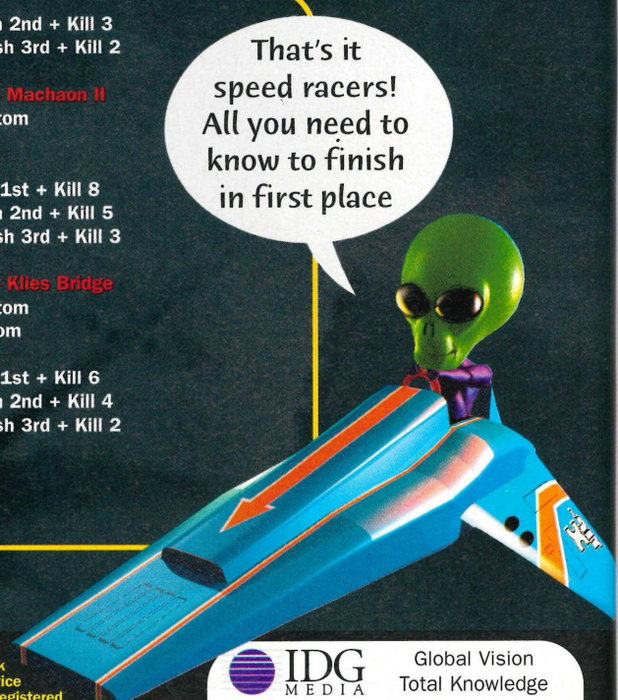
Gold: Finish 1st + Kill 5
Silver: Finish 2nd + Kill 3
Bronze: Finish 3rd + Kill 2

Challenge 5- Machaon II
Class: Phantom
Team: Direx

Gold: Finish 1st + Kill 8
Silver: Finish 2nd + Kill 5
Bronze: Finish 3rd + Kill 3

Challenge 6- Klies Bridge
Class: Phantom
Team: Auricom

Gold: Finish 1st + Kill 6
Silver: Finish 2nd + Kill 4
Bronze: Finish 3rd + Kill 2



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California Speed

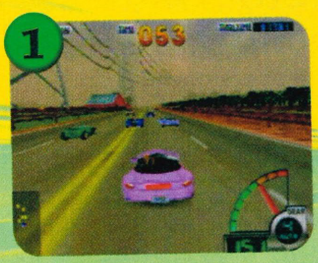
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Tip-Xtra

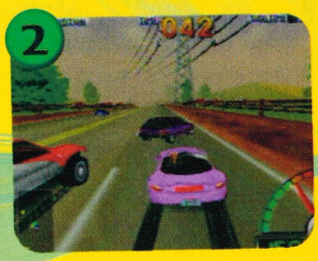
If you're having trouble playing this game then you really do need help! Just hold down the A button, keep your eyes open and you should win every race. If you're still stuck, try switching it off and playing a decent game instead!

Central Valley

California's not all sunshine and skyscrapers (okay... so it is always sunny). Take a trip out of the city and head into the countryside for a roll across the dusty plain. Just watch out for the trucks...



The long open road awaits you. With very few corners and wide roads you'd be a fool to crash



I manage to smash the car up though by ramming straight into the back of a Mercado!

collection, Bon Jovi boy? – Lewis).

Your selection of cars is a woeful bunch of imaginary sportsters, off road 4X4's and the comedy insertion of an old fogey in a golf cart (oh be still my aching sides, I just can't stop laughing). They all handle like a three-wheeled shopping trolley filled with blind-folded hippos playing swing-ball.

Playing this game is less fun than playing Russian Roulette on your own. The steering is so bad it makes your average Robin Reliant perform like a piece of precision equipment, making steering entirely optional.

Divine intervention

You can drive straight down the road and hit anything, other cars, roadside objects and even oncoming trucks (a bit like Noely on his way home) and your indestructible motor won't even notice the difference (so, not like Noely then?). Take your eyes off the road to chat to your mates – just keep your finger on A – and two minutes later you'll still be in the same position.

To say this game is designed with kids in mind is an understatement. It's designed for people who've never seen a decent videogame and have lost nine fingers in a tragic ukulele accident. No matter what you do you always seem to just plod along like a cow on valium, nothing seems to make any difference. You never come last (story of your life? – Lewis), but rarely finish first (there's no real incentive to) and no matter what happens you always seem to end up in

> "Less fun than playing Russian Roulette on your own"

San Diego...

Race through the might of the American armed forces. Ton down their aircraft carriers, along their battleships and around their submarines. Try it in real life and they'll skewer you with a cruise missile!



You start off by racing down a normal road. But what comes next is a big surprise!



You're flying along when you're suddenly thrown off the road and onto...



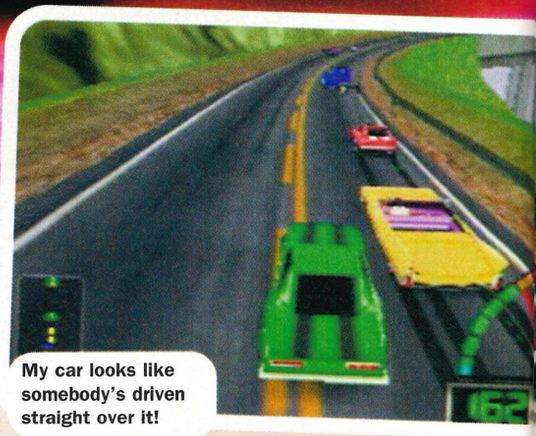
...the deck of an aircraft carrier. Dodge the jet planes and jump over to...



...a battleship. The guns are big, but at least they're not shooting at you!



The finish line comes as a welcome relief after such a wacked-out course!

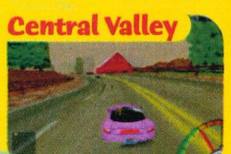


My car looks like somebody's driven straight over it!

Motorways

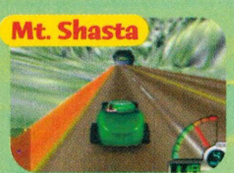
Or Interstates, as they're called in the US. They're big, long, straight and very dull roads. You can count the corners in this game on one hand

Central Valley



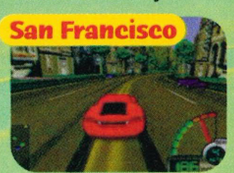
Without a hill or dip in sight, this is more of a flat than a valley

Mt. Shasta

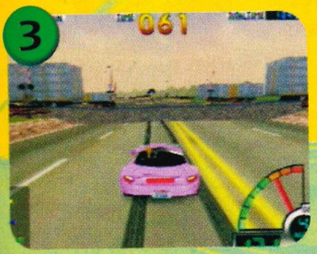


Straight roads running through tunnels. Complete Shasta!

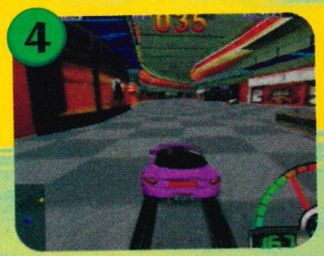
San Francisco



The home of the hippy is full of big hills and subways to race around



In madcap fashion you have to jump through the gaps in the train. Try not to get derailed



Hit the out-of-town shopping mall. No time for bargain hunting, you've gotta race...



...through the shops and down the stairs before jumping over the finish line. First place!

third place. Shuffling through California like a down-on-his-luck surf bum, until boredom overcomes you isn't my idea of entertainment (but then again, your idea of a fine evening is rooting through the bins at the back of Tesco's for out-of-date ham! – Lewis).

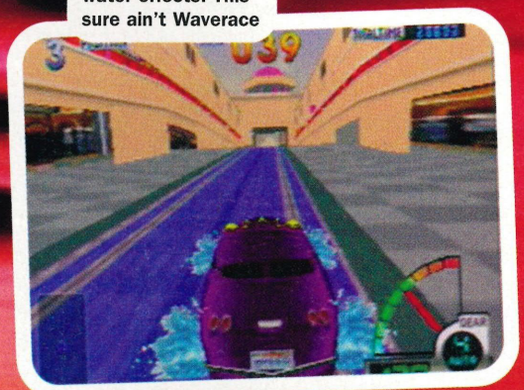
Ouuch!!!

I actually had fairly high hopes for this one. The Cruis'n USA series (although desperately poor) has been on an upwards curve. Cruis'n World had really nice graphics and if they'd just sorted out the gameplay it could have been a tasty racer. I thought that this time they'd get it right. How wrong could I be (that's a rhetorical question right – Lewis)? Once again we've been blessed with a racer that wouldn't look out of place on a 10 year old Commodore Amiga.

Beetle Adventure Racing is a great racer that shows everybody else how it should be done. BAR was fast, looks great, handles well, is easy to get into, but tougher than Barbara Windsor's thigh meat to complete. California Speed is the complete opposite in every respect. I'd rather have my pubic hair plucked out one-by-one with a pair of needle-nosed pliers than go to the shops and splash out for this game



Check out the lousy water effects. This sure ain't Waverace



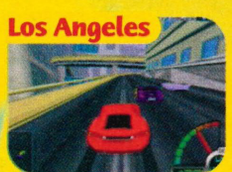


Highway 1



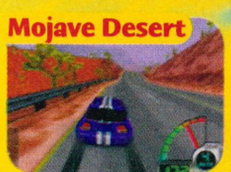
A big straight road. Point the car and then go to sleep

Los Angeles



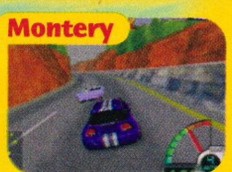
The city of Angels is a huge metropolis with big concrete walls

Mojave Desert



Don't 'desert' the game just yet. Take a trip through the Mojave

Montery



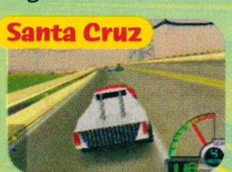
The full Montery is another long dull road. Try to stay awake!

San Diego



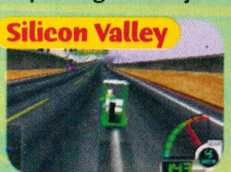
Home of the captured alien. They haven't got Tip-X yet though!

Santa Cruz



A big interstate road without any bends! Just hold down the A button

Silicon Valley



Guess what? Your N64 was designed here by Silicon Graphics

Yosemite



Yogi Bear isn't around, but you'll be finding lots of Boo-Boos here

It's Got...

SOFTWARE HOUSE LEAGUE -2 pts SOFTWARE HOUSE LEAGUE

20%

Why...

I've had more fun at a funeral! California Speed is an absolute shambles of a racing game that'll make you think your N64's been possessed by the spirit of a PlayStation! The graphics are appalling, the sound is gut-churning and the gameplay is so ropey you could use it to go absailing (which, if nothing else, would get you away from your joypad). Avoid California Speed all costs! Mark

Breakdown...

GRAPHICS Badly animated, poorly drawn cars wobble down rubbish roads **3/10**

SOUND As long as I live I never want to hear another game rock track again! **1/10**

GAMEPLAY Non-existent. Tape down the A button then fall asleep **1/10**

LASTABILITY After five minutes I was begging everybody else to take it off my hands **2/10**

Why not try...

Stomping up and down on the cart! It's more fun and has longer lasting appeal. Alternatively, buy Beetle Adventure Racing!



Other Views...

LEWIS Buy this and you'll be blubbing like a chapped-arsed toddler. Keep your cheeks and everything else away from it!

PAUL I was impressed. For a second. Until realising that it wasn't in fact a Game Boy game after all. Utter pish

NOELY Somebody, somewhere won't read this review and will pay money for this. Well, that serves them right!

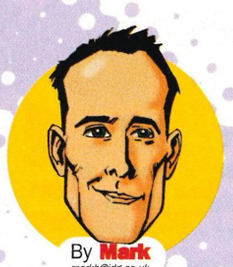
READER REVIEW After I'd played this Mark put on Beetle AR. My day out wasn't wasted after all. – David Longwin, Sheffield

Publisher Midway **Contact** Dept. 0171 9158440 **Release Date** Out now **Max. Players** 2 **Price** £49.99 **Memory Pak Space** 16 pages

USA Release

Batter up! Take it to the plate! Plenty of salt and vinegar

Triple Pla 2000



By Mark
markh@idg.co.uk

More American sports gibberish pitching and tossing on your N64. A big hitter or a toilet sitter? I just want my chip butty!

WELCOME to the N64 stadium! Home to all the greatest sports games! Every sport has been represented here by the cream of the crop, and today's big match is an all-American grudge match between the favourites, All Star Baseball 2000 (ASB2000), and the new contender, Triple Play 2000 (TP2000). Both promise the thrill of the millennium, but which one's going to get all the home-runs?

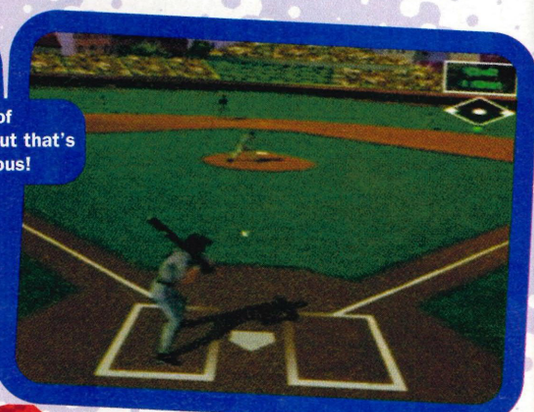
TP2000 limbers up as ASB2000 rises to the pitcher's mound. Looking glorious in hi-res with fluid animation and wonderfully realistic movement, All Star winds up for the pitch. It's a fastball! Triple Play swings, but it's just not sharp enough, the animation stutters as the fuzzy, dizzy lookin' hitter pushes only air with his bat. Steeriiike one!

Strike a light

Rattled by ASB2000's visual superiority, TP2000 lines up for the next ball. This time, All Star signals its legendary slow-ball. Designed for baseball fanatics it has a deliberate simulation feel and a statistical overload that's like watching a real game unfolding in front of you. TP2000 swings with a faster, more arcade-like approach, ditching a simulation style for fast flowing baseball with an easier to hit ball. It's close and the crowd anticipate a slugger, but TP2000 swings too early and misses out to ASB2000's hardball gameplay. Steeriiike two!

Sweating like a honey-coated pig during a Danish famine, TP2000 lines up for the final bat. It knows that if it





E-A-Sports - I'm in the game!



1 No sports game would be complete if you couldn't take a starring role. I try to make myself look as life-like as possible

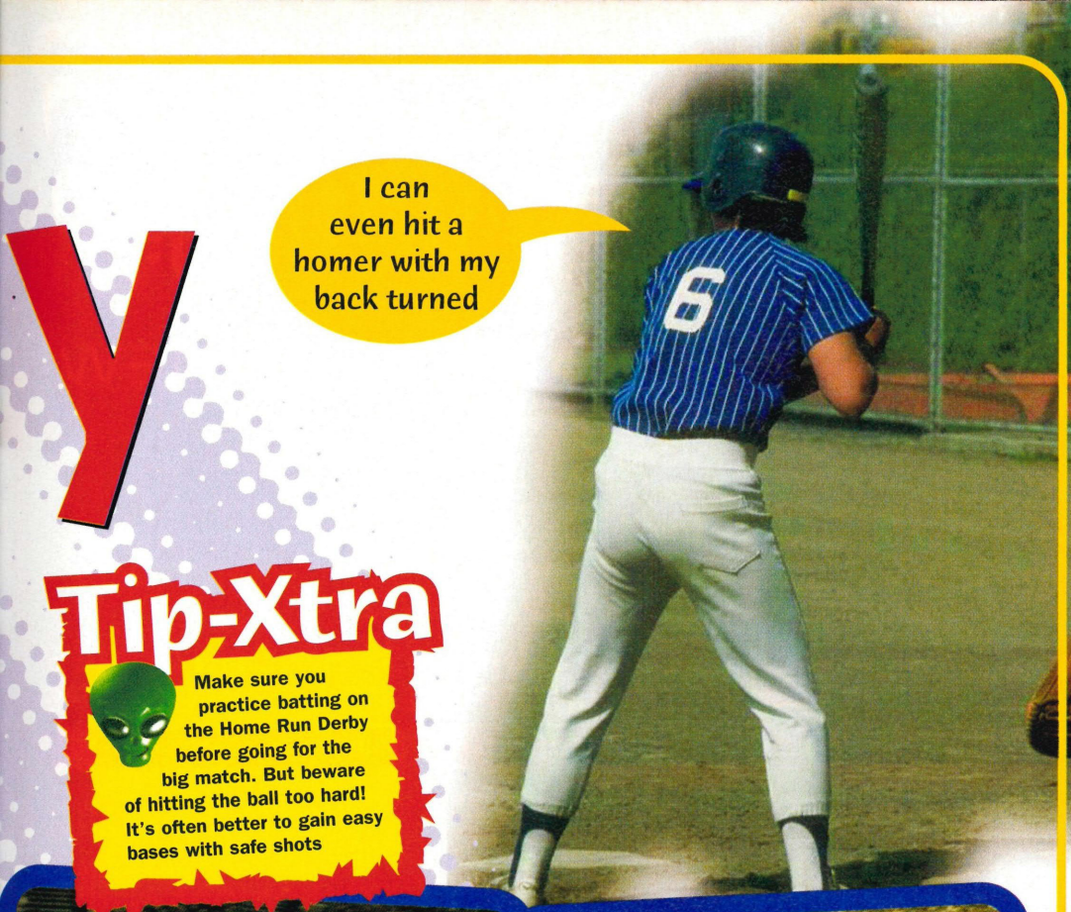


2 Then I decide to join a club. The Chicaco Cubs are interested thanks to my incredible sporting ability!

It's Got... 62%

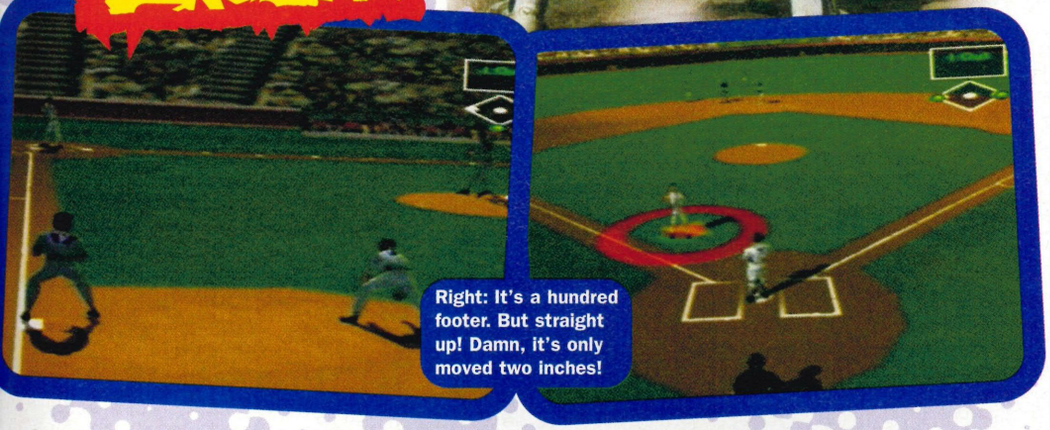
SOFTWARE HOUSE LEAGUE 0 pts SOFTWARE HOUSE LEAGUE

I can even hit a homer with my back turned



Tip-Xtra

Make sure you practice batting on the Home Run Derby before going for the big match. But beware of hitting the ball too hard! It's often better to gain easy bases with safe shots



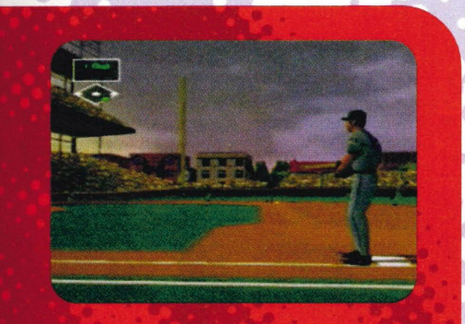
Right: It's a hundred footer. But straight up! Damn, it's only moved two inches!

fails this time it'll be taking the long walk back to the bench. ASB2000 carefully prepares its famous curveball, stuffed to the stitching with solo and multi player gameplay.

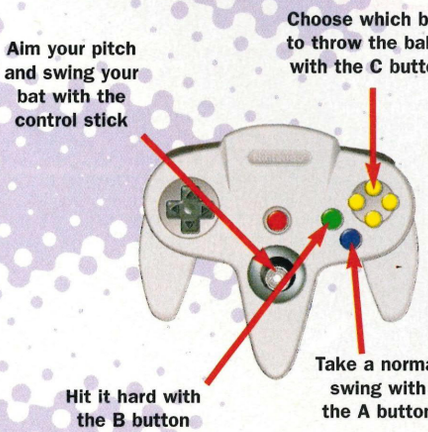
Pitch and toss

Two player games in ASB2000 are incredibly tense, as you and your mates try to psyche each other out with every pitch. Will it be a fastball, a curveball or will he try to throw it wide to fool me? Whilst in the corner of your eye, runners on the diamond are sneaking towards the next base.

TP2000 tenses up. Its hopelessly dull gameplay fails to capture the atmosphere of a real baseball game. Its bat flails about in a desperate attempt to connect with the stunning pitch from ASB2000. Tripping over its own feet, TP2000 drops in a heap to the ground. Steeriiiike three! Triple Play, 'yer outta here!'



3 Here I am taking control of 1st base. Catching out the opposition and leading my team to victory (if only it was real)!



● Publisher Electronic Arts ● Contact 01895 456700 ● Release Date US Out Now ● Max. Players 2 ● Price £49.99 ● Memory Pak Space 16 Pages

Why...

It tries to hit a homer but gets caught out ever time! The graphics are bland, the animation is jerky and the gameplay swings wildly between ridiculously fast (there's some comical running) and desperately slow (like the snail-paced menus between pitches). It's not enough to be average on the N64 when All Star Baseball is strutting its stuff with bases loaded. Get All Star instead and leave this on the bench. Mark

Breakdown...

GRAPHICS Bland and blurry backgrounds with stuttering animation. **5/ 10**

SOUND The only good part of the game. Top crowd noise and good music **8/ 10**

GAMEPLAY Stumbles between arcade-style and simulation, but isn't good at either **6/ 10**

LASTABILITY Plenty of stats, trades and custom player creation **5/ 10**

Why not try...

Check out All Star Baseball for a true bat and ball experience. It's so real you'll be swinging you joypad around like a bat



Other Views...

LEWIS Your balls will stay firmly in the park when playing this game. It's too slow, then too quick and then too dull

PAUL Not a total loser actually, but it's the second best b-ball game this issue

NOELY How many baseball games do we need on the N64? The simple answer is two. Famista and Allstar. Not this!

READER REVIEW I'm not really into baseball but I liked Ken Griffey's best.
– David Smith, Leeds


TWELVE TALES


QUAKE II


GOEMON 2

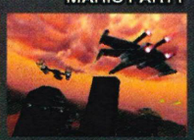

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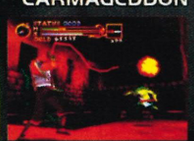

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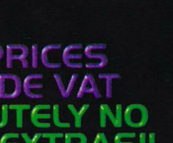

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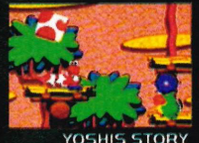

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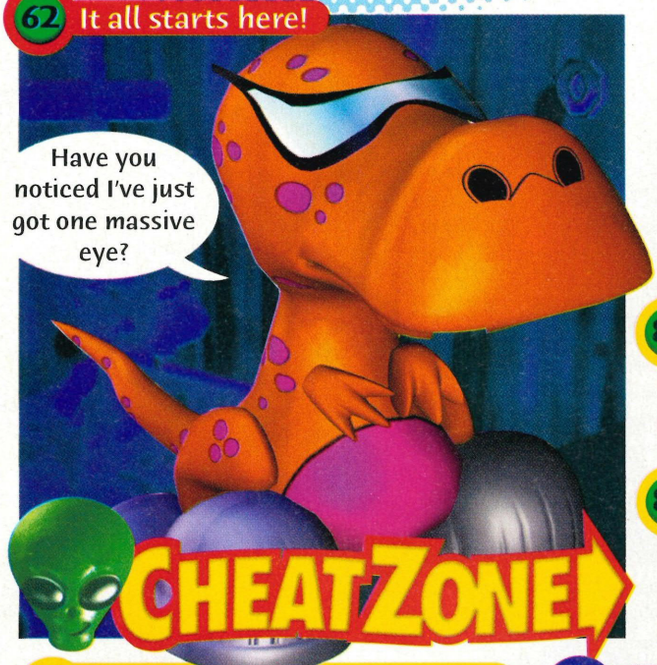
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CHEATZ

Hey Glover! Stop sitting on your finger and give me a hand with the hoovering

Hungry for more on the N64? Well feast on this little lot...

62 It all starts here!



CHEAT ZONE

NEW!



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You write 'em, we'll print 'em

72 Britain's Top Gamers



Ugliest, too!

86 DATABASE



The good, the bad, the smelly

74 SWAPSHOP



We'd sell our granny for a new cart!

90 BACK ISSUES



Buy 'em while they're hot – they won't last!

76 THE PRO CREW



Join now or Scoop'll bite ya legs!

62 NEXT MONTH...



Thought this was good? Just you wait

78 YOU RECKON?



Frustrated? Ecstatic? Drop us a line...



Who's the chick, and what's she got for you...?

Glo

You've worn your fingernails to the bone trying to complete our massive Glover guide. Now let those fingers do the walkin' once more in Part Three...





ver -

Tip-X's Handy Guide Part 3



Prehistoric

Level 2

In stark contrast to the last area, Glover now finds himself in a hot barren area filled with lava and fire. Head round to the right, until you come to the side of a lava flow. Throw the ball onto the stepping stone, and then jump over behind it. Do the same to get onto the far bank. Dodge the little T-Rex, and continue round to the right.

Use a similar throw as before to cross the lava flow using the stepping stone, and lob the ball onto the high rock on the far bank. Double-jump up to collect the ball. From here, bounce the ball a few times, and then whilst in mid air, slap the ball over to the cliff over the other side of the ravine. Follow the ball using a double-jump.

Head to the right, going up the slope and down the other side, whilst avoiding the Dibber. Bounce onto the tilting platform, and from it bounce and throw the ball over the gap, towards the checkpoint. Double jump over and hit the checkpoint. Then head left and roll the ball down the tilting platforms until you reach the bottom.

Head left past the palm tree and quickly roll the ball past the T-Rex running over a ball switch until you reach a dead end. Turn round, and run back past the T-Rex down the slope until you reach a signpost. Here, turn the camera to face right, and you will ▶

CHEAT ZONE Glover - Level



see the stepping stone you just activated in the lava.

Bounce and throw the ball onto the stepping stone, and then double jump onto it collecting the ball. Timing the gap between fire-blasts, bounce and whack the ball onto the bank on the other side. In another gap double jump through.

Place the ball at the bottom of the cliff on the bank, and fist slam it jump up onto the ledge above. Slam the fist-switch, and the ledge will begin to slowly move down. You can now bounce the ball onto the ledge and activate the ball-switch. Use the same technique as before to cross the stepping stone ñ first a bounce and throw, then a bounce and slap.

Face to the right, and you will see stepping stone that slowly rises and falls into the lava. As the stepping stone rises, throw the ball on, and then double-jump on behind it. Collect the ball, and then bounce and slap the ball onto the island, following it with a double-jump.

Make your way over to the other side of the island, and you will see another moving stepping stone, with fire blasts surrounding it. Again, as the platform rises, throw the ball on, and follow with a jump. Then, spotting a gap in the fire blasts, bounce and slap the ball onto the bank, and double-jump off the stepping stone. Quickly grab the ball, and evade 'Tracey' the triceratops who comes hurtling towards you! Tracey will attempt to dive on top of you ñ even if she misses, watch out for her blast ring! The only way to kill her is to lure her to dive into the lava! Fist-slam the Dibber and then hit the checkpoint.

Looking to the left, you will see a slope with boulders rolling down it. You must head up this slope whilst avoiding the boulders! Approach the slope on the left, crossing over to the right as it begins to bank into a 'u' shape. Continue round the bank on the right, only venturing left to grab the Garibs, and dodge the boulders until you reach the checkpoint at the top.

To cross the lava stream, leave the ball and double-jump over first. Fist-slam the Dibber, and then return to the ball. Slap the ball over, and double-jump over to collect it. Next you will come to a section where many boulders are cascading down the cliff face. You must carefully time your dash across here ñ do not stop in the middle!

Follow the cliff face round, taking more care as the path gets narrower and narrower curving round to the left. You may find it easier to spin the camera round as you descend this section so you can see better. The exit teleporter is at the end.

GLOVER KEY

- Start of level
- End of level
- Star switch
- Rubber switch
- Transform to Rubber Ball
- Transform to Ball Bearing
- Transform to Bowling Ball

Secrets

Speed cheat! From the very beginning of the level, roll the ball straight off the ledge, pulling down and left on the stick. You will land on the sandy area below, having jumped the lava flow, and skipped part of the level!

To get the Garibs by the first T-Rex, roll the ball right up to the bottom of the ledge that he's on. He will dive off it to get you, and then you can go round to the right and bounce up onto the ledge to collect the Garibs unhindered.

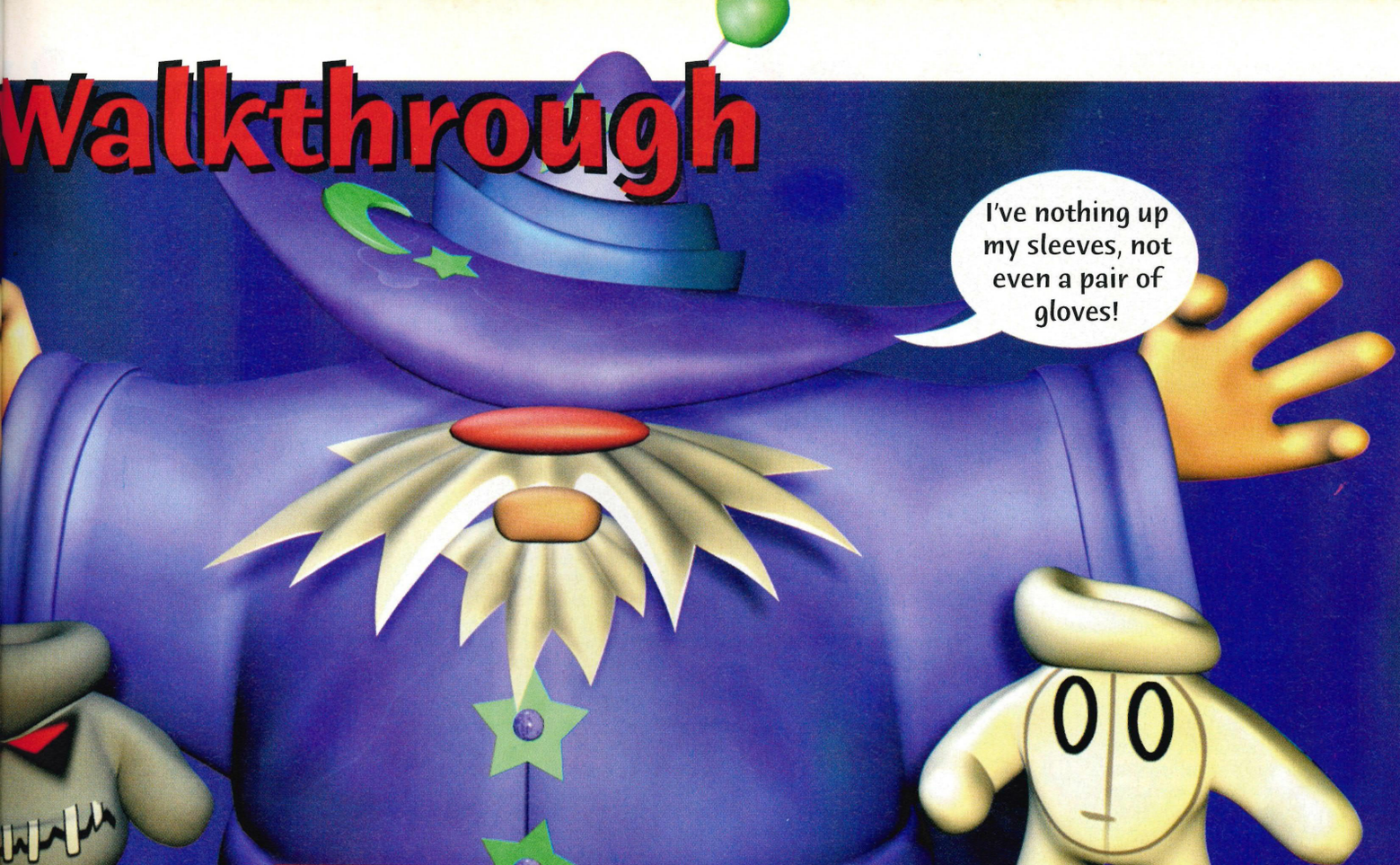
At the point where you must bounce and slap the ball over a ravine at the beginning of the level, there are some hidden garibs to collect. Simply go round the high rock to find them at the bottom of the ravine.

At the top of the slope after the ravine there is a section of cliff that is cracked and darker. Double jump against this to knock it over. It will form a bridge over to a tall pinnacle of rock, where you will find some hidden garibs and an extra life.

On the moving ledge in the middle of the level an extra life floats in mid air. Double-jump up to get it before you fist-slam the switch to move it!

A Garib is hidden behind the massive skull on the beach where the two

Walkthrough





Level 3

From the beginning head left towards a group of trees. Behind these you will find a switch. Fist-slam this to activate some large rotating stones. Head to the right, and proceed up the grassy ramp, carefully following the bends round.

When at the top, approach the first spinning stone on the right, and roll the ball around it as it spins. When past it, approach the next stone on the left, and roll the ball past. Alternate sides as you go past each stone.

Roll up the slope, and lob the ball at the checkpoint. Go through the rocks at the top, leaving the ball behind one of the rock slabs so you can fist-slam the two Dibbers that patrol the central pillar of rock in the centre.

You will see that each of the rock slabs surrounding the pillar have strange target symbols on them. Throw the ball at these, and the central pillar will lower.

When the pillar is at it's lowest point, bounce the ball onto it, and activate the ball-switch.

Head back down the slope, through the rotating stones, and down the curved ramp. Head across the grass, dodging Tracey as she dives for you. Head onto the first rocky platform over the edge, with the lava below. Bounce and throw the ball onto the second platform, and double jumping over.

Do the same to continue climbing up the platforms, watching out for the spinning ones, until you reach the top. At the top, hit the ball switch. This will activate two stepping stones that will slowly rotate around an island in the middle of the level.

Carefully bounce down the platforms, until you reach the lowest. From here, bounce and throw the ball over to the platform on the edge, double jumping on afterwards to collect the ball.

Roll the ball around to the right, and wait at the bank until a stepping stone stops in front of you. Throw the ball onto the stepping stone, and jump on after it. When the stepping stone stops again, leave the ball on the stepping stone and jump onto the island in the centre. Fist-slam the switch to raise two stone pillars at the far side of the lava pool. Jump back onto the stepping stone where you left the ball and wait

Traceys run towards you.

As well as the extra life in the middle of the boulder cascade there is also another higher up the cliff. Leave the ball, and approach the run right next to the bottom of the higher cliff face. Continue double-jumping up to the extra life. If you manage to get it, jump straight back down again!

An extra life is hidden in the alcove next to the exit teleporter!

Glover - Level

for it to stop in front of the pillars.

When it stops, quickly bounce and throw the ball onto the first pillar, double jumping off the stepping stone and onto the pillar before the stepping stone begins to move again. Bounce and throw and double jump across the gaps until you reach the checkpoint on the grass after the stone pillars.

Work your way carefully round the grassy edge of the volcano, until you reach a raised lift with spikes below. Turn round, and wait by the sign until the centre plinth of rock rises up fully. Roll onto the rock platform, and activate the ball switch there. When the platform next reaches the top, roll off and wait for the lift, avoiding the Dibber who patrols the area.

Throw the ball onto the lift, and wait until you reach the top. At the volcano entrance, roll into the exit teleporter.

Secrets

From the beginning, head left until you reach a flooded area. Follow the water round, until you reach an area where the floor is deeper after a sharp turn. On one of the cliff faces underwater you will find a hidden cave entrance.

If you have not lowered the stone pillar above, you will be able to enter the cave, where you will find some hidden garibs, an extra life, and a speed-up potion.

The large palm tree to the right of where you start has a heart carved into the bark. It conceals some hidden Garibs, an extra life, and a Death spell. Lure Tracey so that she runs or dives into the tree, and she will knock these items from the tree onto the floor below. You can then use the Death Spell to get rid of Tracey completely!

On the grassy edge of the volcano just after the two stone pillars at the end of the level you will see a shadow on the left. Place the ball here and fist-slam it and then double-jump to collect a speedup. This will allow you to race round the volcano and collect maximum points on all the Garibs!

On either side of the lift you will see some small platforms where there are garibs and an extra life. Roll off onto these as the lift rises, and then roll back onto the lift as it falls again.

Fortress Level 1

Glover starts this world in a spooky graveyard. Turn to your left, and jump up to locate the ball.

Head down the path, avoiding the electric sparks that travel between the contacts on each side wall.

When you get past the wooden bridge, head left over the wooden plank, and you will find a fist switch. Hit the switch and head back along the plank.

Stand on the left edge, and as the first coffin rises roll the ball onto it. As it falls, and the second coffin rises, roll onto the second coffin. Collect the Garibs, and roll off onto the paved area, hitting the checkpoint.

Roll the ball onto the next coffin at its low point, and on its high point roll of onto the next area.

Beware of the slope on the right as you collect the Garibs. Head up the slope, and along the bridge to the right. When Mike (the boots) jumps for you, quickly roll the ball around him. Drop down the steps, and roll down the ramp on the right into mist.

Dodge Ethel Real, and the Dibber and activate both ball targets. The gate will open at the end, so go through and hit the checkpoint on the left.

Turn round and double jump against the wooden plank to knock it over. Collect the ball and roll onto the tiled area over the wooden plank. You will see a network of metal pipes, and some metal blocks guarded by small knights. The idea here is to link a circuit of metal pipes so that a lightning strike will destroy the stone block on the left. Carefully push each small metal block into the gaps, jumping away if one of the knights decides to swing their mace in your direction!

Fist slam the switch that is uncovered when the stone block smashes, and take the ball over to the drawbridge to the right of the switch. Bounce the ball up onto it, and cross the drawbridge until you reach the exit teleporter at the end.

Secrets

At the start of the level there is a section of rock with 2 electrical contacts in it. Just before this section of rock is a flat section of wall. Place the ball on here and fist-slam it, jumping in mid air to get on top of the rock where the pipe is. You will find a hidden Garib, and an extra life.

After the first wooden bridge, there is a secret hidden down on the right. Ignore the boomerang ball power-up and drop down to the left of the small ramp. You will find some Garibs and another boomerang ball power-up. Collect the Garibs and power up, and wait for the ball to float back to you. Fist slam the ball at the left hand end of the platform, and jump up to the ramp above. Collect the boomerang ball power-up so the ball returns to you!

After the coffins on the stone bridge there is a Rotor Blades power-up. Collect the power-up, and fly directly above the bridge by holding down [A]. Above you will find a platform with

Boss

Prehistoric

THE Prehistoric Boss is a fiery dinosaur that the evil glove Cross-Stitch has set free to hinder you. He will fire out vicious flaming fireballs at you – so watch out!

Dodge the fire balls and release the ball down the slope. It will pick up snow and if it hits him, will cool him down a bit! Hit him three times and his fuel tank will explode leaving just smoking shoes! Bounce onto the exit platform to finish the world.



Walkthrough



Below: Glover does his Wonder Woman impression. Shame he hasn't got the legs for it

some hidden Garibs, and two extra lives. Collect these, and then collect the other Rotor Blades spell and carefully float back down to the bridge.

After the bridge with Mike on it, you will see some garibs floating in mid air. Collect the Beachball power-up that is on a small ledge on the right, and throw the Beachball from the top of the ramp. It will collect all the garibs, and land in the area below.

On the right of the network of metal pipes there is a pipe going into a small building. Carefully jump over the wall and walk around the edge of the building. You will discover two hidden garibs and an extra life.

Level 2

Immediately head to the top right of the screen, and roll the ball past the swinging blade looking out for the drops on either side of the walkway afterwards. Bounce up the left hand set of stairs, and at the top beware of the fiery breath of the gargoyle.

When you enter the room, you will see two shades of floor tiles ñ the lighter ones will fall away when you roll the ball over, or step on them. You will also have to dodge Ethel Real, who will cast spells at you and try to turn the ball into a mutated ball, or the crystal!

Without letting go of the ball, head towards the centre of the opposite wall, collecting the Garibs if you dare!

You will reach the exit, and the floor will be safe there. Roll over the carpet on the right, and hit the checkpoint.

Stand on the edge of the tiled area, and when the swinging platform is flat roll onto it, taking care to move the stick so that you are always pushing up the slope. When the platform is again flat, roll off onto the next.

Roll the ball over to one side of the ramp up to the bridge, and release it in the corner so it's safe.
Walk up the slope onto the bridge, but stop as soon as you get onto the flat. Walk slowly forwards, and some spikes will appear out from the floor. Jump over these and head towards the flat area in front of you.

Sam-Tex will come bouncing up to you from the left, run past him over the small gap and run up to the portcullis area. Press [Z] to cling onto the floor as he explodes and you should be left absolutely unharmed!

Return to collect the ball, throwing it over the spikes and taking it to the portcullis door. You may have noticed that the portcullis opened when you rolled the ball over the switch on the floor. However there isn't enough time to activate it and get through. Stand in front of the middle of the portcullis and release the ball so it rolls down the slope (make sure it isn't going to go down one of the holes!).

As soon as the portcullis opens, run through into the next room. There you will find a large wooden lever ñ push this to the opposite position to open and lock all the doors in the room. You can then retrieve the ball!

Get the ball making sure that you don't touch the ball target again as this will reset the doors! Hit the checkpoint and head right through the metal doors. You will be confronted with a machine that is surrounded by electric sparks! Carefully follow one of the sparks round, and then release the ball and fist-slam the Dibber on the other side.

Throw the ball onto the platform when it stops in the middle, and jump on after it.

The next bit is quite tricky. Carefully watch the electric sparks and familiarise yourself with their pattern. When the platform on the other side of the wooden ramp has stopped, quickly roll the ball over the ramp and onto the second moving platform. Watch out as the platform begins moving again.

When the platform comes to rest again, throw the ball onto the red carpeted platform in front, and jump on after it.

Fumble The Mummy will probably have picked up the ball, and will be attempting to throw it off the edge!

Quickly fist-slam him, to retrieve the ball. You can fist-slam him again to get rid of him for good.

Collect all the Garibs here and the exit portcullis will open, allowing access to the exit teleporter.

Secrets

At the beginning, you will see some Garibs on a raised area above a column. Fist-slam the ball and double-jump onto this raised area to collect them.

Do the above step, and then jump onto the top of the wall, carefully jumping over the large crack. Follow the wall round, tiptoeing until the end where you will discover an extra life!

It's possible to push the bookcase at the beginning of the level to the right, blocking the exit. However, you will uncover a ball-switch that will drop a line of Garibs and an extra life! Return the bookcase to its original position by pushing on the other side.

At the far right hand corner of the room with the falling tiles, you will find an extra life. To reach it, you must find a route that involves passing over each tile only once. That way the floor will fall away behind you.

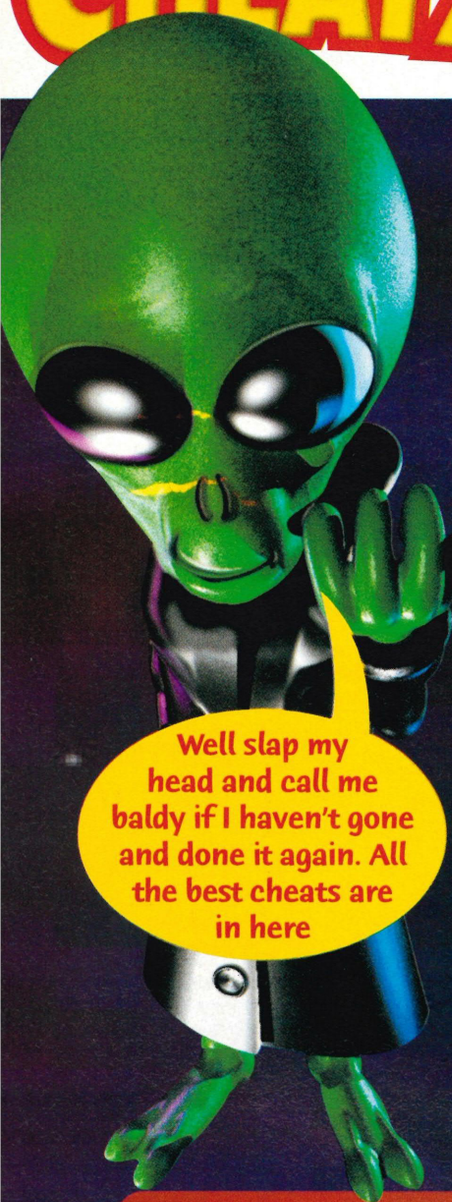
After the bridge with the spikes you will notice part of the wall that is not connected to the rest, and has a subtle arrow engraved on one of the bricks. Push this towards the rest of the wall and you will uncover an extra life.



Final Part Next Month!

CHEAT ZONE

The Chea



Castlevania

This spooky game won't give you so many nightmares with these top tricks.

EASY MONEY
Go the centre of the Castle (where you fight the Abomination) and look for the crate to left of where the big crystal is. Hit it three times and you'll get 2000g. Now save and repeat until you're totally loaded with cash.

HARD DIFFICULTY
To get the hard difficulty setting you have to get the first green jewel (it releases Secret 1 on the item list). You can find it in the forest stage hidden in a torch on a floating platform. Once you've got the jewel, finish the entire game with any character. After the ending sequence you'll be able to save your game and play on the Hard difficulty mode.

CARRIE'S SECOND COSTUME
Go to the top of the Tower of Sorcery and just before the exit look out to see a torch on a floating platform. Use holy water and you'll see an invisible path that leads to a purple jewel. This unlocks Secret 2 and after you finish the game you can play with Carrie's second outfit.

REINHARDT'S SECOND COSTUME
Head to the Tower of Execution, go up to the third level and get the execution key by slashing one of the iron maidens. Now head back down to level 2 and enter the iron gate that has now opened. Walk down the hallway and look over the ledge to see a floating platform with an iron maiden. The purple jewel is inside and if you get it you'll open up secret 2 on the item list. This will unlock Reinhardt's 2nd costume when you finish the game.

HIDDEN POWER-UP BEFORE DRACULA
When you're heading up the stairs towards Dracula you pass through two towers before getting to the last tower. At the last tower jump onto wither of the two torches are walk around the ledge to the other side. You'll find a breakable torch with a red jewel. Smash it to get a Healing Kit, which will really help you in the final battle.

SECRET ITEMS IN THE CASTLE COURTYARD
Wait until midnight in the castle courtyard and a secret platform will rise from the fountain allowing access to the items on the top.

SECRET OF CHARLIE VINCENT
If you use too many sun and moon cards, Charlie will have been bitten. He'll become a vampire that you have to kill. This determines if you get to see the good or the bad ending. If you get through the game quickly enough you won't have to kill Charlie Vincent.

Beetle Adventure Racing



Fame at last! I get a car with my picture on the side in this fantastic racer. Check out the Alien car and all the other cheats and tricks for this mad roadster.

ALIEN CAR
To race as Tip-X, just beat the Expert Championship. After you've completed Metro Madness you'll get this trippy VW Beetle. Make sure you check out the horn that says "I come in peace".

COP CAR
Although the Tip-X car looks the best it's not the fastest. If you're really good then beat the Bonus mode. You'll have to race through all the tracks including the fantastic Wicked Woods level. Come first and the copper's car is yours.

PULL OVER
Once you get the Cop Car you can make the other beetles stop at the side of the track by holding down the horn button. This makes it really easy for you to pick up all 100 points on every track and still win the race.

CHEAT MENU
Select one player championship and go to Coventry Cove. On the first track you'll see a barn with two haystacks. Smash through the haystack on the left hand side and you'll hit a hidden box. If it's worked you'll hear the word "groovy". Now when you go to the options menu you'll see a cheat mode with a 'No Radar' option for the beetle battle mode.

VIEW MODE
Go to the Inferno Isle and head for the first village. On the right side of the road is a house with a flat roof. Jump onto the roof and hit reverse to break a cheat crate. Now if you go to the cheat menu you'll be able to select from normal, fisheye and tunnel views.

NUMBER OF BEETLES IN BATTLE MODE
Go to Sunset Sands and go right up the hill from the start. Over the jump is a cheat box to access the cheat.

FISHEYE, MIST AND FLIP
Go to Coventry Cove and head for the jump (it's just before the mine shortcut). Jump over to the island and head around the back of the Stonehenge. You'll find a cheat crate that'll let you choose different ways to warp the graphics.

HANDICAP MODE
Head over to Coventry Cove and go to the small wooden drawbridge near the start of the course. Between the drawbridge and the crane is a white fence. Follow the fence until you see the hole. Head on in and you'll find a cheat crate that lets you adjust the handicap (the rate at which the

ts are Out There

Micro Machines 64 Turbo (U.S. Version)

Those mini-racers are madder than ever if you use my cheats!

TURBO BOOST
At the start of the race press the accelerator every time a chime sounds. On the last chime hold the button down and you'll get a speed boost.

CHEAT CODES
To activate the cheats just pause the game and tap in these codes.

ANY OBJECT:
D-Down, D-Down, D-Up, D-Up, D-Right, D-Right, D-Left, D-Left
Behind Car View: D-Left, D-Right, C-Left,
C-Right, D-Left, D-Right, C-Left, C-Right
Big Bounces: C-Left, D-Right, D-Right, D-Down, D-Up, D-Down, D-Left, D-Down, D-Down
Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down
Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down

DEBUG MODE
Pause the game and press C-Left, D-Up, D-Down, D-Down, C-Left, C-Right, C-Right, C-Up, C-Down.

MENU CHEATS
Now press any of these button sequences when you're playing the game:
Quit Race and Win: Z + C-Down (doesn't work in time trials).
Change Camera Angle: Hold Z and press D-Up, D-Down, D-Left or D-Right.
Change Camera Zoom: Hold Z and press L or R.
Turn Player into Computer Drone: Hold Z and press C-Left.

TRANSFORM CAR
Go to the challenge mode, pause the game and press D-Down, D-Down, D-Up, D-Up, D-Right, D-Right, D-Left, D-Left on the D-pad. Now you get to race as different objects from track you're on.



losing cars catch up) between off, slow, normal, fast or insane.

LADYBUG COLOUR CHANGE
Take the first shortcut to the right on Inferno Isle (the one through a cave) and you'll find an open part of the cave with the bridge. Head off the bridge, land on the house and immediately slam on the brakes. You'll find a cheat box that will let you alter the pace at which the ladybugs change in the Beetle Battle mode.

TIME LIMITS IN BEETLE BATTLE
Go to the burning village on the Inferno Isle and right in front of the finish line is a small path leading to the left. Ram the house on the path and you'll find the cheat box.

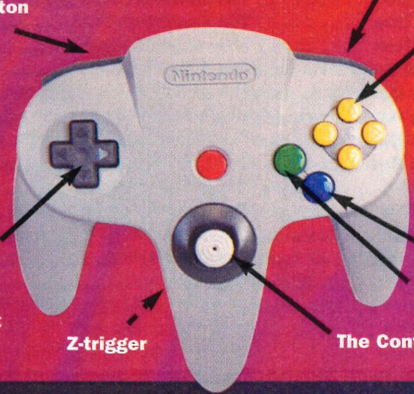
V-Rally '99

Fed up with trashing your car at every corner? Then check out this cheat to open up the game. Shame there's no 'easy steering' cheat.



All Modes and Extra Cars
At the press start screen press L + R, C-left, C-right, L + R. Now go to the main options screen and hold down Z and press L. You'll now open up a new cheat menu.

Where's That Button?

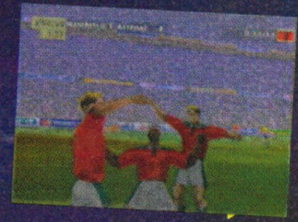


FIFA '99

He shoots, he scores. Gooooaaaalll! You'll be shouting that over and over if you use my FIFA '99 tricks.

Easy Goals
If you're on a break and you get too close to the goalie he'll head out of his net and dive for the ball. Run towards the net and as he starts to dive press C-up. You'll jump over the goalie and pop the ball into the net with ease.

Play as Atlanta Attack
If you want to play as the hidden 'Atlanta Attacks' team just win the cup on professional mode using Brazil.



CHEAT ZONE

The Cheats are Out There

The Fountain is still flowing strongly with Zelda hints, tips and general secrets. This month I'll give you the location of every single golden Skulltula and the start of A Song for Hyrule

Fountain of Knowledge

Zelda: The Ocarina of Time

Skulltula Hints

They like the dark so hunt at night or in caves

- Some Skulltulas only appear when you're a child or adult. Check everywhere out at both ages.
- Drop bugs into dirt patches when you're a child to make Skulltulas appear.
- Roll into trees in Hyrule field.
- Use the Boomerang or Hookshot to grab the tokens
- Check out all the crates.
- Bury the magic beans in the soft dirt as a child to get the magic leaf platforms

The Location of Every Heart Piece

Thanks go out to Tim Godfrey, Shorn, Kent for the location of these heart pieces. Well done!

HEAD TO...	SEARCH FOR...	AND BE...	ARMED WITH
The Well	Like Like's cell	Young Link	
The Well	The room with a false floor	Young Link	
The Well	Deku Baba	Young Link	
Death Mountain Crater	The crate at the entrance	Young Link	
Death Mountain Crater	The dirt patch at the warp	Young Link	Bottle of bugs
Death Mountain Trail	The dirt patch before Dodongo's Cavern	Young Link	Bottle of bugs
Death Mountain Trail	The false wall at the first cave	Young Link	Bomb
The Deku Tree	The compass room	Young Link	Slingshot
The Deku Tree	The basement wall	Young Link	Slingshot
The Deku Tree	The basement grate	Young Link	Slingshot
The Deku Tree	The wall with larva	Young Link	Bombs and a boomerang
The Desert Colossus	The dirt patch	Young Link	Bottle of bugs
Dodongo's Cavern	The alcove above the stairs	Young Link	Boomerang or hookshot
Dodongo's Cavern	The false wall in the baby Dodongo room	Young Link	Bomb
Dodongo's Cavern	The false wall at the north of floor one	Young Link	Bomb
Dodongo's Cavern	Go to Armos	Young Link	
Gerudo Valley	The outside wall	Young Link	Boomerang
Gerudo Valley	The dirt patch on the ledge	Young Link	Bottle of bugs
Goron City	The crate in the boulder room	Young Link	Bomb
The Graveyard	The dirt patch	Young Link	Bottle of bugs
The Graveyard	The outer wall	Young Link	Boomerang
Hyrule Castle	Tree near entrance (roll into it)	Young Link	
Hyrule Castle	The hidden hole outside the castle	Young Link	Song of Storms, b
Hyrule Market	The crate by main guards room	Young Link	
Hyrule Field (near Guredo)	The hidden hole in a rock ring	Young Link	Bombs, boomeran
Hyrule Field (near Kakariko)	The hidden hole near the tree	Young Link	Bombs and boome
Jabu Jabu	The basement	Young Link	Boomerang
Jabu Jabu	Bigocto's room	Young Link	Boomerang
Jabu Jabu	The room before the boss	Young Link	Slingshot
Jabu Jabu	Main room	Young Link	Boomerang
Kakariko Village	The tree near entrance (roll into it)	Young Link	
Kakariko Village	Outside graveyard boy's house	Young Link	
Kakariko Village	Outside house of Skulltula	Young Link	
Kakariko Village	The unbuilt house	Young Link	



HEAD TO...	SEARCH FOR...	AND BE...	ARMED WITH
Kakariko Village	The watchtower	Young Link	Slingshot
Kokiri Forest	The dirt patch	Young Link	Bottle of bugs
Kokiri Forest	Behind the know-it-all brothers house	Young Link	
Kokiri Forest	Behind the twins house	Young Link	
Lake Hylia Lab	The dirt patch	Young Link	Bottle of bugs
Lake Hylia	Behind the lab	Young Link	Boomerang
Lake Hylia	The platform	Young Link	
Lon Lon Ranch	Tree inside gate (roll into it)	Young Link	
Lon Lon Ranch	The back of the shed	Young Link	
Lon Lon Ranch	The outer wall	Young Link	Hookshot
Lon Lon Ranch	The house window	Young Link	Boomerang
The Lost Woods	The dirt patch	Young Link	Bottle of bugs
The Lost Woods	The second dirt patch	Young Link	Bottle of bugs
Shadow Temple	The room with the bats	Young Link	Slingshot
Spirit Temple	The wall	Young Link	
Sprit Temple	The hallway near the first boss	Young Link	Boomerang
Zora's Fountain	Outer wall	Young Link	Boomerang
Zora's Fountain	Roll into the tree	Young Link	
Zora's River	Roll into tree	Young Link	
Zora's River	Ladder near waterfall	Young Link	Slingshot
Death Mountain Trail	The rock outside Goron City	Adult Link	Hammer
Death Mountain Trail	The last rock before the wall climb	Adult Link	Hammer
The Desert Colossus	The palm tree near a dry pond	Adult Link	Hookshot
The Desert Colossus	A magic leaf to the top of the dunes	Adult Link	Buried magic beans
Dodongo's Cavern	The hidden ledge in the baby Dodongo room	Adult Link	The scarecrow song
Fire Temple	Like Like room one	Adult Link	
Fire Temple	Like Like room two	Adult Link	
Fire Temple	The false wall in the boulder maze	Adult Link	Bomb
Fire Temple	The East tower	Adult Link	The scarecrow song
Fire Temple	The East tower	Adult Link	The scarecrow song
The Forest Temple	The treasure room in the basement	Adult Link	
The Forest Temple	The wall next to the entrance	Adult Link	Hookshot
The Forest Temple	The wall at the left of the courtyard	Adult Link	Hookshot
The Forest Temple	The wall at the right of the courtyard	Adult Link	Hookshot
The Forest Temple	The main hall	Adult Link	Hookshot
Outside Ganon's Castle	The back of the arch	Adult Link	Hookshot
Gerudo Valley	Under the stone arch	Adult Link	Hookshot
Gerudo Valley	The back of the carpenters tent	Adult Link	Hookshot
Gerudo Fortress	The outer wall	Adult Link	Hookshot
Guredo Fortress	The horseback archery ground	Adult Link	Hookshot
Goron City	The stone on the centre platform	Adult Link	Hookshot
The Haunted Wasteland	The stonehouse's basement in the desert	Adult Link	
Hyrule Field (near Guredo)	The hidden hole in a rock ring	Adult Link	Hammer, hookshot, Din's fire
Hyrule Field (near Kakariko)	The hidden hole near the tree	Adult Link	Bombs and hookshot
Ice Cavern	The blue ice room	Adult Link	Hookshot
Ice Cavern	The ice block room	Adult Link	Hookshot
Ice Cavern	The room with the scythe	Adult Link	Hookshot
Kakariko Village	Above Impa's house	Adult Link	Hookshot
Lake Hylia	The tree above the water temple	Adult Link	Long hookshot
Inside Lake Hylia Lab	The crate at the bottom of the pool	Adult Link	Iron boots
The Lost Woods	Room north of entrance to Zora	Adult Link	Magic bean leaf
Sacred Forest Meadow	The outer wall	Adult Link	Hookshot
Shadow Temple	The room with the key on level B3	Adult Link	
Shadow Temple	The room with the stone	Adult Link	
Shadow Temple	The vase room	Adult Link	
Spirit Temple	The wall of the main chamber	Adult Link	Scarecrow song and longshot
Spirit Temple	The room with a boulder	Adult Link	Song of Time
Water Temple	Hidden area away from the boulder room	Adult Link	The longshot
Water Temple	Basement cell (spin attack the switch)	Adult Link	Spin attack
Water Temple	On the wall in the room with the falls	Adult Link	Longshot
Water Temple	Whirlpool stream	Adult Link	Longshot
Water Temple	Top of the tower	Adult Link	Longshot
Zora's Domain	Top of waterfall (when frozen)	Adult Link	Hookshot
Zora's Fountain	Secret cave beneath the boulder	Adult Link	Silver Gauntlets
Zora's River	High up wall	Adult Link	Hookshot
Zora's River	Wall near entrance to Zora's domain	Adult Link	Hookshot

Tip-X Helpline

Post your tips, tricks or questions to Tip-X, N64 Pro, Freepost, IDG Media, Adlington Park, Macclesfield, Cheshire, SK10 4NP (or tipx@idg.co.uk). The best tipsters will get a free Pro Crew membership!

A Song for Hyrule

That Ocarina is a versatile instrument. So much so that many people have stopped playing the game and just sit around playing songs. Play these tunes in Zelda and send in your own.

The Simpsons

C-down, C-right, C-left, C-up, C-down + stick-down, C-left and stick down, C-down, A, Z + stick-down, A, A, A, A + stick-down.

Star Wars

Down + A, A, A, C-down, R + C-left, Z + C-left, C-right, Down + C-right, Up + R + C-up, R + C-left, Z + C-left, Down + C-right, C-down, C-down, Down + C-right

Think your musical skills are better? Then send in your songs to the usual address and mark your envelope 'Cheatzone - A Song for Hyrule'.

Britain's To

We've had loads of cracking times this month, on everything from 1080° Snowboarding to Diddy Kong Racing, and not just from British gamers either. If this keeps up we'll have to rename the column Europe's Top Gamers!

1080º Snowboarding

Air Make
51,800 Toon Van Craeyevelt, Belgium
31,550 Andrew J Gill, Bedford
31,550 Joel Derbyshire, Shropshire

Half Pipe
125,710 Toon Van Craeyevelt, Belgium
67,435 David Sanderson, Worcester
63,902 Peter Tweedie, Woking

Contest
210,552 Kevin Seeney, Suffolk
198,822 Peter Tweedie, Woking
141,137 David Sanderson, Worcester

Crystal Lake
1:03:16 Toon Van Craeyevelt, Belgium
1:03:29 Jan-Erik Spangberg, Sweden
1:03:75 Kevin Seeney, Suffolk
Best Score
74,250 Kevin Seeney, Suffolk

Crystal Peak
1:28:50 Brian Birkmyre, Leamington Spa
1:28:57 Jan-Erik Spangberg, Sweden
1:29:23 Kevin Seeney, Suffolk
Best Score
82,448 Kevin Seeney, Suffolk



Deadly Fall
1:09:36 Andrew Harvey, Reading
1:10:15 Tom Christie, Lochmaddy
1:08:57 Kevin Seeney, Suffolk
Best Score
89,812 Peter Tweedie, Woking

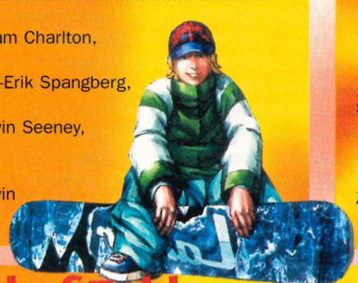
Dragon Cave
1:28:14 Kevin Seeney, Suffolk
1:28:57 Andrew Harvey, Reading
1:29:33 Jan-Erik Spangberg, Sweden
Best Score
90,395 Kevin Seeney, Suffolk



Golden Forest
1:20:12 Jan-Erik Spangberg, Sweden
1:21:70 Kevin Seeney, Suffolk
1:23:68 Brendan Marley, Oldham
Best Score
78,846 Kevin Seeney, Suffolk



Mountain Village
1:31:08 Adam Charlton, Huntingdon
1:31:64 Jan-Erik Spangberg, Sweden
1:34:67 Kevin Seeney, Suffolk
Best Score
85,280 Kevin Seeney, Suffolk



GoldenEye 007



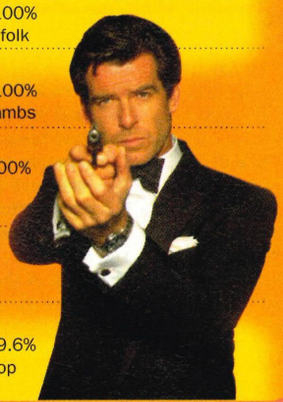
Bunker
02:51 Accuracy 100% Alan Campbell, Cambs

Dam
09:36 Accuracy 97.4% Alan Campbell, Cambs

Frigate
06:55 Accuracy 100% Alan Campbell, Cambs

Jungle
03:42 Richard Stout, Manchester

Runway
01:03 Accuracy 100% Alan Campbell, Cambs
01:26 Accuracy 100% Kevin Seeney, Suffolk



Silo
07:23 Accuracy 100% Alan Campbell, Cambs

Streets
04:26 Accuracy 100% Alan Campbell, Cambs

Surface
00:59 Sam Doyle, Glossop

Train
01:38 Accuracy 89.6% Sam Doyle, Glossop

Diddy Kong Racing



Ancient Lake
00:34:76 Adam Charlton, Cambs
00:35:93 Stuart Richards, Surrey
00:42:10 Rob Pierce, Salisbury

Boulder Canyon
01:36:30 Kevin Seeney, Suffolk
01:37:25 Stuart Richards, Surrey
01:46:76 Adam Lamb, Leicestershire

Crescent Island
01:05:63 Stuart Richards, Surrey
01:21:41 Kevin Seeney, Suffolk
01:26:30 Adam Lamb, Leicestershire

Darkmoon Caverns
01:42:60 Stuart Richards, Surrey
01:52:75 Kevin Seeney, Suffolk
01:55:76 Rob Pierce, Salisbury

Everfrost Peak
01:20:10 Stuart Richards, Surrey
01:30:91 Kevin Seeney, Suffolk
01:36:83 Adam Lamb, Leicestershire

Fossil Canyon
00:59:91 Stuart Richards, Surrey
01:06:45 Adam Charlton, Huntingdon
01:12:50 Kevin Seeney, Suffolk

Frosty Village
01:20:76 Kevin Seeney, Suffolk

Wave Race 64

Drake Lake
1:36:645 Liam O'Brien, Liverpool

Glacier Coast
1:34.044 Stuart Richards, Surrey
1:36:554 Jan-Erik Spangberg, Sweden

Marine Fortress
1:43:359 Liam O'Brien, Liverpool

Port Blue
1:24:967 Greg Ihnatenko, Stockport

Sunny Beach
1:22:855 Liam O'Brien, Liverpool

Sunset Bay
1:13:860 Greg Ihnatenko, Stockport
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

Twilight City
1:54:803 Liam O'Brien, Liverpool

Banjo Kazooie



Completed Game
2:46:17 Kevin Seeney, Suffolk
2:59:46 Jan-Erik Spangberg, Sweden

Bubblegloop Swamp
0:14:39 Kevin Seeney, Suffolk
0:15:19 Jan-Erik Spangberg, Sweden

Clanker's Cavern
0:08:47 Kevin Seeney, Suffolk
0:12:07 Jan-Erik Spangberg, Sweden

Click Clock Wood
0:29:00 Jan-Erik Spangberg, Sweden
0:43:46 Kevin Seeney, Suffolk

Freezeezy Peak
0:13:34 Kevin Seeney, Suffolk

Legend of Zelda: Ocarina of Time

Horse Race
00:47 Tom Reynolds, N.Ireland
00:47 Peter Tweedie, Woking

Archery
2,000 James Kaplonek, Hants
2,000 Peter Tweedie, Woking
1,920 Stuart Richards, Surrey

Marathon
01:04 Derek Cook, Beds
01:07 Gavin Shepherd, Sheffield
01:07 Kevin Seeney, Suffolk

Fishing
20lbs Michael Downey, Kent
20lbs Tom Reynolds, N.Ireland



Gamer's G



David Sanderson and his cat!



Derek Cook



Duncan Mackay



Michael Downey

p Gamers



01:21:96	Stuart Richards, Surrey
01:30:00	Adam Lamb, Leicestershire

Greenwood Village

01:19:21	Kevin Seeney, Suffolk
01:19:31	Stuart Richards, Surrey
01:31:13	Adam Lamb, Leicestershire

Haunted Woods

00:50:75	Kevin Seeney, Suffolk
00:53:06	Stuart Richards, Surrey
00:54:05	Kevin Seeney, Suffolk

Hot Top Volcano

00:53:63	Stuart Richards, Surrey
01:17:93	Rob Pierce, Salisbury
01:18:76	Kevin Seeney, Suffolk

Jungle Falls

00:41:70	Stuart Richards, Surrey
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

Snowball Valley

00:53:80	Kevin Seeney, Suffolk
00:54:63	Stuart Richards, Surrey
01:01:61	Adam Lamb, Leicestershire

Spacedust Alley

01:24:26	Stuart Richards, Surrey
01:47:51	Kevin Seeney, Suffolk
01:51:05	Rob Pierce, Salisbury

Star City

01:25:55	Stuart Richards, Surrey
01:26:86	Kevin Seeney, Suffolk
01:30:45	Rob Pierce, Salisbury

Spaceport Alpha

01:23:11	Stuart Richards, Surrey
01:44:35	Kevin Seeney, Suffolk
01:53:30	Adam Lamb, Leicestershire

Treasure Coves

00:48:66	Kevin Seeney, Suffolk
00:51:00	Stuart Richards, Surrey
00:54:30	Adam Lamb, Leicestershire

Walrus Cove

01:29:05	Stuart Richards, Surrey
01:39:66	Kevin Seeney, Suffolk
01:55:81	Adam Lamb, Leicestershire

Whale Bay

00:57:85	Stuart Richards, Surrey
01:01:96	Kevin Seeney, Suffolk
01:02:21	Sam Doyle, Glossop

Windmill Plains

01:21:80	Stuart Richards, Surrey
01:51:96	Kevin Seeney, Suffolk
01:57:76	Adam Lamb, Leicestershire

Gobi's Valley

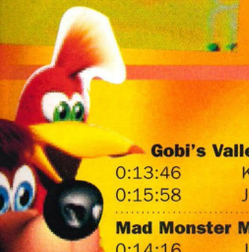
0:13:46	Kevin Seeney, Suffolk
0:15:58	Jan-Erik Spangberg, Sweden

Mad Monster Mansion

0:14:16	Jan-Erik Spangberg, Sweden
0:15:48	Kevin Seeney, Suffolk

Mumbo's Mountain

0:05:43	Kevin Seeney, Suffolk
0:06:40	Jan-Erik Spangberg, Sweden
0:08:52	John Williams, Stafford



Rusty Bucket Bay

0:18:56	Kevin Seeney, Suffolk

Treasure Trove Cove

0:10:37	Jan-Erik Spangberg, Sweden
0:10:55	Kevin Seeney, Suffolk
0:17:41	Richard Brown, Portishead

F1 WGP - Fastest Lap Times

Australia

00:39:04	Jan-Erik Spangberg, Sweden

British

01:04:39	Stuart Richards, Surrey

Germany

00:38:09	Jan-Erik Spangberg, Sweden

Japan

00:38:09	Jan-Erik Spangberg, Sweden

F Zero X

Big Hand

02:29:573	Andrew Harvey, Reading

Death Race

00:46:62	Jan-Erik Spangberg, Sweden
00:53:45	Duncan Mackay, Scotland

Mute City 3

01:46:949	Andrew Harvey, Reading

White Land

01:43:288	Andrew Harvey, Reading

Rainbow Road

02:19:785	Andrew Harvey, Reading

Red Canyon

01:19:757	Andrew Harvey, Reading

Wetrix



110,366,160 Paul Mitchell, Rossendale

allery

Gamer of the month! THE PRO CREW Wins a Pro Crew membership!



Tom Reynolds



James Kaplonek



Joel Derbyshire



Kieran Doherty

Dare YOU enter The... PRO ARENA

What are you waiting for? Game on!



Noely's Challenge
We've had some awesome 47 sec horse race times submitted. And even an astonishing 41 secs claim from a reader with a GB printer shot as evidence. But we're sceptical. Send us in a real photo Lorne Tietjen and we'll sort you out with a suitably smart freebie.



Mark's Challenge
We were blown away by Ryan Bledsoes' astonishing display of sharp shooting on GoldenEye's Facility level on Secret Agent with an astounding 98.1% Accuracy and 100% head shots



James' Challenge
Jan-Erik Spanberg blew my Terafumos circuit time away with a scorching 28.2 secs



Tip X's Challenge
Beat my time of 01:01:96 on Crystal Lake



Scoop's Challenge
Doggone it. Kevin Seeney walked away with this one beating my 0:20:02 time with an astonishingly quick 0:15:21.

Reader Challenge No.1 - Winner

Top marksman James Kaplonek was the first to beat Stuart Richards' Horseback Archery challenge scoring a whopping 2000. A perfect score? Let us know if you can top it.

How To Enter...

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

Name

Address

Britain's Top Gamer

Game

Achievement

Game

Achievement

The Pro Arena

Challenge **Time**

Challenge **Time**

We want your challenges!

Have you got a gaming achievement that you're proud of? Fancy pitting your gaming prowess against both the N64 Pro team and fellow readers alike? Send us your times

SWAPSH

Bored with playing the same old games over and over again? Then get rid of that bland old cart by swapping it! You can swap or sell anything you want in the Swap Shop (it doesn't have to be N64 related). You can even just holler gibberish to fellow N64 readers in the new Shout Out section – Mark



Wanted

The most sought after games



1 South Park 64
No contest! The most wanted game by far
2 Zelda: The Ocarina of Time
Link is still a wanted man
3 Turok 2
Dinosaur is still on the menu
4 WWF Warzone
Bulky slappers are in demand!
5 F-Zero X
Plenty of speed freaks after this

Not Wanted

What people are getting shot of



1 ISS 64
Old but still one of the best
2 GoldenEye
Snap this up at the first opportunity
3 Mario Kart 64
So many sold that Mazza's bound to appear
4 Banjo-Kazooie
You just have to get a copy!
5 Diddy Kong Racing
Fantastic little racing game

★ I'll swap F1 World Grand Prix (comes beautifully boxed) and with manual for Turok 2 or Extreme G2 or SCARS or if U R mad Zelda: Ocarina of Time. Theo Leonard, London, 0181 878 9454.

★ I'll swap FIFA '98 RTWC and Mario 64, Wave Race 64 for any good game or sell for £20, £25 each. Wave Race not boxed. Sorry! Please call locally, Sandy Meldrum Kircaldy, 01592 596364.

★ Will swap Zelda for two good games. Or Wave Race, Banjo-Kazooie, DKR and Snowboard Kids (no boxes or instructions for these four). Will swap or sell for £28 each. Please. Ian Hawkins, 30 Butler Road, Bagshot, Surrey, GU19 5QF.

★ I'll swap GoldenEye for Diddy Kong Racing, South Park 64, any wrestling game or Action Replay or any decent offer. Please reply quickly. Terry Boxer, 6 Calvert Close, Northcray, Sidcup, Kent, DA14 5JL.

★ I will swap Extreme G for Pilotwings 64 or sell for £30. Boxed and in good condition. Please ring anytime. Ben Mawle, 15 Church Hill, Combwich, Nr Bridgewater, Somerset, TA5 2QR, 01278 652764.

★ I've got Mario 64, DKR, ISS 64, Forsaken, SFR and Wave Race. Two for one or £22 each. All boxed. Ultra racer no box, no instructions for £10. Guy Adams, Nottingham (01773) 760955.

★ I will swap Hexen and American Adaptor plus one control pad for Mortal Kombat 4. No other games please. Must be local, say West Worthing to Lancing. John Wright, 36 Chippers Close, West Worthing, West Sussex, BN13 1DF.

★ I will swap Turok 2 for FIFA 99 or any other new release. Tel 0161 278 0246 anytime + wanted Mario Kart shortcuts book, will buy or swap. J. Oldfield, Manchester.

★ N64 games for sale: WWF Warzone £25, V Rally 99 £25 & Mario 64 £20. Also 1080º £25. All games box and instructions. VGC. Phone Graeme Ness, Kircaldy on 0403 869258 after 7.30 pm.

★ I will swap Mission: Impossible for WWF Warzone. Boxed with instructions and cheat. PS. Please include any cheats or finishing moves for Warzone. Please swap, I'm desperate. Michel Davies, Blackheath, 0181 852 2505.

★ I'll swap Pilotwings for WWF Warzone good condition with box and instructions. I won't erase medals either, you can do it or keep them. Gerald Boswell, Manchester, 0161 4372988.

★ I will sell Lylat Wars for £20 second hand about a year old and completed. Contact Callum Creswell on 0181 670 2846 any day of the week not weekends.

★ I will swap Wave Race, ISS 64, MRC, Diddy Kong Racing or Lylat Wars for South Park, FIFA 99, Banjo-Kazooie or any other good game. Iain Fraser, 21 Hoperman Road, Duffus, Scotland, IV30 5RR.

★ I'll swap Banjo-Kazooie for F-Zero X, ISS 98, 1080º, Body Harvest, DKR or any good game. Sell for £25 ONO (I hate Banjo so please help me). Danny Johnson, Portchester, 01705 382956.

★ If you gimmie M:I, Banjo or any decent game I'll give you GoldenEye, Doom or Blastcorps. Right, phone between 4:00 and 7:00 one weekdays. PS games sent by mail. Eric Smith, Milton Keynes, 01908 232753.

★ Pilotwings 64 for sale (boxed with instructions. Box slightly ripped) £20. Or swap for Body Harvest. Pilotwings has one empty file and one nearly completed. Please! Vraig Ellis, Livingston, 01506 490300.

★ I will swap Forsaken or Turok 2 for 1080º or South Park. Or sell for £30 each. Both in good condition with boxes and instructions. Swaps have to have instructions. Paul Leighton, Aberlady, 01875 870747.

★ I've got Zelda for sale. Good condition £28. Tim Woodcock, Tavistock, 01822 612654.

★ I will swap Mario Kart 64 and Turok for South Park and any other game or will sell £30 each. Scott Allen, Whitehaven, 01946 693438.

★ I will swap Holy Magic Century boxed with instructions in good condition for either Gex Enter The Gecko, Glover or Bust a Move 2 or will sell for £25. Please. Laura Morris, 58 Mostyn Avenue, Syston, Leicestershire, LE7 2FS.

★ ISS 64 for FIFA 99 or Zelda or will sell for £15. Tel (01424) 447253 ask Guy. No Box, instructions + cheats if you want them. Guy Auehurst, Flat 3, 121 Priory Road, Hastings, E. Sussex, TN34 3JG.

★ I'm selling Turok £20, F1 WGP for £25 both for £40. They are both boxed with instructions, F1 WGP is in mint condition. Please, you know you want to. Jamie Tomlinson, Sutherland, 01863 755314

★ I will swap FIFA 98 for SCARS, Lylat Wars for DKR or sell it for £29. No box instructions or Jolt Pak (sorry!) Jack Skelly, South Wirral, 0151 3531203.

★ I am selling N64 + 2 controllers and 1 save pak + Zelda + Turok 2 call 01562 829855. Not for individual sale + Rumble Pak. Alex McClean, Kidderminster, 01562 829855.

Swap of the Month

★ I will swap Banjo-Kazooie or GoldenEye (mine) for San Fran Rush or Rush 2 (yours) Please Desperate owner will also accept other good games (South Park, Body Harvest). John-Paul Martins, Bromley, 0181 4607089.

★ I'll swap Banjo-Kazooie for Turok, Zelda, Wipeout or Micro Machines Turbo 64. Phone Simon on 07771 823587 anytime.

★ I'll swap Mario Kart, ISS 64 or MRC for Silicon Valley, GoldenEye, Snowboard Kids or FIFA 99 or sell for £20 each. Please! Give me a call. Cheers! Phillip Delves, The View, Churchstoke, Powys, Wales, SY15 6DT, 01588 620594.

★ I will swap Mario Kart for any wrestling game or South Park or any decent game. Call Laurence Dunell on 0181 9500516 after 4:15 pm.

★ I'll sell ISS 64 for £25 or swap for F-Zero X. No box or instructions. Adrian Hepburn, 12 Laurel Drive, Timperley, Altrincham, WA15 7PW, 0161 9040408.

★ I'll sell Clayfighter or Banjo-Kazooie for South Park, Turok 2 or GoldenEye for 1080. Thomas Higins, 7 Stoughton Drive South, LE2 265.

★ I will swap GoldenEye for Mission: Impossible, Zelda 64, South Park 64 or NBA Jam 99. WWF Warzone, Diddy Kong Racing. Please! Alan Succo, Brighton, 01273 695238.

★ I'll swap Pilot Wings for any decent game except Mario and Racing games or sell it for £35. Please, I'm desperate. Ring Jason Barnard, St Neots (01480) 213776.

★ Selling Lylat Wars £30, Blast Corps £20, Extreme G £20 all with instructions manuals and in plastic cases. Phone and ask for Ben on (0181) 954 5895 or Email bmcmurdo@dial.pipex.com

★ I will sell F1 World Grand Prix for £25 or swap for Star Wars: Rogue Squadron or South Park. Phone Gareth Wasp, East Sussex, 07977 630222.

★ I will swap Mission: Impossible for Yoshi's Story, Holy Magic Century or Duke Nukem or sell for £20. Boxed set complete with instructions. James Bruley, 122 Warren Road, Banstead, Surrey, SM7 ILB, 01737 351066.

★ I will swap Pilotwings 64 or Clayfighter 63 for Turok the Dinosaur Hunter or sell for £25 each. Games boxed! Jonathon Balesa, Musselburgh, 0131 6652001.

★ I will swap Buck Bumble for Turok 2 or South Park. Ring after 4 O'clock except Thursday on 01291 025548. Jamie Stone, Chepstow.

★ I'll swap Turok 2 for WipeOut or Top Gear Overdrive or sell for £30 (that's it!) Phone 01473 420270, ask for Baz. PS. Ipswich town are going up not Norwich Ha! Ha! Ha!

★ I will sell Silicon Valley £30, Turok 2 £30, 1080º £30, Zelda £40, Fighters Destiny £30.

SHOUTOUT

You can use this section to send messages to yer mates or just holler out any gibberish that springs to mind

Hi, my name is Iain and I would just like to say anyone who does not have an N64 must be deprived of their duties (erm... like doing the washing-up? - Mark) and PlayStations are crap.

I would like a female Pen-Pal, if possible! I'm Ed and I love having a fun time. I'm 14 so please be either 11 or 12 or 13. **Ed Barnett, Craig, Lwyd, 9 Park View, Llanddew, Brecon, Powys, LD3 9RL.**

Ipswich town are going up not Norwich Ha! Ha! Ha! - **Baz**

Hi, I'm a 12 year old male and want a penpal to exchange cheats, photos etc. Must Love N64 + footy. So write to me: PS. I support Celtic, hate Rangers - **Aelred O'Doherty, Orton, Mulborne, Peterborough, PE2 5NX.**

Peter Hague, you can kiss my arse! - **Carl Jones, Wirral.**

OP

Please be local. All games boxed with instructions. Paul Troh, Bournemouth, 01202 579248.

★ I will swap V-Rally for either WipeOut, Waverace or Micro Machines or sell for £25. Call after 4 pm ask for Kevin. 01284 764805.

★ I will sell MRC, GoldenEye and Mario Kart for £95 ONO or MRC for £30. Mario Kart £35, GoldenEye £30. All with boxes and instructions. Call Eddie on 0115 9652101.

★ Sell N64 with 2 pads, GoldenEye, WC98, V-Rally, F1 WGP. All instructions and boxes in perfect condition all for £225. Ask for Adamm Cheesbrough, Wetherby, 01937 844966.

★ I will swap Buck Bumble for Yoshi Story. Mine is boxed with book! Good swap or Silicon Valley, no others accepted. Thanks! Phillip Smith, 47 Burren Dale Park Road, Newcastle, N Ireland, BT33 07F.

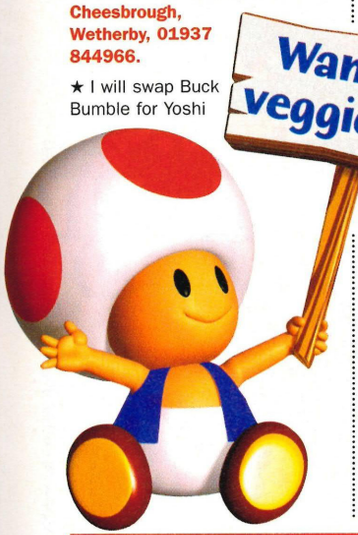
★ I have Wetrix boxed and with instructions manual. I would like Mario Kart 64 or Snowboard kids (pal only). Call Lizzie Reason, Hemel Hempstead on 01442 258905.

★ I'll swap Lylat Wars for Mission Impossible or Diddy Kong Racing or sell for £35 (no Rumble Pak). Please! I'm desperate. Daniel Morris, Herts, 01923 262014 (weekdays after 6:15pm).

★ Hi! Banjo-Kazooie for MK4, 1080, Silicon Valley or Zelda. Hexen for £20 or Banjo for sale. Make me an offer. Gary Taylor, 6 Aronald Gardens, Sandy Cove, Hinmal Bay, North Wales, LL18 SNH, 01745 345337.

★ I will swap Banjo-Kazooie or Mission Impossible for any half decent game. My games are boxed with instructions. Give Chris a ring with your offers on 01772 617014 (Preston).

★ I will sell Mario for £25, Mission Impossible £30, FIFA 98 £25 or Mario Kart for £30. All of them are boxed and with full instructions. All you have to do is ring Adam (0181 265 4451 (London).



★ I'll swap my Sega Master System II plus 12 games 1 built in. 2 Pads for South Park 64. In VGC. Call Philip Allen, Worksop on 01909 568125.

★ I'll swap Wetrix or FIFA 64 with box and instructions for any decent game or sell for £20 each or £35 for both. Ring up after 3:00 and ask for Phil Bamber, Leeds, 2872736.

★ I will give £20 for an Action Replay Card. £25 if you're lucky. Please phone as soon as possible after 5 O'Clock. Thanks very much! James Mohns, Eastbourne, 01323 430927.

★ I will swap Wetrix (boxed), Lylat Wars and WCW Vs NWO for any, yes any N64 game (. Ask for James after six week days). Please call 01904 794022.

★ I will sell Extreme G and ISS 64 for £35 ONO. Carl James, Wirral, 0151 6780772.

★ I will swap Mission: Impossible for GoldenEye or Snowboard Kids or £26 and a Memo card for £4. Mark Godfrey, 62 Garnier ST, Fratton, Portsmout, PO11PD or phone on 710065.

★ I'll swap GoldenEye (rumbler included) for Banjo-Kazooie (I wont take it if it don't 'ave box 'n' instructions, sorry mates! Phone Antonio on 01883 743463 (Bletchingley). Come on, I'm begging!

★ I've got another one! I'll swap a keyboard for 2 or 3 games! Or I'll sell for £30 or more (adapter included!) Phone Antonio on 01883 743463 (Bletchingley). Come on I'm begging!

★ I will swap Wave Race or F1 Pole Position for Banjo-K or TGR or 1080 or £25 for each. Great mag. Ben Rowlands, 12 Elm Grove, Statton, South Glamorgan, CF62 4JS, 01446 764088.

Blag of the Month

★ I will swap Doom 64 for Zelda 64 or sell for £30. Christopher Crew, Dalkeith, 0131 6542697.

★ I will swap Blast Corps for a SNES with bits! I will agree to most offers, game in !!@ condition, but it still has every working gear alive and ready. Sam Adams, Nr Hitchin, 01438 741189.**

★ Swap or sell Mario 64 for £25 or swap for WCW vs NWO world tour, F1 World Grand Prix or Wetrix (Please!) PS Mario not boxed but with instructions. Thomas Bailey, 85 Woolridge Way, Lodiges Rd, London, Hackney, E9 6PR, 0181 5337563.

★ I'll swap my bust move 3DX for your Mario Kart or your Lylat Wars. Phone Simon on 01423 879469.

★ I will swap Turok 2 for GoldenEye. Boxed with instructions. Brand new or sell for £30 ONO. Tel Jag Bhullar, Wembley, 0181 997 8921. Must be boxed with instructions!

★ I will swap Forsaken (boxed with instructions) for South Park 64. Cheers! Steven Frank, Didsbury, 0161 4346930.

★ I will swap Yoshi's Story boxed with instructions for Banjo, Body Harvest, Mystical Ninja, Bio Freaks or MK4. All games must include either box or instructions. Contact Gavin on 01706 633687.

★ I would sell my Action Replay cart for £25 or swap for Lylat Wars and I will also throw in a rumble pak. PS I will accept Yoshi's Story. Wayne Kempster, Aylesbury, 01296 486980.

★ I will swap my brand new NBA Live 99 boxed with instructions looking for MK4, GoldenEye, DKR, any other decent multiplayer game. Please call for more information. Adam Godwin, Bicester, 01869 346831.

★ I'll swap F1 World Grand Prix for Mario Kart, Glover, DKR or Lylat Wars. PS F1 has box and instructions. Contact Craig on 01772 696207.

More Shout Outs please! Feel free to Photocopy this form

SWAPSHOP

Send to: Swap Shop, N64 Pro, FREEPOST, Media House, Adlington Park, Macclesfield, SK10 4NP (NO STAMP REQUIRED).

Please tick whether this is for Swap Shop ❑ or Shout Out ❑

Swap, sell or shout details (in no more than 30 words)

Would prefer us to print your address ❑ or telephone number ❑

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Address:

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Signature

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You RE

Real letters fro



You lot need to make up your minds, you know. Some of you love us, some of you hate us (but there's treatment for that these days) and some of you don't seem to know who you are! But keep your letters coming and we'll answer the sane ones and send on the rest to the relevant authorities!



"I said to that wee bore Ewan that he was out of his bloody mind!!"

Suits You Sir

Apart from saying that I love your mag, I would like to tell you this little story about how I found your magazine. Well, what happened was I was trying to find out loads of different magazines because I wanted to start collecting one of them, so I asked a boy in my class called Ewan and he told me that he thought your mag was crap and a waste of money!!!! So I went out and bought it and I really liked it so I said to that wee bore Ewan that he was out of his bloody mind!!

So now I subscribe and I'm really pleased that I did. Plus I wanted to know do Tip-X or Scoop have a family? Anyway, I will collect N64 Pro as long as possible because you've not let me down yet, plus you're the only N64 mag that suits me!
***Richard Briggs,* Glasgow**



Of course we were there! Second suit from the left, that's me, that is



N64 PRO: Don't be too hard on Ewan, remember, without him you'd never have found us would you? Pity him. After all, he's the one that's missing out at the end of the day isn't he? They really shouldn't let them out on the streets in that condition though, the poor lad's obviously deranged!

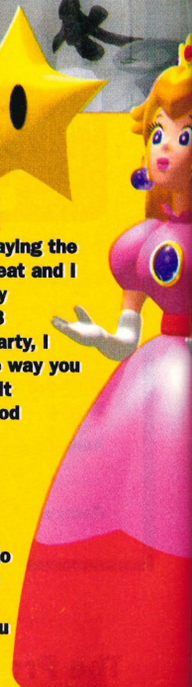
Glad you've joined The Pro Crew anyway Richard, we all hope you'll have a long and happy membership! As for Scoop and Tip-X, the green one has a massive family apparently, and they're booked on an economy class spaceship to Earth right about now! Expect to meet them soon.

Scoop's busy sowing his oats and working his way through the lady dog population of Greater Manchester. He's probably got an army of little newshounds by now, he just doesn't know anything about any of them...

Cloud Cuckoo Land

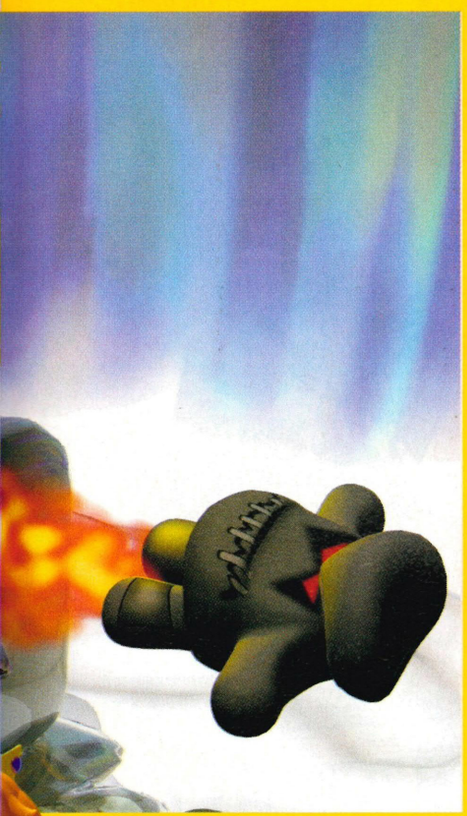
I would like to start off by saying the usual. I think your mag is great and I always make sure I get every issue. I think it was issue 18 where you reviewed Mario Party, I thought that it was good the way you acted like you were there!!! It showed that you've got a good sense of humour. BUT, my complaint is that your letter section is getting smaller.

I like reading letters, but because of the amount of letters you print I don't get to read much lately. I think you should print more letters, good and bad, and I think you should print my letter!!!
Darren Lock



CKON? m real gam





LETTERof theMONTH

THE PRO CREW

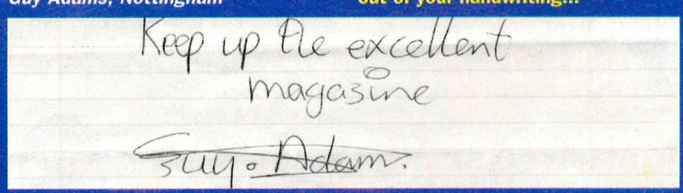
Load of old tat

I've bought just about every N64 Pro mag now, and I always read the letters section for a laugh, so I've come to the very clever conclusion that most of the letters people write are total and utter (men's genitalia – Steve).

I've never written in before but I thought after reading your letter of the month in Issue 19 about swearing that anyone could do this! So I put my wits to the test and took a whole 10 minutes to write this letter to your excellent magazine. Stuff the major issues, I say let's talk a load of balls! Well now I got that off my chest I'll take my pills and shut up complaining!
Guy Adams, Nottingham



N64 PRO: I know what you mean, and then we get letters saying they want to read more of your sort of garbage! So who are we to argue? Keep it coming in. I've made you Star Letter by the way. Don't know why. Probably so I could take the mick out of your handwriting...



Poor Guy is going through an indentity crisis. Why else would he cross out his own name?



"Nintendo should take their new console up to 256 bit"

N64 PRO: Acted like we were there? We were there mate, me and Mario, we're like that we are! Got a nice little semi-detached in Salford now he has, sharing with 'our-a kid' as he calls him. He's really starting to pick up the Manc accent these days! We probably get more letters about the size of the letters page these days than we do about anything else!

It's only been cut down in size so that we can cram in more Nintendo-y goodness every month! It's up to four pages this issue (which is as big as it's ever gonna get!) so stop your moaning! Write in to us and we'll print 'em! Write garbage and we'll laugh at it and then print it (see Letter of the Month). Simple as that.

Power Mad

There have been various rumours from the Internet, magazines, newspapers and so on about the new N2000. They have all been saying that it is a 128-bit console. I think this is wrong. This is because the new greystation and dreampants are both 128-bit.

Surely it would be right for Nintendo to take their new console up to 256-bit, outstaging them with power. Just like they did with there Nintendo 64 against the greystation and dreampants 128-bit. Keep up the brilliant work by the way! ***Craig Syme***

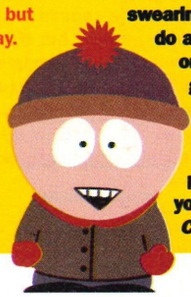
N64 PRO: You could think that, but in all honesty, it'd be just plain daft. There's only Nintendo and Rare in the whole world that have come anywhere close to testing the only 64bit system in existence, so just quadrupling the power would be largely pointless. No one would be capable of using it and you'd just end up with loads of wasted power!

Worries are already being expressed that development to the full potential of Sony's mega-impressive PlayStation 2 (sorry folks, but there's no denying it sounds awesome!) will bankrupt all but about five companies anyway. Asking them to double that again would probably cause a few thousands simultaneous heart attacks around the world!

Trust us, 128 bit will be more than powerful enough for the best games in the world. And we all know that Nintendo's designers wipe the floor with the rest any day of the week! N64 Pro predicts a rosey future for Nintendo, and with Miyamoto already working on an innovative new controller, we wouldn't back against N2000 doing a whole lot better than all the rest put togther!

Holy Crap Dude

I got South Park on the day it was released and I thought it was great! The one player game is a bit samey, but the multiplayer is better (by far) than GoldenEye. The guns are wicked, especially the cow launcher and the fart dolls. The swearing makes it better and so do all of the characters. I am on episode 3 level 3 and I'm getting (annoyed – Steve) because I am stuck and I'm getting bored, but that's only with the one player! Great game, and if you ain't got it get it! ***Chris Rudd, Cambs***





You Reckon?





N64 PRO: Dunno about the multi player being better than GoldenEye. It's certainly funnier. We love South Park, and the Pro team are still playing it almost every day, and there aren't a lot of games we can say that about four months down the line!

Hopefully you're stuck no longer thanks to our massive guide book. That should have sorted you out, no messing! And did you know, that if you were to buy a guide book in the shop of a similar quality it'd have cost you a tenner? And we're giving it away for nothing! We rule!

Moon on a stick

Having owned my N64 (which is my pride and joy) for about a year and a half I've read quite a few N64 mags and find that your magazine is the best available at the moment.

Anyway, the main reason I have written to you is that although we can't have demos on cartridges, is there any possibility of having demos on a memory pak (splutter – Steve) which would be put in the back of the controller and linked with a cable to the control deck? I hope you find this idea helpful, and keep up the good work with the magazine!
James Owen, Hants

N64 PRO: I'm lost for words. You don't want much for your £2.99 do you James? Hang on a second, I'll just get Noely to finish off You Reckon while I drag out the old drawing board and design a revolutionary new N64 data storage system. No problem mate, I'll have the prototype finished for Thursday morning! On second thoughts, no I won't. To do that I reckon we'd have to put the magazine's cover price up to around forty quid an issue. And we'll do it, if that's what you really really want...

Leg Before

The one thing in my life (N64 aside) is cricket. All I do in summer is play cricket, so I'm asking, when in the hell are we having a cricket game on the N64? I've been a Nintendo person all my life. I had the NES, SNES and N64. Why can't the 64 update SIC (Super International Cricket)?

They could 3D-ise it and give the players proper names and voila! A decent over 90% game! I'm looking forward to it, and would love to have a cricket game lying in wait so I could hit everyone for six!
Liam Richards, Oldham



"All I do in the summer is play cricket because I'm quite sad like that"

N64 PRO: It's not good news I'm afraid Liam. There are no official plans for a cricket game on the N64. Best chance is a conversion of Codemasters' Brian Lara, especially with their new found fondness of the machine following the success of Micro Machines.

But if it is happening then everyone's got their lips well and truly buttoned on the subject cos there's not even been as much as a sniff of a rumour yet! Fingers crossed though, cos that's a top game!

Readers Gallery

Send Scoop your art. If you're good enough you've got an exhibit!



Daniel Philips Age 14



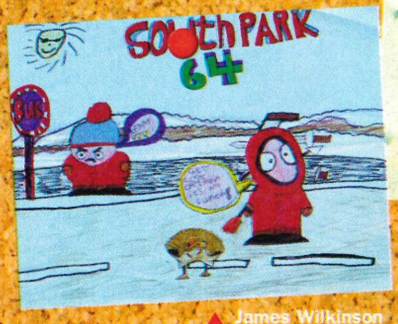
Michael Williams



Daniel Philips Age 14







James Wilkinson Age 10



Unknown

Keep 'em coming!

We love to get your letters, drawings and just about anything you fancy sending us, so keep it up! Remember though, we get loads each month, and you massively increase your chances if you bung a photo in the envelope too!

BACK ISSUES

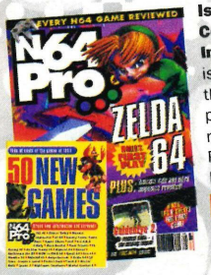
Each back issue costs £4, (there's only a few left!), so fill in the form and send it off with your chosen method of payment. Get a move on while stocks last...



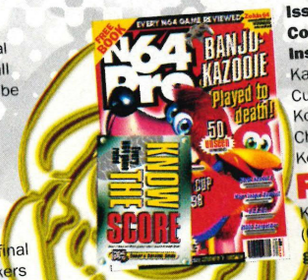
Issue 6 April
Cover: Snowboard Kids
Inside: Famista 64, Rampage Augusta Masters, NBA Pro '98, Tohkon Road, Virtual Hiryu No Ken
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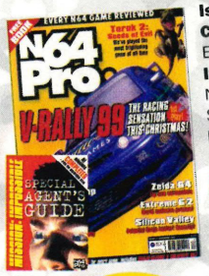
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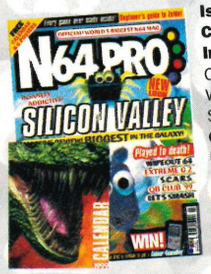
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Inside: Banjo-Kazooie, ISS World Cup '98, Mortal Kombat 4, Virtual Chess, MLB Starring Ken Griffey Jr.
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Cover: V-Rally Edition '99
Inside: NFL Blitz, NASCAR, Gex 64, Super Robot Spirits, Pocket Monsters Stadium,
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Cover: Silicon Valley
Inside: Zelda: Ocarina Of Time, Turok 2, Wipeout 64, S.C.A.R.S., Extreme G2, Silicon Valley, Let's Smash, Zelda guide part 1
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1999 calendar, filled with the cream of N64 games for month's of constant drooling

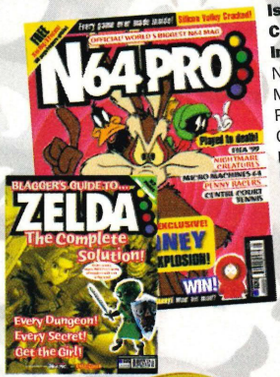


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Cover: South Park 64
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A **video** guide to N64's **essential games** of '99

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All the top cheats for all the No.1 games



Issue 20 Cover: Lego Racers
Inside: World exclusive – Lego Racers Preview Reviewed: Vigilante 8, Monaco Grand Prix, Snowboard Kids 2, WCW Nitro, Beetle Adventure Racing **plus** massive mini-mag pull-out guide to Mario Party and 2nd part of our essential Glover guide.



Issue 18 March
Cover: Looney Tunes
Inside: FIFA '99, Nightmare Creatures, Micro Machines 64, Penny Racers, Centre Court Tennis, Space Race, Tasmanian Express, Duck Dodgers, V-Rally Guide, Body Harvest guide (final) and Silicon Valley (part 1)
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Zelda: The complete solution, every dungeon, every secret, get the girl!



Issue Nineteen April
Cover: Rayman 2
Inside: Rayman 2 exclusive first look. Reviewed: Mario Party, Castlevania, Smash Bros, All Star Tennis and Virtual Pool. Complete Rogue Squadron guide, final part of our Silicon Valley guide and the first part of our handy Glover guide
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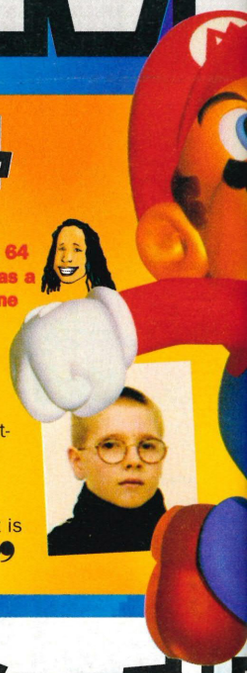
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The cats whiskers or the gnat's chuff ? What do YOU think of your game

READER'S REV

How gushingly good, bobbingsly bad or unbearably ugly are your N64 games? In 30 words tell us why your game's the mutts nutts or the doggies doings. The best ones end up here in the section of the mag written entirely by YOU. Plus one lucky young pup scampers off with a Pro Crew Membership.

Mario Kart 64



What WE said

"Mario Kart is a flawed genius. However it is a testament to how smart a game Mario Kart 64 is that it has these flaws, yet still manages to coast home as a winner. However for pure multiplayer thrills and spills it is one of the best multiplayer games I've ever played" NOELY

What YOU said

"An excellent racer, great one player, even better multi-player. Play on it too long and you'll be 'karted' off to the nut-house"
Anon

"The game may be old, but it's still solid gold. On my list it is always number one for playing excitement and ultimate fun"
Gavin Roberts, Somerset (Age 12)

GoldenEye 007

What WE said



"A brilliant Vodka Martini mix of top class Doom-style action, with a superb, film inspired storyline and some brilliant splashes of invention from the Rare team make GoldenEye a truly wonderful cocktail" NOELY

What YOU said

"There are some glitches but there is no reason why you shouldn't get this game. It has a great selection of levels, weapons and tons of challenges to get cheats."
Bradley Levick (Age 12)



"Goldeneye is brill. The graphics are cool. The shooting is accurate and the killing is real violent. Love the game. Well done Nintendo. If you don't have it, Shame! 100%"
Robert Gratrix, Reading (Age 11)

"Goldeneye is my number 1, because on one player it is totally cool. The graphics are the best I've ever seen on the N64.



I love the blood and action."
Aaron Gallagher, Dorset (Age 10)

"This has to be the best game ever and no-one is ever likely to beat it. Stunning sounds and visuals and a supreme multiplayer. Kicks Zelda's ass. Go buy now!"
David Hodsdon (Age 14)

"Goldeneye, what a game. Who needs a Playstation when you've this game. It's better than the Playstation even without an N64 to play it on."
Chris Rudd, Cambs (Age 14)





South

What WE said

"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 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



What YOU said

"South Park's brill. Just as good as the cartoon. Everything is spot on. The characters, the speech, the humour and the excitement. The multiplayer is amazing so is the single."
Ben Davidson, West Sussex (Age 12)



"I think South Park is ok, but it is pointless as all you do is shoot turkeys. But the sound

EWS



"...the graphics are average but the gameplay is as good as a donkey's bottom"

Blastcorps









What we said:



Blast Corps is a bizarre mixture of a racing game, a bash'em-up, and a puzzle game that's highly inventive and totally addictive. There's a marvellous feeling of irresponsibility and recklessness to be had from charging up and down town trashing everything in your path
NOELY

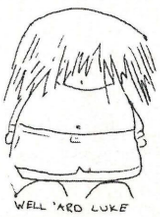
What YOU said



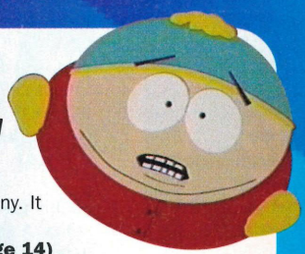
Blast Corps is as good as its name sounds. Rubbish! The graphics are average but the gameplay is as good as a donkey's bottom. 50%
James Parett, Felton (Age 11)

This game is great. I really like the way they produce the graphics and gameplay. I love the selections of areas and all the vehicles they give you to use.
Piers R Chidley, Bromsgrove (Age 10)

Great graphics and playability but no lastability until you reach the moon. Fantastic! Shame, no-one said anything about this. The shuttle landing is a nice extra. A must 2nd hand.
Luke Mitchell (Age 21)



Park 64



kicks ass and is pretty funny. It gets a 79%
Russell Smith, Herts (Age 14)



Brilliant game that kicks Goldeneye up the ass. Multiplayer is great and so are all the characters. Buy this game cause it's excellent. But it gets boring nearer the end.
Chris Rudd, Cambs (Age 14)

Rubbish! Too short and repetitive on 1 player and Turok 2 has a much better 4 player game. £50 quid for this? Boo! Get Zelda mate. 36%
Paul Trott, Bournemouth (Age 14)



V Rally Edition

What we said:



V-Rally offers edge of your seat, trouser browningly tense rallying thrills. It's unnecessarily hard to get to grips with. But once you do, with more cars, tracks and speed than Top Gear Rally this is one of the fastest smoothest and best racing games on the N64
NOELY

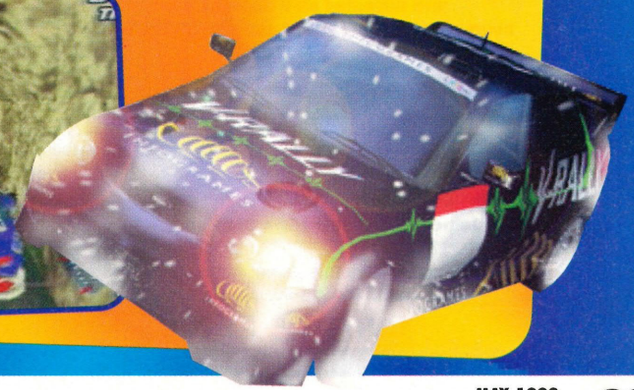
What YOU said:



This game is hard to master but when you have, the brilliance of the game shines through. It's good value for money and with a steering wheel it's absolutely superb.
Robert Siddons, Chelmsford (Age 15)

Infogrammes the name, V Rally's the game. How do they do it? Easy. Smart tracks, top cars and bang. Kaboom! The greatest, fastest, blood rushing game your ever play, or buy.
Ben Davies, Manchester (Age 14)





READER'S REVIEWS

Legend of Zelda: Ocarina of Time

What WE said



We told you ages ago just how good Zelda would be. But neither you, I nor even Mystic Meg could have foreseen how truly fantastic this game is. It's a gaming giant among dwarves, huge in size and scope where other games would get away with being half as big. NOELY

What YOU said:

"Everyone knows that it's the blooming best game out. Why waste all your money on Mystical Ninja, or Wetrix when you can get the dude dressed as an elf?"



Adrian Hepburn, Alrincham (Age 12)

"Brilliant, fantastic, it's anything but a bore. 100 times better than Rampage World Tour. The graphics are great, the colours are much brighter. Nothing like the dull Clayfighter. Absolutely impeccable."

Martin Oliver, Herts (Age 16)

"This game is the best ever. Seeing as how it's been mentioned in every issue of N64 Pro, I expect every N64 owner has it. If not, buy it now!"



Marc Keeling Vincent, Bognor Regis (Age 13)

"Zelda makes Greystation games like Space Invaders. The graphics are great. I love riding the horse and especially the fishing. Greystation watch out because N64 will kick your butt!"

Terry Barsley, Crawley (Age 14)

"I think this game's the best thing that's happened to me for years. I've played it non-stop over Christmas and I can't get enough of it. Buy it now. 100%"



Gary King, Bedford (Age 13)

"The Legend of Zelda: Ocarina of Time is simply the greatest game on any console. It will keep you going for months on end. I would give it 99%"

John Tye, London (Age 11)

"Zelda is a rubbish game. It is worse than Clayfigher. It is crap. No, not really. It is exactly the opposite. It is absolutely fabulous."



Ryan Spittles, Bucks (Age 12)

"This game is absolutely awesome. The graphics, sound and gameplay are superb. Beg, borrow or steal the money to buy it. Best game ever, by far."

Anon

"There is nothing crap about this game. Difficult and challenging. Great graphics, lasting gameplay, great sounds. Lots of special effects, smart enemies, cool bosses to fight and top cut scenes."



Martin Young, Edinburgh (Age 14)

"As soon as you get your sword the action jumps in your face. The objectives are definitely fun and once you get the horse it gets even better. The best."

Tom Bayliss, Wrexham (Age 11)

"I hired Zelda and thought I was in heaven. Please could you send me a copy because my dad won't let me get it... and we don't have enough money. (Noely - Nice try Faye)"



Faye Powers, East Sussex (Age 11)

"Brilliant game. Great graphics. Very imaginitive. Zelda 64 is by far the best bleedin' game on the N64 if not the best on any system. You've got to buy it."



Michael Curran, Skelmersdale (Age 10)

"To all the N64 people out there. Get this game because it is the best game ever. Got £40 and 100 hours to spare?? Come get Zelda. 100%"



Kyle Barber, Bucks (Age 10)

"Brill game. It's taken over Mario by miles. A game which can turn Banjo Kazooie upside down. Ok so it's copied some game. But then again, who cares?"

Justin Hatton, Northwich (Age 14)

Wave Race 64



What WE said



Stunning looks, accurate water physics, some excellently designed courses and a depth of skill and subtle playability that makes other racing games seem puddle like in comparison. It may have appeared on a ripple of anonymity but in a few hours play you'll be swept away on a tidal wave of this game's greatness. NOELY

What YOU said

"Wave Race caused a real splash when it appeared on N64. It's a fast, wet and extremely fun game to play on. Oceans of challenge and waves of fun."

Ben James, Lancaster (Age 13)

"I absolutely hate this game, not because it's bad, because I'm rubbish at it. The graphics are amazing. It jumps out at you, but every corner I fall off. Nice!"

Tim Barsby, (Age 13)



"Wave Race is so exciting and fun with races on water and against opponents. It's a thrilling game and I thoroughly enjoy it. The best Nintendo game ever."

Richard Kelly, Solihull (Age 14)



"Wave Race 64 caused a real splash when it appeared on the N64"



"When I got Mario I thought nothing would be better but I was wrong. 10/10. 100%. No one will ever beat it. Simply the best, better than all the rest..."

Mark Webb, Bristol (Age 14)



"The Legend of Zelda is pretty much the best game on the N64 by far. There is only three words to describe it. Awesome, amazing and 100%. So get it."

Martin Hayes, Edinburgh (Age 11)



"Zelda has brilliant graphics and stunning gameplay and it is not a play in a day game. To be frank it is the best game I have ever played."

Alan Selby (Slightly Retouched), Middlesbrough (Age 10)



"Speechless..."

Simon Churchill, Northumberland (Age 10)

Silicon Valley

What WE said



"Bonkers. Off its head. Daft, demented, insane, delirious and dare I say it, downright wacky. Silicon Valley is all of these and more. Around every garishly coloured corner lies a gasp, a giggle or a guffaw...classic old school gaming that places playability above all else" **STEVE**

What YOU said

"The extermination of animals using other creatures' abilities like camel spits and rocket hyenas is great entertainnment. You will lose your sanity after playing this gem of a game. Brilliant."

Paul Gallen, Belfast (Age 12)

"Over 30 devious levels, split into 4 environments to solve using over 40 different wacky animals, each with unique talents. Wonderfully wacky, original fun. The best puzzler on the N64."

Michael Bridgman (Age 15)



"Hard, fun, strange. You are a micro chip killing and controlling any animal. Very funny. Could do with a multiplayer mode though. Lots of cool animals. I think 90%"

John Stewart, Glasgow (Age 13)



Mortal Kombat Mythologies



What WE said

"This is without a shadow of a doubt the singularly worst game I've ever had the misfortune to play...a terrible looking game that wouldn't look out of place on the Sega MegaDrive." **MARK**



What YOU said

"The "Sunset Beach" of N64 games. You don't know whether to laugh or cry at how plain awful each one is. 'tis a myth that this is any good."

Jamie Donoghue, Edinburgh (Age 15)

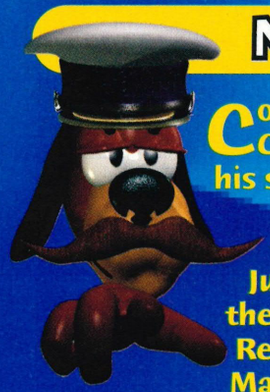


"Let me tell you a story. One day I went to buy MK Mythologies. Do NOT buy. God help you if, you do. Seems it crept out of the bog."

Aaron Chilinski, Derby (Age 14)

"How could you give this just 28%? It's so hilariously atrocious, it makes the comedy in SouthPark look like Steptoe & Son. This laugh a minute deserves 15%. No more."

Alex Alexander, Leeds (Age 16)



N64 Pro needs you!

Congratulations to Simon Churchill, Northumberland for his short and sweet Zelda review. He wins a Pro Crew membership. If you think you could do better. Just choose any N64 game, fill in the coupon and post it to 'Reader Reviews' N64 Pro, Freepost 3038, Macclesfield SK10 4YE (with a recent photo). If it's good enough, we'll stick your face in your favourite mag!

Name

Address

Postcode Age

The game I'm gonna review is...

And here goes...

		Score	%

GAMEBOY COLOR

G·A·M·E·B·O·Y N·A·T·I·O·N

With the big stuff behind us it's time to have our regular monthly look at the little things in life. Small things amuse small minds, they say, so it's fair to assume that, with barely a brain cell between them, the team will be delighted with the Game Boy Color offerings this month. The last time we had so much button-bashing fun was when Noely starred in pantomime...

WHAT'S THE SCORE

TOP STUFF!

If you see this happy little fella at the end of a review then you'll know that we absolutely love it. If you had any doubts about whether to buy the game or not then this chucks 'em right out the window!



NOT BOTHERED!

Hmm. We're not too sure we like a game that gets this unsure character. Read the review properly, maybe it only appeals to certain gamers, or maybe we've just seen it all too many times before! Think long and hard before investing in one of these!



WELL ROPEY!

No! No! No! Bobbins. Not good enough. Poor. Dirt. Rubbish. Atrocious. Bollo... Well, you get the picture! See this unhappy chappy at the arse end of a review and you'll know to leave your cash in the much friendlier home of your wallet/back pocket!



PREVIEW

All Star Tennis '99









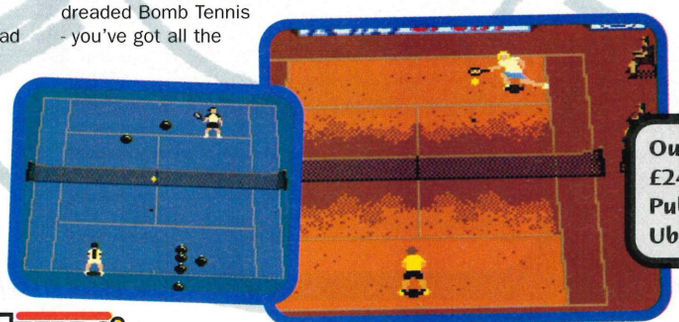
"The kind of match-winning returns that'd have Agassi choking with envy"

IT WENT down such a treat on the "big boy" consoles, so it's getting an outing in miniature version - All Star Tennis is set to hit the GB in July. One of the great things about it is the use of real players. There are 12 of them in there including some of the big names, though it's sad to see that the great British pair of Henman and Rusedski are missing!

Now tennis games are usually dead straightforward affairs. You've got a court, a couple of players and Bob's your bleedin' uncle. All Star serves a bit of an ace in that it offers eight courts with various surfaces in different parts of the world. One match might be in the rainy atmosphere of grassy London, and the next can be in the scorching heat of Australian tarmac - careful where you choose to do your diving around!

That's not all either! The game includes special moves that create enormous rocket-propelled serves, and returns with the kind of match winning thump that'd have Andre Agassi choking in envy!

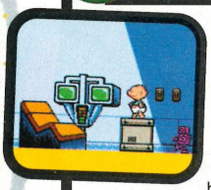
For further spiced-up action there's even a nice gentle game of the dreaded Bomb Tennis - you've got all the usual problems of playing plus a few grenades at your feet for good measure. Singles, doubles and tournament mode are where you'll be spending most of your time, but find a mate with a Game Boy Color and serve him into silence with a nifty link-up game. This is shaping into a bit of a star...



Out: August
£24.99
Published by: Ubisoft

REVIEW The Rugrats Movie

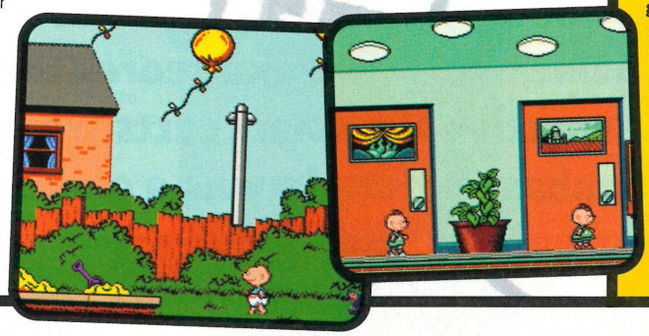
Out Now £24.99
Published by: THQ



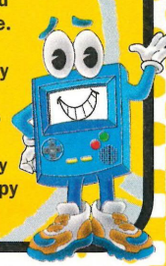


FANS of the show will go 'goo-goo ga-ga' over this one. It's a platform game featuring Tommie, Chuckie, Lil and the rest of the brats in the Rugrats gang searching for their new baby bro'. The game recreates the feel of the Rugrats movie so well you can almost smell the sour milk, and cacky pants. The visuals are among the most Pampers wettingly impressive we've seen on the GBC yet, with excellent use of colour throughout.

Starting out you're just toddling around the levels collecting kiddie's toys like crayons and balls etc., but later levels see you avoiding scary spiders, circus monkeys and even a tortuous racing section. It's enough to make you start blubbing like a baby!



Verdict... THIS takes a while to really get going, but once these early teething problems are over it's a little cracker. The racing section's smart, and luckily the whole thing doesn't just sound like a load of constantly squealing little brats. But it's the graphics and gameplay particularly that will grab little kids and big kids alike. Just drag yourself away every now and again to use the loo, else you may develop nappy rash.



REVIEW Harvest Moon

Out Now £19.99
Published by: Nintendo

THE look on people's faces when you tell them you're playing a farming sim is like telling them you're playing a stamp collecting game. It sounds the most mind numbingly dull title imagineable, but give those same people a quick go and their expressions turn to glee, as they slip on the muddy boots and begin chopping trees, plowing fields, and sowing vegetables with the best of them.

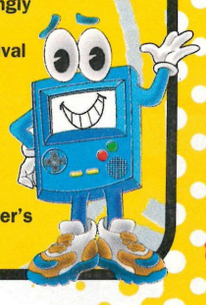
You begin the game as a young boy (or girl) who's inherited a small run down farm. Your task is to turn it around by weeding, digging, chopping trees, plantings seeds and of course harvesting the produce. There's also livestock in the form of chickens and cows, a work horse (that'll help carry your goods) and even a pet dog or cat (it's slavery! - Scoop).





Put your back into it and your crops will grow, and your animals multiply. What do you mean how? Err... they just do okay. You can even link up with another player and trade pets, livestock or seeds. It's not very speedy, but getting down all dirty and mucky on the farm'll make you happier than a pig rolling in its own foul-smelling arse butter!

Verdict... Harvest Moon is time sappingly brilliant fun. It's the kind of game that girls and lads alike will both fight over, especially those with a soft spot for Tamagotchis. It's a horribly addictive, heart-warmingly enjoyable, harvest festival of a game that I'd play much more if only I could wrestle it from my sister's clutches.

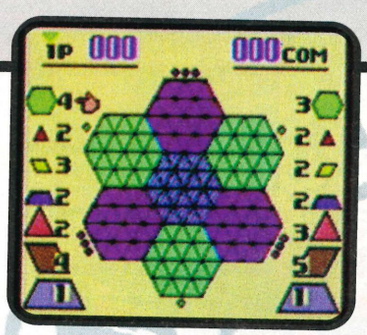


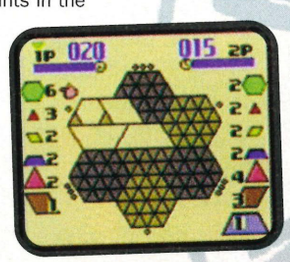
REVIEW Hexcite

Out Now £19.99
Published by: Ubisoft



I'M SO hexcited and I just can't hide it. No, no I am truly. Another puzzle game on the Game Boy, only it's shaped like one of those solitaire games Place your tiles into the gameboard to form a mosaic, scoring points in the process. It's very difficult to get to grips with since just when you think you've cracked it, the computer comes up with a ludicrous couple of scores in the last few rounds and trounces you. Bah!





It's a two player game against either the Game Boy or a one of your stupider friends, either on the same machine or via link up, but everyone I played against thought that it still doesn't compete with the likes of Tetris. Nuff said.

Verdict... THIS takes a while to really get going, but once these early teething problems are over it's a little cracker. The racing section's smart, and luckily the whole thing doesn't just sound like a load of constantly squealing little brats. But it's the graphics and gameplay particularly that will grab little kids and big kids alike. Just drag yourself away every now and again to use the loo, else you may develop nappy rash.



NEWS



NEWS Everybody's jumping on the GBC bandwagon, and we can reveal that yet another company has decided to start putting the pocket rocket on its priority list of games. Rebellion software has teamed up with 'boy fas Infogrames to bring us five new games this year. Klustar, Jet Pak Jak and Dungeon Warrior are now being developed, as well as a couple of games based on the mega Mission: Impossible and Asterix.

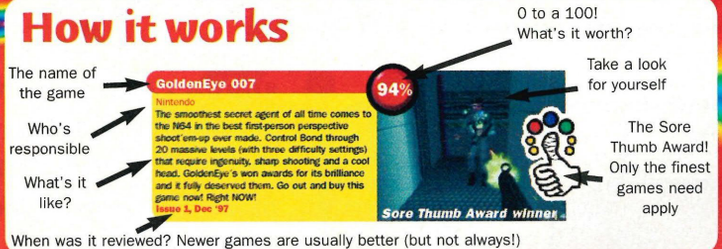
REBELLION

NEWS It's hard enough crossing the road when you're a five-foot human, but for frogs it's nearly impossible! Should be fun to see how Frogger turns out then, 'cos that's exactly what you've gotta do. It's looking good at this stage and we'll tell you more soon.

N64 PRO DATABASE

If you're after info on all the hot N64 games then you've come to the right place! With every game ever made and scores that make sense you'll have no trouble spotting the smart carts from the lame games. Always check The Database before buying a game – 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



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



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



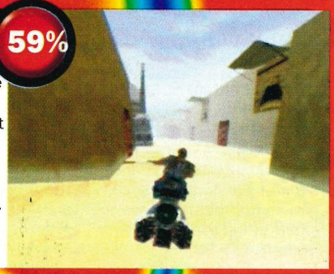
Star Wars: Shadows of the Empire

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 only remotely decent part of the game is the first level (flying over Hoth) and that served a higher purpose by inspiring Rogue Squadron to be good. This, however, is the dark side of the force!

Issue 1, Dec '97



Knife Edge

52%

Kemco

Whoops! Who let this escape? Imagine a light gun game that doesn't play with a gun but uses the control pad to move a cursor around the screen. Doesn't sound like a screaming success does it? And to prove me right, this poor attempt is boring and far too easy. There are some stunning shooters about, but this isn't one of them. More of a paper cut than a knife edge.

Issue 17, February '99



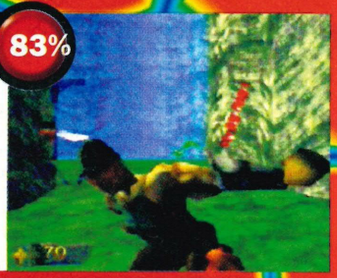
Turok: Dinosaur Hunter

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 beats this to a dino-pulp.

Issue 1, Dec '97



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



Turok 2: Seeds of Evil

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



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



Vigilante 8

92%

Activision

Four-player mayhem in this brilliant mix of manic driving and sharp shooting. Take control of a wacked out vehicle and head into a combat arena. There's loads of different weapons to trash your opponents with and the huge levels to demolish in the process. Over-the-top destruction that's good in single player but really comes into its own when your mates are round!

Issue 20, Easter '99



South Park 64

92%

Acclaim

Best described as Turok 2 with turkeys. South Park is brought to life in this 3D shooter as you run around killing everything in sight with an insane selection of weapons. South Park fans'll love all the sharp humour from the TV show and you'll never believe how much sampled swearing your N64 is capable of. One player's okay, but the four player game is where it's really at.

Issue 17, February '99



RACING



Ferrari F40: F1 World Grand Prix 94%
Robin Reliant: Cruis'n USA 41%

Star Wars: Rogue Squadron

92%

Sore Thumb Award winner

Lucasarts/ Nintendo

This sort of thing is what the N64 was made for. Become Luke Skywalker and use the force of your N64 to smash up the Evil Empire. The hi-res graphics are to sell your granny for, and the amount of detail on the ships and planets is breathtaking. And you'll never believe how satisfying it is to take out an AT-AT with your snowspeeder's grappling hook!

Issue 17, February '99



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





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



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

Beetle Adventure Racing

93%



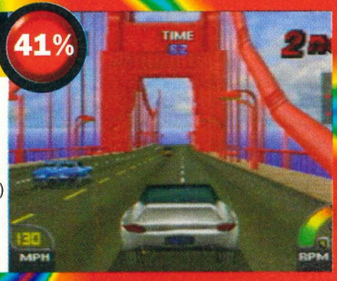
Electronic Arts

One of the best racing games ever made! Get behind the wheel of a modern-day Herbie and go ballistic with this madcap racer. The absolutely huge tracks that are stuffed full of detail and the handling of the cars is a perfect mix between realism and arcade. It's great fun and will keep you busy for a long time. If you're after an arcade racer then place this on the top of your list!

Issue 20, Easter '99

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

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

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

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

Extreme-G XG2

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

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

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

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

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

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

Micro Machines Turbo 64

90%



Codemasters

Toy car racing at its very finest! Everday objects are turned into racetracks in a game that sees you tonning around table tops, screeching over school desks and powerboat racing on the garden pond (avoid the giant frog!). One player's a challenge and there's 48 tracks to tear around. But the real fun is in the multi-player game which sees up to eight players racing. Top stuff!

Issue 18, March '99

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

Racing Simulation: Monaco GP

84%

Ubisoft

Another fantastic F1 racing game hits the N64 and tries to overtake the mighty F1 WGP. It almost manages it thanks to fast, unrelenting gameplay and superb handling. Monaco is a much more frantic experience than its somewhat studious competition, but lacks an official license. You'll certainly be happy with this but true F1 freaks prefer the realism of WGP

Issue 20, Easter '99



Penny Racers

73%

THQ

Despite having a Santa's sledgeload of original ideas, Penny Racers fails to deliver the presents. Toy cars plod around dreary tracks in this woeful Mario-Kart impersonation. On the upside there's a track editor, so you can ramble around your own creations. You can also build new cars out of spare parts that you get to nick off the losing racers. But it's just too slow and bland!

Issue 18, March '99



Rush 2: Extreme Racing

80%

GT Interactive

San Francisco Rush is back with a bang and it's better than ever. It still has the same madcap feel of the original, but this time the stupid jumps have been tempered and the steering's been sorted out making the whole game much more fun. It's no Diddy Kong Racing or F1 WGP, but it still manages to entertain anybody who looks past the dull graphics and dismal sound.

Issue 17, Feb '99



San Francisco Rush

78%

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



S.C.A.R.S.

85%

Ubisoft

Futuristic racing game in which you get behind the wheel of a beast (quite literally!) You get to tear around as an animal of your choice in this odd looking 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 managed to grab our attention.

Issue 16, 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. Ton 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 Mario Kart but still a lot of fun.

Issue 7, May '98



Snowboard Kids 2

76%

Atlus

The surreal snowboarders return for a second outing in this sequel. Pretty much more of the same but with slightly nicer graphics and a few new touches. It's not much of an improvement though and it desperately needs to look better and run faster. It's still way behind the mighty Mario Kart and nowhere near as good as the awesome 1080 Snowboarding.

Issue 21, Easter '99



Top Gear Overdrive

91%

Kemco

Top Gear returns for a second stab at being the N64's best racing game. The graphics are great (especially if you've got a ex-pak for hi-res) and the cars are lovingly designed. The realism of Top Gear Rally has been abandoned, but this still has a more serious feel to it than a game like Mario Kart. The handling's not perfect. but it's fast and the multi-player game's a lot of fun.

Issue 17, Feb '99



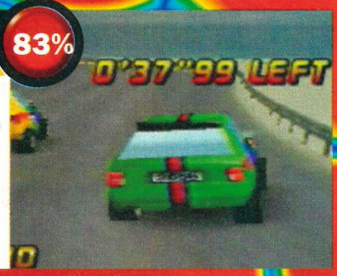
Top Gear Rally

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



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



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



WipEout

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



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%



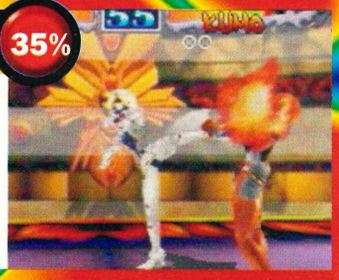
Vic Tokai

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

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

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 but that's only because we're suckers for the blood and gore. If it's top-notch fighting action you're after then you can't go wrong with either game.

Issue 5, Mar '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

Mortal Kombat 4

85%



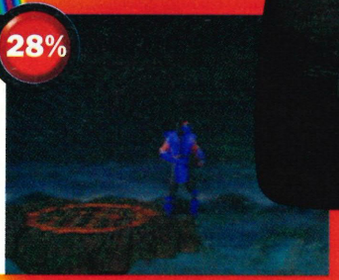
Midway UK

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 through-out 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

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

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

Nightmare Creatures

79%



Activision

It's got blood, gore and things more hideous than Noely's nose-hair! And if that's not enough to put you off, the fact that it's a port of an average PlayStation game might just do the trick! It plays a bit like a 3D platform game with the jumping action removed and replaced with solid sword swiping. It's gory, but the dodgy camera angles and duff controls ruin most of the fun!

Issue 18, March '99

Rakuga Kids

65%



Konami

Just about as a mad as games can get before they are officially carted away by men in white coats. You control the fightin' kids as they transform into tanks, washing machines, 70's disco divas, scissors and so on. Stupid, dumb, but lots of fun. It's quirky rather than good and the fun factor is too short-lived. Rent it out for the night and you'll have a top laugh.

Issue 17, Feb '99

Smash Brothers

85%



Nintendo

Mazza and his mates stop being cute and kick off in the biggest scrap since Millwall FC decided to throw a 'bring a bottle party' for its fans. In an amazing twist on all other fighting games, up to four players can kick off with a Nintendo all-star cast of characters. Basic at times, but a solid fighter with a furious multi player game that'll see you and your mates fighting for months.

Issue 19, April '99

War Gods

38%



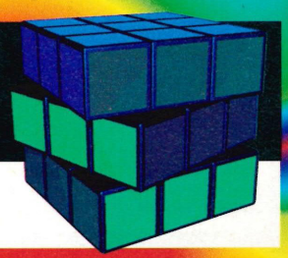
Midway

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 mud-slinging contest we decided that this is definitely the worst fighting game on the N64. Become a pacifist atheist and just say no!

Issue 2, Xmas '97



PUZZLE



Blankety Blank: **Wetrix** 90%
Family Fortunes: **Tetrisphere** 60%

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



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



PLATFORM



High Rise Skyscraper: **Banjo-Kazooie** 96%
Bungalow: **Iggy's Reckin' Balls** 68%

Bust-A-Move 3

82%

Acclaim

The bubble popping extravaganza heads to the N64 in this wonderful puzzler. Same game as before, but now up to four players can fight it out by popping their bubbles first. The multi player game is better than ever, but the one player's pretty much the same and if you bought B-A-M 2, then you'd be better off buying something else. Just make sure you own at least one version!

Issue 17, Feb '99



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



Glover

83%

Hasbro

Let's have a big hand for the N64. Alright, alright, you can all stop applauding now, 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



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



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



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 it now lacks a multi-player mode. Nowhere near as good as Mario 64 or Banjo-Kazooie.

Issue 9, Jul '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 mania of the original.

Issue 5, Mar '98



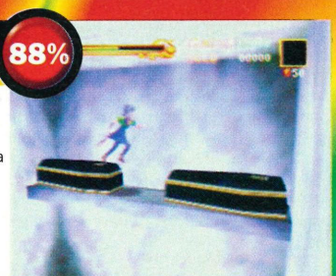
Castlevania

88%

Konami

The classic SNES whip crackin' platormer makes a welcome return on the N64. Run around dark and moody Transylvania smacking up skeletons, gouging ghouls and battering bloodsuckers. It's a bit too short lived and the end comes far too soon. But, while the fun lasts, this is vampire slaying at its very finest...and there's not an American teenager in sight.

Issue 19, April '99



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



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.

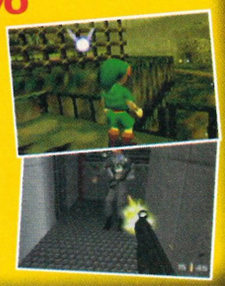
Issue 3, Jan '98



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	Beetle Adventure Racing	93%
10	FIFA '99	93%

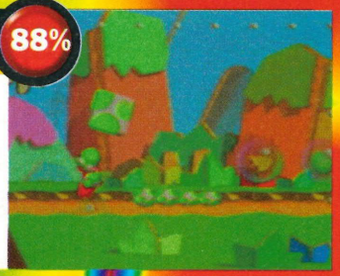


Yoshi's Story — 88%

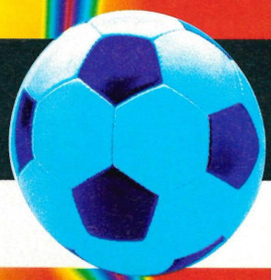
Nintendo

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



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

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

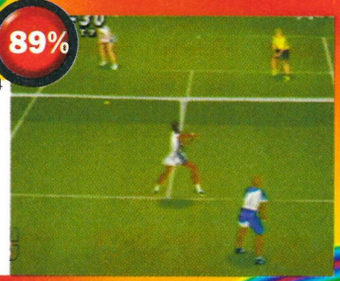


All Star Tennis — 89%

Ubisoft

The second top tennis game to arrive on the N64 forced the whole team to stop and try to beat Steve 'Mr Tennis' McNally. Once again we all failed as he smugly smashed the ball past us every time. It's much more realistic than Centre Court Tennis, but we found it less entertaining (probably because you can't play strip tennis). Great stuff for tennis fans though.

Issue 19, April '99



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



Centre Court Tennis — 90%

Nintendo

Top tennis action that'll have your thumb twitching for days! Realism is shunned in favour of a cartoon-like approach that makes the game wonderful to play. It's easy to control and with practice the control stick allows for serves and returns to be placed with pinpoint accuracy. And if that's not enough, you can play strip-tennis and steal each others clothes! Good stuff.

Issue 18, March '99



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



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



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

FIFA '99 — 93%

EA Sports

FIFA finally gets the thumbs up from the N64 Pro team. With incredibly sharp graphics, realistic gameplay and all the official teams and players (from the leagues this time). This is a football fan's dream. Unless that football fan already has ISS '98, which still gets the nod from most of us. But both games are footy-tastic and if you get FIFA '99 you won't be disappointed.

Issue 18, March '99



Sore Thumb Award winner

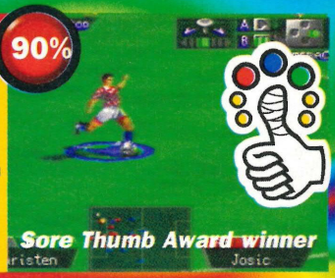
ISS '64

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



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



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



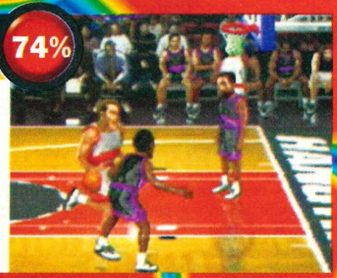
NBA Hangtime

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



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



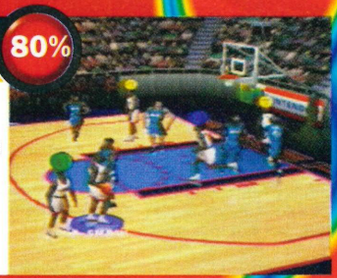
NBA Jam '99

80%

Acclaim

Realism is taken to new heights in this new version of basketball. All the teams, players and enough stats and player trading to send your brain into a coma. The game itself is pretty good with a useful system of passing that assigns a button to each player, allowing you to chuck the ball around at will. But it's really one for hoop addicts with the realism annoying non fans.

Issue 17, Feb '99



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



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 17, Feb '99



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



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



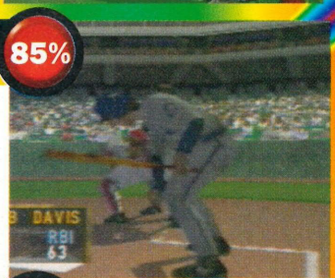
Major League Baseball

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



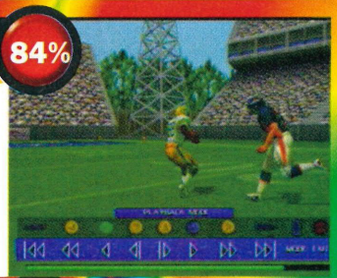
NFL Quarterback Club 99

84%

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



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



NFL Blitz

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



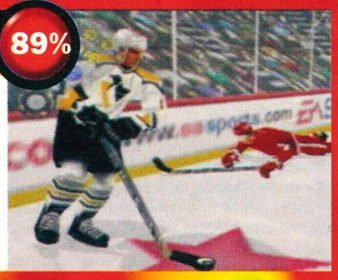
NHL '99

89%

Electronic Arts

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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

NHL Breakaway '99

68%

Acclaim

Ice hockey is brought back to life in Breakaway's second outing. Comparing it to the last version though is a bit like playing a spot-the-difference competition. Exactly the same game has been released with hardly any difference whatsoever, so you'll feel mugged if you buy both versions. It's good, but it got such a low score because of the lack of any changes.

Issue 17, Feb '99



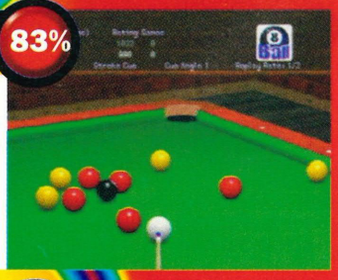
VR Pool

83%

Interplay

Ball whacking fun aplenty in the N64's first ever rack'em-up. The physics are incredibly realistic as the game perfectly simulates the effect of knocking balls around with a pointy stick. You can play loads of different types of pool with either English or American rules. And the control stick gives you perfect control over the cue. But it's still a bit dull, even in multi player.

Issue 19, April '99



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



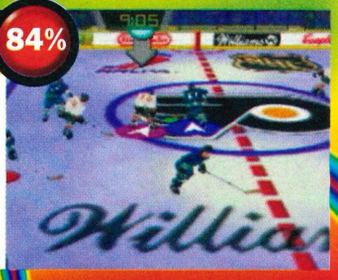
Wayne Gretzky's 3D Hockey

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 Nitro

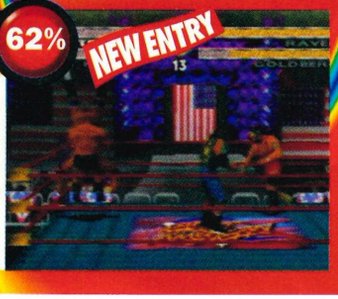
62%

NEW ENTRY

THQ

Given the sheer amount of wrestling games on the N64 it was only a matter of time before a truly dud one turned up. And here it is! The wrestlers are badly animated, poorly defined and less realistic than their (already pretty unbelievable) real-life counterparts. The controls are abysmal and games often decend into button bashing. Throw this one out of the ring!

Issue 20, Easter '99



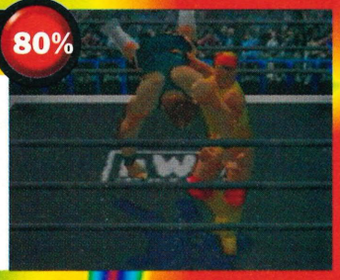
WCW vs. NWO

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



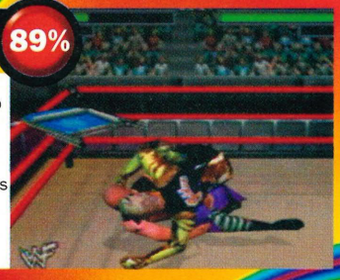
WWF Warzone

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



RPG/ADVENTURE



King of the Castle: Zelda 64 98% **Dirty Rascal: Holy Magic Century** 60%

Holy Magic Century

60%

THQ

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 and a novel fighting system help keep it from completely dying. But the story is duller than Noely's diary and let's face it, Zelda kicks its arse all around the castle!

Issue 17, Feb '99



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



Sore Thumb Award winner

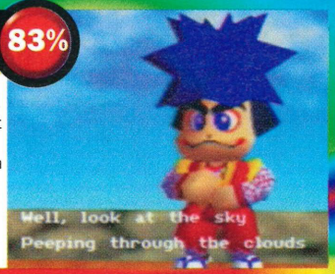
Mystical Ninja Starring Goeman

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



Mario Party

87%

Nintendo

A fantastic four player board game that's brought to life with the power of the N64. Get four pads and you'll never tire of playing the 50 different sub-games all tied together by a main dice rolling level. It's a great laugh and so easy to play that your granny and five year old brother could fight it out. But don't ever try playing it alone, you really need your mates round.

Issue 19, April '99



Zelda 64: The Ocarina of Time

98%

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



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



MISCELLANEOUS

Top Boss: Pilotwings 91%
Fool and the Gang: Rampage World Tour 33%

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



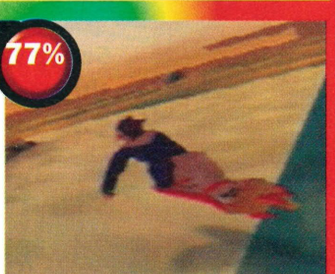
Air Boarders

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



Blast Corps

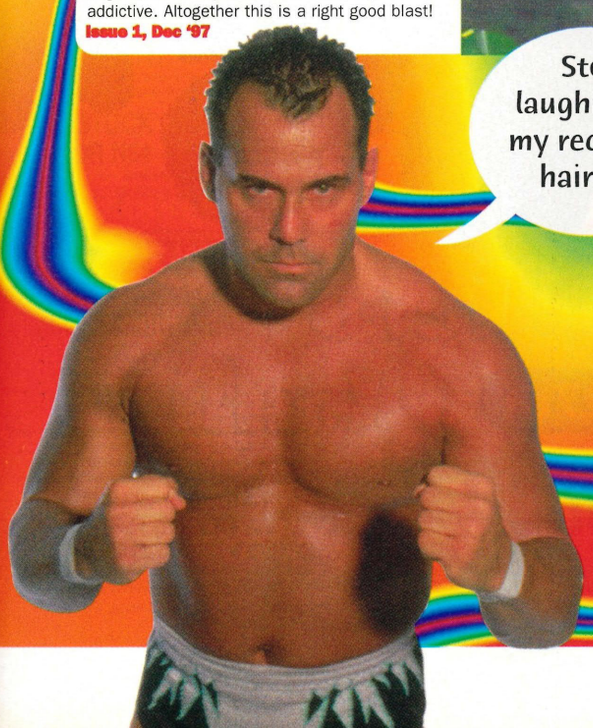
84%

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





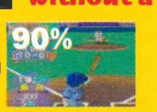
IMPORT

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 90%

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.

NEXT MONTH...

Hey asswipe – don't go busting my buns with your sad requests. I'm comin' at ya next month and I'll blow you away. Get ready to dance with the dead!

Duke Nukem: Zero Hour

KILLER REVIEW!

Hot Jap News!

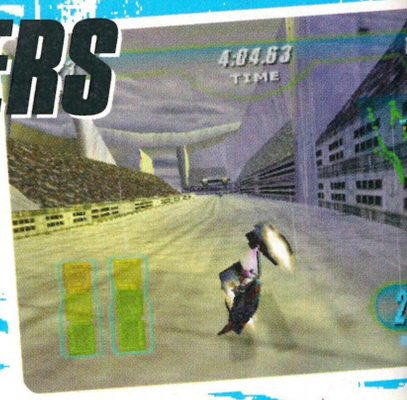
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BLUEPRINT

STAR WARS RACERS

Scoop's on the sniff for even more secret info on what could be the game of the century!



CHEAT ZONE



Micro Machines

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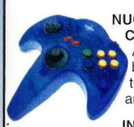
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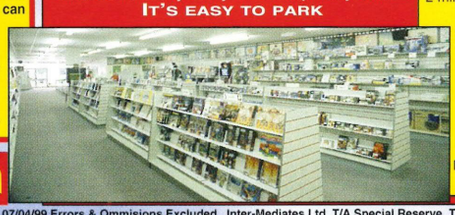
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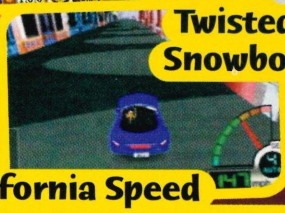
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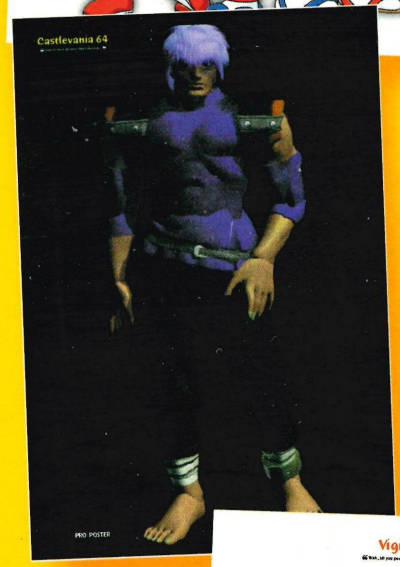
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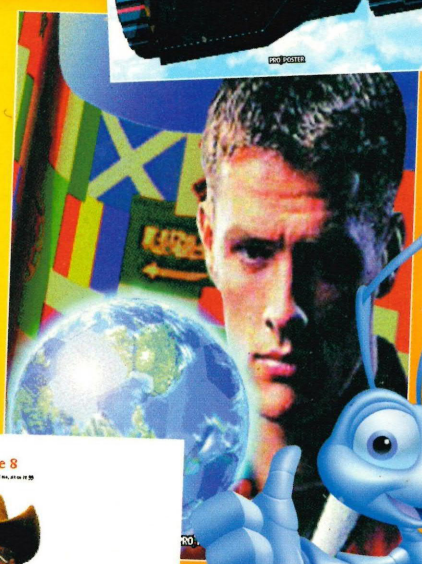
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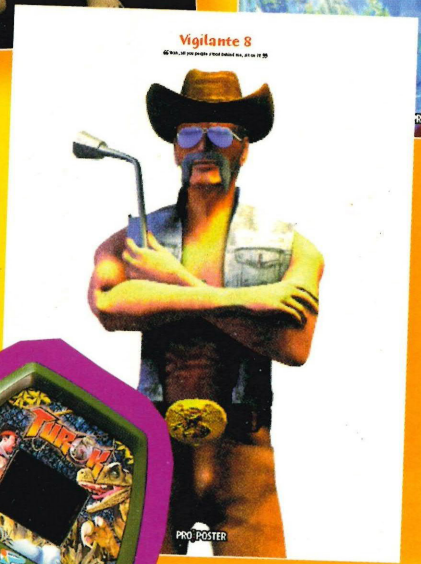








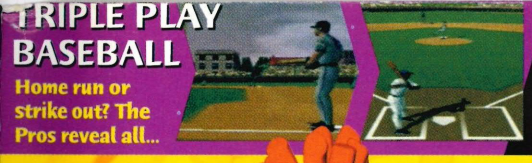


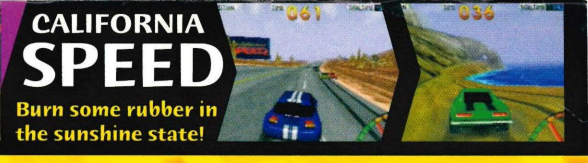






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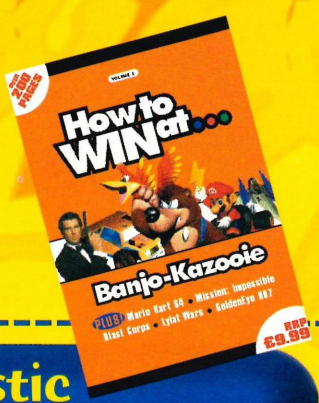






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