FREE! HUGE CHEATS BOOK

WIN! TUROK RAGE WARS UP FOR GRABS!

INSIDE! GAVIN'S COOL GAME BOY NATION SECTION ON P82!

OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

REVIEWED!

XENA

WARRIOR PRINCESS

FREE! XENA POSTERS INSIDE!

PLAYED TO DEATH!

- ★JET FORCE GEMINI★
- ★READY 2 RUMBLE★
- ★CHEF'S LUV SHACK★
- ★ARMORINES★
- ★RAT ATTACK★
- ★TUROK: RAGE WARS★
- ★RAINBOW SIX★

GAME OF THE YEAR!

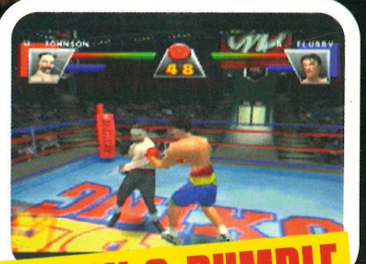
DONKEY KONG 64

REVIEWED!

PLUS!



JET FORCE GEMINI



READY 2 RUMBLE

www.totalgames.net

Xena: Warrior Princess. TM & Universal Enterprises, Inc. Licensing by Universal Studios Licensing, Inc.

WIN! LOADS OF XENA GOODIES

ISSUE 28 £2.99

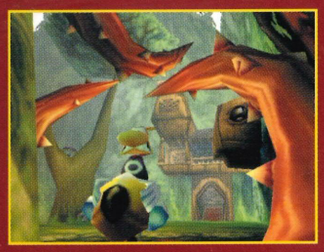
Paragon Publishing Ltd

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His Future is in Your Hands!

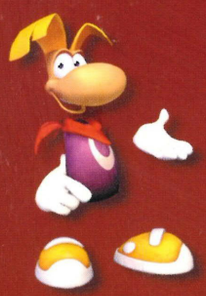
Meet Rayman, the humorous super hero with the coolest moves and fastest actions!

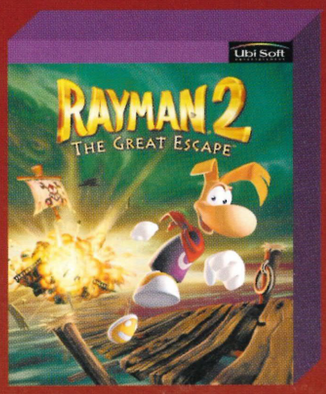


Send shock waves through your senses as you run, jump, fly, ride and puzzle your way through 20 fantastical worlds with more than 40 hours of sheer fun and exhilaration. Experience amazing new character moves and ground-breaking graphics in this challenging and addictive adventure.

Available 29th October

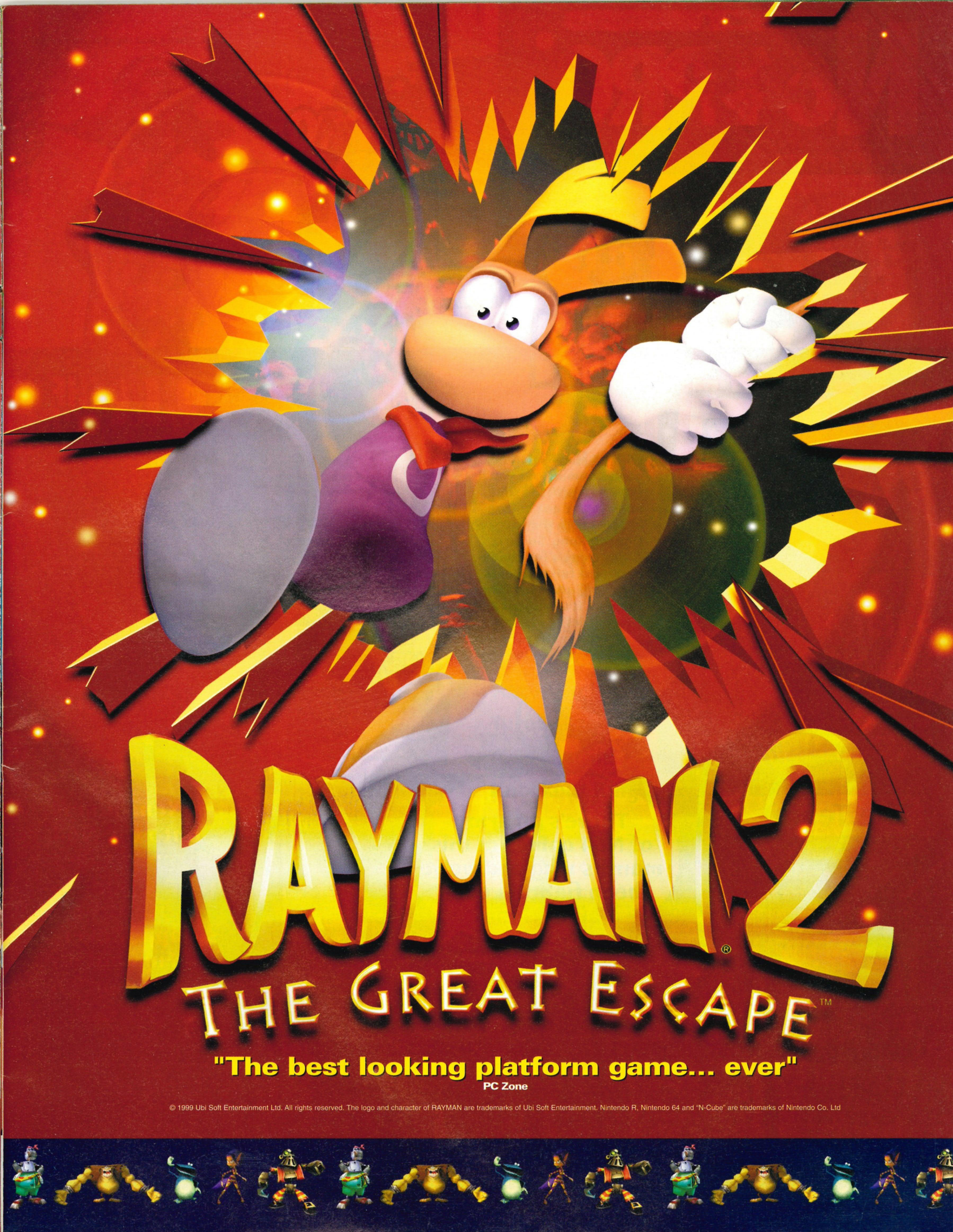




PC CD

Ubi Soft
ENTERTAINMENT





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OFFICIAL! WORLD'S BIGGEST N64 MAG

N64 PRO

Issue 28 December 1999

78 Join the Pro Crew! You'd er, be daft not to!

18 Leagues No moaning about playing too many games!

THE PRO CREW



CON



WIN!

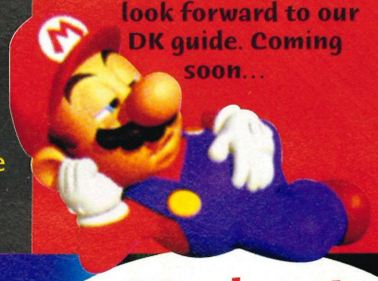
9 Rat Attack

You'll wanna take a look at the top Rat Attack goodies you can win. And if you're not busy catching rodents you'll definitely want to win copies of Turok Rage Wars or even grab a Hudson Skate Park. And because they're back on telly we've got Xena and Buffy prizes too!

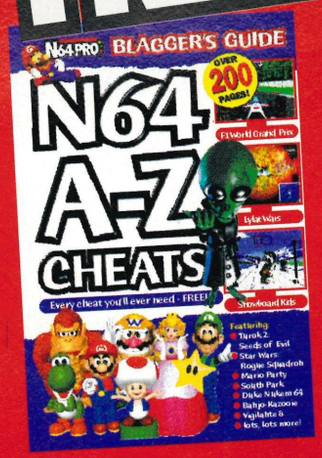
BIG FREE A-Z Cheats Book



With so many fabulous games coming out you'll want to finish off the ones you've got before heading into the massive Donkey Kong. So we're giving away a free book crammed full of cheats for every game we could think of. It's brilliant and you can rest easy and look forward to our DK guide. Coming soon...



FREE



ENTER THE PRO CREW

68 Tips, Codes & Cheats
South Park, Castlevania and Jet Force Gemini get the full Tip-X treatment to help sort out your gaming worries

72 Pro Arena
The World's top gamers 'get it on' and prove their worth. Have a go if you think you're 'ard enough!

Regulars

6 News Scoop grabs info on all the latest news. If it's important - you'll find it here!

14 Scoop's Gallery
Our favourite talented canine takes a look the best new shots for all the upcoming games

The Team....

Have all moved to live beside the seaside... but what's their favourite flavoured stick of rock?



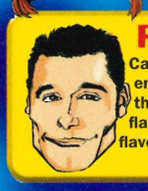
Mark... Tried the lot and on the way to the dentist mumbled; 'thuttti fluutti"



Nerys... Oddball Nerys claims to just love cheese and ham flavour!



Nicky... Likes nothing better than chomping on a stick of liquorice!



Roy... Can't get enough of that banana flavour sugar flavour. Mmm!

Watch out!
There's an army of N64 games in this months mag and we've been fighting over all of them

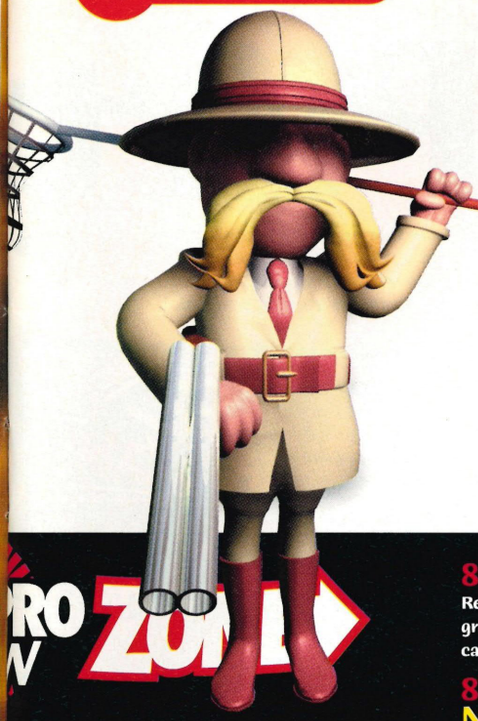


Xena jumps onto the N64 and causes quite a fight! Is it the best scrapper ever? Find out on page 36

36

86 **Nintendo Park**
Every game ever made!

47 **Posters! Oodles of 'em!**
Well, quite a few anyway!





FREE Posters



Loads of new Game Boy games can be found on page 82

REVIEW

20 Reviews...

22 Donkey Kong 64
28 Jet Force Gemini
32 Chef's Luv Shack
36 Xena: Warrior Princess
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64 Rainbow Six
66 Knockout Kings





PRO ZONE

76 Swap Shop
Swap 64 stuff, big up your mates and get pen pals

78 Join the Pro Crew
Loads of top exclusive stuff as well as the planet's greatest N64 mag. Unbelievable!

80 You reckon?
Relieve your chest of those N64 gripes and groans. Best letter wins a cart, 'cause we're so nice!

82 GameBoy Nation
Keep abreast of all things... er... Gameboyey. If that makes sense. Which it really doesn't, does it? Never mind eh?

86 Nintendo Park
Mini reviews on every N64 game ever made, Gameboy ones too!



16 Release Schedule
Take a look and you'll know what's going down and coming up in the world of Nintendo

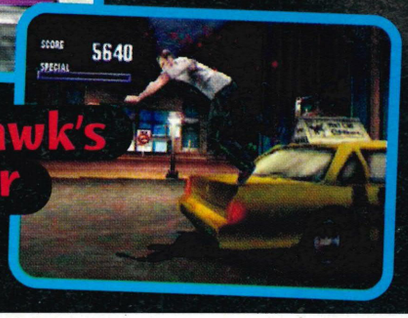
18 Leagues
Who's really the best! Every publisher plays in our League

Left: Cat Deely appears in You Reckon

BLUEPRINT



6 Mario Party 2
Mazza's last bash was such a success that he's decided to throw another party for next year!



8 Tony Hawk's Pro Skater
Ollies, bumps and grinds galore!



Scoop's the name and sniffing for news is my game

NEWS

Hot news this month...

8 Tony Hawk's Pro Skater
9 Paperboy 64
10 Nuclear Strike
12 Resident Evil

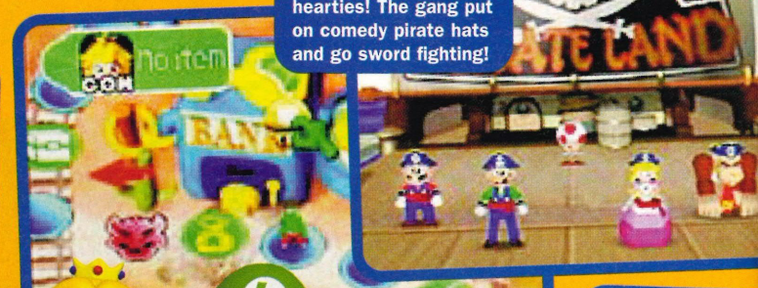
Mario Part

LAST YEAR Mazza threw a party and we were all invited. And what a party it turned out to be. With all the stars from the Big N's studio in attendance and plenty of party games to play. The combination of dice rolling and silly sub-games ensured that it was a hit.

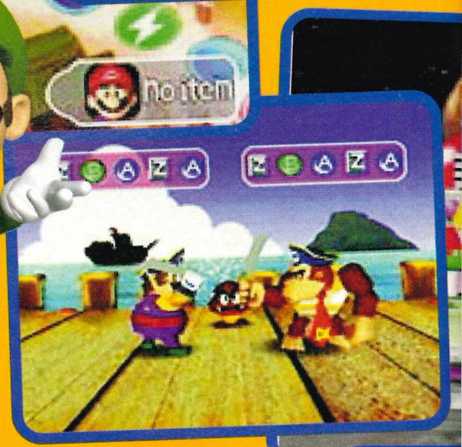
The good news is that a sequel is under development and N64 Pro can bring you these exclusive pictures of the fabulous sequel.

Not much seems to have changed from the original (which is no bad thing) and it seems to retain the dice-rolling and mini-game playing formula that made the original a dream to play. With any luck the plumber will roll a six and hurry over to our shores as soon as possible.





Ahoy there me hearties! The gang put on comedy pirate hats and go sword fighting!



Mario P

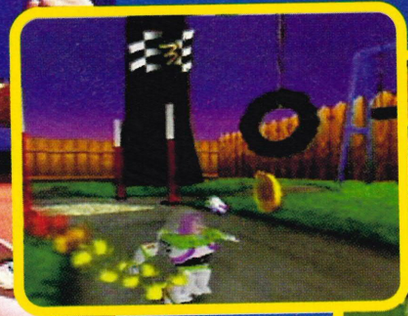
Toy Story 2

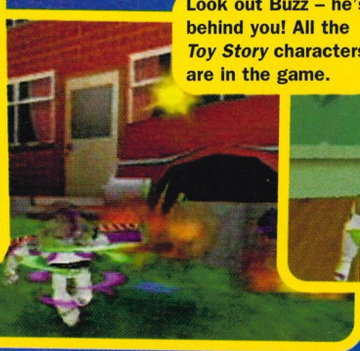
IT'S BEEN four whole years since Buzz Lightyear and Woody first appeared in the best computer-animated cartoon ever! Well Disney are getting ready to bring out the sequel called *Toy Story 2: Buzz Lightyear to the Rescue* and a brilliant looking N64 game will come out at the same time.

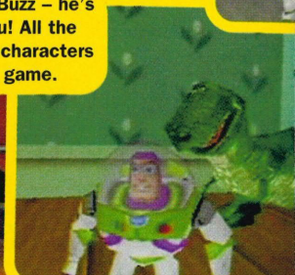
Starring all the best characters like Buzz, Woody, Hamm, Slinky and Rex this 3-D platform adventure promises to follow the computer-generated film closely. Woody's so old that he's become a collector's item and an unscrupulous collector has kidnapped him. There's only one thing for it... Buzz Lightyear to the Rescue!

You will be able to control Buzz through 15 levels of platform orientated action. Promising an electric mix of jumping, swinging and flying Buzz can trash all the enemies by



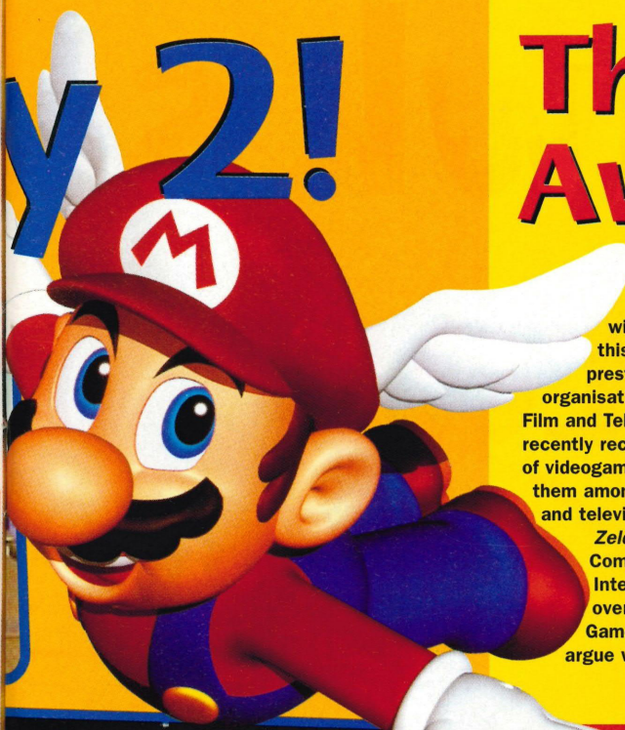


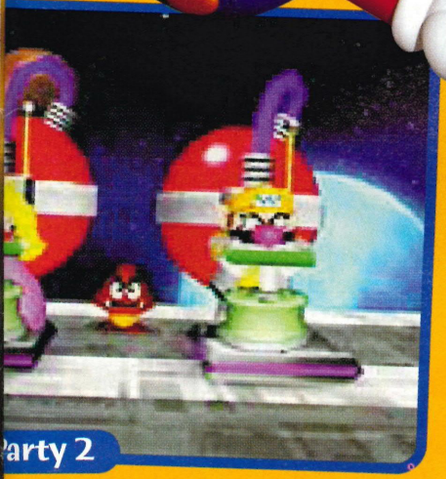




Look out Buzz – he's behind you! All the *Toy Story* characters are in the game.

y 2!



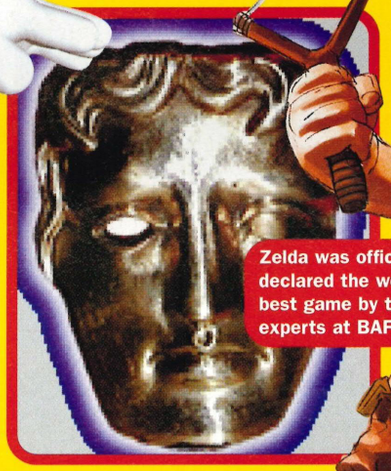


arty 2

The BAFTA Awards

YET AGAIN Nintendo have walked away with a armful of awards – this time from the prestigious BAFTA organisation (British Academy for Film and Television Awards), who recently recognised the importance of videogames and are including them amongst the likes of films and television programmes.

Zelda won awards for Computer Programming, Interactivity, Innovation and overall Best Game. We can't argue with that (especially after spending so long getting lost in Hyrule). But guess who won the best Developer award? Sony? Nintendo? Nah... it was Rare of course! And who could stand a chance against *GoldenEye*, *Jet Force Gemini* and *Donkey Kong 64*?



Zelda was officially declared the world's best game by the experts at BAFTA!



SCOOPY SNACK
"Pokémon has already sold over 100,000 copies in the UK..."



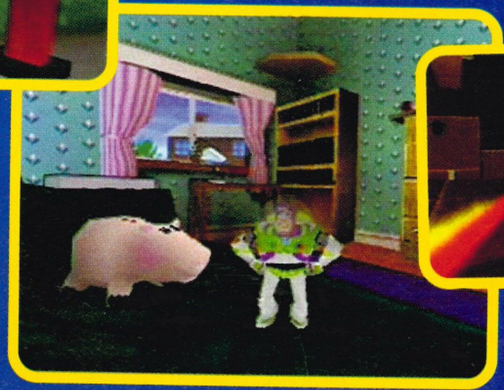
Everyday items are blown up into huge proportions as you control the tiny toys.

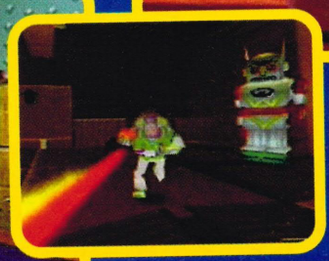


somersaulting, spinning and of course using his 'laser-action light'.

With the characters being so small the levels look really innovative. The first level promises to be a house that would be normal to us, but is a huge location for the tiny toys to navigate. Set for release alongside the film *Toy Story 2* could be one of the biggest games ever! We'll bring you a review as soon as we can bag a copy – watch this space!







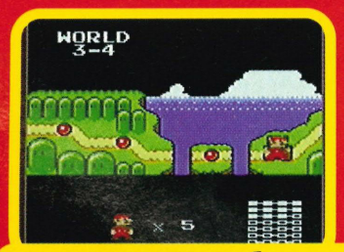


Charts



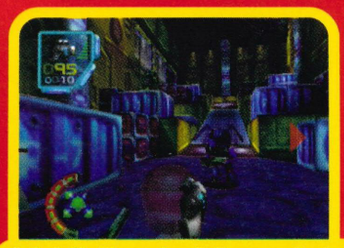
Game UK Chart

1 - Rayman 2
2 - Mario Golf
3 - WWF Attitude
4 - Shadowman
5 - Goldeneye 007



GameBoy Color

1 - Pokémon Blue
2 - Pokémon Red
3 - Super Mario Bros
4 - Zelda DX
5 - Warioland 2



N64 Pro's Most Wanted

1 - Perfect Dark
2 - Resident Evil 64
3 - Ridge Racer 64
4 - Taz Express
5 - Toy Story 2

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

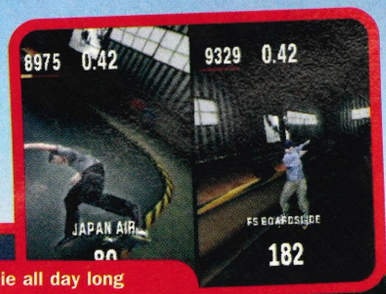
Tony Hawk's Pro Skater

He's the king of trickstyle and the hero of the half-pipe! Tony Hawk is the best skateboarder on Earth and he's heading to the N64. Featuring all the best moves from the recent PlayStation version but with better graphics and animation this promises to be every skaters wet-dream!

There's over a hundred different tricks to perform like grinds, ollies and bails and although the action is fast there's a definite air of reality to the game. You even lose some blood if you land nose-first on the tarmac!

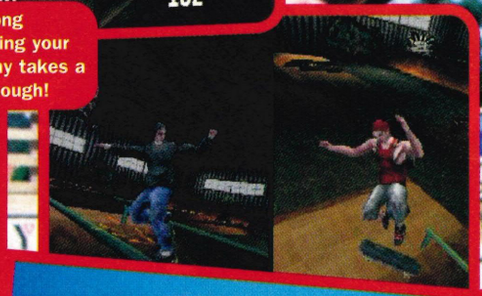
Promising a two-player head-to-head and several different game modes, *Tony Hawk's* promises to keep you occupied for months. It looked pretty good on the crusty Playstation – but with the power of the N64 behind it this skater could really shine!

All the stars in the game have their signature moves for extra authenticity and you get to listen to cool skater music as you grind your way around the levels. As the only skateboarding game on the N64, this is bound to get a lot of attention. It's definitely one to look out for and we'll keep you posted as soon as we get any more information.





Ollie all day long without breaking your kneecaps. Tony takes a fair pasting though!





Rat At

WIN!

WIN!

A Hudson Skatepark!





How to win...

What's the skating name for 'jump'?
a) Bernard b) Wally C) Ollie

Answer...

Name

Address

Postcode **Age**

Send entries to:
Tony Hawk's Competition
N64Pro
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

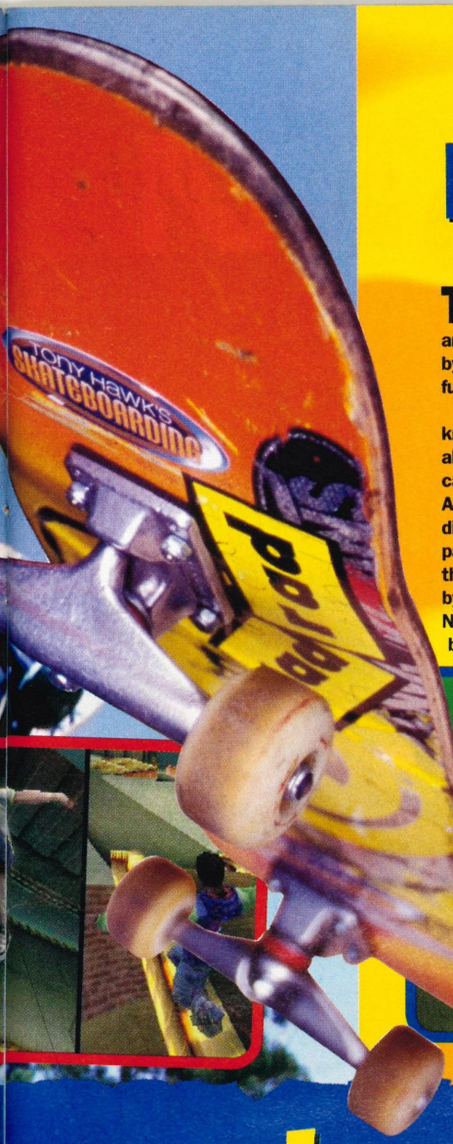
Paperboy 64

TRUDGING through rain and snow with a sack full of heavy papers and dealing with Rottweilers (going by the name of Satan) isn't exactly fun is it?

Then you may be surprised to know that one of the best games of all time was an old arcade classic called *Paperboy*! You see – our American friends have a totally different approach to delivering papers. Instead of posting them through the letterbox they just speed by on their bikes and chuck the Daily News at your front door! Sounds better already!

In *Paperboy* you get to fly around on your bike throwing papers at houses. You get bonus points for getting them near the paperbox (but just hitting the house is enough). The real fun comes in when you use the papers to smash up non-customer's houses. Break their windows, smash their garden ornaments and even knock them off their feet as you fly by on your bike. It's a cross between part-time job and reckless mayhem (and the result is a fine game).

We all loved the original and can't wait to see the N64 update. The graphics may not look as brilliant as *Banjo* but if it has half the playability of the original then this'll be fantastic!







Take a break from the real world and deliver papers in style – we can't wait!

tack Goodies!



GODDAMN! Those rats get everywhere. Since our infestation, we got the rat irradiators in to clean up, and what did we find? Why, those grubby little vermin left us some rather tasty morsels around for us to raffle off in a competition!

Not only have we got ten *Rat Attack* packs with all the T-shirts, notebooks, glow in the dark rats and stuff displayed here inside, but we've also got a super groovy Lava Lamp to give away. But Lava lamps are so cool, that I'm going to have to keep it if you don't write in soon! All your entries must be in by the 20 January 2000.

This is what we want you to do: Write into us at N64Pro and answer this super easy rat question:

How to win...

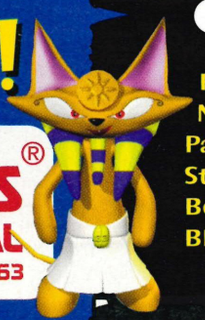
Where abouts did the Pied Piper play his magic flute and managed to get rid of all the rats?

a) Cale Green, in Stockport, Manchester.
b) Mark's flat
C) Hamlin

Get your entries in before Xmas day!!

WIN! A LAVA LAMP!





Send your entries to...

Answer...

Rat Attack Comp
N64Pro
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

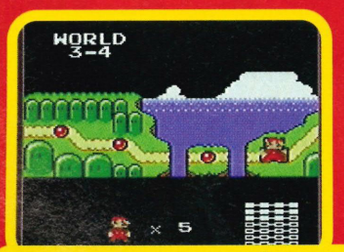
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Charts



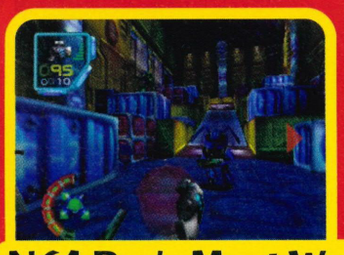
UK Chart

1 - Mario Golf
2 - WWF Attitude
3 - Shadowman
4 - GoldenEye 007
5 - Star Wars: Racer



Game Boy Color

1 - Super Mario Bros
2 - Zelda DX
3 - A Bug's Life
4 - Rugrats
5 - Warioland 2



N64 Pro's Most Wanted

1 - Jet Force Gemini (above)
2 - Donkey Kong 64
3 - Perfect Dark
4 - Resident Evil 2
5 - Ridge Racer 64

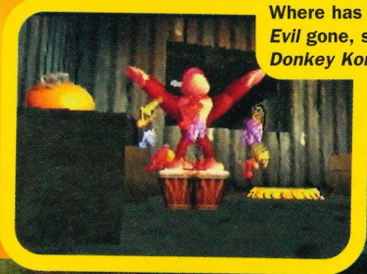
Games disappear over Halloween!

IF THE usual spooks, ghouls and ghosts aren't enough to scare you then here's some truly terrifying news: whilst you were all out trick or treating two of the N64's biggest games went missing. Resident Evil 64 was scheduled to appear on American shelves for Halloween. But, it never arrived! Where is it? Nobody seems to know...

The UK version of this gore-infested game was due to arrive during December and, (although that date still officially stands) it is looking unlikely that it'll make it in time for Xmas.

Ridge Racer Revolver has also gone missing although our Scooby Doo-style investigation has unearthed that it should now make it to UK shores by February.

There's been no official explanation for the delay but we suspect that Nintendo want to plug the gap between *Donkey Kong* at Xmas and *Perfect Dark* in April! And they would have got away with it if it wasn't for us meddling kids!





Trick or treat... Where has *Resident Evil* gone, scared by *Donkey Kong*???

Xena stuff!

HEY! Not only has Xena brought us fancy footwork and fascinating forays into the land of legends, but she's got loads of groovy stuff to give away. Yes, just the other day Xena marched into the into the N64 office, dressed up as our very own Santa Claus and stuffed full of goodies!

We were just about to declare her an impostor and eject her, when she kicked all of Mark's front teeth out in one swift flick of the ankle. Hem...so we let her stay.

"Here, Kids!" she said. "Do not be afraid, for I come bearing gifts!" She then poured her wares over the still twitching body of Mark. Xena Videos! Xena and Buffy Comic books! Xena, Gabrielle and Callisto dolls! Wow!

Well. We all welcomed her with open arms after that, all except Mark who went and sulked in the stationery cupboard. She stayed for a cup of tea and a slice of cake and told us to ask this question of you:

How to win...

Who is Xena's sidekick and closest friend?

A) Penfold, the shortsighted mole
B) Bobby Ball
C) The 'peace-loving' Gabrielle



WIN!

Xena dolls, videos and books!







Send your entries to...

Xena Competition
N64Pro, Paragon Publishing
St Peter's Road, Bournemouth
BH1 2JS

Answer...

Name

Address

Postcode Age

Nuclear Strike

EVER wanted to fly ten billion dollars worth of death-dealing military hardware? Well take a look at *Nuclear Strike* where you get to take the world famous Apache Gunship for a test drive through the most hostile battle environments ever!

Nuclear Bombing!

The *'Strike'* series has wowed gamers since the days of the SNES but this update promises to be the best version ever. The graphics engine has been built from scratch to provide the most realistic terrain ever. The effect of the ground is truly awesome with rolling hills, deep valleys and loads of detailed houses, cars and people (some good - most bad).

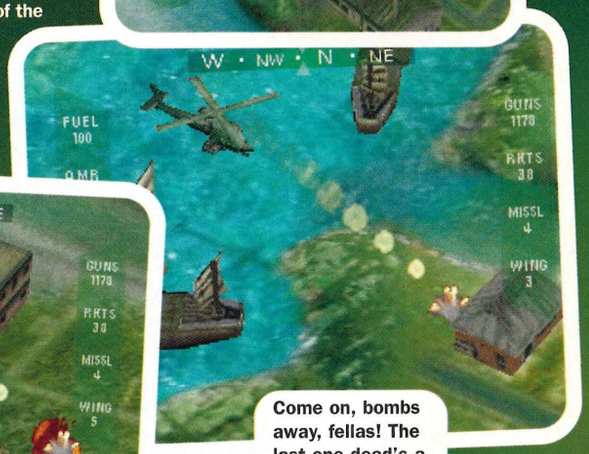
The graphics may be totally new but the gameplay remains faithful to the original. You see your copter from above and hammer around using a variety of guns to turn the bad guys into burnt toast. And you'll get to control 15 different vehicles ranging from jeeps, planes to hovercrafts.

There have been a lot of tweaks and improvements to the original formula. You no longer need to spend so much time looking at the maps thanks to a clever new compass and checkpoint system. The artificial intelligence of the baddies has been improved as well. Instead of simply running around like headless chickens in a slaughterhouse they now actively hunt you down and do everything in their power to turn your copter into scrap metal.

Rotar Blades

We had the chance to sit down with the very latest version of *Nuclear Strike* and despite having old-skool gameplay the wonderful graphics and the fantastic intelligence of the baddies breathe new life into this series. We can't wait for this one to arrive!











Come on, bombs away, fellas! The last one dead's a wet sissy!

Turok: Rage Wars



THE ARTISTS and technical wizards at Acclaim who created the blood thirsty, gun-toting demons of *Turok* have decided to please your whole family this Christmas. They've given us... (drum roll) NOT one, NOT two, NOT three (alright, get to the point - Ed)... er... FIVE copies of the fantastic and all-new 'sore thumb awarded' game in the *Turok* series to give away! I've seen it, and I tell you - slapping next door's Rottweilers in the face with a wet kipper and laughing at his tight trousers ain't even half as scary as this game! BE WARNED!

How to win...

So write in and win the perfect gift for your granny this Christmas by answering this question: What is the last word in the title of the new *Turok* game? Is it *Turok: Rage* ...

A) Wimps?
B) Wobble?
C) Wars?

Answers in by the 20 December please.

Send your entries to...

Turok Rage Wars Comp
N64Pro
Paragon Publishing
St Peter's Road
Bournemouth
BH1 2JS

Answer...

Name

Address

Postcode Age

GIVE THE WORM A BIG HAND.



The third coming

NINTENDO 64

Interplay

VIS

N64 version © 1999 Interplay Productions. All Rights Reserved. Game developed by and Software Engine © VIS Interactive plc. All Rights Reserved. Game Boy Color version Published by Crave Entertainment, Inc. under licence from Interplay Entertainment Corp. © 1999 Crave Entertainment, Inc. All rights reserved. Earthworm Jim and all related characters © Shiny Entertainment, Inc. Earthworm Jim and related marks are trademarks of Shiny Entertainment, Inc. Interplay and the Interplay logo are trademarks of Interplay Productions. VIS and the VIS logo are trademarks of VIS Interactive plc. All rights reserved. Crave is a trademark of Crave Entertainment, Inc. All other copyrights and trademarks are the properties of their respective owners. Distributed by Virgin Interactive Entertainment (Europe) Ltd. Virgin is a registered trademark of Virgin Enterprises Ltd. All Rights Reserved.

CRAVE

GAME BOY COLOR





Roll up, roll up one and all and take a look at the wonders in store for you over the next few months!

Only the finest fishy screenshots are allowed onto Captain Scoop's table gallery! Delicately flaked and coated in crispy batter, feast your eager eyes on these tasty little morsels!



Twelve Tales

THERE has been plenty of talk fro the Nintendo camp about the squirrel-fest that is *Twelve Tails.* Judging by these screenshots, it lo like the conker's definitely got a co waiting for us!



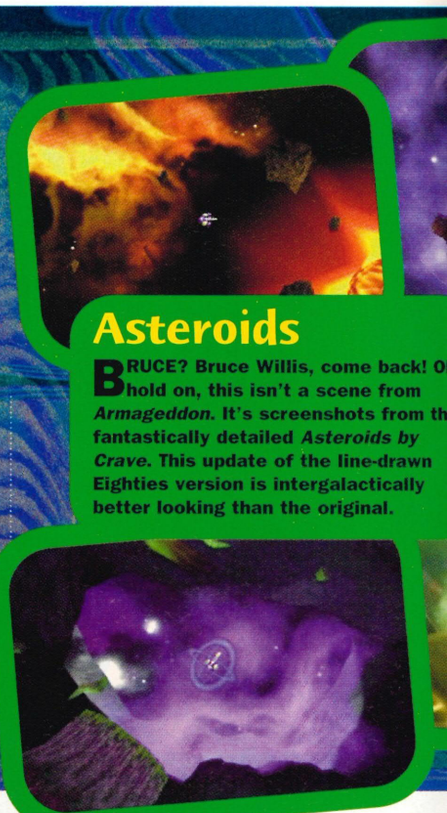
SCOOP'S GALL

A priceless collection of paw prints!



QBC 2000

LOOK at the fine tuning of this little beauty! The beefy lads featured in *QBC 2000* look just about ready to burst out of the sceen and give you a split lip with a quick tackle. Take cover when this one comes out!



Asteroids

BRUCE? Bruce Willis, come back! O hold on, this isn't a scene from *Armageddon.* It's screenshots from th fantastically detailed *Asteroids by Crave.* This update of the line-drawn Eighties version is intergalactically better looking than the original.



Taz Express

INFOGRAMES has been tantalising us with these fantastic screenshots of one of my favourite cartoon characters, and, ehm, closest freinds, Taz. Ok, so I saw him once when I was waiting outside the chippy. We didn't actually speak, but there was definitely a connection there, you know?

RY OF GAMES!



Blues Brothers

Wow! This cool game of the classic film is still in production, but it looks like Jake and Elwood are going to score another suprise hit by starring in this classy action adventure.

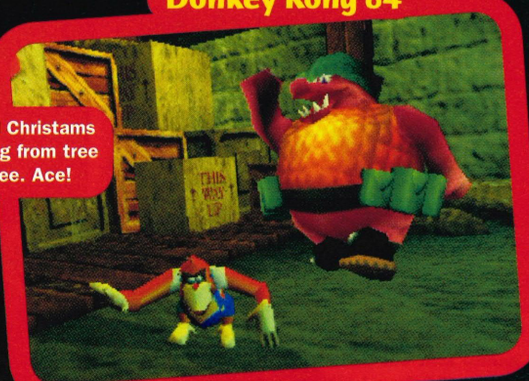
Release Sch

This Christams looks like it could be the best one ever for Nintendo! With loads of great games to play you'll never let go of your joypad! Next year looks good, too. Mark

Must Buys

Go to the shops right now and grab...

Donkey Kong 64



Spebnd Christams swinging from tree to tree. Ace!



The best bug blasting game ever made.

Jet Force Gemini

Game Title	Developer	Date	Country
November 1999			
Army Men	3DO	Early November	US
★ WORLD DRIVER CHAMPIONSHIP	Midway	November 5	UK
★ JET FORCE GEMINI	Rare	November 12	UK
★ WORMS ARMAGEDDON	Infogrames	November 12	UK
★ BASS HUNTER	Take 2	November 24	UK
★ TUROK: RAGE WARS	Acclaim	November 26	UK
★ SOUTH PARK CHEF'S LUV SHACK	Acclaim	November 26	UK
★ 40 WINKS	GT Interactive	November 29	UK
★ RAINBOW SIX	Nintendo/ Red Storm	Mid November	UK
★ DONKEY KONG 64 + 4 MEG PAK	Rare	November TBA	UK
★ GAUNTLET LEGENDS	Telstar	November TBA	UK
★ NIGHTMARE CREATURES	Activision	November TBA	UK
★ SPACE INVADERS	Activision	November TBA	UK
★ TOP GEAR HYPERBIKE	Kemco	November TBA	UK
★ VIGILANTE 8: SECOND OFFENSE	Activision	November TBA	UK
★ XENA	Titus	November TBA	UK
December 1999			
★ NBA JAM 2000	Acclaim	December 3	UK
★ ARMORINES	Acclaim	December 17	UK
Harvest Moon 64	Natsume	December 15	US
Namco Museum 64	Namco	December TBA	US
★ RESIDENT EVIL 64	Nintendo	December TBA	UK
★ SMASH BROTHERS	Nintendo	December TBA	UK
★ TOP GEAR RALLY 2	Kemco	December TBA	UK
★ READY 2 RUMBLE BOXING	Midway	December TBA	UK
January 2000			
★ LOONEY TUNES: SPACE RACE	Infogrames	January TBA	UK
★ PAPERBOY	Midway	January TBA	UK
★ SOUTH PARK RALLY	Acclaim	January TBA	UK
★ STARCRAFT	Nintendo	January TBA	UK
February 2000			
★ EPGA GOLF	Infogrames	February TBA	UK
★ X-MEN	Activision	February TBA	UK
★ RIDGE RACER REVOLVER	Nintendo	February TBA	UK
March 2000			
★ RALLY MASTERS	Infogrames	March TBA	UK
★ JEREMY MCGRATH SUPERCROSS	Acclaim	March TBA	UK
★ TASMANIAN EXPRESS	Infogrames	March TBA	UK
Nightmare Creatures 2	Activision	March TBA	US

Bubbling Under



Perfect Dark

edule

Game Title	Makers	Date	Country
April 2000			
★ PERFECT DARK	Rare	April TBA	UK
2000 - To Be Announced			
★ EXCITE BIKE	Nintendo	Spring	UK
★ HYDRO THUNDER	Midway	Spring	UK
★ STARCRAFT	Nintendo	Spring	UK
★ BLUES BROTHERS 2000	Titus	Spring	UK
★ TOY STORY 2	Activision	Spring	UK
★ ASTEROIDS	Crave	2000 TBA	UK
★ Rally Challenge 2000	Imagineer	2000 TBA	UK
★ HYPE: A TIME QUEST	Ubi Soft	2000 TBA	UK
★ JEST	Infogrames	2000 TBA	UK
★ RONALDO SOCCER	Infogrames	2000 TBA	UK
★ EARTHWORM JIM 3D	Interplay	2000 TBA	UK
★ GRAND THEFT AUTO	Rockstar	2000 TBA	UK
Nuclear Strike	THQ	2000 TBA	US
Nomenquest	THQ	2000 TBA	US
★ FIGHTERS DESTINY 2	Imagineer	2000 TBA	UK
★ HERCULES: THE LEGENDARY JOURNEYS	Titus	2000 TBA	UK
★ QUEST FOR CAMELOT	Titus	2000 TBA	UK
★ BANJO-TOOIE	Rare	2000 TBA	UK
★ CONKER 64	Rare	2000 TBA	UK
★ DUCK DODGERS	Infogrames	2000 TBA	UK
★ EARTHBOUND	Nintendo	2000 TBA	UK
★ ETERNAL DARKNESS	Nintendo	2000 TBA	UK
★ LEGEND OF ZELDA: THE CONTINUING SAGA	Nintendo	2000 TBA	UK
★ MARIO RPG	Nintendo	2000 TBA	UK
★ MINI RACERS	Nintendo	2000 TBA	UK
★ RIQA	Nintendo	2000 TBA	UK
★ DRAGON SWORD	Interactive	2000 TBA	UK
★ EARTHBOUND 64 (MOTHER 3)	Nintendo	2000 TBA	UK
★ LAST LEGION UX	Hudson Soft	2000 TBA	UK
★ OGRE BATTLE 3	Nintendo	2000 TBA	UK
★ POKEMON SNAP	Nintendo	2000 TBA	UK
★ POKEMON STADIUM	Nintendo	2000 TBA	UK
★ PUMA STREET SOCCER	Sunsoft	2000 TBA	UK
★ TARZAN	Activision	2000 TBA	UK
★ WACKY RACERS	Infogrames	2000 TBA	UK
★ WIN BACK	Koei	2000 TBA	UK
★ WILD METAL COUNTRY	Gremlin	2000 TBA	UK











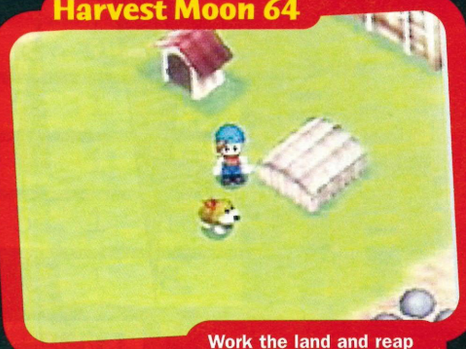


Rare's megagame has been put back on the burner until April! We can't tell you how gutted we are but we've been promised it's all to make the game even more perfect. Roll on April – that's all we can keep on thinking!

Forthcoming Attractions

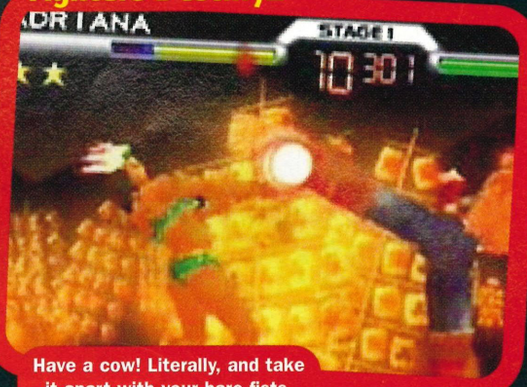
Welcome to the future...

Harvest Moon 64



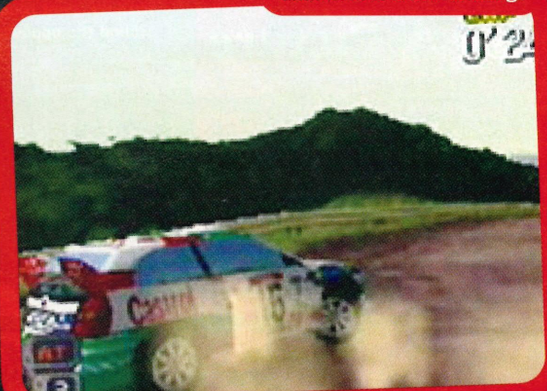
Work the land and reap the harvest!

Fighters Destiny2



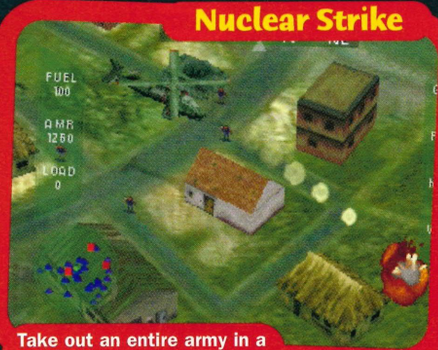
Have a cow! Literally, and take it apart with your bare fists.

This has been a big secret until now. It looks amazing!



Rally Challenge 2000

Nuclear Strike



Take out an entire army in a powerful Apache Gunship.

SOFTWARE HOUSE LEAGUES

When it comes to getting the latest and greatest up to the minute information about which publishers are 'doing the business' on N64 there's only one place to come. The others aren't even in our league!

Overall Picture

Our resident Merlin 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 – 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 works when that Paul Daniels tries it. Look, it's magic okay? Magicians never reveal their secrets. Anyway... 164 Gaming Tricks appear.

A taste test reveals:

46 Miraculous Miracles *(30% Excellent games)*
53 Goodly Spells *(34%)*
29 Middling Magic Tricks *(18%)*
27 Crap Con Tricks *(17%)*

64% Above Average 36% Below Average

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...

N64 PRO READER DREAM TEAM by Nikesh Patel

Nintendo All-Stars



THEY'RE the owners of the stadium and the Man U of footballing (except everybody loves 'em). Michael Jones from Bromley lets us know what a team made entirely from the big N's bench would look like (and it looks hot).

1 Smash Brothers
With the strength of four players this could easily punch away any attempt on goal.

2 Super Mario 64
The biggest player on the team and always the first to take on any rival attacker!

3 Mario Kart
With its great team spirit this runs rings around the opposing team's effort.

4 F1 World Grand Prix
A serious player with as much brain as brawn. Outfoxes the opposing defence!

5 Mario Golf
A solid pace and the ability to swing the ball away from any other player!

6 Mario Party
The solid defence of four Mario games is enough to stop any attack!

7 F-Zero X
With its incredible speed it can tear down the wing and head straight for the goal.

8 1080
More than just a pretty face. This player has enough depth to get the ball home!

9 Zelda
The worlds finest player! Cost millions to make but worth every single penny!

10 Pokémon
A suprise player from the Game Boy youth team. Has taken the world by storm!

11 Star Wars: Rogue Squadron
With the biggest name in the world this scored a brilliant goal on its debut!

Substitutes

12 Pilotwings
Starting to feel its age but it still knows a trick or two! Flies above the competition!

13 Yoshi's Story
Seemed to show promise but needs to develop more depth to come off the bench.

14 Cruis'N USA
A sloppy performer that was taken straight off the team on its first performance!

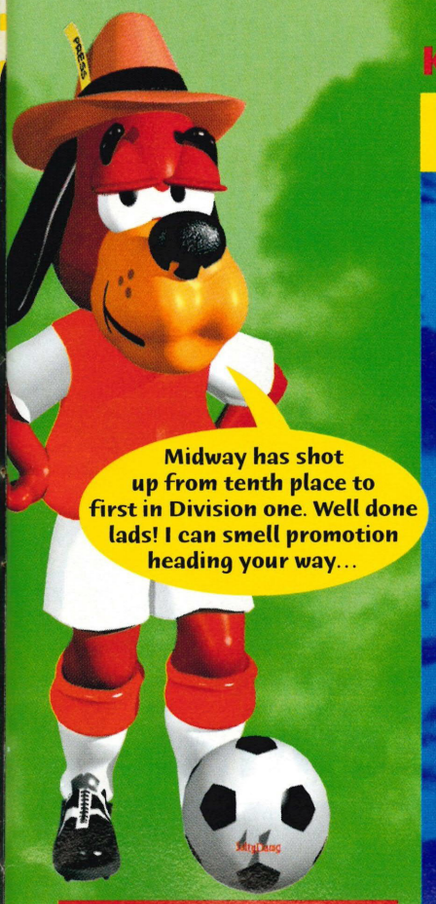
15 Lylat Wars
It's pretty face almost got it on the main team. But needs to toughen up first!

16 Wave Race
Did well overseas but seemed to lose about 30% of it's speed in the UK.



Last Month's Results: Roadsters 3pts Rayman 2 3pts Worms 3pts 40 Winks 1pt NFL Blitz 3pts Hot Wheels 1pt NHL Pro '99 1pt New Tetris 1pt Nascar 200 0pt

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

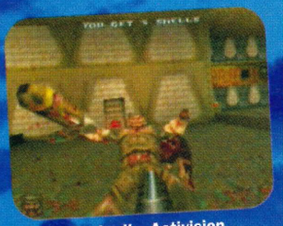


N64 PRO PREMIER LEAGUE

	Publisher	R	E	G	A	S	Pts
1	▶ NINTENDO	37	18	13	2	4	59
2	▶ Acclaim	19	8	10	1	0	34
3	▶ Infogrames	12	4	6	0	1	19
4	▶ Electronic Arts	13	6	2	4	1	18
5	▶ Konami	15	3	6	5	1	13
6	▶ Rare	5	3	1	0	1	8
7	▲ Ubi Soft	6	1	4	1	0	7
8	▲ Codemasters	1	1	0	0	0	3
9	▲ Hasbro	1	1	0	0	0	3
10	▲ Namco	1	1	0	0	0	3
11	▲ THQ	7	0	4	2	1	2
12	▲ Activision	3	1	1	1	1	2

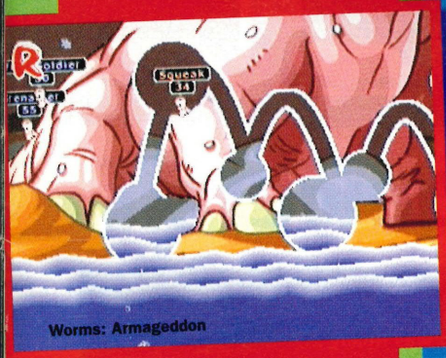

Mario Golf – Nintendo


WDC – Kemco


Quake II – Activision

Hall Of Fame

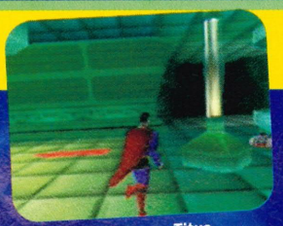
A lot of good games came out but let's hear a round of applause for Infogrames for *Worms: Armageddon*! A brilliant game that had us cheering from the stands!



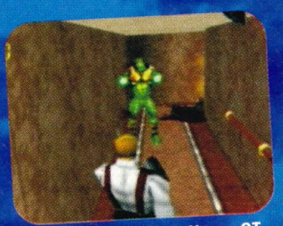
Worms: Armageddon

N64 PRO LEAGUE DIVISION 1

	Publisher	R	E	G	A	S	Pts
1	▼ Midway	3	1	1	0	1	2
2	▼ Titus	3	0	1	1	1	2
3	▼ TAKE 2	3	1	0	2	1	1
4	▼ Human	2	0	1	1	0	1
5	▼ T&E Soft	1	0	1	0	0	1
6	▼ Crave	2	0	1	1	0	1
7	▶ Culture Brain	1	0	1	0	0	1
8	▶ Hudson	7	1	1	3	2	0
9	▶ Seta	1	0	0	1	0	0
10	▶ GT Interactive	23	2	8	6	7	0
11	▶ Bottom Up	2	0	1	0	1	-1
12	▶ Ascii	2	0	0	1	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


Superman – Titus


Lode Runner – Infogrames

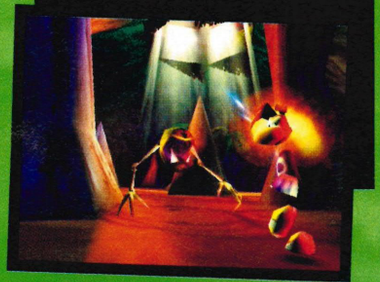

Duke Nukem: Zero Hour – GT


Rampage World Tour – GT

Rayman 2

STAR PLAYER

It takes a lot of guts to make a 3D platformer. *Rayman* swerves around *Mario* and *Banjo* and only has to beat *Donkey Kong* to score the goal of the year!



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.

REVIEWS

P22 Donkey Kong 64

P28 Jet Force Gemini

32 Chef's Luv Shack
Groovier

40 Rocket: Robot on wheels
Wheeler

44 Ready 2 Rumble
Puncher

The Reviewers...



Mark The game that really go me going this month was Ready 2 Rumble boxing... brilliant fun. Donkey Kong is a belter (but we all knew it would be) and Xena's been teaching us a trick or two. Oy ROY! Give me that Donkey Kong cart - Haaaiiii–YAH!



Nerys Donkey Kong! He's back and he's happening and I don't ever, ever want to part with this cart. Turok was dark, frightening and fantastic too, and Chef's Love Shack was funny for a few hours and, and then NOT, at all, for the rest of the review.



Roy Rainbows and Rockets are just some of the many things that Roy has had to think about this month. The fight over the Donkey Kong cartridge has only just begun and we're all far too scared of his Hong Kong Fooey–style karate abilities to get hurt in this argument.

Whoaa... games overload! Christmas is coming and it's already snowing N64 games!

P36 Xena: Warrior Princess

56 Armorines — Buggier

60 Rat Attack — Whisker

62 Turok: Rage Wars — Blaster

64 Rainbow Six — Shooter

66 Knockout Kings — Boxer

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 cheap 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

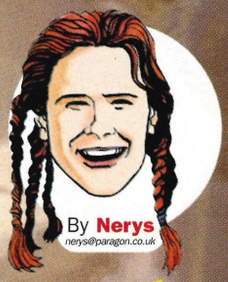
Check page 18 to see how your favourite software house is doing in our highly acclaimed League Table of N64 publishers!

Turn the page NOW for this month's reviews

British Release

It's bigger than the monkey's nuts!

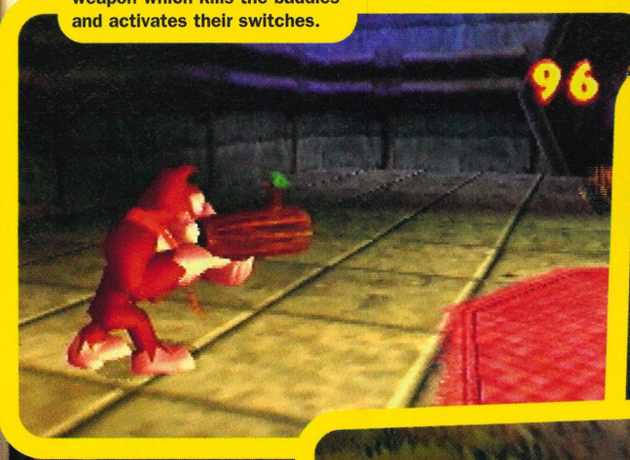
Donkey Ko



By Nerys
nerys@paragon.co.uk

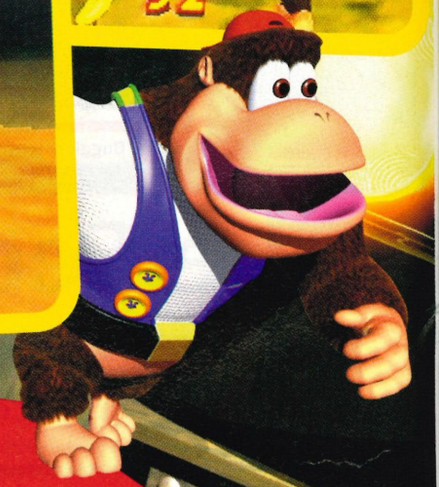
Donkey Kong has returned once more with a band of friends to save the world from the evil and destructive crocodilian Kremlings. They plan to take over his monkey inhabited world, and have kidnapped all Donkey's friends! Can you save them?

Every monkey has their own weapon which kills the baddies and activates their switches.











Crazy Characters



1 Donkey Kong is a big, dumb ape. He plays the Bongos and likes to shoot coconuts.



2 Lanky is an orang-utan with very long arms and a blowpipe that shoots berries.

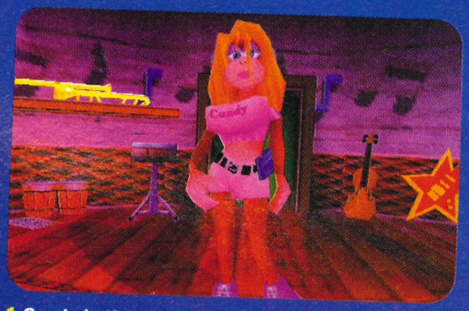


3 Diddy Kong shoots with peanut popguns and can fly around with a jet pack!

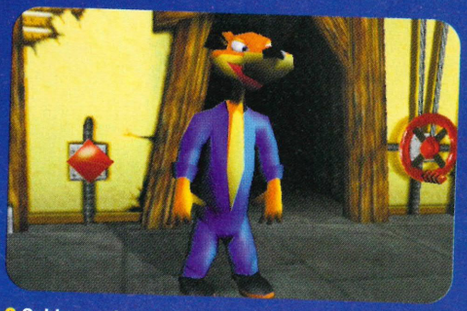
ong 64



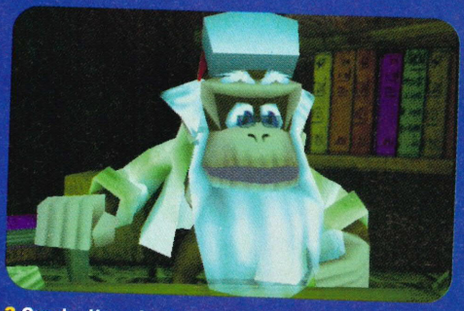
People to Visit



1 Candy is the gorgeous operator of a music shop – these instruments have special powers!



2 Snide needs the blueprints of K. Rool's plans – only then can he help you save the world!



3 Cranky Kong is the rude but helpful Professor who can give you special powers.



4 Funky Monkey is big gorilla who will kit you out with weapons and ammo.

SORE THUMB AWARD WINNER

"No detail is overlooked in this crazy cartoony colossus of a game!"

OK



4 Tiny is the smallest of the characters – she fires a feather bow and can shrink.



5 Chunky is the biggest and strongest of the apes and likes to shoot pineapples.

REVIEW

Donkey Kong 64

Rare have struck solid white gold again with their latest release, the all new version of *Donkey Kong* for the N64. This game takes the word 'platform' out of the platformer and puts the word 'adventure' in its place. This is the type of game, along with *Zelda* and *Banjo Kazooie*, which teaches us that the answers aren't always obvious. That if we look really hard and discover that a tiny section of wall is a slightly different colour from the rest, it is that way for a reason. That not only do we need to look straight in front and behind us as we run, but up above our heads and into the sky, and down at the ground beneath our feet. Because the clues are everywhere, even in the places we would least expect them to be, if we just look and think hard enough.

Monstrous Monkey

Donkey Kong 64 is massive. The greatest gaming knuckle dragger roams huge worlds spanning from his home the jungle, to the world of the Aztecs and the industrialised arena of the factory. The puzzles facing him are taxing and complex enough in the beginning to make this Neanderthal anthropoid scratch his head and gaze dumbly around in wonder. But gradually, you spot the clues and find buttons and boxes and gateways which were hiding from your gaze. Then the fun really begins.

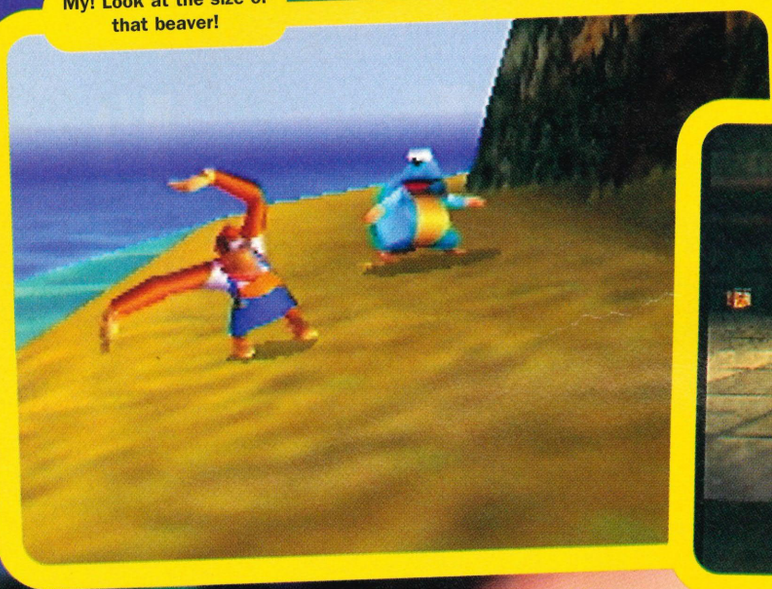
You start the game as a big, dumb ape. Donkey has no special powers to start with and is sent off to the training ground by his Dad, Cranky, but don't be put off by that – *DK 64* has learnt from the mistake of the last big adventurous mammal, *Banjo*. This training ground is small and compact, simply teaching the silly simian to perform four of his most basic moves so he can climb trees, swing from vine to vine, throw bomb and punch things. After that, he picks up training as he acquires moves along the way.

More Monkeys

Not only does this monkey pick up new moves and tricks as he moves through the game, but he picks up new characters as well. As he enters each new area in the early parts of the game, a dismal figure, locked away in a cage by the evil Kremlings looms up on the screen and pleads for help. Lanky, the Orang-utan, Chunky, a great hulking gorilla and Diddy and Tiny, two diminutive apes, all await rescue from their cruel incarceration.

There is a puzzle, or at times a set of puzzles, that the monkey has to solve to release his friends and the members of his heroic crew. There are five of these monkeys to seek out, and Donkey won't come across the last one until of the third level.

Upon release they are, as Donkey was at the start, as without weapons and abilities as a new-born babe. But there are people they come to know who have the ability to help them out. For a few meagre coins, Cranky will bestow on them special powers, such as the ability to shrink, to jump higher or for longer, or super strength. The appropriately named Candy minces up in the tight T-shirt and shorts of true screen fluff, and sells you musical instruments which produce sound waves so powerful that they blow the Kremlings to

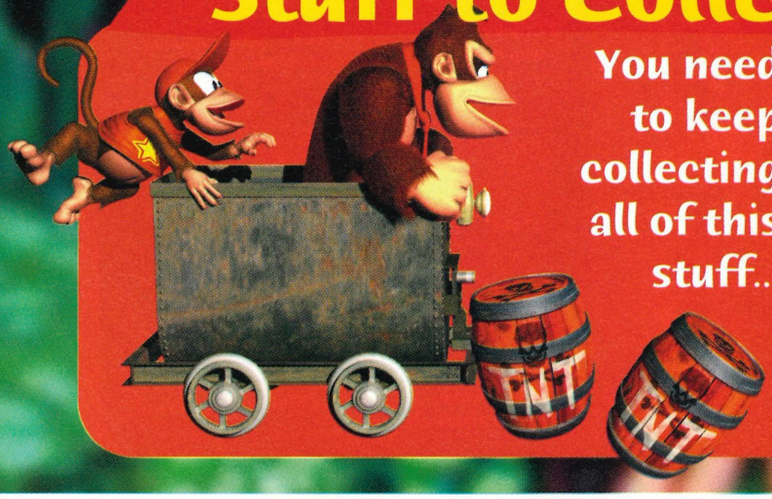


My! Look at the size of that beaver!



Croc Kremlings come in real flesh and in clockwork.

Stuff to Collect



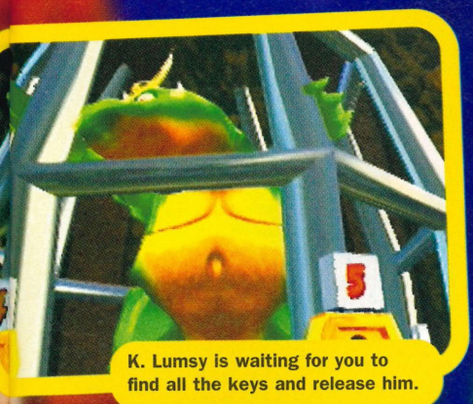
You need to keep collecting all of this stuff...



1 Bananas come in a different colour for each different monkey.



2 Coins do too – this is what you buy moves and equipment with.



K. Lumsy is waiting for you to find all the keys and release him.

smithereens. There is also a big army fatigue clad gorilla, Funky, who sells guns and a weasel called Snide who swaps golden bananas for the blue prints you find.

Monkey Business

That's only the beginning! You can already deduce the size and range of the game from the amount of people you have to visit. The graphics are stunning, the trees in the jungle shine like rubber plants and in the desert, a sandstorm is whipping around you and whistling past your ears. Not only are the areas beautifully deep and full of tests and puzzles that need to be thought out and completed, but there are tiny

A few special moves



1 Woo-hoo, there! The jet pack's a lot of fun!



2 And you can shoot stuff at the same time!



3 On the first level, Donkey changes into a rhino and butts stuff!



4 Donkey Kong is the only one who can throw these switches.



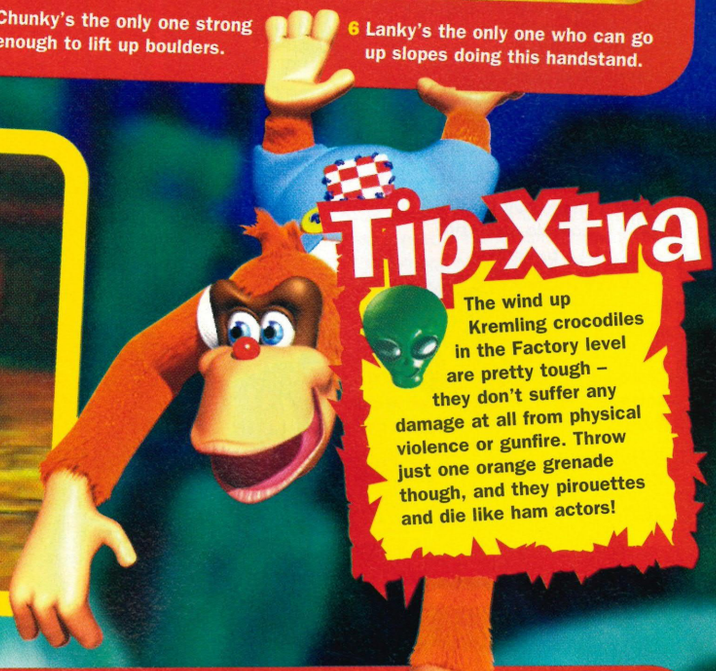
5 Chunky's the only one strong enough to lift up boulders.



6 Lanky's the only one who can go up slopes doing this handstand.

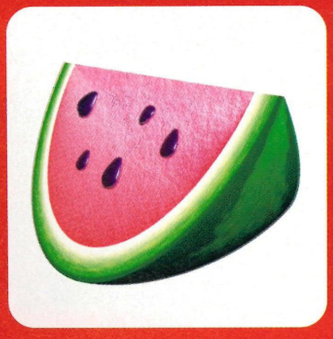


Hit 'em once and their teeth come after you!



Tip-Xtra

The wind up Kremling crocodiles in the Factory level are pretty tough – they don't suffer any damage at all from physical violence or gunfire. Throw just one orange grenade though, and they pirouettes and die like ham actors!



3 Melon slices appear when you kill bad guys and give you life energy.



4 Crystal Coconuts give you energy to perform special moves.



5 Golden Bananas are the business. You need them to save your world.



6 You get Banana Medals if you do something particularly good.

Donkey Kong 64

nips and tucks that add detail and splendour to a game that is already completely gorgeous.

Each monkey swings on vines in its own definitive style – Lanky the orang-utan with one foot casually pointing at the floor, Tiny, the little marmoset, clinging on for dear life with all her limbs. And it's not often that a computer game obeys the laws of physics, but this one does: the further down the vine you are, the faster and wider the arch of your swing, so the further you leap when you finally jump off.

Sound effects, are often a neglected area in games for the Nintendo, but *DK64* has pulled out all the stops and created different footfalls for each of the monkeys – tiny pattering pads for Diddy and great lumoxing thuds for Donkey. The water muffles and slows down the sound when you swim beneath it and the giant hornets sputter and die when shot, like engines on a freezing, icy morning. No detail is over looked in this crazy, cartoony colossus of a game.

Monkey Puzzle

The main game itself, with its puzzles, challenges and characterisations is enough. It would be an engrossing, fascinating adventure across many lands in a quest to save this monkey world from the evil crocodile Kremlings. To complete this mission, there are coins, coconuts, bananas and melons that must be collected to complete the game.

But there's much more! The Banana Fairy has asked you for your help in bringing the protectors of the Banana trees, the Banana Fairies. She has given you a camera in which to capture them which operates like a Polaroid – you take a snap of the fairy and the photo reels off in front of you. The image glows into view on the picture paper, just as a real Polaroid does, and gives you a tick or a cross according to how well you captured the image. This is a mesmerisingly creative and captivating game within a game.

Monkeying Around

And there are more, with masses of bonus games all lavishly created with huge attention to detail. If you jump into Golden Banana barrel, for example, you find yourself in a fairground side-show type game, but without the bloke shouting dodgy instructions in your ear. Then on top of all this, the creators have given us a two to four-player brawl where you fight in either a small circular coin, or chase each other around a large, *Turok*-style arena with raised platforms and moats to play with.

There is so much to do in this enormous, absorbing game that you could get sucked into its fantastically animated, absorbing world and stay there for weeks. The variety in the gameplay is huge with loads of opportunities to change characters, work out baffling problems and bash up baddies and defeat boss monsters. *Donkey Kong* deserves the fanfare of being the most eagerly awaited game since *Zelda*. Its replaced the mysticism and fantasy of *Zelda* with cartoony monkey humour, and is compulsive playing, fascinatingly testing and beautifully created. *Donkey Kong* is back with a bang; bigger, brighter and totally bombastic.

"Donkey Kong is back with a bang; bigger, brighter and totally bombastic!"

These two Islands contain mysteries to unravel.





Tiny Turtle Race

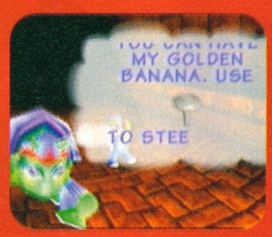




1 Tiny Kong has to jump into her barrel when she wants to shrink...



2 Then the parrot will lift her and carry her to the top of the tower.



3 Once she gets up there, she is challenged to a race by a turtle...



4 It's pretty fast and she needs to collect 50 coins on the way.

Tip-Xtra

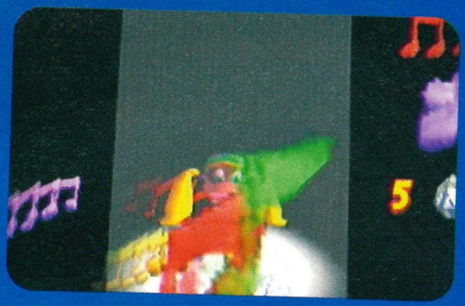
When you have finally released all the monkeys, you need to go back through pretty much every level. There are parts of the game which can only be done by certain monkeys, and each has to collect five Golden Bananas in each level.

Music Maestro

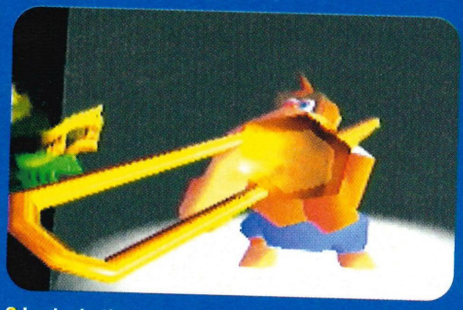
All the Monkeys can play music after they have visited the delectable Candy in her shop...



1 Donkey Kong bangs out the beat on the Bongos.

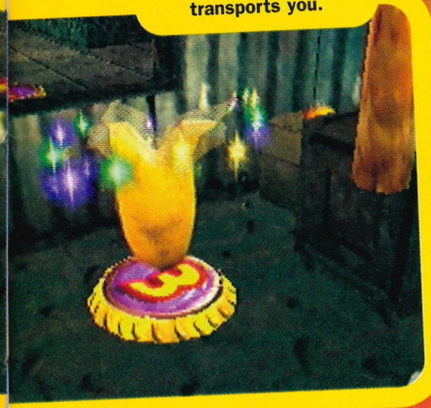


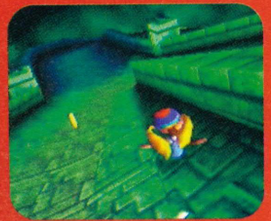
2 Tiny creates a powerful melody the saxophone.



3 Lanky is the only one with arms long enough for the trombone.

This zips you up and transports you.





5 There are some big drop-offs which she doesn't recover from...



6 It's really fast, but you can slow down on corners with the joystick...



7 And if you manage to win the Golden Banana, it was all worth it!

It's Got...

95%

3 pts

Why...



Donkey Kong **is a massive game, with every other type of game imaginable included in it: shooting, fighting, racing, puzzlers, a touch of photography and much, much more besides. The graphics are deep and full of vibrant colour and activity and the sound effects are detailed and engrossing. Compulsive, fascinatingly beautiful and fantastically good fun, this game is a must for your Christmas present list!**

Breakdown...

GRAPHICS Playing *DK64* is like being in control of a beautifully animated Warner Bros Cartoon! **9/10**

SOUND Varied and wide ranging with loads of detail and depth. Highly effective. **9/10**

GAMEPLAY As complex and challenging as it is easy to play and un-put-downable. Fascinating fun. **9/10**

LASTABILITY This game may well proceed into a new realm of lastability, with a four-player mode added onto an already impossibly long game. **8/10**

Why not try...

If you haven't already, tried it, *Zelda* is the biggest thing in adventure gaming – maybe it's worth waiting till *Galden* comes out, though?



Other Views...



MARK What can I say? It's everything I thought it'd be and more. Huge, absorbing and totally entertaining. Nice one Rare!



ROY This game is superb in one-player but I found the multiplayer a total waste of time! Still a must buy though!



NICKY I love all the funky monkeys in this game. It's big, exciting and I couldn't stop playing it!

READER REVIEW Hooray! *DK* is back! I'm not going out for weeks – or months! T.Evans, Wales

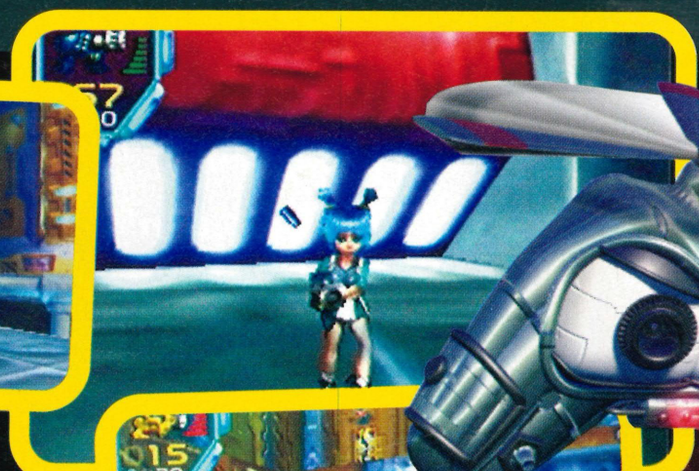
Publisher Nintendo ● **Contact** 01703 653377 ● **Release Date** December ● **Max. Players** 4 ● **Price** £59.99 ● **Memory Pak Space** Expansion Pak with the game

British Release

The ultimate bug-blasting bonanza has finally arrived!



Juno strikes a pose! You don't want him to do that when bugs are around!

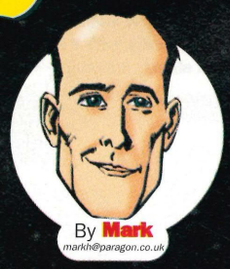




Yuck! Those bugs go with a bang and gooey innards splatter everywhere!

SORE THUMB AWARD WINNER

Jet Force



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

Can't wait any longer? Neither could we, but after years of nail-biting, pen-chewing, joypad-twirling hell we've finally got to crack our knuckles with Rare's brand new shooter.

THE GAMING gurus behind *Goldeneye* have been dangling this game in front of our noses for the best part of a year. Picture somebody waving a carrot before a bunch of donkeys and shouting, "Here you go... chase the tasty game," and you've pictured Rare and us!

Well, after ages snapping at thin air we've finally managed to sink our teeth into a finished copy of *Jet Force Gemini* (*JFG*). And what a scrumptious feast it's turned out to be! Calling *JFG* just another shooting game is a bit like calling Cat Deeley just another children's TV presenter. It fails to mention the stunning good looks, the brilliant feeling you get when you're playing with it and the awesome, incredible intelligence. Even Cat's only got two out of three... it's that good.

"The moment you hit the switch you know you're in for something special..."

From the moment you hit the switch you know you're in for something special. The Rare logo flashes around (which reminds you of those lost years playing *Goldeneye*), then the Dolby Surround Sound logo flashes up and the 'Presented In Widescreen' symbol stretches from one horizon to the other.

It's like watching a film as your ship blasts through space, the insects

e Gemini

Tip-Xtra

There's no easy way to open up the cheats on *Jet Force Gemini*. You have to go headhunting. When the bugs explode try to pick up their remaining heads. You'll get one cheat when you've got 100 and another when you get 200 heads.

invade a planet of peaceful tribesfolk and the *JFG* team head to the rescue. Your jaw will be rattling around your feet as you watch the stunning visuals while the incredible sound booms through the speakers and rattles your ribcage.

Then the game kicks in, you grab the controls and your character headbangs straight into the nearest wall. The aliens attack and you scream "WHOAA... what the hell... go over there... not there... THERE!... who's shooting at me? Where are they? ARRRRGHHHH!"

Normally we'd leave a game's bad points until the end of a review, but this is such a big issue that we'd better sort it out now. The controls are more sensitive than a girl who's just won the 'World's Biggest Bum 1999' competition. The characters seem to have a life of their own and as soon as you move the camera swings around like a monkey on a bungee rope. Tap the R button and a sight appears (like *Goldeneye*) only now the camera spins faster than a happy hardcore DJ. It's enough to make you cry out "Awww God no... not after all this time, please let it be a good game!"

You really have to work at *JFG* before things start to click. After a few ▶

REVIEW

Jet Force Gemini

hours you'll stop worrying about the controls and by the end of the first day you'll be targeting bad guys with ease and blowing away insects that are the size of houses.

Play For Keeps

Just don't play it in your local shop and give up after two minutes! When you get to grips with the game you realise that it really is more than just a pretty face (with a twitchy personality). The bad guys are smarter than your average bug! They attack, run away, dart around objects and jump out behind you. Their intelligence is incredible and they make the game far more fun than any other shooter that we've seen.

Despite the brilliant visuals, the frame rate can be a bit choppy at times making the game jerk around. Many of the levels looks a bit samey and you often end up wondering where the hell you are and which way you should go next.

On the other hand, the design is awesome! There's a great mix of cartoon cute enemies and bloodthirsty gameplay that provides an incredibly satisfying experience. Get using your guns and insect's innards will splatter all over the place leaving a nasty mess of gunge and goo throughout the level.

"The bad guys are smarter than your average bug!"

Oy shorty! Put your eyes away or I'll shoot 'em out!

Tip-Xtra

Watch out for snipers. Keep looking up to find them if you're getting hit and you don't know why. You also have to learn how to aim and side step at the same time!



Check out how good Juno looks in this close-up. The detail is awesome!



Got a bug, got a gun. Add the two together and you'll get a gooey mess.

I can see right up her skirt! BADDA-BING!

Goo For Two

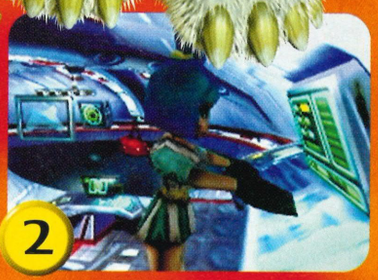
It's no shallow experience either. There are 15 huge levels and each one is split up into loads of sub-areas. You usually have to complete tasks in order to open the doors. Some locks need keys, others require shooting with certain weapons and others require you to blast all the bad guys away before you can continue.

In your quest to kick Mizar's insectoid ass you'll have to guide all three members through their own separate worlds. You start off with Juno, then take control of his twin sister Vela before heading out with Lupus the cyber-dog. Each character has different abilities (Juno can walk on water, Vela can swim underwater and Lupus can hover).

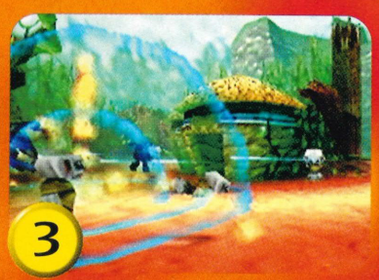
Story Time



1 Juno is a well-hard JFG member who wants to keep the universe safe from harm (and drink his mug of tea).



2 Juno's twin sister Vela is busy monitoring the universe when an alert comes through. A planet is in danger!



3 This peaceful tribe are being massacred by an evil insect race. They've also attacked the JFG team's ship...



4 And they've interrupted Juno's tea break. Big mistake! He shows his displeasure with a well-aimed shot. gun!

Groovy Guns

See that box to the right. That's a chest and it'll contain a new toy for you to play with. There's an incredible collection of weapons to use in *Jet Force Gemini*. Check out the sniper rifle – you can take a bug's head clean off from miles away. Ace!

Pistol

Plasma Shotgun

Machine Gun

Flame Thrower

Sniper Rifle

Homing Missiles

Remote Mine

Shocker

Proximity Mine

Shruiken

Flare

Grenade



If one player's not enough then you can kill up to three of your mates!

When you get each character through their missions and to Mizar's Palace they can head into each other's worlds (which is where your replay value comes in). Different characters will reach different places and you can start opening up sub-games and special areas. So far we've managed to find a funky rave (where you can get the DJ to change the tunes and mix it up big-style), a racing game and loads of other old arcade games.

Two Tribes

You also have to use all the different characters to rescue loads of the tribal guys. The only problem is that the insects attack them and in the midst of a firefight you're just as likely to blow the head off a friendly guy as the bad guys are. It may look cool but when you're desperately trying to save every guy on a level, one slip up and you have to start again from scratch. It's not long before a good challenge turns into incredible frustration and you end up eating your joypad in anger.

But at least you can get your money's worth by playing with your friends. Or can you? You'd think that the company responsible for *Goldeneye* (still played daily by millions of N64 gamers) would know a thing or two about making a multiplayer game. Think again. *JFG*'s Battle mode sucks! The camera angles are confusing, aiming is a nightmare and the levels are just too bland. Multiplayer *Jet Force Gemini* requires none of the skill that you need to become a *Goldeneye* god. Instead you just rely on hammering around whilst holding down the trigger.

The single player game is so good that you just can't help but love *JFG*. Despite being initially awkward it has an incredible depth of gameplay that'll hook you into playing right to the end.

It's Got...

93%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...

The graphics are brilliant and you'll love making a gooey mess of the bugs with a wide selection of guns. There are loads of flaws though. It takes ages before you get used to the twitchy controls and you often get lost in the levels. The single player game is great once you get into it but the multiplayer is pretty poor. Despite these bad points, *Jet Force Gemini* is still a brilliant game that you'd be a fool not to own. Mark

Breakdown...

GRAPHICS Awesome film scenes and fantastic characters that look awesome. **9/10**

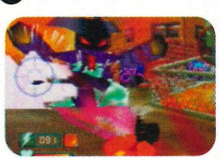
SOUND A deep moody soundtrack brings the action alive. Great sound effects. **9/10**

GAMEPLAY Marks are lost only because of the initial awkwardness of the controls. **8/10**

LASTABILITY A huge amount of secrets will keep you playing. Multiplayer could be better! **8/10**

Why not try...

Body Harvest is a similar bug-hunting shooter. *Jet Force Gemini* is a far more intense shooter with better visuals.



Other Views...


SCOOP I'm better than that Lupus any day. As for that Vela – what can I say? Woof, woof! *JFG* is the dog's pods.


NERYS *Jet Force Gemini* is a gorgeously-crafted, smooth-moving and beautifully-detailed outer space adventure.

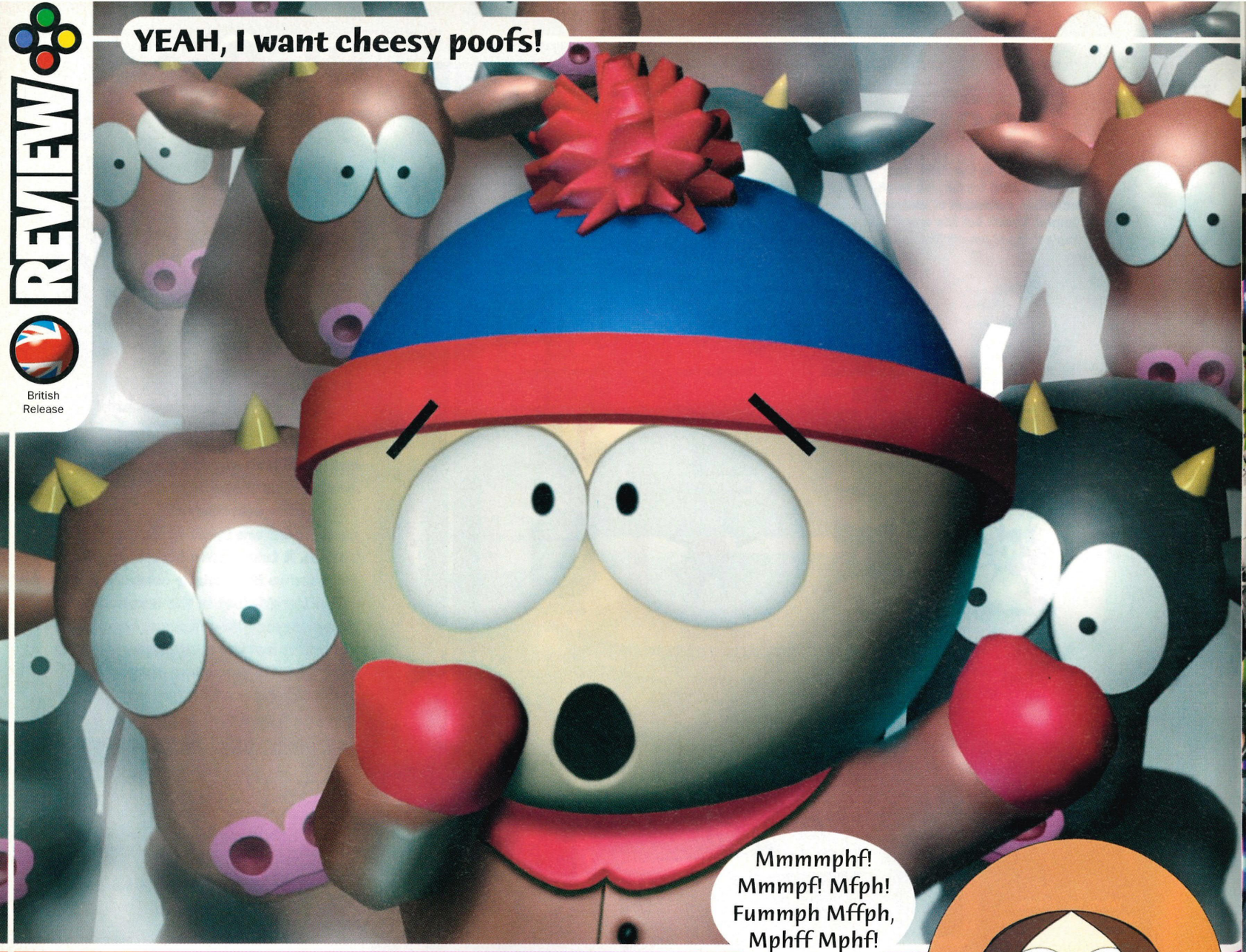

NICKY *This Is* a top game from start to finish, a futuristic adventure game with exploding bugs. BRILLIANT!

READER REVIEW I couldn't get to grips with this properly. Looks great but it's well tricky!
– David Longhall, London

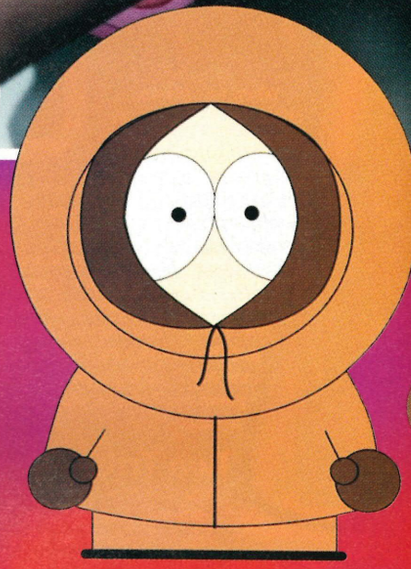
● **Publisher** Rare ● **Contact** The Games 0181 7487565 ● **Release Date** Out Now ● **Max Players** 4 ● **Price** £39.99 ● **Memory Pak Space** Saves to Cart

British Release

YEAH, I want cheesy poofs!

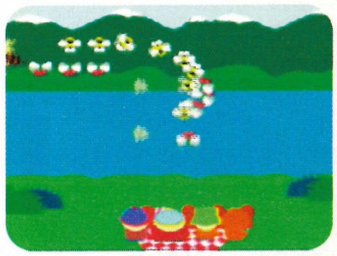


Mmmmphf! Mmmpf! Mfph! Fummph Mffph, Mphff Mphf!

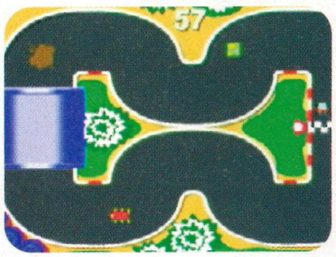


Chef's Luv Shac

Monster Mini-Game Madness in the shack...



This is basically *Arcadians*, except with bees and obnoxious kids instead of alien spaceships?



The cart race is a simple matter of doing your circuits as quickly as possible.



In this egg fight you have to throw eggs into your hut, or at each other, which is more fun.



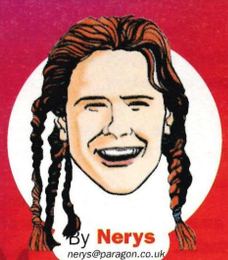
The Skiing slalom is a mini game where the kids try to escape an avalanche.



The D pad lets you make selections in the quiz and directs you in the mini-games.

This is used in the mini-games for 'jump' or 'shoot'.

This is the 'buzzer' which allows you to awnser questions in the quiz round.



By **Nerys**
nerys@paragon.co.uk

Well hello children! And welcome to Chef's hot house of good lovin'. It looks as if you poor children didn't get any invites to Mario's party, so I'm just gonna hold us our own in my hot shack o' luv.

Tip-Xtra

When Chef has asked his question, you need to press 'A' as quickly as possible (i.e before your mates do) to enter the round. Then choose your answer quickly with the 'D' pad - you only have a few seconds!

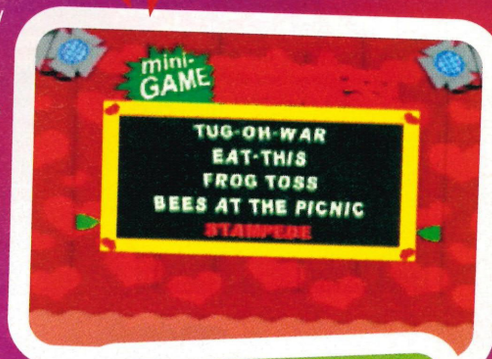


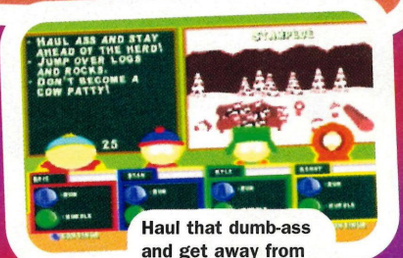
If any other game on the N64 used cardboard cut outs as characters, wiggled them about a bit and referred to it as animation, we'd go bug-eyed at them and puke on their shoes.

But this is *South Park*; the animation is rubbish – but we love it. That is the whole idea – if we were to complain about the dog-water animation and amount of fart jokes, we would be betraying the whole idea of *South Park*. It would be like buying a Doner Kebab and then complaining about the fact that it's stuffed full of the reconstituted entrails of local stray dogs. That's what it's supposed to be like, you dumb ass! A poorly produced insult to good taste! Now shuttup an' lemme play!

"It's South Park – the animation is rubbish - but we love it!... Now shut up and lemme play!"

The thing is that *South Park* is a really funny cartoon. There's no disputing that. And *South Park Rally* is going to be a racing game with *South Park* characters and jokes as decoration and eye candy. But this game is simplistic and limited and relies on the monkey-spanking wit of the mighty *South Park* to carry it though. Sadly without a good game as a basis, *Chef's Luv Shack* can't live up to either the gaming standard of a racer (because it's not a good enough game), or the humour standard of the cartoon (because its ▶





Haul that dumb-ass and get away from the stampeding herd of cattle.

REVIEW

Chef's Luv Shack

not a cartoon). Quiz shows are never going to make it as games because the memory, even on the vast 64bit Nintendo, simply isn't big enough to store enough questions. After a few goes, you are going to notice that a few questions are repeated; Chef's responses (funny the first time) are starting to sound stale.

Having said that, the game is at least worth playing if you can borrow it and play it with your mates. It's a brilliant laugh. The questions are hard enough to keep you guessing but at the same time, this isn't *Fifteen to One*. Where else would you have question rounds entitled 'Famous Gay Cowboys' and 'Hippie Crap'? The questions aren't ridiculously easy either: you're going to need at least some knowledge of 'crap', 'herpes' and 'Historic Boat Voyages'!

"Where else would you have question rounds entitled 'Famous Gay Cowboys' and 'Hippie Crap'?"

The quiz leads into lots of funny mini-games, most of them thinly disguised rip-offs of ancient arcade games. Asses in Space is a crazily funny version of asteroids: you have to avoid and shoot down gigantic dismembered methane-powered asses. You can take part in a Pie Eat, a Ski Slalom, and an Egg Hurling contest. You also get to encourage aliens to give Cartman a vicious and hysterical anal probe.

But you have to ask yourself, could you watch *Wheel of Fortune*, *Blankety Blank*, and *Telly Addicts* all rolled into one for more than five hours, even with fart jokes, jumping crap and obnoxious fat kids? What if the same games and questions kept coming back again and again?

This is the sort of game you can play for a few nights with three mates and have a great laugh at all the jokes and the simplistic, but amusing games. But this hasn't got the lastability to make it a worthwhile investment. It's a cash boat sailing on the back of the sea of success that the *South Park* cartoon has created.

Borrow it for a few days and get your mates round to laugh at the jokes, but you'll feel deflated if you shell out four big brown ones(!) on this one.





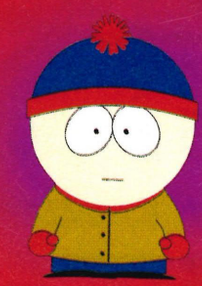
If you win on the Wheel of Fortuitousness, you might get the chance to give Cartman an 'Alien Anal Probe'. Sweet.

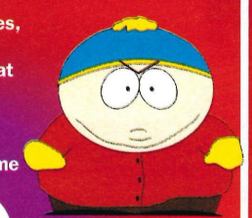
Tip-Xtra

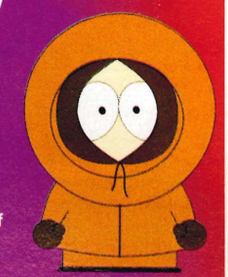


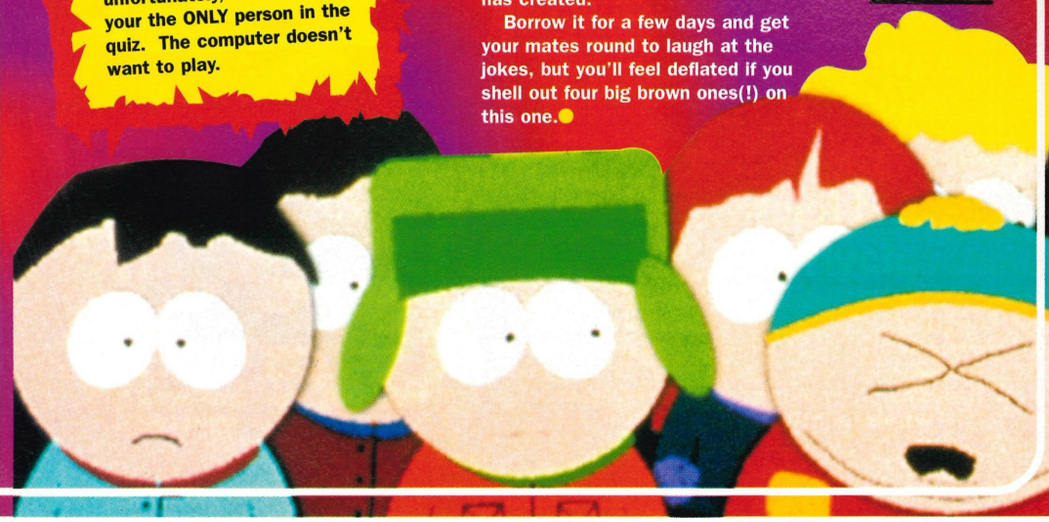
Some of the mini-games are quite hard to master so if you really want to beat your mates, practice on your own - unfortunately, this means your the ONLY person in the quiz. The computer doesn't want to play.











It's Got...

SOFTWARE HOUSE LEAGUE 2 pts SOFTWARE HOUSE LEAGUE

70%

Why...

Chef's Luv Shack **is a funny game to hire, but it has no lastability, depth and is no fun at all in one-player mode. The Nintendo owning public isn't going to fall for a lame-assed game just because it's got a few *South Park* character's in it. Hire it for a laugh and laugh at the people who bought it! Nerys**

Breakdown...

GRAPHICS What graphics? This is *South Park*, not *Mario Party*! Reproduces the cardboard cartoon animation. 7/10

SOUND Loads of genuine *South Park* snippets and genuine Chef commentary. 3/10

GAMEPLAY Funny question and answer rounds with amusing, but crappy, action game interludes. 6/10

LASTABILITY A real let down. This won't last beyond the first few nights of gameplay. 3/10

Why not try...

Mario Party has loads of mini-games and competitions, better graphics and could last you for ages too!



Other Views...



SCOOP I'm a big fan of the *South Park* crew, but this has no lastability so I'd give it the paws down!



MARK *Mario Party* may have more games but *South Park*'s still makes the funniest games. It'll leave you in stitches!



NICKY I love *South Park*! This game had all the best jokes and action of the cartoon and more!

READER REVIEW This game kicks butt dude! It'll keep you laughing all year long!

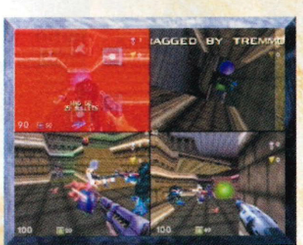
– Ed Pl, Bucks.

Publisher Acclaim ● **Contact** 0171 344 5000 ● **Release Date** Out Now ● **Max. Players** 4 ● **Price** £39.99 ● **SAVES TO** Doesn't Save

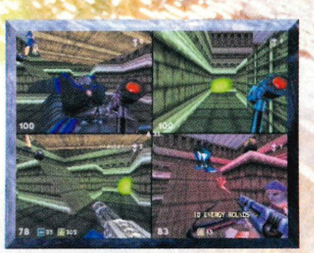
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HEAD TO HEAD TO HEAD TO HEAD COMBAT!

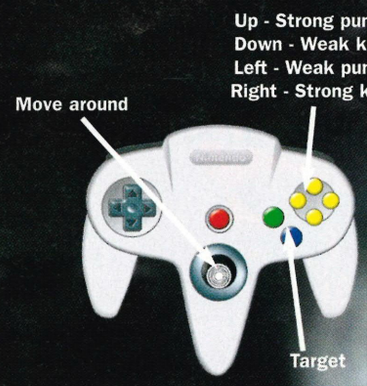
NINTENDO 64

GAME BOY COLOR

Acclaim

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Xena hits the N64 with a flying kick and an high pitched squeal



Tip-Xtra

Each character has a long, mid, short range attack. A tip for this is to jilt the joystick back, forward and then hit one of the 'C' buttons. This will make the character perform one of it's special moves. It will work for several different moves.







Xena retaliates to Gabrielle's yogic flying energy blast with fire.

Zena seen here is perfecting her throwing moves on Gabrielle.

Xena: Talisman

Xena: Warrior Princess. TM & Universal Enterprises, Inc. Licensing by Universal Studios Licensing, Inc.

Special Moves

Each character has a wide range of special moves to perfect, all of them fantastically stunning when seen on screen in all their glorious colour. All kinds of natural disasters are featured, from lightning to fire, to the supernatural, including balls of energy and boulders which fall from the sky.



Gabby's levitatiion skills cause Autolycus' chest to explode.



Ares hurls a ball of lightning energy at unsuspecting Ephiny.



Callisto blows up Ceasar's head with a ball of fire. Cool.



Ares' long range move is the lightning strike.



Ephiny uses her crossbow to take out Ares.



Ceasar uses the hand of God and whacks out Velasca.



Callisto uses fire as her main weapon.

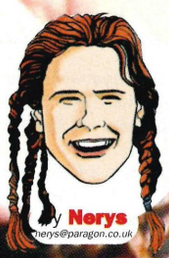


Xena blows Gabs away. Garlic last night was it love?

You looking for trouble? Well you've found me!



Every man, woman or God for themselves. Four-player scraps are fantastic fun!


by Nerys
nerys@paragon.co.uk

I don't just love Xena. I don't just think she's kind of cool in an Amazonian kind of a way. I want to BE Xena.

# of Fate

TALL, beautiful and athletic martial arts expert with a softer side, eternally on a quest to rid the world of evil. Hypnotically attractive to the opposite sex, but still taken seriously even though she dresses in a leather mini-skirt and a basque. Could there possibly be a more perfect example of a woman?

Xena 'Warrior Princess' first excursion into the fast-moving world of gaming makes you wonder why it took them so long. The Legendary Xena, her mates and enemies from the highly successful TV series are already perfectly formed characters for a swashbuckling N64 beat'em up. And let's face it – how long has it been since we've had a decent fighting game on the N64? *Mortal Kombat 4* must have been the last and that was eons ago in the fast-moving world of Nintendo gaming! Xena deals with Greek legends, magical powers, lots of fighting and having the ability to jump incredibly high and do loads of foxy spins and tricks, as you do. It's just what we've been waiting for!

"She dresses in a leather mini-skirt... could there be a more perfect example of a woman?"

There are 11 characters to choose from, all with their own special abilities and powers. Every character has their own specific long, mid and short range attack moves which makes the gameplay excitingly varied. In one-player mode, the computer utilises these long range attacking moves to the full if you stay too far away from your opponent, so there's no opportunity to wuss it or hang back, scheming. You have to keep fighting or suffer thunderbolts to the head, darts and toothpicks in the eye, or be knocked off your feet by deadly fire ▶

SORE THUMB AWARD WINNER

REVIEW

Xena



Tip-Xtra

To make the ground slippery and ice like, activate the 'ice' cheat by entering R, R, L, L, R, L, R. If this works, punch in right punch, right punch, target. Then you should be slipping and slidding about like clowns in custard!

"You're as spoilt for choices of move as a fat bloke would be in a meat pie shop!"

▶ breath and energy bolts. This fighter really keeps you on your toes!

Once you've learnt a few of your character's more impressive moves, you can really go to work. Xena herself can throw her Chakram - which is essentially a bladed Frisbee - breath fire and launch into a fast kicking, warblingly vocal and long-lasting foot-fronted attack.

As well as your more complicated abilities, there's your basic punching, kicking, and sword-swiping to use. Each character has such a varied selection of their own special moves and combos that it leaves you feeling as spoilt for choice of moves as a fat bloke is in a meat pie shop!

Bouncy parts

Your character can run and bounce off the walls of the surrounding buildings and trees, meaning that being fought into a corner is no longer a problem – just run up the walls and jump, and you're back in open space again and behind your opponent. You can also run up the inside of the television screen; a brilliant touch that really enhances the 3D effect.

In the four-player option, you can either fight all-against-all or team up in two's or three's – and if one of the players has unlocked the mighty



Despair, you'd better team up in threes – he's pretty tough!

Despair is an enormous, fearsome creature with one of those earthquake rumbling voices that only the most dangerous Nintendo beasties are lucky enough to have. But there's a fantastic secret cheat which turns him into an enormous pink bunny rabbit with a fluffy tail to boot. Hurrah!

This game has to be the best fighter we've had on the N64 so far. With its heady mixture of accessible special moves and hand-to-hand combat, practical magic moves and magic practical moves, *Xena: Warrior Princess* is going to be legendary!

It's Got...

90%

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

Why...

Xena is a fantastic, fast-moving and highly-varied beat 'em up with an inspiring theme. This is what the N64 has been lacking for too long!
Nerys

Breakdown...

GRAPHICS Good reactions and well-produced characters in rich, deep 3D. Looks a bit like they've got masks on, though. 7/10

SOUND Impressive fighting noises and screams and roars - and is that the delectable Lucy Lawless herself making the introductions? 7/10

GAMEPLAY Loads of moves to master, fast reactions and well thought out artificial intelligence. 8/10

LASTABILITY With Practice, Roster, Quest and Vs in 1 to 4 player, plus loads of moves to master, you'll keep coming back for more! 8/10

Why not try...

Mortal Kombat 4
There aren't many fighters that come close to *Xena*, but this is the nearest game I could find.



Other Views...



ROY Four player action? Forget the dire *Ready 2 Rumble*, this is a fighting game to die for! Go Xena! Go Xena! Go Xena!



MARK A great fighting game but I prefer *Ready 2 Rumble* for scrapping action. They're both top games though!



NICKY I don't like Xena in real life. I loved this fighting game though. It's great even if you hate the TV program!

READER REVIEW Xena's tops and I loved this fighter. It's brilliant, go out and get it!
– Jim Darlington, London

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Duel Heroes
Duke Nukem 64
Duke Nukem: Zero Hour
Extreme G 1
Extreme G 2
F1 Pole Position
F1 World Grand Prix
FIFA 64
FIFA '98
FIFA '99
Fighters Destiny
Flying Dragon
Forsaken
Fox Sports College Hoops 99
F-Zero X

G–K

Gauntlet Legends
Gex
Glover
Goeman's Great Adventure
Goldeneye
Golden Nugget 64
GT 64 Championship Edition
Hexen
Hot Wheels Turbo
Hybrid Heaven
Iggy's Reckin Balls
International Super Soccer
ISS '98
Jeopardy
Jet Force Gemini
Jikkyou World Soccer France 98
J-League 11 Beat 97
Ken Griffey Jnr's. Slugfest
Killer Instinct Gold
Knife Edge: Nose Gunner
Kobe Bryant in NBA Courtside

L–P

Lode Runner 3D
Lylat Wars
Mace: The Dark Ages
Madden 64
Madden NFL '99
Magical Tetris Challenge
Major League Baseball: K.G.Jr
Mario 64
Mario Golf
Mario Karts
Mario Party
Micro Machines
Mike Piazza's Strike Zone
Milo's Astro Lanes
Mischief Makers
Mission Impossible
Mortal Kombat: Sub Zero
Mortal Kombat: Trilogy
Mortal Kombat 4
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 Quarterback '98
NFL Quarterback Club 99
NHL 99
NHL Breakaway
Nightmare Creatures
Ocarina of Time.Legend of Zelda
Off-Road Challenge
Penny Racers
Perfect Striker
Pilot Wings
Pokemon Snap
Pokemon Stadium
Powerful World Soccer 3
Pro Baseball King
Puyo Puyo Sun 64

Q–U

Quake 2
Quake 64
Quest 64
Rakuga Kids
Rampage Universal Tour
Rampage World Tour
Road Rash 64
Robotron 64
Rush 2 Extreme Racing USA
S.C.A.R.S.4
San Francisco Rush
Shadows of the Empire
SimCity 2000
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Snowboard Kids 2
South Park
Space Dynamites
Space Station:Silicon Valley
Star Fox/Lylat Wars
Star Soldier
Star Wars: Racer
Star Wars: Rogue Squadron
Super Mario
Super Robot Spirits
Super Smash Brothers
Superman
Tetrisphere
Top Gear Overdrive
Top Gear Rally
Triple Play 2000
Turok 1
Turok 2
Twisted Extreme Snowboarding

V–Z

Vigilante 8
Virtual Chess 64
Virtual Pool 64
V-Rally 99 Edition
Waialae Country Club
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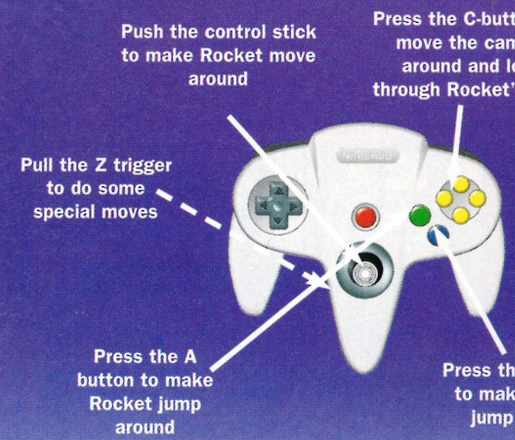


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British Release

He may look like a wheelie bin but Rocket's anything but rubbish!



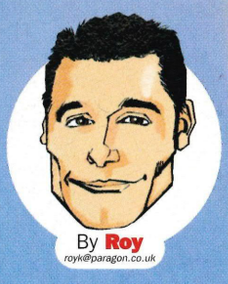
Come fly with me...

REMEMBER the appalling rings sequence in *Superman*? Well there's a similar sort of thing in *Rocket* only this time it's fun! Take to the skies on a magic carpet and follow those coloured hoops to get yourself an all important ticket!



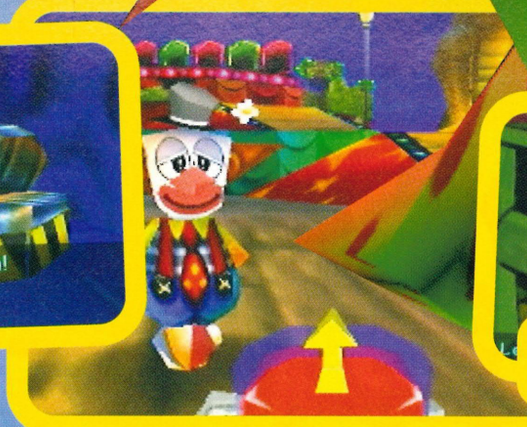
First of all you need to find the ShagFlyer after which you can summon it when you need to.

Rocket: Robot On



By **Roy**
royk@paragon.co.uk







The only way you can beat this chicken at his own game is to cheat!

Picture R2-D2 riding a unicycle and you've got Rocket: Robot on Wheels. Take a trip with the wackiest robot ever seen!

THE LAST two platformers from Ubi Soft have starred pretty weird central characters to say the least. While they had bodies, feet and hands the heroes of both *Tonic Trouble* and *Rayman 2* didn't actually have any limbs joining his hands and feet to his body! Now yet another platformer has turned up and this time the hero doesn't have any hands or feet at all!

Rocket: Robot On Wheels is the first offering from brand-new development studio Sucker Punch and it's a goodie! The basic plot runs something like this: it's the night before the grand opening of a futuristic amusement park called Whoopie World. While new amusement parks are nothing special, Whoopie World is fairly unique in that the whole place is fully automated and requires almost no human staff.

Having worked hard to get the park ready for opening, the Park Controller nips off to the pre-launch party, leaving his deputy – a small robot called Rocket – to keep an eye on things. Behind the Controller's back though, someone has been plotting dark deeds.

"He moves around on a single wheel like a rather talented quadriplegic unicyclist!"



Next you've got to find the start of the course which is marked by a green ring.



As you pass through each ring, so the next one turns green – are you keeping up with this?



Try not to get distracted by the weird buildings as you're on a tight time-limit.



Make your way successfully through all the rings and the all-important ticket is yours!

This walrus has got really, really smelly breath! Must be all that fish!

Z Z

Wheels

SORE THUMB AWARD WINNER

Tip-Xtra

A lot of the puzzles in the game involve colour so you're going to be a bit stuck if you suffer from colour-blindness! If that's the case, get a friend to sit through the game with you – don't be afraid to tie them to a chair if need be!

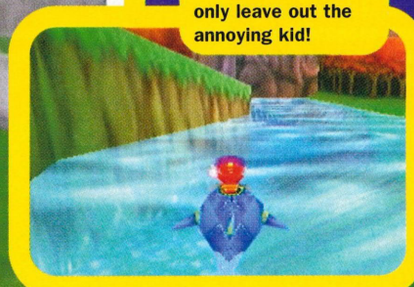
Yee-hah! *Dukes Of Hazard* eat your hearts out! This buggy is cool!

Okay... you've trapped the big hover thingy – now what do you do?

Rocket: Robot on Wheels



Recreate that movie classic *Free Willy* only leave out the annoying kid!





Tip-Xtra

Make sure you practice loads with your tractor beam because this is what the majority of the puzzles are based around. Once you get good with it, nothing will be able to stop you! (Well, aside from a city-wide power cut)

There's not 'mushroom' left in the game for any more characters.



Whoopie World has two mascots – a large good-natured walrus called Whoopie (whom the park is named after) and a mammal of some kind (racoon?, cat?) called Jo Jo. It seems that Jo Jo is unhappy with Whoopie being the star attraction and has been quietly hatching a plan. When the controller leaves, Jo Jo grabs Whoopie and runs off into the park with him, cackling insanely.

Before acting-robot-in-charge-Rocket can give chase, everything goes crazy. In much the same way as Dennis Nedrey (the fat programmer guy in *Jurassic Park*) deactivated the security systems to cover his escape, so Jo Jo throws a spanner into the works of the Whoopie World machines.

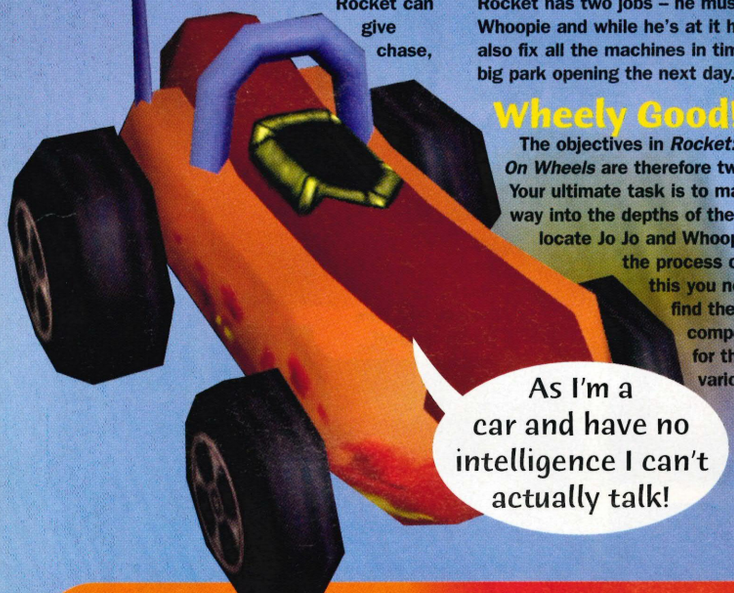
Thus all over the park robots and rides start behaving strangely. Now Rocket has two jobs – he must rescue Whoopie and while he's at it he must also fix all the machines in time for the big park opening the next day.

Wheely Good!

The objectives in *Rocket: Robot On Wheels* are therefore twofold. Your ultimate task is to make your way into the depths of the park, locate Jo Jo and Whoopie and in the process of doing this you need to find the components for the various park machines in order to reactivate them. Oh... and in order to progress through the levels you must collect the all-important tickets.

Each level requires a specific number of tickets to be collected before you're allowed access and these are obtained in various ways. Some are just lying around, others are hidden in hard-to-reach places and still others you have to win by completing certain tasks or winning at the various games within each level of the park.

Rocket himself is a fairly versatile character considering that he's got no arms or legs. He moves around on a single wheel like a rather talented quadriplegic unicyclist and can manipulate his environment by way of a rather cool tractor beam built into his head. With this device he can pick up, carry and throw objects, and also swing from things



As I'm a car and have no intelligence I can't actually talk!



Hi, I'm Hollywood star Free Willy's older brother. They call me Big Willy!

A Cunning Disguise...

ON THE Roman level Rocket meets a guard who won't let him pass. Fortunately the guard is short-sighted so with the help of some rather conveniently placed pools of coloured paint our plucky robot hero can colour himself to look like one of the bad guys. – as a sentry in *Star Wars* once inquired: "Aren't you a little short for an Imperial Guard?"



1

"You can't come in, you're too ugly!" says the guard. A definite case of pot calling kettle!



2

Not a problem though – first it's a quick trip off to the blue paint pool for a rereshing dip.



3

Then a visit to the yellow pool to mix a nice green finish just like the guard's upper body.



Robot Fun!

Plus as he progresses through the park Rocket earns special upgrades which enhance his abilities and there are a range of vehicles which he needs to find and activate in order to solve many of the in-game puzzles.

There are absolutely bundles of different vehicles in this game and some of them are pretty damn cool. They range from the super-fast, incredibly cool hot dog racer to the slightly strange *Free Willy*-style Finbot.

Hindering Rocket's progress through the game are all manner of different park robots who have been driven just a little haywire by the interventions of Jo Jo. Some of these robots have weapons and will attack Rocket every chance they get, others simply try and steal any object that he might be carrying.

The best thing about *Rocket: Robot On Wheels* and the thing - aside from the puzzles - that makes it stand out from the other games of this genre is the physics engine. Sucker Punch spent a long time perfecting this before it starting working on the gameplay and it shows.

Everything in the game behaves as if it were a real object. So rather than being fixed in place, you can take stuff and do all sorts of weird things with it. The first time we played this game we spent literally hours just messing around on the first level collecting various items and piling them up on top of one another. It's difficult to describe effectively but basically the fact is that the engine allows you so much freedom that it's just brilliant!

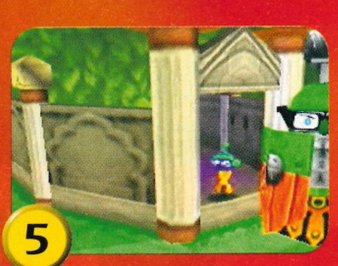
Rocket: Robot On Wheels is - quite simply - superb. This title just oozes gameplay and contains some of the weirdest and most innovative puzzles ever seen in a game. There just isn't really any way to fault it. Take a look - you'll be glad you did!





4

A brief sojourn in the clean water to sort out Rocket's lower quarters then it's red and yellow.



5

Creating the perfect disguise to sneak past the short-sighted guard and grab the ticket!

It's Got...

91%

3 pts

Publisher Ubisoft ● Contact 0181 944 9000 ● Release Date Out Now ● Max. Players 1 ● Price £39.99 ● Memory Pak Space Requires mem pack

Why...

The physics engine in this game makes it an absolute joy to play and the amount of different puzzles is superb. It's nice to see that companies other than Rare can produce good 3-D adventures - if you don't give *Rocket* a try you're doing yourself a disservice! Roy

Breakdown...

GRAPHICS Nicely detailed characters and gorgeous colourful environments **9/10**

SOUND Nice tune which eventually gets irritating but not for quite a while! **7/10**

GAMEPLAY Superbly addictive with a whole pile of puzzles – bloody ace! **10/10**

LASTABILITY Should keep you coming back for more and many of the mini-games and puzzles have good replay value **8/10**

Why not try...

There are a whole bunch of 3-D adventures out there at the moment but you'd be well advised to have a look at the rather excellent *Rayman 2*, also from Ubi Soft.



Other Views...



NERYS ***Rocket*** **is a cute little robot. I love the idea of moving on a wheel and having a laser to pick stuff up with!**



MARK **Another brilliant platformer which is incredibly inventive. Not quite as good as *Donkey Kong* but brilliant anyway!**

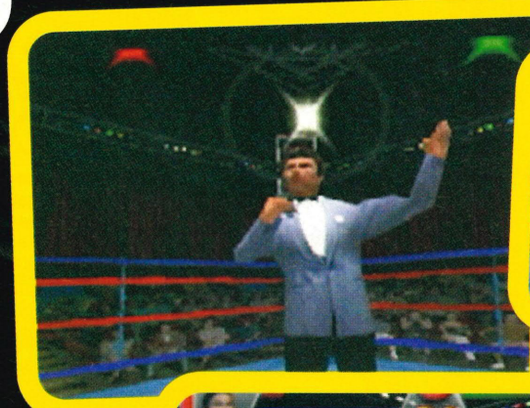


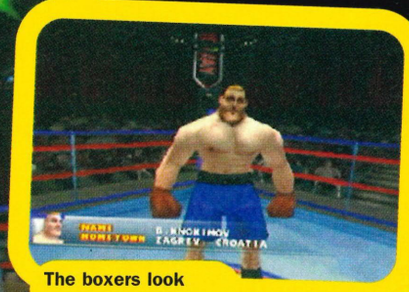
NICKY **Rocket is beautifully designed and, as I'm the artist around here, I really appreciate the colours!**

READER REVIEW I really liked *Rocket* but then I had a go on *Donkey Kong*. That's much better!
– Samantha Jones, Birmingham

Put your money on this fighter to win

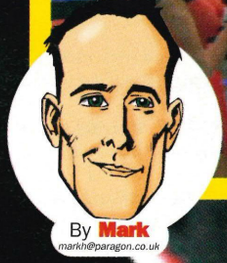
Ready 2





The boxers look awesome and even get covered in cuts and bruises - ouch!





By Mark
markh@paragon.co.uk

Left, right, uppercut, bodyblow! This boxer lands every single punch!



Hey baby! You think girls are weak? Just you wait sucker!

YOU MAY have already seen this boxing game on the (hiss, spit) Dreamcast being played by fools down your local gaming store.

It's funny really, everybody has ignored Sega's own efforts at gamemaking (because they're rubbish) and looked at the one good game made by another company!

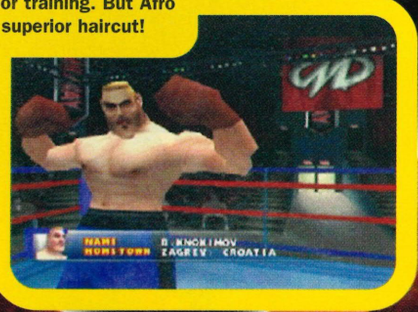
Well now you've got another reason to laugh at Sega's 'Titanic'. The best game on the poxy system is just as good on the N64. *Ready 2 Rumble* is without a shadow of a doubt the best boxing game ever.

The idea is simple. Two blokes batter each other around the head until one of them can't get back up. What makes *Ready 2 Rumble* better than all the other fighters is it's outrageous sense of humour. From Afro Thunder (a 70's boxer with a big hairdo) to Big 'Willy' Johnson (a 1920's English fighter with a handlebar moustache). These boxers are the maddest, baddest bunch of bruisers you've ever seen in a game. Not only do they look crazy but they constantly taunt each other through the fight. It'll leave you in stitches!

"from the instant it powers up Ready 2 Rumble just oozes quality"

From the instant it powers up *Ready 2 Rumble* just oozes quality. The graphics are excellent with stunning looking boxers, incredible music and loads of speech. Michael Buffer (the legendary announcer) introduces the fighters in his over-the-top way before screaming his trademark: 'let's get ready to rummmmmble!' Then you fly straight at each other, fists-flailing, heads-butting and (if you're smart) ducking and diving around each other like

Boris is a product of superior training. But Afro has a superior haircut!



BUTCHER BROWN



BORIS KNOKIMOV



AFRO THUNDER



BIG WILLY JOHNSON



JET CHIN

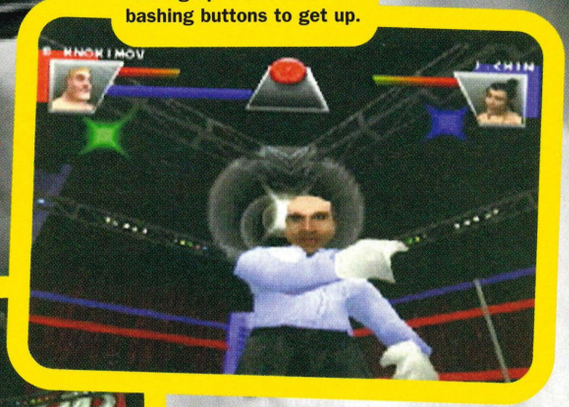


Rumble

SORE THUMB AWARD WINNER

Tip-Xtra

If you're knocked down tap the buttons to regain your energy. But if you knock down your opponent tap the buttons anyway because you'll regain your strength as well. Now put your dukes up and get slamming them home!



All too soon you're looking up his nostrils and bashing buttons to get up.



A left, a right and you're down sucker! The blond bomb takes another title.



Use the D-pad or control stick to make your boxer move around the ring

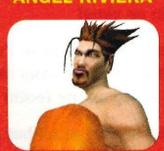
Use the C-buttons to throw left and right punches.

Hit the A button to dodge with the top part of your body

Tap the B button to do a low dodge



ANGEL RIVIERA



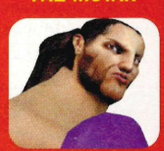
SALUA



LULU VALENTINE



FAZ MOTAR



SELENE STRIKE



TANK THRASHER

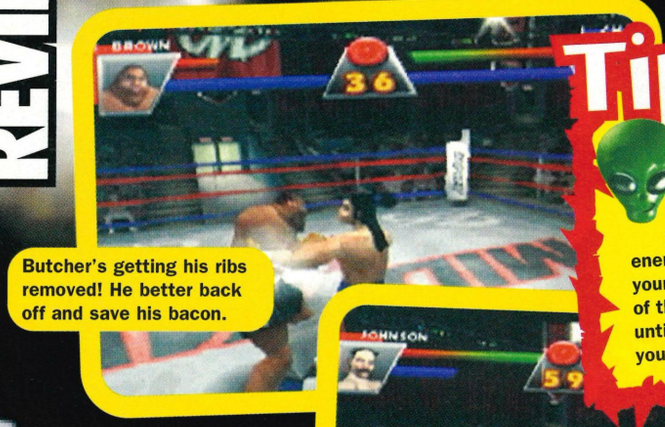


ROCKET SAMCHAY



REVIEW

Ready 2 Rumble



Butcher's getting his ribs removed! He better back off and save his bacon.



Big Willy Johnson may look like a pasty-weakling but he packs a punch.

Tip-Xtra

The key to winning is knowing when to go for the kill and when to back off. If you're getting low of energy try dancing around your opponent until the end of the round. If you dodge until the bell rings you'll get your strength back!

▶ mad dogs on heat. It's the best laugh we've had in years!

Fight night

Two player *Ready 2 Rumble* has that 'just one more go' quality that separates the good from the truly great! You just can't let go of it. Even when you know you've got other things to do you just keep putting them off. The washing up can wait! Work – aww forget it! Sleep – who needs it anyway? You and your friends will just keep hammering away all night and you'll still be grinning when the sun starts to rise!

The animation is brilliant with all the fighters moving smoother than a snake in a slime pit. Not only do the boxers look better than Buffy (back on telly - yahoo!) but they get bruised and bloodied when the fists start to fly. The visual effect is truly awesome and is especially good when you consider how fast it's moving (slow speed has apparently ruined the PlayStation version - snigger!)

For a real long-term treat check out the championship mode. You choose a fighter and train him up to take part in different matches. The training is fantastic as you hit balls, bags and even go aerobic dancing. It's hilarious and all the moves have to be in precise time so the quality of the training depends on your skill! When you're pet pulveriser is 'ready to rumble' you can take him into a championship fight or go head-to-head with your friend's Tamogatchi-style puncher. You win fights, earn money and spend it on more training to get better and win more fights.

Don't push me

The championship and training modes are the icing on a truly scrumptious cake. Single player will keep you happy for ages and the multiplayer game is just unmissable. I've played *Ready 2 Rumble* more than any other game this month and you can't get a better recommendation than that. It's come out of nowhere and knocked us all out! Brilliant!



All the Queensberry rules in the world won't help you against that punch!

It's Got...

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

92%

Why...

It runs rings around every other fighter. The animation is astounding, the sound is brilliant and there's so much speech you'll think your N64 has grown a voice-box. Above all it's a hilarious game that's so much fun to play you'll become surgically glued to your joypad. Get this and *Donkey Kong* for a merry Christmas Mark

Breakdown...

GRAPHICS Astounding! The boxers look brilliant and the animation is excellent **9/10**

SOUND The title tune is a belter and there's loads of speech and crowd noises **9/10**

GAMEPLAY It's not the most complex fighter ever but there's strategy and skill needed **9/10**

LASTABILITY It may not be a huge adventure but you'll be playing with your mates for ages **8/10**

Why not try...

If you really can't handle the humour then you could try *Knockout Kings*. Far more serious - nowhere near as good!



Other Views...



NERYS This game has great graphics and lush colours, but I'd choose *Xena* anyday because of the demon special moves.



NICKY This is a fantastic opportunity to beat up Nerys and Mark when they don't get their reviews in on time!



SCOOP The biggest, baddest brawl I've been in since that Rottwieler stole my bone. Every bit as sharp as my teeth!

READER REVIEW I'm not into boxing at all but I really enjoyed rumbling with this game
– Dan Withington, London

● Publisher Midway ● Contact 01306 885231 ● Release Date December ● Max. Players 2 ● Price £44.99 ● Memory Pak Space Saves to Pak

Jet Force Gemini



Jet Force Gemini



Jet Force Gemini



PRO POSTER

Xena: Talisman of Fate



PRO:POSTER

Xena: Warrior Princess. TM & Universal Enterprises, Inc. Licensing by Universal Studios Licensing, Inc.

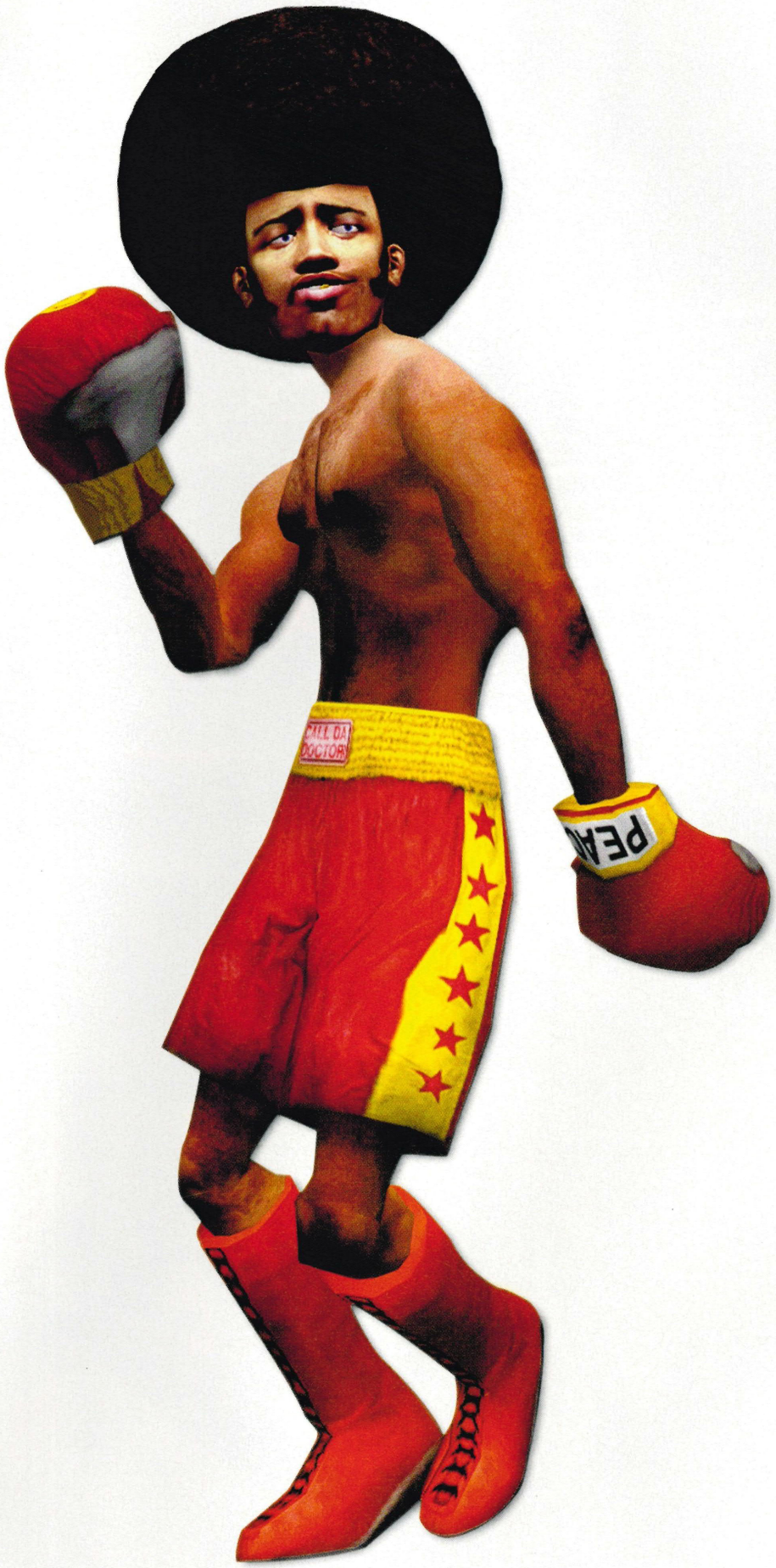


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Donkey Kong 64



Ready 2 Rumble




Turok: Rage Wars
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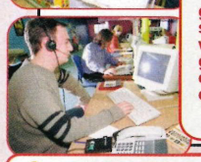
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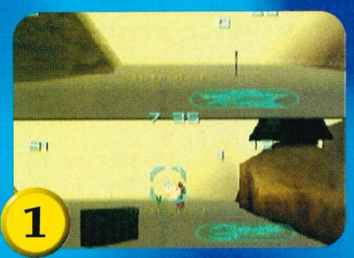
British Release

Grab your gun trooper and get ready to go blow a hole in ET!

Armor

Multi Slayer

Up to four of you can smash and trash each other with the hefty weaponry found in *Armorines*. Some of them are even the toxic guns that the aliens carry in the game!



1

Run little pig, run! You won't win with your back turned to the enemy, you fool!



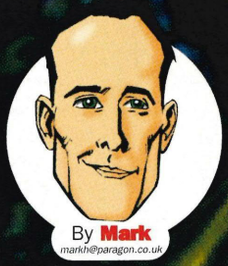
2

That's more like it! Turn around and fight like a man. Well like a man in a nuclear suit anyway!



3

A static shot doesn't do justice to the amount of spinning around each other that is going on here.



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

If aliens ever do manage to get to Earth they'd better not run into the Armorines. Not unless they want to come in peace and leave in pieces!

YOU'VE dismantled dinosaurs in *Turok*, gibbed guards in *GoldenEye* and pulverised pigs in *Duke Nukem*. Everything you meet ends up maimed and mutilated! Earth has nothing left for you to kill – so what next?

If you still have an itchy trigger finger, why not take a trip into the future and get working your oversized gun on some insidious alien insects! These ten-tonne creepy-crawlies have invaded Earth and are busy turning humans into toxic mush!

If you've ever seen the film *Starship Troopers* then you'll instantly recognise the beastly bugs that are causing such mayhem! The only things that can stop this sinister spidery invasion are the Armorines. These futuristic warriors are protected by nuclear-powered suits and pack guns big enough to trash anything sporting multiple legs.

"Armorines has done far more than graft extra legs onto the dinosaurs!"

Fresh from the makers of *Turok 2* this futuristic bug-infested blaster will look familiar to anyone who's aimed at a dino down the shaft of an arrow. But *Armorines* has done far more than graft extra legs onto the dinosaurs and paint all the green scenery a futuristic shade of grey. *Armorines* has taken *T2* and turned it into a brand new game.

The most notable improvement has been to sort out the 'endless wandering' aspect that ruined the dinosaur-hunting extravaganza. By carefully constructing the plot with some clever level design you constantly move forward with little opportunity to get lost. You move into a section and have to achieve a set objective (rescuing a scientist, finding a switch or turning all the bugs to mush) before you can move into the next area. At the same time the section behind you is closed off forever. The result is a much tighter blaster that concentrates on shooting



You put the left leg in, left leg out. In out in out, then TAKE THAT MUTANT OUT!

Not only do you get to blow bugs away you also get to chat to other troopers!



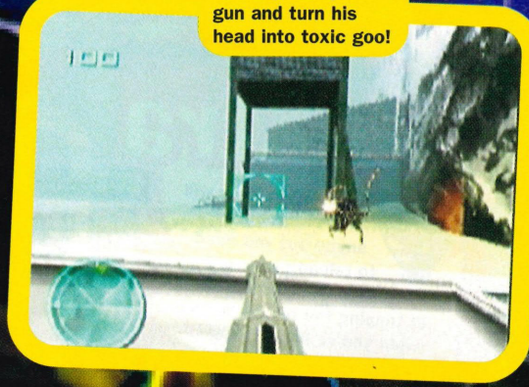
4

You can run but you can't hide. And sooner or later your dodging tricks won't work. Game over!

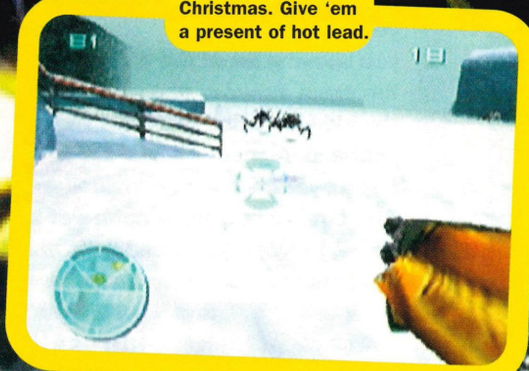
Incy wincy spider climbing up the tree... EAT HOT LEAD, YOU EIGHT-LEGGED MUTHA

Tip-Xtra

Make sure you search every single part of the level so you get all the guns (they're pretty well hidden). Don't forget to use your basic laser to blow up all the crates. They contain special items but be careful! Sometimes they hide bugs!



Give a bug a bad hair day. Get your gun and turn his head into toxic goo!



It's 'snow' joke when bugs invade at Christmas. Give 'em a present of hot lead.





It's really spooky when you see shadows scuttling around in the dark.

ines

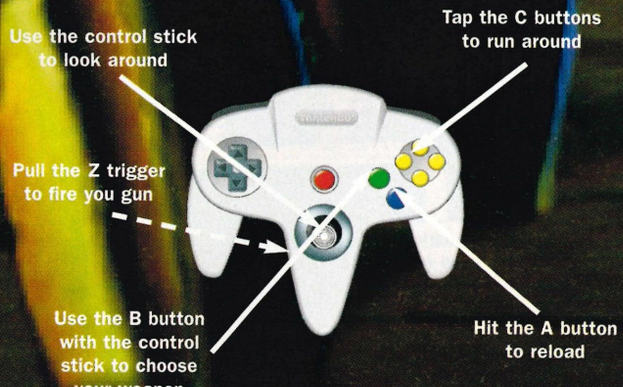
action instead of wandering around in huge mazes.

A bug too far

There are moments of genuine terror-inducing mania when you're trapped in a small dark tunnel and the parasites are attacking you from every angle. Fortunately you've got a big selection of guns to blow them away with. You start out with a small automatic pistol which never runs out of ammo (although you do need to reload every so often). Run around and you'll pick up far more tasty weapons like lasers, rocket launchers and alien weapons that splatter toxic green goo everywhere and turn even the biggest mutants into a pile of smouldering pulp. A truly innovative feature is the use of vehicles during the game. On the first level you'll jump aboard a monorail and take charge of the nose-mounted cannon. Whilst the train chugs its way along you happily blast bugs the size of houses away with this awesome piece of kit. You even get to take charge of a machine gun in a helicopter later on in the game (although you only ever get to control the gun, not fly the chopper). It's a great new feature and adds a lot to the game.

Turok troopers

If it all gets too scary you can team up with a friend for a two-player co-operative adventure. With twice the firepower you'll have to work together to take on all the bugs. This is perhaps the best feature of *Armorines* and should make its way into every future blaster. The only slight niggle with the two-player mode is the way it teleports one of ▶



Armorines



Tip-Xtra

Your basic laser will never run out of ammo but you need to reload every so often. Get into the habit of tapping the reload button when you've killed a bug instead of waiting for the next one to attack and you'll live much longer!



the players when the other one has completed an objective (such as pushing the right button). It stops the second player getting left behind but it does make the game jump more often than a kangaroo that's wired up to the electric grid.

Bugged out

It also has some of the worst aspects of *Turok 2*. Most notable is the fogging which is still in abundance (and now looks especially bad thanks to the overall grey look of the levels) but there's also a lot of slowdown that makes the game jerk around like an Eighties bodypopper.

There's also the same old repetitive 'shoot the bad guys and search for the switch' gameplay that lacks any imagination whatsoever. Even though you're not as lost as you were in *Turok 2*, you do tend to get bored when you end up just doing the same action over and over again. The multiplayer game fails to inspire either

"Starship Troopers takes a head on collision with Turok 2!"

(especially after we'd played the excellent *Turok: Rage Wars* which is devoted to multiplayer gaming).

Armorines really doesn't have enough originality to warrant a higher score. The mundane nature of the levels betray what can often be a furious and intense shooter. But its repetitive nature and the lack of technical innovations keep it from achieving true greatness. ●



It's Got... 80%

SOFTWARE HOUSE LEAGUE 1 pt SOFTWARE HOUSE LEAGUE

Why...

***Starship Troopers* takes a head on collision with *Turok 2* and the result is big bugs and bigger guns. At times you think it's a brilliant blaster but you spend a lot of the time shooting the same enemies and searching for the hidden switch that'll let you continue. A special shout-out for the two-player co-operative mode (great fun) but the repetitive nature of the game, jerky graphics and poor deathmatch mode stop *Armorines* from taking over the world. Close – but no cigar! Mark**

Breakdown...

GRAPHICS Brilliant bugs but there's lots of fog and it tends to slow down a bit. **8/10**

SOUND No speech and very little in the way of music. Good gun noises though! **7/10**

GAMEPLAY It's great at times but there's a lot of repetitive action. **8/10**

LASTABILITY It's a huge and tough adventure but you'll soon be bored by the deathmatch. **8/10**

Why not try...

Turok Rage Wars is a brilliant blaster which is dedicated to multiplayer madness. The intelligence of the computer enemies is better than anything else you've ever seen.



Other Views...



NERYS ***Armorines* is basically a cheaper version of *Turok 2*. Good – but not quite good enough!**



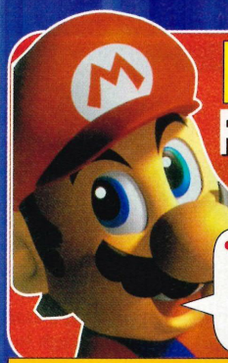
ROY **I enjoyed this game, particularly in two-player co-op mode, and if you liked *Turok 2* you'll love it!**



NICKY **I liked this game. The creatures are big and frightening, and the guns and action are nerve wrackingly exciting!**

READER REVIEW **It's a really good shooter but it doesn't make up for not having *Perfect Dark*. – James Gilbert, London**

● **Publisher** Acclaim ● **Contact** 0171 344 5000 ● **Release Date** Out now ● **Max. Players** 4 ● **Price** £39.99 ● **Memory Pak Space** Saves to memory pak



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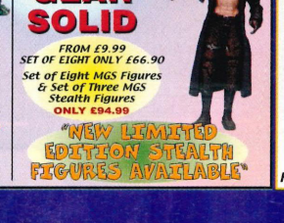
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British Release

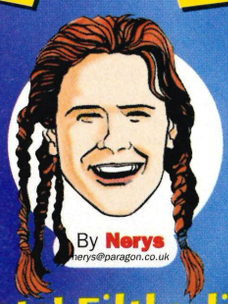
Get those filthy animals away from me!

Rat Attack



Tip-Xt

Try not to run i the rats – each time, you lose on your nine lives. Bu you run into the rat hit it with your swipe attack, it's stunned long enough to catch



By Nerys
nerys@paragon.co.uk

Rats! Filthy little critters. Scratching and scrambling in the walls of the house. Building dirty little nests and breeding, having slimy, wormy tails and beady eyes and spreading the plague.

RATS HAVE got a lot to answer for. In this game your house is under attack from an especially rampant pack of the dirty, hairy, diseased savages and it's up to you, in your role as ferocious feline enforcer, to stop the rot! To hit them with everything you've got and leave them poisoned, bleeding, demoralised, dying and waving a forlorn white handkerchief in surrender.

But *Rat Attack* isn't really like that. These rats are upright, cheery looking, round-bellied chaps who wander around and gnaw casually on things. While they get their gnashers into the few sticks of furniture, you have to dash about catching them in your Iraticator – a square that you draw on the floor by running around a rat and holding down the 'A'. When you release it, the square shrinks and the rats caught in it crumble to dust and vanish. Then you run over



There are loads of different areas to defend, in and out of the house.





Rats!


Bat


Devil


Genius


Jelly


Mutant


Vampire

As you move forward in the game, the rats appear in different guises with new and more frightening abilities – including the ability to fly and throw fireballs! Jelly rat skids about and trips you up, the Vampire sucks the life out of you and the mutant's got the biggest, pointiest teeth of all!

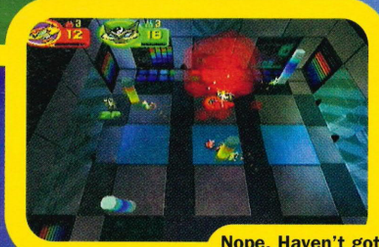
Cats!



The cats come in a multitude of colours and costumes. Take care in your choice of cat, though – the all grey ones can look too much like the rats from a distance!



The two-player is even more chaotic than it looks here!



Nope. Haven't got a clue what's going on, really.

How about this for a bikini? Pretty sexy, eh?

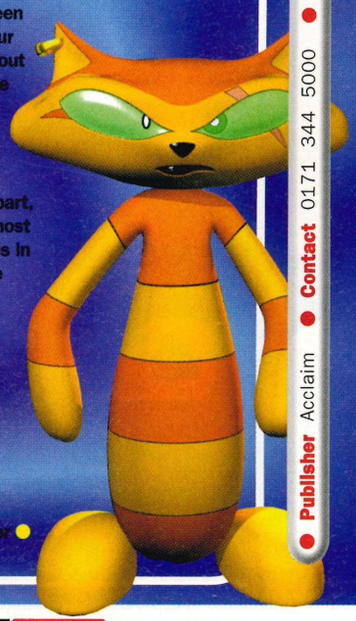
a big orange button which sends the little varmints up to the ratty heaven in the sky.

As you get further into the game, the amount of rats on the screen starts to get out of hand. All the action seems to blend into one like a melted ice cream Sunday in a washing machine as you career about hapless, trying to identify which of the blurred images you're controlling. Further on, the rats get more frightening – mutated into things with more teeth or gaining the ability to fly. Ultimately, though, the challenge is always the same – you have to catch rats.

As one of the rare arcade-style games to come out on the Nintendo, this is one that you can pick up and play for a while then put down and get back to the more important stuff in life like flicking wet towels at people and trying to complete *Zelda*. And whereas in other games the tension mounts as drooling zombies try to kill you while you frantically make attempts to escape or reap your revenge, the blundering rats here seem to get under your feet without having any malicious intent.

The two-player mode is where the game really falls down. The camera tries to keep both cats in view, but instead of finding a nice fixed angle which covers the whole room, or splitting the screen into two halves, your view zooms in and out like a drunken judge trying to focus. It lurches first into extreme close up, and then as the characters move apart, it stumbles and almost falls over backwards in an effort to capture them both. This makes the action either as tiny and remote as a desert island, or magnified and wriggling like a live wasp pinned under a microscope. Either way, the gameplay is chaotic, impossible-to-follow madness. The screen is too full and cats and rats often become indistinguishable from each other, making the whole thing more mixed up than trifle in a blender ●

"On two-player the gameplay is chaotic, hard-to-follow madness!"



It's Got...

70%

SOFTWARE HOUSE LEAGUE 2 pts SOFTWARE HOUSE LEAGUE

Why...

The graphics in *Rat Attack* aren't bad, and as a quick-fire arcade game, it's pretty good. But the gameplay is too similar on every level. On the two-player, it is hard to distinguish cat from rat, and the screen is too busy. This makes it more confusing to follow than a game with such a simple theme should be.

Nerys

Breakdown...

GRAPHICS The cartoon-style 3-D is okay until there are two players or lots of rats, making it fuzzy and impossible to follow. **7/10**

SOUND Nothing too good here – plinky-plonk tunes and a few squeaks. **4/10**

GAMEPLAY Fast and frenetic (but repetitive) rat catching. Annoyingly hard to follow in two-player mode. **6/10**

LASTABILITY You might come back to this again for a quick blast, but it's not one you'll be hooked on for ages. **6/10**

Why not try...

Admittedly catching water is different to catching rats, but *Wetrix* is testing fun with great graphics and brilliant gameplay.



Other Views...



SCOOP **This is my favourite game EVER! Chasing rats is great – although I could have done without the cats!**



MARK **Scoop loves catching anything four-legged. But he's just on heat this month. I'd leave this game well alone!**



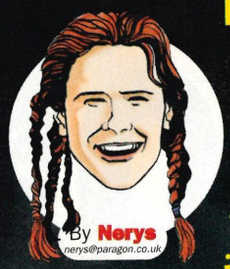
NICKY **Not quite as tempting as a block of cheese is to a rat, but quite playable and fun until CDUK comes on!**

READER REVIEW ***Rat Attack*** **is fast and fun for a while but it won't keep me hooked for long!**
Will Johnston, Buxton

● **Publisher** Acclaim ● **Contact** 0171 344 5000 ● **Release Date** Out Now ● **Max. Players** 2 ● **Price** £39.99 ● **Memory Pak Space** Saves to Pak

British Release

Keep your eyes peeled and your gun cocked!



By Nerys
nerys@paragon.co.uk

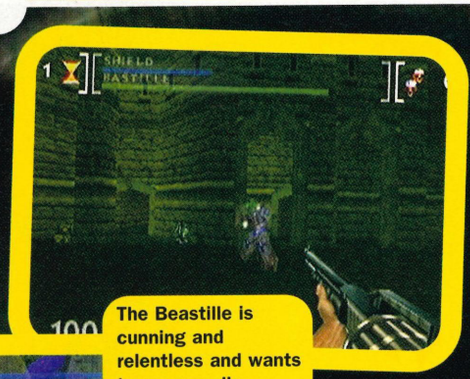
Hello? Hello, are you there? I thought I left you somewhere in this damp, dark cellar. Have you wandered off into the twists and turns of the poorly lit, beast-infested corridors? Aha...

THERE YOU are, panting and shaking, crouched in a mildewy corner clutching the biggest gun you could find. Because if you've got your back to the wall, no-one can ambush you from behind, can they? Your eyes are darting nervously from side to side, scanning the entrances to the room. Because if you watch the doors constantly, you'll see your predators as soon as they come into the room, and you'll be ready, won't you?

Ambush!

But it doesn't work like that. As soon as it appears – the Raptor, the Beastille, a Fireborn, whatever – it terrifies you more than the *Blair Witch Project* in a Freddie Kruger Mask. Your sweaty, trembling fingers can't squeeze the trigger tightly enough to fire and your panic overrides all other emotions and you can't aim fast enough or straight enough because your palpitating heart is making the gun twitch and jerk every time you try to line up your sights. Because he doesn't care about dwindling life energy, or shields, or collecting ammunition. All he cares about is watching your blood splatter across the walls and hearing your exhausted footfalls as you tum tail and run away in search of much needed life energy and bullets.

This is a dark and twisted fight for supremacy between you and whatever other unfortunate but viciously venomous creature dares to cross your path. The *Turok* controls, as in the last *Turok* game, are a little difficult for the uninitiated to grasp, but that's part of the exhilaration of the game. As you get



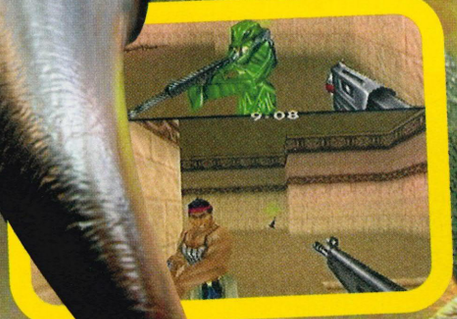
Chang weapons a around wi joystic

The trigger is,er, the trigger.



The Beastille is cunning and relentless and wants to see you die.

"There you are, panting and shaking in a corner, clutching the biggest gun you could find..."



Turok: Rage Wars



Tip-Xtra

When you use the Napalm Gel gun, you can fire the gel and it will stick to anything. The best tactic is cover your opponent with the sticky little blighters, and press B to blow him up!

accustomed to the controller configuration, it begins to make perfect sense. You move stealthily from side to side using the C buttons as you keep your eye out for predators and use the joystick to pan around the area when you want to check out what's in the immediate vicinity.

Plasma And Napalm

There is a huge range of weapons to choose from. The Select screen shows beautifully-crafted, solid 3-D rifles, guns, scorpions and grenade launchers spinning gracefully in the air, waiting like pouting, petulant supermodels to be selected. There are more futuristic weapons too: a plasma rifle and a napalm gun which fires darts that stick to your opponents like tics and cause delayed explosions. The weapons aren't predictable either – some of the biggest and most impressive looking ones turn out to be the least accurate and effective. The Boomerang is actually surprisingly dangerous.

The levels are small, but that suits the game play, making it intense and quick fire. The multiplayer is fast and exciting, with each of you running as fast as you can away from and towards each other. The energy, bullet, explosive and health packs which you pick up are short-lived making the your battles short, sharp and terrifying.

Turok: Rage Wars is the kind of game that, like all the best horror movies, terrifies us and yet keeps us hooked and going back for more. The first-person perspective keeps you locked right in the centre of the game and the atmosphere envelops you. The haunting, wailing voice on the soundtrack sounds somehow as if it's coming from behind you and you have to look over your shoulder, just to check that it isn't. This game is a terrifying rollercoaster that will bring you out into a cold sweat and turn you into a cautious, but intrepid warrior. Love it. ●

It's Got...

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

91%

Why...



This is a terrifying, exciting and wide-ranging shooting game with loads to complete alone, and an equally engrossing and exciting multiplayer level. Like all the best games, it's easy enough to play for fun, but difficult to master. Nerys

Breakdown...

GRAPHICS There is plenty of variety in the levels and the players are in raw-headed 3-D. **8/10**

SOUND Wraparound haunting music, graphic bloodsplats and deep, animal roars. **8/10**

GAMEPLAY Nerve racking and engrossing enough to keep you awake way past bedtime. **9/10**

LASTABILITY Completing your one-player tasks will keep you busy for ages. And then there's the multiplayer... **8/10**

Why not try...



Vigilante 8 not only gives you the chance to reek merry four-player hell and shoot at beastles, but you get to drive too!

Other Views...



SCOOP This game's so scary, I needed to poopa-scoop my pants after I played it!



MARK Fantastic multiplayer mayhem that almost beats *Goldeneye* deathmatch. Not much fun to play on your own though!



NICKY Pah! Scary? I dunno what you wimps are on about. I fragged the whole lot of 'em.

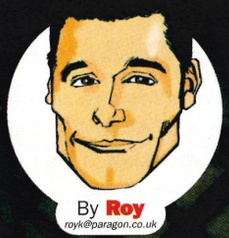
READER REVIEW I think that *Rage Wars* is really good and the weapons are better than in the last one. P. Dunleavy, Leeds

● **Publisher** Acclaim ● **Contact** 0171 344 5000 ● **Release Date** November 15th ● **Max. Players** 4 ● **Price** £39.99 ● **Saves To** Memory Pak

British Release

Tango down! Tango down! Condition Alpha! All units go go go!

Rainbow



By **Roy**
royk@paragon.co.uk

Grab your Night Vision goggles and boobytrap the cat because the game that all budding SAS troopers have been waiting for is finally here!

URGENT message, stop. Highest priority, stop. Terrorists have seized ambassador, stop. Urgent action required, stop. Activate Rainbow Six, stop. Message ends, stop.

Yes, the game that Tom Clancy fans the world over have been waiting for has finally arrived on the N64. *Rainbow Six* is in the building! And unlike the dire PlayStation version (join hands for three verses of 'The PSX sucks' in 'D' minor) it's pretty damn good!

Contact!

Unless you've been living under a rock for years or have no reading skills whatsoever (in which case: you're really ugly! Yes, that's right, you with the large nose) then you'll at least have heard of Tom, he of the *Hunt For Red October, Patriot Games* and *Clear and Present Danger* fame who writes some damn fine books (they're the rectangular shaped things with all the paper in the middle that you can't fit into your video recorder in case you didn't know).

Rainbow Six – the book – is about a top secret, highly-specialised anti-terrorist force that travels round the world being anti to terrorists and generally saving the day. The book is great and a while ago it was made into a PC game, to which there has already been a sequel. And now it's reached Nintendo.

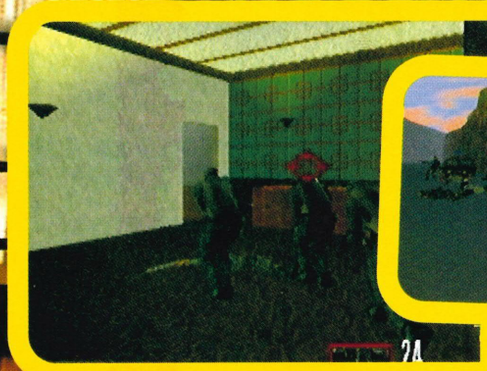
Tango down!

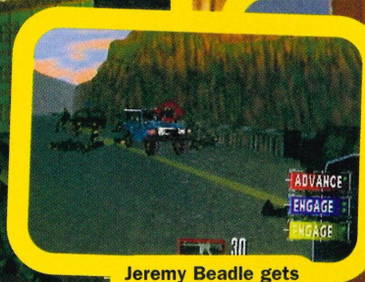
You take charge of said counter-terrorist group and set about sorting out some delicate situations - by which we mean you charge into various embassies and other important buildings, shoot the bad guys and rescue the good guys (of course, you could shoot the good guys and rescue the bad ones but that doesn't work quite so well).

You have total control over all aspects of the mission, from picking the team, through kitting them out to planning the strategies and ultimately carrying out the missions. For those of you that don't like wading through loads of menu screens the game chooses a fairly decent set of preferences for you but sooner or



I really wanted to be a postman you know – I have this thing about letters!





Jeremy Beadle gets caught stopped in a no-parking zone. Have no mercy!



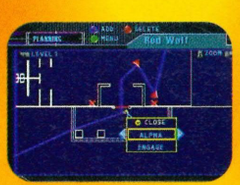
Ahh...Gaa... doo, doo, doo wave your elbows in the air! Ah ga doo doo doo...

Tip-Xtra

When storming a heavily-defended building, set up your strategy in the planning stages so that your team goes in through all available doors at the same time. That way you should be able to catch any terrorists in a crossfire!

Storming in...

Using the planning screen you can set up a course of action for your CPU-controlled troops, like so...



On the tactical map you first set up the waypoints and the go commands...



...then it's into the game and your troops spring into action...



...first waypoint is at the main door and Blue team waits for the go...



...which is issued via the on-screen menu accessed with the Start button...

6 SORE THUMB AWARD WINNER





later you'll want to take control so the option is there.

On the planning screen, once you've picked your teams – you have four operatives who can be ordered separately if you so desire – you assign tasks to your troopers, sending them to destinations on the map and getting them to perform specific tasks as and when ordered, assuming they don't get killed in the process. During the mission you can swap between these teams for more direct control of the action and at this point it's a case of a Goldeneye-style combat op.

Tango in Paris!

Rainbow Six is atmospheric and bad-guy-blastingly brilliant. The difficulty levels are great, giving you more, and better trained terrorists on the harsher settings. This means that you can play the same levels over again and the game will run differently. Although it's only a two-player, the co-op mode is one of the best we've ever seen in an N64 game and you'll soon find yourself shouting instructions and calls to your friend as you co-ordinate your attacks on the various terrorist-held buildings. Not since paintballing have we felt so gung-ho!

While this game isn't perfect – the AI is sometimes a little erratic, not with the bad guys so much, but with the members of your own force who open doors at inopportune times and occasionally lose hostages that they're supposed to be escorting. As far as it goes though this is a bloody excellent first-person action/strategy game and a must for all N64 owners. Strap on your MP5, grab a flashbang and raid your nearest software store for it now!


...Alpha command given, Blue team starts work on the door...


...and then heads inside, moving right to eliminate the terrorist there...


...while we take the Red team around to the left to sort out the other guy...


...and then it's just a matter of rendezvousing by the stairs!

It's Got...

SOFTWARE HOUSE LEAGUE 3 pts SOFTWARE HOUSE LEAGUE

93%

Why...



Games of this type (action/strategy) are numerous on the PC but very thin on the ground on the N64. This title is a great one to get you started off if you've never tried one out and it's bloody good fun!

Roy

Breakdown...

GRAPHICS Some fairly detailed backgrounds and the special forces troopers themselves look great! **8/10**

SOUND Some atmospheric audio and some rousing *The Rock*-style music really begins to set the mood! **9/10**

GAMEPLAY Both the one-player and the two-player co-op modes are great – get out there and save some lives! **8/10**

LASTABILITY Good replay value because the missions can be done lots of different ways. Could have done with more levels though. **7/10**

Why not try...

There's nothing to really compare to the strategy-based combat in this although *GoldenEye* is probably the closest. And who wouldn't want to play that one?



Other Views...


NERYS If I want to shoot something, I'd rather it looked like an inhumane beastie than a person. It's *Turok* for me!!


MARK The sharpest shooter since *GoldenEye*. Incredibly complex, fiendishly realistic and well tough. A great game.


NICKY This action adventure is a real gem and forces you to plan, instead of just running about shooting stuff. Top!

READER REVIEW This was okay but no *GoldenEye*. It's was a bit too tricky to play for me.
– Paul Howard, Bournemouth

Publisher Take 2 ● **Contact** 01753 654444 ● **Release Date** December ● **Max. Players** 2 ● **Price** £44.99 ● **Memory Pak Space** Requires control pak

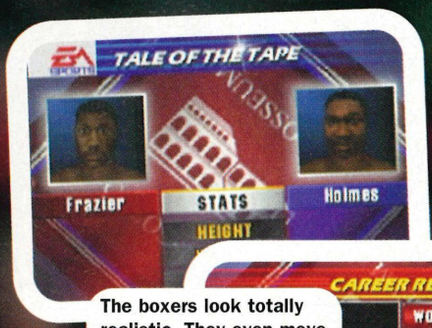
British Release

Float like a butterfly, sting like a bee. Ain't nobody tougher than the N64 P

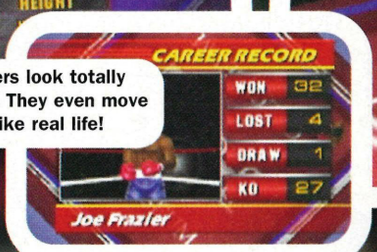
Knockout

Tip-Xtra

You could always do worse than get Ready 2 Rumble instead. Oh okay you want a real tip! You gotta learn defense kid, take it easy, back off and let them wear themselves out before going for the kill. Then get using combos!

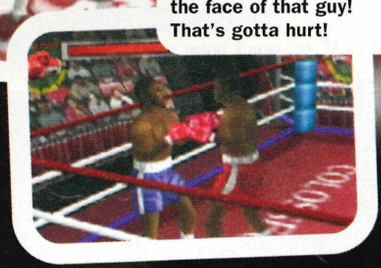


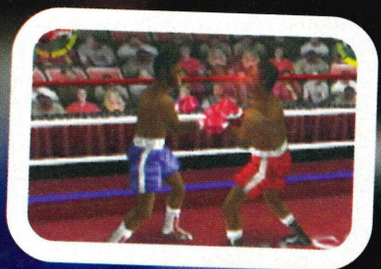
The boxers look totally realistic. They even move exactly like real life!



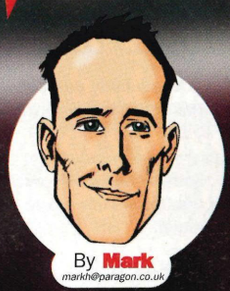


Check out the blood on the face of that guy! That's gotta hurt!









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

You think you tough! You gonna eat mat. A left and a right and you down sucker... I'm a baaaadd man!

OKAY, so we're not really that tough. In fact, any one of the boxers in this game could probably kill us all with just one punch. Fortunately the only damage we're going to take is fighting over who gets to play the two new wrestling games this month.

The great thing about *Knockout Kings* (KK) is that you can become the heavyweight champion of the world without having to go through all that workout nonsense. Sure, you don't get all the money and a glamorous girl on each arm! But then, on the other hand, you won't end up eating food through a straw and asking people what your own name is in twenty years time.

"At least you won't end up eating food through a straw in 20 years time!"

Sporting no less than 25 of the worlds greatest fighters *Knockout Kings* has enough knuckle-headed bruisers to keep even the most ardent boxing fan happy. Not only does it include all the modern fighters, it also has all the famous names from history. Ever wanted to know how a fight between Muhammed Ali and Lennox Lewis would go? Well now's your chance to find out (Ali kicks his ass)

If fighting as a famous bruiser isn't enough you can always create your own boxer. It isn't quite as detailed as the character creation found in most wrestling games but it's a welcome inclusion. Here's your chance to create yourself and take on the some of this centuries greatest fighters.

Use the control stick to move your sluggish slugger around

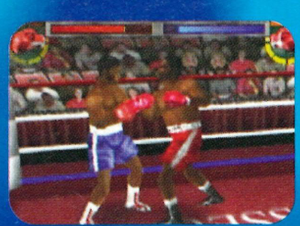
Use the C buttons for special attacks



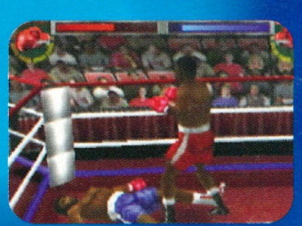
Hit 'em hard with the A and B buttons

Get down

The aim of boxing couldn't be simpler. Knock him down and if he can't get up before the ref counts to ten he's out. But the sport couldn't be any more tactical. It's all about conserving strength, psyching each other out and knowing when to put them down so they stay down...



Blows are exchanged and it's not long before Holmes goes on the offensinve.



Frazier takes a sudden fall. With him flat on his back it looks like it could all be over.

Kings

You also get to fight in all the famous arenas from around the world and can even train your fighters in the gym of your choice. It's all very realistic with fighters faces accurately mapped and instantly recognisable to fans of the sport. The boxers use all their trademark moves and the programmers have even motion-captured Mills Lane (the world famous referee) for the ultimate in realism.

Boxing cleverß

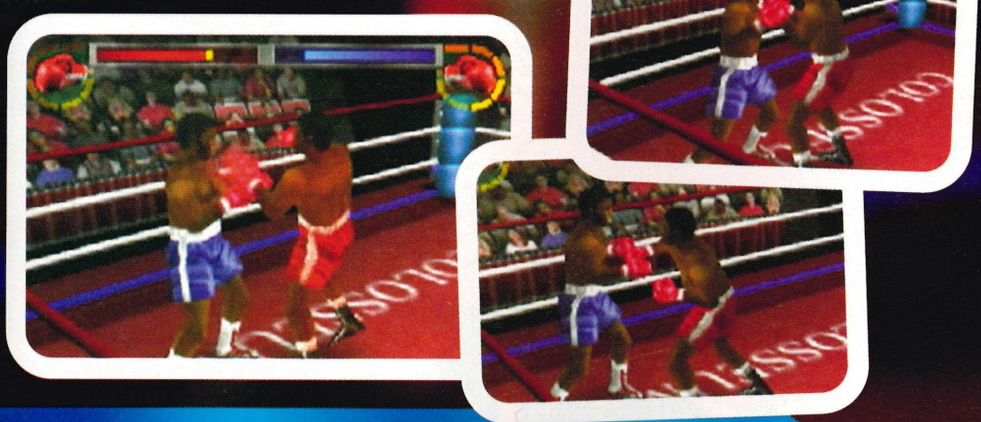
It's just a shame that all the hard work that has gone into making this a realistic boxing game has been stunted by it's attempts to also appeal to arcade gamers. The boxers move and fight realistically but there's the inclusion of special powered-up punches, huge arcade-style flashes and zany sounds interfere with each fight.

It desperately tries to dance between heavyweight realism and lightweight arcade action. Ultimately it ends up appealing to neither type of gamer and gets knocked to the floor by both. The realism (although good) isn't really deep enough to appeal to the hard-core sports fan and it's nowhere near fast enough to appeal to the arcade gamer.

The real problem with *Knockout Kings* is the pace of the game. It's a sluggish slugger with a big delay between pressing the buttons and your boxer responding. It may give the game a realistic look, but it makes each fight duller than a month-long poetry reading session!

Knocked out

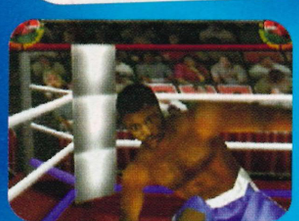
This month has seen the N64 heavyweight contest of the world with both *Knockout Kings* and *Ready 2 Rumble* kicking off in the worlds biggest boxing match. Until now there have been no boxing games available on the N64 and both are welcome additions but only one game can walk away with the championship. Our money is on it's close competitor - *Ready 2 Rumble*, which floors *Knockout Kings* in the first round. ●



Come on baby – let's do the Macarana. It's easy, just take my hands!



The ref starts his count as Frazier stares up into the lights. Can he get back up...



...he manages to stumble back to the fight. It's an early blow but he's got plenty of fight left!

It's Got...



75%

Publisher Electronic Arts ● **Contact** 01753 549442 ● **Release Date** Out Now ● **Max. Players** 2 ● **Price** £44.99 ● **Memory Pak Space** Saves to control pak

Why...

***Knockout Kings* is trying to appeal to two different types of boxers at once. It attempts to take the sluggish realism of heavyweight boxing and fast arcade action of a featherweight fighter. But the result is an arcade boxer with the slow-paced realism of a simulation. Hardcore boxing fans will find the famous names appealing but everybody else will find the game far too slow to be any fun. Mark**

Breakdown...

GRAPHICS You can instantly recognise all the famous boxers and the animation is realistic **8/10**

SOUND Good intro music and a realistic thwacking noise with each punch landed **7/10**

GAMEPLAY Tries to be both an arcade game and a serious sports sim, but fails to be either **6/10**

LASTABILITY Plenty of different game options and the ability to create your own fighter is great **7/10**

Why not try...

The undisputed champion of the world... *Ready 2 Rumble* boxing. Far faster and much more fun despite lacking any realism whatsoever!



Other Views...



ROY I can't believe Mark prefers this to *Ready 2 Rumble*. There's no comparison! The realism is knockout though!



NERYS There's been a blitz on fighters this month on the N64 - this is a good 'un, but mystical Xena's still tops!



NICKY Boxing isn't my sport at all and this realistic rendition did nothing to change my mind. Boring and senseless!

READER REVIEW I'm not into boxing at all and I wish I'd got to play *Donkey Kong* instead!
– Jim Young, Devon

Jet Force Gemini

Get ready to rumble with the best bug-blaster in town. There's loads of secrets in this stormer of a game from the makers of GoldenEye. But just like in Bond's outing, you'll have to work to open up your secrets.



HIDDEN DEATHMATCH CHARACTERS

Most of the secret characters in *Jet Force Gemini* are found by touching the secret totem poles. Use this guide to find out where you need to look, what character you'll need to reach the pole and what special items you require.



HIDDEN CHARACTER	TOTEM LOCATION	CHARACTER	REQUIREMENTS
Yellow Ant	Goldwood	Vela	None
Blue Ant	SS Anubus, Generator room 2F	Any	None
Red Ant	Ichor, Military Base	Juno	None
Green Ant	Spawn Ship, Cargo Sewer	Any	None
Male Tribal	Sekhmet, Channel Area	Lupus	Magenta Key
Female Tribal	Rith Essa, Mine	Vela	Mine Key
Zombie Termite	Tawfret, Treehut	Lupus	None
Beetle Termite	Tawfret, Tomb	Vela	None
Metallic Termite	Sekhmet, Spiral Walkway	Lupus	None
Purple Termite	Mizar's Palace	Juno	None

New Stage	Totem Location	Character	Requirements
King of the Hill	Cerulean Cell	Any	None
Tunnels	Rith Essa Waterfalls	Vela	None
Rith Essa Mine	Walkway Station	Any	Jetpack
Space Station	Space Station	Any	None





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ts are Out There



Cyborg Ant

To play as the Cyborg Ant you have to get an Expert award on all the Floyd missions!

HEAD–HUNTING
Sometimes a blasted bug will leave his head just lying around. Don't let it go to waste – pick up the head and you'll open up cheats. You can collect heads with any character but the total number of heads isn't combined. So if you need 300 heads for a cheat you have to get 300 heads with one of the characters (it won't work if each character has 100 heads for example). The cheats can be opened up under the Options menu – happy hunting!

RAINBOW BLOOD
Grab 100 of the luckless ants heads and you'll open up the Rainbow Blood cheat. This turns all of the bugs' blood into all the colours of the rainbow.

KIDS CHEAT
Collect 200 heads and you'll unlock the Jet Force Kids cheat. Remember how *Jet Force Gemini* used to look before it was redesigned? Well this takes the characters and turns them into kids.

ANTS TO PANTS
This cheat turns all the enemies into Mr Pants the survey man (if you've ever seen the Rare survey at www.rare.co.uk you'll know who we mean). To open up this cheat you have to collect 300 enemy heads (pick up the ants' heads as you're playing the game)!

HOVERING
This tip isn't mentioned in the manual but it's worth knowing. When using the Jetpacks press the C-down button to hover!

EASY LANDINGS
If you ever played *Mario* or *Banjo* you'll be familiar with this cheat. You'll get hurt if you fall from a high place but if you break the fall at the last minute (by using Lupus' rocket paws or the Jetpack) then you'll get away without so much as a single scratch.

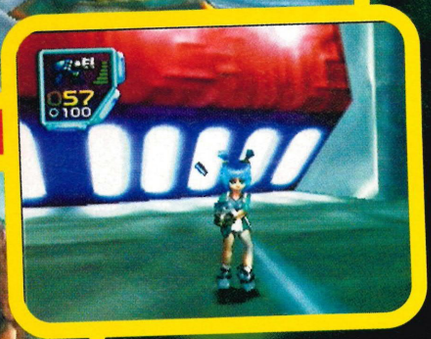
BONUS MULTIPLAYER STAGES
Like the bonus characters, you have to open up the multiplayer modes by searching through the levels for Totem Poles.

PLASMA TORCH
You can use the Plasma Shotgun as a torch. Hold down the fire button to charge up the gun and press C-up. You should be able to use the light to look for secrets in the dark areas.











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CHEAT ZONE

The Cheats are Out There



CASTLEVANIA 64

Now you'll have no trouble spiking that bloodsucker!

CARRIE'S NEW COSTUME SPECIAL #2
At the very top of the Tower of Sorcery, just before the exit, look around and you will see a torch on a floating platform. Now, how do you get it? Make sure you have the holy water and throw it toward it. You should then be able to see a path to it. Destroy the torch and then you will find Secret 2, the purple crystal. You will receive Carrie's secret outfit once you beat the game on NORMAL mode.

POT O' GOLD
In the Castle Center, defeat the Big Bull. Go back to where you found the big crystal and you will find a crate to the left. Whack it until you get 2000G, then save and repeat until you have as many as you want.

BEEF, IT'S WHAT'S FOR DINNER
Press C-right whenever you find yourself next to a statue. You might find beef, chicken, or even a red jewel there.

REINHARDT'S SECRET COSTUME SPECIAL #2
You don't need the Execution Key to get this. Instead, find the Skull Cannon with the ledge behind it that harbours an Iron Maiden. Now use the hidden ledges to pull yourself up to the crystal.

HARD DIFFICULTY
You won't be able to have Hard Difficulty right away, but here's how to get it once you can. Go to the Forest of Silence and get it on a floating platform. That is Secret #1. Now, beat the game in NORMAL mode. After the credits have come up, save your game and select a new and previously unaccessible Hard Difficulty.

HEALING KIT BEFORE DRACULA
Before you enter Dracula's Lair, you will go through three towers. At the final tower, jump onto either of the two torches and go around the ledge on the other side. There you will find a breakable torch with a red jewel and a platform that is floating. You can get to the platform by walking straight toward it from the torch with the red jewel. On the platform you will find a healing kit.

SOUTH PARK 64

Kick ass in loads of new ways with these top cheats!

BOSS GUIDE

ROBOTIC CHICKEN: There's a big target on its butt, giving away its weak point. Fire at it with powered-up dodge balls, but watch out for the tanks that charge at you. Destroy them before they can do any damage, and eventually the robotic chicken will stop running and try to take you out. Run around it and hit it in the behind until it dies.

CLONE MOTHER: Wait until it pops its eye out at you, then hit the eye with a dodge ball. Don't get too close or it will create a shockwave that does major damage.

UFO CORE: Hide behind one of the pillars, popping out occasionally to fire at the core with your Sniper Chicken. This will be a pretty easy battle.

MR. HAT'S ROBOT: Run around to avoid the bolts that he fires, and shoot Mr. Hat with the Sniper Chicken or T&P dolls when the door opens. Destroy the smaller robots when they appear. This is a tough battle.

ULTRA MEGA MEGA MAN: When he fires his fist at you, run to the side to dodge it, and shoot him in the head with the Sniper Chicken. When he takes enough damage, he'll run for the recharger. Shoot him in the panel in his back when he runs for the recharger. If he makes it to the recharger, shoot the green button to turn it off. Aim for the panel in his back and use the Sniper Chicken to finish him. You'll have to be quick.

ALL CHARACTERS IN MULTIPLAYER MODE
To enable all characters in multiplayer mode, enter the password OMGTKKYB (standing for "Oh My God, They Killed Kenny! You Bastards").

ALL WEAPONS
For all weapons, enter the password FATKNACKER.

BIG HEAD MODE
For big head mode enter the password MEGANOGGIN at the Cheat menu.

BONUS CHARACTERS
To access these characters in multiplayer mode, enter one of the passwords below.

veggieheaven =	Skinny
cheatingisbad =	Mr. Mackey
elvislives =	Bar Brady
outrage =	Big Gay Al
hawking =	Ned
slapupmeal =	Starvin Marvin
phaert =	Phillip
raft =	Terrance
dorothysfriend =	Mr. Garrison
lovemachine =	Chef
checkataco =	Wendy
fishnchips =	Pip
kickme =	Ike
allwoman =	Mrs. Cartman
goodscience =	Mephisto
staringfrog =	Jimbo
majestic =	Alien



EXTRA SPEED
By holding C-up and either C-left or C-right, and running at an angle you can move at an increased speed.

INVINCIBILITY
For God mode enter the password ASSMAN.

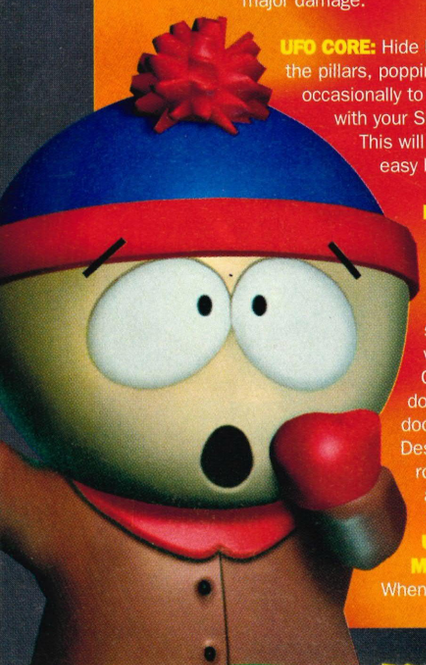
LEVEL SELECT
To choose your starting level enter the password THEEARTHMOVED. After activating this code, start a new game and pause it. You may now enter the Level Select menu.

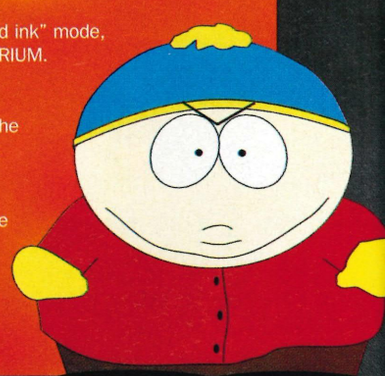
MASTER CHEAT
To unlock all codes at once, enter the code BOBBYBIRD at the Cheats menu.

PEN AND INK MODE
For *Turok*'s famous "pen and ink" mode, enter the password PLANEARIUM.

UNLIMITED AMMO
For unlimited ammo, enter the password FATTERKNACKER.

VIEW CREDITS
To view the credits, enter the password SCREWYOUGUYS.





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STAR WARS POD RACER



Don't fall behind. Use these tips!

ALL CODES
If you want to get all of the cheats, first enter the game in Tournament mode, and go to an empty name spot. Put in RRDEBUG as your name (hold down Z and use L to put the letters in. You should see it in the lower left part of your screen. Then, still holding Z, use L to push the end button and OK should pop up in the lower left of your screen.

Using Z and L as before, type in RRTANGENTABACUS. Then start any race, pause it at any time, and on the panel on the far left of your controller push up, left, down, then right. Cheat options should then show up, and you will be able to use any of the cheats. Good luck!!

AUTO-PILOT
Enter the "All Codes" cheat shown above. During play press R then Z. The Pod Racer will automatically navigate the course, the speed is the only thing you control. But do not touch the joystick, if you do your podracer will spin around and lose control. To get the Pod Racer under your control again, press R then Z.

During any race press the Start Button and then press Left, Down, Right, Up on the D-pad. Now you should have the Debug menu.

DUAL CONTROL MODE
Select an empty game save (to erase, press C-Up), then hold the Z button while scrolling through the letters on the name entry screen. To enter a letter, hit the L Button. Enter the following word: RRDUAL. When you're finished, select "End" and hit L again. Now enter your name the usual way. You now control the game with two analog sticks. Use controller ports #1 and #3, press forward on both sticks to drive and pull back to steer.

EARN EASY MONEY
Put in the invincibility cheat. Go to the junk yard and buy parts that are the same or better than the parts you have (ignore what the bar tells you). The dealer will give you a wad of cash, or make better parts cheap. These parts are beaten up, so they sell for less. Place in an unfinished race, and go back to look at your parts. If you had the invincibility on, they will be like brand new! If you bought a part that was worse than your original, you can now buy back the original, but for less than you sold it to the dealer for!

INVINCIBILITY
Select an empty game save (to erase, press C-Up), then hold the Z button while scrolling through the letters on the Name Entry screen. To enter a letter, hit the L Button. Enter the word: RRJABBA. When you're finished, select "End" and hit L again. Now enter your name the usual way.

Start a race and press START to pause it. Now press D-Pad left, down, right, up – and you will be invincible.

MIRROR MODE
Select an empty game save (to erase, press C-Up), then hold the Z button while scrolling through the letters on the Name Entry screen. To enter a letter, hit the L Button. Enter the word: RRTHEBEAST. When you're finished, select "End" and hit L again. Now enter your name the usual way. Pause the race during gameplay and enter D-Pad left, down, right, up to activate Mirror mode.

PLAY AS CY YUNGA
To play as Cy Yunga select an empty space in Tournament mode and hold Z while pressing L over the letters RRCYYUN. While still holding Z, highlight END and press L, A. NOTE: You must have Bulls-eye Navior to use this code.

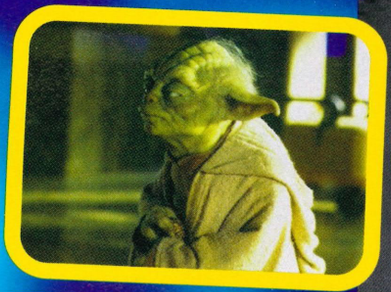
PLAY AS JINN REESO
Select an empty file, then press and hold the Z button while you scroll through the letters. Spell out the word RRJINNRE by holding Z and pressing the L button while over each letter. You should see the code spell out in the bottom left corner of the screen. When you are finished, highlight END and press L. NOTE: This code only works AFTER you unlock Mars Guo.

SEBULBA'S POD RACER
To get Sebulba's Pod to race with, win the last race and you are able to select him! Also, it mentions it in the manual, double tap R to flash his vents. Enjoy!

SHOW CREDITS
This code allows players to view a photo of the team that designed this game. Take first place in all of the Tournament mode races, then activate the mirror courses in the Track Info Screen. When the Title screen goes into Demo mode, press Up-C.

TAUNTS
Go to Tournament mode and pick a race. Before starting the race press and hold the Z button. Begin the race as normal still holding the Z button and your Pod Racer pilot will taunt the other racers. NOTE: This will not work if your Pod Racer is the track favourite.

Turbo Boost
At the beginning of the race the announcer will say, "3... 2... 1!" Just before he says, "1!", push the analog stick UP and press A. If it worked your pilot will shout.





Tip-X Helpline

Post your tips, tricks or questions to Tip-X, N64 Pro, Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS. The best tipsters will get a free Pro Crew membership!

Where's That Button?



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PRO ARENA

Greetings Gamers! We've had some fantastic new entries into the gaming Hall of Fame this month. Keep sending your entries into Pro Arena and you can win a THQ game of your choice! And... they're bringing out the brilliant Wrestlemania 2000 soon, so get your entries in!



1080° Snowboarding



Andrew Densley

Air Make

51,900	Andrew Densley, Bath
51,900	Mark Helps, Southampton
51,800	Toon Van Craeyevelt, Belgium
31,550	Joel Derbyshire, Shropshire

Half Pipe

125,710	Toon Van Craeyevelt, Belgium
108,472	Andrew Densley, Bath
87,140	Chris Webb, Gloucester
84,196	Danny Dunn, Lincolnshire

Contest

294,690	Chris Webb, Gloucester
214,377	Danny Dunn, Lincolnshire
210,552	Kevin Seeney, Suffolk
198,822	Peter Tweedie, Woking



Tom Reynolds

Crystal Lake

1:02:73	Danny Dunn, Lincolnshire
1:03:16	Brent Bush, Isle of Man
1:03:16	Toon Van Craeyevelt, Belgium

Best Score

126,947	Tom Reynolds, N Ireland

Crystal Peak

1:27:21	Danny Dunn, Lincolnshire
1:27:97	Brent Bush, Isle of Man
1:28:47	James Barnes, Bristol

Best Score

96,371	Chris Webb, Gloucester

Deadly Fall

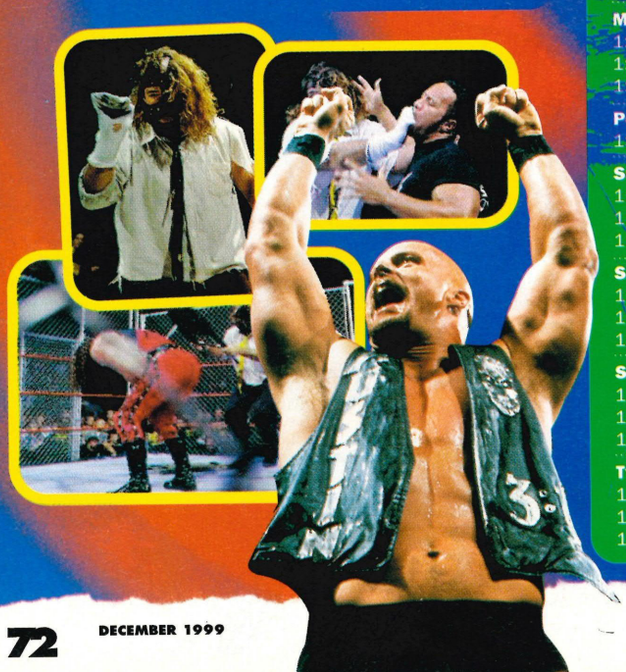
1:08:21	Danny Dunn, Lincolnshire
1:08:57	Kevin Seeney, Suffolk
1:08:83	Tom Reynolds, N. Ireland



Jan-Erik Spangberg

Best Score

160,276	Tom Reynolds, N Ireland



GoldenEye 007

00 Agent Archives	00:56	Richard Dunn, Lincolnshire
Aztec Complex	10:37	Andrew Mills, Dundee
Bunker	02:36	Andrew Mills, Dundee
Cradle	02:18	Andrew Mills, Dundee
Control Centre	07:29	Andrew Mills, Dundee
Dam	03:25	Andrew Mills, Dundee
Depot	02:24	Andrew Mills, Dundee
Egyptian	01:13	Andrew Mills, Dundee
Facility	00:52	Richard Dunn, Lincolnshire
Frigate	04:12	Andrew Mills, Dundee
Runway	00:45	Matthew Sheridan, Glasgow
Silo	07:41	Steve John, Colerne
Streets	02:28	Andrew Mills, Dundee
Surface	01:52	Richard Dunn, Lincolnshire
Train	02:06	Richard Dunn, Lincolnshire
Kirghiztan	08:06	Tony Pang, Orpington

Wave Race 64

Drake Lake

1:19:788	Paul Officer, Peterhead
1:34:161	David Wilkinson, Spennymoor
1:36:645	Liam O'Brien, Liverpool

Glacier Coast

1:31:615	Paul Officer, Peterhead
1:32:191	Andrew Mills, Dundee
1:34.044	Stuart Richards, Surrey

Marine Fortress

1:34:270	Andrew Mills, Dundee
1:39:742	David Wilkinson, Spennymoor
1:43:359	Liam O'Brien, Liverpool

Port Blue

1:24:967	Greg Ihnatenko, Stockport

Sunny Beach

1:01:078	Andrew Mills, Dundee
1:03:046	Paul Officer, Peterhead
1:19:546	Andrew Harvey, Reading

Sunset Bay

1:13:860	Greg Ihnatenko, Stockport
1:15:135	Paul Officer, Peterhead
1:25:570	Stuart Richards, Surrey



Greg Ihnatenko

S Island

1:26:464	Paul Officer, Peterhead
1:36:306	David Wilkinson, Spennymoor
1:36.894	Stuart Richards, Surrey

Twilight City

1:52:011	Andrew Mills, Dundee
1:52:945	David Wilkinson, Spennymoor
1:54:803	Liam O'Brien, Liverpool

Legend of Zelda:

Horse Race

00:46	Danny Dunn, Lincolnshire
00:46	David Wilkinson, Spennymoor
00:46	Victoria Peggs, Brighton
00:47	James Dransfield, Manchester
00:47	Peter Hutchins, Cheshire
00:47	Phillip Longhurst, Sudbury
00:47	Gareth Moore
00:47	Laurie Nicholas, Sheffield
00:47	Martin Oliver, Watford
00:47	Tom Reynolds, N.Ireland
00:47	Jamie Shrimpton, Worcestershire
00:47	Peter Tweedie, Woking
00.59	Peter Biddle, Oxon

Archery

2,000	Daniel Berry, Bolton
2,000	Kanai Brand
2,000	Chris Haynes, Wycombe
2,000	James Kaplonek, Hants
2,000	Ryan Lilley, Aberdeen
2,000	Martin Oliver, Watford
2,000	Tom Reynolds, N. Ireland



Diddy Kong Racing

Ancient Lake

00:33:00	Jim Alllen, London
00:34:76	Adam Charlton, Cambs
00:35:93	Stuart Richards, Surrey

Boulder Canyon

01:33:81	Danny Dunn, Lincolnshire
01:36:30	Kevin Seeney, Suffolk
01:37:25	Stuart Richards, Surrey
01:39.02	Jim Allen, London

Crescent Island

01:05:63	Stuart Richards, Surrey
01:14:31	Richard Dunn, Lincolnshire
01:15:37	Jim Allen, London
01:17:43	Jan-Erik Spangberg, Sweden

Darkmoon Caverns

01:42:60	Stuart Richards, Surrey
01:48:34	Jim Allen, London
01:49:03	Richard Dunn, Lincolnshire
01:52:75	Kevin Seeney, Suffolk

Everfrost Peak

01:20:10	Stuart Richards, Surrey
01:25:26	Richard Dunn, Lincolnshire
01:26:20	Jim Allen, London
01:30:91	Kevin Seeney, Suffolk

Fossil Canyon

00:59:91	Stuart Richards, Surrey
01:06:45	Adam Charlton, Huntingdon
01:11:83	Richard Dunn, Lincolnshire
01:12:50	Kevin Seeney, Suffolk

Frosty Village

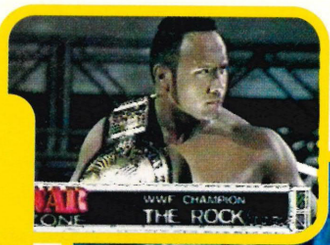
01:15:20	Jim Allen, London
01:20:60	Richard Dunn, Lincolnshire
01:20:76	Kevin Seeney, Suffolk
01:21:96	Stuart Richards, Surrey



THQ

WIN! A THQ CART OF YOUR CHOICE

David and Julian Scott joined forces to produce first class results on *Star Wars Racer* (just as I requested, thanks guys!). A copy of *Command and Conquer* has been fired off in your direction. Well done, speed demons! Shame you didn't send us a picture to add to our hall of fame!





Attention Gamers
Win ANY THQ game cart - so get gaming and get your entries in now!!

Ocarina of Time

2,000 Peter Tweedie, Woking
2,000 Jordan Widdowson, Middlesbrough
2,000 David Wilkinson, Spennymoor
1,670 George Spencer, S Wirral

Marathon
01.02 Victoria Peggs, Brighton
01:02 Phillip Longhurst, Sudbury
01:03 Kanai Brand
01:04 Derek Cook, Beds
01:04 James Dransfield, Manchester
01:04 Jan-Erik Spangberg, Sweden
01:05 Tom Reynolds, N. Ireland
01:06 Jamie Shrimpton, Worcestershire
01:07 Gavin Shepherd, Sheffield
01:07 Kevin Seeney, Suffolk


Kanai Brand

Fishing
34lbs Peter Biddle, Oxon
33lbs Paul Adinolfi, London (Hyrule Loach)
21lbs Paul Adinolfi, London
20lbs Tony Pang, Orpington, Kent
20lbs Michael Downey, Kent
20lbs Mandee Keeling, W Sussex

Mario Kart 64

Luigi Raceway
00:49:64 Richard Dunn, Lincolnshire

Choco Mountain
01:00:56 Richard Dunn, Lincolnshire

Toad's Turnpike
01:57:79 Richard Dunn, Lincolnshire

Wario Stadium
00:21:22 Richard Dunn, Lincolnshire

Yoshi's Story
00:35:19 Danny Dunn, Lincolnshire

Kalamari Desert
02:11:66 Richard Dunn, Lincolnshire

Mario Raceway
01:04:42 Richard Dunn, Lincolnshire

Bowser's Castle
02:17:40 Richard Dunn, Lincolnshire

DK Jungle Parkway
00:31:94 Richard Dunn, Lincolnshire

Wipeout 64

Kues Bridge
00:18:00 Jan-Erik Spangberg, Sweden

Velocitar
00:24:50 Jan-Erik Spangberg, Sweden

Sokana
00:30:60 Jan-Erik Spangberg, Sweden

Dyroness
00:20:20 Jan-Erik Spangberg, Sweden

Terafumos
01:28:20 Jan-Erik Spangberg, Sweden

Machaon
00:31:10 Jan-Erik Spangberg, Sweden

Doron
00:27:80 Jan-Erik Spangberg, Sweden











Greenwood Village
01:19:21 Kevin Seeney, Suffolk
01:19:31 Stuart Richards, Surrey
01:00:30 Jim Allen, London
01:22:01 Jan-Erik Spangberg, Sweden

Haunted Wood
00:50:75 Kevin Seeney, Suffolk
00:52:76 Richard Dunn, Lincolnshire
00:53:06 Stuart Richards, Surrey
00:54:05 Kevin Seeney, Suffolk

Hot Top Volcano
00:53:63 Stuart Richards, Surrey
01:15:75 Richard Dunn, Lincolnshire
01:17:43 Andrew Mills, Dundee
01:17:93 Rob Pierce, Salisbury

Jungle Falls
00:41:70 Stuart Richards, Surrey
00:38:00 Jim Allen, London
00:43:50 Adam Charlton, Huntingdon
00:47:13 Richard Dunn, Lincolnshire
00:49:70 Andrew Mills, Dundee

Pirate Lagoon
01:02:21 Jim Allen, London
01:04:31 Stuart Richards, Surrey
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden

Snowball Valley
00:51:35 Jim Allen, London
00:53:40 Richard Dunn, Lincolnshire
00:53:80 Kevin Seeney, Suffolk
00:54:63 Stuart Richards, Surrey

Spacedust Alley
01:24:26 Stuart Richards, Surrey
01:43:40 Richard Dunn, Lincolnshire
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
01:33:48 Jim Allen, London

Spaceport Alpha
01:23:11 Stuart Richards, Surrey
01:40:71 Andrew Mills, Dundee
01:43:22 Jim Allen, London
01:44:35 Kevin Seeney, Suffolk

Treasure Caves
00:48:66 Kevin Seeney, Suffolk
00:49:06 Richard Dunn, Lincolnshire
00:50:96 Jan-Erik Spangberg, Sweden
00:56:20 Jim Allen, London

Walrus Cove
01:20:09 Jim Allen, London
01:29:05 Stuart Richards, Surrey
01:39:66 Kevin Seeney, Suffolk
01:40:95 Richard Dunn, Lincolnshire

Whale Bay
00:57:85 Stuart Richards, Surrey
00:54:22 Jim Allen, London
00:59:63 Danny Dunn, Lincolnshire
01:01:96 Kevin Seeney, Suffolk

Windmill Plains
01:21:80 Stuart Richards, Surrey
01:45:93 Richard Dunn, Lincolnshire
01:49:36 Jan-Erik Spangberg, Sweden
01:50:80 Andrew Mills, Dundee



F-Zero X

Big Blue
01:22:403 Richard Dunn, Lincolnshire
01:35:633 Andrew Mills, Dundee

Big Hand
02:08:180 Richard Dunn, Lincolnshire
02:29:573 Andrew Harvey, Reading

Death Race
00:27:692 Richard Dunn, Lincolnshire
00:46:622 Jan-Erik Spangberg, Sweden

Mute City 1
01:14:202 Richard Dunn, Lincolnshire
01:15:459 Jan-Erik Spangberg, Sweden

Mute City 3
01:28:353 Richard Dunn, Lincolnshire
01:46:949 Andrew Harvey, Reading

White Land
01:23:567 Richard Dunn, Lincolnshire
01:42:245 William Smith, Ryton

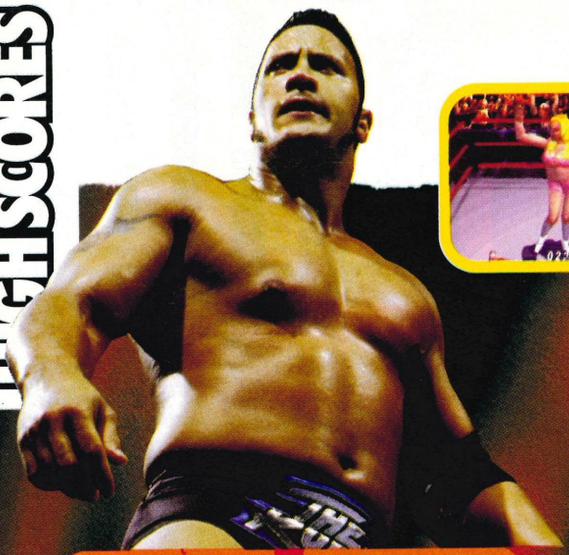
Rainbow Road
01:57:525 Richard Dunn, Lincolnshire
02:19:785 Andrew Harvey, Reading

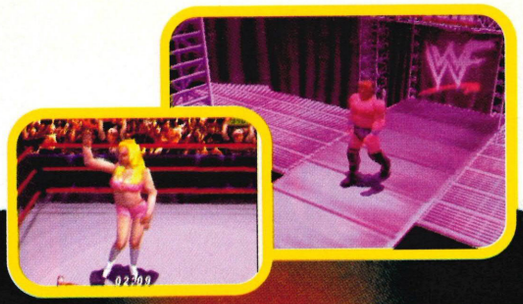
Red Canyon
01:11:768 Richard Dunn, Lincolnshire
01:18:413 Andrew Mills, Dundee

Sector Beta
01:29:449 Richard Dunn, Lincolnshire
01:48:475 Andrew Mills, Dundee

Space Plant
01:47:694 Richard Dunn, Lincolnshire
02:12:287 Andrew Mills, Dundee

PRO ARENA







Star Wars: Episode One Racer

AMATEUR LEAGUE			
Boonta Training Course	2:14:475	40:272	D.and J.Scott, Rathfailand
Tantooine	3.19.907	1.22.00	Victoria Peggs, Brighton
Vengance	2.16.46	6.52.47	Victoria Peggs, Brighton
Space Mine Run	2.14.09	7.22.40	Victoria Peggs, Brighton
OVOVI	2.50.35	7.10.00	Victoria Peggs, Brighton
Mon Gazza Speedway	57:174	17:179	D. and J. Scott, Rathfailand
Beedo's Wild Run	4:03:636	1:18:860	D. and J. Scott, Rathfailand
Aquilarius Classic	5:08:556	1:13:819	D. and J. Scott, Rathfailand
Malastare 100	4.7.85	1.17.53	Victoria Peggs, Brighton
Malastare 100	2:59:588	49:202	D. and J. Scott, Rathfailand
Vengance	5:11:825	1:41:663	D. and J. Scott, Rathfailand
Vengance	6.52.47	2.16.46	Victoria Peggs, Brighton
Spice Mine Run	6:20:988	2:06:009	D. and J. Scott, Rathfailand
SEMI PRO LEAGUE			
Sunken City	7:31:416	1:51:219	D. and J. Scott, Rathfailand
Howler Gorge	5:47:595	1:41:684	D. and J. Scott, Rathfailand
Dug Derby	2:34:176	44:449	D. and J. Scott, Rathfailand
Scrapper's Run	2:40:607	47:398	D. and J. Scott, Rathfailand
Zugga's Challenge	6:53:708	2:00:775	D. and J. Scott, Rathfailand
Baroo Coast	5:13:714	1:41:684	D. and J. Scott, Rathfailand
Bumpy Breaks	7:25:019	2:21:982	D. and J. Scott, Rathfailand
GALACTIC LEAGUE			
Executioner	5:10:465	1:39:240	D. and J. Scott, Rathfailand
Sebulba's Legacy	5:57:239	49:506	D. and J. Scott, Rathfailand
Grabvine Gateway	6:05:198	1:50:082	D. and J. Scott, Rathfailand
Andobi Mountain Run	5:29:448	1:44:858	D. and J. Scott, Rathfailand
Dethro's Revenge	2:50:745	53:678	D. and J. Scott, Rathfailand
Mountain Railway	7:00:685	2:17:037	D. and J. Scott, Rathfailand
The Boonta Classic	7:05:878	2:18:492	D. and J. Scott, Rathfailand
INVITATIONAL LEAGUE			
Ando Prime Centrum	3:41:425	1:09:661	D. and J. Scott, Rathfailand
Abyss	4:02:386	1:17:685	D. and J. Scott, Rathfailand
The Gauntlet	6:59:176	2:12:235	D. and J. Scott, Rathfailand
Inferno	3:51:608	1:09:243	D. and J. Scott, Rathfailand



Mario Party

DK's Jungle Adventure
32 Stars — James Dyson, Surrey

Peach's Birthday Cake
31 Stars — James Dyson, Surrey

Yoshi's Tropical Island
51 Stars — James Dyson, Surrey

Mario's Battle Canyon
50 Stars — James Dyson, Surrey

Luigi's Engine Room
27 Stars — James Dyson, Surrey

Mario's Rainbow Castle
33 Stars — James Dyson, Surrey

Bowser's Magma Mountain
13 Stars — James Dyson, Surrey

Eternal Star
8 Stars — James Dyson, Surrey



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 Gaming Gladiators – the sooner you send off your entry, the sooner your face'll appear in the mag

Name

Address

The Pro Arena

Game

Achievement

Game

Achievement

Game

Achievement

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.

Banjo Kazooie


Kevin Seeney

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
0:09:01 — Richard Dunn, Lincolnshire
0:09:16 — Jan-Erik Spangberg, Sweden

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

Freezeezy Peak
0:13:20 — Jan-Erik Spangberg, Sweden
0:13:34 — Kevin Seeney, Suffolk

Gobi's Valley
0:12:44 — Jan-Erik Spangberg, Sweden
0:13:46 — Kevin Seeney, Suffolk

Mad Monster Mansion
0:14:16 — Jan-Erik Spangberg, Sweden
0:15:48 — Kevin Seeney, Suffolk

Mumbo's Mountain
0:05:27 — Richard Dunn, Lincolnshire
0:05:43 — Kevin Seeney, Suffolk
0:06:40 — Jan-Erik Spangberg, Sweden

Rusty Bucket Bay
0:16:14 — Jan-Erik Spangberg, Sweden
0:18:56 — Kevin Seeney, Suffolk

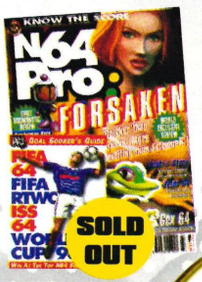
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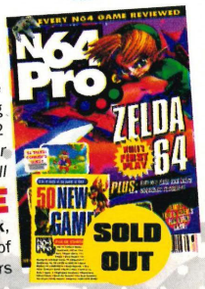
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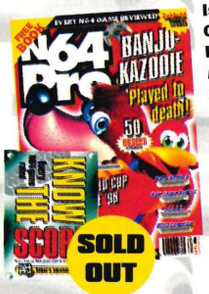
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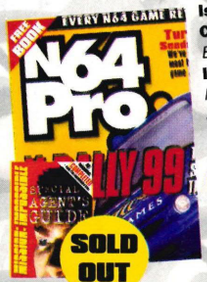
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FREE **1999 calendar**, filled with the cream of N64 games for months of drooling



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Issue 24 August
Cover: Worms
Inside: Quake II, Mario Golf, Superman, World Driver Championship, Vigilante 8 pull-out mini-mag
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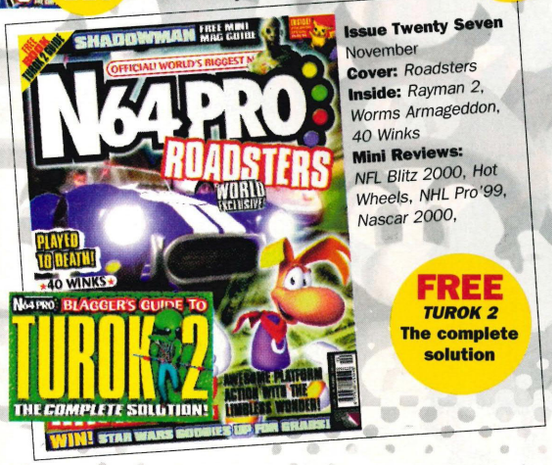


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FREE ***Quake II* book**



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Inside: *J League, Shadowman, Fighting Force, Madden 2000, Re-Volt, Tonic Trouble, New Tetris, WWF Attitude*
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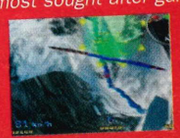
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This Swap Shop is getting better and better every time. There are masses of cheap, brilliant games up for grabs in these two pages. You'd better get busy scouring them for what you want and then get dialling!
Nerys

SWAPS

Wanted

The most sought after games



1. *Pilot Wings*
Get your Wings here!
2. *Star Wars Racer*
The fastest racing game known to man
3. *Zelda*
Link's still the king!
4. *Mario Party*
Loads of small games in one bigger one
5. *1080 Snowboarding*
Brilliant game of a radical sport

Not Wanted

What people are getting shot of



1. *GoldenEye*
007 steals the top spot this issue!
2. *Wave Race*
Brilliant sea bound jet-ski action
3. *Mission: Impossible*
The thinking man's GoldenEye
4. *Banjo Kazooie*
Nothing beats the bear!
5. *Vigilante 8*
Bang, crash and smash!

★ I will sell *Micro Machines* for £30 or swap for *Duke Nukem Zero Hour* or *Vigilante 8*. I will also swap *Hexen* and £10 for *Vigilante*. I could organise to swap for *Fighting Force*. Robin Haywood 01584 781460 in Worcester.

★ Game Boy Color game *Zelda*, top condition will swap for *Super Mario Bros DX* or *R-Type Stefan*, Manchester 0161 233 8754. I'll swap *Mario 64* and *Mario Kart* for *WWF Attitude* and *Episode One Racer*. Jack, North Holt 0181 8418214.

★ I will swap *F-ZeroX* for *Star Wars: Rogue Squadron*. Tel: 01582 712437 Write to 14 Ravenscroft, Harpenden, Herts. I'm Desperate, David.

★ Swap *WWF Warzone* for *Mario Party*. Must be boxed with instructions because mine is. Rob Henderson 01748 826516.

★ For Sale: *GoldenEye* £30 *Hexen* £20, *Duke Nukem* £20, *Mario* £20, *NHL Breakaway* £30, *Banjo* £25, *Rogue Squadron* £35, *Zelda* £35 All boxed with instruction, please buy them now. Joe Tingley, Horsham,West Sussex 252034.

★ I will sell or swap *South Park* or *Mortal Kombat* for £30 each or swap for ISS98 or an action replay card. Phone me on 0181 770 1542 Ask for Peter, London, Sutton.

★ I'll swap my *F1WPG*, *Yoshi's Story* or *Hexen* for *Premier Manager 64* or *Body Harvest*. Please! Or sell *F1WPG* £20, *Yoshi's Story* £10 and *Hexen* £15. Ryan Taws , Surrey 0181 6992032.

★ For sale only, *Duke Nukem 64* £15, *Shadows of the Empire* £15, *Body Harvest* £20 and *Castlevania* 64 £25, all boxed, ask for Colin 01656 736933.

★ Hi I'm selling N64 2xcont rumble pack *GoldenEye*, *Rogue Squadron*, *Body Harvest*, all boxed with instructions. Hardly used £150 call Richard 0181 3975802.

★ I'll swap *GoldenEye* or *Mission:Impossible* for either *Rogue Squadron* *Star Wars Pod Racer* or *Zelda 64*. Get to the phone now! 0161 355 0885 ask for Ray.

★ I'll sell *Turok 2* for £32 *GoldenEye* for £26, *Rogue Squadron* for £36 or swap any for *WWF Attitude* (*Turok 2* doesn't have a box). Jose, 0171 4923033 London.

★ Selling N64 with four games, action reply, Memory card, rumble pack, Memory card expansion pack, controller, steering wheel, good condition, with cheat books, Great offer £160 ono call 01795 534089.

★ For sale *Turok 2* mint condition £25 Sorry no box.

Sale Of The Month

★ Will sell N64 with 16 games, 3 controllers, 2 carry cases, 2 rumble packs, 2 memory cards and magazine plus cheats boxed for £130 (bargain!) Steven Lordswood, Kent 01634 861333

Guide Book and big cheat for £5 extra! Call Thomas on 0171 602 9623. Please reply quickly! Tomas Always, London 0171 6029623.

★I'm selling *F1WGP* for £26.99 and *Turok 2* for £16.99. Will swap for any good games eg *Vigilante 8* *Premier Manager 64*, all with instructions but no boxes. Must live locally. Call Simon in Crosby, Liverpool on 0151 9311032.

★ I'll swap *Mario 64* for *Turok 2*, *Duke Nukem*, *Quake 2*, *Banjo Kazooie*, *South Park* or sell for £20 Ask for Jonathan on 01923 24047.

★ I lost my sister's *Yoshi's Story* so will swap *Glover* for it. Please, I would also like to swap *Star Wars Racer* for *Zelda*. Sarah 01355 246249

★ I'll swap *Tetrisphere* for *Star Wars Racer* or *Premier Manager*. Ring me on 01724 733882 and ask for Andy. In Winterton.

★ *Perfect Striker 2*. Known as *Superstar Soccer Deluxe* in the UK will give a good Nintendo game for IT SNES version Brian 07979 68443 Console@Internet.com

★ I will swap *Banjo Kazooie* for *SCARS*. I am not bothered about box or manual. Ask for Oliver Hebson (sorry, no manual for *Banjo*) Oliver Hebson 01254 888654.

★ N64 games, 2 steering wheels, 3 controllers, for sale £300 ono ring after 4pm or anytime at the weekend. 0181 9893227.

★ I will sell SNES two controllers, *Mario All Stars* and Super Game Boy all boxed, good condition. Tom, Tenbury, 01584 781393.

★ I'll swap *Star Wars Racer* or *Virtual Pool* with instructions for *WCWvsNWO* or *WWF Attitude* or *Shadows of the Empire* and *GoldenEye* for any good offer or sell for £20 or £25 separately. Tom SW6 0171 7313536.



★ Swap *Zelda* and *Mario Kart* for *WWF Warzone* or *GoldenEye* or sell for £25 each. Please, I'm Desperate! Chris Flecter, Aylebury. 01296431116

★ I'll swap *F1 Pole Position* and *Extreme-G* for

SHOP

***WWF Warzone* or *Banjo Kazooie*, or sell for £20 each. Both games boxed and with instructions but don't mind if the others aren't.Andrew, Aylesbury, 01296 580152.**

★ I will swap *Banjo-Kazooie* for *WWF Attitude*. Please! Phone Janelle Anderson Bournemouth 01202 768841.

★ I will swap my Wave Race or F1WGP or *Mission: Impossible* for *Duke Nukem: Zero Hour* or *Mortal Kombat 4* or any other decent game eg *Top Gear Overdrive* HURRY! Daniel Titheradge Herts, 01279 651520.

Precision Pricing!

★ I'm selling *F1WGP* for £26.99 and *Turok 2* for £16.99. Will swap for any good games eg *Vigilante 8* *Premier Manager 64*, all with instructions but no boxes. Must live locally. Call Simon in Crosby, Liverpool on 0151 9311032

★ Bargain N64! 11 Games, 3 pads, Memory Pak and Rumble Pak. Games are all brill – *Zelda*, *Mario Party*, *MK64* etc. Only £240 ono! Ring 01708 229385 and ask for Anthony! Upminster, Essex.

★ *Wave Race* for *South Park*. John Paul Mckinlay, Ayrshire, Scotland 01560 321997.

★ Hi I will swap *South Park*, *Mario* or *World Cup* for *Glover DK64* or *South Park Rally*. Sam Baton, 597999.

★ N64 and two controllers Expansion Pak, Rumble Pak, six games boxed and instructions – *Rogue Squadron*, *Turok 2*, *GoldenEye*, *Banjo Kazooie*, *Mario Kart*, *F1WGP2* £175 ONO. Darren Slater, Gosport, Hampshire 01705 610778

★ I'll swap *Lylat Wars*, *1080 Snowboarding*, *V-Rally*, *I.S.S.* for your *Mario Party*, *Pod Racer* or *Vigilante 8*. Ring Andrew after 4pm in Middlesborough,North Yorks 01642 723574.

★ I have *Zelda* and *WCW NOW World Tour*. Will swap for your *South Park*, *GoldenEye*, *F1WGP*, *1080* or *F-Zerox*. Maybe accept any other good swaps. Michael, 0131 6695510.

★ I'll sell *Yoshi's Island* unboxed for £12, *Turok 2* for £17.50 and *Starshot Space Circus* for £12. Both Boxed plus instructions. Call Lindy on 0181 5494691.

SHOUTOUT

OK Steve, stuff Cat Deeley. She's fallen for Dec! Oh and could you ask Kylie Minogue out for me? If not, how about Emma Bunton? She's got very nice breasts! Sam the Man, Yorkshire.

He-hey! What's wrong with my luck? Not too hot, that's what! Findus Crispy Pancake, Shrewsbury.

I'm Tom. If you want a penpal, I like N64s, hate gaystations. My favourite game is Chameleon Twist. I would like an older male please, 12. My favourite film is Rugrats. Thomas Barczak Nicholson, 13 Greetwell Road, Lincoln, Lincs.

Gunner, thanks for the Party. Maybe I'll have better luck next time? Love from the South Coast Demon dot dot dot.

Man United are shi- ites, Man City are OK But Burnley Rule. When I said Man City R OK, I meant they're crap too! Steve from N64 Pro Ha ha ha ha ha ha ... Ian Morley, Next door to Alexander the Snork, Snorkland ark R.

BEEJAYSUS! Can a girl really love Stan?! It's Madness! Pooot! The Lincon Looter, Listening Bourough, Lapland.

Hi, Danny? I've lost your number. It's Caroline here. Would you please, please call me? I know I said I would but I've lost it! (not my mind, the number!!) Caroline Clark, aged 12 from Cossgrove, Nr. Manchester



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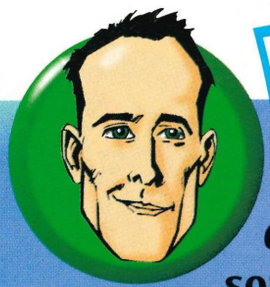
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You RE C

Real letters fro m



Crikey! What a month. There's been some fierce response to Daniel's reader review of GoldenEye loads of questions about Pokémon and girl gamers galore. Enjoy!



Top telly babe Cat Deeley Vs. Buffy. What do you reckon?

Score racing

When you reviewed F1 WGP 2 a few months ago I was bewildered that at the end of the review you only gave it 93% compared to F1 WGP's 94% and all the other reviewers (except the reader review) said that F1 WGP was better than F1 WGP 2. I managed to pick up a copy for £30 and as soon as I started playing I realised that it was a much better game that the first one. I know notice that you've changed the score to 94!% (in Nintendo Park). If you think the sequel is better than the original why haven't you given it a higher score like 95% or 96%? What do you really think of this superb game?

Graham, Cheshire



N64 PRO The mysterious ways of the review score are not yours to understand, Graham-san. Alright, alright, I'll explain! F1 WGP 2 is a bit better than the original, but without enough new features to warrant the really high score you'd want. As for the score been changed in Nintendo Park that's erm... well, that's Parky's being too eager. We update all the scores every New Year and it seems like he's jumped in a bit early on that one. Look out for the special feature next month – where you all get to say exactly what you think each game is worth!

Snap Happy

In Issue 25 you reviewed Pokémon Snap, but you only printed a small picture of Pokémon Stadium. Could you answer these questions
1) When does Pokémon Stadium come out in the UK?
2) What's the story about and is it like the Game Boy version where you capture the Pokémon?
3) Could you print a larger, better picture?
4) When is Austin Powers: The Game going to be made?

Ben Saller, Wolverhampton.

N64 PRO 1) No date has been set yet matey! Hang on though it hits America in March so it should appear shortly afterwards in the UK!
2) We'll tell you all about it next month in our full-on in-depth preview.
3) No, you'll just have to wait 'till next month! Have a picture of Cat Deeley instead (just to make a change from Buffy!)
4) Nobody's working on an Austin Powers game – it's a great idea though!

Girls R Us

I'm a 13 years old and I get the N64 Pro every month. I think it's brilliant. I really like all the cartoon characters who write the reviews, but I especially like the two girls. It's nice to see girls who like games instead of just liking dolls, and make-up, and shiny stuff and that. So I wanted to ask Nerys and Nicky; How come you two like games, and most of the other girls I know hate them and think that they're rubbish? And how can I get the girls in my class (well, some of them) to like games? Also, can you please tell me what ream is? I want to make sure that its what I think it is which is that it means cool!

Angus Mackenzie, Somerset

N64 PRO Well. I think I'd better step aside and let the girls answer this one:
Hi, Angus! Nerys here. I'm glad that you think it's good that the Nickster and I are into games. It's not that unusual these days, but way back when we started, playing ancient games like Arcadians and Pacman, people really used to think that girls should doing other stuff like brushing nylon doll hair and all that. We just ignored them, because we know what's important in life!
You can't really make anyone like things if they don't want to, I'm afraid Angus. But you could start by showing them only the very BEST games, like Zelda, and actually letting them play, instead of, like most boys I know, muscling in and taking over just as you're getting into it.
Ahem! Right... enough of that then. Does that answer your question. Oh, and you're right Ream is a wickedly cool word for cool and wicked. And it's the best word ever cos we made it.

Gold or Dirt?

I love your mag and I'm reading issue 27 right now, wait a minute what's this in the reader review section?

KON? WIN!

eal gamers

The best letter we recieve each month will win a top new game from Acclaim!



Get writing in if you want to win some gaming booty

Acclaim

LETTERof THE PRO CREW theMONTH

"It's nice to see girls who like games instead of just liking dolls and make-up"

Daniel Pullin from Witney, are you on drugs? You gave GoldenEye 2%. Why? It's the best game ever. Where's Parky's big game hunt? I love doing that. Give Parky a good slapping for me. I think the results should be printed.

Anyway I'll get on with my letter:

1) Are Equilizers any good, I mean £30 is a bit steep.

2) Should I buy Worms Armageddon? I loved it on the Mega Drive but is this better or the same.

3) I saw the Pikachu cartoon on the TV the other day and Pokémon is looking good so should I save up for Pokémon Snap?

4) Tell Rare to hurry up with Perfect Dark. I just read that its been delayed until April. B*****, F***, S*****!

5)Sorry I just got carried away. Could you print a picture of Brittney Spears. She's well fit.

Ben White, Hertfordshire

If only...

I don't believe in Noely because: at the last page, there is a little block with the credits, Noely's not in it. Everyone takes the p**s out of him (I should quit the job if everyone did that to me). At last, how could a real living human ever ruin his hair so much? That all proves that Noely does not exist, just like Santa Claus, Tip–X (OY watch it mate – Tip–X), Mario, Scoop (grrrr – Scoop), Pikachu and Toad!

Now some interesting questions: what are those little Mushrooms called that appear in almost every Mario game? Who is Nerys? If I take a membership to the pro crew when do I receive my mag (now I have to wait 2 weeks and have to pay double the price)?

The buyers guide sucks, it was much better before you changed it, now I can't find anything, make it the way it was!

Yesterday I saw the first pictures of the Playstation II and it looks so damn ugly that even the Commodore 64 looked better.

One final request: Put a poster of Mumbo Jumbo in your mag, or else I will do voodoo on you (and that is a threat).

Bye for now,

Johnny Hoogstrate

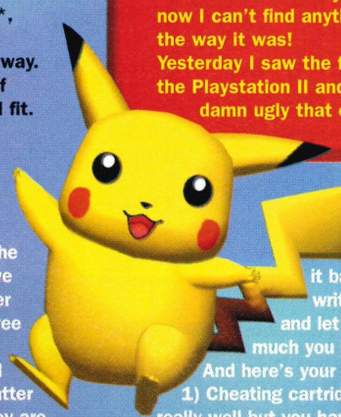
N64 PRO: Noely was very much a real living person (his hair in particular was all too lively). Look again at the 'flannel pannel' (as it's known – don't ask me why) in last months mag and you'll find a Mr Paul Noel (aka Noely). Sadly, the famous Noelster is no longer with us so you really won't find him this month. Those mushroom guys in Mario are called Goombas! As for our Nerys, she's the queen of gaming and here to stop us lads from forgetting that girls play games too.

Get a Pro Membership cos it's loads better than trudging to the newsagents (they only shout "are you buying that" as soon as you walk through the door anyway). The fanzine has broken some famous news first as well because it's written after the mag is completely finished. To top it off you'll save money to boot.

Sorry that you don't like the buyers guide – we love it 'cos all the similar games are bunched together, it's got loads of extra stuff inside and it looks much better than the old Database. Besides, Parky's got a gun – what can we do?

As for the Playstation II! I thought it looked like a ten year old Betamax VCR myself. And no, I'm not just saying that because I'm a Nintendo fan. I genuinely think it looks ugly and old–fashioned. Nintendo will do much better with the Dolphin, you only have to look at the really cool bright N64s that they're making for Christmas to see that the big N' has far more style than Sony.

Hold it right there with your voodoo pins! We'll do a poster of Mumbo Jumbo when Banjo–Tooie comes out next year (and that's a promise)!



N64 PRO: We don't know what Daniel was going on about either GoldenEye is easily the best videogame ever. But we can't just throw away reader reviewers that we don't agree with. In the interest of fairness we have to print all kinds of comments – no matter how deluded and foolish they are. Parky may bring back his big game hunt if enough people want it back? So get writing in you lot and let him know how much you love it!

And here's your answers:

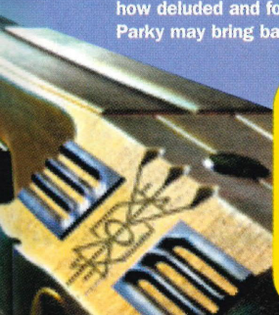
1) Cheating cartridges do work really well but you have to be careful. Who wants to buy a new game and finish it in an afternoon with a cheat code switched on?

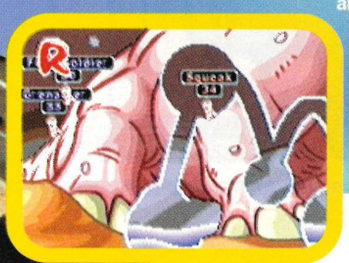
2) Worms is much better on the N64 but it's still the same game at heart. You won't be disappointed but don't expect anything radically different. We still love it though!

3) Personally I wasn't that keen on Pokémon Snap. Everybody else seemed to love it but I just couldn't get into it. You just have to own Pokémon on the Game boy though – that's incredible!

4) We tried telling Rare to hurry up but they just put their hands over their ears and went "la la la we can't hear you."

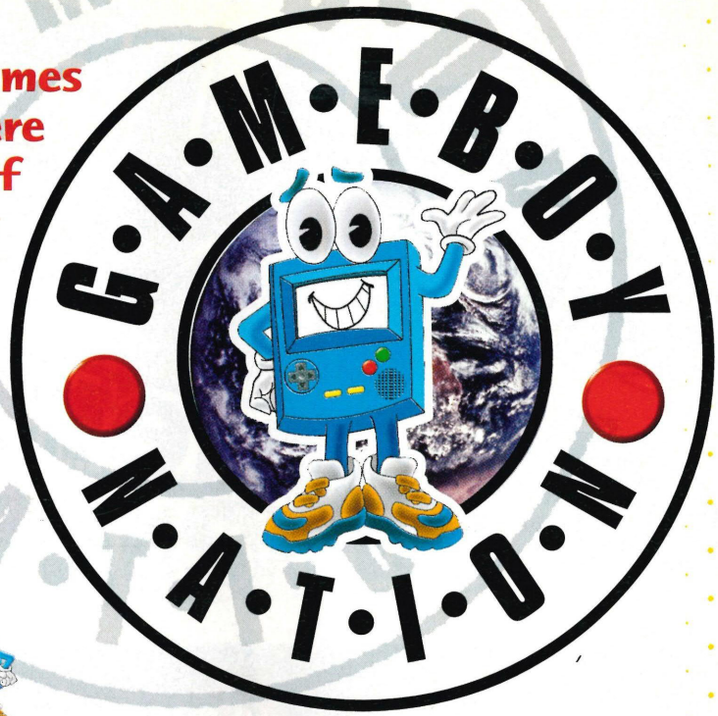
5) I know how you feel about the delay to Perfect Dark. I'm bored of Brittney though so feast your eyes on Cat Deeley (it'll ease the pain for just a moment)!







We can't move for Game Boy games at the moment. They're everywhere and loads of them are brilliant! If you haven't bought a Game Boy yet then what are you waiting for. Get one now! - Mark



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 character. Read carefully, maybe it only appeals to certain gamers, or maybe we've seen it too many times before! Think long and hard before buying 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!



Zelda Cheats

DIFFERENT MUSIC

enter your name as "ZELDA" (all in capitals). The background music on the player select screen will change.

GLITCHING GRAPHICS

Play the fishing game and real in one fish. When asked to continue choose no and when he says "you have to have more passion" press A, B, Start and Select to quickly end the game. Now select Return to game and you'll be back in the fishing pond. Swim off the left side of the screen and the graphics will all be scrambled.

BOOM STICKS

Equip both the Arrows and the Bombs, and press both buttons at once to get an explosive arrow.

LOOK BRILLIANT

if you quickly reset the game whilst you are dying (by pressing A, B, Start and Select) your death count won't go up. Now you can show off to your mates.

PREVIEW Suzuki Challenge

TWO WHEELS are better than four (as any self-respecting Hell's Angel will tell you). If you're fed up with constant car racing then you may want to take a look at this motorbike racer. We've been playing an almost finished version and can honestly say that it's so fast you feel you're hair waving around your head. It looks pretty good too and the finished version promises tons of tracks and more manic action than you can take. Sounds good to us!

Out: 2000
Published by: Eidos



PREVIEW Rugrats: Time Travellers

CHUCKIE, Tommy and the rest of the crew are set to return in a brand new platform game for the Game Boy Color. This time the rascals are spinning through time and need your help. We've had a look at an almost finished version of the game and the visuals look incredible (just take a look at the pictures).

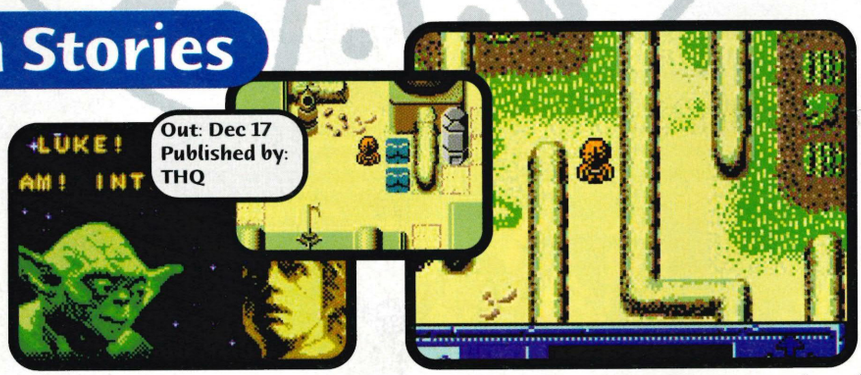
Out: 2000
Published by: Take 2



PREVIEW Yoda Stories

THE SMALLEST Jedi-master in the world is finally getting to star in his own game. *Yoda Stories* is a *Zelda*-style RPG starring the little green fella. It's taken ages to arrive but it finally looks like you could be playing as Yoda come Christmas. The game promises loads of huge puzzles, a great storyline and plenty of light-sabre action. This is definitely one to look out for!

Out: Dec 17
Published by: THQ



REVIEW Space Invaders

Out Now £24.99
Published by: Activision

Whoosh...splat! "Take that you Martian maniac!" You guessed it, the original bug-eyed monsters from Mars are back in a brand new blaster. The only thing that can save Earth from this '80s-style' invasion is you and your trusty old-fashioned laser cannon. *Space Invaders* may be older than the combined age of a '*Songs of Praise*' choir, but this simple shooter has (and always will be) an absolute classic. Manic action that will hook you from the start.

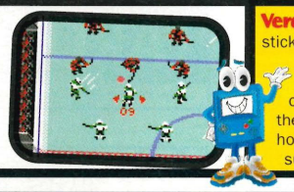


Verdict... If you fondly remember the original then watch out! This sequel makes the 80s version look like a Lada next to a Ferrari. An excellent update that is great fun to play and keeps you going for hours. Brilliant!

REVIEW NHL 2000

Out Now £19.99
Published by: THQ

Stick-crashing, face-smashing puck-slamming sports hit the small screen. *NHL 2000* pushes the GB Color further than most games and manages to deliver the goods in style. It plays a pretty mean game but it does seem a bit slow compared to the mania of some of the N64 games. But it stays faithful to the sport so if you're after a puck-smashing sports extravaganza on the small screen then look no further.

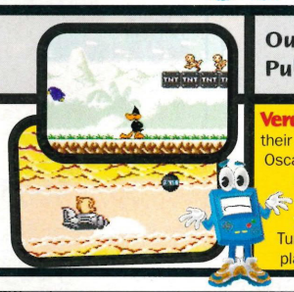


Verdict... A fantastic rendition of stick smashing violence on the small screen. The characters are really well defined making it one of the best sports games on the Game Boy. If you're a fan of ice hockey then you'll love playing this superb rendition of the sport!

REVIEW Looney Tunes

Out Now £24.99
Published by: Infogrames

"What's up doc?" Another good platformer for the Game Boy Color - that's what! Start off with Daffy 'you're dithpicable' Duck armed with a nothing more than a frizbee you have to whack and smash your way through levels crammed full of nasty critters and big bosses formed from the Looney Tunes cast. Take on Mavin the Martian, Yosemate Sam and all the other stars in your quest to be the top tune (so to speak!)



Verdict... With more stars strutting their stuff than a night out at the Oscars this could have been fantastic. It's great to see all the characters running around together but if you're not really into the Loony Tunes this 'tried and tested' formula platform game won't interest you!

REVIEW Gex: Deep Cover Gecko

Out Now £24.99
Published by: Eidos

He's the only Gecko with a gob bigger than a beached whale. On the N64 his wit was sharper than a scalpel as Gex ran around levels poking fun out of every TV show you'd ever seen. The graphics look lusher than Cat Deely in a catsuit and the game is weirdly wacky to play. It's just that the Game Boy doesn't excel in the speech department and a solemnly silent Gex is a sad sight indeed. It's still a great platformer but just a little dull!



Verdict... If only he wasn't gagged and bounded by the limitations of a ten year old sound chip. Without the constant wisecracks *Gex* is just another platformer. It just isn't the same without the awesome speech of the N64 version!

REVIEW Mission Impossible

Out Now £19.99
Published by: Infogrames

You're mission - should you choose to accept it is to take a huge N64 game and squeeze it onto a Game Boy cart without losing any of the gameplay! A tough mission by anybody's standard but Infogrames have done the business. Everything that made the N64 version such a treat has been shrunk down and moved onto the Game Boy - Excellent! It's a treat to have original adventure.



Verdict... A thoroughly innovative Game Boy game that uses the little wonder to good effect. Take control of Ethan Hunt and work your way through several missions of intense spy action. You'll end up meeting spies, shooting guards and using loads of ace gadgets.

REVIEW Worms: Armageddon

Out Nov 12th £24.99
Published by: Take 2

TEN-HUT! Listen up soldiers... you may be small, you may be pinker than a pig, you may even wriggle around on the ground. But God-dammit you're Marines now get out there and make Momma proud... errr where am I! Oh yes I was playing worms on the Game Boy. Take control of a four-worm squad and wipe out the other pinkos with a wide assortment of military hardware. It's may be silly but it's one of the finest games ever.



Verdict... Every bit as good as any other version! The artificial intelligence of the computer can be a bit thick at times but you can't fault the two-player game. It's as addictive a game as any you'll ever play and well worth getting if you're after a challenge.

REVIEW Ronaldo

Out Now £19.99
Published by: Infogrames

The Brazillian boy-wonder is so big he deserves his own game - and as if by magic, here it is. Visually it's a lot better looking than most of the other games of footy. Sporting a side on view (instead of the usual helicopter-cam) *Ronaldo* looks the business but unfortunately it lacks his legendary speed. A bit on the sluggish side but still better than most games of footy on the Game Boy!



Verdict... Could use a swift kick up the arse (to speed things up) but apart from that this is a great footy game. Visually it scores a stunning goal against the competition and if only he ran a bit faster *Ronaldo* would score the winning goal. A narrow miss!



Party like it's 1999!

WHAT NEXT for the minauture marvel? Take a look at what marvels the Big N are cranking out for next year!

Wario Land 3 - Spring
Mazza's evil other half is being made even more dastardly!

Tetris Attack - Spring
Can the mighty Nintendo improve upon the greatest version of Tetris ever made? Find out early next year!

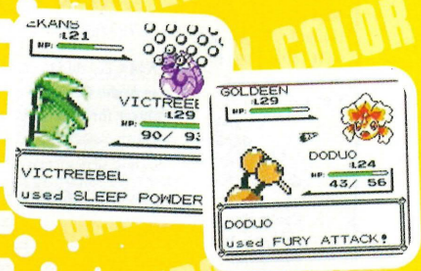
Pokémon Yellow
Like the original only now it ties in with the TV show so you have Pikachu with you at all times!

Banjo-Kazooie - Summer
The bear and bird will break onto the small screen soon.

Bionic Commando - Summer
The arcade original was brilliant and we expect this to be ace!

Deja Vu
Another RPG to go with Zelda. We don't know much about it yet but we'll let you know soon!

Legend of Zelda 2 - Winter
Link makes a return to the small screen in a brilliant looking sequel that's the first part of a brand new trilogy.



See more Game Boy games in Nintendo Park! See page 96!

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SHOOTING

Parky's Top 5

Zelda



1

Hunt down a copy of this fine game and you'll never go out again!

ISS '98



2

The best football game we've ever seen. Well worth getting.

GoldenEye



3

An amazing shooter! A beauty to look at and seems to go on forever.

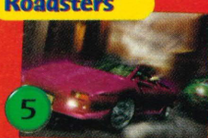
Banjo-Kazooie



4

A wonderful specimen of a jumper with brains as well as beauty.

Roadsters



5

The best racing game ever. Realistic and challenging. It's a beauty!

96% GoldenEye 007

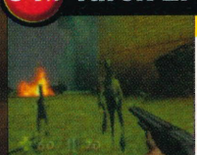


RARE/NINTENDO

The best shooter ever! Innovative with smart enemies and a top plot. The multiplayer game rocks.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

94% Turok 2: Seeds of Evil



ACCLAIM

Massive 3-D game filled with violent dinos. Top weapons, great animation and plenty of blood spillage.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 16, Jan '99

93% Body Harvest



GREMLIN

Go bug-eyed monster hunting. Talk to terrified people, nick their cars and save the Earth – neat!

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 15, Xmas '98

92% Rogue Squadron



NINTENDO

The force is strong with this one! Fly in low, smash up AT-ATs and shoot down Tie Fighters.

- Players: 1
- Price £44.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 17, Feb '99

92% Vigilante 8



ACTIVISION

Hi-octane mix of cars and guns. Drive around, grab weapons and trash everything. Ace multiplayer!

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 20, Easter '99

92% Duke Nukem: Zero H



GT INTERACTIVE

Outrageous violence with black humour! Stylish visuals, deep gameplay and big boomsticks!

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 22, June '99

92% South Park 64



ACCLAIM

Turok 2 with turkeys, guns and sampled swearing. Lame on your own but multiplayer is sweet!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 17, Feb '99

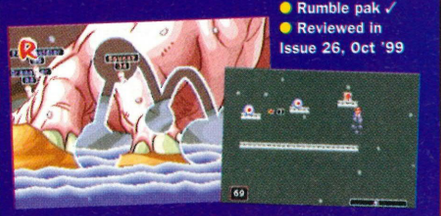
91% Worms Armageddon

NEW ENTR

ACCLAIM

The most fun you can have with a pink wriggly thing with your pants on.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 26, Oct '99



ENDO RK



91% Lylat Wars

NINTENDO

Trigger happy action that looks like a movie. Loads of levels, awesome visuals and great gameplay.

- Players: 1-4
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 2, Xmas '97

80% Duke Nukem

GT INTERACTIVE

Doom with a sense of humour! Manic action, top levels and comical enemies. Looks old though!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 3, Jan '98

90% Forsaken

ACCLAIM

360 degree shooting action. Big twisting levels, intelligent opponents and a stylish look.

- Players: 1-4
- Price 59.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 9, July '98

71% Doom 64

GT INTERACTIVE

The mighty *Doom* has failed the test of time! Slow with blocky visuals and non-existent animation.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 3, Jan '98

85% Quake 64



GT INTERACTIVE

Fast paced sequel to *Doom*. Big guns, bigger enemies and a dark atmosphere. Dumb but fun!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 7, May '98

70% Buck Bumble

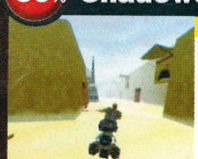


UBISOFT

A cyber-bumble bee with a sting. The good ideas and smart design are lost in the foggy levels.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 13, Nov '98

59% Shadows of the Empire



NINTENDO

The dark side of the force! Boring *Doom*-clone levels and unplayable speeder bike racing.

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

83% Turok: Dinosaur Hunter

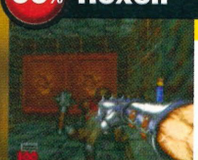


ACCLAIM

Go hunting in Jurassic Park. Smart dinos and big guns but too many platforms and instant deaths!

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

66% Hexen



GT INTERACTIVE

Doom's weaker brother with a medieval atmosphere. Dull with jerky graphics and terrible sound.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 3, Jan '98

58% Aerofighters Assault



NINTENDO

More like Top Goon than *Top Gun*. Ugly, slow and too easy to finish. Get *Pilotwings* instead.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 4, Feb '98

83% Quake II

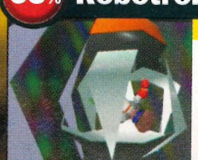


ACTIVISION

A second helping of slaughter! Simplistic but fast, great looking and a joy to play.

- Players: 1-4
- Price £40.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 24, Aug '99

65% Robotron 64



CRAVE ENTERTAINMENT

A classic Eighties shooter returns but we're too busy playing *GoldenEye* and *Turok 2*.

- Players: 1
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 7, May '98

52% Knife Edge



KEMCO

Aim the gun on a 'copter. Move a sight, pull the trigger and wish you'd bought something else.

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 17, Feb '99

RACING

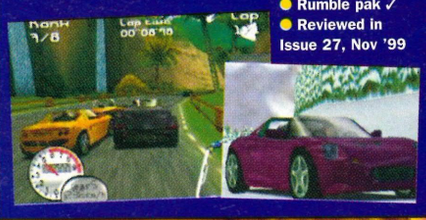
96% Roadsters

NEW ENTRY

INFOGRAMES

The Best Racing game EVER. Or at least, so far, on the Nintendo.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 27, Nov '99



92% WipEout



MIDWAY

Classic futuristic racer! Fine graphics, fast as hell and an excellent four-player mode!

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 16, Jan '99

91% Wave Race



NINTENDO

Vastly underrated jet-ski racing game! Fantastic water effects, incredible controls and great value.

- Players: 1-2
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

91% Diddy Kong Racing



RARE

Takes *Mario Kart* and improves it. Great graphics, cute characters and a top Adventure mode.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 3, Jan '97

95% World Driver Champ.



NINTENDO

Best GT racing game ever! Incredible looks, challenging game and fully realistic. Ace!

- Players: 1-2
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 13, Nov '98

91% Mario Kart 64

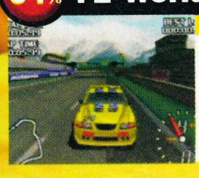


RARE/NINTENDO

Mazza goes Kartin'! Excellent when your mates are round but the N64 characters cheat like crazy!

- Players: 1-4
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

94% F1 World Grand Prix



NINTENDO

Realistic F1 racing game. Looks like the telly, drives like the real thing and recreates the 1997 season.

- Players: 1-2
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 13, Nov '98

91% Top Gear Overdrive



KEMCO

Fast arcade racer! Great looking cars, top tracks and challenging gameplay. Top hi-res mode too!

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 17, Feb '99

94% F1 WGP 2

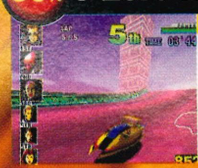


NINTENDO

F1 returns to the course for a second lap. Just as good but now that little bit faster. Excellent!

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 25, Sept '99

90% F-Zero X

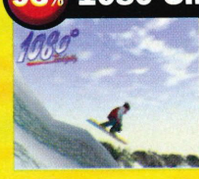


NINTENDO

Remake of the old SNES classic. It may look bland but it's fast, competitive and fiercely addictive.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 12, Easter '99

93% 1080 Snowboarding

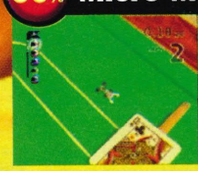


NINTENDO

Flawless reproduction of the rad sport! Stunning animation, great controls and massively addictive.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 4, Feb '98

90% Micro Machines 64

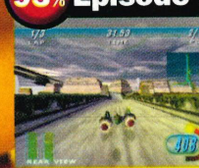


CODEMASTERS

Race toy cars around the house. Novel gameplay, loads of tracks and great for multiplayer laughs.

- Players: 1-8
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 18, March '99

93% Episode Racer

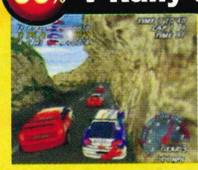


LUCASARTS/NINTENDO

Blindingly fast racer! Jedi-like depth, Jabba sized tracks and you'll need the force to finish it!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 22, June '99

90% V-Rally Edition '99



INFOGRAMES

Tricky rally racing. Crisp visuals, lots of pop-up, 48 tracks but incredibly awkward to control.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 15, Xmas '98

93% Beetle Adventure



ELECTRONIC ARTS

Herbie goes ballistic! Huge tracks, fine handling and loads of secrets. Best arcade car racing game.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 20, Easter '97

88% Extreme G XG2



ACCLAIM

Slow but nice looking futuristic racer. Worth owning in a third-best-but-still-quite-good kinda way!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 18, Jan '99

Rumble Paks

The best add-on ever invented! It makes your joypad shake, rattle and roll! Vital for getting those secrets on Zelda!

1. **LX4 TREMOR**
WITH 1MB MEMORY
Best pak ever! Rumbles like a wrestler, doesn't need batteries and saves games!
☆☆☆☆☆ £17.99



2. **LX4 TREMOR**
Rumbles like the Nintendo pak. Small, light and strong. Excellent rumbler!
☆☆☆☆☆ £12.99



3. **NINTENDO PAK**
Original rumbler! Shakes your pad out of your hand but it needs batteries.
☆☆☆☆☆ £14.99



4. **SPORT PAK**
Funky rumbler that looks like a football! Bargain price with memory included!
☆☆☆☆ £14.99



5. **VIBATRON PAK**
Bargain buzzer with a two speed setting. Not as good as the official but good anyway.
☆☆☆ £9.99



6. **VIBRA PAK 256K**
Good rumbler with a cool blue case and memory on board. Doesn't need any batteries either!
☆☆☆☆ £9.99



87% Hot Wheels

NEW ENTRY

EA

Fast *Wacky Races*-style driver. Win turbos by doing stunts.

- Players: 1-2
- Price £59.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 27, Nov '99



84% Revolt



INFOGRAMES

Toy car racer, great for multiplayer and solo racing, and you can design your own tracks!

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 26, Oct '99

80% Rush 2: Extreme Racing



GT INTERACTIVE

Over-the-top racing game! Gaudy visuals, laughable sound, cool gameplay. Simple but lots of fun.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 17, March '99

84% Snowboard Kids

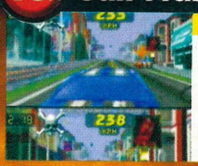


ATLUS

Mario Kart-style snowboarding. Race down slopes, jump on ski lifts, use power-ups. Just too slow.

- Players: 1-4
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 7, May '98

78% San Francisco Rush



GT INTERACTIVE

Bomb around the Frisco bay! Painfully bright colours, insane jumps and fun gameplay. Stupid fun!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 3, Jan '98

85% S. C. A. R. S.

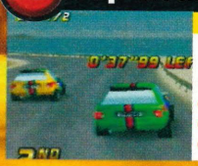


UBISOFT

Race animal/car hybrids! Fun to play and gorgeous to look at but lacks the greatness of *Mario Kart*.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 16, Jan '97

83% Top Gear Rally



KENCO

Good rally racer! Challenging tracks, excellent car dynamics but bland visuals and slow at first!

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 3, Jan '98

75% GT 64

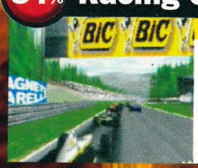


OCEAN

Poor car racing. Jerky, slow and horrible controls. Entertaining for a short while but generally bad.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 11, Sep '98

84% Racing Simulation: MGP



UBISOFT

Fast F1 racing that has all the tracks but lacks an official license. True F1 freaks will prefer *F1 WGP*.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 20, Easter '98

83% Extreme G

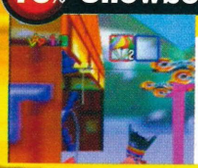


ACCLAIM

Futuristic bike racing. Looks amazing, breathtaking speed but too hard to control. Has been overtaken!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

73% Snowboard Kids 2



ATLUS

Pretty much the same as the original with better graphics and a Story mode. Needs to run faster!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 21, Easter '99

Steering Wheels



1 TOP GEAR LOGIC

Best wheel you can buy! Leather look, brilliant handling and fully programmable. Ace!

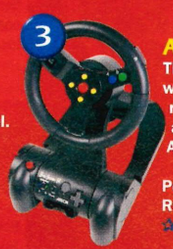
Pedals ✓
Rumbles ✗
☆☆☆☆☆ £69.99



2 ULTRA RACER

Top alternative to a wheel. Looks neat and works an absolute treat!

Pedals ✗
Rumbles ✗
☆☆☆☆☆ £29.99



3 ASCII WHEEL

The small wheel that works big! Fast response and fits anywhere. A bit pricey!

Pedals ✗
Rumbles ✗
☆☆☆☆☆ £49.99



4 OFFICIAL JORDAN GRAND PRIX RACING WHEEL

Fantastic F1 replica. Looks top and has the best gearstick! Get this and F1 WGP!

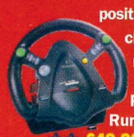
Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99



5 G64 STEERING WHEEL WITH RUMBLE EFFECT

Up there with the best! Smooth handling, well laid out and a top rumbler!

Pedals ✓
Rumbles ✓
☆☆☆☆ £69.99



6 RACE 32/64 COMPACT

Doesn't fair well! Clamps to the table, awkward positioning, feels cheap and nasty.

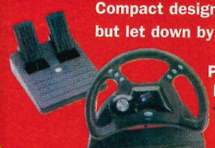
Pedals ✗
Rumbles ✗
☆☆ £49.99



7 V3FX RACING WHEEL

Top wheel! Well laid out, handles brilliantly and easily programmable. A good buy.

Pedals ✓
Rumbles ✓
☆☆☆☆ £59.99



8 MAD CATZ ANALOG RACING WHEEL

Smoothest action of all! Compact design, bargain price but let down by gearstick.

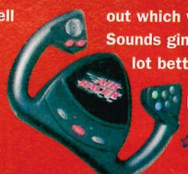
Pedals ✓
Rumbles ✓
☆☆☆ £49.99



9 RACE 32/64 SHOCK 2

Much better wheel than the compact. Chunky feel, smooth handling and well made.

Pedals ✓
Rumbles ✓
☆☆☆ £59.99



10 AIR RACER STEERING WHEEL

Hold it in mid-air and it'll work out which way you're steering. Sounds gimmicky but works a lot better than you'd think!

Pedals ✗
Rumbles ✗
☆☆☆ ☆ £29.99





Joypads

The link between you and your N64 is the most important peripheral, and you'll need those extra pads to play games with your mates too...



1 OFFICIAL NINTENDO PAD
Best pad by miles. Precise, reliable and a joy to use. Best buy!
£19.99
☆☆☆☆☆



2 MIRAGE
Funky look but a comfy feel! A bit too chunky but the buttons are good!
£17.99
☆☆☆



3 G64 CONTROLLER
See-through version of the Gamester Controller with autofire and slow motion.
£19.99
☆☆☆☆



4 SHARKPAD PRO 64
Stylish pad! Clear plastic, inventive design and it works well too!
£14.99
☆☆☆



5 NS64
Looks official but doesn't come close! Chunky look, autofire and three prongs.
£19.99
☆☆☆



6 MANTARAY
Only pad to come close to the official one. Chunky, comfy and funky!
£14.99
☆☆☆☆☆

73% Penny Racers



THQ
A Santa's sledgeload of original ideas but fails to deliver the presents! Slow, pug-ugly and dull.
● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 18, March '99

72% MRC



OCEAN
First car racing game on the N64! Only three tracks, slow and uninteresting. Get a newer game.
● Players: 1-4 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 1, Dec '97

72% Automobili Lamborghini



TITUS
Feels more like a Robin Reliant than a Lamborghini! Dull visuals, dreary gameplay and awkward controls.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 4, Feb '98

64% F1 Pole Position



UBISOFT
Wasn't any good when it came out and has since been bettered by other F1 games. Terrible!
● Players: 1-2 ● Price £54.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 1, Dec '97

41% Cruis'n USA



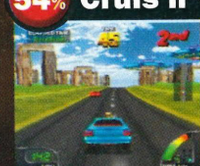
NINTENDO
Good fun in the arcade but there's no roadkill on the N64 version which ruins most of the fun.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 21, May '99

82% Bio Freaks



GT INTERACTIVE
Blood-soaked puncher! Jet around the levels, kick opponent's heads off and get covered in red stuff.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 10, August '98

54% Cruis'n World



NINTENDO
Slightly better than the first *Cruis'n* game but still dump! Nice graphics but far too easy to complete.
● Players: 1-2 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 13, Nov '98

20% California Speed



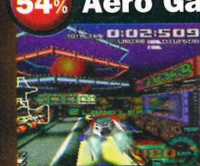
MIDWAY
The worst racing game ever. So easy you could finish it with your eyes shut (seriously) Avoid!
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 21, May '99

82% Fighter's Destiny



OCEAN
Serious fighting game! Good controls but blurry graphics and far too few moves. Get *MK4* instead.
● Players: 1-2 ● Price £44.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 5, March '98

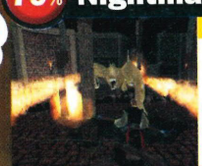
54% Aero Gauge



ASCII
Fast gameplay that's been bought at the expense of the graphics. A huge amount of fog ruins the game.
● Players: 1-4 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 5, March '98

FIGHTING

79% Nightmare Creatures



ACTIVISION
Fouler than Noely's nasal hair! Sword-swiping and blood dodging. Looks a bit dodgy at times.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 5, March '98

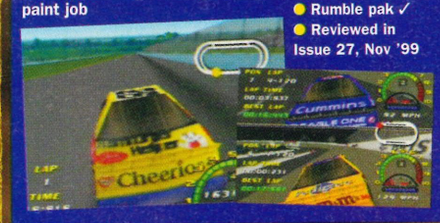
44% NASCAR 2000

NEW ENTRY

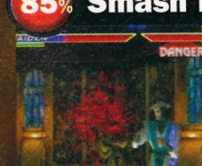
CRAVE

Another racing game with loads of tracks and even more cars, but the only difference being a quick paint job

● Players: 1-2
● Price £59.99
● 4 Meg Pak ✗
● Rumble pak ✓
● Reviewed in Issue 27, Nov '99



85% Smash Brothers



NINTENDO
Cute scrapper! Stars Mario and mates, easy to play, fun four-player mode. Great laugh!
● Players: 1-4 ● Price £43.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 19, April '99

71% Dark Rift



ACTIVISION
Early N64 fighter! Interesting characters but shallow gameplay. Beaten to a pulp by *MK4*.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 2, Xmas '97

85% Mortal Kombat 4



MIDWAY
MK finally leaps into 3-D. Fastest fighter ever with awesome action and gruesome deaths.
● Players: 1-2 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in issue 11, Sep '98

69% Mace: The Dark Age



GT INTERACTIVE
Hack and slash with fantasy-inspired characters. Looks good, moves fast but soon becomes tedious.
● Players: 1-2 ● Price £54.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in issue 3, March '98



PUZZLE

65% Fighting Force

CRAVE

Bland and repetitive fighting game set in the Badlands of the inner city.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 26, Oct '99

65% Rakuga Kids



MIDWAY

Insane beyond belief! Fight as a Seventies disco diva, a washing machine, scissors and so on. Weird!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 17, Feb '99

48% Mortal Kombat Trilogy



GT INTERACTIVE

Clumsy fighting game with flat characters, stuttering animation and pathetic controls. Avoid!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

38% War Gods



MIDWAY

Hopeless fighter with preposterous moves, awful characters and terrible controls. Don't bother!

- Players: 1-2
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 2, Xmas '97

35% Dual Heroes



HUDSON SOFT

Power Rangers look-a-likes. Ugly, slow and virtually unplayable thanks to weird disjointed fights.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 5, March '98

33% Clayfighter



ACTIVISION

Pathetic scrapper. Sluggish, badly animated and a completely unfunny sense of humour.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 4, Feb '98

28% Mortal Kombat Mythologies



GT INTERACTIVE

Horrible mix of 2-D platformer and fighting game. Looks like a Megadrive and plays like a brick!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 6, April '97

92% Space Station



TAKE 2

Wonderfully weird. Hovering sheep, turbo mice and dogs armed with rocket launchers. Top puzzle game!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 16, Jan '99

90% Wetrix



OCEAN

Tetris with water! Build dams, fix leaks and catch water. Tricky but fantastic once you get the hang of it.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 8, June '98

88% Bust-A-Move '99



ACCLAIM

Best version of a great series! Gorgeous gameplay, cool Jap style and insanely addictive.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 23, June '99

85% Bust-A-Move 2



ACCLAIM

Fantastic balloon-popping action. Line 'em up, let 'em go and get three of the same colour together.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 10, August '98

83% The New Tetris



NINTENDO

Classic paw-sweating, brick-laying tension from Nintendo with some new features.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in issue 26, Oct '99

83% Glover

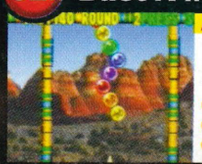


HASBRO

Puzzler starring a white glove. Run on your fingers, bounce a ball and get killed a lot. Frustrating!

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 15, Xmas'98

82% Bust-A-Move 3



ACCLAIM

The king of puzzlers returns again. Identical to *BAM 2* up to four players at once can play.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 17, Feb '99

72% Virtual Chess



TITUS

Virtual woodpushing! Move pawns, take pieces and checkmate the Grandmaster N64.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 11, Sep '98

60% Tetrisphere



ASCII

Tetris comes full circle! Spin blocks, match up pieces and try to free a trapped robot. A bit too slow!

- Players: 1-2
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 5, March '99

56% Charlie's Blast Territory



HASBRO

Mindbender starring a fat bricky. Crummy looking, awkward and incredibly frustrating!

- Players: 1-2
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 5, March '99

55% Lode Runner



INFOGRAMES

Quirky head-bender that's let down by constant visual and mental repetition!

- Players: 1-2
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 5, March '99

PLATFORM

Memory Paks

You'll be needing a controller pak to save on some games. All fairly similar but you'll find some bigger than others and easier to use!



1 GAMESTER LX4 1MB
A bit pricey but the equivalent to four paks. The switches on the back work very well.
☆☆☆☆☆ £17.99

2 OFFICIAL NINTENDO PAK
The official pak is quality. Only 256 KB though so you can't save much!
☆☆☆☆ £14.99

3 GAMESTER LX4 256KB
Identical to the official pak. Just as small and every bit as good!
☆☆☆ £9.99

4 SPOOK MEMORY 1MB
Button on top switches between four different paks. Tricky but it works!
☆☆☆ £14.99

5 1 MEG MEMORY MODULE
Stylish case with switches and lights on the back. Works a treat!
☆☆☆ £9.99

96% Banjo Kazooie



RARE
Best platform game ever! Outrageously good looking, top ideas and loveable characters.
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in Issue 11, Sept '98

94% Super Mario 64

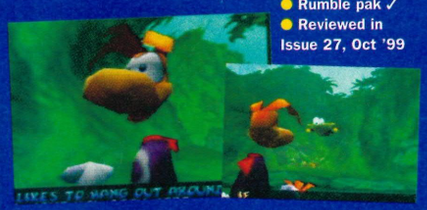


NINTENDO
Mario's best game ever! Looks great, plays well and lasts forever. You must own a copy!
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in Issue 1, Dec '97

93% Rayman 2

NEW ENTRY

UBISOFT
The Limbless wonder returns in this fantastic colourful 3D platformer.
● Players: 1
● Price £39.99
● 4 Meg Pak ✓
● Rumble pak ✓
● Reviewed in Issue 27, Oct '99



89% 40 Winks

NEW ENTRY

GT INTERACTIVE
Cutesy, spooky adventure platformer with kids, spooks and spiders.
● Players: 1
● Price £39.99
● 4 Meg Pak ✓
● Rumble pak ✓
● Reviewed in Issue 27, Oct '99

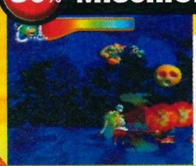


83% Bomberman Hero



HUDSON
Everybody's favourite firestarter. Lobbing bombs is great but Banjo's a much better jumper.
● Players: 1 ● Price £54.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in Issue 9, July '98

80% Mischief Makers



ENIX
Truly insane Japanese platformer. Control a schoolgirl, save a mad scientist and avoid being groped.
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in Issue 3, Jan '98

88% Yoshi's Story



NINTENDO
Hungry dinosaur eats super happy fruit. Looks great, fun for a while but far too easy to finish.
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in Issue 8, Jan '98

75% Gex



GT INTERACTIVE
Makes fun of TV shows. Rib-tickling action but loose controls and poor camera angles ruin it.
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in Issue 14, Dec '98



85% Starshot: Space Circus



INFOGRAMES
Find freaks for an intergalactic big top. Great story, stutters a bit and you get lost often.
● Players: 1 ● Price £54.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in Issue 15, Xmas '98

74% Chameleon Twist



SUNSOFT/OCEAN
Perfect your tongue technique. Lacks greatness but quirky ideas make it fun. Far too easy though!
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in Issue 3, Jan '98

84% Tonic Trouble



CRAVE
Bouncy, adventurous platform fun with the tiny purple extra terrestrial.
● Players: 1-2 ● Price £39.99
● 4 Meg Pak ✓ ● Rumble pak ✓
● Reviewed in Issue 26, Oct '99

70% Bomberman 64



HUDSON
The urban terrorist's N64 debut. Run around, solve puzzles and blow stuff up. Soon gets bland.
● Players: 1 ● Price £49.99
● 4 Meg Pak ✗ ● Rumble pak ✗
● Reviewed in Issue 4, Feb '98

68% Iggy's Reckin' Balls

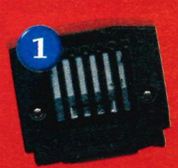


ACCLAIM
Original mix of platformer and racer! Bomb from ledge to ledge. Simple but fun for four players.
● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in Issue 13, Nov '98

58% A Bug's Life



ACTIVISION
PLaying this really 'bugs' you! Dull levels, sloppy visuals and crummy controls.
● Players: 1-4 ● Price £39.99
● 4 Meg Pak ✗ ● Rumble pak ✓
● Reviewed in Issue 13, Nov '98



1 4 MEG PAK - NINTENDO
Boost the power of your N64 and get loads of new games running in hi-res. Well worth getting with any new games!
£29.99



2 4 MEG RAM - JOYTECH
Like Nintendo's 4 meg pak but a tenner cheaper! Sadly there's a catch – a big bit of plastic sticks out of the top of your N64! Not as sleek, but it works the same.
£19.99



3 ACTION REPLAY PROFESSIONAL - DATEL
A sneaky device that lets you hack into games and cheat. Get cheats from Datel or hack into games yourself. Top fun and can bring old games back to life!
£39.99



4 GAMEBOY COLOR
Buy one and you'll fall in love with it! Super sharp screen, stylish look and the batteries last forever! Plays new Color games and all the old Gameboy games. Amazing!
£69.99

SPORTS

90% ISS 64



KONAMI

A superb rendition of footy. Fast paced, easy to play with incredible depth. But *ISS '98* is better.

- Players: 1-2
- Price £34.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

89% NFL Blitz



MIDWAY

Outrageous arcade-style US football. Over-the-top violence and snap-quick gameplay. Fantastic!

- Players: 1-2
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 20, Easter '98

96% ISS '98



KONAMI

Easily the game we've played the most. A perfect rendition that's fast paced and full of features.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 12, July '98

90% Centre Court Tennis



NINTENDO

Top ball-thwacking with a cartoon feel. Easy to play, extremely addictive and a Strip Tennis mode.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 18, March '99

89% WWF Warzone



ACCLAIM

Mighty wrestler that kicks all others out of the ring. Fine animation and loads of neat touches!

- Players: 1-2
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 20, Easter '98

93% FIFA '99

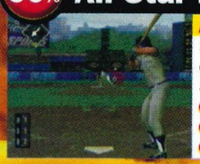


EA SPORTS

Incredible realism with an official licence. Not quite as favoured as *ISS 98* but still footy-tastic.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 18, March '99

90% All Star Baseball



ACCLAIM

Serious baseball action! Crystal clear visuals, well-paced gameplay and great for two players.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 10, August '98

89% All Star Tennis



UBISOFT

Excellent tennis game with a realistic slant. We preferred *Centre Court* (probably because of the strip tennis).

- Players: 1-2
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 19, April '99

92% Madden '99



ELECTRONIC ARTS

All singing and dancing rendition of American Footy. Kicks the competition right out of the arena.

- Players: 1-2
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 15, Xmas '98

90% Madden '98



ELECTRIC ARTS

Classic US footy game. Uglier than the competition, but a beauty to play with your mates!

- Players: 1-2
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 3, Jan '98

89% NHL '99



ELECTRONIC ARTS

Realistic ice fighting! Nice animation and top atmosphere but a bit slower than *Breakaway*.

- Players: 1-
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 15, Xmas '98

92% Mario Golf

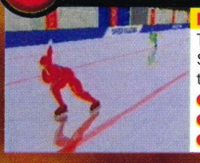


NINTENDO

Mazza and mates ruin a good walk. Top golfing action that's seriously addictive.

- Players: 1-4
- Price £40.00
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 24, Aug '99

90% Winter Olympics



MIDWAY

Ten different snowbound sports. Snowboarding, speedskating and the best curling game ever.

- Players: 1-2
- Price £59.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 5, March '98

88% Perfect Striker



KONAMI

Still with Japanese writing, so if that's not up your street wait for the UK release early next year.

- Players: 1-4
- Price £50.00
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 26, Oct '99

92% Madden 2000



ELECTRONIC ARTS

American football at its very best. Amazing graphics and animation and a lot of hard-hitting action.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 26, Oct '99

90% NHL Breakaway



ACCLAIM

Frantic combo of nut-cases and big sticks. Excellent sports-sim that could belong to the fighters!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 7, May '98

87% World Cup '98



ELECTRONIC ARTS

Realistic footy game that pales next to *ISS '98*. Looks great but just doesn't have the gameplay!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 8, June '98

91% WWF Attitude



ACCLAIM

Visually awesome, fantastic sounds, brilliant gameplay and all of your favourite wrestlers.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 26, Oct '99

90% Premier Manager



ACCLAIM

Long awaited footy management game! Addictive, challenging and rewarding!

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 23, June '99

87% FIFA '98: RTWC

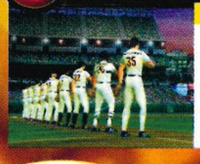


ELECTRONIC ARTS

Runs around effectively but just can't slam the ball home. Good but *ISS '98* wins the championship.

- Players: 1-2
- Price £34.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 4, Feb '98

91% ASB 2000



ACCLAIM

The best bat 'n' ball game ever! Hardball realism with stunning visuals and tense gameplay.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 21, May '99

90% NFL Blitz

NEW ENTRY

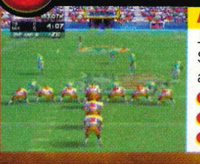
MIDWAY

Realistic arcade American Footy game. Comes a close second to *Madden 2000*.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 26, Oct '99



86% NFL Quarterback Club

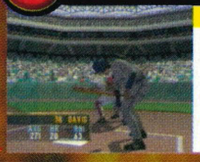


ACCLAIM

Just fails to go the whole 9 yards. Superb visuals but Madden plays a better game of ball.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 3, Jan '98

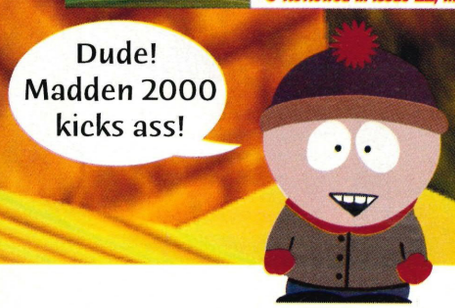
86% Ken Griffey's Jr Slugfest



NINTENDO

Kenny's second pitch is stronger, but still not enough to strike out as *ASB 2000*.

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 3, Jan '98



85% WCW/NWO Revenge



THQ

More burly bloke-grappling action! Stunning graphics, fine controls and crowd teasing action.

- Players: 1-4
- Price £54.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 12, Xmas '98

84% Nagano Olympic Hockey



MIDWAY

Wayne Gretzky's Hockey with Olympic teams. Fast-paced, furiously fun but lacks *Breakaway*'s skill!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 7, May '98

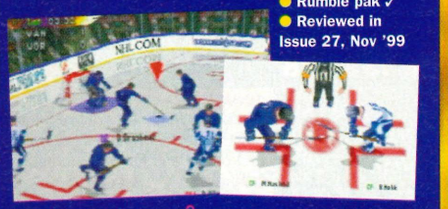
77% NHL Pro '99

NEW ENTRY

KONAMI

Funny camera angle and slowish movement in this Hockey game.

- Players: 1-2
- Price £59.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 27, Nov '99



85% Kobe Bryant in NBA



ELECTRONIC ARTS

Nintendo slam the ball home! Detailed, action packed and easy to play. Top ball and hoop action.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 9, July '98

84% NFL Quarterback Club '99



ACCLAIM

Look better than its predecessor. Wonderful visuals but we prefer an in-depth game of Madden.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 16, Jan '98

85% Major League Baseball



NINTENDO

Arcade-style American rounders! Looks bland after All Star but it starts to shine when you play.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 11, Sep '98

83% VR Pool



INTERPLAY

Ball thwacking without the fight over who's 20p is on the table. Not as much fun as a real game!

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 19, April '98

74% NBA Hangtime



MIDWAY

Lacks technical brilliance but the gameplay's great! Fast and frantic with gravity defying moves!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 1, Dec '97

84% Wayne Gretzky's Hockey



MIDWAY

Lightning paced hockey game. Over-the-top violence, addictive gameplay and top two-player mode.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 2, Xmas '97

82% Michael Owen's WLC



INTERPLAY

A few good moves, some interesting gameplay but not good enough to top this section.

- Players: 1-4
- Price £39.99
- 4 Meg Pak ✓
- Rumble pak ✓
- Reviewed in Issue 26, Oct '99

69% Waialae Golf



INTERPLAY

Ruin a good walk and waste your money! Dodgy graphics, sloppy controls and tedious gameplay!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 13, Nov '98

80% WCW Vs NWO

THQ

A fine fighter! Looks good, plays well and you even have to show off to the crowd to win!

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 4, Feb '98

68% NHL Breakaway '99



ACCLAIM

Breakaway's brought back to life! It's identical to the original so don't both getting both.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 17, Feb '99



80% NBA m '99

ACCLAIM

Incredibly realistic game of ball and hoop! Not much for novices but fantastic for fanatics!

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 17, Feb '99

65% NBA Pro '98



KONAMI

Serious basketball game that's lost in a sea of blurry fuzziness. Woeful visuals ruin the game.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in Issue 17, Feb '98

62% WCW Nitro

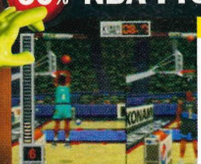


THQ

Abseils onto the N64 but fails to enter the ring. Manages to be less realistic than the real thing.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 20, Easter '99

60% NBA Pro '99



KONAMI

Leaps into the air but bangs its head on the basket. Dismal visuals, and squeaky sound.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 23, June '99

34% FIFA 64



ELECTRONIC ARTS

Hobbles round the pitch like a one legged blind man! Dull, lifeless and crippled by ISS 64.

- Players: 1-4
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in Issue 20, Easter '99

ADVENTURE

60% Shadowgate



ACCLAIM

Stroll around a big empty castle, solve puzzles, get lonely, talk to people instead!

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 26, Oct '99

84% Blast Corps



RARE

Wanton destruction on a global scale. Lots of vehicles, nice graphics and tense gameplay.

- Players: 1
- Price £29.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 1, Dec '97

98% Zelda 64



NINTENDO

Best game ever made! Massive world, wonderful story, amazing visuals. It's got the lot – get it!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 16, Jan '99

60% Holy Magic Century



THQ

Control (the life of) Brian to find his father. Novel fighting but the dull story dies next to *Zelda*.

- Players: 1
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 17, Feb '99

81% Command & Conquer



RARE

Build an army, control troops, keep heaven supplied with fresh souls. Warmongering fun!

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 25, Sept '99

92% Shadowman



ACCLAIM

Dark, menacing and macabre adventure game into the world of the dead.

- Players: 1
- Price £50.00
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 25, Sep '99

OTHER STUFF

81% Rugrats: Treasure Hunt



RARE

Board game style character driven game. A little slow but good as a multiplayer.

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 26, Oct '99

88% Castlevania



KONAMI

Whip vampires back to the underworld. Short-lived platform adventure! Amazing fun while it lasts.

- Players: 1
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 19, April '99

91% Pilotwings 64



NINTENDO

Wonderful flying game with hang-gliders, gyrocopters, rocket belts and hidden extras! Months of fun!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 16, Jan '99

77% Air Boarders



HUMAN

Pull tricks on a hovering skateboard! Huge levels, nice visuals and good control. A bit basic though!

- Players: 1-2
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✗
- Reviewed in issue 8, June '98

83% Mystical Ninja



KONAMI

Surreal Japanese game! Talk to people, play sub-games and save the world from the giant peach!

- Players: 1
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 7, May '98

91% Pokémon Snap



NINTENDO

Drive through a park, shoot Pokémon (with a camera) and get points for top pics. Great!

- Players: 1
- Price £40.00
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 25, Sept '99

37% Rampage Universal Tour



GT INTERACTIVE

Better than before but not by much! Smash stuff and eat people until you quickly get bored.

- Players: 1-3
- Price £49.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 22, June '99

73% Superman

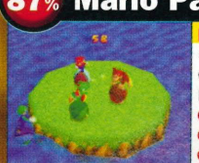


TITUS

Y-Front sporting abomination. Dull, repetitive gameplay that looks terrible and plays worse.

- Players: 1-2
- Price £39.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 24, Aug '99

87% Mario Party



NINTENDO

50 small games tied together with dice rolling! Fantastic, with a four-player that you'll never tire of.

- Players: 1-4
- Price £44.99
- 4 Meg Pak ✗
- Rumble pak ✓
- Reviewed in issue 19, April '99



GAMEBOY COLOR



All the Game Boy games can be found right here!

Pokémon Red / Blue



NINTENDO

Catch monsters, train 'em up and go hunting for more. A work of genius – you have to own a copy!

Price £24.99

Bust-A-Move 4



NINTENDO

Fire different bubbles up the screen and try to get three together. Best puzzler since *Tetris*!

Price £24.99

Lucky Luke



INFOGRAMES

Fastest gun on the Game Boy! Shoot injuns, dodge buffalo and shout out yeehaa!

Price £24.99

Legend of Zelda

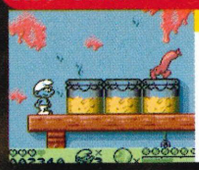


NINTENDO

Truly amazing RPG! Huge world, with incredible detail and tons of secrets. Buy a copy today!

Price £24.99

The Smurf's Nightmare



INFOGRAMES

Top platform action starring cool looking colour Smurfs and loads of playability!

Price £24.99

The Rugrat's Movie



THQ

Loveable platformer. Collect toys, avoid spiders and swoon over all the brilliant visuals in it.

Price £24.99

Super Mario Deluxe



NINTENDO

The game that made Nintendo with loads of new modes. Run, jump and save the Princess. Amazing!

Price £24.99

Spy Vs. Spy



NINTENDO

Incredibly funny game! Two spies set traps and steal items off each other. Top laugh!

Price £24.99

Dropzone

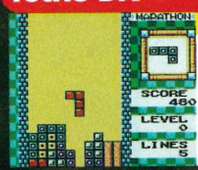


ACCLAIM

Defender on viagra! Fast, addictive and rock-hard! Age-old shooter that can party all night long!

Price £24.99

Tetris DX



NINTENDO

Original puzzler in full colour! Tense, addictive and still one of the best games ever made!

Price £24.99

F1 World Grand Prix



NINTENDO

All the fun of the N64 version on the small screen. Complex with heart-attack inducing gameplay!

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All Star Baseball 2000



ACCLAIM

Top baseball game. Truly incredible visuals, deep gameplay and realistic feel. Well worth owning!

Price £24.99

R-Type DX

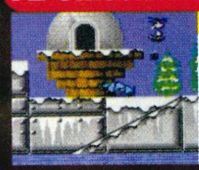


NINTENDO

Just like the arcade! So addictive you'll need to be surgically separated from the GBC!

Price £24.99

F1 Silicon Valley

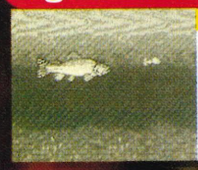


TAKE 2

Awesome space aged 2-D platformer with puzzles, jokes and crazy characters.

Price £24.99

Legend of the River King

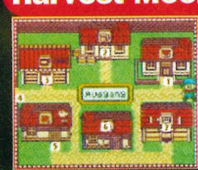


NINTENDO

A fishing RPG (says it all really!) Walk around, fight monsters, talk about fish and catch carp. It just doesn't work!

Price £19.99

Harvest Moon



NINTENDO

A blooming excellent farming game! Sow seeds, water crops, brush cows and reap the harvest!

Price £24.99

Battleships



TAKE 2

The Game Boy Color version of the age old board game but with special effects!

Price £24.99

WWF Attitude

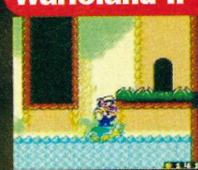


ACCLAIM

The biggest names in wrestling on the small screen! Loads of real moves but it's visually uninspiring.

Price £24.99

Warioland II

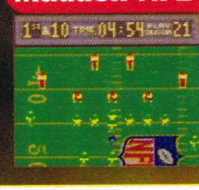


NINTENDO

The dastardly hero returns! Classic jumper with huge graphics and loads of levels. Great!

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Madden NFL 2000

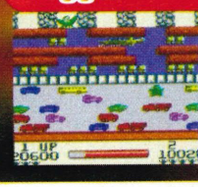


THQ

Fast paced all-action all-in American Football game. Hours of gameplay to be had here!

Price £24.99

Frogger



TAKE 2

Guide a greenback across the highway without ending up as roadkill! Still fun after all this time.

Price £24.99



Game Boy Goodies

SUPERZOOM - INTERACT



Makes your Game Boy screen bigger. Works well but is a bit too clunky for us!

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HANDYPACK COLOR - INTERACT

Transforms your Game Boy Color (Gundam-style) into a visual and sonic monster.

★★★ £16.99



TRAVEL PACK - INTERACT

As used by the Pro Team. A tardis-like bag surrounded by pockets. Looks cool too!

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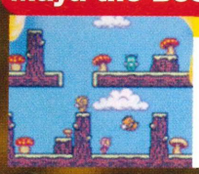


CABLE CONNECTOR - NYKO

Colourful link up cable – the only one available that can connect the Game Coy Color up to the old skool Game Boy.

★★★★ £9.99

Maya the Bee



ACCLAIM

Control three characters in this well tricky puzzler. Good brain-bender but nothing we haven't seen before!

Price £24.99

Bugs Bunny and Lola Bunny

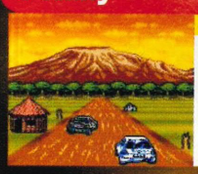


NINTENDO

Play as Bugs and Lola in this platformer! Okay but not quite as good as *Warioland 2*!

Price £24.99

V-Rally



INFOGRAMES

Jazzed up version of the GB classic! Madcap, fast and challenging but just a bit too simplistic!

Price £19.99

720

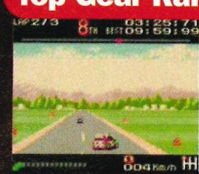


MIDWAY

Take a spin on a skateboard! The tricky controls make it hard to even skate straight though!

Price £24.99

Top Gear Rally



NINTENDO

Top gimmick with an in-built rumble pak! Works a treat but sadly the game's not too brilliant!

Price £24.99

Obelix

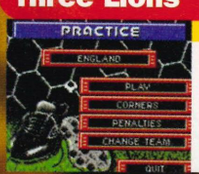


INFOGRAMES

Asterix's other half in a predictable platformer. Roman kicking fun but nothing new.

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Three Lions

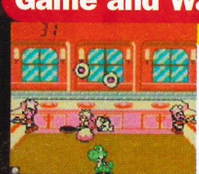


TAKE 2

Adequate footy game but with an awkward eagle eye view of the football pitch.

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Game and Watch Gallery



NINTENDO

Remake of videogaming dinosaurs! Clumsy, primitive and best left extinct.

Price £19.99

Defender/Joust



MIDWAY

Defender rocks but *Dropzone*'s better. *Joust* is plain daft. Only for people fond of the originals.

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Antz



INFOGRAMES

Intense platformer which sticks closely to the original plot of the film.

Price £24.99

Hexcite



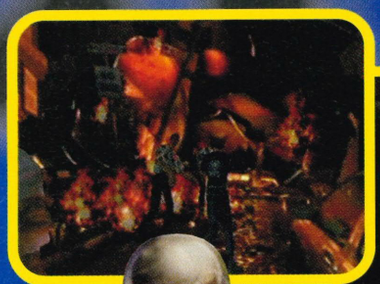
NINTENDO

Two-player puzzler. Difficult, annoying and forgettable. Get *Tetris DX* instead of this!

Price £19.99

NEXT MONTH...

We've got loads of brilliant stuff for the Christmas special! See you next month





BLOOD CRAZED ZOMBIES INFEST THE N64 LOCK AND LOAD!

Resident Evil 64

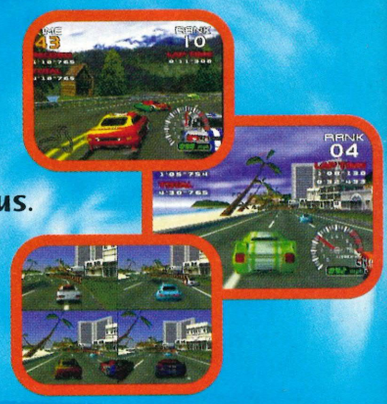
Red Hot NEWS

Everything you need to know about Nintendo's next console! All the specs, games and hot new information. Wow!



Ridge Racer 64

The hottest racing game on the N64 is speeding its way towards us. Don't miss it for anything!

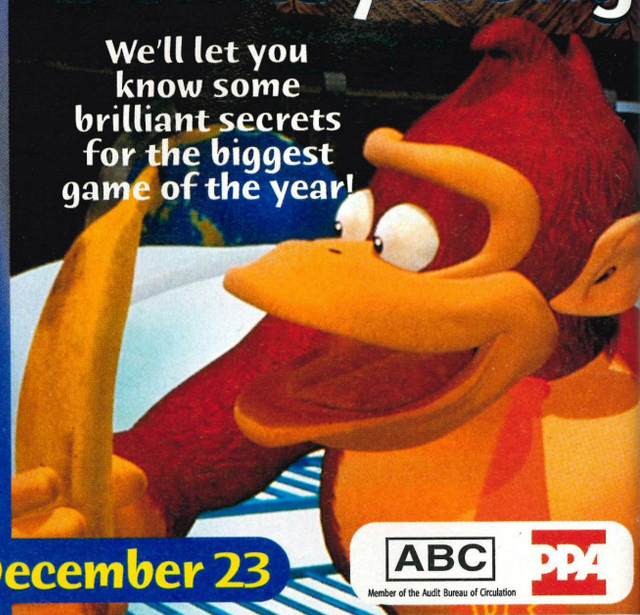


BLUEPRINT

CHEATZONE

Donkey Kong

We'll let you know some brilliant secrets for the biggest game of the year!



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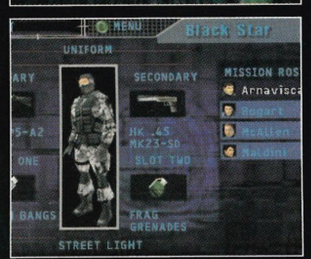
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