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Reviews

- Mario Kart
- Cruisin' USA
- MK Trilogy
- Wave Race

Previews

- Turok: Dinosaur Hunter
- The Legend of Zelda 64
- Starfox 64

Solutions

- Shadows of the Empire
- Killer Instinct Gold

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features

Total 64

Guide to the N64

14 Your dream machine has arrived and you want to know a little more about it. Well, check out our guide to the N64!

The ultimate A-Z of Previews

18 Forget about the hype, just get a load of the games! If it's coming for the N64 it'll be in our preview of 1997.

Sports Scene

40 From football to baseball our sports desk has been working overtime to round-up all the N64 news.

Blast 'em up!

104 The first person blaster is one of the most popular genres on the market and the N64 is going to get its fair share. Find out more here...

102

Win! 10 Fantastic Nintendo 64's up For grabs!

contents 64

Contents

reviews

Super Mario 64
Everyone's favourite Italian plumber is back!

54 Cruisin' USA
Is this racer going to take the flag?

Star Wars: Shadows of the Empire
58 Use the force in our full review...

Killer Instinct Gold
62 Will this become the best of the beat 'em ups?

66 Pilot Wings
It has got looks to die for, but what about the gameplay?

70 Mortal Kombat Trilogy
Finish him! Another beat 'em up fights for the crown.

74 Wave Race 64
Slide onto your jet ski for a race with a difference...

78 Mario Kart 64
Mario and his mates are racing onto the N64.

82 J League Soccer
Could this be the greatest footy game ever?

84 St Andrews Old Course Golf
We slip into some dodgy looking clothes and test out N64 golfing...

tips

Star Wars: Shadows of the Empire
86 We bring you all the hints and tips you'll need to survive the battle with the dark side!

Killer Instinct Gold
94 All the moves for all the characters in our guide to getting the killer instinct!

regulars

6 Editorial
7 News
110 Subscriptions
112 Next Month
114 Sign Off

Welcome to the Total 64 Experience

Welcome to a new magazine dedicated to the ultimate in new consoles. Total 64 is committed to bringing you the latest news, previews, reviews and tips to all the biggest games that will be appearing on the N64.



We've assembled a dedicated team of diehard Nintendo enthusiasts to bring you in-depth information on every aspect of the N64 world. No stone will be left unturned in our quest to get the latest news, previews and reviews for the games console that's taking the world by storm. Already the N64 has broken records all over the world, as the news over the next few pages will tell you, and we intend to provide you with the magazine that compliments your pleasure in your new machine. Just take a look at this issue to see how much information we've crammed into our amazing launch issue.

For starters, check out the brilliant covermounted book. Written by a top gamesplaying animal this book is a detailed solution to *Super Mario 64*. It's the perfect companion for all gamesplayers, whether you're a Mario veteran or new to the adventures of Nintendo's rotund, Italian plumber.

No other magazine will have such a packed solution to the N64's favourite game and we pledge to continue providing these massive solution books with future issues (Only available in the UK).

Combine this with a stunning A-Z of previews for all the big games coming soon (check out page 18), reviews of all the latest releases (page 49) and two more massive solutions (starting on page 86) for an action-packed read that we reckon will have you frothing at the mouth!

Enjoy your new N64 Magazine and don't miss out on future issues of Total 64. Remember you can subscribe to the magazine on page 110, so you need never miss out on the world's brightest new Nintendo 64 magazine! 64



World Domination!

The Nintendo 64 breaks all records worldwide!



The N64 has taken the title of the fastest selling system ever since its launch in the US, with well over one and a half million units of the world's first true 64-bit home video game machine being sold.

Meanwhile, the publication last week of an independent report into the sales of video games consoles over the last quarter of 1996 has made the Nintendo 64 the clear winner in the US.

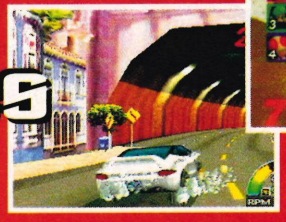
The independently audited sales figures were the result of the TRST reports into the US market. The report gave the Nintendo 64 a massive 50 per cent of the entire 32/64-bit hardware market for the last three months of 1996. This is in comparison to the PlayStation's paltry 34 per cent share, while the humble Saturn trailed in with just 16 per cent of the market.

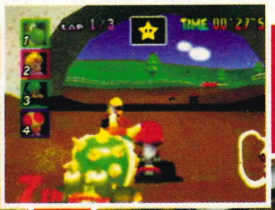
Nintendo are obviously delighted with the results, although their big wig Hiroshi Yamauchi reckons a further million 64s could have been shifted if the stock had been available.

As we approach launch day in the UK (March 1st), every indication points to another massive success for the Nintendo 64, with demand for the system far outstripping the number of consoles available.

Research by THE Games, distributors of the machine in the UK, indicates that over 160,000 Nintendo enthusiasts will want to buy the console when it is launched. However, there will be just 20,000 available on launch day, moving up to 90,000 within the following three months. If their figures are correct we can expect a lot of unhappy people out there.

N64 games bonanza







Just to prove how successful the N64 is the figures for the best selling games in America over the Christmas period show three N64 games in the top five, with a further three Nintendo 64 games in the top ten.

Super Mario 64 was the number one selling game of the period, with *Shadows of the Empire* and *Killer Instinct Gold* also in the running. Funnily enough, the other two games in the top five were for the SNES and they were *Donkey Kong Country 3* and *Donkey Kong Country 2*! The additional three Nintendo 64 titles were *Cruis'n USA*, *Wave Race 64* and also *Mortal Kombat Trilogy*.

Just to further emphasise the dominance of the Nintendo 64 at the moment, Electronic Boutique's recently released list of their top ten video game titles so far in 1997 has the top four spots all taken by N64 games. These are, in order of sales, *Shadows of the Empire*, *Cruis'n USA*, *Super Mario 64* and *NBA Hangtime*.

All these figures go to show that the N64 is taking the US by storm, so expect great things when the UK and the rest of the world gets their hands on the best console on the market.



Five Stunning N64 Facts!

Here are some amazing facts and figures about everybody's favourite video games system.

1 The 64 is the current leader of the console pack, as this table shows:

System	Market Share
N64	50%
PlayStation	34%
Saturn	16%

2 1.5 million N64s were sold in the US in just eleven weeks, the fastest rate ever in the US.

3 Half a billion dollars worth of Nintendo 64s have been sold in the US. This represents $8 million worth of sales every day it was available in 1996.

4 More than 40 percent of American homes own a Nintendo system. We reckon this figure will rise as the N64 takes a grip on the nation, so watch this space.

5 1.4 million copies of *Super Mario 64* were sold in just two weeks following its launch in Japan.

64 NEWS



Castlevania's Coming Home!



Although its first ever release was a little known game on the MSX2 called *Vampire Hunter*, the *Castlevania* series really took off with the advent of the NES. It continued through a number of top sequels on the NES, although *Castlevania 3* never made it to the UK. From there the series progressed with the console to produce some of the best platform adventures ever on the SNES, utilising all the new, ground breaking features of the 16bit machine.

With the announcement of the N64 version by Konami we can only pray that one of the greatest series of games ever will again push Nintendo's latest groundbreaking machine to the limit of its capabilities.

After that history lesson lets hope the new game comes home to the console family that made it and really justifies our faith in its abilities. The questions about this game are intriguing, but as yet there are very few concrete details emerging about our favourite 2D platformer. However, the belief is that it will follow the lines of *Castlevania II: Simon's Quest*, an action/RPG that is fondly remembered by the older members of our editorial team.

Castlevania X has been given a March release date on the PlayStation, so speculation places the N64 release towards the end of 1997/ early 1998. However, from what we've seen of this game Konami are really going for broke on the next generation of consoles, which can only be a good thing for N64 owners eager to get to grips once again with the horrors that lurk within the strange world of *Castlevania*.

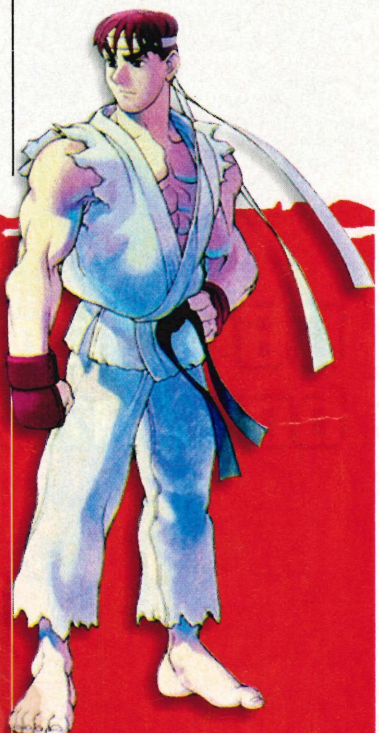
Street Fighter III



Capcom are planning to convert *Street Fighter III*, the latest in their massively successful *Streetfighter* series, to the Nintendo 64. The arcade version of the game is set to be released very soon and, once that has inevitably become a hit, Capcom will then turn their attention to the console versions of the game.

The game will boast 11 characters in all, nine of which are earmarked to be brand new fighters. These are Sean, Ibuki, Alex, Elena, Yun and Yang, Dudley, Oro and Necro. Returning from previous incarnations of the game will be the ever popular Ken and Ryu.

The game will feature all the usual offensive and defensive moves, plus there will be a whole new batch of special moves for us all to work out. At present there is no confirmed release date for the beat 'em up, but expect plenty of hype once the ball does start rolling.



Lowdown!

UK Release Dates

Here are the releases From this month and onwards For the N64 in the UK

March



1 Super Mario 64
Nintendo

1 Pilotwings 64
Nintendo



1 Star Wars: Shadows of the Empire
Nintendo







An Earthworm called Jim

Alternative superhero *Earthworm Jim* is expected to wriggle his way onto the Nintendo 64, but Shiny Entertainment's Dave Perry, creator of the gifted worm, hasn't as yet announced a release date.

Earthworm Jim became a monster hit on all formats soon after its release and the platform adventure would surely achieve the same level of success on the N64. The unique storyline follows the adventures of an ordinary worm that is miraculously transformed when a high tech space suit falls from the sky and lands on the unsuspecting fish bait's head. There is, of course, a downside to our hero's new found talents and it comes in the shape of a host of quirky aliens, all battling to get their sweaty mitts on the special suit. The action that unfolds takes place across a stunning selection of weird and wonderful levels of platform jumping mayhem.

Although Dave Perry has gone on record in the past explaining that he is not pleased at the high cost of Nintendo's cartridges and the company's data restrictions, he is still interested in getting involved in possible development for the 64DD.

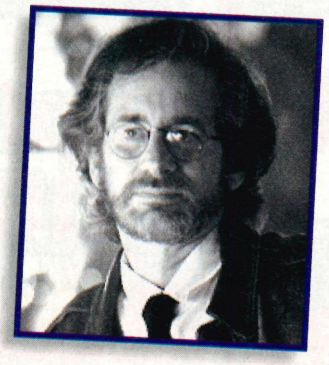
He has also said that any future *Earthworm Jim* games will definitely be on the N64, which can only be good news for us. We'll be keeping you up to date with any further Shiny news.

3DO on the N64

Since the demise of the 3DO the 3DO Company has obviously had little to do with the hardware market. However, news reaches us that the company are planning to create a version of *Battle Sport* for the Nintendo 64 and possibly two more games by early 1998.

Terry Schmid, 3DO's senior director of finance, has stated before that the company will be looking to release games for the Sony PlayStation and Nintendo 64. The titles of the games involved have not, apart from *Battle Sport*, materialised as yet, but we'll bring you more news as we get it.

N64 gets Lost World?



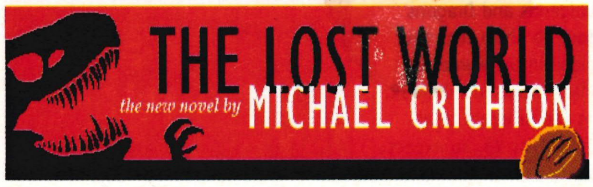
It is a very strong possibility that *The Lost World: Jurassic Park*, produced by Dreamworks Interactive, will be arriving on the Nintendo 64 towards the end of 1997 or at the beginning of 1998. At present the PlayStation version of the game is scheduled for a June 1997 release and once that is out of the way work can begin on a conversion to the N64.

The game will be based on the upcoming Amblin/Universal motion picture, *The Lost World: Jurassic Park*, based on the superb follow up novel to *Jurassic Park* by Michael Crichton. The plot of the book/ film is simple. It is now six years since the disaster at Jurassic Park. Everything is closed and the horrors of that experience do not officially exist. However, there are rumours that something survived and is still there on the island.

The N64 release should follow the plot of the movie with the player taking the parts of five different characters, all desperately struggling to survive on a mysterious island populated by a host of genetically engineered dinosaurs that first reared their heads in the massively successful *Jurassic Park* movie.

The feeling that Dreamwork's are serious about producing software for the N64 is enhanced by the comments of their head honcho Glenn Entis, who has admitted to holding talks with Nintendo of America Inc. There is also the intriguing fact that Steven Spielberg, who partly owns Dreamworks Interactive, wants to develop a new video game for the system.

According to Entis, Spielberg has an N64 and he is also reported to be a big fan of the new *Super Mario 64* game. Adding *The Lost World: Jurassic Park* to the N64 software release list would also mean that he joins his former movie partner George Lucas on the Nintendo label (Lucas Arts has already brought us *Shadows of the Empire*). We'll keep you posted on future developments.





4 **Turok: Dinosaur Hunter**
Acclaim

April

TBA Ganbere Goemon
Konami
TBA International Superstar Soccer
Konami

Third/ Fourth Quarter

TBA Body Harvest
Nintendo
TBA Clay Fighter Extreme
Interplay
TBA Duke Nukem 3D
GT Interactive
TBA Freakboy
Virgin
TBA Goldeneye 007
Nintendo
TBA Hexen 64
GT Interactive
TBA Kirby's Air Ride
Nintendo
TBA Mission Impossible
Ocean
TBA Robotech: Crystal Dreams
Gametek
TBA Star Fox 64
Nintendo
TBA Ultra Descent
Interplay
TBA Yoshi's Island 64
Nintendo
TBA WCW Wrestling
T-HQ
TBA Top Gear Rally
Kemco
TBA Buggie Boogie
Nintendo
TBA F-Zero 64
Nintendo
TBA Zelda 64
Nintendo



64 towdown!

US Release Dates

Here are the releases from this month and onwards for the N64 in America



March

4 **Turok: Dinosaur Hunters**
Acclaim



24 **Blast Corps**
Nintendo

25 **Doom 64**
Midway

25 **FIFA Soccer '97**
EA Sports

May





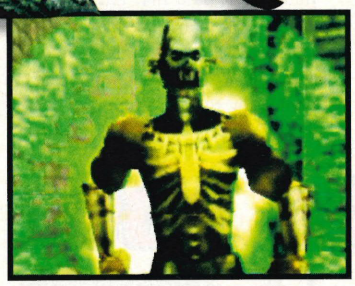
10 **Dark Rift**
Vic Tokai

15 **Robotron X**
Midway

June

15 **War Gods**
Midway



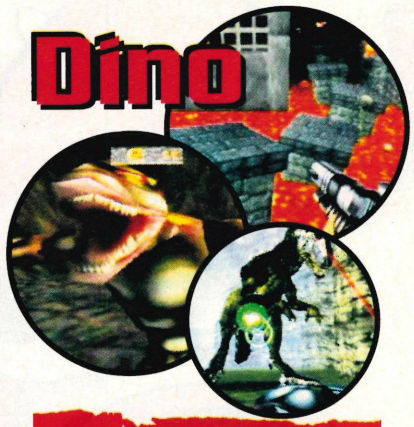


Double Vision!

As we write this issue's news the lads in the preview department are raving about *Turok: Dinosaur Hunter* from Acclaim. It's basically a first person perspective blood fest in which the player takes control of Turok, who, as it's not too difficult to guess, is a dinosaur hunter. The game is based on the popular comic and is already stirring up a great deal of interest from Nintendo 64 enthusiasts everywhere.

So what has that got to do with the latest, up-to-the-minute Nintendo 64 news we hear you ask? Well, unbelievably enough, those busy beavers at Acclaim are already touting *Turok 2* to anybody who'll listen and, as we in the Total 64 news department always have our ears to the ground, we caught a whiff of the news as we were going to press.

At the moment there are absolutely no details about this sequel, its release date or its scenario (After all part one isn't even out yet!), but we'll bring you any more news as and when we hear it.



Interplay's N64 ideas



Interplay has at least four N64 games in development. One is the newly retitled *Clay Fighter 63 1/3* and this will be the first of the company's N64 releases.

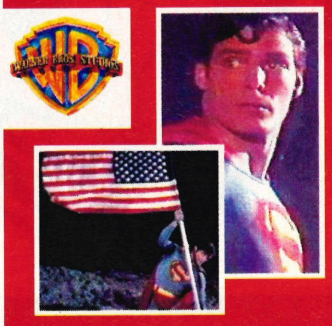
The company also has plans for at least three other Nintendo 64 titles to arrive in either late 1997 or early 1998. Among these is *Actua Golf*, developed by Gremlin in the UK, which will be renamed *VR Golf*, when it arrives in the US, as part of Interplay's Virtual series. The game is expected to include multiple perspectives, while the golfers themselves will be motion-captured for fluid movement.

Interplay's third title in development is *Ultra Descent*, which is based upon the *Descent* series originally launched on the PC in 1995, and is likely to be released towards the end of this year. Among the ideas being mooted for *Descent's* N64 debut is creating completely new levels specific to the N64 version. As yet it is unknown whether the gane will feature the excitement generated by multiplayer capabilities.

Raze, previously entitled *Realms Of Valor*, is the final game in development and it is intended as a serious beat 'em up from the *Mortal Kombat* school of fighters. Some of the new approaches in the game could centre around the multi-player possibilities, with two-on-two and team combat among the more novel ideas.

If you're a Dungeons and Dragons fan, you'll be happy to know that this game will take place in the Forgotten Realms, and is AD&D licensed from TSR. We'll be following the progress of all these games in future issues, so expect more information soon.

Superman Signs in



And so does *Quest for Camelot*, because Titus have signed two licensing agreements with Warner Brothers Interactive Entertainment to produce two games for the N64. The games in question will be based on the animated *Superman* television series and Warner Brothers' full length animated motion picture *Quest for Camelot*. Both titles will be available on the Nintendo 64 and also on the Game Boy.

The *Superman* game is scheduled for a release much later this year, while *Quest for Camelot* is a coming of age story set during the reign of King Arthur. It is an action adventure story, with liberal doses of romance and humour. The film is packed with star names putting the voices to the characters; those involved include Gary Oldman, Don Rickles, Jane Seymour, Sir John Gielgud, Eric Idle and ex-Superman actor Christopher Reeve. The film is currently scheduled for a release in the United States in the Summer and for a Spring 1998 release in Europe. The game of the same name is now scheduled for release in the first part of 1998.

Sonic Wings in!



Paradigm Entertainment will be producing three games for the Nintendo 64 in the near future. The games will be developed for Japan-based company Video System and will utilise the 3D technology that has been created by Paradigm.

The first game to roll off the production line will be *Sonic Wings Assault*, a Nintendo 64 follow up to the successful *Sonic Wings* series. The game is said to have single and two-player modes, both of which combine air-combat simulation with the fun of shoot 'em up action. Players will be able to choose from friendly aircraft and pilot combinations, each with their own distinctive flying characteristics, and will then be pitted against a variety of enemy forces. Available weapons will include realistic systems, plus a number of unique, futuristic options.





Paradigm also developed the highly regarded *Pilot Wings 64* for Nintendo of America and is using its UltraVision tool to develop the other planned releases. The purpose of the UltraVision tool is to provide a highly productive software environment that allows developers to focus on the essential in-game elements of gameplay and application development, rather than on the details of hardware implementation. Once again expect more news on all of the games expected in the future soon.





Third Quarter

TBA Body Harvest
Nintendo

TBA Clay Fighter Extreme
Interplay

TBA Duke Nukem 3D
GT Interactive

TBA Freakboy
Virgin



TBA Goldeneye 007
Nintendo

TBA Hexen 64
GT Interactive

TBA Kirby's Air Ride
Nintendo

TBA Mission Impossible
Ocean

TBA Robotech: Crystal Dreams
Gametek



TBA Star Fox 64
Nintendo

TBA Ultra Descent
Interplay

TBA Yoshi's Island 64
Nintendo

Fourth Quarter

TBA WCW Wrestling
T-HQ

TBA Top Gear Rally
Kemco



TBA Buggie Boogie
Nintendo

TBA F-Zero 64
Nintendo

TBA Zelda 64
Nintendo

Cheats Paradise!



Datel, creator's of the Action Replay cart, are producing a number of cunning devices for the Nintendo 64. Top of the list, as far as fans of cracking level codes for games are concerned, is the Game Killer, which makes use of some unique smart card technology.

The Game Killer will have built in cheats for all the top N64 games, including Super Mario and Mission Impossible. These will enable the user to access extra levels, secret stages, super scores and many more enhancements to the top games.



In the future further smart cards will become available, allowing you to add even more cheats to new and existing games, simply by inserting the smart card. The price for the Game Killer will be £24.99 in the UK and $39.99 in the US. At the moment the release date looks like being the end of March, so it won't be a long wait before those cheats will start rolling in.

Datel also have some other goodies for the N64 coming up. The Mega Memory Cart is designed to offer 20 times the storage space of the standard Nintendo memory cards. It makes use of paging technology to provide 100% compatibility and is said to be ideally suited to adventure and sports games.



Finally, Datel have announced that work is well under way on a version of the Pro Action Replay cartridge for which they are famous. Once this hits the streets no game will be safe!



Licence to Drive

With so many big new driving simulations on the horizon, it's no surprise that the Nintendo 64 compatible analog steering wheel from Mad Catz is currently selling wherever it has been released.

The wheel has a gear shift and a digital pad and is designed to compliment games such as *Cruis'n USA*. According to company sources in the USA it has certainly been greeted favourably by the Nintendo 64 owning public, having sold more than 30,000 units already.

The steering peripheral is simple, plugs directly into a control port and includes foot pedals and a slot for the memory pack as well. The foot pedal then attaches to the steering device. Control set-up takes place within the game's software. Selling for $69.95, the peripheral actually works with any game, although it may be a little odd with *Super Mario 64*! Forthcoming games such as *Mario Kart 64* may be more up the steering wheel's street.

At present it isn't confirmed whether the Mad Catz wheel will make an appearance in the UK, but keep your eyes peeled as the success in America suggests it may move further afield in the future.

64 lowdown!

Japanese Release Dates

Here are the releases from this month and onwards for the N64 in Japan

March

4 **Blade and Barrel**
Kemco

4 **Doraemon**
Epoch

4 **Honkaku Yonin Uchi**
Mahjong Video System

4 **Rev Limit**
Seta

4 **Wild Choppers**
Seta

14 **Powerful Pro Baseball 4**
Konami

25 **Blast Corps**
Midway

28 **Turok: Dinosaur Hunter**
Acclaim

April

3 **Yuke! Yuke! Trouble Makers**
Enix

27 **Star Fox 64**
Nintendo

Second Quarter

TBA **Goemon 5**
Konami

TBA **Goldeneye 007**
Nintendo

TBA **Hexen 64**
GT Interactive

TBA **Mission Impossible**
Victor Interactive Software

May

3 **Morita Shogi**
Seta



News of a Rift!

We have received some images of a new game for the Nintendo 64 from those creative people down at Vic Tokai. The game in question is called *Dark Rift* and it's a beat 'em up in the mould of the *Streetfighter* series.

The game is well into production as the shots here show, with the fighters all ready to take on the gamesplaying world. The player can take the part of a number of different warriors, all with their own special skills and moves. Once again there will be combination attacks to learn in order to get the best out of your fighter, but expect to take some time learning the moves.



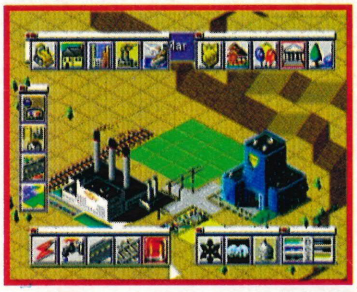






It has been tentatively scheduled for a May release in the USA. As yet there is no news of a UK, European or Japanese release for the game, but we'll get you more information for next issue.

They Built this City...





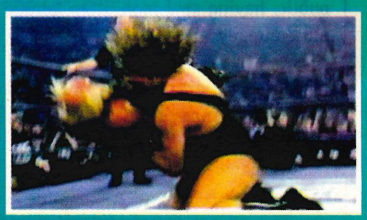
No it wasn't built on Rock 'N' Roll, instead it was built on a computer by Maxis. Yep, you've guessed it, the builders are moving in and *SimCity* is now destined for a Nintendo 64 release. However, Maxis are not developing the game in-house, but have instead licensed the game to Nintendo to develop and publish.

SimCity, in all its guises, has proved to be a very popular title on a wide variety of consoles and computers, since its first release for the Macintosh. It follows the simple premise that a city needs building and you have limited funds with which to do so.

Once you get the city underway people begin to move in, bringing with them all the urban problems of the modern world, such as crime, traffic jams and illness. There are also a number of natural disasters, for instance tornadoes, fires and even rampaging monsters, to contend with in order to keep your development on course. The beauty of the game comes from trying to manage all of these different problems and it will be intriguing to see how Nintendo plan to bring the game to the 64DD.

The game is still some way off release, with present estimates placing it as a 1998 prospect, so don't hold your breath.

Despite this the improved capabilities of the N64 should make for some exciting updates to the existing gameplay. We'll bring you more Sim news when we hear it.



Get Ready to Rumble!

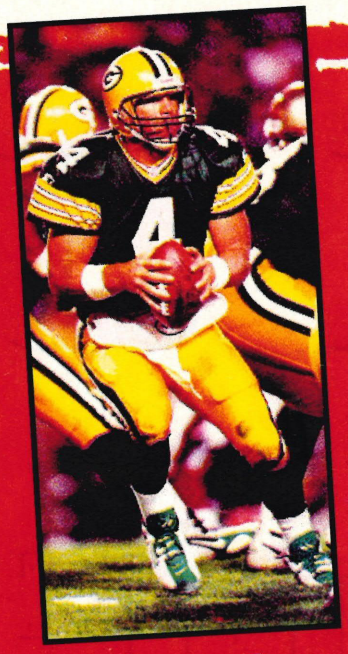


THQ are the latest software house to throw their hat into the Nintendo 64 ring with the announcement that they will be producing a number of games for the format in the future. The first of these to reach the gamesplayer will be an exclusive version of World Championship Wrestling (WCW).

The game will be a celebration of the all-action antics of the wrestlers that make up the WCW, which has become one of the most watched shows on television, broadcast to over 25 countries worldwide. Every one of the wrestler's special moves will be incorporated into the games, plus the voices of wrestling superstars such as Hollywood Hulk Hogan, Nature Boy Ric Flair, Lex Luger, The Giant, and Sting.

"This license confirms THQ as a select publisher of games for all game console platforms," says Brian J. Farrell, President and CEO of THQ, "Our success has and will continue to be based on publishing strong game content... *World Championship Wrestling*, our first release for the Nintendo 64, is another example of our commitment to enter a new market with a major title."

Wise words indeed, from a man who can clearly see the potential of the N64. Most of THQ's products are based on licenses from popular sports, movies and arcade games, so we can expect games for all tastes to be coming from the company soon.



Join the Club!

The popular American football game *NFL Quarterback Club* will be coming to the N64 soon from Acclaim. The development has also been boosted by the announcement that the Green Bay Packers' Brett Favre has signed an exclusive deal to endorse the game.

The popular Favre will serve as the spokesman for the title, which is scheduled for release towards the end of 1997. Favre has been selected by Acclaim to follow in the footsteps of NFL greats, Dan Marino of the Miami Dolphins and Steve Young of the San Francisco 49ers, who have all featured in past campaigns.

"It's an honour to be selected as Acclaim's featured quarterback in *NFL Quarterback Club '98*," said Favre, who was recently awarded his second consecutive NFL Most Valuable Player Award. "I look forward to working with the Acclaim sports team to create the best football game ever."



Officially licensed by the NFL, Players Inc. and the NFL Quarterback Club, *NFL Quarterback Club '98* features exclusive advice from the NFL Quarterback Club members, commentary from a top NFL broadcaster and roster management options, including trading, creating, drafting and signing players. The possibilities for the game on the N64 are very exciting, with many ideas thrown around that are said to take the game beyond many other sports simulations. Whether any claims for the game are well founded is, as yet, impossible to know, but as soon as we hear any more news we'll make sure Total 64 readers are the first to receive it.



GT's off the Mark!

GT Interactive plan to publish up to three N64 titles in the next year, the first of which, id Software's *Hexen 64*, is scheduled to be released during the Summer. GT Interactive have also revealed that they plan to unveil one of the biggest line-ups of N64 titles from an independent publisher for the European market. This is a result of the companies agreement with Midway to have the sole rights to all Midway titles for the games console market outside of the USA.

The company is understandably confident about the future on the N64 as their President and Chief Executive Ron Chaimowitz explained:

"We are excited to be working with Nintendo to create software for the N64, the premier 64-bit game machine. By combining the N64's impressive true 3-D processing capabilities with GT Interactive's captivating line-up, we believe we will bring the gaming world some of its most entertaining software yet."

Designed by Raven Software and co-produced by id Software, *Hexen* is a highly realistic 3D first-person game that allows players to become one of three classes of heroes on a nightmarish quest to destroy the evil rulers that once controlled them.

Among GT Interactive's other best selling titles are *Doom II* and *Mortal Kombat 3*, so we can expect plenty more blood and guts action from the company for the N64 in the near future. Prepare for more news on the company's intended releases for the N64 in future issues.

New Games Blitz!

A number of top software companies have released details of games that they will be producing for the Nintendo 64 at some stage in the future. All of the announcements have included very little in the way of details, but below are a few of the titles to expect.

Acclaim have five N64 titles under development, including *Ultimate Racer*, *Condemned*, *WWF Wrestling*, *Turok 2* and *Quarterback Club '98* (the latter two are described in more detail elsewhere in the news).

Midway have announced they are working on the arcade fighter *Mace*, an upgrade of the arcade classic *Joust X*, *Centipede X* and another in their successful beat 'em up series, which will be called *Mortal Kombat Mythology*.





Meanwhile Konami have made the release of *International Super Star Soccer* public, with an expected May or June release scheduled for the USA and a tentative March/ April release in the UK. The UK version will feature international football stars, rather than the Japanese players in the original. Konami are also hoping to release *Ganbere Goeman* at around the same time in Europe.

Epic Megagames are planning to convert a number of their PC titles to the Nintendo 64. The first person shoot 'em up *Unreal* and *7th Legion* are currently being touted as the first two to go into development.

Rumours also abound that Capcom, makers of the phenomenally successful *Street Fighter* series, are planning to release *Darkstalkers 3* for the N64 using the 64DD. Finally TecMagik are working on *Roto Gunners*, a helicopter simulation. Although the title for this game is still not finalised.

June

2 Multi-Racing Championship
Imagineer

2 Star Wars: Shadows of the Empire
Nintendo

Third Quarter

TBA Bomberman 64
Hudson Soft

TBA Body Harvest
Nintendo

TBA Chameleon Twist
Japan Systems Supply

TBA Climber
Nintendo

TBA Dual Heroes
Hudson Soft

TBA Golf
Nintendo

TBA J-League Dynamite Soccer
Imagineer

TBA J-League Live 64
EA Victor

TBA Kirby's Air Ride
Nintendo

TBA Sonic Wings Assault
Video System

TBA Tetrisphere
Nintendo

TBA Top Gear Rally
Kemco

TBA Yoshi's Island64
Nintendo

N bits

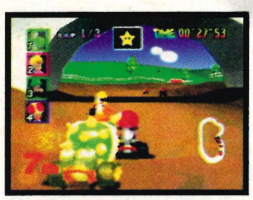
The Nintendo 64 was recently chosen by the prestigious Time Magazine as its 'Machine of the Year'. Pats on the back go to everyone that made this little award possible...

It's Official – The Nintendo 64 really is out of this world. A deal has been struck with the Russian Government to send the N64 console and games into space to prevent Russian Cosmonauts getting bored on those long flights!

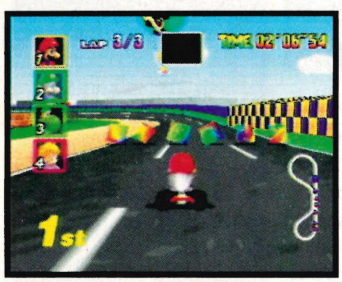
What's all this N64 business then?



If you're reading this the chances are you've bought an N64 or you're thinking about doing so in the very near future. Therefore, as its our first issue, we've decided to get down to brass tacks and find out exactly what it's all about...







▲ **Mario has always been Nintendo's greatest hero and he'll be making plenty of appearances on the 64.**

An N64 is in the office, and already it feels like it's been around for months. This has as much to do with the familiarity of its major launch titles, as it does the ability of Nintendo to produce games that are playable immediately, but equally satisfying long term. Such is their expertise in the game's market. However Nintendo's normally well-oiled machine has hardly given its latest baby the smoothest of rides. Over a year and a half late and already on its third name, N64's arrival has been less akin to the explosion of Saturn and PlayStation, more fuelled by the curiosity of people to see what it's really like after all the talk.

Was that the plan all along? Who can tell? One thing's for sure though, despite all the criticism and indeed scepticism surrounding the launch strategy, Nintendo's previous track record in terms of quality control and marketing is there for all to see. It's reasonable therefore to assume they knew what they were doing.

When N64 was first touted some four years ago it was given the rather ambitious working title of Project Reality — a phrase that would surely be better housed in a sci-fi movie than on the packaging of a games console. It was dropped several months later for the less epic sounding Ultra64, but not before the futuristic promise of the original moniker had whipped up considerable interest. Chalk one up to Nintendo PR.

What's in a name?

Ultra64 then made way for N64 for the machine's launch in Japan last year. The reason for this is presumably one of vocabulary. We've had 'Super' Nintendos, we've had 'Mega' Drives. If they were to use up 'Ultra' now what would the next console be called? Nintendo Cor Blimey. Nintendo Absolutely-better-than-the-last-console-we-did, honest! Can't see it catching on.

So Nintendo 64 it is. Or N64 for us in the know...

The console itself has many unique features but the first two to notice are the fact it's cartridge based and the unique, unwieldy looking controller, which just happens to sit rather more snuggly in the palm than you might expect. It's called ergonomics init?

It's a sign of Nintendo's self-belief, some sceptics would claim blinkered

Under the bonnet



For the techy junkies amongst you here are a few of the unique hardware features which go towards making the N64 what it is. Those with a low boredom threshold should skip this part!

The main man is a 64-bit MIPS R4300 RISC CPU which runs at 93.75Mhz. This is actually cut down from the 100Mhz of the Silicon Graphics hardware the system is based on but still more than adequate for the tasks asked of it.

In addition the Reality immersion co-processor running at 62.5Mhz is there to take care of the graphics. This incorporates texturing and Z-buffering – a system used to ensure textures remain constant and don't distort or pixelate up close. All this enables the machine to accommodate approximately 160 000 polygons on screen at any one time which makes for some pretty impressive results.

Sound comes out in CD quality 16-bit stereo, so you won't have to worry about boredom of the ears either. All that technology, we think you'll agree, adds up to quite a little monster machine!

over-confidence, that they remained resolutely behind the cartridge in the face of a world being systematically drip-fed the idea that CDs are the only way forward and all previous modes of data storage might as well be boxed up and buried in the Blue Peter garden or filed alongside 51/4" floppy disks (you can't be that young, surely) and Hanky Pankys. Oh come on — you remember those crisps from about 1980 with a little blob of chocolate on each one... I think. Er, moving swiftly on!



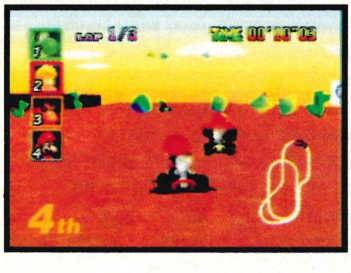
▲ Expect the charms of Mario Kart 64 to win you over.





Mario cart

Even with Nintendo's breakthroughs in cartridge technology enabling far more data to be squeezed in than ever before it still falls a long way short of the 650Mb (approx) capacity of CDs. Everyone know about the advantages of carts. Instant loading is one of the main pluses. CD consoles, PlayStations in particular, have also proven to be worryingly unreliable. Something never really associated with cartridge consoles until they really started to get old. Again Nintendo know exactly what they're doing. In keeping a strict control on third party development and handling most titles internally what we'll see is a unique machine. Few PlayStation games will make the transition to N64 but at the same time few N64 games



Meet the Family

The N64 is the latest in a world-famous line of consoles most of which you'll at least have played on if not owned at some point in your life. Here are a few facts.

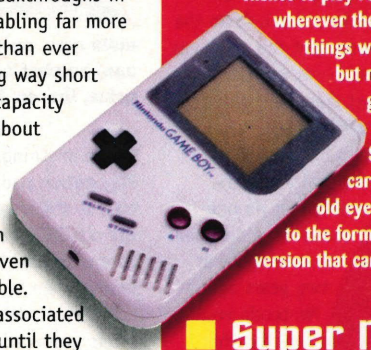
NES



The Nintendo Entertainment System revolutionised the console market. Until its release in 1985 the video game market was dominated by micro-computers with their long, unreliable cassette loading and cheerful jack-of-all-trades outlook. For the first time here was a games-dedicated machine with the ability to combine better graphics with superior sound and the knowledge you could plug in and play straight away. Not having to put up with five minutes of banshee wailing only to be confronted with a corrupted title screen and error message felt like heaven.

Early cartridge consoles from Atari were popular for a brief spell but never had the power or quantity and variety of games to support them.

Gameboy



The world's best-selling hand-held for the first time gave people the chance to play real arcade games on the bus, in the street or wherever they happened to be. Those old Game n' Watch LCD things were shallower than a dachshund's swimming pool but now we had scrolling platformers, 3D driving games, the works. A multitude of add-ons became available. Screen magnifiers, carry-cases and the Super Gameboy adaptor which enabled Gameboy carts to be played on a TV through a SNES when the old eye-strain got a bit too much. The biggest testament to the format's enduring popularity was the new slimline version that came out as recently as four months ago!

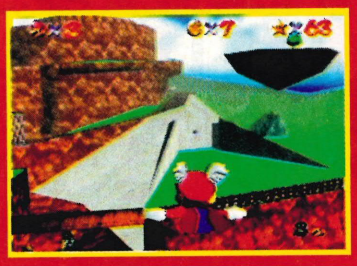
Super NES



With titles like Street Fighter 2 and Mario Kart the SNES was certainly the most impressive 16-bit console. Sega's gamble of launching the Mega Drive four months earlier in 1989 gave them an installed user base in Europe and the US which Nintendo never turned over. However the superiority of its games was never in question. Custom graphics chips gave us 3D with real depth, which has only been superseded in the last 12 months. The quality was underlined during a demonstration at the spring '94 CES of Donkey Kong Country. Onlookers at first believed they were looking at an Ultra 64 – as it was then – demo!

Games to watch

We won't go into too much detail as there are full reviews elsewhere in the mag, but here are the three games you should first think about adding to your collection.





Mario 64

The first demos of Mario 64 started to appear a few months ago and the finished game is just as awe-inspiring. A perfectly rendered, perfectly believable 3D cartoon world is wonderfully brought to life and full of surprises. A total triumph!





▲ Perfectly rendered 3D cartoon worlds are yours in Mario 64.







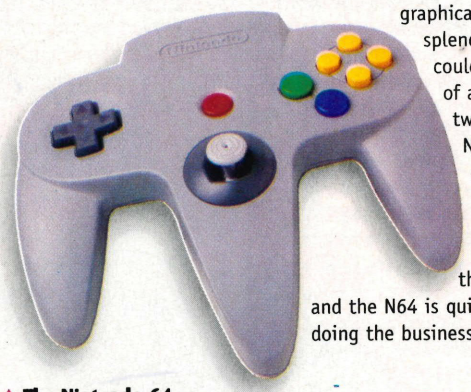


▲ The game that is inevitably the flagship is Super Mario 64. Stunning graphics and gameplay indicate that it's a winner!



▲ The main man, numero uno, number one, the big noise, the, er, Nintendo 64!

will go the other way. Occasional big licenses notwithstanding, this is going to encourage a lot of people who might already have purchased one of the other next generation consoles to invest in an N64. Already from the limited number of titles available this is a unique gaming experience. In many ways it whisks us back down the years to when games put the emphasis on fun for fun's sake, rather than the realism and almost cinematic quality of many next generation titles. They are however dressed up in the kind of graphical and sonic splendour no-one could have dreamed of as recently as two years ago. Nintendo know exactly what sort of games they want to put out and their machine and the N64 is quite capable of doing the business.



▲ The Nintendo 64 controller offers unique flexibility with its combination of traditional D-pad, thumb operated analogue stick, six right-hand thumb buttons, two shoulder buttons, underside-mounted trigger and slot to house extra memory carts!

Pad-a-cake

If the cartridge format is revolutionary in the sense that most believed it was finished with the demise of the 16-bit market, the controller is strikingly unlike anything seen before. The PlayStation pad, despite its jutty-outy bits, is still very much in the mould of the old SNES pad and the Saturn controller could at first glance easily be mistaken for its Mega Drive counterpart. Nintendo's piece of kit offers unprecedented flexibility with its combination of traditional D-pad, thumb-operated analogue stick, six right-hand thumb buttons, two shoulder buttons, underside-mounted trigger and even a slot to house extra memory carts for saving not only game positions but control configurations as well.

This means no more forking out big moolah for expensive and gimmicky programmable pads. The one which comes in the box has everything you could want. There's even talk of a vibrating unit to plug into the controller's port which'll shake the pad as hits are taken, simulating the physical effects. We'll reserve judgement on that 'til we've seen it.

Still to come

In the pipeline is the 64 DD add-on which fits underneath the console in similar fashion to the Mega-CD. This'll run special 64Mb 'disks' capable not only of saving game data but also running in conjunction with games as upgrade packs. No more having to buy a new NHL game every six months if new features and team rosters can be supplied in upgrade form. That is assuming the disks themselves will be respectably cheaper. Surely!

Nintendo have always been pioneers in the field of video games and the N64 just goes to reinforce that reputation. It's a machine unfazed by current whims and fancies but it looks, feels and, above all, plays like a winner. The next generation is truly upon us!





Wave Race

The best water effects ever are complemented by some of the most addictive two-player action around. The jet skis feel and behave just as you'd imagine the real things would and the multitude of tricks, stunts and shortcuts mean it'll be a long, long time before you tire of it.





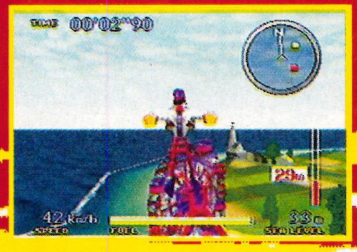


Pilot Wings 64

The first Mode 7 game set jaws a dropping when it appeared on the SNES, and the 64-bit version does likewise. There's so much variety in graphics and styles of gameplay you won't put it down for weeks. A joy to behold and even better to play.



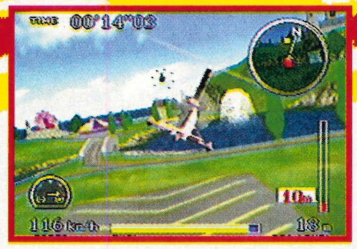






▲ Pilot Wings 64 is a continuation of the theme that caused such a stir on the SNES. It looks and plays beautifully – check it out to discover exactly what we mean!





And in the blue corner...

These are the contenders in the battle for domination of the games market. Total 64 checks out the opposition...



PlayStation

Having accelerated ahead of the Saturn with a stream of top notch games the PlayStation is the one to beat. However all its big titles are of a more 'in yer face' style than the N64. Games like Wipeout 2097 and Tekken 2 are superb in their own right, but don't have the relaxing charm of the N64's launch titles. Expect the battle to commence on March 1!

Saturn

Sega have been left hopelessly trailing in Sony's wake and even a big software push planned for the next few months is unlikely to alter the situation significantly. Even now, a year after its release, Sega Rally is the one game the Saturn has and the PlayStation doesn't which could truly be labelled a 'must have'.





PC

With PCs becoming more and more common in households around the country it's only natural the entertainment software side of the market should take off. And take off it has in quite spectacular fashion, but still the majority of games are strategy or adventure-orientated. Despite Pentium technology all-out arcade games still don't quite seem to sit right.

The Ultimate A-Z of The Class

The Nintendo 64 has already taken Japan and the States by storm and with the outstanding line-up of forthcoming games on offer it's destined to do the same here. To find out more about all of the games coming soon to an N64 near you, read on and enjoy Total 64's incredible A-Z guide to the biggest and best console games ever!

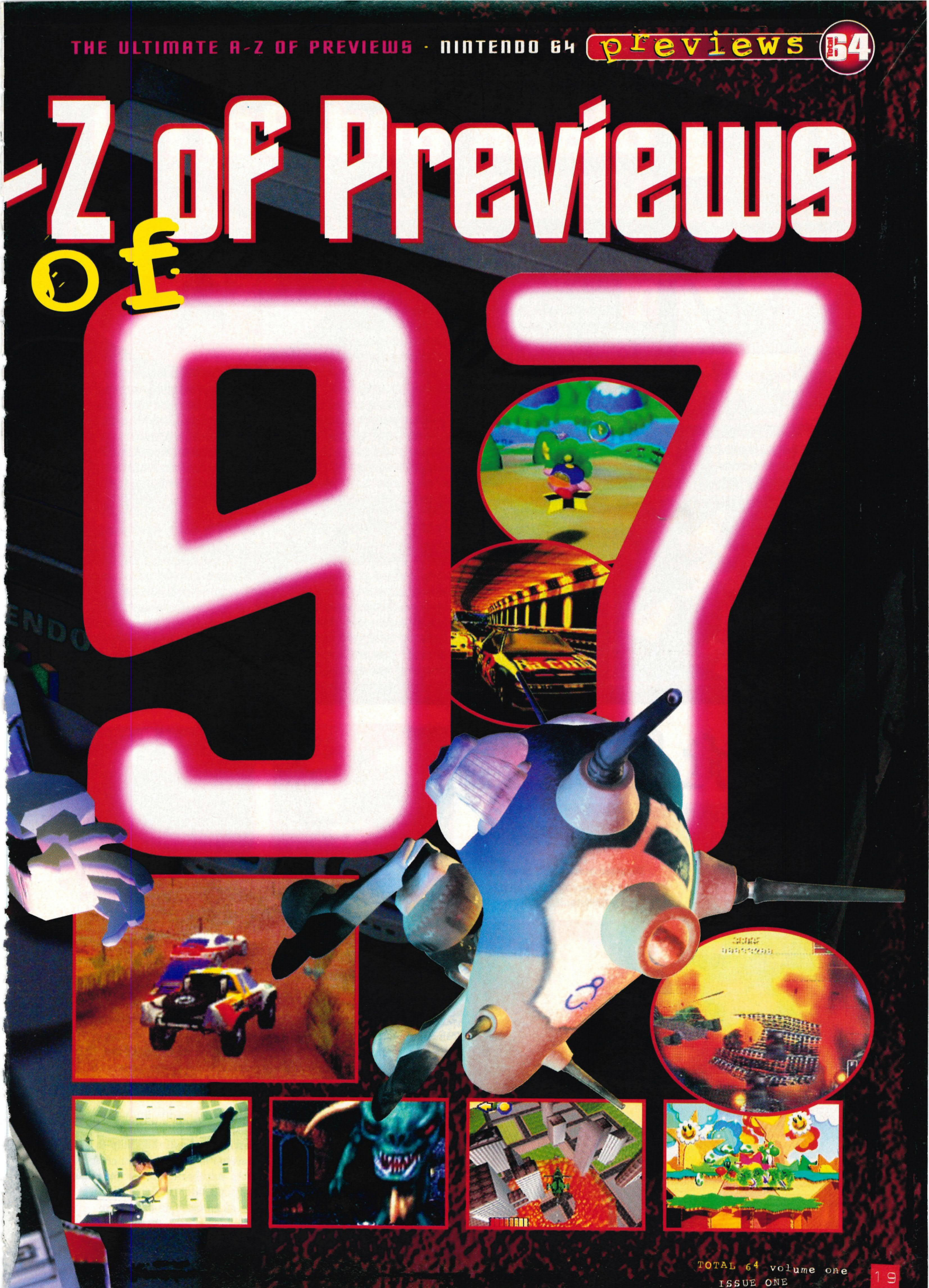








A-Z of Previews of 97



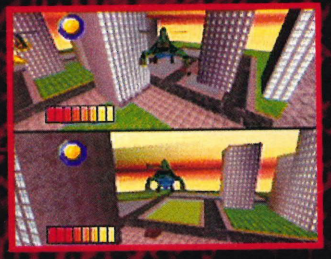


Blade and Barrel



- Publisher: **Kemco**
- Released: **Third Quarter**

Kemco's forthcoming multi-player blaster, *Blade and Barrel*, brings death and destruction to the N64!



▲ **The multi-player option will allow you to team up with a mate to take on all comers.**

This is by no means the first game to combine the use of both a high-tech helicopter and a kick arse tank into a single, devastating blood fest, but *Blade and Barrel* looks to be taking things even further than ever before.

The programmers promise that there will be an incredible array of power-ups, providing some of the most spectacular explosions and special effects yet seen on a console system. This seems likely to be a promise they can keep, especially if they use the capabilities of the N64 hardware to its full potential. Enemies are also expected to have some of the best artificial intelligence ever created, providing dogfights that'll really knock you for six.

There is no doubt that Nintendo are encouraging their developers to place the emphasis of N64 releases on multi-player options, which is a move fully endorsed by all the Total 64 team. Kemco are following this directive and *Blade and Barrel* will provide ample opportunity for a spot of competitive action with your mates. The two player option is likely to involve either a co-operative or Death Match mode, but the four player option looks to be where the real action will be found. Instead of the usual mayhem of four players shooting wildly, the players are teamed up into two groups and have to work with one another to succeed. One player steers the craft while the other operates the guns. This means that teamwork is essential, so expect to come to blows with your mates when things turn against your crew.



"Expect to come to blows with your mates when things turn against your crew."

Although far from completion at present, the theme of the game appears to involve destroying everything in sight, so if you're up for a spot of death and destruction watch out for more information on *Blade and Barrel* soon. 64

Blast Corps





- Publisher: **Rare**
- Released: **Second Quarter**



▼ **Disaster movies will have nothing on the explosive effects in Rare's forthcoming release**



Coming soon from Nintendo's favourite sons *Blast Corps* is an explosive game that's sure to hit the streets with a bang...

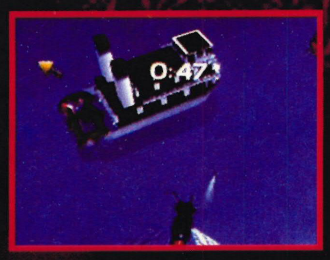
Blast Corps is very close to reaching the shelves and has been eagerly awaited for some time. Having been programmed by Nintendo's favourite developers, Rare, famous for their programming expertise, there are high expectations for the gameplay on release. The one thing Rare have yet to prove is whether or not they can create a game with any genuine originality, after all *Donkey Kong Country* and *Killer Instinct*, although high quality games, are hardly that unique. *Blast Corps* on the other hand looks set to put the record straight with a game style unlike any other.

The game is moulded along the lines of classic TV disaster romps, such as *Thunderbirds* and *Captain Scarlet*, and leaves it up to the player to use various craft to save the day. Each of the rumoured 60 levels contains a different high explosive device, which has to be diffused before things go haywire. During the missions scientists can also be rescued and will then help to develop more impressive craft to help you through the increasingly difficult later levels.

As an example of what to







Body Harvest

Publisher: DMA Designs
Released: Fourth Quarter

This is hardly going to be a harvest for the world, but it should more than satisfy the blood thirsty among you...

With a title like *Body Harvest* you can guarantee that there are going to be plenty of corpses scattered around before the game is over. Fortunately, in this case, the corpses in question belong to a race of particularly vicious aliens, whose anti-human activities mean they deserve to die in as much terrible pain and suffering as is inhumanly possible!



It's the age old scenario of one man against the universe as the player tries to change the course of history and prevent an alien invasion that will result in the annihilation of the human race (Why couldn't we just give them Miles? – Ed). Aliens have invaded Earth from a parallel dimension and have began to harvest humans to take back to their planet to consume as a mouthwatering delicacy. Not a pleasant thought, but that's just the way it is with these damn aliens. For the player the mission is to travel through time killing aliens and rescuing humans in an effort to stop the menace from continuing until there are no humans left to harvest.



"A race of particularly vicious aliens, whose anti-human activities mean they deserve to die in as much terrible pain and suffering as is inhumanly possible!"

The game is set in different time periods, ranging from pre-World War I to far into the future, until the alien's home is finally reached. The incredible feature of the game is the number of vehicles reckoned to be available during the levels. There are rumoured to be well over 130 playable vehicles, which all have the ability to help the fight against the alien invasion. However, even when you've saved the Earth, you still have to make the long journey to the alien's home planet to face the final, most horrifying showdown.

This game is promising big things with loads of levels, packed with an array of items to utilise and destroy. If the hype is to be believed few games have ever managed to cram so much into one package and, on this count alone, the game promises to be something extraordinary. 64



expect the first level involves preventing a rogue missile carrier, equipped with a leaking nuclear warhead, from contaminating or destroying a nearby city. To prevent this a safe path through the city must be created for the missile, so that it can finally reach a safe zone for detonation. To create the path the player must destroy buildings caught in the missile carrier's path using the various demolition craft and equipment at his disposal. Destroying buildings provides insurance money, as does activating radiation dispersal units along the way. During the stage scientists can be discovered and used to develop better craft in order to improve the speed and success of your mission.

The graphics have plenty of dramatic explosions to offer and other special effects, such as metallic surface reflections, add to the realism of the game. At the end of the day the gameplay is always the most important factor, which is where *Blast Corps* should excel. We'll have a full preview soon. 64





▲ **The aliens are attacking, but we have the power to kick ourselves some alien butt. With loads of levels to explore it should be a fun-filled experience!**

Bomberman 64





● Publisher: **Hudson Soft**
● Released: **Third Quarter**

Any Nintendo fan worth his salt will remember the first moment he set eyes upon the unassuming *Bombermen*. Perhaps there should be a health warning as *Bomberman* is coming to the N64 soon!

This game's predecessors have become classics of late with thousands of fans spanning the entire world. The original game was only released in Japan, but the huge success of the title soon meant that it made the move to America. The SNES version made a gigantic impression on the US and eventually got a full European release.



The N64 version follows the original's fast paced style, but is expected to have a wealth of new options and exciting special effects. The only worry lies in whether or not the game will get an American release, let alone a European one. Although the Total 64 team reckon Nintendo would be mad not to release it worldwide, especially when you consider that the SNES version is still thought to be one of the greatest games ever created.

Bomberman 64 is, at present, a million miles from completion, but certain facts about the game have been released. Most significantly, it will let at least four players play at once utilising the N64's four joypad sockets. However, it is rumoured that Hudson may introduce an adaptor allowing up to eight players to compete at the same time!.

> "The N64 version follows the original's fast paced style, but is expected to have a wealth of new options and exciting special effects."

The cosmetics are expected to retain their original qualities, with bright simple graphics, full of character and imagination. Of course, as with most 64 releases, we are told everything will be of a much higher quality than ever before. Many of the graphics have been pre-rendered to give them a new, finer look, which should please fanatics searching for the ultimate kick arse version of *Bomberman*.

The bosses are the most eagerly awaited creations in the game and should utilise many of the special effects unique to the N64. But no matter how great the graphics are, *Bomberman* has always been one of the most playable games ever made and Hudson Soft have no intention of changing this. Let's just hope this stunner is given the full release its qualities deserve. 64

Buggie Boogie



● Publisher/Developer: **Nintendo** ● Released: **TBA**

As yet this off road spectacular hasn't been given an official release date, but it's sure to spray sand in the eyes of its competitors when it does!



▲ **The action is going to be of the serious off road variety.**



Original racing titles are coming out thick and fast on the N64, with big titles like *Crusin' USA* and *Wave Race* already crashing onto the shelves. *Wave Race* in particular has shown what Nintendo's new baby has to offer, with some of the most stunning graphics and playability ever seen in or outside of an arcade.



Buggie Boogie takes the player out of the water and off the highway as the action moves to the sandy wastelands for some serious off roading excitement. Expect the graphics to be nothing short of stunning, with plenty of action packed, adrenaline pumping views as you race around a host of different terrains, from rocky landscapes to desert tracks. With such drastic environments to contend with the game should provide some hair raising experiences, but as if this isn't enough, there are battles to be had with opponent buggies and even a few end of level bosses. Don't despair though because where there are evil bad guys there are always high tech weapons to blast 'em with!

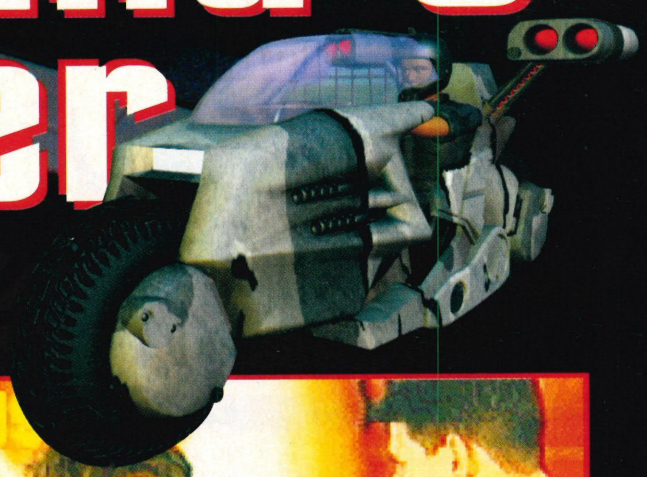
Just to make the deadly combat that little bit more interesting, there could well be adverse weather conditions, including storms and hurricanes, to battle against.

Before the racing or combat begins proper, the buggies can be upgraded with no end of options, including different tyres, new engines and plenty of tasty weapons. The ability to customise the cars should add greatly to the playability of the game, providing you with the option to create some outlandish vehicles.

The game also includes the obligatory split screen version for two player mayhem, something Nintendo are encouraging in most of the games being released. However, if you're just in it for a dose of one player action the computer opponents should be a great challenge in themselves.

Most of the graphical elements of the gameplay are nearing completion according to the programmers and now the emphasis is very much on the in-game mechanics. The attention being paid to ensuring the off road racers handle as realistically as possible should make the game much more exciting but how some of the odd ball machines will drive has yet to be experienced. We'll let you know what it's like when we get our greedy hands on one! 64

Command & Conquer



Virgin's acclaimed wargame is coming to the N64 soon and it's sure to continue its triumphant march across every format it invades!

It was voted European game of the year in 1996, was a mega hit on the PlayStation and now looks set to take the N64 by storm. Due to its unbeatable mix of detailed graphics, simple, yet addictive gameplay and awesome challenge, *Command and Conquer* is still one of the biggest selling strategy games of all time and the fans of the genre here at Total 64 reckon our version is going to be the greatest yet.

For those of you unfamiliar with the game, it was originally developed by Westwood Studio and follows a complicated storyline. In essence this can be condensed down to one word – Tiberium. Basically this is an extremely powerful alien plant life, which rapidly spreads across the Earth after a meteorite crashes into the planet. Tiberium quickly becomes the new world currency and whoever controls it controls the world. Simple, eh! Two rival factions are after the Tiberium, one good and one out for world domination. You can choose to play as either force and the resources at your disposal will depend on this choice.





The N64 version of this classic game is still a long way off at present, but the capabilities of the machine promise to add a whole new dimension to the gameplay, with more missions and greater control of the game environment being just two of the many advancements. The purpose of the game is to build a base from which the Tiberium can be harvested and turned into credits. These can then be used to build various defensive or constructive facilities, such as gun towers, or barracks for the production of infantry. By collecting credits and creating units, players must attempt to produce enough resources to overcome opposition and complete the mission set.

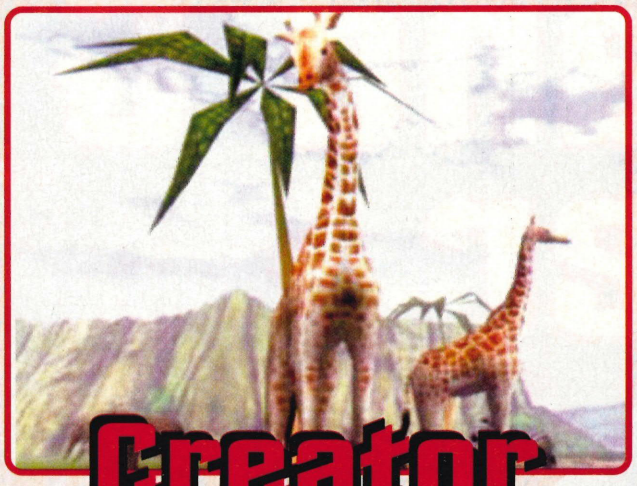
The action will be set in a 3D isometric world, which, although we haven't had a chance to see it yet, will make full use of the N64's graphical capabilities. Another strength of this version will be the AI, which should be an advancement on the PlayStation version, itself an improvement on the original PC game. This advance in AI should come across in the movement of the troops and their selection of potential targets.



"Command and Conquer 64 promises to be as much of a classic as its previous incarnations have been."

Command and Conquer 64 promises to be as much of a classic as its previous incarnations have been. Rest assured when copies of this become available they'll be squabbling in the office to get their hands on it. Look out for more information soon. 64





Creator

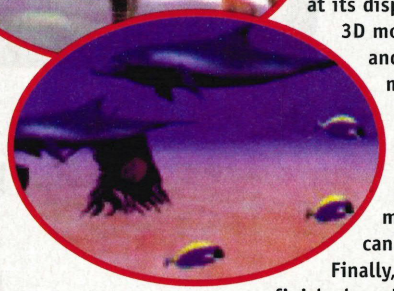
- Publisher/Developer: **Software Creations**
- Released: **TBA**

Need a break from playing the big games? Well, try to create some animation of your own with the help of this application from the aptly named Software Creations...

This title is taking a slightly different route from the usual games being developed for the N64. In fact *Creator* isn't really a game at all and places its efforts into being more of a multimedia application. Taking ideas from the old SNES title *Mario Paint*, the program gives the user the opportunity to create presentable pieces of animation using the array of application tools provided.

The immense graphical abilities of the N64 machine allow the user to create some spectacular effects, using the standard facilities provided by the program. The program includes the ability to use anti-aliasing, mip-mapping, fogging, interpolation and perspective correction. The ability to turn any of these features on or off at will should give the user some idea of the incredible hardware abilities the N64 has at its disposal.





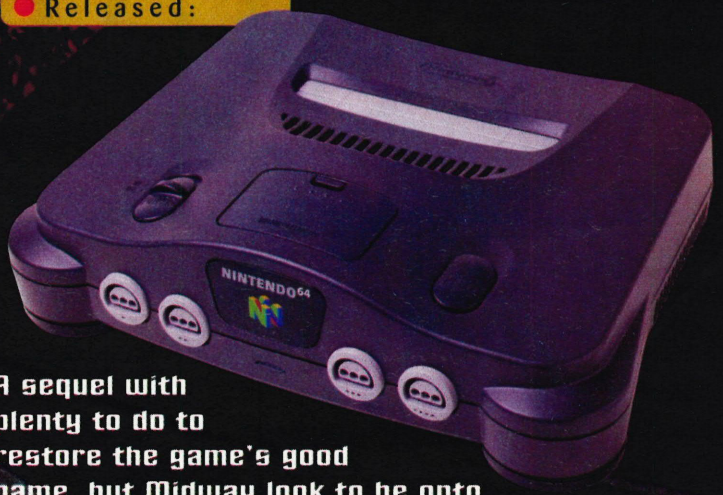
3D models of both characters and environments can be manipulated in various ways to create a unique world all of the users own. Polygons can be painted upon and the models created by them can then be animated. Finally, to complement your finished product, backing music can be added to create the required atmosphere.

Everything within the program has a simple user interface, which utilises the analogue joystick like a mouse, and this should make it fairly accessible to the younger generation. It is unlikely that the program will be purchased by the great majority of N64 owners, but it should give owners the opportunity to see what their new machine is capable of producing. 64



Cruisin' World

- Publisher/Developer: **Midway**
- Released:



A sequel with plenty to do to restore the game's good name, but Midway look to be onto a winner this time...

This game has just appeared in the arcades, but you can sure that a conversion to the N64 is probably not very far behind. Its predecessor failed to make the impression on the console world that many had hoped it would, lacking as it did the quality expected from a top product.

The original game was clearly based on old favourites such as Out Run from arch rivals Sega, but it didn't produce any advancements in gameplay or graphics. In fact the older games had better playability than this rather lacklustre attempt at a driving game. Having as they did the advantage of being more ground breaking for their time.

This game on the other hand really had nothing to offer that hadn't been seen before and to make things worse, the graphics did nothing to reveal the power of the N64.

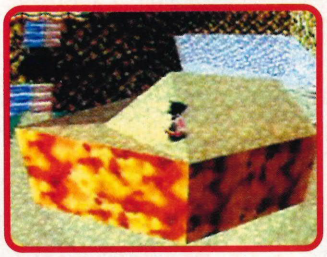
The sequel has a great deal to do to restore its good name, but things certainly look to be going in the right direction.

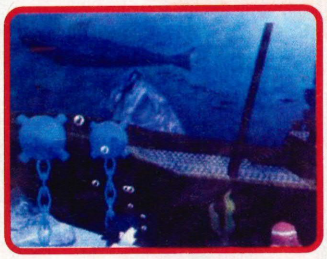
Featuring a complete set of new vehicles and a wide array of new tracks, including a great deal more detail than that found in the predecessor, it should be a lot stronger title. Roadside scenery has also been improved and increased but more exciting is the varied textures on the track surface. No longer is it just miles and miles of endless tarmac. Now that the races take the form of a world cruise there are plenty of other tracks to choose from, including some desert scenarios.



"The sequel has a great deal to do to restore its good name, but things certainly look to be going in the right direction."

We can expect better graphics then, but the quality of the gameplay is still an unanswered question. Lets hope that with the increased frame rate a promising title will live up to its potential. Find out more high speed information soon. 64





Doraemon

This will probably be a Japanese only release, but there may be some of you out there who have heard of this lively cartoon creation...

- Publisher/Developer: **Epoch**
- Released: **Second Quarter (Japan)**

Doraemon, if you don't know, which is quite likely, is a cute cartoon character that the Japanese have fallen in love with over several generations. Now the well equipped mechanical cat is about to save the day once again, but this time on the N64.

The game is still in the early stages of development, so we haven't seen too much of it, however one thing that is guaranteed is that the game will contain plenty of bizarre scenarios, only relevant to those who follow the weird world of Japanese cartoons. It's likely that the main object of the game will be to save the day in the local neighbourhood, defending the meek from those who seek to destroy them.

The cat himself comes equipped with the kind of pockets that are usually found on the central characters in adventure games. By that we mean pockets with infinite depth, in fact the kind that allow you to pull a ladder out at a moments notice – Paul Daniels eat your heart out!



Other items on offer will include weapons and, of course, a magical door transporting the player anywhere within the game's environment. As you're probably beginning to realise this game will be packed with surreal occurrences in the vein of Japanese animé.

Although we're including information on *Doraemon* in this preview section, it may well never appear in the UK. After all the tastes of the Japanese players, who have been brought up on a diet of this kind of thing, will be very different to ours. However, there is a hardcore following for animé over here, which makes a mention of the game worthwhile and it will be available on import soon. 64

Dual Heroes

- Publisher/Developer: **Hudson Soft**
- Released: **Fourth Quarter**

The most popular console genre has to be the beat 'em up and this offering from Hudson Soft should more than hold its own against the heavy weight competition.



A game fairly early in development at present, *Dual Heroes* looks to have plenty of promise for fans of the beat 'em up. As we all know this is the most popular genre on the market and any new release is inevitably going to be faced by some very strong opposition.

Ever since *Virtua Fighter* was introduced by Sega into the arcades several years ago, beat 'em ups have never looked back with a string of superb and not so superb titles being released.

Strangely there have not been as many 3D fighters announced for the N64 as you might expect, but no doubt this will soon be rectified. For now Hudson Soft has a head start but the game needs a great deal more work being done to it before it's ready to be released.

The early version of the game only shows two of the characters battling it out and no special moves or combos are yet in place.

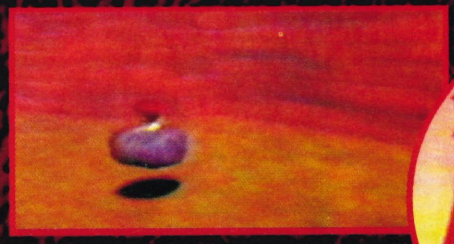


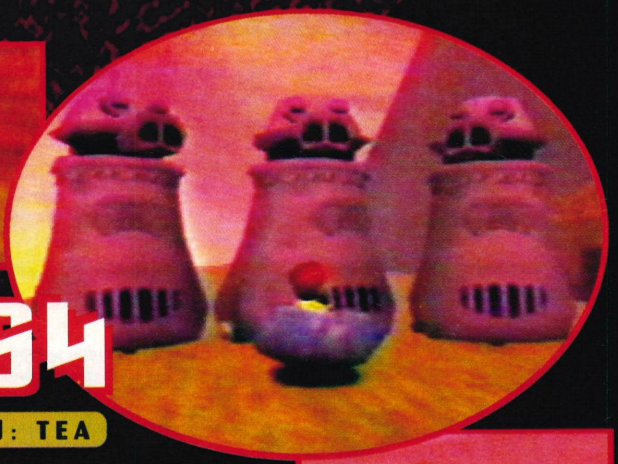
"All of the imaginative camera angles were in place and the movement of these seemed much more fluid than in many other games of this ilk."

The graphics were also a little on the simple side, as were the backgrounds, but all of the imaginative camera angles were in place and the movement of these seemed more fluid than in many other games of this ilk.

The game certainly shows promise with the emphasis firmly on developing the gameplay mechanics, before proceeding onto the aesthetics. No bad thing really – check out more news next issue. 64







Earthbound 64

● Publisher/Developer: **Nintendo** ● Released: **TEA**

The third part of a highly successful series in Japan, you'll need the 64DD to play this nifty RPG...



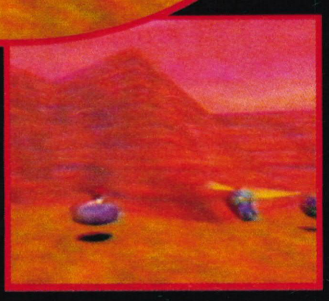
Known as *Mother 3* in Japan, *Earthbound* has been renamed to appeal to the US and UK markets. Despite this you can still expect plenty of wacky Japanese characters acting in a variety of weird and wonderful ways. Don't be put off by this, because it all makes for a great adventure if the fun in the previous titles, *Mother 1* and *2*, are anything to go by.

The first game in the series came out on the SNES and was aimed at the younger generation of players, hence its bright characters and fun-filled gameplay. The game also included turn based battle scenarios, which are now common place in most Japanese adventure games. The second game in the series followed suit with similar graphics, humour and fighting taking place.

Earthbound, the third in the series, retains the bright, almost psychedelic graphics of the original, but with the awesome power of the N64 it has been possible to bring everything to life from a stunning 3D perspective. The game contains more adventuring elements with the ability to interact with the environment encouraged to a far greater degree than ever previously possible.

As with *Zelda 64*, the game will come on disk meaning that anyone wanting to play the game will have to purchase the 64DD. Although yet to be seen, this cunning piece of hardware should add even more elements to the game, including the ability to save the changes to entire levels or worlds for future use.

The game was originally intended to be the launch release with the 64DD, but this honour has now been handed to Nintendo stalwart *Zelda 64*, which has been developed much faster than originally anticipated. Despite this *Earthbound* looks like being a hit when released. 64



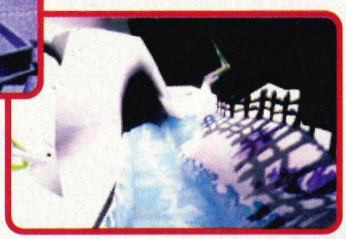


Ed

● Publisher/Developer: **Ubi Soft**
● Released: **TBA**

An adventure from the French developers at Ubi Soft, *Ed* is destined to bring the excitement of the platform genre to the N64.





The French are well known for making some of the most visually stunning games on the market and the N64 is going to get its own fair share of those due to its stunning capabilities. *ED* looks as though it has its origins buried in *Rayman*, a game which has been released on just about every machine on the market.

It can be expected that this will be a beautiful platform game and it will come complete with a strong adventure section. However, fans of the platform genre shouldn't worry about their fun and games being diluted too much by this additional element. There will still be plenty of platform action within the gameplay, adding yet another new dimension to what could well turn out to be an interesting title.

Programmed by the same team that created *Rayman*, it can be expected that there will be plenty of beautifully animated, yet quirky characters to interact with and the game is likely to develop an atmosphere all of its own.

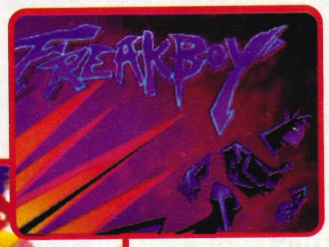
"With the N64's unique graphical abilities the look of ED should be of the highest quality, fully utilising its huge colour palate and clever light sourcing."

With the N64's unique graphical abilities the look of *ED* should be of the highest quality, fully utilising its huge colour palate and clever light sourcing.

The size of the adventure aspect of the gameplay can only be speculated upon at present, but, if it is to play a major part in the game, the possibility that the game will be released on 64DD rather than cartridge cannot be discounted. The game is still far from completion and speculation is rife about the direction in which it will go. As soon as more details are made available you can guarantee we'll be the first to provide you with the answers. 64

Freak Boy

● Publisher/Developer: **Virgin**
● Released: **TBA**









As freaks go this guy would put the Elephant Man to shame, but Virgin's latest creation looks like being one of the most original N64 releases to date...

This is a departure from the norm of the other games we have looked at in this section. As the name itself suggests, this is not going to be run of the mill release and it promises to bring some originality to the N64 market.

The game's main character has the ability to absorb objects from the gaming environment, morph them into his own body and then use the results of this to conquer the levels in the game. The mutation can be utilised in a wide variety of ways to help solve puzzles and remove obstacles in your path. The character can have up to three mutations on the go at any one time, so you can imagine the wild state that things can get into when the game is at its most frenetic.



The story behind the creation of the game is as interesting as the title itself. At one point production of the game was completely scrapped and restarted in order to improve the quality of the final product. This goes some way towards indicating the importance gaming giants Virgin are placing on getting the look, feel and gameplay just right before releasing *Freak Boy* on the world. The latest graphics we've seen clearly show the quality of the animation on offer, with the character warping smoothly into all of his many guises.

What kind of plot could possibly contain a guy that absorbs and mutates? An alien invasion that's what. Aliens invade our hero's homeland from a parallel dimension and enslave all of Freak Boy's fellow inhabitants, leaving him as the only one who can save the day.

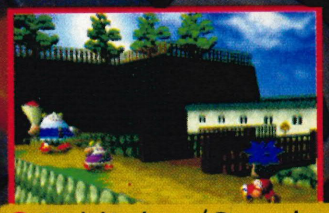
Virgin have also worked hard on ensuring the environment of the game is massive and it now contains 25 huge worlds for the player to explore and battle through, with over 50 different enemies to contend with. Look out for this one – we reckon it's going to be a hit and we'll keep you well posted on its progress. 64

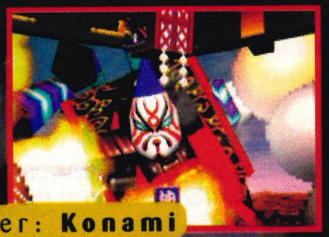
> "As the name itself suggests, this is not going to be a run of the mill release and it promises to bring some originality to the N64 market."



▲ **Hopes are high that Freak Boy will provide originality on the 64.**

Ganbere Goeman 64





● Publisher/Developer: **Konami**
● Released: **Fourth Quarter**

A big hit in the States and Japan in its previous guises, the question is, will Konami's smash be released in the UK? We're keeping our fingers crossed...



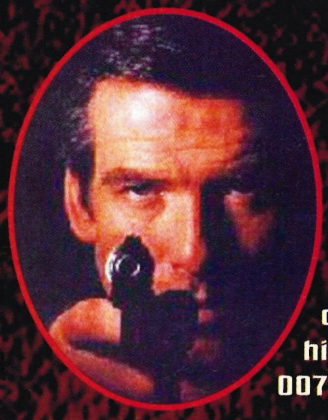


The forerunner of this title was a big success in the US under the name *Legend of the Mystical Ninja*. However, few in the UK will have had the opportunity to play this game in its previous guises, as it was never given a full release here on the other formats.

In terms of the purpose of *Ganbere Goeman 64*, it runs very much in the same vein as *The Legend of Zelda* with the player having to battle through a host of different enemies, while solving puzzles in order to progress further into the quest.

To continue in the *Zelda* theme, the N64 version will be going 3D and will be competing with its adventure packed rival every step of the way, although knowing Japan and America both games will be snapped up eagerly, despite their similarities. The game will no doubt contain bonus levels galore and plenty of hidden secrets to keep players coming back for more. Just one minor niggle though, as with the previous games, the UK may not get a look in. Only time will tell. 64

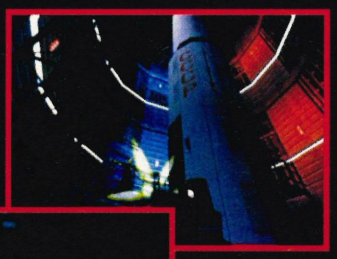




GoldenEye 007

● Publisher/Developer: **Rare**
● Released: **Third Quarter**

"The name's Bond, James Bond." This is one of the most well known phrases in cinematic history and it's coming to the N64 in 007's greatest adventure to date.





Based on the latest Bond movie this game is being created by Rare, the creators of *Donkey Kong Country* and *Killer Instinct*. Taking a first person perspective much like that found in *Doom*, *Golden Eye* promises to be far more tactical than other games that have been found in this genre.

It also provides the player with a much more flexible character than ever before, thanks to the analogue stick unique to the N64. This means that the player can move around the game terrain at different speeds depending on the circumstances Bond finds himself in. Thus, just as Ian Fleming intended, Britain's greatest secret agent can be as stealthy as a cat or as strong as an ox. The player has a massive array of movements at his disposal and Bond can creep around, as well as run, climb, squat, look and shoot in any direction required.

"The graphics look superb and the game includes many of the original Bond characters and scenes that made the movies great to create an astonishing level of authenticity."

To tighten up the difficulty and realism Bond cannot recover from being hit and once the body armour has been destroyed the mission is over. Also, only two weapons can be carried at any one time, making tactical decisions a necessity. Driving sections are also expected to be included in the game, so hopefully there will be some classic chase scenes to get involved in. The graphics look superb and the game includes many of the original Bond characters and scenes that made the movies great to create an astonishing level of authenticity. There are over 12 levels to contend with in all, which include some of Bond's earlier opponents, and there are also several bonus levels.

Boasting in-game special effects only made possible on the N64, *GoldenEye 007* looks set to be another stunner on its release later in the year. 64

Hexen 64

● Publisher/Developer: **GT Interactive**
● Released: **Third Quarter**



Slash, kill, maim, slaughter — it doesn't get much better than that on the 3D kill fest Front and GT Interactive's *Hexen* is the latest game to throw its hat into the Nintendo 64 ring...





Hexen was originally based on the *Doom* engine created by id Software and was the next logical step in a long line of slash and bash games. The graphical qualities created by *Doom* where given an overhaul and introduced to a completely different atmosphere. The developers also added the ability to jump from platform to platform, over walls and across gaps, introducing an extra element to the gameplay. In its early incarnation on the PC *Hexen* was unique for these reasons, making the prospect of its release on the N64 a mouthwatering one indeed.

Much like *Doom 64*, *Hexen* has been seriously reworked to create an even more intimidating atmosphere, although the developers are being careful to ensure that the emphasis of the game remains firmly on playability. An interesting result of this is that the monsters and other characters have been retained in their original sprite format, so that more of them can be packed onto the screen at the same time. This is less disappointing than you may think, as it has been well documented that the 3D monsters in games such as *Quake* came at you in far fewer numbers than in *Doom* and certainly failed to induce the panic stricken fear found in the original game.

With the N64's advanced technology scaling sprites no longer creates the visual problems found on past machines and there is little or no pixilation to contend with, which is sure to raise spirits all round. The level layout has received the most attention though, because the power of the N64 has allowed the programmers to add features not found in any other versions of the game.

The most exciting prospect is the rumour that the programmers are including the option for four players to fight one another in a death match mode. Anybody who has experienced this before will applaud the move to include it in the game. All four players will be in on the action at the same time and the screen will be split so that every player has the same view. The only downside to this is the possibility that smaller viewing areas and the distraction of the other players being on screen at the same time may lessen the suspense created within the environment. Until we get our hands on a copy though, we'll reserve judgement. 64





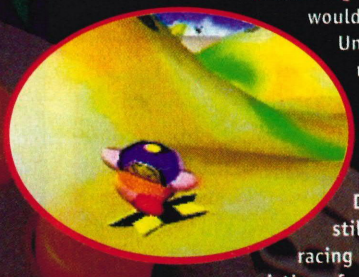
Kirby's Air Ride



- Publisher/Developer: **Nintendo**
- Released: **Fourth Quarter**

It's always good to see a well loved character return on a new format and Kirby's anticipated arrival on the N64 is no exception. We attempt to track down some more information on the transformation of Nintendo's Hoover headed hero!

The old vacuum cleaner returns in another outing from Nintendo on the 64 and this time takes an air board with him. In previous titles, Kirby always had the habit of sucking things up that were more than twice his size and then absorbing them in a stomach that must have been a bottomless pit! In return for swallowing whatever it was he dragged in, Kirby would gain a different special power.



Unfortunately it is rumoured that Kirby may have lost this unique ability in the new version. If this is the case, *Kirby's Air Ride*, while still a cool looking game, will become little more than another cute racing game.

Despite the concerns about the game it still has plenty going for it, including racing over lots of bizarre race courses, consisting of many curvaceous environments with similar visuals to those found in many other Nintendo games. These include plenty of green fields, filled with cloud shaped trees, bright blue oceans and other Marioesque visuals.

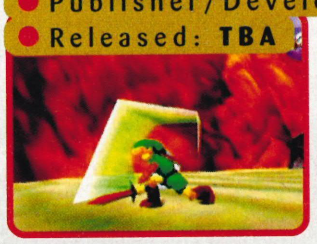
As would be expected these improvements to the look of the game have moved Kirby on considerably since the days of chequered table cloths in his first appearance. Kirby himself looks to have developed a bit of street cred as well, with his reversed baseball cap and air board adding to his essential cool. Even so, he retains all his main characteristics that made him so loveable in the first place.

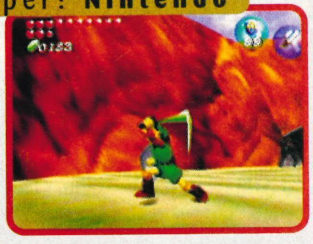


Originally the game was designed to randomly generate race courses on the fly, but whether or not this will be incorporated into the final product has yet to be seen. The game still has a great deal of development required before it is ready for release and things could still change drastically. The game has already had one face lift and looks far better for it, but as to what the game contains and whether there are adventuring elements or not is still unconfirmed. As soon as we know exactly what's being done to Kirby, we'll bring you the information. Until then it's a case of wait and see. 64

Legend of Zelda 64

- Publisher/Developer: **Nintendo**
- Released: **TBA**









Since his first appearance on the NES, Link has become a household name among Nintendo enthusiasts, now the N64 version of *Zelda* looks set to bring him to the attention of a new generation of gamers...

All the previous *Zelda* games have been massive, worldwide successes, creating a hero in the form of central character, the youngster Link. Nintendo are now hoping that the eagerly awaited N64 version of the epic adventures of Link won't let the family history down. Fortunately there should be little to worry about there as this game looks set to become one of the largest adventures ever to hit any home console system.

To ensure the size, depth and quality of gameplay required to keep Link at the top *The Legend of Zelda* will be the first new title to use the N64 add-on known as the 64DD. The disks have several advantages over cartridges as they can store more information, making games using them much bigger than ever before.

The game keeps its original theme, combining both action and adventure, but unlike its predecessors, *Zelda 64* is completely 3D. The graphics themselves retain some of the characteristics from the older games, but everything appears to be darker allowing for a much moodier, more intense atmosphere than ever before.

The adventuring side of the game retains a great deal of the style and quests from the previous titles, with plenty of exploration and interaction required to proceed. The graphics also retain their original style with Link himself still wearing his old outfit (It must be kicking up a bit by now!), but other monsters and characters have yet to be seen.

The boss characters will be of particular interest as it is said they are vastly more complex both in combat abilities and visuals than ever before. Although the graphics are taking shape, it's unlikely that the game will be completed until next Christmas, but expect plenty of updates along the way. 64

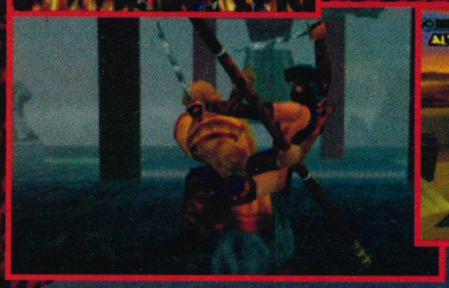


Mace: The Dark Ages

● Publisher/Developer: **Midway**
● Released: **TBA**

The fight to be the king of the N64 ring is hotting up, with *Mace* just the latest in a long line of eager challengers looking to take the crown.

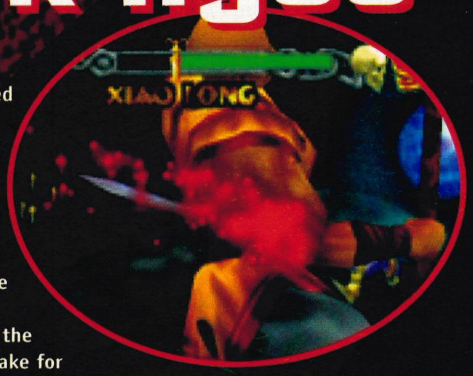






Although there are plenty of 3D fighting games out there, the N64 is virgin territory and has yet to see a complete game, but rest assured several are on the way. Some such as Konami's *Ganbere Geoman* may never be released anywhere else but Japan, while others will get to fight fans both in the US and Europe.

Much like the brilliant *Killer Instinct*, *Mace: The Dark Ages* from Midway is to be released in the arcades before it makes its debut on the N64. The game follows a similar style to *Soul Edge* by Namco, with the fighters being equipped with weapons and associated skills, rather than relying on just their bare fists to take them to victory.



The latest technology has been used to motion capture the moves before introducing them into the program and should make for some of the most impressive animation yet seen. The characters themselves are an odd bunch, but all look superb, while a great deal of attention has been paid to ensuring they all vary in their appearance and moves. The eleven characters, include an axe wielding Viking, a sword swiping ninja and a blind monk with a long stick, each have a wealth of moves and combos. Even though this is originally destined for the arcade, the N64 effects are already evident in the early screenshots of the game. Transparency of clothing, perfect texture mapping and clever light sourcing all suggest the port over could be the closest thing to perfection since Cindy Crawford last slipped into something a little more comfortable.

The look and feel of the fighting arena is equal to the quality of the characters, with moody backgrounds full of menacing visuals unlike anything seen in other fighting games.

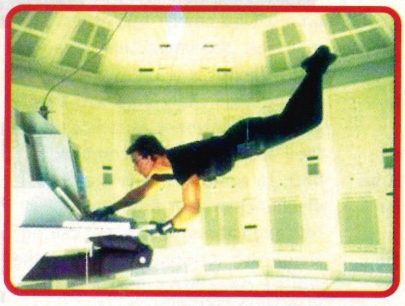
If the conversion to the N64 is anything near perfect this game could easily defeat other titles in the same market. At the moment things look to be on course, keep 'em crossed until we get more information. 64

Mission Impossible

● Publisher/Developer: **Ocean**
● Released: **Third Quarter**







One of the most exciting movies of last year is all set to explode onto the N64. You have 30 seconds to read the following message before it self destructs — or something!

The recent *Mission Impossible* film starring Tom Cruise was an all action thriller that took the premise of the cult sixties TV series and adapted it to the big screen. All of the quirky little gadgets and gizmos from the original series were retained by the movie and the same is true of the video game.

The game takes the form of a spy based adventure and, like Tom Cruise in the film, the player must adopt a variety of cunning disguises in order to progress to the later levels. Although there are always opportunities for getting involved in gunfights, the real key to success will be the ability to sneak around the levels, avoiding unwanted attention, in order to complete your mission.

The game is very early in development at the moment and graphics are hard to come by, but what there are look amazing. However, unlike the visuals, the plot and contents of the game have come to the surface. The most eagerly anticipated aspect of the game is the artificial intelligence of the enemies, which is expected to revolutionise what we will expect from our games. In the past games have always had a predictable pattern to follow but new games are introducing much more complex pattern making with more thought required to outwit the enemy.

Mission Impossible requires the player to think a great deal more than is usual in first person perspective games. After all the vast majority of these games simply require you to blow your opponents heads off. This is very different.

At the end of the day the most intriguing prospects thrown up by *Mission Impossible* the game are created by this change of emphasis. Most players, used to killing and maiming in this style of game, will have to learn new skills to out fox the bad guys and save the world.

Find out more when we take a closer look at the game in a future issue. 64



Quake

● Publisher/Developer: **Midway**
● Released: **TBA**

If its fear you want; that's fear in its purest form; cold, naked fear that leaves you stripped of any semblance of humanity, *Quake 64* is gonna be right up your street...

Although it has only just been announced that *Quake* will be making an appearance on the N64, the amount of interest and excitement has been incredible and the first shots of the game are eagerly awaited. The game is by far one of the hottest titles on the PC at the moment and for a good reason. With its immersive environment and punishingly addictive levels, there are few games that can match its high calibre of excitement and sphincter-clenching atmosphere.

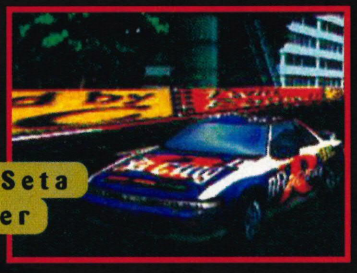
The N64 version is to be programmed by the same team that created *Doom 64* and is quite likely to have many similarities. The reason for this is that *Doom 64* has been advanced way beyond its original version, making it a great deal closer to the qualities found in *Quake* than ever before. The only enhancement required to turn *Doom 64* into *Quake 64* is to add 3D characters rather than sprites. Using 3D characters unfortunately means that fewer creatures can be fitted into a single room and this changes the gameplay dramatically. Although it means that there's still plenty of shooting to do, the sheer panic induced by the numbers of enemy on *Doom* cannot be reproduced in *Quake*.

Instead the game relies more on producing fear through the intelligence of the enemy, making them jump out of the dark shadows, rather than running towards you guns a blazin'. Add to this the anticipation of attack generated by the laboured breathing and tortured screams that you hear continuously as you travel through the dank, barely lit environment; for the ultimate cocktail of perceived excitement to come and sudden adrenalin pumping action.

Whatever the outcome, *Quake 64* is guaranteed to be the best version yet. Keep 'em peeled for continuous updates. This is one game we can't wait to get our mitts on! 64

Rev Limit





● Publisher/Developer: **Seta**
● Released: **Third Quarter**

Push the pedal to the metal and burn some rubber as Seta's contribution to the plethora of N64 racing sims gets its first real test drive...

As this preview section has highlighted there seem to be more than a few racers just about to accelerate onto the Nintendo 64 market at present. All of the ones we've looked at appear to have tremendous potential, but *Rev Limit* certainly sets the standard in the stunning visuals department.

The graphics include a huge amount of detail and the game wouldn't look out of place in the local arcade. It looks very similar to other driving classics, such as *Ridge Racer* by Namco, and has the same bright graphics and beautiful scenery that these games boast. The cars themselves also look similar to those found in *Ridge Racer*, but appear to be much more detailed and realistic due to the N64's graphical capabilities. Judging by the number of dials that can be seen on screen, realism plays an important part in the game, which makes a change from the racing games that have been released so far. The realistic handling of the car could be the best yet on any format and the quality of the tracks should more than complement this. The ability to do powerslides has become extremely popular, especially in Japan, and will no doubt make an appearance at some stage, which will be a true test of how much the game has to offer in terms of genuine authenticity.



"The realistic handling of the car could be the best yet on any format and the quality of the tracks should more than complement this."

Each vehicle has more than the usual differences in performance, such as speed and grip. They also have the weight of your car included, which affects the overall performance on the different tracks. The weight also makes a difference when colliding with other cars and being heavier could well be an advantage in such situations.

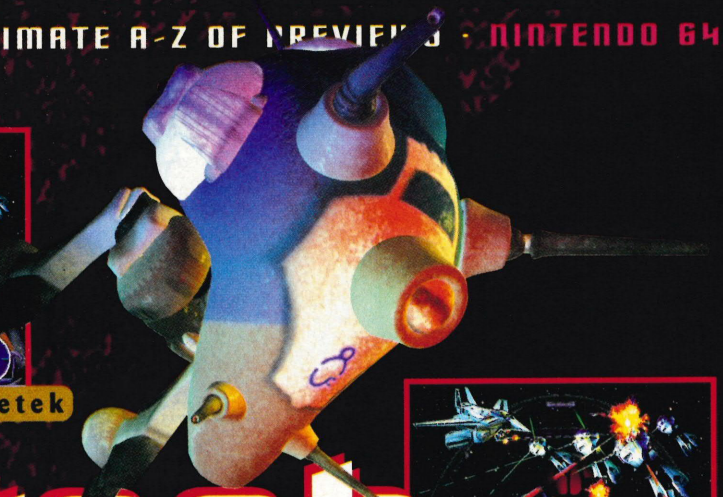
The intelligence of the opponent cars will also be of interest and could make the races more than just an effort to get around the corners, as it will be a real challenge to overtake another competitor. Hopefully the more aggressive the opponents are the better, as long as the game doesn't feel unfair.

As with all the racers that have been released so far the game will be controlled using the analogue joystick, which should make driving the car more realistic, with the ability to more accurately judge the amount of turn necessary when steering around a corner.

The only worry at present is the frame rate, which appears to be a little sluggish. However, the final version is still far from completion, so it's really way to early to attempt to judge the game's final potential. 64









● Publisher/Developer: **Gametek**
● Released: **Third Quarter**

Robotech
Crystal Dreams

The Future is bleak. Earth is under attack by an alien fleet and hope is fading fast. Hang on a moment, haven't we heard this scenario a million times before? Well yes, but it has never been implemented in quite such a stunning way as that found in this stunning adventure from GameTek...







▼ **Prepare for some fast paced and explosive shoot 'em up action when *Robotech* the game blasts its way onto an N64 near you very soon.**

▲ **Strap yourself in and get ready to face the Zentraedi race.**

Robotech is a name that may be familiar with many of you who like to watch the animated television series. It soon became a cult cartoon series after its original broadcast several years ago. However, it is not until now that the animation classic has been turned into a console game and it is probably only the advanced capabilities of the N64 that can really do it the justice it deserves. After all, with the cartoon series generating such an enormous and enthusiastic following, there is inevitably a great deal of interest in the title, which means *Robotech* the game needs to be of the very highest quality possible.

The completely new saga created for the N64 is called *Crystal Dreams* and it sets the player deep within the *Robotech* universe during a surprise attack on Earth by the evil Zentraedi race. The player takes control of a former combat pilot, who has wasted his enormous potential and ended up working as a news pilot. However, as you've probably guessed, he soon gets called upon to save the human race when he goes to investigate a massive and mysterious crystal asteroid.

Early reports indicate that there will be plenty of action to keep the player occupied while travelling through the different levels of action. This involves battling through a wide range of Zentraedi ships, including the Zentraedi Warriors and the powerful Officer's Pod.



Other foes include the Crystalline Ebolian Legions and renegade members of the Robotech Defence Force. To combat these enemies the player can take control of a range of fighter ships, all of which possess a wide range of different abilities and weaknesses.

One clever aspect of the game is the way the story unfolds within the game, reacting instantly to every decision and action made. This makes the game far closer to a real life experience, where the final outcome is far less possible to predict and could change depending on the direction of the decisions you make.

The game is in its early stages of development at present , but it looks to have all the potential to become a classic, with fast paced action and massive explosions the order of the day on every level.

The game's frame rate is also questionable, but there is a long way to go and the complex programming being utilised should soon have everything performing properly. We'll have a full look at this stunning shoot 'em up very soon. 64

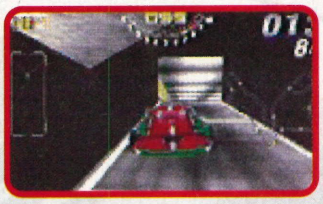
● Publisher/Developer: **Midway** ● Released: **TBA**

San Francisco Rush



The streets of San Francisco are no place for the faint hearted, but if it's high octane racing you're after... Well that's another matter!







Yet another racing game set to storm onto the N64 soon but this title will first make its appearance in the arcades. The game involves several players racing around San Francisco in a mad dash to be first to the finish line.

Quite unique to this game is the ability to take short cuts through the streets in a bid to get to the finish line more quickly, but of course penalties have to be paid for using such routes with hazards liberally spread along the tracks. However, if you've got the bottle to make a mad dash for the line, you'll see yourself shave seconds off your final time. That's if you don't get taken out by any of the obstacles of course!

The streets themselves are all seen from a full 3D perspective and the textures used on the polygons are all digitised from photographs of real buildings, giving the visuals an unsurpassed quality. The tracks themselves have been constructed using genuine street maps, so the small majority of players actually from the city will have an unfair advantage! However, the realism ends there, with the routes for courses covering every conceivable part of the city, ranging from such unlikely places as the sewer to the city park. This is one race where rules are completely out of the question!

The cars themselves look less realistic but the handling should be as close to the real thing as is possible when involved in a mad racing game. There is also a choice of cars, ranging from the easy to handle, but painfully slow, to the too hot to handle speed monster that only the well practiced will be able to use with any degree of real success.

Overall the game is looking to be great fun, but whether or not it will convert well from the arcade to the console has yet to be seen. The chances will be the number of players will be reduced down to two rather than the eight possible in the arcades, but otherwise it should be arcade perfect. 64

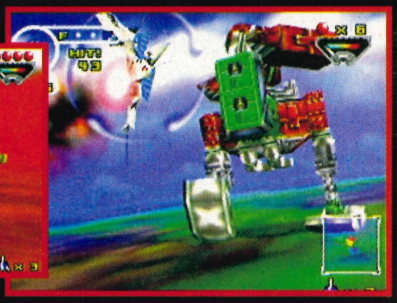
Starfox 64

● Publisher/Developer: **Nintendo**
● Released: **Third Quarter**

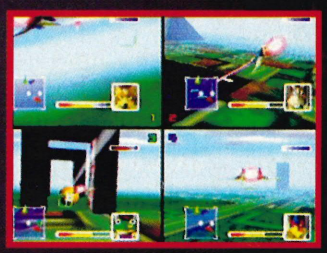








"Their mission is to create a new version of the classic that is every bit as groundbreaking as the original Starfox was on the SNES."



Starfox known as *Starwing* in this country was one of the most successful games on the SNES. The game used the latest technology to produce a game unsurpassed by any other on the market at the time. The cartridge included a chip which made it possible to shift a great deal of polygons around the screen and gave Argonaut the opportunity to create a stunning game.

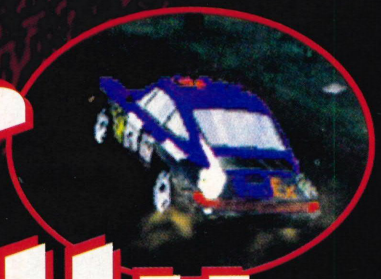
In fact it was the first 16-bit cartridge to feature 3D polygon graphics and rapidly became an instant smash. Due to this, expectations for its 64 counterpart are enormous and demand among the game's diehard legions of fans for information of any kind on the final product is insatiable. This places a massive degree of pressure on Argonaut, who have once again been given the licence to produce *Starfox 64*. Their mission is to create a new version of the classic that is every bit as groundbreaking as the original on the SNES. This is no mean feat, but it does appear to be one that they are fully capable of achieving with style.

On the other hand a disappointment to some gamers is the fact that the game has been kept linear. This will almost inevitably mean that *Starfox 64's* levels will lack the freedom enjoyed in most games of this type created at the moment. To compensate for this it's expected that a two player and possibly four player, split screen option will be added to the game. The visuals also look like they are still in need of a polish, but the game is a long way from completion, so this can be rectified. To add to the playability it's possible to use a land based craft, as well as the usual aircraft, a novel touch that is a departure from the original.

The plot retains all the original characters, including of course Fox McCloud and his mates, but the forces of good have a new adversary in the evil shape of Star Wolf. To keep the player up to date with the plot, there is information at the end of each section, but instead of using the commonplace FMV, everything is presented in a polygonal format.

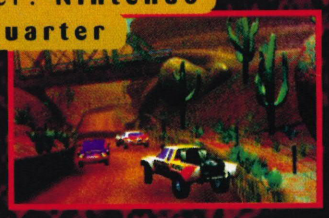
Although the game looks a little short of visual appeal at present, you can guarantee that *Starfox 64* will play like no other and fans of the original will have nothing to fear. 64

Top Gear Rally



- Publisher/Developer: **Nintendo**
- Released: **Fourth Quarter**



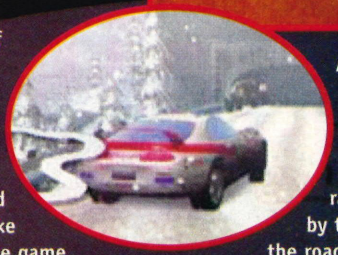


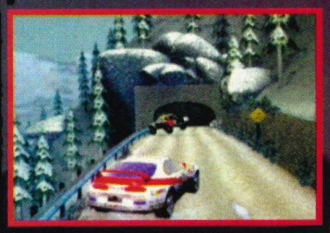
No this isn't an adaptation of the popular BBC2 television series presented by Jeremy Clarkson. Instead, it is another update of a classic SNES game, this time the theme is rally driving and Nintendo look to have a big 64 smash wheel spinning onto the shelves...

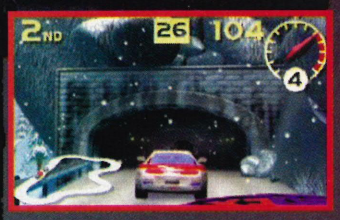


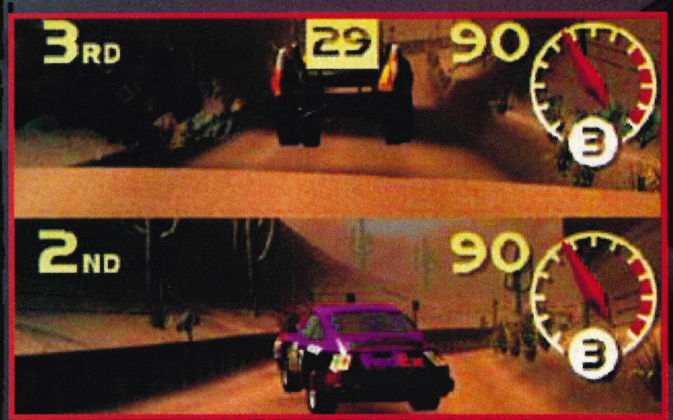
The first *Top Gear* originally came out on the SNES and ended up being one of the most popular racing games ever to come out on the console. It was one of the most accurate and realistic recreations of the popular sport of rally driving and offered the gamesplayer a real test of dexterity and control. All of these elements of the original will be retained in the new N64 version, except that the graphics will make use of the exciting 3D technology the powerful new console has to offer.

The restrictions of sticking to the road found in all other race games has been taken away meaning that new scope has been added to the game. Much like *San Francisco Rush* the game will provide the opportunity to take short cuts but will also allow the player to explore the play area in a way that sets the game apart from the run of the mill racer. This is a vital quality in any N64 racer, as there are so many big racing simulations, covering every aspect of car racing, currently in production.









"Its smooth feel and slick graphics place it firmly in the fast lane and Total 64 predicts that this will be one of the biggest N64 racing sims on the market."

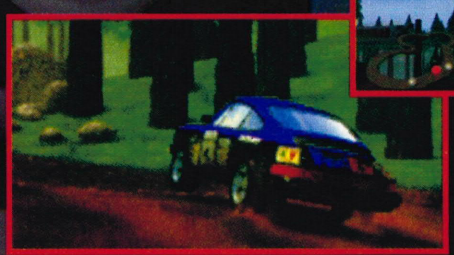
Anything that fails to provide something unique will rapidly be left by the side of the road by sleeker, faster models. Fortunately *Top Gear Rally* looks like it will be one of the racers doing the overtaking. Its smooth feel and slick graphics place it firmly in the fast lane and Total 64 predicts that this will be one of the biggest N64 racing sims on the market.

By the time the game is complete there should be up to ten vehicles available to select from, each with their own handling abilities. As always some cars will accelerate faster than others, while less nippy vehicles may hold better on the corners or have a higher top speed. We've also been told to look out for some of the hidden cars that will be in the game, although the validity of these rumours is still open to question.

The handling of each of the cars is expected to be unique with no two cars being alike. The cars will also be able to roll in crashes and the resultant damage will affect their performance in the rest of the race. Another interesting addition to the gameplay will be the jumps that will be found on some of the tougher stages. The number of tracks on offer is, at present, unclear, but expect there to be enough to satisfy anyone's appetite for high speed rally action.

Overall the game is looking to be shaping up nicely, so expect further reports it in later issues. 64





▲ **Top Gear Rally looks like becoming one of the slickest racing games ever to hit the streets, as our shots indicate.**

SIGHTINGS

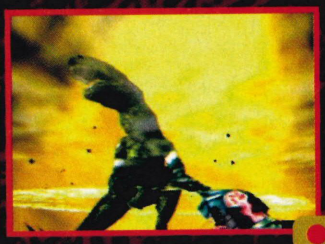


IT'S OUT THERE!

INVESTIGATING ALIEN PHENOMENA

Turok: Dinosaur





● Publisher/Developer: **Acclaim Entertainment**
● Released: **Second Quarter**



Dinosaur hunting is an occupation that is generally considered to make getting cheap insurance a very tricky proposition. Despite this there should be no shortage of eager takers for the position when this stunning, fast paced adventure roars onto the shelves soon...

Based on the all-action adventures of Turok the dinosaur hunter in the comic books, this thrilling adventure looks set to take the N64 by storm. After all, dinosaurs have had a bit of a renaissance recently. *Jurassic Park* brought dinosaurs back to life with some of the most realistic graphics and animation yet seen. Silicon Dreams, creators

Dino death dealers!

When it comes to taking out the beasts you'll face on your epic travels, these are some of the hottest weapons available. There are also a few secret weapons to be found in the later stages...



Knife

You'll only want to use your blade as a very last resort when you've either run out of ammo or are conserving it for the bigger enemies that are on offer.

Tek Bow



A high tech bow that Robin Hood could only dream of. Will take most enemies out with a few well placed shots from distance, but be warned, it's useless against some of the advanced enemies.

Pistol



The first stage in packing some serious heat. It's a fairly basic weapon that can hold its own as long as you pick up ammo clips, until you discover one of the stronger automatics.



Assault Rifle

Now we're starting to get somewhere! This little beauty can take out dinos in three round bursts and the bonus is it uses the same ammunition supplies as the pistol.

Shot Gun



When the battle is up close and personal the shotgun will dispatch most beasts to a bloody death. This is even more true if you can get your hands on the explosive shells.

Automatic Shotgun

The same applies for this killer weapon, except you don't have to worry about pumping another round into her, she'll just keep on firing. Will take the explosive shells as well.



Grenade Launcher

This is another step up in the destructive stakes and its guaranteed to please fans of mass mayhem everywhere. It'll take out pieces of the landscape as well as the enemy.



Pulse Rifle



The perfect weapon for the hunter that likes to keep things at a distance. The pulse rifle fires plasma bursts and can be easily reloaded by collecting the energy cells.

Mini Gun

Without doubt the fastest, most exhilarating weapon on offer, the mini gun is sure to take out everything in its path. However, it goes through ammo as fast as a knife through butter.



Alien Weapon

These will be left behind by the slaughtered aliens and can be





Hunter

of the outstanding computer generated graphics in the movie, have also been heavily involved in the production of the N64,

The ultimate goal of your epic adventure through terror-filled jungles is to seek out and destroy The Campaigner and his army of bionic dinosaurs before they take control of time itself through a device known as the Chronosceptor.

> "The dense jungle overgrowth also adds to the visuals, to create a brilliant atmosphere for the gameplay and is conducive to generating some genuinely heart stopping moments as you stumble through the undergrowth."

which can only be a good thing for the N64 buying public. Lets hope this also benefits the look of *Turok: Dinosaur Hunter*.

Turok has to have some of the best graphics ever seen on a console game with stunning animation and some very special effects, which don't look far off real movie quality. The dense jungle overgrowth also adds to the visuals, to create a brilliant atmosphere for the gameplay and is conducive to generating some genuinely heart stopping moments as you stumble through the undergrowth.

The aim of the game is simple – hunt dinosaurs and kill them using a variety of lethal weapons. The number of weapons emphasises what this game is all about with fifteen being available and some can even take more than one type of ammunition, allowing for explosive bullets to be used in shotguns etc. (Check out the box out for more details).

One of the most unique aspects of the game is the way in which the control pad is utilised. Instead of the usual left hand controlling the analogue thumb pad, the right does it, while the left holds the D-pad. The trigger underneath the pad is the only button that is used during the gameplay. Very few people are used to having to use the right hand to move things around and this is something that takes a bit of time to get used to, but this is yet another example of the mould breaking attitude of the N64 and this game in particular. Check out a full review in the next issue of Total 64. 64





picked up to add to your arsenal. They fire anti-matter charges that create one hell of an explosion.

Quad Rocket Launcher



As the name suggests this is a rocket launcher capable of terrible mass destruction. Works on the same premise as its baby brother, but creates an even greater area of devastation.

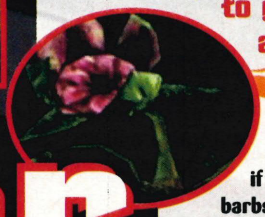
Particle Accelerator



An interesting weapon to use that fires a high energy blast at the enemy. It is bound to excite the devil in us all as it turns those it hits into a quivering lump of jelly.

Know your enemy

The life of a dinosaur hunter is never an easy one and with creatures like these out to get you it's not going to get any better!



Killer Plants

These vicious veggies come complete with razor sharp teeth. They'll give you a nasty nip if you get too close and will fire their stinging barbs at the unwary.

Per-Lin



As if your common gorilla wasn't scary enough, these chimps have come from outer space! They may not be quick but they're armed to the teeth and will shoot deadly fireballs.

Sergeants



What they lack in intelligence these meat heads more than make up for in the muscle department! They're armed with pulse rifles and will keep on coming when the going gets tough.

Cyborg



These elite fighters cannot be damaged by your arrows or shotgun blasts. They make human enemies look like nine stone weaklings and are protected by steel-plated body armour.

Demon Lord



You'll never know when to expect an attack by these leaders of the ancient warrior clans. They can teleport at will, which makes them almost impossible to track down.

Triceratops



A massive killing machine, that will crush the unsuspecting dinosaur hunter in the blink of an eye. As if that wasn't enough they also pack dual rocket launchers!

Raptors



Normal raptors are defenceless at a distance and can only attack Turok when he strays to close. However, these bio-engineered killing machines mutate later in the game.

Thunder



Whatever else you do in the game, entering Thunder's Pit could be the last thing you remember. Displease the Campaigner and you'll be thrown to the merciless Thunder!

War Gods



- Publisher/Developer: **Williams**
- Released: **Third Quarter**

In the great tradition of *Mortal Kombat*, Williams are planning to launch another beat 'em up game on the N64. *War Gods* is the name of the game and it is claimed to contain some truly unique characteristics.

The scenario for this beat 'em up is simple – the power of the Gods is in the hands of the player and it must be used to overcome all the opponents you'll find within the game. The concept for the game is lifted directly from the arcade game of the same name and the N64 version will also use the same real-time 3D movement utilised in the arcade version.

Within the game you must take on ever stronger opponents as you progress through the levels of combat. You can take your pick from a selection of ten warrior Gods to make the challenge and can then put them through their paces as they run, jump, punch and fire projectiles at the opposing forces.

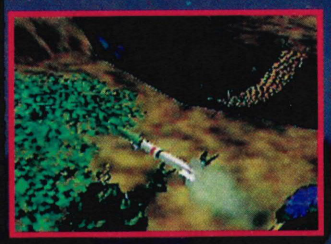
One of the big claims being made for the game by Williams is that it is the first fighting game to allow the fighters to move through a 360 degree range of motion. If this is the case you will be able to launch attacks from anywhere on the screen, with the game making use of depth perception to create the feel of hitting an opponent from the different angles on offer.

As always *War Gods* will be packed with secret characters, difficult to master moves and a range of combo attacks. There looks to be a real edge to this beat 'em up and it's sure to be another classic when put through its paces in two player mode. As soon as we get the chance we'll be doing just that and bringing you our in-depth results. 64

"It is the first fighting game to allow the fighters to move through a 360 degree range of motion."

Wild Choppers





- Publisher/Developer: **Seta**
- Released: **Third Quarter**

It's time once again to get your chopper out and take it into places unknown. It's a dirty job, but some brave pilot out there has got to do it!





The name *Wild Choppers* may have generated some mirth in the Total 64 offices, but that's because very few of us have ever escaped from the schoolboy humour so beloved of Reeves and Mortimer. Sadly the name of the game actually, and quite obviously, refers to the second helicopter shoot 'em up in the Nintendo 64 line-up, with the other being *Blade and Barrel*.

Wild Choppers has moved into its later stages of development and includes much more than just stunning explosions and special effects. Although fancy explosions, transparency effects, anti-aliasing etc. are all very impressive, the sheer power of the N64 means that these special effects are quickly becoming common place and the quality of the game will need to shine through. *Wild Choppers* certainly seems to meet all the essential requirements, with great visuals and also a complex and involving game to boot.

"Wild Choppers certainly seems to meet all the essential requirements, with great visuals and also a complex and involving game to boot."

The game has many missions, each containing objectives that must be successfully completed in order to move onto the next, even more deadly stage. The objectives included range from rescuing hostages and destroying radars to storming enemy bases. The missions are played over a variety of different landscapes and are very similar to those found in other enormously popular chopper sims such as Virgin's *Black Dawn* and EA's *Soviet Strike*.

The control method follows *Turok's* example and utilises both the directional pad and the analogue stick but, as if this wasn't enough to keep your hands full, the buttons to the right of the pad also select the weapons and change the camera angle. Whether this method of control will be too complex we'll just have to wait and see. At the moment it's still too early to make any predictions, so stay tuned for more chopper action in future issues. 64





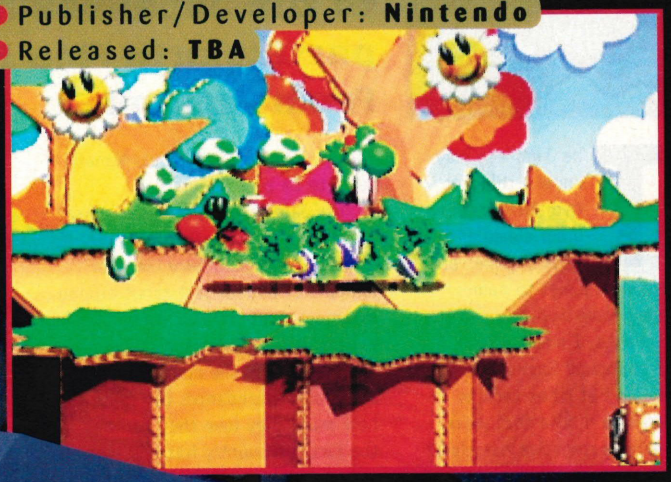


▲ Mario's loveable mate is back for more fun and games on his island.

Yoshi's Island 64

Mario's mate Yoshi the dinosaur stomps onto the N64 in his own unique game. It's based on the original SNES game, but promises to be much more high profile than the original.

- Publisher/Developer: **Nintendo**
- Released: **TBA**



"The game was created by the genius Shigeru Miyamoto, the creator of virtually all of Nintendo's classics and he will be creating the new Yoshi's Island."

By the time the original *Yoshi's Island* had been released on the SNES many gameplayers had moved onto the next generation of consoles. This was an unfortunate loss as Yoshi contained many new and unique gameplay mechanics.

The cartridge included a similar chip to the one found in *Starwing*, meaning that polygons could be included into the game. This improved the gameplay vastly with many new techniques having to be adopted to survive torturous obstacles.

The use of polygons on top of the usual sprite and flat background design was a greater leap forward than many gamers recognised.

The game was created by the genius Shigeru Miyamoto, the creator of virtually all of Nintendo's classics, and he will be creating the new *Yoshi's Island* environment, but at present there is not a great deal of detail to go on. Although you can guarantee that mip-mapping and anti-aliasing will be used to keep sprites looking perfect. However, information on whether or not players will be able to walk in and out of the screen has yet to be announced, so watch out for more news soon.

With Miyamato at the helm you can expect all of the quality of the original plus a wealth of new gameplay characteristics to be on offer.

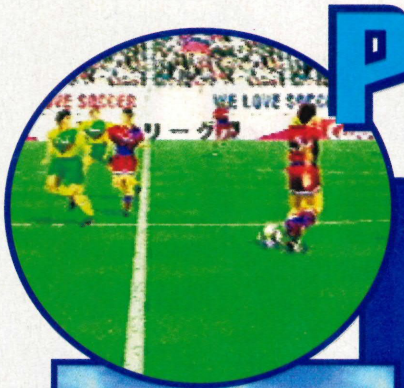
There is also no doubt that most of the Mario gang will make an appearance at some stage. As always we'll keep you posted on all future developments as and when we get them. 64



Sports On The Ball

J League Perfect Soccer

- Publisher: **Konami**
- Released: **Second Quarter**







▲ **This panned-out view may not be the best way to watch the footy action, but it gives you an idea of how good the stadiums look.**

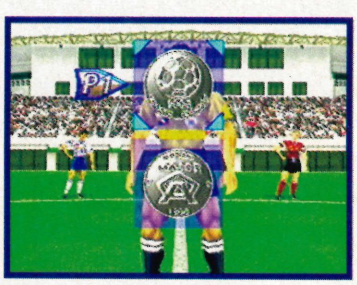
To the English *Perfect Soccer* means thrashing Holland 4-1, to the Japanese it means a particularly fine footy sim From Konami.

The Japanese may know a thing or two about making great consoles and superb games but when it comes to names, they come well down in the rankings. I mean, c'mon *J League Perfect Soccer*? Saying that, you only have to look at titles such as *FIFA* and *Actua* to realise that we're not much more imaginative ourselves! Still, it's not the name that counts, it's the game itself and in *J League Perfect Soccer*, Japanese developers Konami seem to be on to a winner.

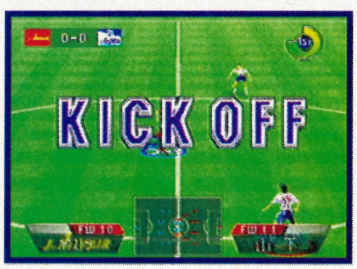
The Japanese are fanatical about their football, well, they must be — after all, they paid Gary Lineaker millions of pounds just to sit around moaning about his toe. Aside from the expensive imports though, you only have to look at the country's stadiums and crowd attendances to realise just how much they love their football and the fact the country has just won the right to co-host the 2002 World Cup, is sure to make the game's popularity reach fever pitch.

With all the excitement surrounding the nation's impending World Cup duty, it's not surprising to find that some of the N64's first sports releases are based around the country's national football league, the J League. And it's as a team from this league that the one to four players of *Perfect Soccer* can participate in either a various number of friendly matches, or a full knock out tournament.





▲ **It's not your usual fifty pence piece, but there's no mistaking the traditional pre-match coin toss!**



Whether partaking in a friendly or a tournament, before taking to the field, players have to pick their team (presumably from the real players) and decide upon their tactics. Now 'tactics' is a word that's likely to fill lots of gamers with immediate dread, but *J League Perfect Soccer* doesn't get itself bogged down in man-to-man marking, set piece routines and the like. Instead there are enough variety and options available, to ensure players can set up their team exactly how they want it but they can, equally, ignore it altogether should they prefer.

With the team picked and tactics sorted, it's straight out onto the pitch, where *J League Perfect Soccer*

Scene!







▼ Coloured circles at the feet of the players indicate when they're human controlled.

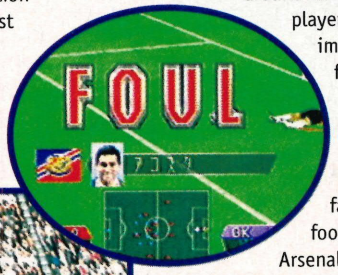


▲ TOTAL 64 scores the winner!



◀ We can't make out the names but *Perfect Soccer* has real players from the J league.

immediately grabs the attention with some stunning visuals. The virtual stadia look absolutely superb and the players run about seamlessly. One of the things that has dogged footy games on the PC and 32 bit consoles, has been the use of motion capture animation. Whilst motion capture gives a more realistic look to the players, it also slows the game down, as the execution of moves isn't necessarily instantaneous. The problem is that each character running around on the pitch must complete the move they are executing, before they can go into another move. So, for example, if you've a player running down the wing with the ball at his feet, you must allow him to finish his run cycle before you can pass, or cross the ball, say. The result is a frustrating delay between pressing a button and seeing the requested action implemented. With *J League Soccer* there's no such problem. The character sprites run around fluidly and respond to players' every command immediately. Apart from making the game much more playable and less frustrating, this has allowed for faster, more flowing football (something Arsenal fans will, no doubt, be horrified about). If ever there was a 3D footy game that came close to matching the speed and playability of *Sensible Soccer*, this must surely be it!





One of the advantages of the N64's button-riddled joypad, is that it allows for a greater number and variety of moves, without having to resort to confusing combinations. Konami have used this well to create a game that, whilst not boasting that many moves, enables players to pull off those that are available with relative ease. Passing and shooting is the usual standard stuff, but chips, crosses, one-twos, back-heels and loads more moves can all be pulled of by the touch of a single button. The danger with having these moves so readily available, is that it could have made the game too easy to master but — thanks to an advanced AI — the computer still poses a formidable opponent, that will challenge the very best. As fun and entertaining as the one player game is though, *J League Perfect Soccer* really starts to shine in the multi-player mode. Up to four players can take each other (or the computer) on in a thrilling head-to-head. Of all the footy games around, on all the different consoles, *J League Soccer*'s multi-player mode must surely rank as the best.

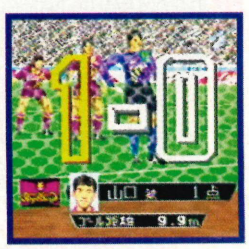
Aside from those already mentioned, *J League Perfect Soccer* is a game that boasts dozens of other great features. Ranging from multiple camera angles to extensive commentary it's these features, along with the fast, highly exhilarating and entertaining gameplay, that should ensure the game will crowned World Champion.

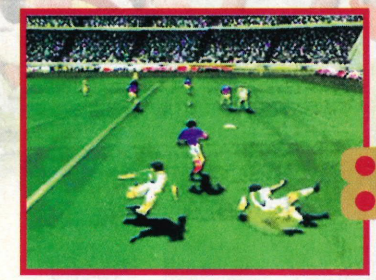
You only have to look at the shots below to appreciate the graphics in *J League Soccer* – there's nothing quite like it.







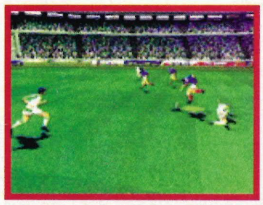




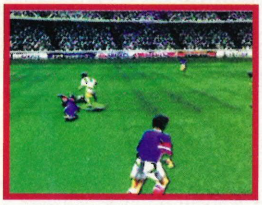
J League Live 64

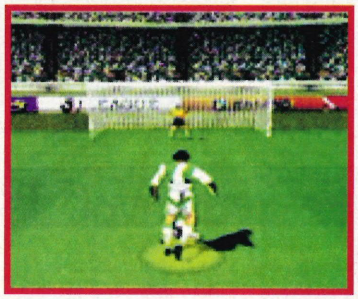
Publisher: **Electronic Arts**
Released: **Second Quarter**

With the full and massive weight of EA behind it, *J League Live 64* is a potential world-beater. Total 64 takes an early look at how the game's coming along.

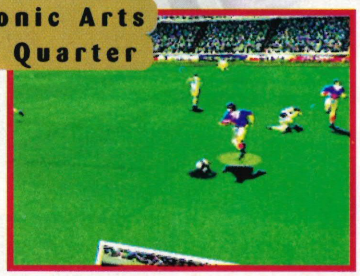


Although little is known about EA's *J League Live 64* at the moment, it's likely to be based around the company's *FIFA* games and will feature all the real teams and players from Japan's own premier football league.





▲ **Motion captured animation will make the game fluid and smooth.**



▲ **A direct rival to *Perfect Soccer*, *J League Live* has a lot to live up to.**

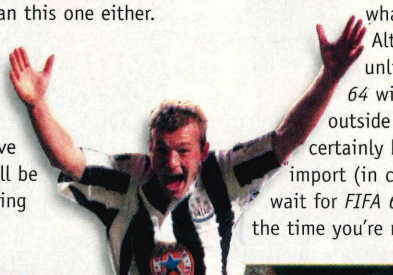
Knowing EA's reputation for classic sporting games, we can expect J *League Live 64* to boast stunning visuals and great gameplay. The power of the N64 should also ensure a much faster gaming experience. *FIFA* on the PlayStation has been criticised by some for being too slow, but we shouldn't hear similar complaints with this version. Graphically, it's hard to imagine any footy game looking better than this one either. With impressive virtual stadiums, fast, fluid animation and loads of alternative camera angles, it'll be almost like watching the real thing!

In terms of content, *J League Live 64* offers the usual exhibition and tournaments modes of play but also promises a league option, that will allow players to try their hand at winning the extremely competitive *J League* title. Not only should this give the game far more long-term appeal than its contemporaries, it should also provide a longer and more sustainable challenge in terms of gameplay.

Best of all though, as with *J League Perfect Soccer*, EA's offering sports a four way multi-player option that should be an absolute riot.

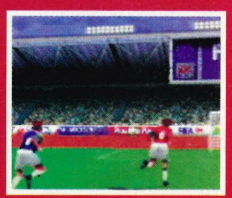
Despite the limited memory capabilities of cartridge (as opposed to a CD), *J League Live 64* features some lively commentary — presumably from one of Japan's leading commentators. Excited and full of energy, this commentary is amusing to listen too, even if you don't understand a word of what's being said!

Although it seems very unlikely *J League Live 64* will ever see a release outside of Japan, it should certainly be available on import (in case you just can't wait for *FIFA 64* to come out) by the time you're reading this. 64

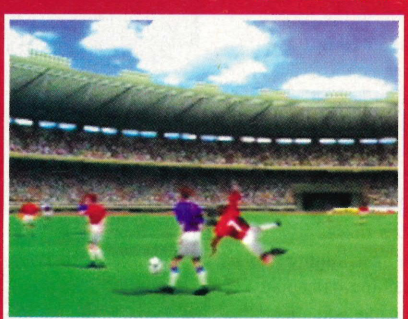


FIFA 64

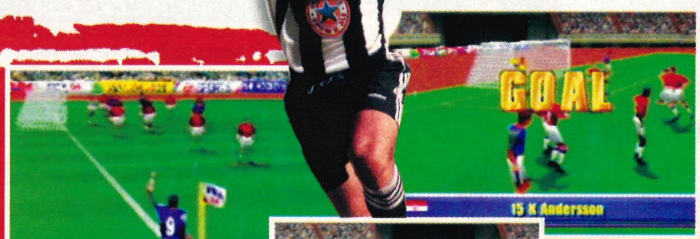
Flushed with the success of their PlayStation *FIFA* series, EA prepare to take on the world with their new N64 version.



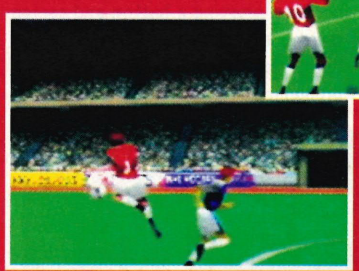
EA's *FIFA* games rank as the most famous in the world of soccer video games but in an increasingly competitive field, names alone no longer count. It's quality that will see one of the N64's footy sims crowned World Champion and it's with this in mind, that EA have been pulling out all the stops on *FIFA 64*. To ensure *FIFA 64* is the best and most playable version to date,



◀ **Expect plenty of spectacular moves, like this scissor kick, from *FIFA 64*.**







◀ **A descendant of *J League Live*, *FIFA 64* will sport similar graphics, but different teams.**

EA's Canadian offices have been working tirelessly, to bring together all the best qualities from the countless *FIFA* games and bundle them all together in a definitive soccer sim. The result of their work is not expected to be seen on release until later this year, but early signs extremely encouraging.

One of the most noticeable improvements over recent *FIFA* games will be the use of a new technique, 'motion-blending'. Motion capture animation breathes life into the players but is flawed by its use of rigid animated cycles. Motion-blending has all the advantages of motion capture animation, but also allows the animated cycles to blend at any point into each other, creating flowing moves.

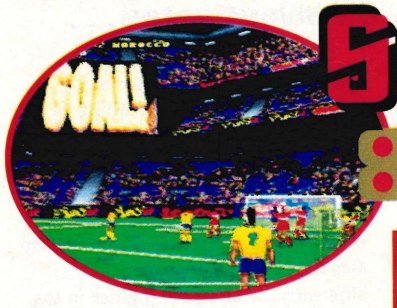
The game will sport national teams from all over the world, with anything up to four players being able to take each other, or the computer on, in a number of different tournaments. 64



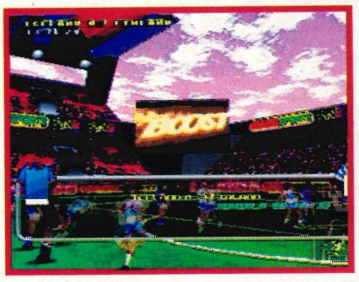
▼ After watching England lose to Italy on the 'hallowed turf' it takes a game like *Actua* to restore your confidence it football.



Actua Soccer



● Publisher: Gremlin
● Released: TBA



Gremlin look to kick the opposition into touch with an N64 version of their classic PlayStation footy sim, *Actua Soccer*.

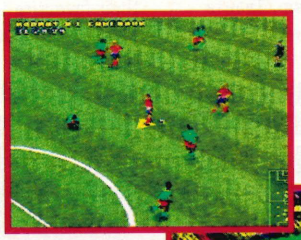
Having booted the competition off the park on both the PlayStation and the PC, Gremlin now look set to do the same on the N64 — but can *Actua Soccer 64* really be a contender?

Although the rumoured N64 version of *Actua Soccer* is unlikely to be a direct port of the PlayStation or PC version, these earlier incarnations should give Gremlin a solid foundation upon which to build. With the general content and look and feel of the game likely to remain much the same, all Gremlin have to do is make sure it's all done even better.

If there was one, consistent criticism of the PlayStation and PC versions, it was that they played far too slow. Hopefully, N64 owners will see a much faster game, with the action speeded up considerably. Apart from this extra speed, *Actua Soccer 64* will also finally see the removal of little bugs, like the dodgy goalkeepers.

Utilising the full power of Nintendo's 64-bit machine, *Actua Soccer 64* should be the best looking version yet. Motion capture animation will give the players an unrivalled quality of movement, whilst the grand virtual stadiums and free moving camera angles will guarantee the action looks good, whichever way you choose to perceive it.

Featuring real teams and players from the 44 different International teams, *Actua Soccer 64* should be a world class game. With any luck, Gremlin will get Barry Davies to do the commentary again as well, rounding off what could be a real aesthetic treat. 64







Olympic Soccer

● Publisher: Electronic Arts
● Released: Second Quarter

It may seem a little premature but with an eye to the future, EA are gearing up for the N64 release of this playable title.





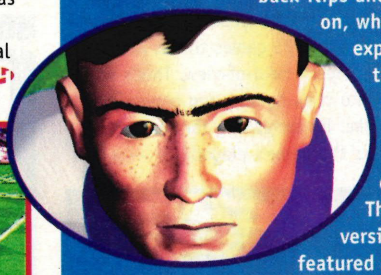
The Olympics may be a long way off, but the conversion of this classic PlayStation footy sim could definitely hit the mark.

Despite a disappointing PlayStation release, many regard this as the best footy game currently available on the 32-bit consoles. Much faster and more playable than both *FIFA* and *Actua*, it was only let down by some dodgy graphics and some flaws in the goalkeeping, that could be exploited for lots of soft goals. If the rumours are correct, both these areas will be vastly improved in the N64 version. The graphics, in particular, are likely to be completely overhauled to make real use of the N64's awesome graphical capabilities. Expect to see some seamless animation, lots of impressive stadiums and some very rounded and highly polished character sprites.





As for the gameplay, the PSX version of *Olympic Soccer* boasts a wide range of fancy moves, such as back heels, overhead volleys, back flips and so on, which we can expect to see carried over into the N64 title. Who knows — with the extra buttons and controls available on the N64 joypad, we could seen even more!

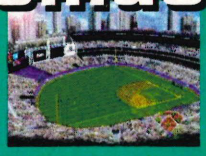


The original PlayStation version of *Olympic Soccer* also featured some extensive commentary — expect to see this retained, along with features such as real player names, teams and stats.

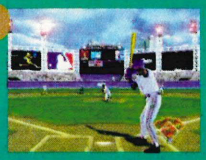
If Eidos can get the graphics up to full speed and tweak the gameplay slightly, this could be, potentially, the best footy game ever seen on a console! 64

Baseball

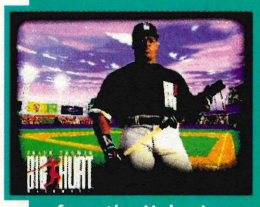
Frank Thomas Big Hurt Baseball



● Publisher: Acclaim
● Released: TBA



Already released on Mega Drive, Saturn and PlayStation, the Nintendo 64 will be the latest in a long line of consoles to enjoy the *Frank Thomas Big Hurt* experience. Starring the Major League hero himself, this baseball game must surely be a definite purchase for any serious fans of the sport. With hundreds of real players, all the genuine teams from the Major League and tons of stats, there's a really staggering depth to the game, that any of the other baseball sims will find hard to match.



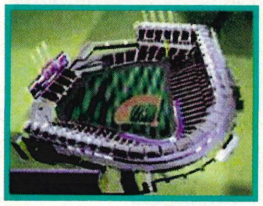
Acclaim have earned themselves a good reputation through the consistently high standard of their sports sims — don't expect this to be any different. 64

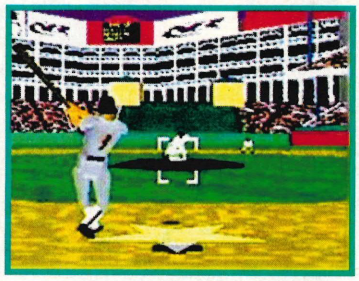
VR Baseball

● Publisher: VR Sports
● Released: Third Quarter

VR Sport's superb baseball game has already proven itself against some of the toughest opposition on the PC, but how will it fare on the new market of the N64?

Boasting realistic 3D polygon figures and stadiums, motion capture animation taken from real players and over 700 Major League baseball players and their real stats and uniforms, VR Sport's *VR Baseball* has all the makings of a winning home run. Perhaps the 'coup de grace' of this fine title though, is that it lets players watch the game from any angle or perspective they choose. Most baseball games tend to go for the behind-the-batter view, but in today's games this is neither necessary or practical, as it limits the players' field-of-view. That's where VR Sport's Virtual Field Vision comes into play, by allowing players to view the action from anywhere they like. By increasing the players' view, Virtual Field Vision also increases the game's playability — which could give the game a distinct edge over its less adaptable contemporaries. 64





Pro Baseball King

● Publisher: Imagineer ● Released: Import



While most N64 baseball sims aim for realism, *Pro Baseball King* prefers playability. A wise idea? Total 64 investigates . . .

Unlike *Frank Thomas Big Hurt Baseball* and *Major League Baseball*, the emphasis of *Pro Baseball King*'s gameplay is heavily stacked towards playability, rather than realism. Whilst this may appal some Americans, who like to have real players and stats, for the majority of people it could prove a winner.

The differences between this and other baseball games are most noticeable in the graphics. Whilst EA, Namco and Angel Studios have all opted for motion captured animation and real stadiums, *Pro Baseball King* has gone for larger-than-life, *Mario*-style characters. Aside from any graphical differences, *Pro King Baseball* also plays quite differently. By using the joystick in the middle of the N64 joypad, Seto have been able to make pitching and batting much more realistic, with players actually able to swing the bat and pitch the ball by rotating the joystick.

Other features include allowing up to four players to get involved in each game, an edit team facility and the chance to both improve and train your team between games. 64

Major League Baseball

● Publisher: Angel Studios
● Released: Third Quarter

Whilst Acclaim have Frank Thomas, Angel Studios have Ken Griffey jnr. We won't get into an argument about who's the better player as, to be honest, we've not heard of either of them. They're obviously both big stars over in America though and big stars don't come cheap, so each game also must have a sizeable budget and this should shine through in the games' quality.

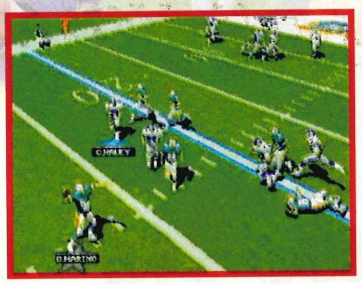
Angel Studios are, in particular, going to great lengths to make sure every aspect of the game is perfect — right down to recreating the real Major League Stadiums. So, not only will gamers be able to play as their favourite team, they'll be able to play in their stadium too! 64

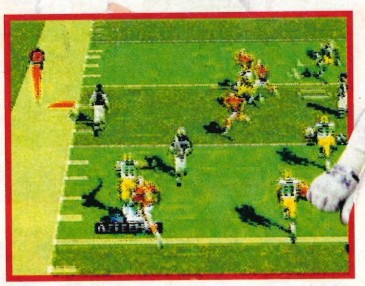
Namco Baseball

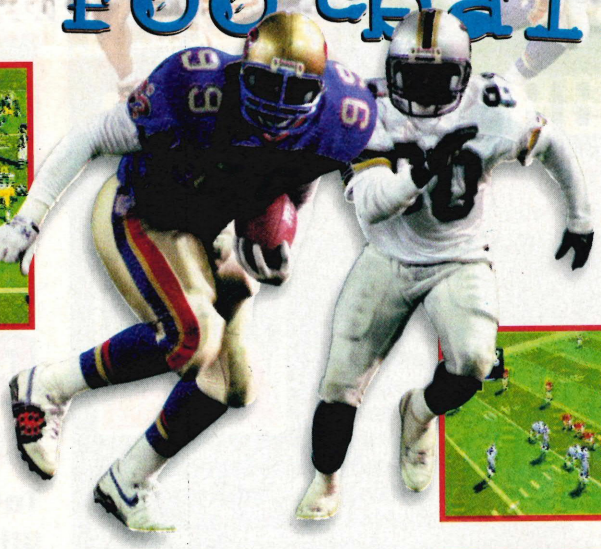
● Publisher: Namco ● Released: TBA

Outside of soccer, baseball is one of the most popular sports in Japan — a fact which may go some way to explaining why Namco, better known for their beat-'em-ups and racing games, are planning the release of their first (as far as we're aware) baseball game. Although little is known about the game as yet, it's widely expected that the rather imaginatively titled *Namco Baseball* will feature the teams and players of Japan's own baseball league. Although nowhere near as prestigious as the Major League, this is sure to prove popular amongst Japanese gamers — although it's hard to imagine the Americans getting to excited about it. 64

American Football







Madden NFL '98

● Publisher: Electronic Arts
● Released: Third Quarter

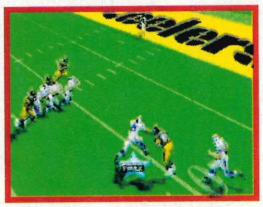
Total 64 pad up and head for the field, as EA look to score a touchdown with an N64 version of their *Madden* game.

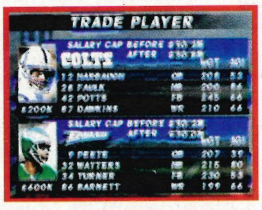
Having first progressed from the 16-bit consoles onto the 32-bit ones, it was inevitable that the time would come when *Madden* would make the trip onto Nintendo's 64-bit machine. That time is now and the game, already well into development, is looking every bit the winner that its predecessors were.

With the inimitable commentator John Madden once again in the driving seat, *Madden NFL '98* grabs the player's attention right from the start. The graphics, style and presentation of the game ooze quality from every pore.

What stands this game apart from other US footy sims though, is the gameplay. Thanks to the intuitive in game controls and simplistic (but by no means easy) gameplay, *Madden* is a game that everyone can get into, whether knowledgeable of American Football or not. Certain elements of realism have had to be forsaken for playability yet, despite this, *Madden* still brags over a hundred different plays.

Offering the chance for players to take part in either exhibition and play-off games or a whole season, *Madden* will provide a lasting venture for all gamers. Motion-captured animation and impressive virtual stadiums, will ensure players should never get tired of looking at the game either. The only question mark hanging over the game, is the amount of commentary we can expect from Jon Madden. The PlayStation version featured several hours worth of audio, but whether the N64 carts can handle this much is doubtful.





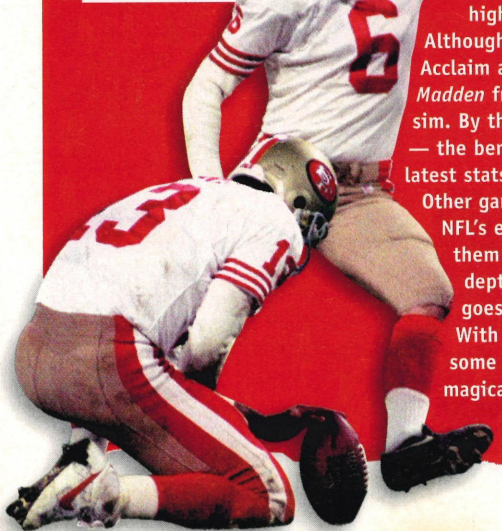
NFL Quarterback Club '98

● Publisher: Acclaim ● Released: Third Quarter

Featuring Brett Favre

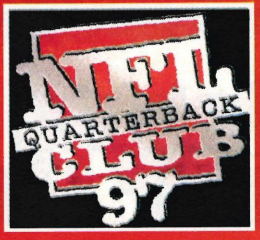


He led the Green Bay Packers to their first Superbowl victory for 29 years. Now Brett Favre teams up with Acclaim to lead their new title to success.

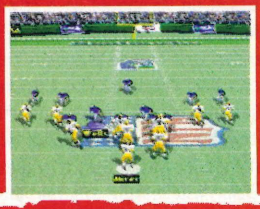


Acclaim's signing of Superbowl winner Brett Favre to endorse its US Footy sim *NFL Quarterback Club*, goes some way to highlighting how seriously the software giant takes this title. Although not as successful as hoped on the 16 and 32-bit consoles, Acclaim are putting everything into the N64 version to try and finally usurp *Madden* from their coveted position as the number one American Football sim. By this, we're talking the official license from the NFL and its players — the benefits of which include utilising all the real players with their latest stats and real stadiums.

Other game features include exclusive hints and tips from members of the NFL's elite Quarterback Club, which players will be able to call on to help them learn how to play. Also, *NFL Quarterback Club* will offer more depth than its rival, with full seasons and the team management that goes with this — trading, creating, drafting and signing of players. With commentary from one of America's 'most famous' announcers and some great graphics to boot, Acclaim and Brett Favre could prove a magical winning combination.



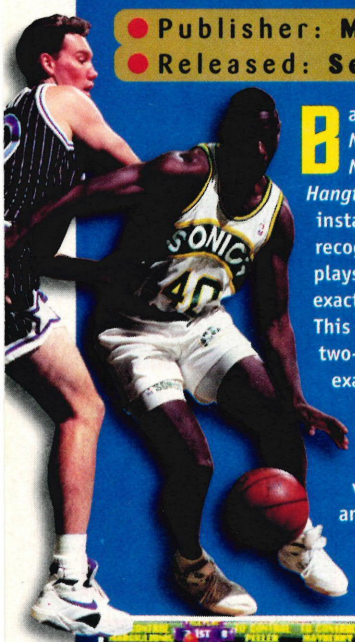




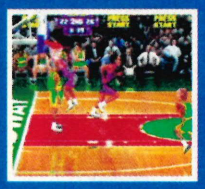
Basketball

NBA Hangtime

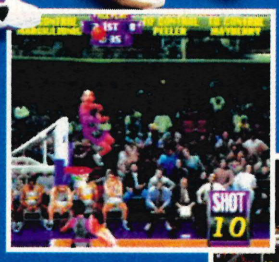
● Publisher: Midway Home
● Released: Second Quarter



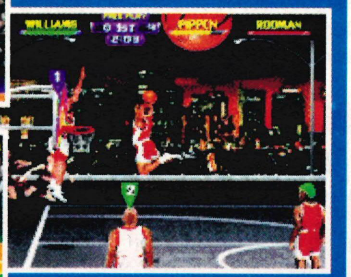
Based around *NBA Jam*, *NBA Hangtime* is instantly recognisable and plays almost exactly the same as its predecessor. This means the same fast, playable two-on-two action, the same exaggerated slam dunks — and plenty of cheating! With the gameplay much the same as *NBA Jam*, the main difference with this 64-bit version is in the graphics — superb animation, fast scrolling and tricks such as player reflections all promise to make this even better looking than the arcade version.



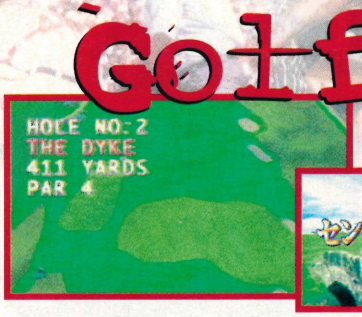
As the first basketball game to come out on the N64, Midway's NBA offering is sure to be a source of satisfaction for the needs of fans of the sport. 64







Golf







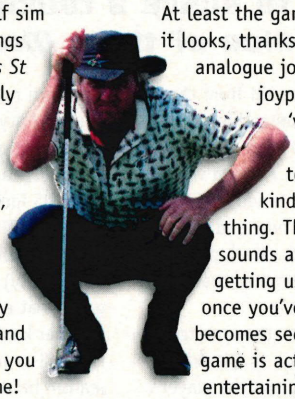
St Andrews Old Course Golf

● Publisher: Seta ● Released: Import

Total 64 tees off for a round of golf with Seta's *St Andrews Golf*.

As the very first N64 golf sim to be released, big things were expected of *Seta's St Andrews Golf* but despite early signs of promise, it fails to deliver in a lot of ways.

Bearing more resemblance to a SNES game, *St Andrews Golf*'s worst shortcoming is that if fails to realise the full graphical capabilities of the N64. Jerky graphics, drab backgrounds and patchy scenery are not what you expect to see in an N64 game!



At least the game plays better than it looks, thanks to the use of the analogue joystick on the N64 joypad as a kind of 'virtual club'. Players rotate the joystick to swing the club — kind of like the real thing. This isn't as easy as it sounds and it takes a bit of getting used to at first but once you've grasped it, it becomes second nature and the game is actually quite entertaining in itself. 64

Actua Golf



● Publisher: Gremlin Interactive
● Released: TBA

Why spoil a good walk, when you can play *Actua Golf* from the comfort of your own chair?

Gremlin Interactive drive off their series of N64 releases with a conversion of their critically acclaimed golf sim, *Actua Golf*. Featuring several different courses, running commentary from Peter 'the voice of golf' Alliss, some astounding graphics and a multi-player mode, this could well be the game to redefine the golf sim genre.



As with most of the other modern golf games, *Actua* uses a power bar and snap line to judge the distance and accuracy of each shot. On top of this, players can put various amounts of fade and draw, top and back spin onto each shot, to help navigate the tricky and demanding courses. 'Easy to play, but hard to master' has become something of a cliche, but it should actually be true of the new N64 *Actua Golf*. 64

Pebble Beach Golf Links

● Publisher: T&E Soft
● Released: TBA



Work has only just started on T&E Soft's *Pebble Beach Golf Links* and not much is known about the title — but one thing's for sure, if it's half as impressive as the course it's based on, it should be a stunner.

An accurate recreation of the famous American golf course promises to be one Pebble Beach's best features. The extremely challenging course means this will be one of the toughest sims around and, with rugged coastlines for backdrops, it should look good too. It's not yet clear if the game will feature any real players, but it's bound to be something T&E Soft will be looking into. 64

Wrestling

Pro Wrestling

● Publisher: **Hudson Soft** ● Released: **TBA**

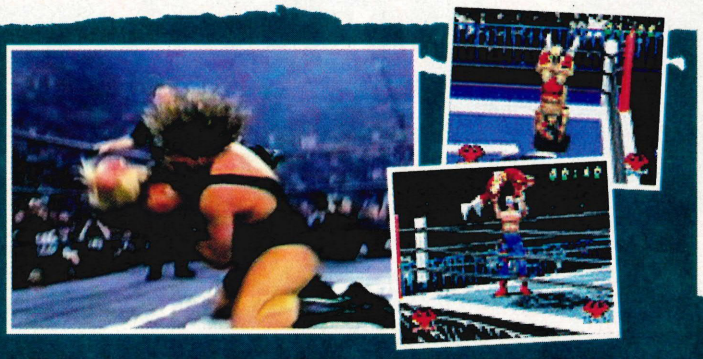
The only information currently available on this game is written in Japanese, so, needless to say, details are slightly sketchy at the moment. One thing is definite though, hailing from Japanese developers Hudson Soft (the makers of the classic *Bomberman* series) the game is bound to be a joy to play. With dozens of characters, loads of moves and special throws — plus hidden characters — it should also offer plenty of depth and a lasting challenging. With a four player 'tag' team mode, it promises some great multi-player action also. 64

Virtual Pro Wrestling



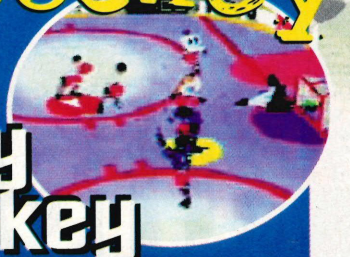
● Publisher: **Asmik**
● Released: **Import**

Already released in Japan, Asmik's *Virtual Pro Wrestling* has enjoyed a mixed reception in the States. The game boasts dozens of real wrestling stars and loads of throws and moves, but the gameplay is slightly limited, due to the lack of a tag team multi-player game. However, this aside, *Virtual Pro Wrestling* features some superb graphics and bone-crunching sound FX — all that's missing is the sweat and blood! 64



Ice Hockey

Wayne Gretzky 3D Hockey



● Publisher: **Williams**
● Released: **Second Quarter**

Ice hockey may not be the most popular sport in the UK, but it makes for some 'pucking' good games, as Total 64 found out...

When Williams acquired Time Warner Interactive back in May of last year, one of the most exciting titles they got their hands on was *Wayne Gretzky 3D Hockey*. Having already been released on most other formats, Williams' task with the title, was not to come up with a completely new game, but to show off how much better it could be on the N64. With the fruits of their labour already on show in America — and receiving critical acclaim — they appear to have accomplished their task with flying colours. Not only have the graphics been vastly improved, the speed and fluency of the game has been jacked up as well. The result is a game that's every bit as fast and exhilarating as the real thing. Expected to be released in the UK some time in May, we'll have a full review for you next month. 64



World Championship Wrestling

● Publisher: **T*HQ** ● Released: **Second Quarter**

T*HQ jump on the wrestling bandwagon with their very own competitor — *World Championship Wrestling*.

Wrestling may not be to everyone's liking but there's no disputing quality and that's the only way to describe T*HQ's *World Championship Wrestling*. Starring 52 real players and sporting texture mapped, 3D polygon graphics and hundreds of authentic wrestling techniques, everything about the game says class. Already available in America, a UK version should reach these shores by May. 64





The PC Mag for the REAL gamer!

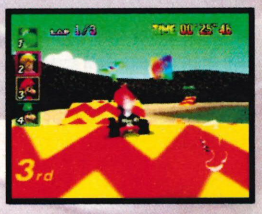
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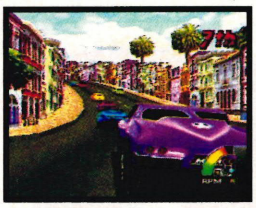
Reviews intro

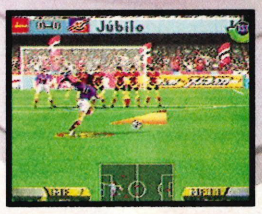




Welcome to the first Total 64 reviews section. Our scoring system is guaranteed to be the most accurate you'll find in any magazine. Each game we review will be tested by three dedicated gamesplayers, who will each record their verdict on the release. Only then will a percentage score be agreed upon. If you want to know the essential games to but this is the only place to come!

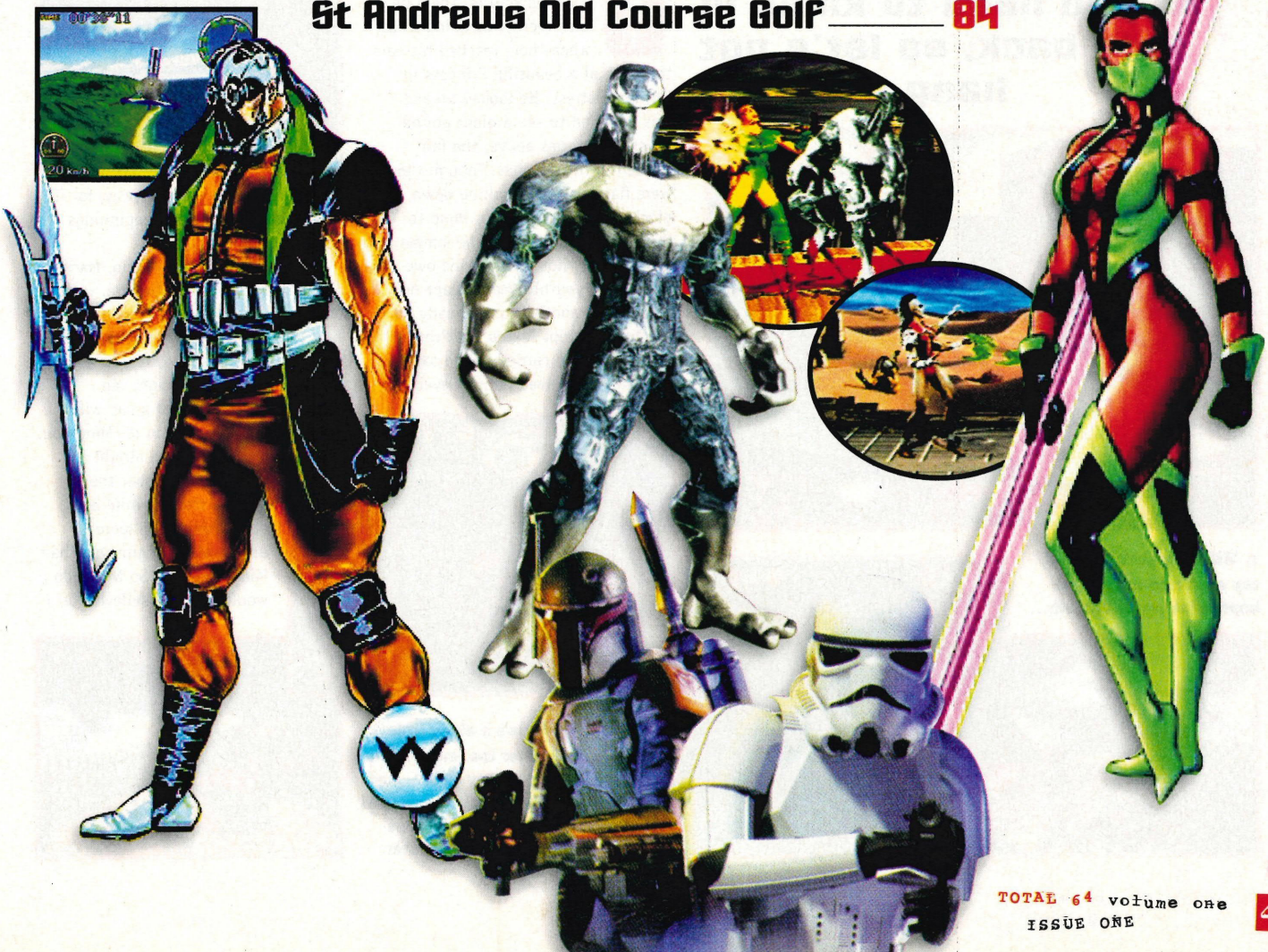
Super Mario 64 ____ 50
Cruisin' USA ____ 54
Shadows of the Empire ____ 58
Killer Instinct ____ 62
Pilot Wings 64 ____ 66
Mortal Kombat Trilogy ____ 70
Wave Race 64 ____ 74
Mario Kart 64 ____ 78
J-League Perfect Soccer ____ 82
St Andrews Old Course Golf ____ 84









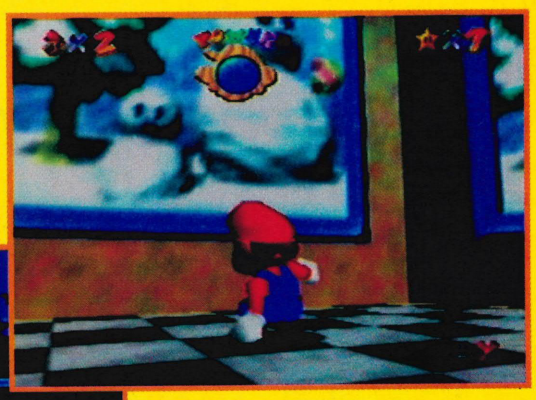




▲ Look at da cute little chap! Yes, it's the smoothest and cutest incarnation yet seen of the plumbing super-hero.







▲ Now this is one cool castle – massive flights of stairs, expensive black and white flooring – and trans-dimensional transportation paintings too!

Super Mario

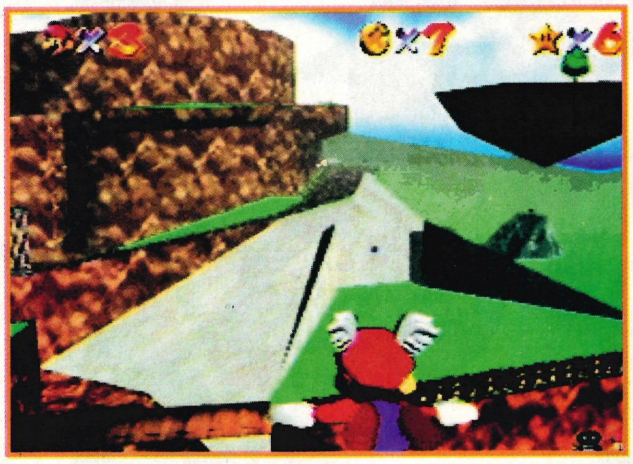
He needs no introduction. All you need to know is he's back, so let's not hang about...

Once upon a time, there lived an Italian plumber who had a big adventure. There he was, merrily mending sinks when there reached his ears the cries of a beautiful Princess in terrible distress. He looked up and was horrified to see a giant gorilla several platforms above, the fair maiden in his clutches. Though there were flaming barrels rolling down, the plucky Mario made up his mind to rescue this damsel from the simian fiend. Caring not a jot for his own safety, the youthful Mario leapt one barrel after another, until finally he reached the top. Taking the Princess in his arms, he carried her to safety and they both lived happily ever after.



Well, a couple of years anyway, for it was from these unlikely beginnings that a legend was born.

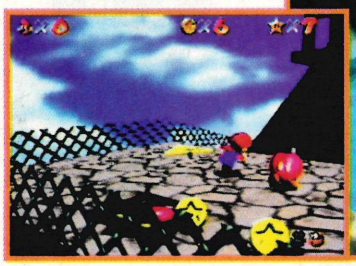
Mario, Mario, Mario, Mario, Mario. He gets ruddy well everywhere, with that great big moustache and ludicrous hat. How many plumbers do you know who'd get any business, if they turned up on house calls in bright red dungarees and a cap with their initials on it? Mind you, this one's done alright for himself. Remember the famous story a while back, about him being more universally recognisable than Mickey Mouse? So Nintendo would have us believe. Me, I



▲ With his special winged cap on, Mario can see the impressive world beneath...







▲ Mario's a nippy little swimmer too, more agile than a greasy otter – and definitely easier to control – he can find treasures and secrets underwater.

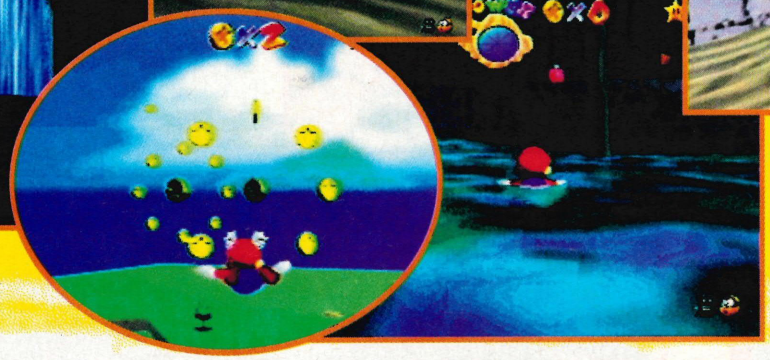




▲ So you think giant penguins are weird? Check out the guy's 'tache!



▼ Time for a dip – don't forget, he may be a hero but he's human, so he needs air!





▲ Now has Mario decided head-butting walls is good for the soul, or is he just going to pull off a superb turn to show off his enhanced control?

64

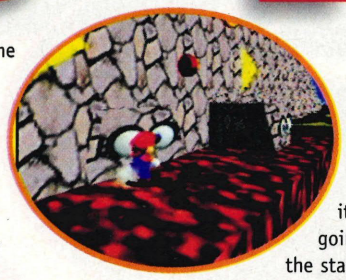


▼ It's not that he's at all mercenary – but without collecting gold, how can he ever win?



▲ The truly 3D look of Mario's world is amazing.





never much cared for the endless NES and SNES platform adventures. Endless jumping on top of baddies, running a bit, falling down a chute, jumping on more baddies. Sorry. It's just the way I feel. However, the very fact I can already here the cries of 'blasphemer' and worse ringing around the land, just goes to show I'm in a minority of gamesplayers overall.

But despite my long-held and deep disinterest in previous Mario games, ever since previews of *Mario64* first started appearing several months ago, I'd been as eager as anyone else to get me mits on the thing and give it a damn good going over. It got to the stage where Nintendo's 'You can't buy this... yet!' campaign was in serious danger of blowing itself out. Interest reached a peak and started to tail off, as one proposed launch date after another came and went. Now it's here though, it's the business.

Marioland is lovely, filled with lakes, caves, castles and snowy mountains and you get to visit them all in the course of perhaps the greatest platform adventure ever. In fact, things would be perfect if it wasn't for the myriad horrid little denizens, rushing about trying to turn our hero into pasta sauce.

The game begins in the gardens of a great castle. Here Mario can play to

Nick's comment

Ever since this game was first seen, it's been hyped as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far from that heading. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen, he runs, somersaults and flys – all superbly animated. All the familiar *Mario* traits are there as well, the infuriatingly addictive gameplay from his SNES incarnations, the 'throw the controller at the wall and pick it up five seconds later' syndrome. This is what video games are all about.

Gently does it



Yikes!
Gnash! gnash! Stay away from those nasty sharp teeth. How to overcome this plant-like adversary?

Tum-te-tum
Hide round a corner and wait 'til the fearsome fly-trap drifts off to sleep. Aah!





Softly, softly...
Creep up on tippy toes so as not to rouse the idling insect-eater from its idyllic slumbers.

...catchy Monkey
And give 'im an Italian sink-mender-style bunch of fives in the mush. Have some of that, Mr Spotty!



The good, the bad and the Mario



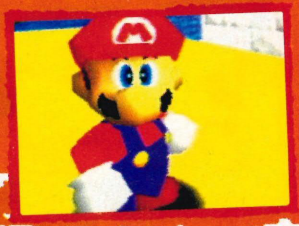












Meet some of the nice – and not-so-nice – characters you'll encounter on your travels through Mario's magical land. Little chubby bods with helpful jots of advice, great big nasties with evil designs and the man himself, with all the skillz to cure the land of its illz!



▼ If you feel adventurous, why not take a plunge into the moat and see what you can find underwater...

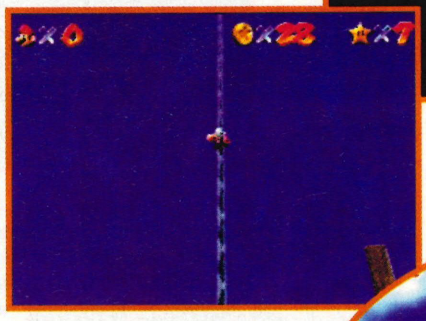




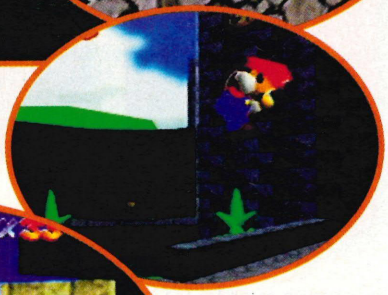
▲ We're off to see the Wizard... you can take any path you like through Mario's worlds.







▲ Is it a gargoyle? A jigsaw piece? Either way, it sure means trouble!





▲ The springy little fella has gained even more handy moves as well as a new control system.

▲ Just 'cos the bad guy's got no legs, don't mean he can't bash yr head!

his heart's content, running, jumping and perfecting the many moves and skills he'll need during the course of his adventure. He can even swim with the fish in the moat and, if he looks carefully, find a hidden underwater door as well. The castle contains many rooms, the significance of which aren't at first apparent. Fortunately, many things become clear as play progresses. Some of the rooms have big paintings hanging from the worlds and it's through jumping into these, that the cheeky chappy enters the various game levels. The ultimate idea is to find 125 stars hidden throughout the game but many levels introduce little sub-tasks to complete for the greater reward — things such as helping the poor Penguin who's lost her baby chick. There's also a good selection of nasty and very impressive end-level bosses, who each require different techniques to overcome their varied evil skills.

What instantly appeals about *Mario64* is the immense freedom — something not normally associated with the platform genre. Then again, in a way *Mario64* is more in the RPG vein for just that reason. The classic platform ingredients of bouncing on bad guys, timing tricky leaps and avoiding nasty spike pits are all there, but there's loads more to it. You're not limited to the order in which levels are



▲ This is no time for snowball shenanigans Mario, start shifting!

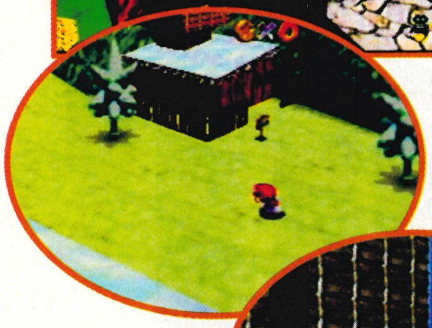
Just's comment

The only thing that irritates me more than *Mario* is *Sonic the Hedgehog*! Up until now, I was convinced that they both should have been killed off long ago, to make way for new characters, with more going for them than the ability to spin fast or jump on peoples heads. For me this doesn't live up to the hype, but that's only because the hype was SO overdone! A very impressive piece of gaming history, lets hope it kills *Sonic* once and for all!









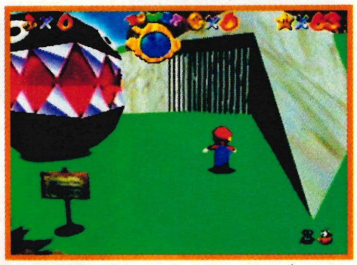


It's a Meee

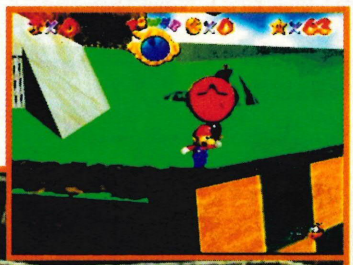
tackled. Okay, so new ones open up as certain things are achieved but you still get a great deal of freedom to choose a course through the game. Also, those moves mentioned earlier come in very handy. Things like climbing trees, grabbing onto ledges and hauling yourself up, doing spring jumps off walls. They all take time to master but are essential if all those elusive stars are to be recovered. Just take some of the neat little touches. Using the analogue stick rather than the D-pad for control seems somewhat unnecessarily irksome at first but you soon realise the need to walk — or even creep — around certain sections, rather than just running full pelt all over the shop. For example, if you run up to the sleeping venus fly traps, they spring to life and lash out. If you creep up on tippy toes however, you can get right up close and punch 'em out — it's very satisfying.

It's not without its faults. Sometimes the camera angle can get in the way and there are some clipping problems. Also, the control method takes a while to get used to. Mario moves in the direction of the stick, which would be okay if the view didn't keep swirling about — meaning he ends up zig-zagging all over the place until you get used to it. Up to go forward, and left and right to change direction seems more natural when you first start playing but with perseverance, the benefits of the control system will ultimately shine through.

These gripes though, are small compared with the massive and engaging challenge on offer. All but the most stone-hearted of players will be hooked from the start and hours can elapse before you realise how long you've been at it. Time however, is something you'll need — to get anywhere near completing the thing is going to keep a lot of people awake for a very long time. Have a hefty supply of matchsticks at the ready, because *Mario64* is Nintendo's true piece de resistance and damn near the perfect cartoon platform/adventure/RPG/call it what you will. In fact call it whatever you like but above all — buy it!



▲ **Rocky slope on one side, barred door on the other and big-biter at 10 o'clock – decision time!**

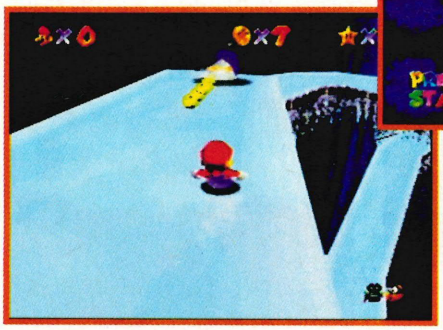




▲ **Ahh... the princess! The lovely lady who provides Mario's inspiration.**







▲ **More famous than the big M Mouse? Well, maybe not – but he's doing pretty well for a short fat plumber with dubious taste in dungarees and hats!**



Verdict

Name:	Mario 64
Publisher:	Nintendo
Developer:	Nintendo
Players:	One
Price:	TBA
Released:	Spring
Game Type:	Arcade adventure

graphics 95
You'll almost believe Marioland really exists

sound 92
Heaps of Mario samples and soundtracks

playability 94
All you'll want to do is play, Play, PLAY!

overall 96





▼ There's a long way to go, and it's not dark!

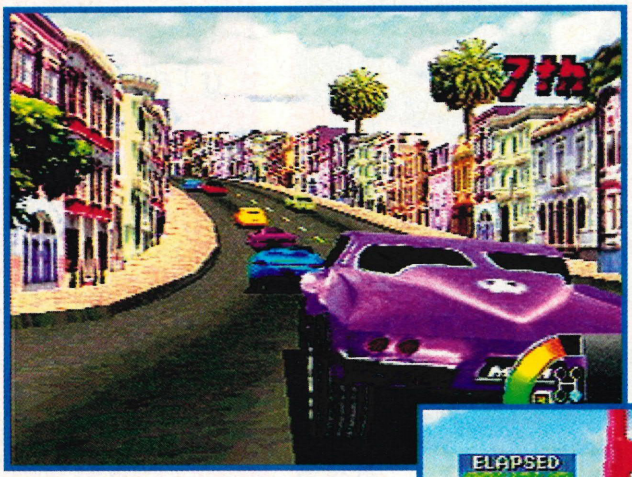




Cruisin' USA



Cars. Ha! All they do is give you grief and cost you money. It's far cheaper to drive simulated ones than the real thing, and a lot more fun as well!



▲ Form a nice, orderly queue through built up areas to avoid upsetting the locals. Er, who?

Hey, buddy! Howdya like the idea of racing across the good ol' US of A in one of four souped up, mean-as-a-mutha roadsters in a coast to coast, no holds barred, winner takes all contest against eight other power-hungry road hogs? You do. Well, my friends, your chance to fulfil your dream is finally here.

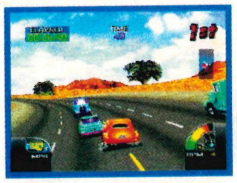
It's funny how driving games seem to be the only sims more exciting than the real thing. How else do you explain walking into a motorway service station only to see the 'game zone' packed with people who've just driven a couple of hundred miles, cursing every step of the way, playing an assortment of car games? After the success of first *Pole Position*, then *Out Run* and now the new generation of texture mapped 3D racers, there's still no sign of the genre's popularity waning. You get the opportunity to do all the things you yearn to do at the





▲ A word of warning – mounting the pavement is actually illegal in more ways than one!





▲ Always remember – mirror, signal, manoeuvre. it's better to get there late than not at all, what



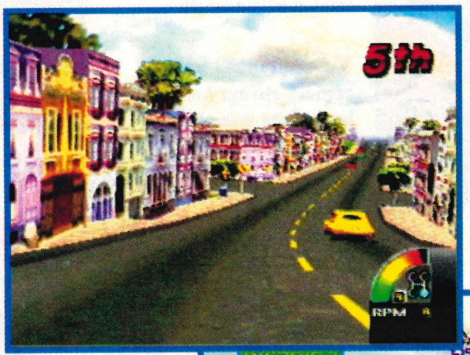




wheel of a real car but can't if you want to keep hold of ya license. *Cruisin' USA* is the first race-'em-up outing on the N64 and initial impressions are highly promising. The first thing to do is choose your motor. There are four on offer, each with their own subtle handling characteristics. Pick from the '63 Muscle Car, ZZ Top-style La Bomba, the Devastator or the Italia, which bears more than a passing resemblance to that favourite subject of racing sims down the years, the Ferrari Testarossa. Leave the garage and head out onto the highway for the first section. Levels are themed with appropriate graphics for each and most are instantly recognisable after years of force-fed American TV. Race over the Golden Gate Bridge, past the palatial mansions of Beverley Hills and down onto the streets of Chicago complete with railway lines overhead. There's an especially cool bit in Death Valley as you come screaming round a bend, only to find the road running parallel to a railroad with speeding freight train.

Back in training

You have to overtake this before it reaches the crossing or you'll have to wait for it to go by, losing valuable time. First place is needed to progress but an infinite number of continues and the ability to save your progress keeps frustration at a minimum during play. Five skill levels are on offer and each time you complete one, you're awarded a new, faster version of the car you were driving. The awards ceremony is particularly bizarre. It takes place in a little rural farmstead — on



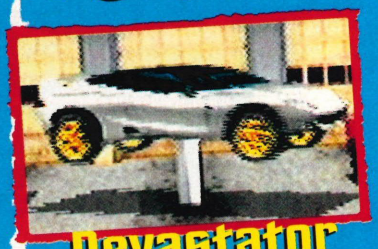
▲ The road may be long but quite honestly the mass of any immediate male relatives is entirely irrelevant to anything at all. Just keep your eyes on the road and don't even try to figure out what any of this is supposed to mean



Justin's comment

This game would have been an absolute master work – had it been released about five years ago. The racing itself is quite good fun, at least while the 'just bought a new game' novelty value is still in effect. But I predict that within a couple of weeks you'll be looking to trade this in for a game worthy of a 64 bit machine. I promised I wouldn't mention this, but try driving into a tree at speed; your car's wrecked right? Wrong! The aforementioned tree will fall to the floor, and as if that wasn't bad enough, it turns out that the tree is actually a two dimensional prop left over from a school production of Babes in the Wood. Buy this for a quick fix but just don't expect to get addicted!

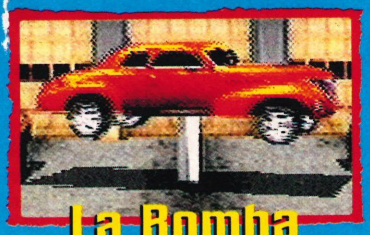
Sporty wheels



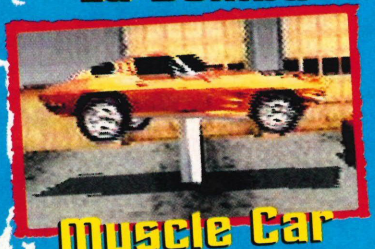
Devastator



Italia

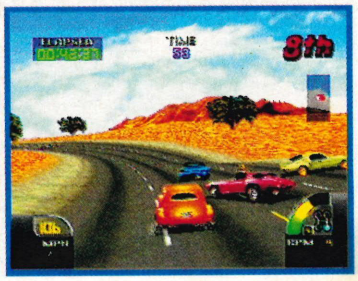


La Bomba



Muscle Car

It's a well known fact the size of a man's car is directly related to his ability to score with the chicks. Good job in that case that we have a whole garage full of wild wheels to knock 'em bandy from California to New York. Hey – it's a good job we're all feminists around here or that might have sounded a bit suss. Phew!



Beat the train...



You've gotta beat the Death Valley Express to the railroad crossing or you'll find yourself in all sorts of bother.. Put your foot to the floor and give it up, large!

James' Comment

What on Earth is this? Have I slipped through a time warp? Am I back in the late 1980's? Well playing this I certainly could be! I'm playing a bad version of *Outrun* on a 64bit machine. Come on, who in their right mind would waste their cash on this, when they could play *Rage Racer* on the PlayStation? The game is a perfect conversion of a crap arcade game, so what's the point? *Cruisin' USA* is sluggish, the graphics are dire and worst of all the playability is thinner than a match stick on a diet, very poor indeed!



the roof of the Whitehouse. Er, well... exqueeze me, please!

If you prefer, there's also the very welcome option of a split screen mode allowing two players to race simultaneously. Again, one player must finish first to progress.

Cruisin' USA looks very nice throughout. Each section has real character which keeps you going, just to see what the next bit's like. Things run smoothly and it all looks crystal clear. Update as the scenery appears in the distance is nicely unobtrusive. You hardly have time to notice it in any case, as you're too busy avoiding the multitude of dozy road users who've clear never swatted up on their highway code. Trucks, vans, buses, cars, they're all out to make your life hell. Even dirty great fire engines, for chrissakes!



Aural entertainment consists of the usual throbbing engine noises plus an assortment of ditties, all manually selectable via the pad. It's so cool overtaking a slow moving truck on the inside, then hearing the crunch behind as one of the other competitors goes straight into him. All the other cars, racers and innocents are quite capable of having crashes independently of the player, which makes for some amusing unforeseen circumstances. You can choose to have manual or automatic



▼ **Beverly Hills here I come. I always knew I'd be famous someday**



▼ **Plains, trains and automobiles, but no sign of Steve Martin anywhere!**





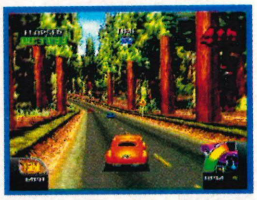




▼ **Hello Hollywood. Does anyone want to make a film about my life? Oh go on. It's really cool, honest. And I've got loads of friends ya know**









▲ **Watch out for falling logs. Crikey, it's worse than living in a lavatory bowl around here!**





▲ **Even in the playground of the rich and famous they have ruddy roadworks all over the place!**





▲ **Be warned, kids. Smoking tyres are not good for you. Nearly as bad as smoking cigarettes!**

Got any gear?

gearshift — obviously manual gives slightly better performance but it takes that bit longer to get used to.

Despite having four gears though, it plays more like an old *Out Run* style blast than today's more sophisticated simulationy-type things. If you hit something you invariably go into a spin but you're always replaced on the road, heading in the right direction. Should the wheels leave the ground it's almost like your sucked back, like there are iron filings in the tarmac and each tyre is a magnet. This doesn't happen too often though as generally the car seems to be stuck to the road with superglue.

There are two methods of control available, using either the D-pad or the analogue stick. At first the D-pad seems the easier but believe me, getting to grips with using the stick is far better in the long run, as it enables you to glide smoothly round most bends without having to slack off the accelerator, or crash 'cos you were concentrating on trying to correct your terrible oversteering.

One thing you can't fault *Cruisin'* for is lack of action. You'd be very hard-pushed to make it all the way through a stage without mishap. It really makes a difference staying on the correct side of the road, though later on things are made even more tricky by mental drivers swerving all over the place.

On the downside, it's certainly not without its glitches. There's some dreadful slow-down in split screen mode, especially on levels with more complicated roadside graphics. There are also annoying bits, like if you crash into an oncoming vehicle sometime, they'll flip and land in front of you. As there's no way to reverse you have to drive through 'em but this can take ages, especially frustrating when you're spinning 360°s each time you clip them.

What people have to got to realise is that *Cruisin' USA* isn't trying to be a simulation of real driving. It's going back to the classic arcadey feel. It feels like a game. At first it just seems dated and boring but with a bit of perseverance the playability shines through. It won't be to everyone's tastes but if you still chuck 10p in the dusty old *Out Run* Machine when you're down the arcade you might just want to give *Cruisin' USA* a whirl.

Verdict

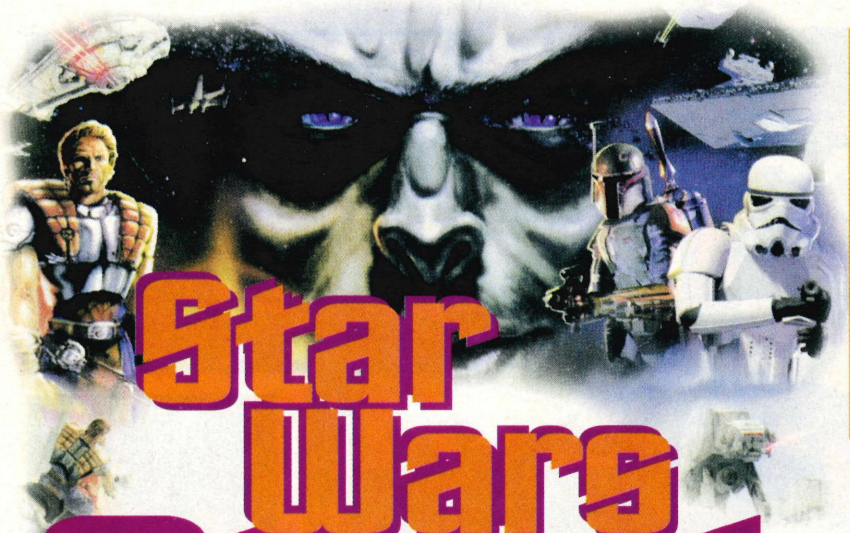
Name:	Cruisin' USA
Publisher:	Nintendo
Developer:	Nintendo
Players:	1-2
Price:	£TBA
Released:	Spring
Game Type:	Car Racing

graphics 86
Nicely evocative of the places they portray

sound 81
A selection of jaunty drivin' toons abounds

playability 82
Old-fashioned arcade action but lacks depth

overall 79



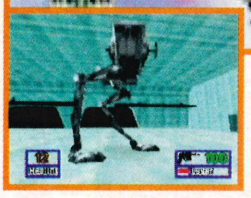
Star Wars Shadows



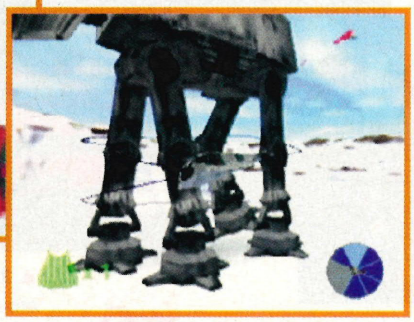
▲ As the pilot of a Rebel Snow Speeder, you have to combat the forces of the Empire – including destroying their pesky Probe Droids.

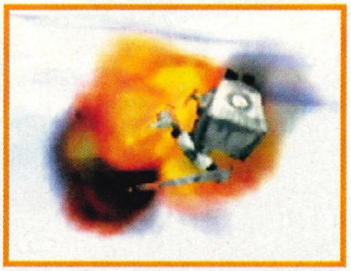
Just think how much sweeping, inter-galactic majesty you can cram into 64-bits! The epic Star Wars trilogy has surely found its console home at last... Or has it?





▲ Oh dear, it's an AT ST (not to be confused with an AT AT) and he's got his beady eyes on you.





High above Cloud City two warriors battle with swords of pure energy. One, a dark figure, black cape flowing in the gale force winds, is clearly the older, more experienced fighter. He is winning. The other, who is closer to a boy than a man, is almost beaten. He clings onto a weather vane for dear life, thousands of feet above the planet's surface, nursing a stump where his right hand had been only moments before. The black, sinister figure speaks,

" Obi-wan never told you what happened to your father"

The boy replies, his weak voice barely audible above the wind, " He told me enough, he told me that YOU killed him "

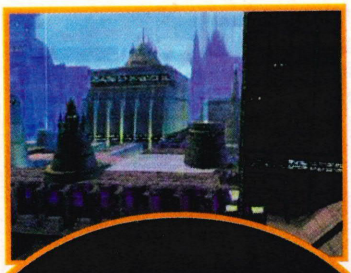
" No Luke, I am your Father " (Cue dramatic music...)

Intergalactic bikers



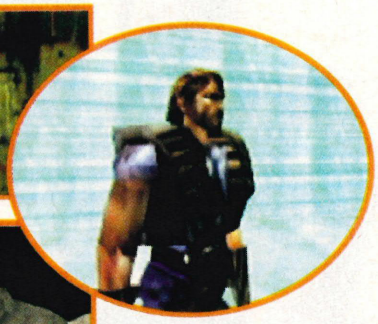
Act out all your joy-riding, speeder bike fantasies with one of the best levels in the game. As a future Hell's Angel your mission is to smash the other riders off the road... Yee Hah!

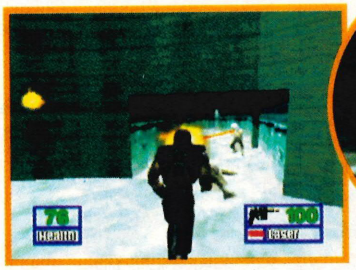


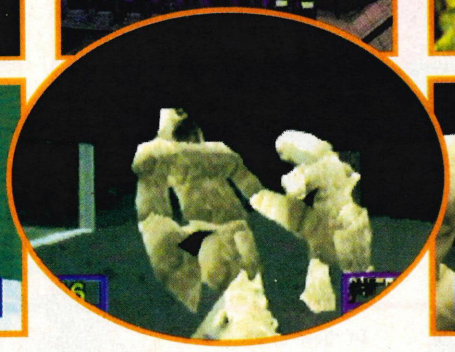




The rugged hero of *Shadows of the Empire*, Dash himself. in spite of being named after a type of punctuation, he's a mean fighting guy.▼









Shadows of the Empire

STAR WARS™ SHADOWS OF THE EMPIRE™

" NO! It's not true, that's impossible! "

" Search your feelings, you know it to be true "

" NO.....Noooooooooo..."

" Join with me and we can rule the Galaxy as father and son, there is no other way, it is your destiny..."

Who could ever forget that climactic scene in Empire Strikes Back, it made a huge impression on me as an innocent eight-year-old back in 1981, one that I've never fully recovered from. The whole idea of Luke being the son of the most evil man ever, was too much to cope with. I refused to believe it for the three years between the films, until the ghost of Obi-wan confirmed my worst fears in Return of the Jedi.

There has been a huge market created by the films, and with fans crying out for more installments to the Star Wars story, Lucas Arts have been happy to fill the gaps left by a fourteen year absence of any new material at the cinema. The games, such as *Rebel Assault*, *Tie Fighter* and *Dark Forces*, have sold in their millions and not just because of the Star Wars tie in. They were excellent games — perhaps not ground breaking, but none the less excellent in content and style, so the prospect of a Lucas Arts game on Nintendo's super console made my light sabre grow with anticipation.

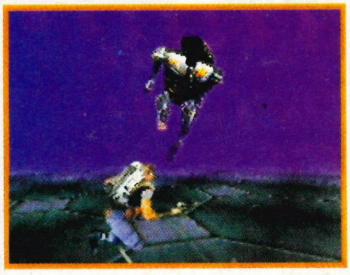




The game *Shadows of the Empire* starts at the same point where Empire begins: the Imperials have discovered the Rebels' hidden base on the remote ice world of Hoth. Vader, obsessed with finding Luke, sends his forces in to engage the Rebels in battle. You must fight in this battle and then escape from the planet. The story then moves to the timescale between this film and Jedi, where a new threat to the Alliance has arisen.

Dark Prince Xizor, head of the Black Sun crime syndicate, aspires to take Darth Vader's place at the Emperor's side. To do that he must eliminate Skywalker. As Dash Rendar, you must protect Luke and help the Rebels to defeat evil Prince Xizor.

▼ **Look out Dash – there's a big flying android bloke after your hide!**





Justin's Comment

Having always fancied myself as a bit of a Jedi Knight I was looking forward to this game immensely. The first level on Hoth was quite pleasing but I'm afraid that as I progressed through the game, I became more and more disappointed. I've always been a bit sceptical about the *Shadows* plot anyway, I don't think 'Empire' and 'Return' needed to have some lame plot forced in between them. If this game had been released on the SNES a few years back, I still wouldn't have bought it. I'd like to be able to say that this is only for really dedicated fans of the films, but I am one and I still think this is about as good as Luke's attempt to raise the *X-Wing* out of the bog on Dagobah!



▲ Outrider versus Xizor's Skyhook versus Star Destroyer. A mighty final battle!

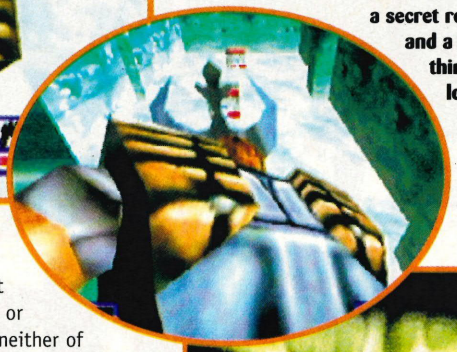


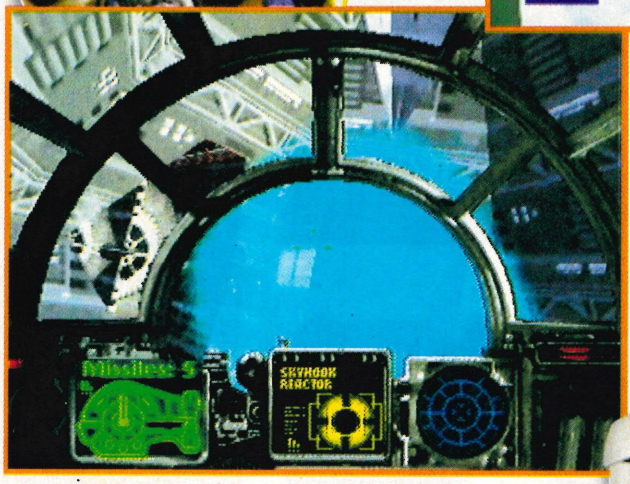
▼ Various camera angles on certain stages try to recreate the cinematic feel of the original movies. Plus you can pick up styling hints from Dash.

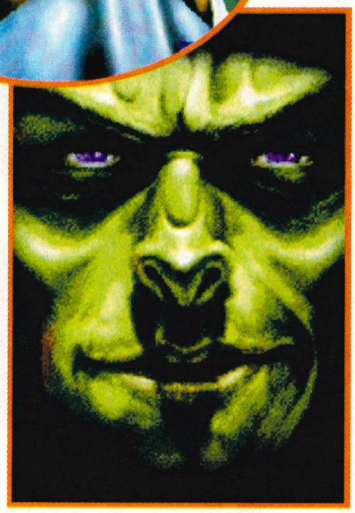




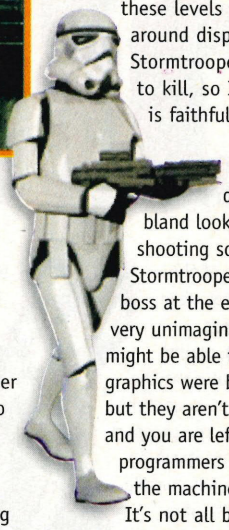
▼ Dash stumbles across a secret room – and a pointy thing by the look of it.







▲ If you're planning to be head of an evil Empire, looking mean is a bonus.



In these levels you get a choice of viewpoints, either just behind your character or from his perspective, neither of which is very satisfying. In the first person perspective view, you move in a straight line — even in *Doom* they managed to make the camera sway like you were walking. The basic premise of these levels is that you walk around dispatching the odd Stormtrooper (they aren't hard to kill, so I suppose the game is faithful to the films in that respect) defeat a sub-boss, walk down some more bland looking corridors, shooting some more soft Stormtroopers and defeat a boss at the end of the level. All very unimaginative stuff. You might be able to excuse this if the graphics were beautifully drawn, but they aren't for the most of it, and you are left feeling that the programmers have not exploited the machine's capabilities.

It's not all bad news, though. One of the levels features a race against a gang of assassins through the streets of Mos Eisley, on super-fast speederbikes. You must prevent them from reaching Ben Kenobi's old hut, where Luke is hiding. Here the graphics are fluid and FAST, with no hint of slowdown, and the race rivals *Wipeout 2097* in terms of pure adrenaline rush and *Sega Rally* (arcade version) in terms of smoothness. However this doesn't last nearly long enough, as with the Hoth level, and you're left thinking about what might have been.



▲ Who knows what lurks behind the fancy door? My bet is that it'll be some more oh-so-hard Stormtroopers to kill and a bland corridor. In a *Doom*-y kind of style of course



James' comment

What a complete disappointment! Everyone loves Star Wars and the prospect of a 64-Bit version of Darth and Co seemed pant wettingly good. But all we get is some second rate sub games, thrown together on a cart and we've expected to be happy about it. A couple of the levels are great but for the most part the game sucks. Graphically it is nothing special and like Nick says, it looks like a SNES game with texture mapping. If Nintendo continue to release such shoddy software as we've recently been seeing, the N64 may not last the test of time!

AT-AT Attack

The game takes part over ten levels, which vary from racing speeder bikes around Mos Eisley spaceport to shooting sections, a la *Starwing*, to *Doom*-type first person perspective shoot-'em-ups. This all sounds well and good but this game is something of a disappointment. It undoubtedly takes advantage of the N64's power in terms of graphics (some of the visuals are nothing short of stunning) but the overall gameplay and presentation is tired and uninspiring. It reminds me very much of the film tie-ins which appeared on the SNES a few years ago, in fact the first level, Hoth Battle, is identical (apart from the excellent texture mapped visuals, as seen here) to a level in *Super Empire Strikes Back*, which involved shooting scout walkers and taking out AT-AT's with your tow cable. This is not necessarily a bad thing and this is one of the more accomplished levels in the game, even if the experience is far too short lived.

The majority of the levels are, however, like a cross between a poor man's *Tomb Raider* and *Doom* but without any of the former's fluid animation or the latter's tension.

The great escape!

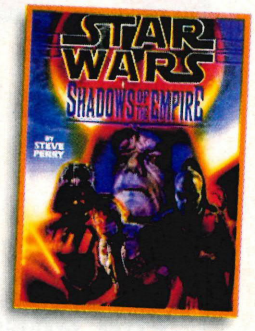
Dash Rendar's trapped in the Rebels' hideout, Echo Base – how can he escape? Why by shooting the poor handful of Troopers who've been left on guard duty. Ooh, how tricky!



Throughout the game you are told the story, with a series of pre-rendered cut-scenes which would not look out of place in a 16-bit game. It's hard to believe George Lucas would give his approval to any of these. Also, the game features very little speech — for a Star Wars game I would really have thought this would be a vital element, to give the game an authentic feel. They missed a perfect opportunity with the Hoth Battle level, where banter between the Rebel pilots, coming over the radio, would have added greatly to the atmosphere. What meagre speech there is, is limited to a few samples of Stormtroopers saying, "There's one!", from Star Wars. These faults are down to the limitations of the cartridge format — there simply isn't enough room to incorporate them and, when comparing to PlayStation and Saturn sound effects, they sound poor to say the least.



▲ **Classic craft abound in *Shadows* – name them all, fan boy!**



However, the game does get top marks for its music score, written by John Williams, the man behind the original music for the films. In places you'll find yourself taken away into the Star Wars universe by this dramatic score, which quietens and swells to a crescendo as the on screen action intensifies. All the blaster sounds and droid noises are there, which almost makes up for the lack of speech. And you do get all the presentation of the films, including the yellow narratives fading off into the distance.

On the whole though, this game can be seen as a missed opportunity. It should have been a glorious cinematic experience and a showcase for the N64 but instead ended up as a spruced up version of the SNES *Star Wars* games, with only flash graphics to tell them apart. There are some excellent moments, like when you get to fight Boba Fett and you almost feel like you are taking part in a Star Wars film, but these are few and far between. The overall experience is disjointed by the lack of real quality levels and you never become that involved with what is going on — with a Star Wars license, that should never happen. My advice is to go and watch the Special Edition films, it will be a lot cheaper, a lot more enjoyable and then, as Obi-wan said, "The Force will be with you...always."







▲ **The in-game graphics are...well, quite mediocre really and subject to the same blurring as other N64 titles.**

Verdict

Name:	Shadows of the Empire
Publisher:	Nintendo
Developer:	Lucas Arts
Players:	One
Price:	£59.99
Released:	1st March
Game Type:	Multiple

graphics 68
Breathtaking in some places, lame in most

sound 82
Classic film score stuff. No speech included though.

playability 60
Doom-style rip-off without the atmosphere.

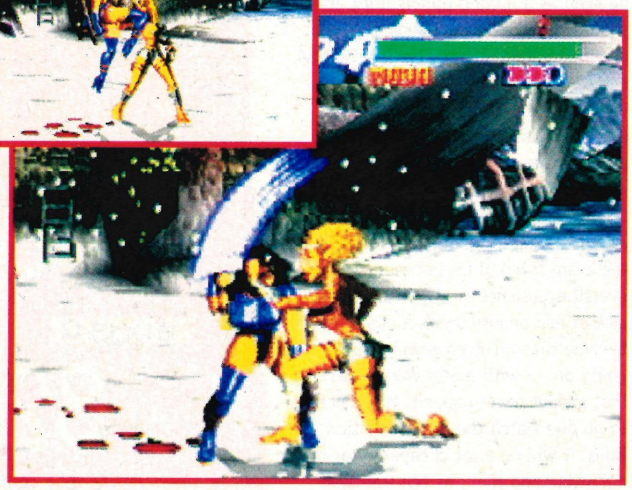
overall 61



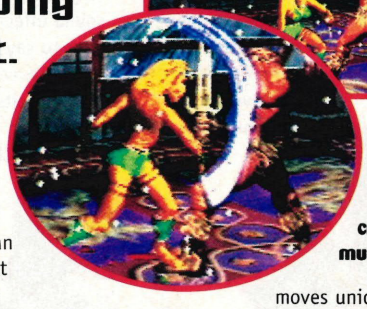
Killer Instinct Gold

When we wanted a beat-'em-up in the past, the SNES was where we went. Do Nintendo still have the Midas touch for everyone's favourite genre? There's only one way to find out.









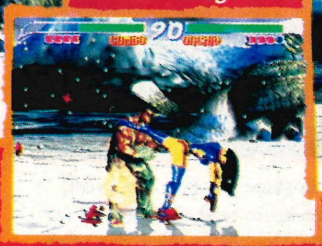
▲ **Me Tarzan you Jane! Naw mate, me rock hard you crying home to mummy.**

The Saturn had *Virtua Fighter*. The PlayStation had *Tekken*. What with the very well documented nature of human beings, it's only natural that when a new means of home entertainment is launched, it should be supported by at least one major title promoting violence of the fisticuff variety. Things sure have come a long way since the days of *Way of the Exploding Fist* on the Speccy. In those days five moves was a more than adequate quota for a beat-'em-up — and we used to wonder even then how we were going to get to grips with 'em all. Now you've gotta have at least 40 moves unique to each character, plus the same number of standard ones as well. It's like gaming is on one big learning curve. We're constantly improving our skills. Games which might have appeared far too complex to get into in 1985, we play with our eyes closed today. But back to the business in hand. Beat-'em-ups have always been hugely popular, more often than not for the old two-player mode. They give you the opportunity to do everything you always wanted to do

The Killing fields



▲ **A few blows to the body will soften up the big boys nicely.**



▼ **Watch out for carelessly discarded rotten old tomatoes though...**



▲ **...as they can prove rather slippy – embarrassing!**



▼ **Aah – the old 'ignore the great big monster' trick, eh**



▲ **Probably not the best policy...**

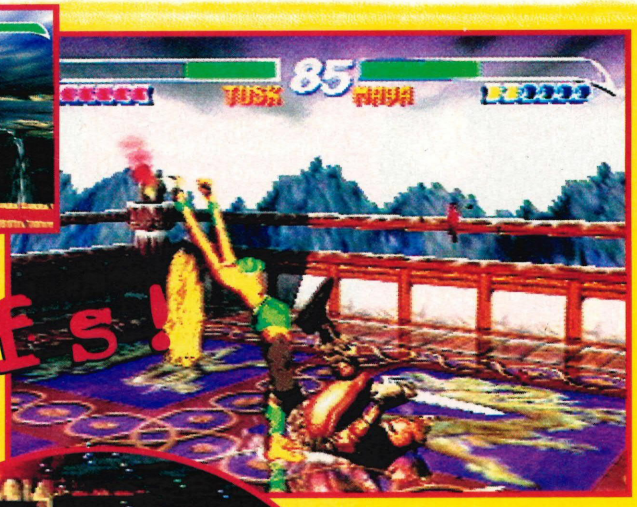




◀ No mate, Madness have split up. They got too old for all that business, apart from the one with the sunglasses of course!

Fisty Cuffs!







▲ Looks like you're being a bit premature in your celebrations there young lady. Look out!

▼ Shall I go for the old 'skeleton crew' gag or would that be excessively crap of me?







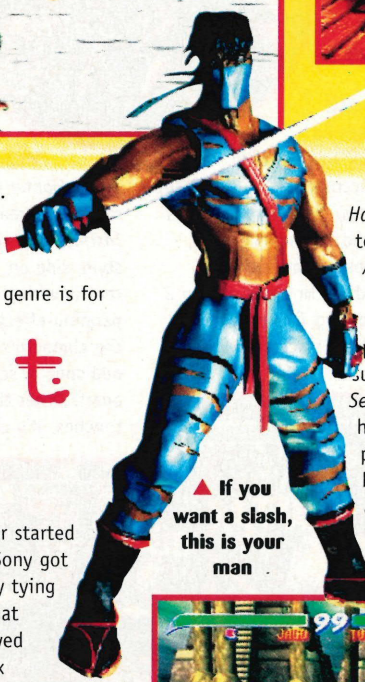
▲ Errrr, help. There seems to be a mad sheep in green leg-warmers grazing on my head. It was never like this when I were a lad. I remember when all these beat-'em-ups were just fields etc...

to your best mate — without having his dad come round later, wielding a large club with your name on it. Apart from *Mario*, which game sold the SNES more than anything else? *SF2* of course. With the Mega Drive version being so far behind, Sega realised the importance of a top class flagship fighting game and spent an absolute fortune promoting their own fighting release, *Eternal Champions*. Unfortunately it had more powder puff than punch but it certainly shows how important the genre is for selling consoles.

Beat dis

The Saturn/PlayStation war started in similar circumstances. Sony got the jump on their rivals by tying up a deal with Acclaim, that meant *MK3* would be delayed on the Saturn, by some six months behind the PlayStation version. However, the big two which went head to head at launch were *Virtua Fighter* and *Tekken*.

Sega have long been renowned for their innovative arcade machines. Right back to the days of *Outrun* and *Space Harrier*, through to *Powerdrift* and *Afterburner* and up to the majestic present with such gems as *Sega Rally*. Sega have always pushed back the boundaries of arcade gaming as we know it. That is



▲ If you want a slash, this is your man



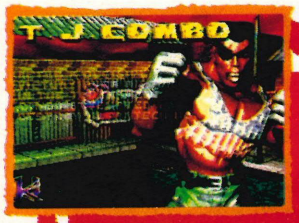


▲ It only seems to irritate them further and they start getting all argumentative.

Nick's Comment

Play this game on 'Ludicrous' speed and you'll know about adrenalin. Initially, fast and furious, it can seem like a free-for-all, who can get the combos in first, bash the buttons quickest test. However, after playing for a while, it has more subtlety than that, but nothing that matches the instinctive feel of *Tekken*. The animation is jerky and at times there's quite a bit of slow-down. Admittedly this is when a 32-move combo is going on, but surely the N64 can handle it?

Here for



TJ Combo
He's big, mean and he wants to go home. Now.



Sabrewulf
After the first tournament he went a bit mental and now all he wants to do, is as much damage as possible.



Fulgore
Fulgore's not here to mess around. He wants to kill Jago and there aren't too many people who could stop him.



Spinal
The skeleton was resurrected by Gargos and is in the tournament to escape his slavery.



Kim Wu
She has to defeat Gargos to save her people, which sounds like a fairly reasonable cause to us.

James' Comment

Fighting games are the staple diet of every console and games like *Virtua Fighter* and *Tekken* helped launched their respective platforms. Even though I quite like *KIG*, I just can't see many people being swayed toward the N64 on the strength because of it. It's quite good fun, as long as you take the time to learn the moves. Thrashing on the buttons will bring success, but isn't satisfying in the slightest. Give it a little time and you'll get an enjoyable but not particularly engrossing scrap. It's just nowhere near as good as *Tekken 2* though!

undoubtedly the reason *Virtua Fighter* reigned supreme in the arcades, despite their being a far superior machine in existence. *Tekken* never achieved the same status in cabinet form but when the two games were ported to Sega and Sony's respective consoles, true playability shone through. You just have to look at Saturn sales compared to those of the PlayStation to see what impact the beat-'em-up genre can have on a console's popularity.





Which all takes us nicely on to *Killer Instinct Gold*. Nintendo were accustomed to being top for fighting games. Mega Drive owners had to go out and buy special pads, while the SNES pad came with six buttons as standard. However *Tekken 2* (and the forthcoming *Tekken 3* arcade machine) have long since taken over the mantle of top beaty from *SF2*, so it looks like Nintendo are back to square one. Ignoring the current penchant for 3D fighting games (apparently even the new *Street Fighter* game's get the full rotational treatment) with *Killer Instinct Gold* we have a traditional-style, side on view of the action. Albeit that is with the occasional camera panning effect, largely independent of the characters' movements, and the odd spot of scaling if they get too far apart. Other than this couple of new touches, it's closer to *SF2* than any of the other so-called next generation of console fighting games.



▲ **I know there's nothing up there so stop trying to make me look**

In terms of feel it owes more to *Mortal Kombat* than it does *Street Fighter*. There are a lot of quick multi-hit combos, where the characters tend to get so blurred you can't see quite what they're up to. It's almost as if the programmers have speeded things up so you don't notice the extremely dodgy animation. As John Virgo might say, after getting stuffed by yet another snotty-nosed snooker prodigy — could have done with a few more frames. It's a shame more effort wasn't made with the sprites as *KI Gold*'s backgrounds actually look really good, especially Spinal's level aboard a ghost ship, with a skeletal crew rowing in the





▲ **Always have a plan 'B' for when things go awry. In this case, leg it!**

▼ **Sabrewulf executes his devastating halitosis attack**



the fight

Jago
Another chap with vengeance high on his list of 'things to do before I go to bed'. Determined chap!

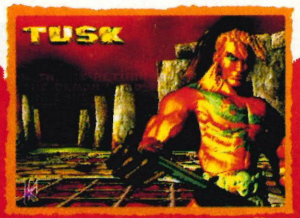




Orchid
Her reasons for being here are all a bit confusing. Something to do with time travel and other such nonsense.

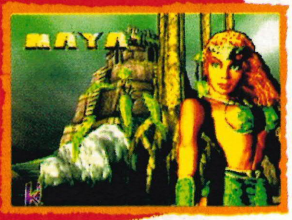
Glacius
More time-travelling shenanigans. This time one of Mr G's buddies has got lost somewhere in time and Glacius has to rescue him.





Tusk
Tusk is in it for personal glory. He'll fight anyone for the right to take on Gargos – the ultimate challenge for all.

Maya
Maya's only aim is to gain an outfit made of real fabric.



background. There's a very nice effect as the camera pans into place, the colours are rich and the level of detail very high indeed.

Ouch

Sadly the game isn't up to the same standards. You get to choose from the usual mix of fighting folk. Fantasy characters like Spinal the sword wielding skeleton, or Maya — the Amazonian warrior maiden out to save her tribe. Or how about TJ Combo, the military type (guess he's the Guile of the group). Of course they all have their own little plots and reasons for wanting to win the tournament and an appropriate ending should they manage it. *KI Gold* is set after the original *Killer Instinct* tournament, so everyone has slightly new plots and features. However, the most important element is still the two-player mode and here things take a turn for the better. Playing against the computer soon becomes frustrating as it launches into one 100mph combo after another and it feels like there's very little you can actually do about it. With a friend it gets better for about ten minutes but the lack of subtlety is such that you'll soon be breaking out the old SNES, for some *Street Fighter 2* to see how it really should be done. *Killer Instinct Gold* does take things a step further — but in the wrong direction. Lots of gloss and flash is clearly intended to make up for seriously lacking gameplay.



▲ **Excuse me, missus, but we can see your arse!**





▲ **Call me Porky again and I'll rip your arms off too!**





▲ **Tina Turner goes renegade! No more albums for a bit then. Good-oh!**



Even when the *Killer Instinct* arcade machine first appeared, it never really wowed the crowds. *Primal Rage* somewhat overshadowed it in the days when Jurassic Park had sent everybody well dino-doolally and now the whole format's looking a bit aged. Nintendo need a really strong fighting game to compete with the existing next gen consoles. There's no worries concerning the hardware but *Killer Instinct Gold* simply ain't it. Someone should definitely get on the phone to Capcom — they can usually sort us out!

Verdict

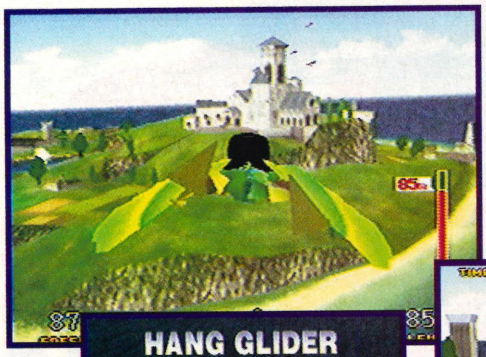
Name:	Killer Instinct Gold
Publisher:	Nintendo
Developer:	Rare
Players:	1 or 2
Price:	£TBA
Released:	Out Now
Game Type:	Beat-'em-up

graphics 76
Nice backgrounds but poor sprites – shame, really.

sound 82
Atmospheric music and nice, throaty speech

playability 70
There just not enough to it and that's that!

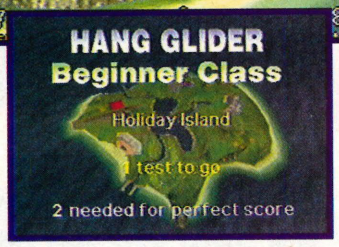
overall 69







▲ There's a cool range of characters to choose from, ranging from a bluff military looking chap, to cute girls and even a masked and quiffed blond superhero type.





Yet another famous SNES old-timer gets the N64 treatment. So, if you've ever dreamed of swooping with the eagles, up there where the air is clear, grab a silk scarf and goggles — your day has arrived!



Pilot





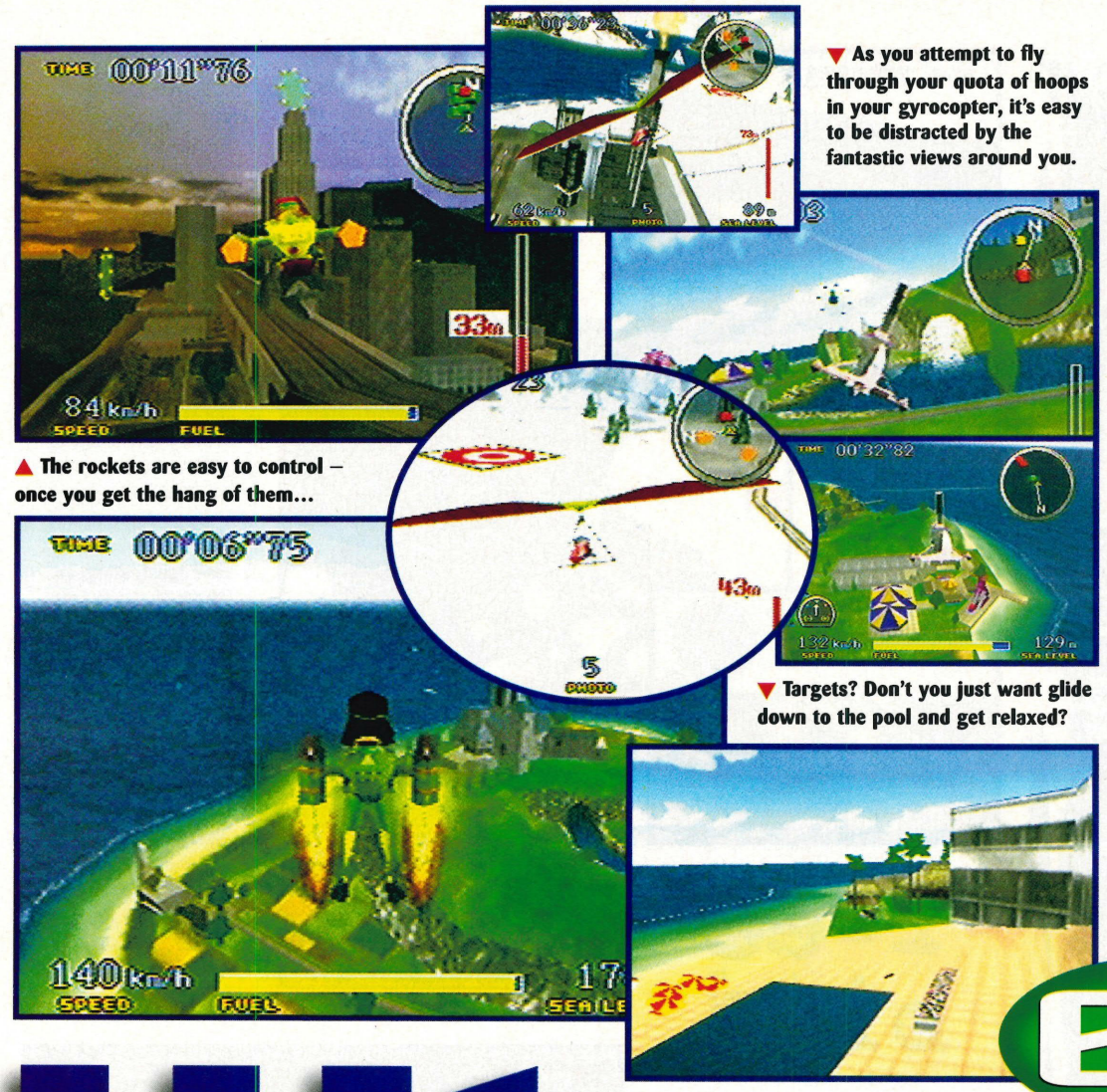


▼ All the landscapes are spectacular – especially the craggy mountain range.

Before we go any further, I'd like to make it completely clear that never, at any previous point in my life have I played, or for that matter even seen *Pilot Wings*. How come? I don't know. Loads of people have told me what a classic it was on the SNES but I guess I just never got round to checking it out for myself. Naturally after all the glowing reports I'd heard, I was eager to see the N64 version — now I see what all the fuss was about.

The approach is quite unique. It's not a shoot-'em-up, though it contains elements of that genre. Neither is it a flight sim, yet again, parallels can be drawn. The idea's to complete various tasks at the controls of an assortment of flying machines, to gain bronze, silver and gold badges. These are awarded depending on the number of points scored during flights. Points are broken down in turn. For example, the main objective might simply be to fly through a series of





▼ As you attempt to fly through your quota of hoops in your gyrocopter, it's easy to be distracted by the fantastic views around you.

▲ The rockets are easy to control – once you get the hang of them...

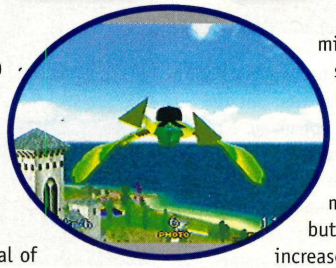
▼ Targets? Don't you just want glide down to the pool and get relaxed?

Nick's Comment

If you've ever wanted to take flying lessons but never have, then this game is for you. The feeling of flight is incredible, as you swoop and dive in the hang glider or thrust around in the jetpack. This is the game's main selling point as there is not a lot else to do, and if action is what you want, then you might find *Pilot wings* boring, but I loved it. The music is great, it lends itself perfectly to the relaxed gameplay and the graphics are nothing short of breath-taking. This is game where you can play just for the experience it gives you. Relax...

64 Wings

rings. Get 'em all and that could be worth 60 points. However, there'll be another 20 on offer for a perfect landing and 20 more for how quickly the mission is completed. Each mission has a total of 100 points up for grabs. There are five classes with three badges in each. To gain access to the next class up, you need to gain at least a bronze in all three. Each of the three missions in each class involves mastering a different mode of flight. The hang glider, a gyrocopter and even a jetpack. Very different techniques are required for each one and as the missions progress your skills will be tested to the limits.

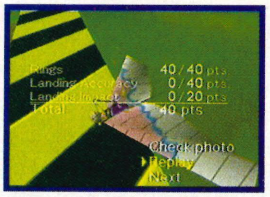


In the first difficulty class there's just one mission to complete but the number increases with each level — two missions in class two, three for class three and so on. In later classes the scores for each individual mission are totted up, with the total score determining which badge, if any, is awarded. In addition, bonus levels are opened up for getting three golds in a class — like the birdman level, which has no aim. You just get to flap around admiring the scenery, swooping and diving; basically living out all your bird-like fantasies.

The missions themselves get more involved as you progress. They may start off requiring you to simply fly through rings high above the island. However, later on you'll be required to photograph burning chimneys at close quarters from a hang glider and even blast a giant rampaging robot with rockets from the gyrocopter. It's not a violent game though. Most shooting assignments are concerned with hitting targets rather than mindlessly zapping baddies.

Considering the man behind *Pilot Wings* is the same guy responsible for





▲ The hang glider can be tricky to manoeuvre – lose that thermal and you'll plummet to the tarmac.

free bird

Those magnificent men in their flying machines



Hang Glider

How better to enjoy the freedom of the air than this. No engine noise, just the sound of the wind billowing about your ears and the odd squawk of a startled seagull.

Jetpack



A bit like the Wash n' Go of the aviation world. Just strap it on and off into the wild blue yonder you go. Gotta watch out for the fuel though. It doesn't last long and there's not a lot of scope for gliding to safety!

Gyrocopter



Stick a lawnmower engine on the hang glider and this is pretty much what you'd come up with. Just like those early pioneers of flight – draughty, crude and simply fun, fun, fun!

Birdman



Strap on a pair of wings and become a bird for a day. You can swoop, dive, glide or do whatever else takes your fancy. Don't go too far out to sea though!



◀ Flying so high, in my beautiful, my beautiful... Ok, so it's a hang glider but you get the point! Sheer relaxation is the name of the game here, sit back and glide like a bird, man (or birdman?)



▼ It's hard to resist a quick detour every now and again – check out the flames on that!



▲ Keep an eye on that altitude meter! If you start to plummet...



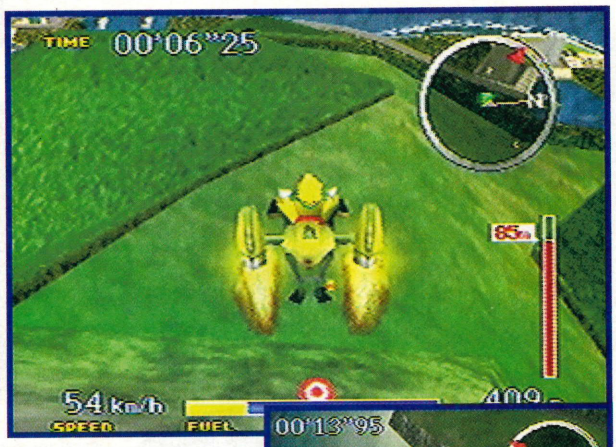
Justy's comment

I never used to be into the SNES game, so I was ready to give this a slating but after playing it for a while I realised that several hours had passed – and I'd loved every minute. The missions are varied and range from those that you'll find exciting and frustrating, to those that are just plain mellow and relaxing. You can't help but be tempted into just floating around and admiring the scenery. My advice to you is to buy this immediately, it's as close as most of us will ever get to ever owning a Hang glider, Gyrocopter, Jetpack, Birdman suit, Cannon...

Mario and *Wave Race*, it'll come as no surprise to learn *PW64*'s presentation is of the very highest order. The graphics are absolutely gorgeous. You could just sprinkle them with hundreds and thousands and eat them right up. Very little clipping is visible, even at large distances and what there is builds up smoothly, rather than in big, jerky chunks. The music is similarly ambient with peaceful, wispy melodies perfectly complementing the totally relaxed nature of the game.

As a concept *Pilot Wings* is totally original. There have been a million flight sims, with various levels of realism down the years. *Flight Simulation* on the Speccy anyone? None however, have melded the realistic feel of soaring in the skies with the beautiful and almost-cartoony-but-not-quite graphics on show here. Of how many games can it be said that there's a lot of fun to be had just flying about, checking out the scenery? Not many, I think you'll agree.

At the risk of sounding self-contradictory, it also happens to be one of the most infuriating games I've



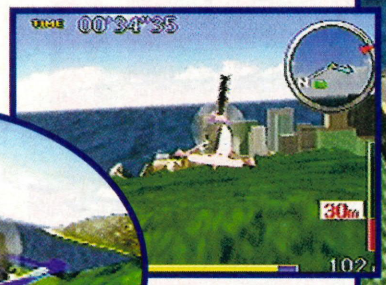






▲ Gliding over the sea can be a dangerous business – the sheer unpredictable nature of the thermals and currents over the water, can make reaching dry land a difficult endeavour – at least you'll have a soft – if wet – landing!



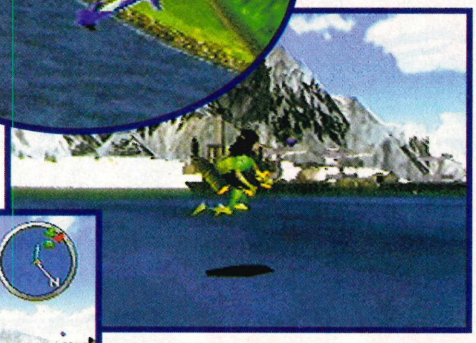


▼ The little map in the corner helps you keep your bearings and find the next training target.





▼ So he looks like a frog – if you flew everywhere, your legs would atrophy too, smarty pants.





▲ D'oh! Your training mission certainly didn't call for a major splash-down end to your flight!



▲ The jetpack's bound to keep you cosy in the snow – until you run out of fuel all of a sudden, that is!

played for a long while. Many of the missions contain little or no margin for error and one slip can be all it takes to bring another flight to a premature conclusion. The hang glider for example, is always losing height. The only way to gain any lift is to hit thermals (big swirly winds going upwards). Miss a crucial one and you'll soon be eating pine needles or even the icy waters of the Arctic. No matter how much you swear and curse however, it's simply impossible to bring yourself to dislike it. Everything's just so nice. If you feel yourself getting wound up, just jump in the gyrocopter and go for a tour round the coast. Wave to a few other flyers, catch some rays, maybe even take a few photos. Before you know it, you're all relaxed and ready to tackle that infuriatingly difficult mission once more. Of all the games this month, this one's claimed the most playtime. Why? Because once you start you just don't want to stop. With loads of secrets to discover, there's always something new to aim for. It'll take a long time just to get gold on every mission — let alone perfect scores and also find all the extra bits. In fact it's almost like three games in one, the three vehicles are just so different. Some games might bung you a choice of rides, with subtle handling and speed differences, but these ones are totally unique. Just 'cause you can fly the gyro like a bird, doesn't mean for a minute you'll get anywhere with the jetpack. All sorts of things from individual characteristics, to selecting the most useful view in any given situation, must become second nature — and that only comes with lots of practice. Luckily practice is something you'll be quite happy to do, and that's truly the hallmark of a quality game.

If you can only afford one game for your N64, make it this one. And you can include *Mario* in that!







Verdict

Name:	Pilot Wings
Publisher:	Nintendo
Developer:	Nintendo
Players:	One
Price:	TBA
Released:	Spring
Game Type:	Flight Sim

graphics 95
So much detail, everything looks the way it should

sound 92
Hummable tunes, a perfect foil to the action

playability 96
You'll want to play and play 'til the end of the day!

overall 95

Mortal Kombat Trilogy

Get over here! The latest and greatest in the acclaimed series of bloody beaties is on the scene...



▲ That's no way to treat a lady! What a dirty rotten cad...



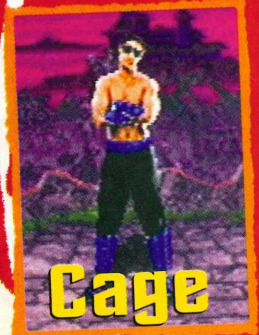
▲ Choice of fighting path determines who you battle...

You've never heard of *Mortal Kombat* — what! I don't believe it for a second. The original did big business in the arcades and sold in buckets on the consoles, on the back of a major hype machine. Not all the publicity came direct from the publishers either. The free-flowing blood and somewhat controversial and gory death moves, had the Mary Whitehouse lot up in arms, wibbling on about how it would corrupt the minds of the young and impressionable. Yeah, right! They must have felt so much better that all their moaning just helped shift even more copies of what was, in the end, a pretty mediocre beat-'em-up. In terms of playability it was streets behind its contemporary big rival *Street Fighter 2*. The Capcom game had the perfect mix of moves and fluid gameplay, whereas *MK* relied on its gloss for much of its appeal.

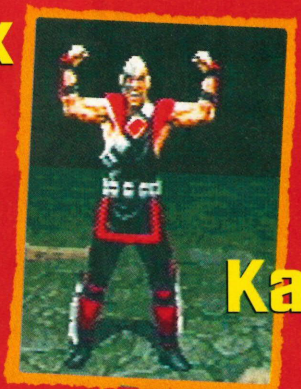
Two sequels followed and both improved vastly over the original. More moves, better balance and a range of new finishing moves were all thrown into the melting pot and finally we had a game almost worthy of the publicity it received.

How it all began!

The original cast from the first *Mortal Kombat* game are all present and accounted for, including the delectable Sonya Blade who was inexplicably dropped for the second game, before returning in *MK3* (Hurray! – The lads).









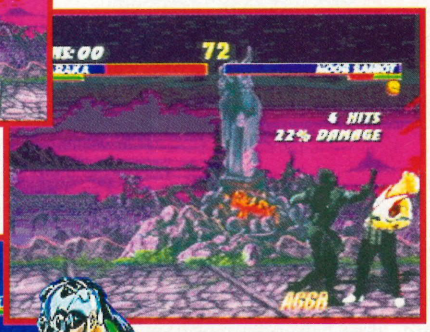




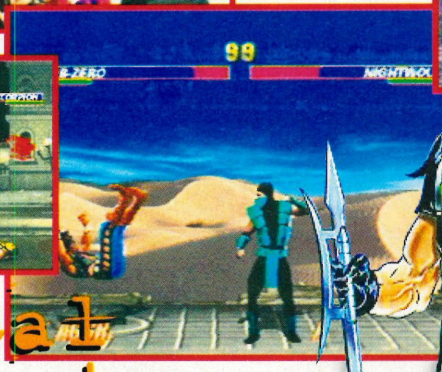


▲ Classic guys and gals are yours to play with...

▼ Is your rival blocking all your hits? Just wait while your Aggro bar builds up, then knock his teeth out, super-fast!







Mortal Womba t

▲ Who the heck moved my chair?

As you've probably twigged, *Mortal Kombat Trilogy* contains all the characters, locations and moves of *MK*, *MK2* and *MK3* all crammed into one cart. There's an incomprehensible storyline involving Shao Kahn, high dude of all that is smelly and not nice, and his ongoing attempts to gain control of Earth from his realm known as the Outworld — it is he who must ultimately be defeated, if success is to be achieved. However everyone has their own reasons for wanting to win, so you'll have to fight your way past a galaxy of warriors from science fiction, fantasy and more terrestrial origins.

There are 28 fighters to choose from initially, with some hidden ones to find as well. However you'll have your work cut out to master the ones already there, so don't start writing in for those access codes just yet. The main reason it will take so long to master, is simply due to the fact *Mortal Kombat* is all about special moves and combos (or should that be 'kombos'?). More than any other beat-'em-up, you have to know a character's specials or you might as well not bother.

There are a range of standard moves used by everyone, including the famous uppercut, but once you become proficient you'll find you hardly ever use them. The only exception is when fighting Motaro, who simply repels them. Against this fearsome creature all you can do is hit and hope.

In one player mode you can choose from one of five skill settings and then it's time to head into the tournament. Enter





Just's Comment

Why has this game come out on the N64? It looks exactly the same as every other version I've ever played. If you're a fan of the *Mortal Kombat* series, then you'll probably like this – just don't expect to see anything new. It's probably as close as you're gonna get to having the arcade machine in your home but as far as I'm concerned this isn't why I bought an N64. Manage without a beat-'em-up for now and wait for a decent 3D fighter that uses the console to it's full potential. Not one to impress with!

▼ The kind of gore that got the original *MK*s in trouble – ketchup city!













▼ **Fighting feisty furies! old Chun Li never looked this hard...**











James' Comment

I love the *MK* games, hey I do, even more than *Street Fighter*! So it goes without saying – I like this game. It's not quite as complete as the PlayStation version but it doesn't have those bleeding annoying loading times, so I guess that evens things out a bit.

With the amount of lame releases at the launch, you could certainly do a lot worse than this puppy. Good at what it is but hardly what you'd call an 64 bit game! But if you've up for some retro blood letting and spine ripping then you can't go wrong with this fella. Bleeding great fun!



▲ **Sub-Zero pulls a fast one – touch his frozen clone and you'll be ice!**

one of the four Kombat towers and get ready for some serious treatment. Even on the easiest tower and lowest skill setting, it's far from a push over. The towers have eight, nine, ten and eleven rounds respectively. The first three are made of randomly selected characters, an endurance match, Motaro and finally Shao Kahn. The endurance matches in particular will test your mettle to the limits, as you fight two characters for the price of one. Beat one and the second comes in to continue the fight, so essentially you're taking on four characters with just two energy bars. The fourth tower contains two endurance matches, so make sure you save up those continues, eh?

The two-player mode throws in a few extra options on top of the standard one-on-one. Two-on-two or even three-on-three kombat allows players to choose a team of fighters, in a sort of tag competition. As one is beaten the next comes in, until the team is wiped out. For major multi-player action there's always the option of eight player kombat, where eight fighters take part in a knock-out tournament of one round bouts. The winner then gets the chance to fight an endurance battle against the computer for a coveted kombat code.

With so many moves, characters and options *Mortal Kombat Trilogy* certainly sounds like a title not to be missed, but for all its good points, it remains a matter of personal taste.

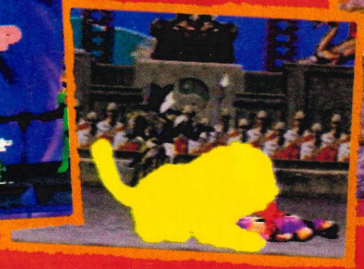




▲ **Just cos Rayden's got a lampshade for a hat, there's no need to smack 'im!**

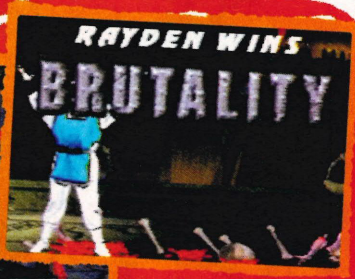
Finish them!











MK Trilogy **has more finishing moves than any other game. Each character has two different Fatalities. They can also savage stricken opponents in the form of wild animals, transform them into junior versions of themselves, mega-combo Brutality finishes or a Friendship for really taking the rip!**

What's the story?

FOR NINE GENERATIONS MORTAL KOMBAT WAS RULED BY OUTWORLD'S FINEST WARRIOR, PRINCE GORO. THE EARTH WAS ON THE BRINK OF ITS DESTRUCTION WHEN A NEW GENERATION OF WARRIORS WERE VICTORIOUS IN DEFENDING ITS REALM.

THE WARRIOR MONK, LIU KANG, WOULD BECOME THE NEW CHAMPION. BUT HIS VICTORY WAS SHORT LIVED AS HE AND HIS COMRADES FIND THEMSELVES LURED INTO THE OUTWORLD TO COMPETE IN A SECOND TOURNAMENT.

LITTLE DID THEY KNOW THAT THE TOURNAMENT WAS MERELY A DIVERSION, A SCHEME DEVISED BY THE DARK EMPEROR TO BREAK THE RULES SET FORTH BY THE ELDER GODS AND WITNESS THE REINCARNATION OF HIS FORMER QUEEN SINDEL ON THE EARTH REALM ITSELF.

THIS UNHOLY ACT GIVES SHAO KAHN THE POWER TO STEP THROUGH THE DIMENSIONAL GATES AND RECLAIM HIS QUEEN, THUS ENABLING HIM TO FINALLY SEIZE THE EARTH.

THESE ARE THE TRILOGY OF EVENTS WHICH COMPRISE SHAO KAHN'S FINAL ATTEMPT AT TAKING THE EARTH.



▲ **Pink body-warmer versus Eighties aerobics wear – it's hardly a style war.**







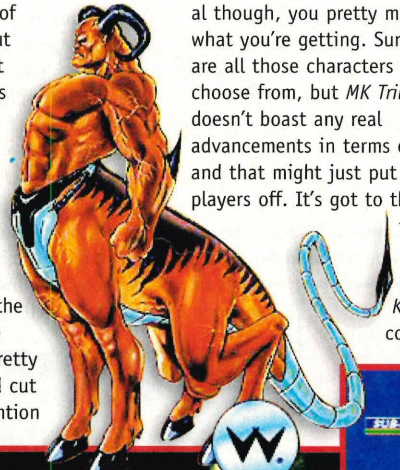


though, must go to the backdrops, which are very atmospheric and superbly drawn. They could have done with a bit more animation — but that's just a minor quibble.

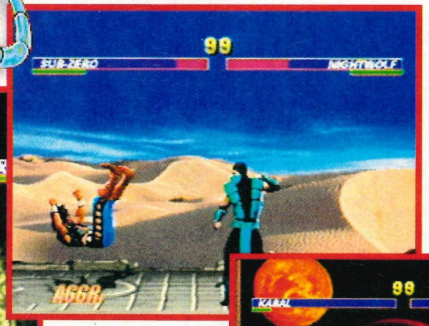
If you've never owned or played a version of *Mortal Kombat* you're in a minority of gamesplayers, so try it for size. For the vast majority of people, familiar with the exploits of Sonya, Liu Kang et al though, you pretty much know what you're getting. Sure there are all those characters to choose from, but *MK Trilogy* doesn't boast any real advancements in terms of gameplay and that might just put experienced players off. It's got to the stage where it's almost expected to have *Mortal Kombat* in your collection in some way, shape or form. The thing is, for all its cult status, the whole format is starting to look rather dated and rough around the edges. The N64 version looks and plays much the same as the other next-gen versions and remains very faithful to its arcade counterparts but I, for one, am looking for something new.

Perhaps it's only a matter of a time before we see a 3D variation on the theme — now that would be something to watch for. As it is, *MK Trilogy* occupies that nether region of games you feel you should have but deep down know there's no real need. Most of the long term fun just comes from experimenting with the finishing moves but even they get rather boring, once the novelty wears off. I would really like to recommend it but I just can't. Call me Mr Picky, if you will but the way to go is forward, not back.

There are thousands of dedicated *MK* fans out there, who'll rush out and buy it but there's another school of thought that now reckons this style of 2D beat-'em-up has had its day. For all the improvements over the original, gameplay is still on the irksome side and the sprites retain that pretty unnerving, cardboard cut out look. Special mention







▼ **My darling, my darling. You don't know how much I knee'd you. Need. knee'd – geddit? Ha! Ha! Ha!**



▲ **The fight's one thing, but you'd better conserve some energy for the walk home!**

Verdict

Name:	Mortal Kombat Trilogy
Publisher:	Acclaim
Developer:	Probe
Players:	1-2
Price:	£TBA
Released:	TBA
Game Type:	Beat-'em-up

graphics 80
Nice backdrops but the sprites look a bit ropy

sound 81
Suitably dark FX but strangely muffled samples

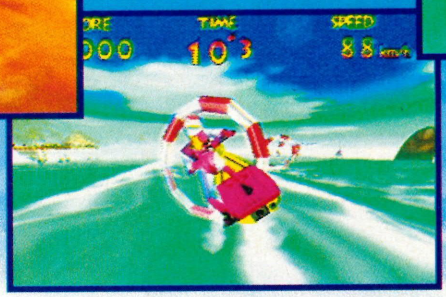
playability 76
Doesn't flow as well as one would have liked

overall 78



▲ Get through the rings and gain 100 points, as you can probably tell!







▲ That'll do for today. Just time for a shower before the pub opens. Yippee!









Wave

The thing about water sports is, the chances are you're probably going to get wet. Brrr! If only we could do it in the comfort of our own homes...

Over the years, as gamers, we must have raced pretty much everything you can think of. Race cars, road cars, rally cars, dirt bikes, powerboats, futuristic anti-grav things. I don't recall ever being at the controls of a jet-ski though, but that's exactly what you get in *Wave Race*. So slip into that wetsuit and let's hit the beaches!

Actually it's not only the sea we'll be visiting as *Wave Race* takes us on a magical mystery tour of all sorts of water-related courses. Rivers, lakes etc are all there to be pounded across at speeds of well over 100mph. That's fast when you're perched atop something which looks more like a kitchen gadget from Moulinex, I can tell you!

There two main racing options — either stunt or normal race. In race mode you go up against a load of other characters, in either a single race or a championships season. In a season, you need a certain number of points to move onto a new stage. However these points can be accrued. For example, to qualify for stage two, you need a total of two points and to qualify for the third three are required. Therefore if you win stage one (seven points awarded) you can still qualify in











▲ The old hand-stand trick is just the ticket for rubbing it in against inferior opponents. Sailing past them and over the line with your feet in the air earns great satisfaction. Unfortunately probably a punch in the gob as well!



64 Race

Miles' comment

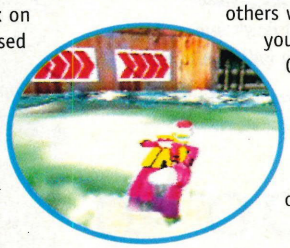
The closest I've ever come to a real jet-ski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing *Wave Race* I've decided that maybe I should broaden my water sports horizons and try it for real. Quite simply, this is an extremely playable and unusually original piece of software. As far as I can see, the only thing missing is a Pamela lookalike to dive in and rescue you when you fall off. If you're after a racer for your 64, avoid the traffic and take to the waves!

Buoy oh buoy

the next races without needing a final placing. It's always best to get a good few points in the bag early on though, as things get pretty tight later.

The courses are fairly simple basic circuits with a few little extras thrown in. On sea levels the outside of the course is marked with small buoys. Should you for some reason find yourself out of bounds you have five seconds to get back on course or, you guessed it, race over.

Dotted around the route there are also buoys with big arrows on top of them. These indicate which side of the buoy you should pass on. You have five chances — miss five buoys and you're out o' the race. There are also ramps and things around, some of which you need to hit to leap over obstacles, others which are just there to tempt you into something stupid.

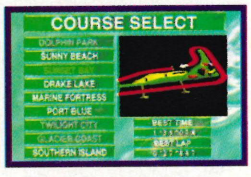


On some levels the tide actually goes in and out and one in particular has a seemingly useless ramp right in the middle. It's only on the second lap however, when the tide's going out and the water level's gone down a bit that you realise there's a bit of a sunken ship scenario going on. To skirt around it costs loadsa time but hit the ramp at speed and sail over, no problem.

Stunt mode sees you aiming for points by hitting targets and pulling off tricks in the air after hitting ramps. The tricks themselves aren't that hard to do — the tricky bit's landing and staying on the damn ski. Collisions obviously slow you down, but a bad one can see you falling off



▲ **This would be a good time to decide which jetski you're gonna use. Choose wisely**



Choose your Jetski



Fast women

The best choice for a beginner, this is fast off the line and easy to handle but lacks top speed.



Top man

A good all round craft which when customised towards the 'Top End' setting will be difficult to beat.



Turn it up

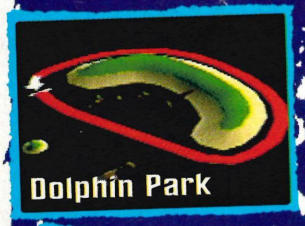
Quite a nippy little craft but definitely not for the beginner, very easy to oversteer into walls etc.

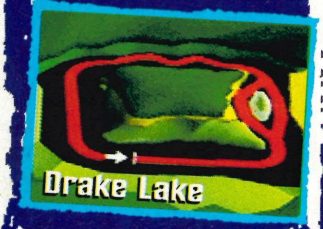
Fat bloke

A very high top speed but with no acceleration whatsoever, steers like a rocking horse.



Select your course

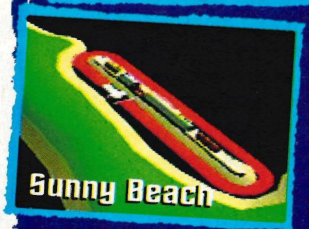














Just it's called *Wave Race*, that doesn't mean you're limited to sploshing about in the sea. There are lakes, rivers and all sorts of watery venues to visit. Our fave is Dolphin Park where you get to race the porpoises. Shame you can't crash into them though

Flip that puppy!



▲ **The barrel roll is probably the most spectacular stunt of all so allow us to instruct you in its execution. When you hit the ramp push the stick to the left and then quickly to the right and hold as you take off and over you go. You can go back the other way by reversing the procedure. Clean undies at the ready of course!**



▲ **When I said I wanted to go into the bank I meant Barclays. Jeez!**

▲ **If at first you don't succeed, give up 'cause people will just laugh!**

completely and taking a few seconds to swim back to the machine and climb on again.

There are loads of different courses to choose from and four characters, each of which have their own handling characteristics. The fat bloke for example, is very fast once he gets up to speed (lots of momentum you see) but takes half an hour getting there. Cornering's also a nightmare. Then there's the petite young lady who can turn on a sixpence and rockets away from the line. Unfortunately she has no real top end (oo-er). Probably best to go for, is something in between. If the balance still isn't quite right you can always customise various aspects of your ski's performance to get it just so.

In the looks department *Wave Race* is just superb. The water effect is really absolutely lush and actually looks wet. especially on the choppier sea levels. It just makes you want to go and jump in a nice cool pool, honest.

Smooth

Compare the waves on the sea levels to the clear, mirror like surface of Drake Lake and you'll realise how much time has been put into creating the overall look. Or how about the sunset level — everything has a golden look and if you turn towards the sun, low on the horizon, you get a convincing (if not a tad awkward) dazzle effect. Keep a pair of shades handy at all times to avoid any unpleasantness.

I know what you're thinking, and rest assured gameplay is just as impressive as the visuals would suggest. The developers have clearly worked hard getting the movement right on the jet-skis so they behave realistically — or at least how I'd

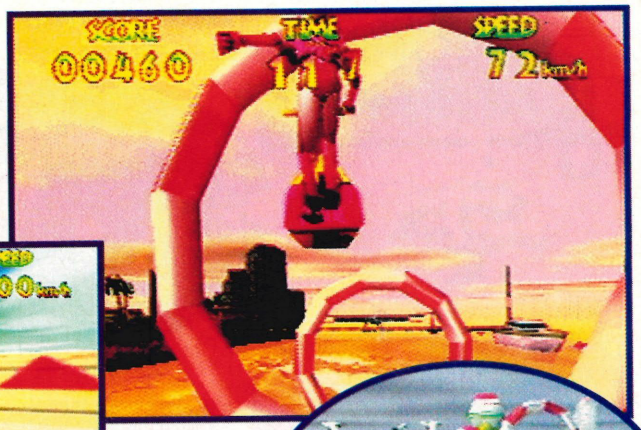
Nick's Comment

The best water I've seen in a game ever! Realtime waves crash against the shore and the reflections on the lake level are nothing short of stunning. This is the biggest attraction, as the courses are not long enough and racing against the computer is nowhere near challenging enough. However, in two-player mode, it harks back to *Mario Kart* in terms of its great playability and sheer adictiveness. This game makes me wet!



▼ Top two-player action, but player one seems to be heading out to sea!







▲ What goes up must come down. Oops!

Double Loop!



They said it was impossible. We say think again, lamers. Courtesy of extreme sports junkie and occasional Rapide designer Ian Roxburgh, here's the proof that, with a little practice and lot of luck, the double somersault is possible to achieve. Can we have our game back now Ian, please?

▲ Wahey! Colour-co-ordinated rings and wetsuits. You've gotta love it!

imagine a jet-ski to behave as I've never been on one meself (aaah).

Best of all is the two-player mode. With a split screen you can race against a mate and that's when things really get going. The graphics don't appear to be simplified, yet there's no perceivable slow down. Odd when you consider *Cruisin' USA* suffers so badly yet has far less happening on screen. There's loads of animation going on in the backgrounds as well. Waves, dolphins swimming about. Ooh, I'm getting that holiday feeling!

As a single player game *Wave Race* is a fine piece of coding. Presentation is top notch and it plays very well indeed. However, the two-player mode makes it a must-have, if you can boast





▲ Sunset Bay – just like riding on liquid gold – except that would be a bit too hot, probbly!



friends among the things you enjoy in life. Not only is it fairly easy to pick up, but a useful handicap option has also been included for fairer competitions between players of differing ability. Or you can practice like anything, day and night, then turn handicap off and win by a mile against a hapless friend who's never played the game before. It all comes down to the type of person you are basically...

We've seen a lot of things in putting together TOTAL 64 and can safely say that this is definitely one of the titles you should shortlist for you collection immediately. Trust us — you won't be disappointed.

Verdict

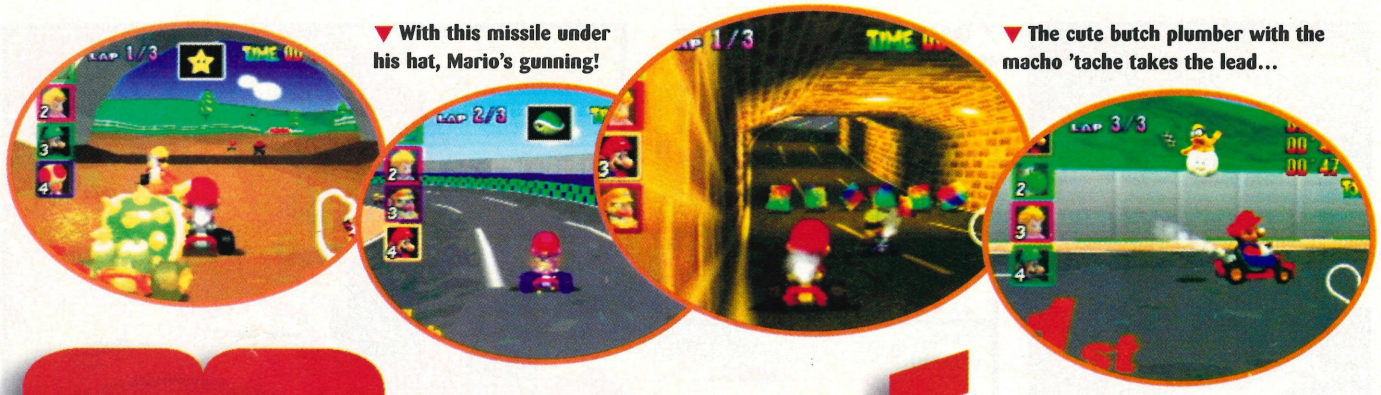
Name:	Wave Race
Publisher:	Nintendo
Developer:	Nintendo
Players:	1 or 2
Price:	TBC
Released:	Out Now
Game Type:	Racing

graphics 92
Packed with superb effects and smooth as you like

sound 87
Loads of toons and splooshin' sploshes

playability 91
Good with one player, great with two

overall 93



▼ With this missile under his hat, Mario's gunning!

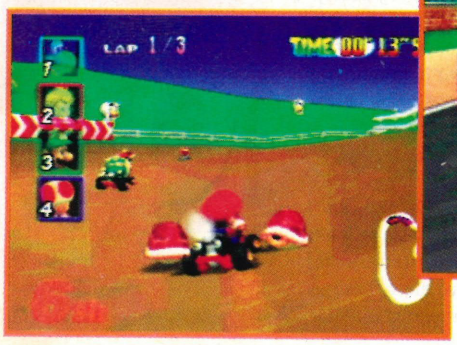
▼ The cute butch plumber with the macho 'tache takes the lead...

Mario 64 Kart

One of the greatest 16-bit console games of all time comes to the N64. Hurray! Oi, out of the way! Let me have first go...



▲ Bad guy Koopa's hot on Mario's trail and the computer controlled characters are every bit as cunning as you – maybe more!





▲ Collecting crystals gives you all sorts of goodies, from banana skins to strew behind you, to missiles and more.

If you were trying to decide on the best SNES game of all time, you can bet the arguments would rage long into the night but one game would almost certainly appear in everyone's top five. *Super Mario Kart* was a remarkable achievement and probably the best example of what Mode 7 could do — in the hands of the right people. Until then racing games had generally followed the same format, laid down twelve years ago in *Pole Position*. The rolling road, with expanding trackside sprites giving the illusion of movement. *Mario Kart* put the player in a three dimensional environment for the first time. The tracks crossed over one another and you could actually see drivers on the other side of the course, spinning around merrily.

With a split screen two-player option thrown in, it was easily among the most addictive and playable titles the SNES had to offer and convinced many people to choose Nintendo's machine over the Mega Drive. It might sound sacrilegious, but to be honest *Mario* never particularly appealed to yours truly. Okay, so the games were massive, but platforms are platforms and there's only so much you can stomach before looking for alternative game thrills. However, whatever your opinion of the mustachioed one, it was hard to fault what was probably the best arcade driving game to have







▲ Ever get the feeling you're alone – where's everyone else? Good job you've got a map of the track – even if it is a little sketchy. Now was I the little blue blob or the pink squashy dot...







▲ All kinds of obstacles conspire to make you crash – from penguins to simple bumps.





▼ I know I keep mentioning it, but what next – super sprout master?





Justin's comment

I was always a big fan of the original *Mario Kart*, even though when I think of it now – with just a single location and those cute but clunky graphics, I do wonder why! Seriously though, the real appeal of the original was the fantastic gameplay – behind the cute Japanese trimmings lay an extremely addictive piece of gameplay. The same holds true for the new N64 version – though the graphics have obviously improved, even if they are a bit blurry. The added range of locations and gameplay features, coupled with the same addictive gameplay I remember so well, add up to one hell of a game. Ok, it's not exactly jaw-dropping stuff but what *Mario* game ever was? If you want a fun game this is it!

appeared at that time — and that's exactly what it was.

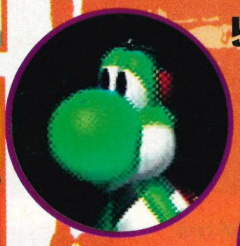
If you've been off living with the fairies for the last four years and don't have any experience of *Mario Kart*, shame on you. The beef is this — eight of your favourite Mario characters are taking part in a high speed go-kart challenge and you've been invited to join them. Up to four players can compete simultaneously. Choose from Mario, Luigi, the Princess, Mushroom Boy, Yoshi, Donkey Kong, Wario and Koopa, then pick the event and engine class you want to play. There are three in all — 50cc, 100cc and 150cc. 150cc is obviously the fastest and therefore better suited to the more experienced player.

Different events can be chosen depending on the number of players. With one player only, full grand prix mode and time trial are available. Time trials allow you to practice any course, while Grand Prix mode lets you enter one of the four competitions from the Kinoko Cup (very easy) to the Special Cup (if you think you're hard enough). The ultimate challenge being Special Cup in 150cc class — rock hard! Dotted around the tracks are all sorts of bits and bobs, to either aid or hinder your



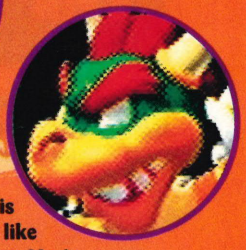
Mushroom Boy attempts a crazy dash to cross the track – looks like it's slicing time for vegetable head!

The Karting gang!



Yoshi

Everyone loves the little dragon



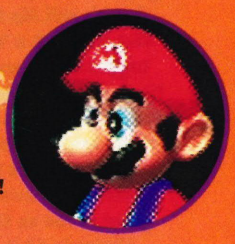
Koopa

Ooh – this rotter doesn't like our Mario



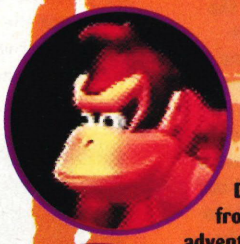
Luigi

Mario's very similar looking cuz



Mario

The man himself. Worra bloke!



Donkey Kong

DK takes time out from his Country adventures



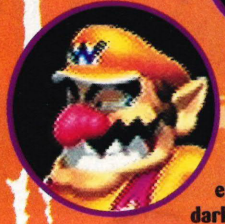
Princess

Token bird or little luvvly – you decide

Mushroom Boy

He's got a mushroom on his head. Hmm





Wario

Mario's arch enemy, or is it his darker side?



▲ There are bags of race types and courses to choose from – fancy a speed test?

▼ Not all the hazards in *Mario Kart64* are whacky – tanker coming through!

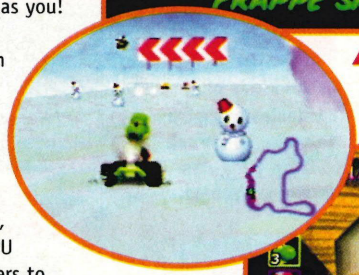












▲ Isn't a frappe some kind of cup of cold coffee? Weirder still...



James' comment

So it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was and still am a fan of the original game but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo titles – and at a souped up price too – you might as well buy yourself a SNES. That said, I can see the appeal of the title for those who missed out first time round. It's still fun and addictive – especially in multi-player mode. Just think carefully and try before you buy...

progress. Hedgehogs, belly-flopping penguins and exploding snowmen are just three things to beware of. Crystals however, bestow various useful items — like red shells which can be fired and home in on any nearby opponents, banana skins which can be dropped as a nasty surprise for those behind or lightning bolts which miniaturise everyone else for a short time. During this period the other karts all go a lot slower and if you catch one, you can crush it flat under your wheels. Beware though, as the computer drivers are just as capable of using the power-ups as you!

With two players you can enter a grand prix or go head to head on the track of your choice in versus mode, without any CPU controlled drivers to worry about. The other alternative is Battle Mode. The characters start in one of four selectable enclosed arenas with three lives each (denoted by balloons suspended from the karts). The idea's simple enough — to zip around collecting power-ups and use them to relieve the opponent of his lives. If you can get three or four players in, it's a straight choice between battle and versus. There aren't too many games which allow four players to play against one another at the same time — and even fewer which are actually worth the bother. Just the name of *Mario Kart* instantly brings quality to mind — how many of today's racers can boast sixteen different tracks? They all have their own twists as well. You're taken along narrow ridges, alongside some dangerously deep lakes, and one of the Special Cup tracks is a criss-cross of possible routes, through which you can choose your own path. It's crazy 'cause you never know how well you're doing — until you finish!

It's not all roses in the garden. The main sprites have a funny sort of blurry effect to them, which can be rather off-putting at first. More worrying still



Seabed tracks and mushrooms with eyes? Is this what Japanese programmers are into...

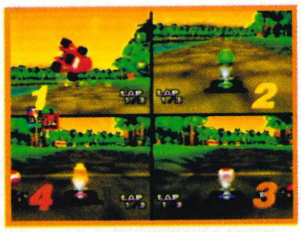


Bask in the glory of victory, and have your trophy regurgitated by a giant hovering fish. I'm sure there's some reasoning behind all of this!



▲ With crazy twisted tracks like this, the improved control is a real must!





▲ Player one bites the dust! Tricks and traps are the key to multi-player competition in *Kart64*.







▲ Split screen action is one of the best features – just watch out for the slow down.









Got any gear?

is the slow down which occurs as more players join in. Though having a four player option is a great idea, it does take time to get used to the cramped viewing windows and things become perceptibly jerky. Even with two players the difference is noticeable.

When news of the N64 first broke, this was one of the games everybody was looking forward to, along with *Pilot Wings*, *Mario64* and *Zelda*. When it finally came in, we jumped for joy but after the first few plays the atmosphere was slightly muted. Not because it was bad — far from it. Perhaps we'd expected too much. The reasons go back to the SNES game. *Mario Kart* was never going to be the improvement *Mario64* was over the earlier *Mario* games. They were all very traditional style, 8-bit games, souped up a bit graphically for the SNES but still not pushing the machine in terms of their coding. *Mario Kart* on the other hand could almost be seen as the first next gen-style racer, so *Kart64* was never going to be a totally new package in the vein of *Mario* or *Zelda*.

The differences are far more subtle, but a good sit down with the pad reveals what Nintendo have done is fine tune the playability, to make the most of the new hardware. Fans of the original will be straight back into it. The controls are slightly more responsive but that classic *Mario Kart* feel remains intact. If you liked the original, you'll love this. If you loved the original, this'll be your enduring golden youthful memory of 1997 when you're old and grey.

Verdict

Name:	Mario Kart 64
Publisher:	Nintendo
Developer:	Nintendo
Players:	1-2
Price:	£TBA
Released:	TBA
Game Type:	Car Racing

graphics 85
Nice enough but no longer so jaw dropping

sound 87
Plenty of samples and some toe-tappin' toons

playability 94
It doesn't disappoint where it counts

overall 93

champions



Miles' Comment

As the aging cliché goes it's a funny old game football and Perfect Soccer certainly proves that with some of the most hilarious player animation ever. Just watch one of these guys trying to get up after a particularly bad foul to see what I mean! Having said that the actual gameplay isn't bad either, especially in two player mode. Swift passing, rasping drives, eccentric keeping and, of course, the all important scoring celebrations. This boy has got it all and is certain to be a worthy addition to the footy sim Premier League. Go and buy it!



▼ The all important coin toss. I guess you wouldn't call it heads or tails then – maybe ball or symbol?





▼ The keepers are eccentric to say the least!







J-League Perfect Soccer

No console can consider itself fully fledged until it can boast a decent footy sim, so goes the chant on the Rapide terraces. So can *J-League* do the job for the new N64?





Those Japanese, eh! When they get into something they sure don't do it by halves. Huge stadiums and importing some of the biggest names in the world to get the fans flooding in. Well, Gary Lineaker at any rate. And the sheer quantity of footy sims to have wormed their way out of the Land of the Rising Sun, shows how much they enjoy their footy. Unfortunately the vast majority of these have been very shallow and simplistic kickabouts, worth a few coins down the arcade but never standing up to the in-depth scrutiny of home release versions. For real computer footy action, we've always turned to the likes of *Sensible Soccer*, programmed in the football hotbed of Cambridgeshire. The one notable exception to the rule was *International Superstar Soccer* and *ISS Deluxe* on the SNES, which combined the fancy graphics and flash moves of arcade soccer games, with the complexity and realism fans have come to expect and relish. Now *J-League* is here and it's basically an update, given the graphical overhaul made possible by the power of N64.





▲ The controls for the keeper are superb, with a number of options to consider.

Looks-wise it's excellent, with superb animation, smoothly panning

Let's have a celebration!

Let's have a look at a few of those goal celebrations and exactly what they mean, sort of...



The Fjortoft

Developed in Norway, the exact meaning of this one is unclear but German Superstar Jurgen Klinsmann took it one step further by falling over. Genius!



The party piece

The team obviously went out on the pop a few nights earlier and came up with a new routine which 'seemed like a good idea at the time'



All For one

A display of unity from a team getting a bit of bad press. The lads are sticking together through thick and thin. Hurray!



Get in!

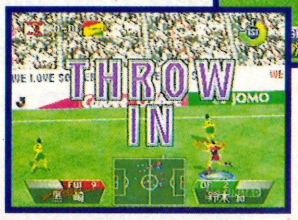
Clearly a player dropped by the manager and only in through injury. He feels he has got something to prove.

cameras and clear, uncluttered graphics. What wins the day though, is the gameplay. Sure the fancy moves are there — but they take real skill to pull off. Those old coin-ops were all about dazzling 30-yard goals — but they lost a lot of their satisfaction when they happened every two or three shots.

Great use is made of the pad buttons. Lobs, short passes, through balls, shots and crosses are all available at the touch of a button. Functions are to a certain extent dependant on context. For example, running down the wing and getting to the byline, then hitting a lob, causes the player to cross the ball into the penalty area. Then a well timed button press can result in a bullet header or bicycle kick towards goal. Thankfully the longball game is rendered fairly unproductive, as there's usually a defender to hoover them up. This means you have to learn to pass it about to make progress up the field. There are loads of wicked touches, like players getting knackered if they run too much and, if you score a late goal with a chance of equalising or winning, your striker won't go into one of the many lengthy celebrations. Instead he'll grab the ball and just peg it back to the centre circle, to get things underway as quickly as possible.

There's also a very strong tactical side to the proceedings. You can even assign defenders to man-mark particular players, change formations and basically tailor all team tactics just the way you like it.

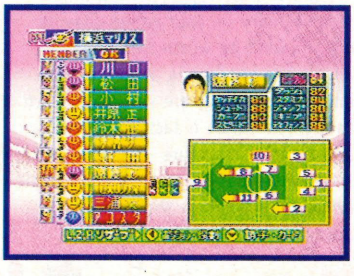




▲ **Referee! Open yer eyes mate, it's a pen. You wanna get yer 'ead seen to ref! In other words the refs are very lenient...**

Best of all, after a good play session we couldn't find any really soft goals — the death of so many footy games. They come fairly abundantly when you first start playing but as you learn to defend and tackle, it really does become a battle of wits as well as arcade ability.

A good footy game is always a big plus for any console and if this is the shape of things to come for the N64, things are looking very bright indeed. The best football game ever? That's tough to answer and can't yet be said without a few months' close scrutiny. However, the fact we're even entertaining the idea should tell you something, eh!





▼ **The crowd get behind the home team!**



▲ **Corner kicks are an ideal chance to stick one in the onion bag, with a range of different options on offer.**



Verdict

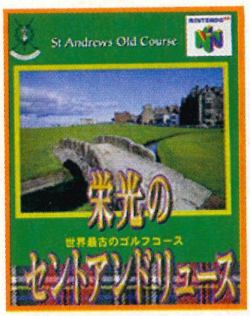
Name:	J-League Perfect Soccer
Publisher:	Konami
Developer:	Konami
Players:	4
Price:	£59.99
Released:	TBA
Game Type:	Sports Sim

graphics 92
The animation is excellent – really life-like.

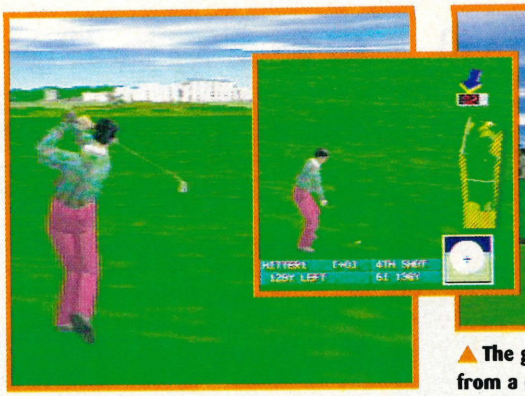
sound 91
Loads of commentary and chants a-plenty

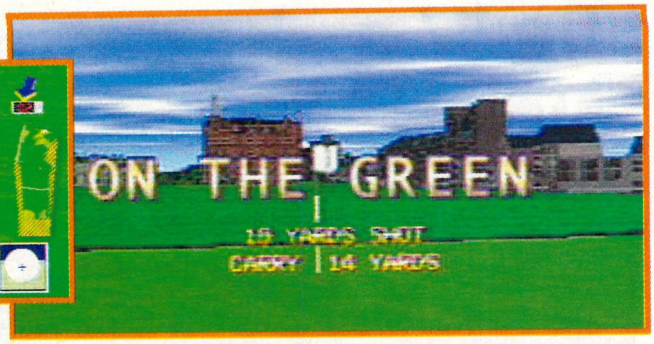
playability 93
As they say: easy to play, harder than a frozen jellyfish!

overall 93



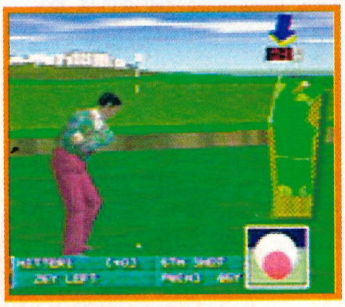
▲ Everything golf-like: Scotland, tartan, grass...



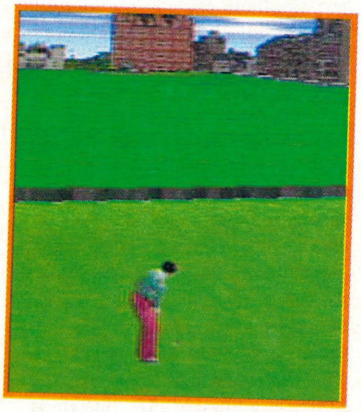


▲ The game accurately recreates its namesake in every way – apart from a certain lack of quality. Graphically, it's certainly no winner.

St Andrews Old Course



Golf, hmmm what can we say — whacking some balls with a stick sounds a bit painful to us!



Golf is a funny old sport, trudging around a field hitting little balls around with great big metal sticks, in an effort to get the ball in a tiny hole — 18 bleeding times. Then when this goal is finally achieved, you go and get wasted at the club house bar. Apart from the drinking, the rest sounds too dull for us. Yet golf remains seemingly very popular, particularly with people with a huge chunk of change in their back pocket — do you know how much membership to a golf club costs? Even though it's a bit out of reach for an average Joe, we can always console ourselves with being able to play the game in our own bedroom. No! don't be daft, we mean on our games machines, not whacking balls out the window using a walking-stick!



▲ Your choice of golfers will make little difference to your performance.

It would seem whatever the new system launched on the market, before you can say Nick Faldo, there's a spankingly new golf title to tempt you into parting with your cash, hitting the shelves of your fave games shop.

Of course, these golfing titles always present themselves to be new and revolutionary — your games-playing life wouldn't be worth living without it! Yet the sad fact is, most of these launch golf games are very poor. Even though the sport is lacking in thrills and complex structure — making for what would appear to be a very simple home conversion — they almost always fail to hit the mark.

Nick's Comment

Golf is just golf, really. Whether it's on the most powerful console in the market, or *Leaderboard* on the ZX Spectrum, the gameplay remains boringly the same. Press the button to start the powerbar, press it again to set the power and then press it a third time to hit the ball. Yeah, that's really challenging... And another thing, considering the N64's graphic capabilities, this looks nothing like St. Andrews. Look, don't buy this poor excuse to cash in – go and play the real thing instead and get some exercise.

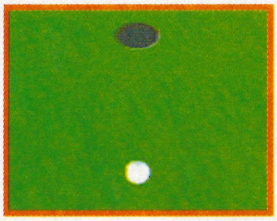
Get your camera out!



It just makes you want to roll out a blanket, open up your picnic basket and crack open the wine. Then just lie back, relax and enjoy the scenery – and of course avoid the huge amount of golf balls, that will be crashing down from nowhere on your head! Hey, maybe this really isn't such a good beauty spot, after all!

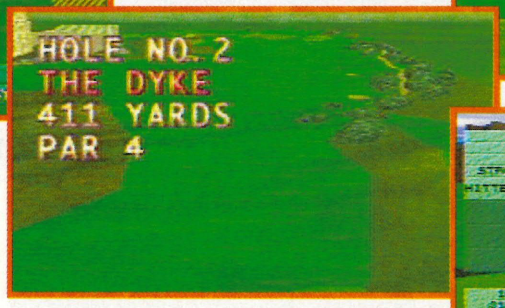


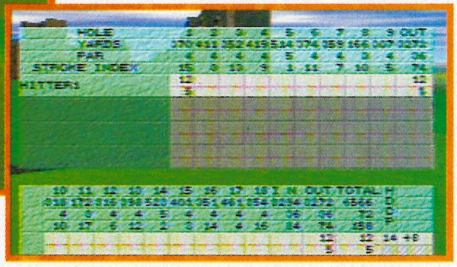
▲ Hitting the little white ball takes a new twist from your average golf sim. Using the little analogue joystick on your N64 joypad to aim and build-up power adds a realistic touch.



▲ It's like we said – one golf game is much like another!







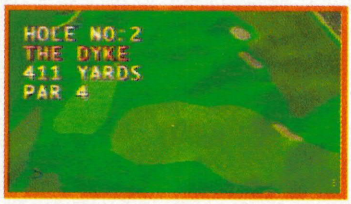
▲ Considering the graphical capability we've seen in other N64 titles, the look of the course is disappointing – it's flat, dull and a rather nasty shade of green!

Golf

At last some good news

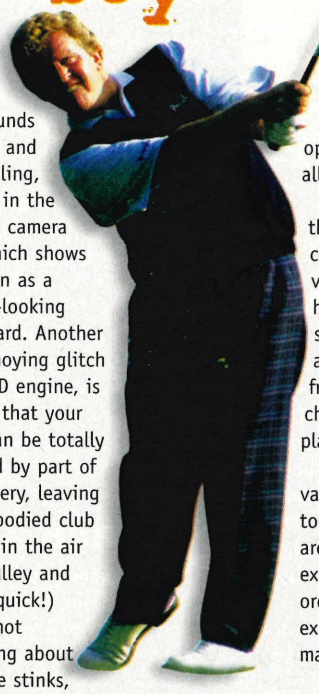
Jolly good show, old boy

Well, we're sorry to say that Seta's game falls right into the same trap as all the others that have gone before. It's just so dull — maybe golf isn't really suitable for a video game. But you've got to be a little open minded about these things, so we sat down and shouted 'come on Mister Nintendo,



thrill us with all your golf related craziness, we can take it!'

Seta's golf simulation accurately portrays the Royal and Ancient Golf Course, but fails miserably to use the 64-bit graphic potential of Nintendo 64. Having seen what the machine is capable of, with the likes of *Mario* and *Wave Race*, we were then confronted by a game that bears more similarity to a Super NES game than any N64 game. To be honest, *SA Golf* has got some of the lamest graphics we've yet seen on this system. The character animation is awful and the golfer's jerky movement is more suited to a break dancing contest! Even the backgrounds are drab and unappealing, more so in the close-up camera view, which shows the green as a horrible-looking chessboard. Another very annoying glitch in the 3D engine, is the way that your golfer can be totally obscured by part of the scenery, leaving a disembodied club floating in the air (Call Sculley and Mulder, quick!)



But not everything about the game stinks, the very unique control method rises way above the other hackneyed ideas in the game. You use the analog stick as a kind of 'virtual club' — once you've learned how to use the club the gameplay isn't actually too bad — as long as you can still bear looking at the shoddy graphics.

The analog stick works quite naturally as a device to putt the ball, while a constantly growing and shrinking pink sphere, that covers a 'virtual ball' (in the right hand corner of the screen) enables the player to hit it with varying degrees of power. Use the Z-button to enact the swing of the club and press B to change clubs or choose other options. These control methods are allegedly very similar to the real thing.

The two courses can be played through using a number of different characters but these all seem to be very similar in terms of skills and hitting distance. So, this option to select a golfer feels like an afterthought, created to pad out the front end options. The skill of the character is surely down to you, the player, or that would defeat the point.

St Andrews can be played in various modes; practice, driving or tournament — yet none of the options are particular great. We wanted to get excited about this but it's very ordinary and isn't what you would expect from the most powerful games machine on the planet.

In the final analysis, this game will disappoint even the most ardent of golf fans and only someone who's a truly desperate golf fanatic would actually pay money for it. If you really want a sports game buy *J League* and if you want a golf game — tuff. Trust us, whacking a tennis ball with your gran's cane is more fun than this **crap**!

Verdict

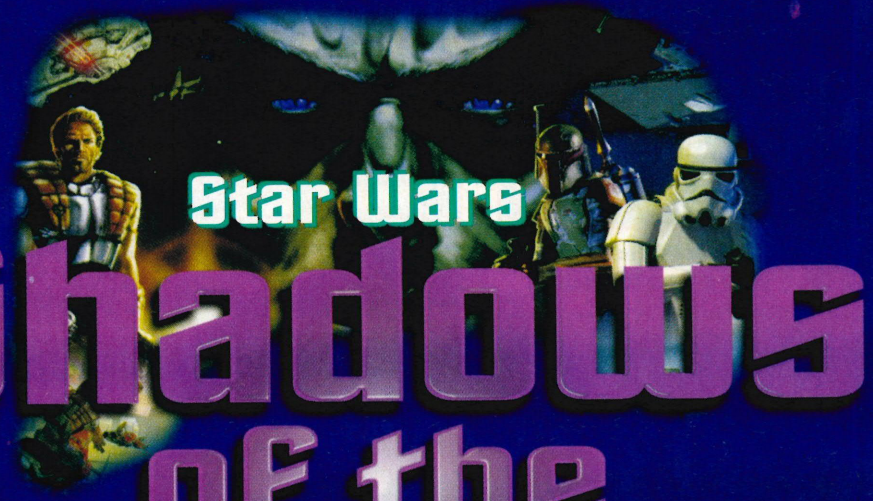
Name:	St Andrews Golf
Publisher:	Seta
Developer:	Seta
Players:	Two
Price:	£59.99
Released:	TBA
Game Type:	Sports Sim

graphics 67
Very poor – almost looks like the good old SNES

sound 70
It's the usual fare of thwacks, tweets etc.

playability 65
It's golf plain and simple – as you'd expect!

overall 58

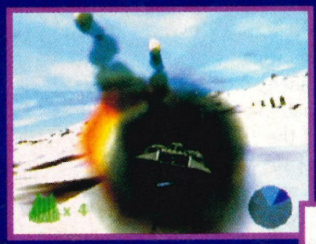


Star Wars Shadows of the Empire

You need more than a shiny light sabre and a daft name to beat the Force of the Empire... you need Total 64's top tips!

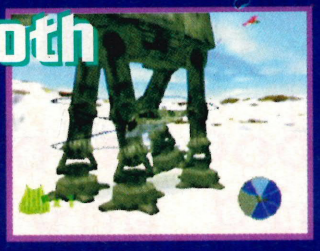


Level 1 - Battle on Hoth









Stage 1

In stage one you must destroy four Imperial probe droids. After the introductory animation showing your Snowspeeder flying over the generator, select a viewpoint. I suggest using the in-cockpit view to begin with, at least for your first few battles, as you will find the crosshairs useful.

The Probe droids aren't too much trouble to destroy, as they only take a couple of hits before they blow up. But it's a good idea to line them up in your sights from a distance, because they are small and it is quite possible for you to fly by without hitting one.

Stage 2

The next stage features AT-ST's and these can be taken out with laser fire. When you hit one, a gauge will appear at the bottom of the monitor to show how much damage it has sustained — when the count shows 0% the walker is destroyed.

The key here is to stay out of the line of fire and attack the Scoutwalkers from behind. If you have difficulty lining up the AT-ST units, continue to make passing runs — impatience will result in severe laser-burn. Beware of crashing into the Scoutwalkers — break off your attack while you still have time. It is tempting to stay in line, especially if the 'walker is down to say, 20% damage, but no — it's all too easy to miss the target with your laser and collide with it. This should be done as a last resort, when your Snowspeeder is about to blow: at least you take one of them with you!

Stage 3

Destroy the two AT-ST's, two droids, and one AT-AT. It's a very good idea to take out the small vehicles first, as these will do more damage to you than the AT-AT. If you try to trip the AT-AT straight away, you could find yourself in a crossfire which will cut you to ribbons in seconds.

It is possible to destroy the AT-AT's by shooting them with lasers, but this will take ages and it is far cooler (and quicker) to take them out like Luke did in the film, with your tow cable. Fly towards the AT-AT's legs and the computer will tell you when you are in range to fire the cable. Press the trigger button to fire. After the cable is away, your view will change to an external one, where you will have to make several sweeping passes to pull the AT-AT down. Make sure you stay close to the Walker, otherwise the cable may become detached or you could find your ship crashing into the burning wreck of a Scoutwalker you dispatched, moments before.

Stage 4

Destroy four droids, four AT-ST's, and two AT-AT's. Same as above, except twice as many enemies to destroy. Follow the tactics in stage 3 and you will have no trouble at all, as you will find them in two groups, totally separate from each other. Just take it one group at a time.

General Tips

- It's not a good idea to fly too close to the ground because you'll end up crashing into it. This will damage your ship and it's hard enough trying to defeat the Imperial army, without flying an old banger, smoke belching from the back.
- To get tighter turns, use the left and right breaks accordingly.
- Fly away from the target to line up a longer attack run, allowing for more shots on your target.
- When trying to pull an AT-AT down with your tow cable, fly close to his legs – about knee height – to avoid crashing into the remains of AT-ST's you may have blown up earlier.





▲ Keep your eye out for secret doors and stashes of goodies.





▲ Careful laser use stops overheating.









Level 2 - Escape From Echo Base



The object here is to escape from Echo Base, surprisingly enough. To do this you must activate the power generators, in order to open the hanger doors and escape in your ship, the Outrider.

Stage 1

You begin this level in the hanger bay, next to your Snowspeeder. Go past the two speeders and head towards the next hanger. Here you can see the Millennium Falcon take off (just like the film) but don't stop to admire for too long, as this room is jammed full with stormtroopers. Kill these and collect 25 health points. You will find 5 lying on the floor and 20 hidden on of the crates. Now turn around and head for the right-hand exit, to go back into the base. Go down this tunnel, killing the Stormtrooper and collect the health hidden in a crate. Open the door at the end of the passage — you will find a Stormtrooper and another 25 health inside. Collect these and turn to face the red tank.



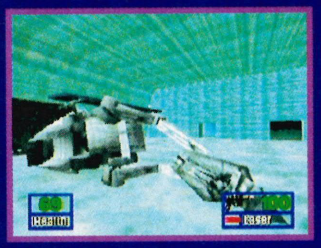
Opposite this is a secret door, behind which are seeker gun shells and a challenge point. Continue through the next room, back out into a corridor and you will reach a door on the left — inside you will find a Stormtrooper and two Hoth Wampas (behind bars). In



one of the cages is the seeker gun, so if you want it, you'll have to activate the door release and let the Wampas out! This isn't so bad, as you will find the Wampas will turn and fight each other, rather than go after you. Let them take it out on each other and then kill the winner of the fight and collect the seeker gun. Go back out into the







corridor and on the right, you will find four boxes stacked against the wall. Blast these and you'll see they were hiding a challenge point and 40 health points. Destroy the gun at the junction in the corridor and turn right. Eventually you will come to a bridge over a huge chasm, guarded by a probe droid and Stormtroopers. To the right of this is a ledge with a challenge point and seeker bullets on it — jump over to it to claim these. Now cross over the bridge and head left, round to a dark tunnel — go through this and you'll meet Stormtroopers and a probe droid on the other side. After dispatching these, head round to the right and you'll find seeker bullets and a challenge point. Follow the path up to the top and down a tunnel to an elevator. Stage 1 complete.

Stage 2

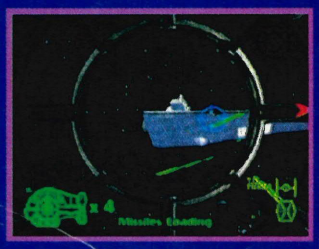
Go through the elevator doors and you will reach a large room, with two power generators left and right. Go to the right one and jump up into it, then go round to the back to find 5 health accompanied by a challenge point. Go back to the entrance and up onto the walkway. Straight ahead are an extra life and a challenge point, hidden in a room which you have to jump to. After collecting these, jump back onto the walkway and you have choice of routes to take. It doesn't matter which one you take, as both lead round to the generator control room. Once here, activate all six switches to start up the generators and head straight back down the walkway opposite the exit. Go down this corridor and open the door at the end of it — you'll notice something unusual about the floor, it's moving apart! Jump to the left hand side if you want to gain a challenge point, make your way carefully down the side and jump back onto stable land. Take the lift back up to the surface and get ready to fight against the Scoutwalker.

Boss

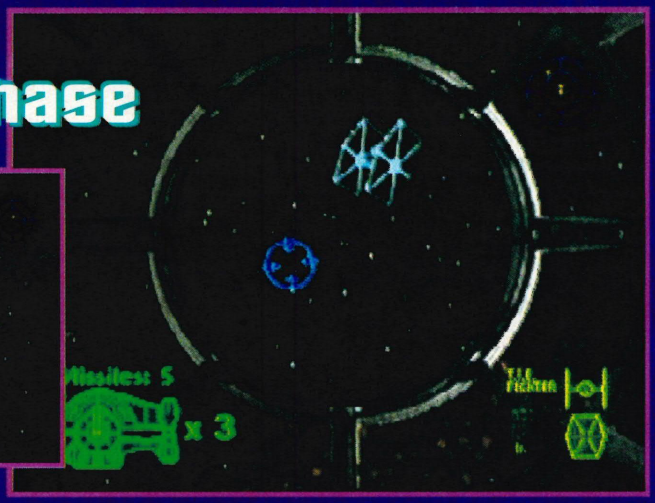
Defeating the end of level boss is a simple matter of standing directly underneath him and shooting him in the belly. It's possible to get invincibility before fighting him, it's on top of the walkway directly to the left as you enter the room, but I doubt if you'll need it. Also on the walkways, you will find extra health etc.

Now go through the door which opened when the Scoutwalker was destroyed and blast the four crates at the corner. Through here is a Wampa, guarding a challenge point. All you have to do now, is to go back into the corridor, kill the Stormtroopers that guard your ship and escape!

Level 3 - Asteroid Chase







The objective in this level is to destroy Tie-Fighters and Tie Bombers while Leebo, your droid, plots an escape route through the asteroid field.

You have a choice of two views: outside the Outrider, or from inside the cockpit. I advise using the external view, although this may be tricky to become accustomed to at first, as it gives you the best view of the action around you and you can spot those Tie-Bombers in plenty of time.



Concentrate on destroying the bombers immediately, as these will do the most damage to your ship but they are not a great threat, as the bombs move incredibly slowly anyway. Shoot the fighters from a distance, so you can aim your line of fire ahead of their flight path and you will almost certainly destroy them. Also, you can count on at least 10 - 15 Tie-Fighters colliding with one of the many asteroids hurtling around, so you won't have to destroy quite as many of them as you would think. At least that evens the odds out a bit!

General Tips

- **Shoot any asteroids that come close to the Outrider. This is quite similar to the arcade classic *Asteroids*, in the way that the meteorites will break up into smaller and smaller pieces.**
- **Destroy the red asteroids to gain challenge points.**
- **Destroy bombs at all costs.**

Level 3 - Ord Mantell Junkyard



Your objective here is to reach the junkyard by riding the hovertrain, where you will meet and fight the infamous bounty hunter, IG-88.

In the first section you have to ride a constantly moving train, whilst avoiding overhanging obstructions. These have to be either ducked underneath or jumped over, depending on the height of the obstruction. There are a few challenge points and extra lives to be gained here, so look out for them floating above the obstructions. Also watch out for the flying droids taking pot shots at you. After you pass through the first tunnel, you will have to switch trains. Do this by taking a running jump to the train when it is close enough. The energy barriers have to be shot, although if you don't, they won't kill you. Next a train will pull alongside on the right — jump onto this, otherwise the train you are on will run out of track pretty quickly. Keep jumping from carriage to carriage and you will find more challenge points and extra lives, floating in and on the boxcars. Also, a few guards are waiting to blast you off the train. The penultimate hovertrain has a challenge point hidden on the right hand walkway. Collect this, move round to the other side and jump onto the last train. Hang on tight, because you're about to crash in on IG-88.



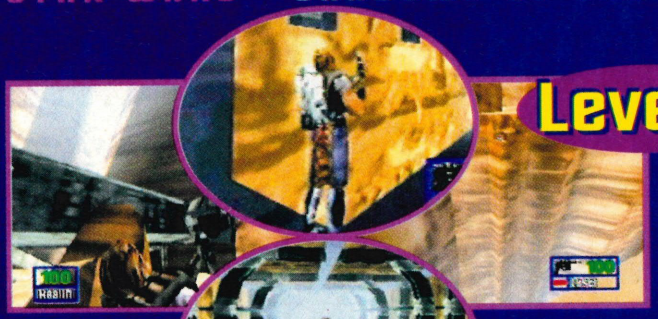
Your fight with IG-88 takes place in a junkyard, half of the room has a huge pile of junk in it, the other half has smelting ovens. You begin on the train in between both. He's quite a nimble adversary, so keep your eyes peeled and keep a track of where IG-88 is at all times — otherwise he's likely to jump down on you from a great height and fry you. Before you go after him, you might want to try and pick up the three challenge points in this room. The first one is easy, it floats above the pile of junk — to reach it you will have to climb a narrow walkway. The other two are to be found in the smelting ovens. As you can probably imagine, it's not so good for your health to spend too long in here, so once you have the point, look for the small ledge inside and escape. You will lose health from this, but it can be replenished by one of the many health power ups scattered around. Once you have got these, turn your attention to the bounty hunter. He will attack with two weapons — a standard laser and his pulse cannon. The latter will cut you to shreds in seconds, so if he uses this on you, get out of the way quickly! The best place to fight him is by the ovens, where the footing is easier and you won't find yourself trapped up against a pile of junk. Seekers are useless against him, so it's a case of hide and seek round the ovens, chipping away at his energy with your laser.







Level 5 - Gall Spaceport





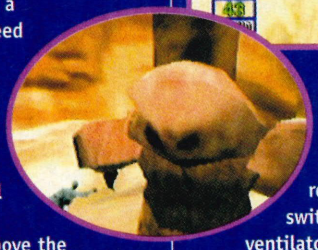
Your mission: penetrate the Imperial base, discover Boba Fett is and defeat him in battle.

Stage 1

You begin the level in the mountains and must work your way to the base. When you start you'll see a challenge point hovering above your ship — climb the rock at the back of the ship then jump on top to reach it. Now head along the mountain path, watching out for probe droids. Go across the stone bridge and up higher into the mountains, where you will find caves to explore, full of power ups. Oh yes, and one of them contains a brown wampa! Now continue along the path to a precarious rocky outcrop. It is not necessary to go down here but it houses challenge points and power ups — walk through the tunnel and turn around, you'll see a staircase made out of the rock. This leads to the top.

Once you're back on the mountain path, it's not far to the base. Take out the stormtroopers in the guard room and you're in. Inside are two gun emplacements deal with them, then take the lift to the next floor. There will be two stormtroopers waiting for you at the top, so be warned! Work your way through the rooms, shooting guards when necessary, until you reach the observation platform. Head left and you'll see a platform with two stormtroopers on it. You must cross to the platform on the moving lift , to open the main doors, so kill the guards first. If you are low on health at, drop to the floor below and you will find plenty. Return to the observation platform via a lift round to the left. Once on the guards' platform, pull the switch to open the doors, then rush back over as quickly as possible, because these will close after a short time. Inside you must kill some guards and a droid, then proceed to the tall cylindrical shaft. Carefully aim your gun with the Z button and you'll see a challenge point floating above the highest bridge. To reach this, stand out on the spire nearest the challenge point and jump. If you aim your jump, towards the lower bridge you won't fall into the chasm. Now go up to the top of the base in the lift, then up the observation tower. Kill the guard and pull the switch. This will tell you where Boba Fett is and a door will open revealing the jet pack! Turn on the pack and boost straight up to the top of the tower to pick up more goodies. Now head down the valley, jet packing from one rock to another — each time you land, your jetpack will recharge. A challenge point awaits the able, floating between the first and second pillars. After you land on the last pillar you will see a door in the cliff, there is also a guard... Land on the platform, open the door and stage one is complete.





Stage 2

Go through the door and use the jet pack to fly up the broken lift shaft, this will lead you to a hanger bay. Collect the pulse cannon and pull the switch. A hover car will collect you and take you to the next hanger, where you will meet the sub-boss for this level, a scout-walker. Take him out using the same method as in level two and a switch panel will be revealed. These switches open the four ventilator shafts in the hanger wall. The shaft you need to open is the third from the left and the switch needed to do this is the one by the challenge point. The shaft leads to huge fans — you must time your jump to get through these. Use the jetpack to descend the vertical shafts (there is a challenge point in the first shaft). These ventilator shafts lead to a huge cavern full of droids, health and a challenge point. The exit is almost at the top of the cavern — make sure your jetpack is fully charged before you attempt this jump. Take out the waiting guards before you land. Get on the hover car and it will take you to a landing bay ,with guards on the floors either side of you. Take these out and fly up to the left hand switch, this opens the door opposite. Go through and the lift takes you to an almost identical room, except for an Imperial shuttle. Examine this to find a challenge point and seekers. Now take the lift to the launch pad where Boba Fett awaits.



His first attack is to launch a rocket at you, this is easy enough to avoid — turn on your jetpack and boost over it. His other attacks are a combination of Seekers, Flamethrower and Laser pistol. He will generally attack from above. All you have to do is stand your ground and aim up at him with the Z button and shoot. If you hit him in mid-air, he will be stunned and won't be able to fire back. Be careful — don't let him out of your sights, otherwise you could end up as toast. Don't waste seekers on him because they don't track him. If you're low on health then there are plenty of power ups scattered around on the platforms and even outside the arena, where a challenge point can also be found.

Okay, Boba Fett is defeated, easy right? Wrong! All you've done is make him mad. He's only gone and charged up the weapons on Slave 1. How on earth can you defeat him now?

My advice is to remain on the ground and attack from behind where the ship is most vulnerable, hopefully if you've saved your pulse cannon for this fight, it should all be over pretty quickly. Level complete!



▼ **Mind your step on the observation platform – you don't know who (or what) is round the corner.**



▲ **Avoid the rapid and accurate laser fire of the Scoutwalkers!**





Level 6 - Mos Eisley and Beggars Canyon

To succeed on this level it is not necessary to go as fast as possible, however appealing this might be. The trick here is to take the bikers out one by one (they even wait for you to catch up). To do this, go along side one and match his speed. Now lean towards his speeder so that you are touching, do this for a few seconds and he will crash into a wall and explode. Do this for every member of the gang and you will get a message from Leebo telling you to go to Kenobi's place, to pick up Luke.



Ignore this, and instead turn around and go back to Mos Eisley to pick up challenge points and power ups. Some of the challenge points can be a bit tricky to reach — however, use the ramps conveniently placed here and you should be able to reach them. There are twelve to find in all. Remember, this is not a race — take your time and this level is easy to complete.







▲ Before you head off to Kenobi's, it's worth returning to Mos Eisley to pick up bonuses.







▲ Blasting droids whilst navigating complex corridors are waht this level is all about.





Level 7 - Imperial Freighter Suprosa



Your objective on this level is to locate and capture the supercomputer. As you might imagine, there are plenty of stormtroopers who want to prevent you from achieving this, so be ready for a real fight.

Stage 1

After going through the door, head left and you will pick up an easy challenge point. Now go back on yourself and head down the observation deck to the crew's quarters. Here there are plenty of guards, one in every room, so be sure to kill them as you go, otherwise they jump you from behind. At the end, there is a gun emplacement guarding a challenge point. Take the lift to the control room,



collect the health by the switch and go through the alternating red doors. Stage 1 complete.

Stage 2

Take out the two robot guns before activating the middle switch — four more guns will attack you from either side as you go into the next room. Stay to one side of the room, to limit the damage while you are destroying them, then switch to the other side to finish the other two. You'll need to activate both switches to open the door at the end — there are droids and two more gun emplacements waiting for you inside. Now make your way through the revolving doors (both sets) to come back on yourself. Collect the challenge point on the dividing wall and take the lift to the next floor. You will find yourself in a room of rotating turbines. To get across these, you will need to duck and jump the overhanging arms, then transfer to the second turbine and finally jump off at the ledge to exit. Also there is a challenge point situated at the back of the fist turbine — simply jump off the revolving floor at the right moment to reach this. If you fall off at any point, the lift will take you back to the start. Go through the next room shooting stormtroopers and collecting health, take the lift up and kill the droids in the corridor. Stage 2 complete.

Stage 3

The first room you'll encounter is the cargo bay. There are plenty of droids in here to kill, both floating around and also on the walkways above, and once this is achieved you can work out how to get out of here. You'll find a set of rectangular switches at either end of the room — these correspond to the cargo bay doors. You need to find the right combination in order to leave the room. Push the second and third switches nearest the entrance, these will give you access to the first level walkway. Now activate the fifth and sixth switches on the panel at the other end of the room — this gives you access to the top level, where the exit is situated. Before you leave, however, explore the three rooms at the top. They contain quite a few bad guys but also a challenge point. The exit can be found past the doors, behind two crates. Blast them and head down to the landing bay, where you have to fight the end of level boss, a Loader droid.

The droid will attack you with his telescopic arms which give him quite a sizeable reach, so don't let him get too close or you'll be mincemeat in seconds. The trick to defeating him, is to turn and face him and shoot him while you run backwards.

Once he is defeated collect the supercomputer and open the hanger bay doors so Leebo can pick you up and whisk you away.

Level 8 - Sewers of the Imperial City



You must work your way through the sewers to find the entrance to Xizor's palace.

You begin the level on top of a spiral walkway. Don't bother walking down, this will take too long, use your jet pack instead. Aim down as you fly and take out the flying droids as you



▲ Down in the sewers you must time your runs to get through the doors in one piece.

descend. Once at the bottom, head down the sewers, shooting the guards as you go, and you'll come to a series of opening and closing doors in the floor. Fall through these and continue along the sewer until you come to a series of revolving devices. You have to time your run to get through unscathed. Once through you will come to a large room where the sewer pipes converge. This room contains two diagonas (the creature that attacked Luke in the garbage compactor in Star Wars). They will attack you above or below the water — it's easier to kill them from above, so do this before entering the room. Use your jet pack to transverse the room, you can go either above or below the water (your jet activates automatically if you go in the water) — the exit you want is a pipe on the right of the room. This leads you to a tall cylindrical





▼ It's all looking suspiciously quiet and peaceful at the moment – you know it can't last!





◀ Traverse the sewers with care – use your jet pack when necessary. It will auto activate if you go into the water very handy!



room. Below the water are two switches which, when activated, give you access to a challenge point and an extra life. Leave this room via a square opening, about halfway up the wall — this leads to a vertical shaft with gun emplacements. If you go up you will pick up a challenge point. To continue your mission, go back down and leave by the square opening half way up. Descend the shaft that this leads to, to get a challenge point, then ascend to continue your mission. Kill the guards that wait at the top and go down the next shaft, killing the droids as you go. The opening with the gun emplacement on — and the one opposite — contain health and a pulse cannon, collect these and go down the pipe at



▲ In between killing droids and wading through sewers, you'll also have to activate a few switches to open up new routes.

have to proceed underwater to the water treatment room. Be careful as you come through the surface, as there is a large arm sweeping the water and this can do some serious damage. Kill the droid and guard that occupy this room and leave via the pipe in the wall. This will lead to another cylindrical room. Here you have to activate the two switches on the wall, to gain





access to the force field deactivator. Below the water you will find a challenge point and disruptor ammo. Now take the exit at the top of the room and you'll enter a room with a rotating pipe moving around you. At the end is the switch to leave this area but it can only be activated when the hole is in the right position. There is a gun opposite, so take this out first, then shoot the switch to get to the force fields. Kill the guards that wait for you on the other side of the force fields. Now you have to activate two more switches in order to progress. These are located through the two openings in the ceiling. Once this is done you can make your way past the rotating blades, to meet the end of level guardian — the giant diagona.

The room will flood as you enter and the diagona will attack you with tentacles. Ignore these and go straight for its eye. Destroying this will disable the creature and you will be free to fly up through the hole in the ceiling and onto the next stage.





▲ What lies behind the door in Xizor's evil lair of doom!



▲ The forces of the veil Empire have invented a few spectacular horrors in their time...



Level 9 - Xizor's Palace







▲ Crumbling floors and deadly lasers are just two of the perils

The objective on this level is to penetrate Prince Xizor's palace and place pulse bombs on three service panels. When detonated the palace will be destroyed, but before this happens you will have to escape and face the gladiator droid.

Stage 1

When the level begins, head left through the archways, killing the guards as you go. You will find a staircase on the far wall — climb it and go through the circular door. You will enter a room with a balcony round the walls. Here you'll have a few droids and wall-mounted guns to deal with, but these should not cause you too much trouble. After collecting the disruptor weapon, you will need to activate the switch to leave. It's behind the central pillar on the first balcony and once it's turned on, you will have to rush to the door before it closes. Any delay and you'll have to it all again. Follow the stairs round and through the door at the top and you'll enter a room with a high arched ceiling. Kill the droids in here and leave by the door on the right — this gives you access to a lift. Follow the corridor round and shoot the guards as they jump out at you, then activate the switch at the end. This will lower a drawbridge so you can progress (you can watch it through the window). Cross over and you will eventually come to a lift, this leads to another switch which activates another drawbridge. Now double back on yourself and go down to the bridge. The side corridor has now become accessible. Below the drawbridge you can get 40 health points, if you need them. Stage 1 complete.

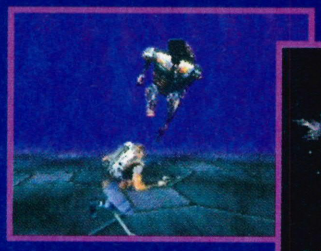




Stage 2

Take the lift and activate the switch, this will open two doors. Go back into the lift shaft and use your jet pack to reach the top one. In here is a challenge point and also some ammo for the disruptor. Now fly back down and continue through the door in the side of the shaft. It will take you down a small service corridor, guarded by two wall-mounted guns. Take these out and drop through the opening at the end, you will find yourself in a passageway with three gear wheels and enemy droids. Jump through the gaps as the gears turn and drop down the gap by the second gear. Your reward will be a challenge point and full health, now use your jet pack to get back up. Go down the winding service shaft and enter another passageway with huge gears in it. There's a challenge point at the bottom of the shaft if you drop down. Make your way through the wheels to an air shaft at the end — this will lead to the room where you have to plant charges. The first coupling is visible as you enter the room, the other two are below and above it, around the other side of the column. Use you jet pack to get close enough and then press the 'R' button to set the explosive (just like activating a switch). The couplings will turn red once the charges are laid. If you drop down to the bottom, there is a challenge point to be had, it's hidden in an alcove up the shaft. Once the bombs are set, leave this room by a door near where you came in and follow this passageway. Cross the narrow bridge after killing the bad guys (make sure you collect the disruptor, health and challenge point that lie at one end) and you will come face to face with the gladiator droid.

◀ Exploring Prince Xizor's palace is a hazardous business — stay on your toes!





You have to defeat the gladiator three times. The first is the easiest, keep a good distance from him and shoot him with the laser (save your bigger weapons until later). His torso will come back to life after his percentage reaches zero and the floor will fall away, to reveal a maze. You'll be able to collect power ups down here, so keep moving and use the walls of the maze as a shield against the gladiator's laser. It's time to use the disruptor on him. Wait for him to approach, then strafe out from behind the walls, fire a couple of shots and then strafe back, avoiding his reply. Don't use all of your disruptors, however, as the worst is yet to come — when you defeat the body the head remains. It's time to play cat and mouse again. Use the same technique as before and hit him with everything you've got (left). Try to hit the gladiator directly, as this will do the most damage — however, the shots that explode against the wall will also hurt him.

Level 10 - Skyhook Battle







Xizor has escaped from the palace and is heading for the Skyhook, his awsome space station. You must follow him there and destroy the Skyhook.

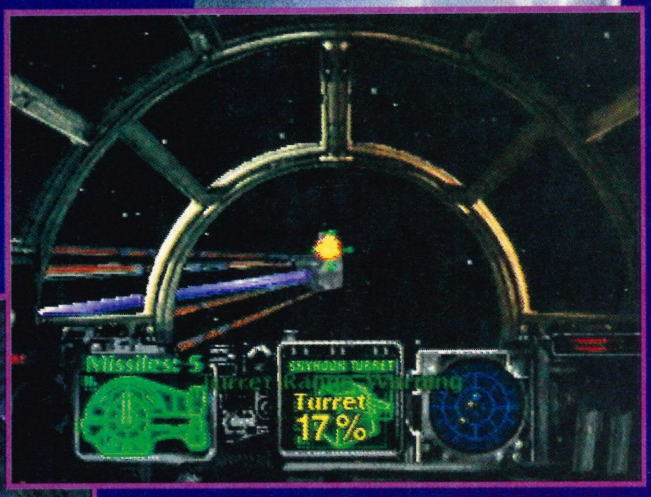
▲ Homing in on the Skyhook to destroy Xizor.

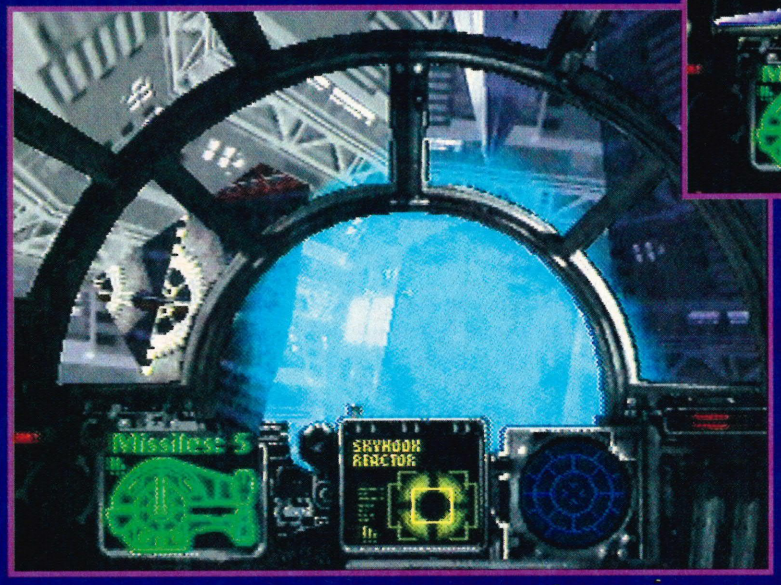
Stage 1

Leebo, your droid, will pilot the ship while you man the guns and try to hold off Xizor's fighters until you reach the main battle. This section is almost identical to Level three and it involves targeting the fighters and bombers as they attack your ship. They won't cause you too much stress if you take out the bombs in time and you can also pick up extra lives for every 20 enemy ships you destroy.

Stage 2

Once you reach the Skyhook, control of the Outrider returns to you. You have to take out the turrets at the end of each arm, then you can fly to the reactor core. The turrets must be destroyed in one run, otherwise their sheilds will charge back up to 100% once you've broken off the attack. After the four turrets are destroyed, you have to fly down each of the arms in turn and attack the reactor. Use missiles – It will take one hit of a missile to destroy each side of the reactor. When you have done this, flame will jet out of the end of the arm. Do this succesfully for each arm and the Skyhook will be completely destroyed. ●





◀ Once you take over control of the Outrider from your faithful sidekick droid, Leebo, it's up to you to destroy the Skyhook. In order to accomplish this, it's essential to target its central reactor – familiar? First though, you must use all the flying skill acquired in Level 3 to blast the Skyhook's arms away in one unbroken run.

Cheats

● Collect all the challenge points on the Easy setting then, during the game, hold down the camera button for five seconds and you will get the Leebo Scanner.

● Collect all the challenge points on the Medium setting then, during the SkyHook Battle stage, hold down the camera button for five seconds and you can fly as an X-WING. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds after that, you'll go back to the standard Outrider craft again.

● Collect all challenge points on Hard setting and in the game you will get invincibility for 30 seconds and start with all the weapons.

● Collect all challenge points on Jedi setting and the Wampas in the "Escape from Echo Base" stage will follow you and attack your enemies – a good bunch of friends to have!

End Game

● To view the credits in *Shadows of the Empire* without actually beating the game, enter your name as "_Credits". Proceed as if it were a normal game, by selecting a level and you will be shown the credits screen.



Killer Instinct Gold

Ever fancied slapping someone in the mush fifty time in a row? Well here's your chance and the best bit is that you won't end up in jail! Follow our words and the mass slapping action is yours!

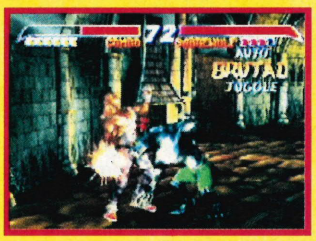


Top Combo Action

To achieve a combo and be most successful, simply string a Combo Starter with a Combo Link and a Combo Ender, or use a Starter with a string of close quarter attacks using the QP and QK moves. Follow these guidelines and your combos will steadily grow!

Here's an easy way to get a 99% damage combo with every character — cheat! Firstly set EARLY ULTIMATES to ON in the level four options. This option lets you perform an Ultimate at any time, on the second round life bar. Give your opponent a good hammering and as they get up, perform any combo that ends with an Ultimate message — all 99% of their second life bar will simply disappear. Sorted! Plus, you've also achieved a legendary 99% combo, making you the envy of your family and friends!

▼ **A sneaky Sabrewulf combo in action – ouch! I'll bet that smarts some...**



Access All Options

To be able to access all the game's level options without beating the game on the higher difficulty levels, first wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on top of the controller.) The announcer will say "Perfect" if you did it correctly!

See the Ending Credits Without Beating the Game

To check out the ending credits without beating the game (and of course get down with your bad self to the naff end music) wait for the character profiles to come up, then press Z, L, A, Z, A, R.



◀ **Jago, a man who practices his sword cuts on his kecks and Sabrewulf, a big slobbery wolf.**



Killer teams

Here's a few shots of the gang looking tough and pouting. Oh, they look so scary – new pants and the air freshener please Mummy!



Be Able to Select From All Colours

Allows you to select the White, Shadow and Gold versions of any character. This cheat is really a bit pointless but the characters do look quite cool in their spanking new outfits. Yet again, wait for the character profiles to come up then press Z, B, A, Z, A, L. The announcer will say "Welcome" if you did it right — if not you'll have to try again, sonny Jim!

Play as Gargos

To play as Gargos, wait for the character profiles to appear. Now press Z, A, R, Z, A, B. If successful you will hear Gargos laugh. From now on he is fully paid up as a member of the selectable gang!

Easy Path to Gargos



If you're one of those fellas that wants to get through a game without using codes, here's a nifty little way of getting to Gargos who, once beaten, then becomes permanently selectable!

Select any difficulty level you want — suggest easy —then select a two-player Arcade match on the Sky Stage.

Player one must win, so we suggest that you play the two player by yourself — that'll make things a lot easier! When you win, don't press continue for the second player. You'll then face off against the computer.

Now each battle against the computer will be on the Sky Stage, so now an uppercut move made near the edge, translates as an easy win for you. Ploughing through the game is a piece of cake but you'll still have to fall off with Gargos on his regular stage — then you'll be glad you selected easy...



◀ **The mighty barbarian character, Tusk, prepares to turn Spinal the skeleton warrior into bonemeal.**







▲ **Come back here and laugh at my furry pants, I dare you, Mr Slashy Trousers!**

Change the Level/Music in the Two-Player Mode

You can choose the background you fight on and the tunes you fight along to but this only works on two-player mode. Enter the following button sequences below when you select your pugilist. Player One to pick the battle ground, thus Player Two will determine the music — yep, another pointless cheat but a cheat all the same!

Up + FP -Spaceship
Up + MP -Jungle
Up + QP - Castle
Up + FK -Helipad
Up + MK - Museum
Up + QK - Stonehenge
Down + FP - Street
Down + MP - Dungeon
Down + QP -Bridge
Down + MK Spinal Ship
Down + QK - Dojo



simply knock your opponent off the edge! To fight on the Sky Stage, both players must press Down + MK on character selection.



▲ **Ok, so you're ever so hard.**

Play on the Sky Stage

As with the other members of the *Killer Instinct* family, there is a special Sky Stage which you can fight on in the two-player modes. The Sky Stage not only looks the business but is easy to win on —



Random Character Select

Hold up and press START to randomly select your character.

Character Moves

In the text the following means –

1.....Q.P.
2.....M.P.
3.....F.P.
4.....Q.K.
5.....M.K.
6.....F.K.
k.....Any Kick Button.
p.....Any Punch Button.

Tough guys 'n gals

Fulgore





▲ Someone's out-grown their armour in the long spindly fingers department.





▲ I pity TJ's poor old mum... imagine trying to keep him in trainers with feet that big. Shocking.





Moves:
Cyber Dash: B, DB, D, DF, F — 5
Plasma Shield: D, DB, B — 4
Eye Laser: DF, D, DB — 2 or 3
Laser Storm: D, DF, F — 1 or 2 or 3
Laser Storm X 3: B, DB, D, DF, F —1
Fake Laser Storm: D, DB, B — 1
Teleport: B, D, DB — p
Super Charge: DF, D, DB — 5
Combo Breaker: F, D, DF
Recovery Move: F, D, DF — 1, 2, or 3

Super Moves:
Invisibility: DF, D, DB — 6
Air Eye Laser (in air): DF, D, DB, — 3
Teleport Front: B, D, DB — 1, 2, or 3
Teleport Rear: B, D, DB — 4, 5, or 6
Uppercut: D, DB, B, DB, D, DF, F — 3
Chest Spark (in combo): F, DF, D, DB, B, F — 4
Super Claw Spin (in combo): B, DB, D, DF, F, B — 6
Lock-On: DB, D, DF — 4

Finisher Moves:
Ultra Combo: F, D, DF — 4
Assault: F, D, DF — 1
Ultimate : F, B, DB, D, DF, F — 5
No Mercy : B, DB, D, DF, F, B — 2

Combo Starters:
Cyber Dash: B, F + 6
Eye Laser: DF, D, DB + 2
CCA: D, DF, F + 5

Combo Linkers:
Eye Laser: DF, D, DB + 2
Cyber Dash: B, F + 5
Super: F to B, F + 4 (Only in a Combo)

Combos
11 HIT KING:
B, F + 6 — 5 — DF, D, DB + 2 — B + 1 — F + 5 — B + 6 — DB, D, DF + 3
15 HIT KILLER:
B, F + 6 — 5 — DF, D, DB + 2 — B + 1 — F + 5 — B + 6 — Uppercut with 1

Maya





Moves:
Flip kick: (B), F — 5
Savage Blade: (B), F — 2
Mantis: (B), F — 3
Jungle Leap: (B), F — 6
Short Jungle Leap: (B), F — 4
Cobra Bite: (B), F — 1
Air Dive: F, DF, D, DB, B — 3 (In Air)
Double Jungle Leap with Mantis: (B), F — 6, (B), F — 4, (F), B — 3

◀ This is no time for tribal dances – there's a skeleton warrior trying to give you a rather close hair cut.

Combo Breaker: F
Recovery Move: B, F — 1

Super Moves:
Tree Cutter: F, DF, D, DB, B, F — 3
Lawnmower: F, DF, D, DB, B, F — 2
Flip Kicks : F, DF, D, DB, B, F — 5
Super Jungle Leap: F, DF, D, DB, B, F — 6

Finisher Moves:
Ultra Combo: F, B — 6



▼ It'll take more than a smack in the knee to do for Glacius. Try an icepick...



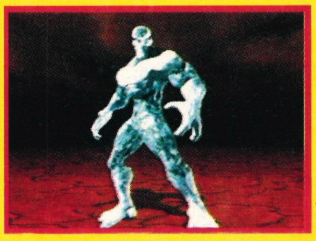


▲ An icy smack for you, sonny Jim!

Glacius



■ **Moves:**
Shoulder Rush: D, DF, F — 2
Liquidize: D, DF, F — 4, 5, or 6 (Teleport with 5 or 6 can be done in air)
Ice Grip: D, DF, F — 3
Arctic Blast: D, DB, B — 1 or 2 or 3
Ice Pick: DF, D, DB — 3
Energy Gain: D, DF, F — HOLD 4 (longer you hold, the more you gain)



Combo Breaker: D, DF, F
Recovery Move: D, DF, F — 6

■ **Super Moves:**
Beating: B, DB, D, DF, F, B — 2
Fireball: F, DF, D, DB, B, F — 3
Quad Throw: B, DB, D, DF, F, B — 1
Reverse Uppercut: F, DF, D, DB, B — 6
Super Uppercut Rush: B, DB, D, DF, F, B — 6

■ **Finisher Moves:**
Ultra Combo: DB, D, DF, — 4
Assault: DF, D, DB, — 4
Ultimate : D, DB, B, F — 5
No Mercy : B, F, DF, D, DB, B — 4

■ **Combo Starters:**
Ice Grip: D, DF, F + 1
Ice Uppercut: D, DF, F + 5
Shoulder: D, DF, F + 2
Double Axes: F + 6

■ **Combo Linkers:**
Ice Uppercut: D, DF, F + 5
Shoulder: D, DF, F + 2

■ **Basic Combo Enders:**
D , DF , F - 1
D , DF , F - 3
D , DB , B - 3
D , DF , F - 6

■ **Combos**
12 HITS KILLER:
D + 6 — D,DF,F + 2 — 1 — 6 — 5 — D,DF,F + 5 — 4 — 6 — D,DF,F + 6
17 HIT 64% KILLER:
D to F + 2 — 4 — 6 — 5 — QCT+5 — 1 — F+3 (Throw) — D to F + 2 (In Air) — F+6 (On Ground)— F to B, F + 3 (Super)



▲ For a woman out of the wilds, leopard skin's never been out of fashion.



▼ He'll never laugh at those lovely leg-warmers again...





▲ Whatcha doin to that mast?

Assault: F, B — 3
Ultimate : DF, D, DB, B, F — 4
No Mercy : B, DB, D, DF, F, B — 1

■ **Combo Starters:**
Double Blade: B, F + 2
Mantis: B, F + 3

■ **Combo Linkers:**
Double Blade: B, F + 2
Mantis: B, F + 3

■ **Basic Combo Enders:**
Cobra Bite: B , F - 1
Mantis: B , F - 3
Jungle Leap: B , F - 6

■ **Special Combo Enders:**
Super: F to B, F + 3

■ **Combos**
12 HIT KILLER:
D + 2 — B, F + 2 — 1 — 3 — B, F + 2 — 1 — 6 — Add Any Ender
16 HIT KILLER:
D + 2 — B, F + 2 — 1 — 3 — B, F + 2 — 1 — 6 — Add Any Ender
18 HIT KILLER 62%:
D + 2 — B,F + 2 — 1 — 3 — F to B, F + 2(Shadow) — 1 — 6 — F to B, F + 6 (Super)

■ **Air Combo:**
Drop Kick in Air — F, B + 3 ... with ... B, F + 1

▲ Is it just me, or does Maya have a rather limited range of poses? Did someone tell her it was her best side, or what?



▲ Fancy dancing will get you nowhere.



▼ What a light-show! These guys are some showmen.





If you need slashes put in anything – a homemade doily perhaps – he's the very man for the job.

Jago

Moves:
Shindouken: F, D, DF — 1
Wind Kick: DF, D, DB — 4
Laser Sword: DF, D, DB — 2 or 3
Ninja Slide: DB, D, DF — 4
Endouken: D, DF, F — 1 or 2 or 3
Red Endouken: Hold 3 — D, DF, F — Release 3
Fake Endouken: D, DF, F — 4
Dragon Heel Kick: F, D, DF — 1 or 2 or 3, then D, DB, B — 6
Combo Breaker: F, D, DF
Spirit Move: F, DF, D, DB, B, F — 4
Recovery Move: F, D, DF — 1 or 2 or 3

Super Moves:
Uppercut: D, DB, B, DB, D, DF, F — 3
Multi Wind Kick: F, DF, D, DB, F — 5
Meteor Fireball: DF, D, DB — 1
Slide Kick (in combo): B, DB, D, DF, F, B — 6

Finisher Moves:
Ultra Combo: DF, D, DB — 4
Assault: DB, D, DF — 4
Ultimate: F, D, DF — 6
No Mercy : F, DF, D, DB, B, F — 2

Combo Starters:
Heel Kick: DF, D, DB + Any Kick
Slide Kick: DB, D DF + Any Kick
Laser Sword: DF, D, DB + 3 (Follow with D + 3)

Combo Linkers:
Sword: DF, D DB + 2
Slide Kick: DB, D DF + 5
Heel Kick: DF, D, DB + 5
Super: F to B, F + 5 (In Combo)
Shadow: F to DB to F + 5

Basic Combo Enders:
Laser Sword: DF , D , DB - 3
Uppercut: F , D , DF - 3
Fireball: D , DF , F - 3
Heel Kick: DF , D , DB - 6

Combos
10 HIT MONSTER:
Slide Kick 5, 1, Heel Kick 5, 1, F+3 (throw), jump kick 6, Heel Kick 5, Red Fireball

Air Combo:
4 hits: Jumpkick with 6 — DF, D, DB + 5 — Uppercut/Red Fireball or F+6

Kim-Wu





◀ Vogue! Come on everybody, let's move to the music...





Moves:
Tornado Kick: DF, D, DB — 4 or 5 or 6 (strength of button determines distance)
Firecracker: DF, D, DB — 2 or 3
Split Kick: DB, D, DF — 5 or 6
Fire Flower: D, DF, F — 1
Fireball: D, DF, F — 2 or 3 (can be done in air)
Diagonal Air Fireball: D, DB, B — Punch
Combo Breaker: F, D, DF
Recovery Move: F, D, DF — 1, 2, or 3 (while down)

Super Moves:
Snap Dragon: D, DB, B, DB, D, DF, F — 3
Spin Slashes: F, DF, D, DB, B, F — 3 (in combo)
Super Air Fireball: B, DB, D, DF, F, B — 2 (in air)
Shadow Tornado Kick: F, DF, D, DB, B, F — 6

Finisher Moves:
Ultra Combo: DB, D, DF — 4
Assault: DF, D, DB — 4
Ultimate : B, DB, D, DF, F, B — 4
No Mercy : CF, B, DB, D, DF, F — 5

Combo Starters:
Firecracker: DF , D , DB - 3
Split Kick: DF , D , DB - 6
Tornado Kick: DF, D, DB + k

Combo Linkers:
Firecracker: DF , D , DB - 3
Split Kick: DF , D , DB - 6
Tornado Kick: DF, D, DB + k
Shadow: F to B, F + 5

Basic Combo Enders:
Fire Flower: D , DF , F - 1
Firecracker: DF , D , DB - 3
Split Kick: DF , D , DB - 6

Combos
9 HIT BLASTER:
DF, D, DB + 6 — 2 — DF, D, DB + 5 — 4 — Add Any Ender
13 HIT KILLER:
DF, D, DB + 6 — 2 — DF, D, DB + 5 — 4 — Add Any Ender
15 HIT KILLER:
Ducking 3 — DF, D, DB + 5 — D + 3 — 3 — 2 — 3 — Super

Orchid





Moves:
Flik Flak: DF, D, DB — k
San: DF, D, DB — 2 or 3
Air Buster: F, D, DF — 4 or 5 or 6
Tona Fire: D, DF, F — 1 or 2 or 3
Slide: DB, D, DF
Fake Fireball: D, DF, F — 4
Combo Breaker: F, D, DF
Overhead: B - 3
Throw: F - 3
Recovery Move: F, D, DF — 4 or 5 or 6

Super Moves:
Helicopter Kick: D, DB, B, DB, D, DF, F — 6
Tiger: F, DF, D, DB, B, F — 5
Super Tonfa Rush: B, DB, D, DF, F, B — 3

Finisher Moves:
Ultra Combo: DF, D, DB — 4 or 1
Assault: DB, D, DF, — 4
Ultimate : B, DB, D, DF, F, B, DB, D, DF, F — 4
No Mercy : B, F, DF, D, DB, B — 5

Combo Starters:
Flick Flak: DF, D ,DB + 5
Slide: B to F + k
Baton Dash: D, DB, B + 2

Combo Linkers:
Flick Flak: DF, D, DB + k
Slide: B to F + 5
Baton Dash: D, DB, B + 2



▲ Go-go-gadget arms! Have some of that, you animal print wearing weed!



▲ As beautiful, exotic, fragrant and deadly as a rare and poisonous orchid, and other such bilge.





Sabrewulf

Moves:
Sabre Spin: B, F + 2
Double Spin: F, F, B + 2
Sabre Pounce: B, F + 3
Sabre Claw: B, F + 5
DoubleClaw: F, F, B + 5
Sabre Flip: B, F + 6
Power Howl: B, F + 4
Fake Howl: F, B + 1
Combo Breaker: B, F



Supers:
Loopy: F, DF, D, DB, B, F + 6
Dizzy: F, DF, D, DB, B + 3 (in air)
Fireball: F, DF, D, DB, B, F + 3
Rock 'n' Roll: F, DF, D, DB, B, F + 2
Whirly Wulf: F, DF, D, DB, B, F + 5

Finishers:
Ultra Combo: B, F + 4
Assault: F, B + 4
Ultimate : Hold 6 then release 6
No Mercy : Hold 1 then release 1



A ferocious beast, half wolf, half killing machine, with glowing eyes, razor claws and a tassel belt.



▲ Sabrewulf and Maya – look at the outfits and tell me, who's most likely to have the edge in an icy encounter?





▲ I slobber wolfy type spit on your fallen corpse, human!

T.J Combo



▲ TJ Combo – what a guy, even though he's got one eye, that's gammy.

He's a cool and funky, big and hunky, rough and chunky, mean and spunky, glove wearing tower of a man. Plus he has cool trainers.

Moves:
TJ Tremor: (B), F — 5 or (F), B — 5
TJ Air Tremor: B, DB, D, DF, F — 5
Spinning Fist: (B), F — 1
Double Spinning Fist: (F), B — 1
Double Roller Coaster: (B), F — 2 or (F), B — 2
Triple Roller Coaster: (B), DB, D, DF, F — 2
Powerline: (B), F — 3 or (F), B — 3
Skull Crusher: (B), F — 6 or (F), B — 6
Cyclone: Hold 3 for about three seconds, release
Fake Dizzy: F, DF, D, DB, B — 4
Run Past: (B), F — 4 (runs behind opponent, must be close to succeed)
Roll backward: B, B
Combo Breaker: B, F
Recovery Move: B, F — Any Kick

Super Moves:
Combo of Pain: F, DF, D, DB, B, F — 3
Air Shocker: (in air or on ground): F, DF, D, DB, B — 5
Super Beating: F, DF, D, DB, B, F — 1
Shadow Roll: F, DF, D, DB, B, F — 2



Finisher Moves:
Ultra Combo: F, B — 3
Assault: B, F — 6
Ultimate : Hold 4 for 2 Seconds — Release 4.
No Mercy : F, DF, D, DB, B, F — 6.

Combo Starters:
Backhand: B , F - 1
Rollin' punch: B , F - 2
Skull Crusher: B , F - 6
Run Past: B, F - 4

Combo Linkers:
Backhand: B , F - 1
Rolling Punch: B , F - 2
Shadow: F to B, F + 2

Combos
16 HITS 43%:
B, F + 2 — 4 — F + 6 — F, B + 1 — 3 — 6 — F + 2(Throw)
Jumpkick w/ 6 then F, B + 5 (In air) — B, F+ 3

Air Combo:
Jumpkick with 6 then F, B + 5 (In air) — B, F + 3 (or his whirling Punch)

Spinal



▼ Spinal's a pretty mean fighter for a bag-'o-bones.





Moves:
Skele Screw: D, DF, F + 2
Flame Blade (fireball): D, DF, F + (K)
Skull Scrape: DB, D, DF + 6
Soul Drain: D, DF, F + 1
Teleport: D, DB, B + (K)
Shield Catch: B + 1
Dart Kick: D + 6 — (in air)
Skull Replenish: D, DB, B + 2 or 3 — (2 = one skull, 3 = six)
Combo Breaker: D, DF, F

Supers:
Grim Reaper: D, DB, B, DB, D, DF, F + 3
Sword Smash: F, DF, D, DB, B, F + 3
Skull Assault: F, B, DB, D, DF, F + 6
Super Dizzy: F, DF, D, DB, B, DB, D, DF, F + 5

Finishers:
Ultra Combo: F, DF, D, DB, B + 3 — (1 Skull needed)
Assault: D, DF, F + 3
Ultimate: D, D, D, 4
No Mercy : B, DB, D, DF, F, B, DB, D, DF, F + 1





A Skeleton warrior, hence the belt fitting problem – he's lost a lot of weight recently...

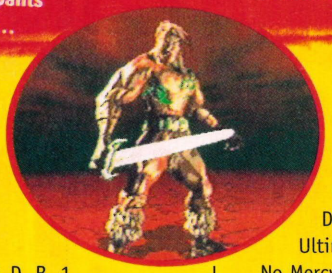




▲ Tusk could make new pants out of Sabrewulf any day...

▲ ... then again, maybe that was a bit of a hasty comment.

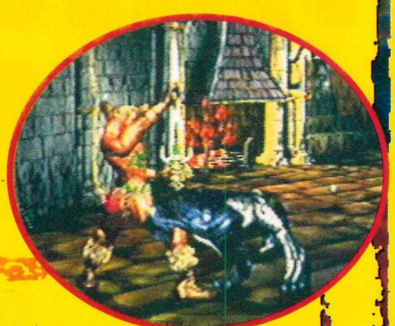
Tusk



Moves:
Boot Kick: DF, D, DB, (4, 5, 6)
Web of Death: DF, D, DB, 3
Skull Splitter: DB, D, DF, (4, 5, 6)
Conquer: F, D, DF, (1, 2, 3)
Back Stab: F, D, B, 1
Combo Breaker: F, D, DF
Shadow Move: F, DF, D, DB, B, F, 5

Super:
Destroyuss: D, DB, B, F, D, DF, F, 3
Flaming Sword: B, DB, D, DF, F, B, 4
Kick Rush: F, DF, D, DB, B, F, 6
Web Rush: F, DF, D, DB, B, F, 3
Vicious: B, DB, D, DF, F, B, 6

Finishers:
Pseudo Ultra: B, DB, D, DF, F, 2
Ultra Combo: F, DF, D, DB, B, 2
Ultimate: F, D, DF, 5
No Mercy: B, DB, D, DF, F, B, DB, D, DF, F, 2





Gargos



▲ Looking like a big ol' denizen of hell itself, Gargos is far too evil and hard looking to write any sarcastic comments about at all.

Moves:
Fire-Stream: B, BD, D, DF, F +1
Air Fireball: B, BD, D, DF, F + (P) — (in air)
Jump Attack: B, BD, D, DF, F + 6 — (in air)
Dash: F, DF, D, BD, B + 5 or 6
Uppercut: F, D, DF + 3
Fly: u+3 (in air) — (can throw fire-balls and do jump attacks)
Land (after flying): D + 6
Laugh (taunt): F, DF, D, DB, B + 3 — (does not give power or energy)
Combo Breaker: F,D,DF + (P)/(K)
Recovery Move: F,D,DF + (P)/(K)





▲ I'm Gargos! No, I'm Gargos! No, I'm... etc.

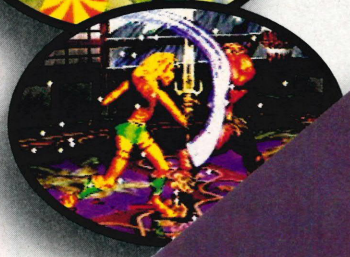
▲ Ahh, the smell of bones creaking in the sea breeze, is all the inspiration Gargos needs.

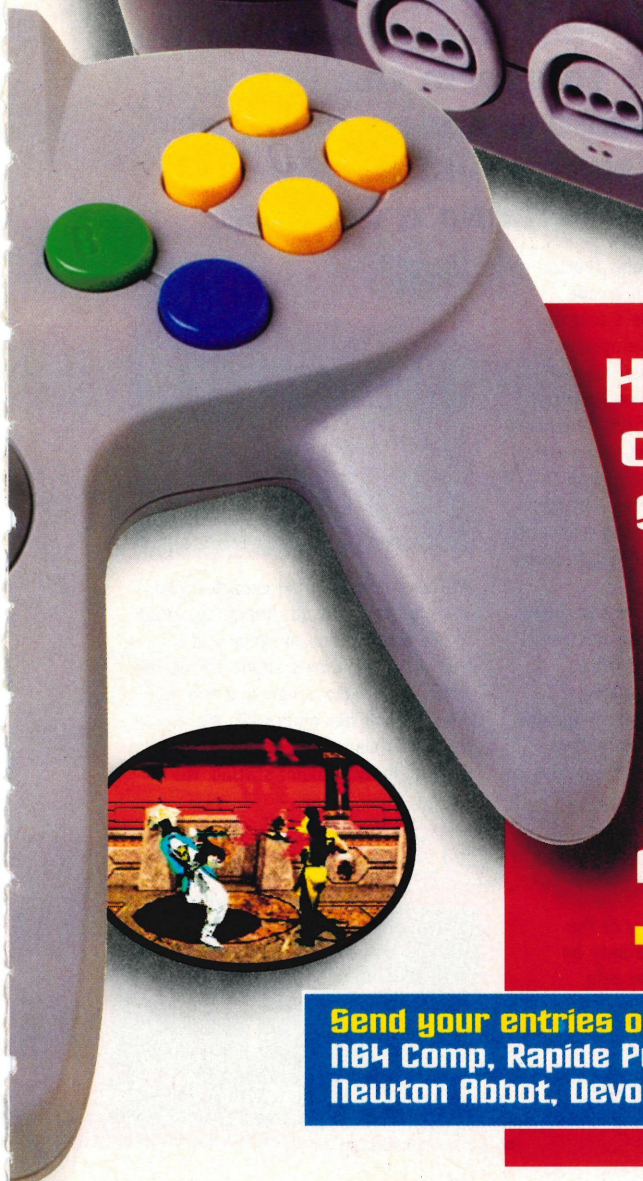
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It's a Doom 64

- Developer: **Williams Entertainment**
- Publisher: **Williams Entertainment**
- Released: **Second Quarter**

Having blasted its way through the SNES, PlayStation and PC, Id Software's superlative first person perspective shoot-'em-up is now set to storm the N64. Total 64 takes a sneak peak, at the game that could be the making of Nintendo's console.

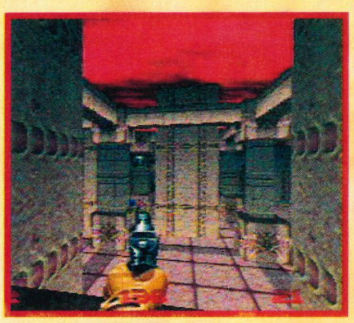




▲ **One man against the world – the world of undead, evil, bad guys of *Doom* that is! Are you up to all that splatter in its full N64 glory?**

Ever since Williams (better known for their arcade games) became a part of Nintendo's development 'dream team' way back in 1994, it's been one of the American company's leading priorities to unleash an N64 version of the world's most popular game, *Doom*. Developed in-house at Williams' San Diego offices, their plans are now close to realisation and the world waits with bated-breath for its May release.

Expectation of the game is clearly running high and to help fulfil these expectations, Id software (the designers of the original game) although absolved of all development responsibilities, have been aiding Williams at every turn. The coupling of



Williams' programming expertise and Id's creativity should, hopefully, result in the best version of *Doom* and for that matter, the best shoot-'em-up, of all-time. In a clear sign that the development has gone well, Id's own marketing manager complimented the work done by Williams stating 'the

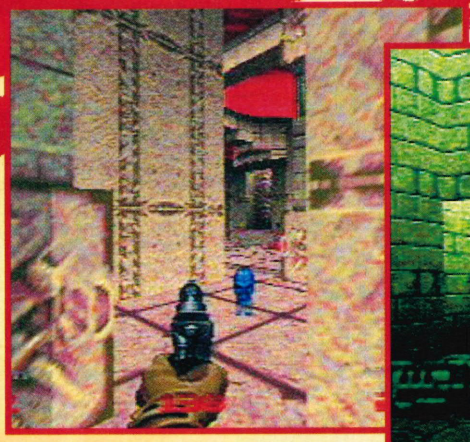
you're all doomed!



The eerie gameplay of the original *Doom* can only be enhanced by *Doom 64*'s improved graphics. If the corridors feel a little quiet, it can only mean you've already been round, 'clearing things up' a little...



Blast!







▲ **C'mon! You're going to take on all those extra levels and souped up monsters with a pistol? Crazy!**

all shook up

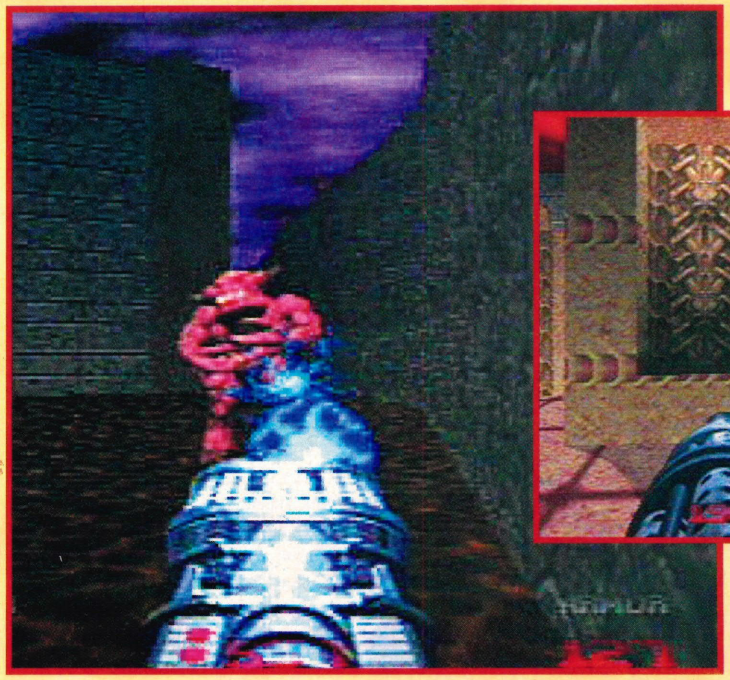
game has an immersive feel unlike any other *Doom* version... it's going to blow some people's socks off!'

Players of any of the other *Doom* incarnations will immediately recognise the game and the way it plays, but what promises to set this atop of the shoot-'em-up genre, is the graphics. One of the worst problems that has dogged *Doom* and other first person perspective shoot-'em-ups for so long is pixelation. From the SNES version, right through to the PC one, *Doom* and all the other games in this genre have suffered from bad pixelation — especially when up close to objects or monsters. Not anymore though! The enhanced graphical capabilities of Nintendo's 64-bit machine have allowed Williams to eradicate this problem. The result is a game offering a much smoother, more attractive gaming experience.

Other graphical improvements include the complete re-drawing of the monsters and weapons. Although they're instantly recognisable from previous outings, everything within the game now has a much more colourful and rounded appearance. New animation for the monsters has also breathed more life into them and given them a polished appearance.

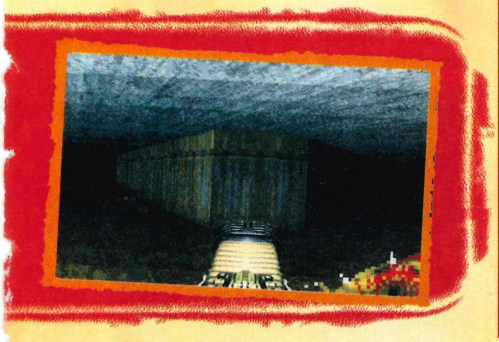
The speed that the game plays at is much faster than any other rival shoot-'em-up of its kind. With players





▲ **Will the switch open a door or plunge you into a trap? Only one way to find out...**





▲ **The new levels in *Doom 64* are already looking good, with atmospheric detailing and a real sense of depth.**

Meet your doom!

As well as all the old favourites, the new *Doom 64* will include some spine-tinglingly evil new guys too. All the in-game characters – whether man, beast or something in between – have received a graphical makeover, with the the N64 allowing programmers to turn up the detail and cut-down the pixelation.



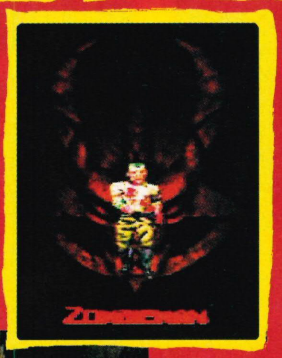












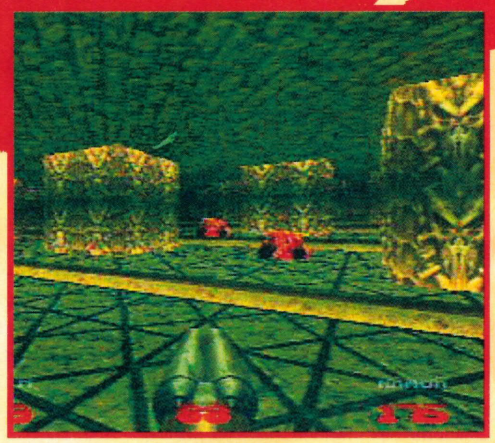








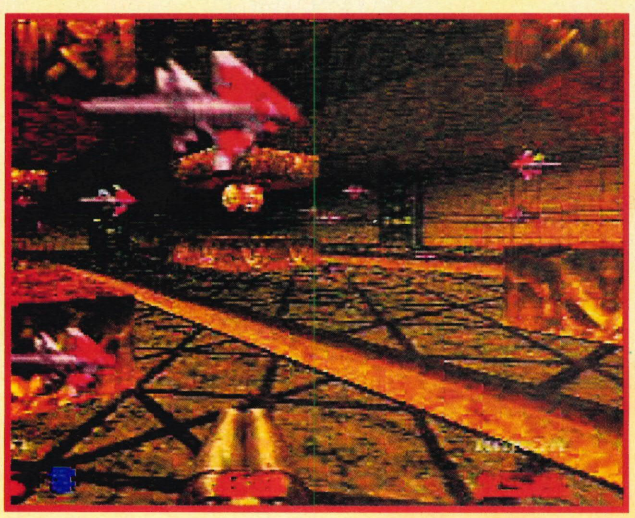
▲ **Few games can ever surpass the animal ferocity of the monsters you'll find deep within the dank bowels of this gaming environment!**



able to run around the various locations and settings, with a real spring in their step. Whilst this speed does detract from the game's tension somewhat — as it's easy to run away from monsters and events happen so fast that you can't get so worked up about things — it does mean the action is faster and the game is played at a breathless and relentless pace. With the additional speed, you may think the game has lost some of its smoothness, but there have been no compromises on *Doom*'s seamless scrolling.

Apart from the graphical improvements, what has *Doom 64* got to offer? Well, for starters there are around thirty new levels. Boasting a larger playing area than ever before, these levels have been designed along similar lines to those seen and played in previous *Dooms*. In other words, there are loads of corridors, rooms and staircases for players to navigate — all of which have been strung together to form labyrinthine levels that even the minotaur would have been proud of. With more booby traps and secret chambers than ever before, these new levels should provide a fresh challenge to even the most battle-hardened *Doom* veterans, as should the harder puzzle elements. Accessing the different parts of each level requires a bit more thought and planning — it's not always just a case of finding this or that key and opening a door. Trapdoors and triggers have to be found and activated correctly, adding a more intelligent edge.

As usual, each of the levels in *Doom 64* is packed with monsters and pick-ups. Most of the monsters are immediately recognisable, with the Demons, Imps and Co. retained from earlier games, albeit under a slightly different guise. The pick-ups, such as health boosts and so on, have also been carried over from previous *Dooms*, so no real surprises there. Williams do plan a surprise with the weapons though. Although all the favourites from the original *Doom*







He's your worst nightmare come true – the fast deadly resilient all new imp.





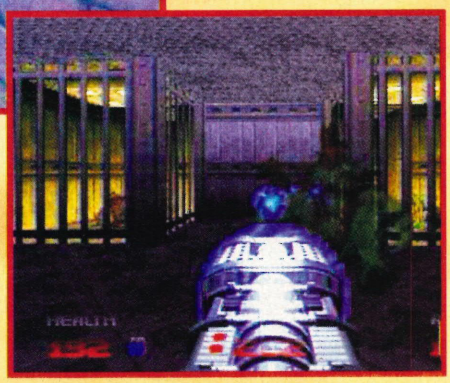


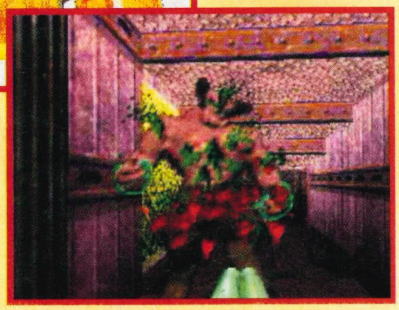


Who says flaming skulls aren't scary? You never played *Heretic* then I take it?









▲ Another enemy explodes its blood and guts over the screen!

games, like the BFG and chainsaw, have been carried over. There is, reportedly, a powerful new weapon. It's not known what this weapon is called, or even what it will do — but one thing is for sure, it's going to be needed! By utilising the full power and potential of the N64, *Doom 64* can feature more monsters on-screen at the same time than ever before. One of *Doom*'s biggest attractions has always been the frantic and relentless action and in *Doom 64*, it's going to be even more so. Players with an itchy trigger finger and a lust for blowing away monsters, will have no further to look once *Doom 64* is released!

Another feature of the original *Doom* that made it so appealing, was the thick, tense atmosphere created by the graphics and sound.



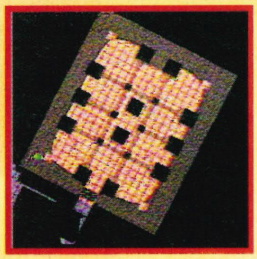




With enhanced graphics that include new lighting and shading techniques, *Doom 64*'s graphics certainly lay the foundation for a great atmosphere. Hopefully, the music and sound FX will be of a decent enough standard — despite coming from a cart — to build on this. Early samples of the game's music have sounded suitably eerie and chilling, whilst the sound FX promise to be reassuringly clear and crisp. As with any game, *Doom 64* is not likely to be without its flaws. The worst seems to be William's decision to forsake the multi-player deathmatch mode. With such an exciting and challenging one player mode, Williams hopes the disappointment of not having a multi-player facility, will not have a detrimental effect on the game. However, as we all know, any game is always better when played with some friends, particularly a game like *Doom*. In fact, it's the multi-player mode which made both the PC and PlayStation versions so popular.

As well as this, *Doom 64* has had few changes made to the gameplay, so new ideas and innovations — such as the jetpacks in *Duke Nukem* — have been ignored. The result could be a game that is, for many, too similar to other versions to warrant shelling out more money. Also, with *Duke Nukem* in the offing, *Doom* is in danger of being left behind. Not only does *Duke* let you fly around but you can also look and fire up and down, adding more depth to the gameplay — something *Doom 64* still won't let you do.

There's no denying that *Doom 64* is going to look a real treat, but without any form of multi-player mode and without any real improvements to the gameplay, it's a little hard to imagine how it's going to compete with the N64 version of 3D Realm's *Duke Nukem*.



▲ The new levels will follow the pattern of those in the original games, so there'll be plenty of confusing corridors, dead end alleys and hidden doors. Thank god for the map facility, eh?



Duke Nukem 64

- Developer: **Software Creations**
- Publisher: **GT Interactive**
- Released: **Third Quarter**





With holograms, jetpacks and Shrinkers to hand, *Duke Nukem 3D* is heading for the N64, but are you ready for the ride? Total 64 prepares you for the phenomenon that's to be known as *Duke Nukem 64*.

Ever since *Doom* was released on the PC, software developers all over the world have been desperately trying to emulate it. Few had even come close until one day last year, when 3D Realms unleashed their own first person perspective shoot-'em-up and changed the face of the genre for good. Starring the butch hero, Duke Nukem, 3D Realms' offering not only proved that their was room for improvement in *Doom*, but showed how it could be done. By taking the age-old *Doom* formula and adding lots of extra touches, like jetpacks, holograms and humour, 3D Realms struck a chord with gamers fed up and disillusioned with the multitude of cheap *Doom*-clones. Here, at last, was a game that offered players something new, something original and yet managed to achieve this within the thrilling and compulsive gameplay that was the original *Doom*. But that was on the PC, what can we expect from GT Interactive's N64 version?

The answer, in a word, must be 'brilliance'. For starters, unlike the PlayStation and Saturn conversions, which are going to be straight ports of the game already seen on the PC, the N64 version of *Duke Nukem* is, supposedly, a completely new one. By this, we can expect new, larger maze-like levels, full of creatures and monsters for players to blast at. Special emphasis is also being placed on utilising the enhanced



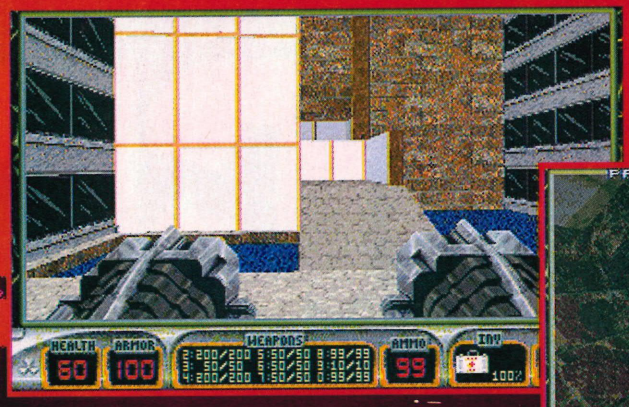
▼ **Expect hordes more twisty turny buildings to explore with tricks and traps galore!**







▲ **Just imagine you're hiding out up here, waiting for your mate to stray into view for a good pasting... It may not have Net access but *Duke 64* is offering a link-up death match. *Duke* 1, *Doom* 0...**



▼ Dead-man's-view! If you found the monsters in the original *Duke* a tad hard, just wait till you see how gruesome they look, all cooked up for the N64!





▲ Humour's what made *Duke* great. No sign of any in this shot, mind.

less mess!





graphical capabilities of the N64. So, be prepared to contemplate the fastest, smoothest, most seamless shoot-'em-up to date. N64 owners can also look forward to seeing lots of fogging and other special effects, that only Nintendo's machine can carry through with any real conviction.

Apart from new levels, not much has been altered from the smash hit PC game. The monsters and creatures from the PC version have all been retained, although they're being redrawn and given a fresh look. The same can be said of all your favourite weapons, like the trip wires and pipe bombs. One thing is likely to be missing from the original game though, the witty and amusing wisecracks from Duke. As the game will be on cartridge, it's unlikely there'll be room for all Duke's quips and quotes, so expect the hero to be a little quieter. This shouldn't have too drastic an effect on the overall game — but it's hard to imagine how GT will be able to get across the humour without speech, as most of it was generated by the big guy's cocky attitude.

Thanks to the Internet, one of the most popular ways to play *Doom*, *Duke Nukem* and Co. these days is against one or more human players, via a modem. Obviously *Duke Nukem 64* can't offer this, but it's reportedly going to have the next best thing — a death match link-up mode. The idea is that by linking their machines, up to four (possibly more) human players will be able to take each other on in a thrilling combat head-to-head. If this is indeed the case, *Duke Nukem 64* will immediately have an edge over *Doom 64*, which is reputed to have no such option.

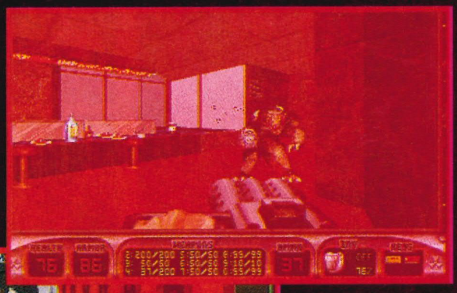


The only sticking point with *Duke* could be Nintendo's strict censorship policy. The giant Japanese company is renowned for its dislike of excessive violence, blood and sex — all of which are, needless to say, evident in the PC version of *Duke Nukem*. In particular, the strippers that adorn several of the levels are not likely to go down too well. Although the problem could be resolved by simply removing them, the developers perceive their inclusion as part of their artistic license and appear unwilling to exclude them. The result could be a messy and unnecessary public feud.

Whilst a lot of the games under development for the N64 are still nothing more than rumour and speculation, *Duke Nukem 64* is a definite. GT Interactive are working on the project now and hope to have the game shipped by September. 64



▲ Call that a gun? Good job there are plenty of new weapons up for grabs in the N64 version – a weedy hand gun, indeed!





▼ If the guys at Nintendo have their way, there'll be less of that saucy stuff madam...







▲ ...and maybe even reduced gore too! C'mon, that's what *Duke*'s about.

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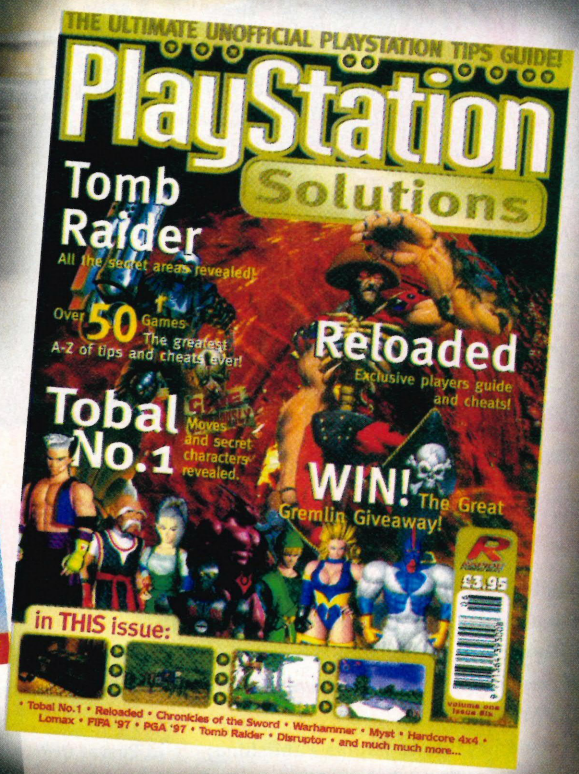
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The Dawn of a New Era!

As the first explosive issue of Total 64 comes to an end, we have the chance to reflect on the birth of the ultimate games console...

Take away the hype, lets face it there has been a lot of it, and what is the verdict on the first steps of the Nintendo 64. Well, at the moment it has to be a resounding thumbs up for a machine that has been promising so much for so long that we were almost afraid of what to expect.

Now that it has arrived we know it has delivered on many of the claims that have been made about its capabilities. For instance, Super Mario 64 is a ground breaking advance for a series of titles that have entered gamesplaying legend. The adventures of the rotund Italian plumber have never looked so good, while the freedom provided by the game's environment is nothing short of outstanding.

The praise doesn't stop there. Games like Wave Race are also sensational and really demonstrate the graphical capabilities of the N64, while, in terms of playability, Mario Kart 64 and J-League Perfect Soccer, have dominated our inter-office challenges. As always, some games have failed to hit the mark – Cruisin' USA being a prime example – but, so far, the successes have far outweighed the failures.

We're looking forward to every new release with baited breath. If what we have seen during the production of the first issue of Total 64 is anything to go by, the months ahead are going to pass in a frenzy of outstanding gameplay. Make sure you're a part of it.

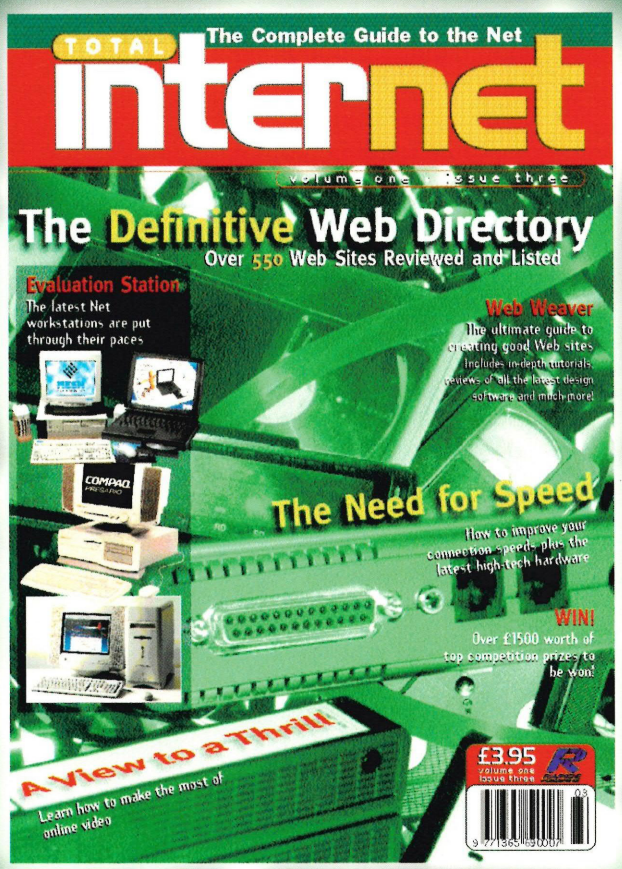
The future looks bright for Nintendo's new baby. We're all present at the dawn of a new era in gamesplaying and Total 64 intends to keep you informed on all things N64. Join us again next month for more stunning previews, reviews and solutions to all the latest releases. Total 64 is the ultimate magazine for the ultimate new console – don't miss issue two!

signing off!

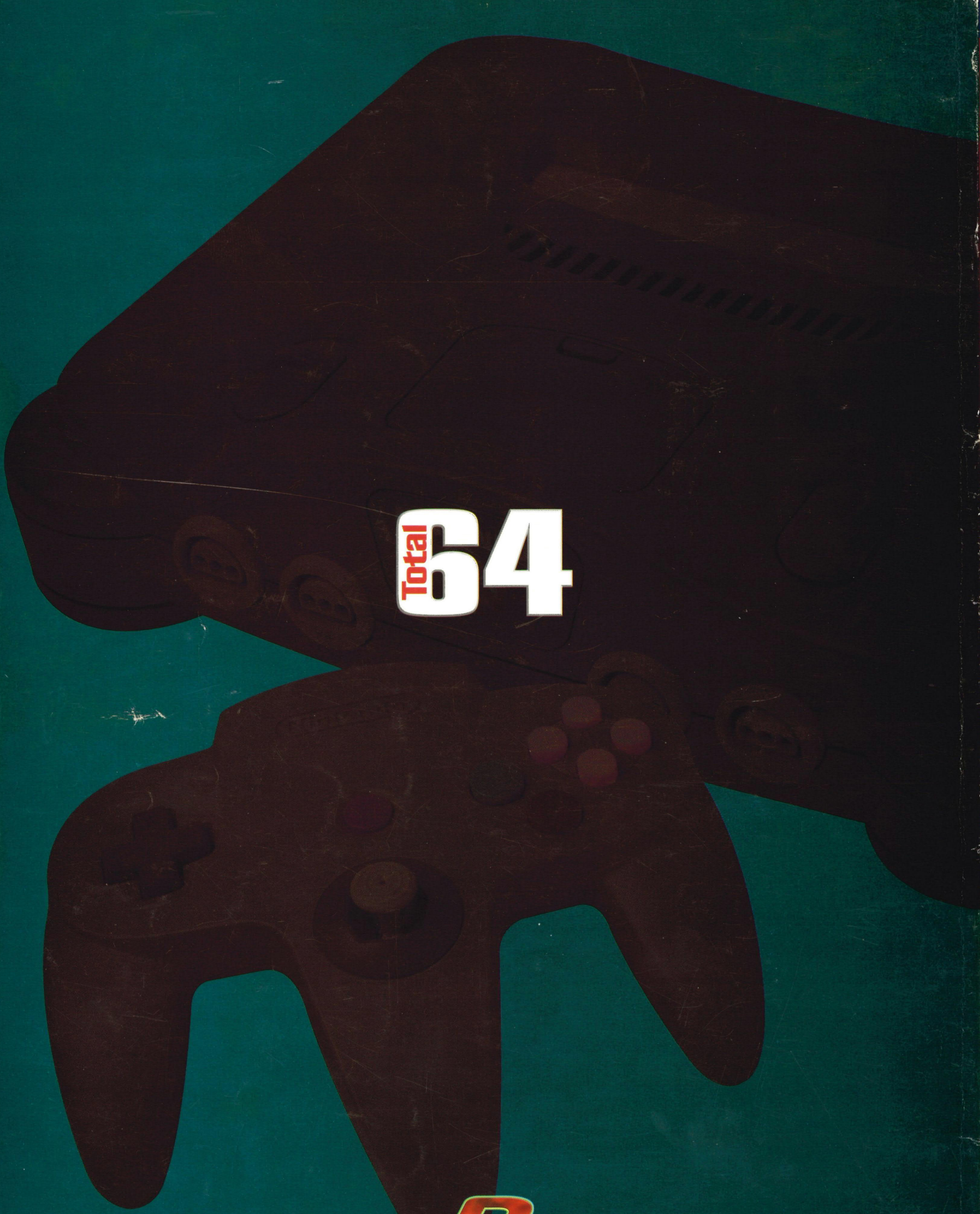
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