NEW! THE ULTIMATE NINTENDO 64 MAGAZINE!

Total 64

100% Unofficial

Turok: Dinosaur Hunter

Get Jurass' in gear for the prehistoric adventure of a lifetime!

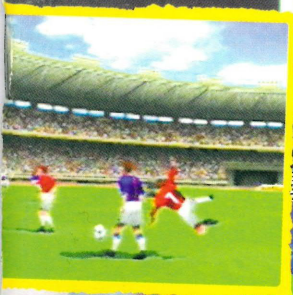
WIN! N64 Console with Super Mario, Pilot Wings and Shadows of the Empire!

FIFA 64

You'll never walk alone with EA's latest and greatest!

The Legend of Zelda 64

The most eagerly awaited sequel since Mario! In-depth feature inside...







Plus!

REVIEWS
- King of Pro Baseball
- Wayne Gretzky's 3D Hockey

PREVIEWS
- Hexen
- StarFox
- Quake
- Clay Fighter

64 TIPS
- MK Trilogy
- Wave Race
- Pilot Wings

Volume One · Issue Two £3.95

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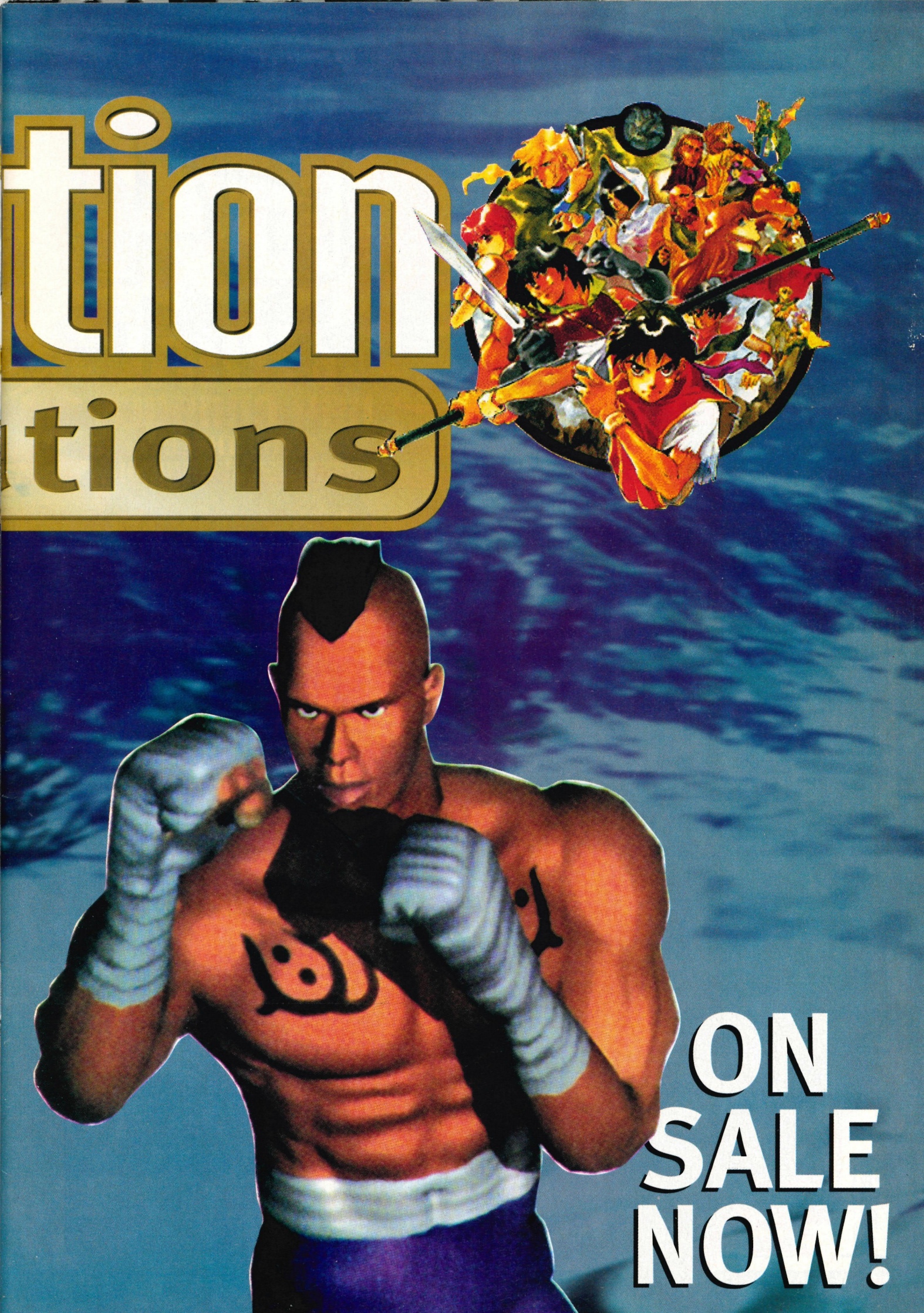
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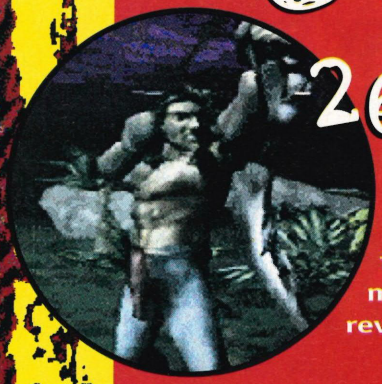
Yet another packed issue including the latest and finest games smashed for your gaming pleasure. This thrill-packed issue includes a complete guide to the GDI missions of *Command and Conquer*, the Snow-boarders guide to *Cool Boarders* and Part one of a solution to *Suikoden*. Also included with this issue is a giant *Tomb Raider* poster, including a guide to the first four levels just for those of you who missed it last time round. On top of this, there are more games cracked, the newest tips, datel codes, and a challenge is laid down by the SOLUTIONS boys...

£3.95


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ON
SALE
NOW!

reviews

Total 64



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Dino bashing has never been so much fun... or has it? Find out the answer in our massive review!



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Can the greatest player ever make it on the N64? We find out...



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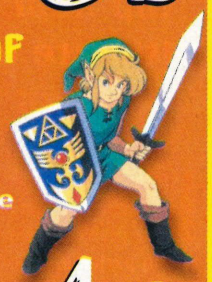
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Welcome to the Total 64 Experience

Welcome to the second, action packed issue of Britain's brightest new N64 magazine. We're committed to bringing you all the latest news, previews, reviews and tips on all the top new releases for the ultimate in new consoles. Read on and enjoy...

It wasn't long after issue one of TOTAL 64 went on sale, that all our predictions for the new magazine were justified. We thought we had put together a strong package, covering every aspect of the N64 world, and your words of praise indicate that we were right. For that we'd like to say a big thank you to all of you that sent in letters and competition entries by the lorry load — although our local postie might not be so generous, judging by the pained look on his face as he carted all those bags of mail up to our offices!

Particularly heartening is the positive response to our review system. The vast majority of you believe we have got it just about right, which is a good sign. Although we have made one slight alteration in response to a number of requests. From this issue, the stats box for each review will include information on the version of the game we played. This will let you know whether it was an import or UK version of the game.

Another section of the magazine that received an enthusiastic response was our comprehensive players' guide. We hope this will continue and we've included three more games, *Mortal Kombat Trilogy*, *Wave Race* and *Pilot Wings 64*, this issue. Add to this a full round up of cheats for all the big games and you've got the strongest tips section on the market.

We had to make sure we followed the success of last issue with another strong line-up of forthcoming games. Luckily for us, there are a number of big releases looming on the horizon at the moment, which we were fortunate enough to get our greedy little paws on.

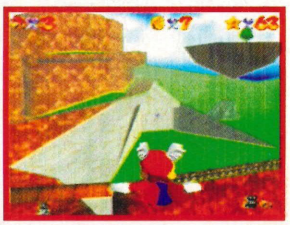
We've got a host of top gaming action for you to feast your eyes upon. Check out our review of *Turok: Dinosaur Hunter*, as well as the top guides to *Wave Race* and *Pilot Wings 64*, for examples of this. These big really releases need to be covered in-depth in order to do justice to their capabilities and we pledge to always give the top releases the quality and depth of coverage they deserve. If a game needs plenty of pages to showcase its features, we'll make sure it gets it.

Finally, keep your letters coming — your comments really are invaluable to us and the day we stop hearing from all of you is the day we start worrying! 64



The Power behind the Machine!



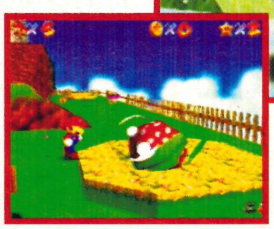




Hopefully you've got yourself a fantastic new Nintendo 64 machine? Well we reckon you're probably wondering what it is that powers that little beauty you've become addicted to, so read on to discover more...

At the heart of the spanking new Nintendo 64 video games system you see before you, is a cunning array of advanced computer technologies from those clever people at Silicon Graphics and MIPS Technologies. The N64 is enabled by 'Reality Immersion Technology', which allows for realtime, unconstrained 3D worlds, placing players inside the games themselves.





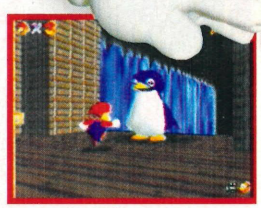
"Silicon Graphics has helped Nintendo re-invent interactive entertainment by bringing the first truly immersive, 3D experience to the home video games market, " said Chris Calvert, Silicon Graphics' UK marketing director.

"Nintendo 64 puts Silicon Graphics' visual computing technology within reach of the general public for the first time."

If you want to know all the techie stuff that makes this all tick here goes: the 'Reality Immersion Technology' consists of a custom version of MIPS' 64-bit R4300i RISC microprocessor, a MIPS Reality Co-Processor and an embedded software layer, all optimised for use in many interactive consumer applications.

Basically, this means that the Reality Co-Processor, designed specifically by Silicon Graphics for Nintendo, creates the N64 real-time games environment. A high frame rate for highly complex images, enables unrestrained interactive movement through virtual 3D space, via a combination of a high fill rate and transform rate, while dynamic media mixing allocates the necessary resources for real-time processing of audio 2D and 3D graphics processing.

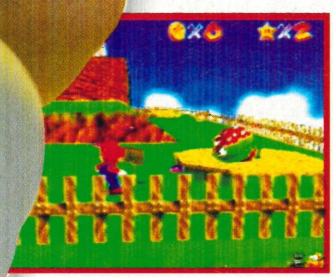
Meanwhile, real-time anti-aliasing removes the jagged edges from objects, creating a smooth and realistic view as the player moves through a scene, and advanced texture mapping techniques generate the industry's highest quality textures. Real-time depth buffering removes hidden surfaces during the real-time rendering process of a scene, allowing games developers to create 3D environments efficiently, and automatic load management enables the objects in the scene to move smoothly and realistically, by automatically tuning the graphics processing. All of this creates the standard for motion picture and video special effects; and scientific, engineering and financial modelling.

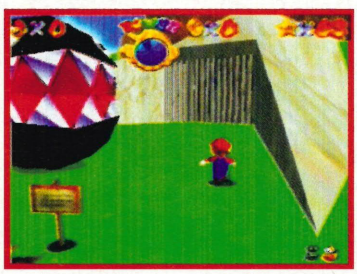


Phew! And if that hasn't convinced you, this is what Howard Lincoln, chairman of Nintendo America had to say about it: "Silicon Graphics has literally taken its high-end visual computing technology and put it in the hands of the consumers in the form of Nintendo 64. The result is a masterpiece of technology and a new standard for fun."

So there you have it. That's exactly what makes your Nintendo 64 the greatest games console on the market. Join us next month for another TOTAL 64 tutorial!

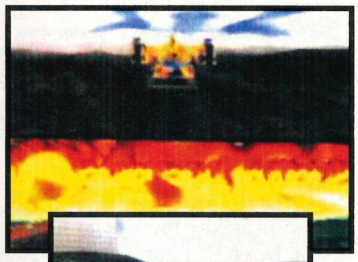




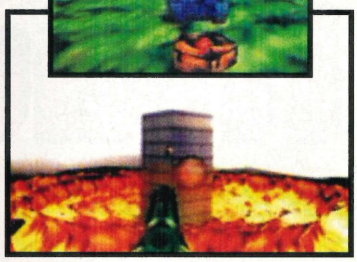




64 NEWS







Showdown!

UK Release Dates

Here are the latest release dates for the N64 for 1997 in the UK.



March

28 FIFA Soccer 64
EA Sports



April

TBA Cruis'n USA
Nintendo

TBA Mortal Kombat Trilogy
GT Interactive

11 Wave Race 64
Nintendo

May

TBA Blast Corps
Nintendo

TBA Killer Instinct Gold
Nintendo

TBA Mario Kart 64
Nintendo

June

TBA Blade and Barrel
GT Interactive

TBA Clay Fighter 63 1/3
Interplay

TBA International Superstar Soccer 64
Konami

TBA NBA Hangtime
Nintendo

TBA Wayne Gretsky's 3D Hockey
Nintendo





Blade and Barrel Full!

Since the mini-preview in our launch issue, we have got our hands on some more *Blade and Barrel* screenshots and we thought it only fair to share them with you — we're nice like that.

At the moment we hear that the game, developed by Software Creations, will be published in Japan by Kemco and is expected to hit the shelves in May. However, the game is also coming out in the US, but under a different guise. It will be called *Ultra Combat* and GT Interactive are publishing the game in the US. As yet, there is still no definite news on a UK release date, or indeed on the name of the game should it ever come out.

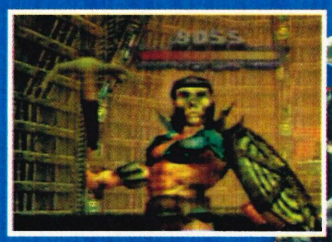
As we explained last issue the game is a 3-D tank/helicopter simulation that can be played by up to four players. You have the enviable choice of either taking control of a high tech tank or piloting a state of the art helicopter through industrial areas and deserts. In the four-player mode, you are able to play a two-on-two match with your buddies. One of you drives, while the other gets the fun job of blasting everything in sight. You can also either choose two tanks or helicopters at once, or one helicopter against one tank.

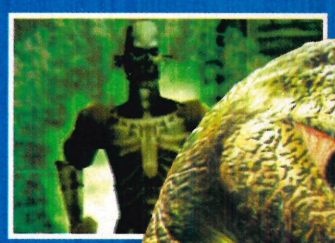
Anyway, check out the new screenshots and keep 'em peeled for more news as and when we get it. 64

Jump the Gun!

The big launch of Acclaim's *Turok: Dinosaur Hunter* was a big success on March 4th, or *Turok* Tuesday as it was hyped. However, many stores just couldn't resist sneaking copies out early to satisfy the demanding N64 fanatics. Those that did, including Toys R Us and Electronics Boutique, began selling the game as soon as it arrived, rather than waiting for the official release.

The early sales are reminiscent of the N64's launch, when many retailers couldn't resist holding off hardware sales until the system's official release date. Impatient little devils aren't they! 64

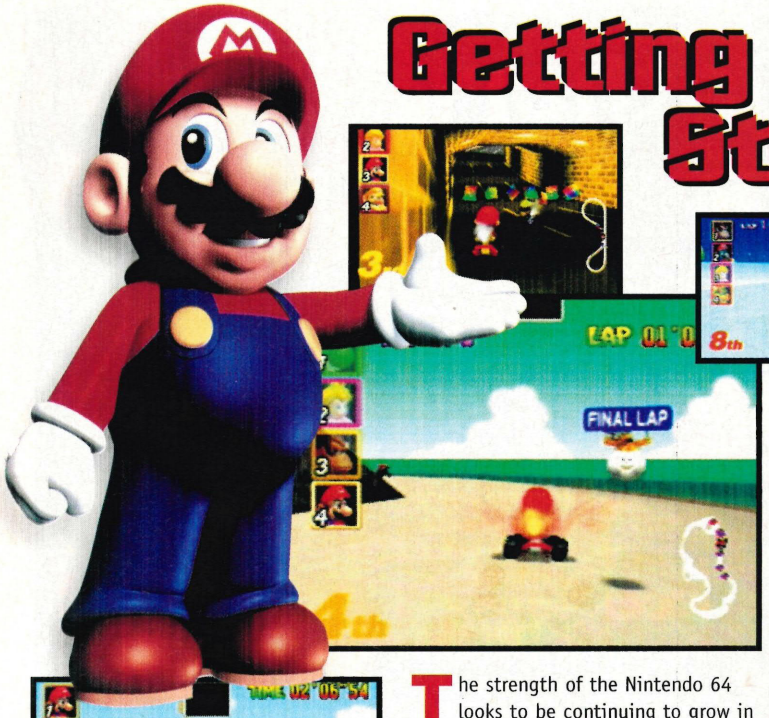


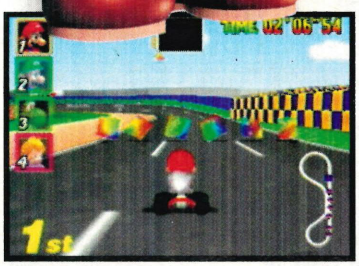






Getting Stronger

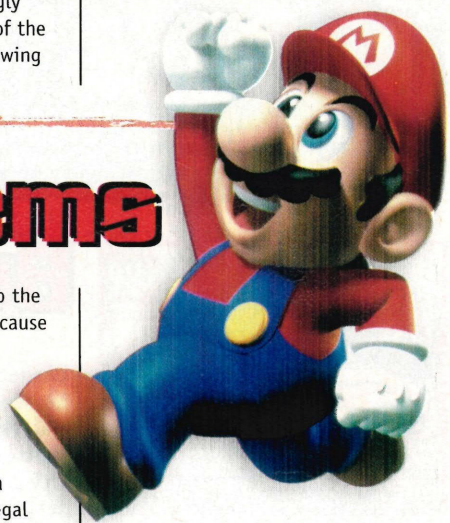




The strength of the Nintendo 64 looks to be continuing to grow in the States, according to the latest sales figures from Electronics Boutique. Their charts show the N64 strongly dominating the upper echelons of the video games market, as the following chart indicates:

1. Mario Kart 64	Nintendo
2. Wave Race64	Nintendo
3. Shadows of the Empire	Nintendo
4. Mario 64	Nintendo
5. Rally Cross	PSX/SCEA
6. Cruis'n USA	Nintendo
7. NBA Hangtime	Midway
8. Tomb Raider	PSX/Eidos
9. Jet Moto	PSX/Sony
10. Wayne Gretzky 64	Midway

As you can see, the top four spots are taken by Nintendo products, while a further three of the other six places belong to N64 titles. Not bad, eh!

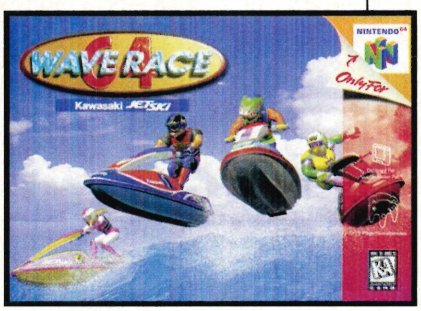


Pirate Problems

Nintendo are preparing to launch an all out attack on pirates who are counterfeiting Nintendo video game products. Nintendo reckon they lost more than $800 million in sales to piracy in 1996 alone and, in response to this, Nintendo of America has urged Acting US Trade Representative Charlene Barshefsky to take action against China, Hong Kong, Taiwan, Paraguay and Venezuela for their production of counterfeit products.



Three countries, China, Hong Kong and Taiwan, remain the largest sources of counterfeit video game products in the world.



Nintendo asked the USTR to keep the three on the Special 301 list, because they have failed to keep their promises to strengthen efforts to stop counterfeiting. Production and exports from these pirate cartels, with ties to all three countries, account for a substantial proportion of the illegal world trade in counterfeit Nintendo video game products.

These cartels accounted for most of the $810 million in losses to the US Nintendo video game industry last year. Nintendo has asked the USTR to place China and Hong Kong on the Special 301 Watch List and include Taiwan on its Special Mention List.

It also recommended that two Latin American countries, Paraguay and Venezuela, be placed on the Special 301 Priority Watch List. This is in a bid to prevent the continued distribution of the illegal products through the South American countries.

In an attempt to stamp out the illegal trade, Nintendo of America Inc. recently filed a lawsuit in Federal Court in Seattle against Taiwan semiconductor chip manufacturer, Winbond Electronics Corp. over the production of infringing semiconductor chips which are contained in counterfeit Nintendo video game products.

The suit alleges Nintendo identified semiconductor chips, made by Winbond, in counterfeit Nintendo video game software and infringing disk copier devices sold in North America, Europe, Latin America, and Asia.

Disk copier devices are designed to enable the illegal copying of Nintendo video game software onto computer disks and other media. It is hoped that this action will dissuade other companies from continuing their counterfeiting practices.

Second Quarter

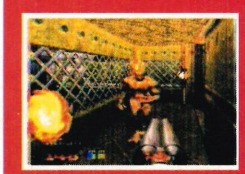
TBA Doom 64
GT Interactive
TBA Hexen 64
GT Interactive
TBA War Gods
GT Interactive

Third Quarter

TBA Joust X
GT Interactive
TBA Human Grand Prix
Ubi Soft
TBA Mystical Ninja 64
Konami
Robotron X
GT Interactive

US Release Dates

Here are the latest release dates for the N64 for 1997 in America.



April

4 Doom 64
Midway
23 Lamborghini 64
Titus

May

10 Dark Rift
Vic Tokai

June

TBA Clay Fighter 63 1/3
Interplay
TBA Hexen 64
GT Interactive
TBA Robotron X
Midway
15 War Gods
Midway
23 Star Fox 64
Nintendo
23 Force Pak Accessory
Nintendo

August

TBA Goldeneye
Nintendo

Second Quarter

TBA Mission Impossible
Ocean
TBA MLB Featuring Ken Griffey Jr.
Nintendo
TBA Perfect Striker
Konami
TBA Ultra Combat
GT Interactive
TBA Duke Nukem 3D
GT Interactive

64 lowdown!

US Second Quarter continued . . .

TBA **Robotech: Crystal Dreams**
Gametek

TBA **WCW Wrestling**
THQ

October

TBA **San Francisco Rush**
Midway

TBA **Top Gear Rally**
Kemco

November

TBA **Quake 64**
Midway

TBA **MK Mythologies: Sub Zero**
Midway

Japanese Release Dates

Here are the latest release dates for the N64 for 1997 in Japan.

March

28 **Human Grand Prix**
Human

April

TBA **Ikazuchi No Gotoku**
Seta

27 **Star Fox 64**
Nintendo

First Quarter

TBA **Goemon 5**
Konami

TBA **Hexen 64**
Gamebank

TBA **Mahjong 64**
Koei

TBA **Mission Impossible**
Victor Interactive Software

TBA **Pro Mahjong**
Athena

TBA **Yuke! Yuke! Troublemakers**
Enix

May

TBA **Blade and Barrel**
Kemco

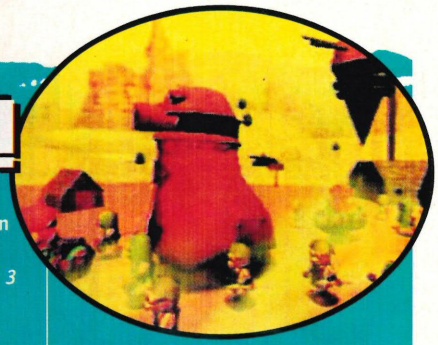
TBA **Mahjong**
Imagineer

TBA **Morita Shogi 64**
Seta

TBA **Sonic Wings Assault**
Video System

TBA **Wild Choppers**
Seta

Hello Mother!







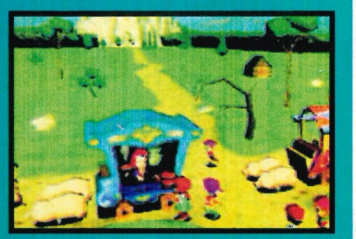
The bright and colourful world and action filled gameplay of the past titles scored a hit in Japan.



I want the last copy of Japanese Mother 3! No, let me have it...

Since last issue, we have been lucky enough to get hold of some more *Japanese Mother 3* images. The game, which will probably be called *Earthbound* in the US and UK, still hasn't got an official release date, but more information about it is at last now becoming available to us. The game is structured around turn based battle scenarios, and will use the capabilities of the Nintendo 64 to create a 3D environment in which the adventure will take place. *Mother 3* will be a 64DD release, allowing the player to save their progress as they go.

The first two *Mother* games were very successful in Japan, particularly with younger gamers, who were attracted by the bright characters and fun-filled gameplay. More of the same is promised for the N64 version and — as these new screenshots show — plenty of attention looks to have been given to the creation of the brand new gaming environment. 64





Burning Rubber



Last issue we had a look at a wide range of racing simulations, that will be appearing on the N64 over the coming year. However, one that we made no mention of was *Multi-Racing Championship*, an arcade racer that looks like being Nintendo's challenger to *Ridge Racer* and *Sega Rally*.

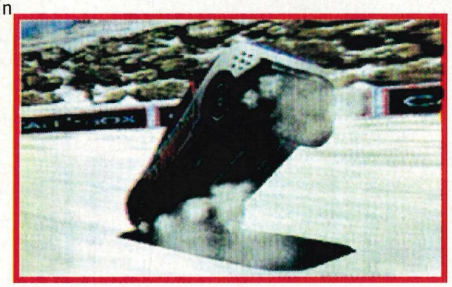
The game is being developed by Imagineer and will makes its first appearance in Japan, with an unconfirmed date in June currently pencilled in for its launch. *Multi-Racing* will feature a wide variety of options, including a choice of vehicles, a range of weather conditions and even the option of saving your most memorable times onto a memory pak.



Players can choose to race in saloon cars, sports models and 4X4s, all of which you can modify to suit your driving style — these modifications can also be saved onto the memory pak. Once your car is ready to roll, you can then select to test your road skills in the snow, ice or rain, as well as normal conditions.

The game is said to be very smooth and slick, with a real sense of speed and movement in the action. This is certainly one racer we'll be keeping an eager eye on and we'll be bringing you more information on release dates etc. as and when we are able to get it. 64







The Unreal Deal

One of the most eagerly awaited releases for the Nintendo 64 is *Unreal* from GT Interactive. It's a first person blaster in the mould of *Doom* or *Quake*, which is said to boot all other games in this genre into touch. Thus, the question everyone is asking is — will it live up to the star billing it's currently receiving?

Well, from what we have seen so far, the answer has to be yes. *Unreal* places the players in a stunningly lifelike 3D world, in which GT Interactive claim you will be able to "smell the stench of dank dungeon caverns, feel the hot breath of menacing creatures, and experience the sensations of falling, swimming and flying." Now that's some set of claims, but our early look at what's on offer suggests that they aren't make the usual over hyped promises. *Unreal* certainly looks like it will deliver the goods.



One of the reasons for their confidence is the amazing quality of the gaming environment. The *Unreal* environment is continuous. Though levels do exist, you travel between them smoothly, which means that the entire world — whether you're playing by yourself or with someone else — is melded into one continuous, smooth flowing global environment.

The fear-filled atmosphere will be heightened by clever use of lighting and shadows, permeated by spooky music and sound. The sounds of wind, flowing water, flickering flames, footsteps and monsters flow throughout the *Unreal* world. All of this is designed to get the player's heart pumping, as you travel through the levels. The *Unreal* environment is also richly illuminated — torches flicker and light sources create varying levels of luminance on their surroundings. Monsters, as well as players, cast shadows, which can often be seen around corners before the source is fully revealed to your wary eye....

Finally, the *Unreal* environment uses a full 'six degree of freedom' geometry and physics model. This means you can look at the world from any angle and explore complex architecture, with features like multiple overlapping bridges and domed ceilings.

The game will first be unveiled on the PC — but work is well underway on the Nintendo 64 version and we can expect to see the fruits of GT Interactive's arduous labours towards the end of this year or at the beginning of 1998.

June

TBA 64 Oozumo
Bottom-up

TBA Multi Racing Championship
Imagineer

TBA Rev Limit
Seta

TBA Star Wars: Shadows of the Empire
Nintendo

Second Quarter

TBA 3D Fighting
Imagineer

TBA Reason
Imagineer

TBA Sim City 2000
Imagineer

TBA Top Gear Rally
Kemco

TBA Yoshi Island 64
Nintendo

November

TBA Chameleon Twist
Japan System Supply

December

TBA Hyper Olympic in Nagano
Konami

Games Frenzy!



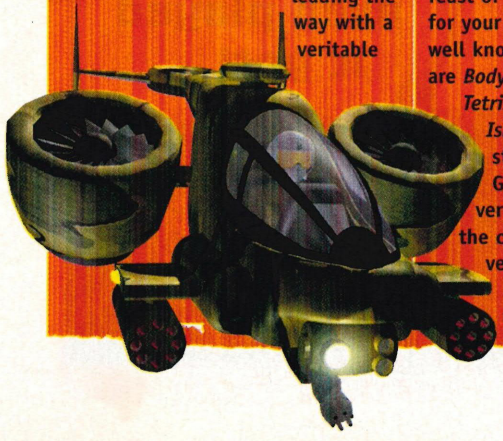


There is no need to fear for the future of the Nintendo 64. The supply of software for the machine never looks like drying up and, in addition to the games listed in our N64 Lowdown guide, there are a host of massive titles destined to hit the shelves in 1998.

Nintendo themselves are leading the way with a veritable feast of top gaming action destined for your machine. Among the more well known games they have on offer are *Body Harvest*, *Buggie Boogie*, *Tetrisphere*, *Zelda 64* and *Yoshi's Island 64*. However, the real stars of 1998 look like being GT Interactive, who have a veritable wealth of top titles on the cards for the future. We have very little in the way of details on the scenarios behind these games as yet, but some of the titles to expect are *Attack!*, *Duke Nukem 3D*, *Biofreaks*, *Mortal Kombat 4*, *Quake 64* and Rebel Moon Revolution.

Add to this games such as *Command and Conquer* (Virgin), *Deadly Honour* (TekMagik), *Raze* (Interplay), *Condemned* (Acclaim) and *Superman: The Animated Series* (Titus) for plenty to look forward to in the coming months.

As always Total 64 will be the first to break the big stories, when more news becomes available on these and other top titles due over the next 12 months.



bits

MIDWAY HAS ANNOUNCED that *Doom 64* will now be available on Doomsday: Friday, April 4, 1997. This is a change from the mid-March date which was originally planned.

GLEN COVE, A TOWN IN AMERICA, officially proclaimed Tuesday March 4 as *Turok* Tuesday to celebrate the launch of *Turok Dinosaur Hunter*. To commemorate the fact, Glen Cove Mayor Thomas R Suozzi temporarily renamed the town's Pulaski Street, adjacent to Acclaim's Glen Cove headquarters, as *Turok* Boulevard. Wasn't that nice of him!

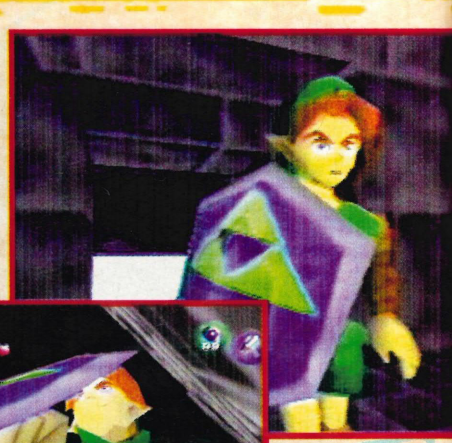
GAME DEVELOPER, HUDSON, have finally confirmed part of their N64 line-up. The first game to come out, probably around mid 97, will be the 3D fighter *Dual Heroes*, followed by **Soccer 64**. The polygon wrestling title *Shin Nihon Pro Wrestling* will debut on the 64DD. Hudson also confirmed *Bomberman 64*, *Kindaichi Shonen no Jikenbo* (an adventure game) and *Super Power League 64*, a baseball game.

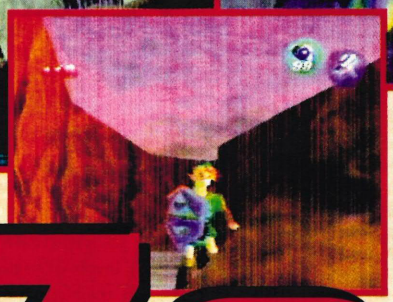
NINTENDO HAVE ANNOUNCED a release date for *Star Fox 64*. The sequel to the SNES classic shooter is scheduled to hit US stores on June 23, 1997. The game utilises the Force Pak, which will be released the same day.



▼ An unexpected addition to Link's armoury – the loofah backscrub.







He lurks in a valley, he won't shilly shally – he's a right little scally.



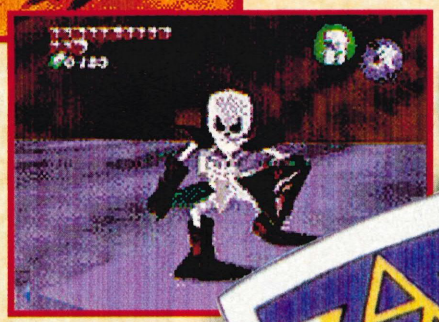


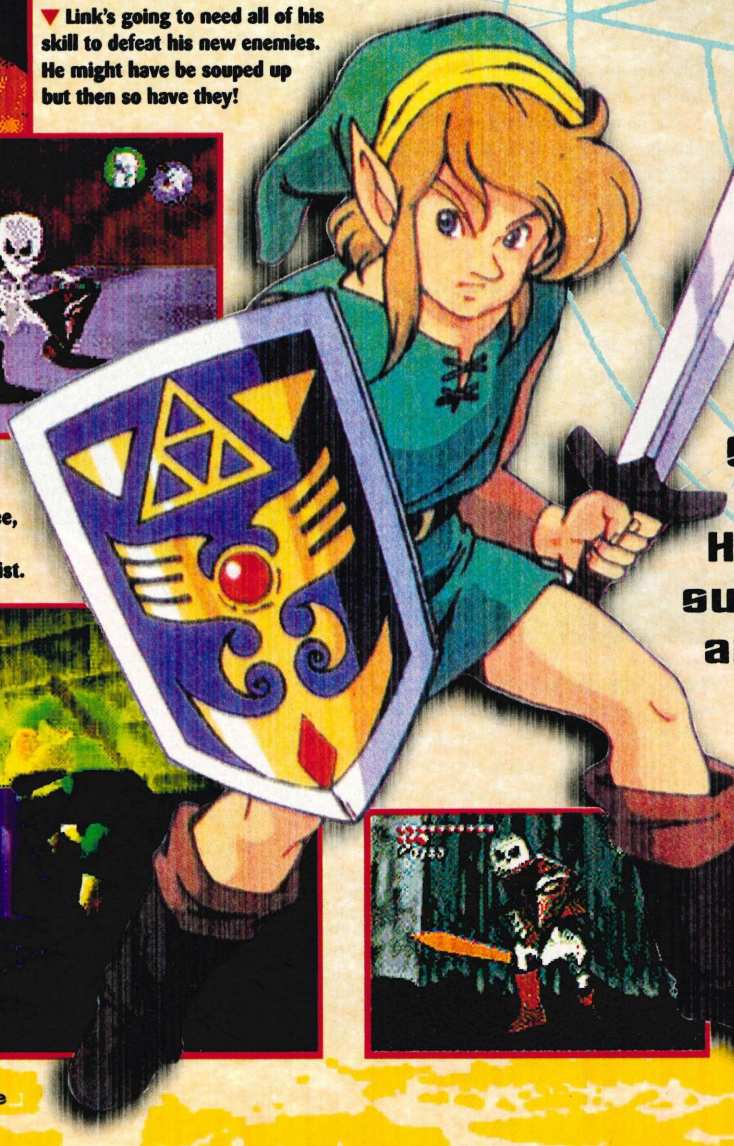
▲ One mean, carroty, eyebrow raising, big-eyed son of a gun – that's me.

Zelda



▼ Link's going to need all of his skill to defeat his new enemies. He might have be souped up but then so have they!



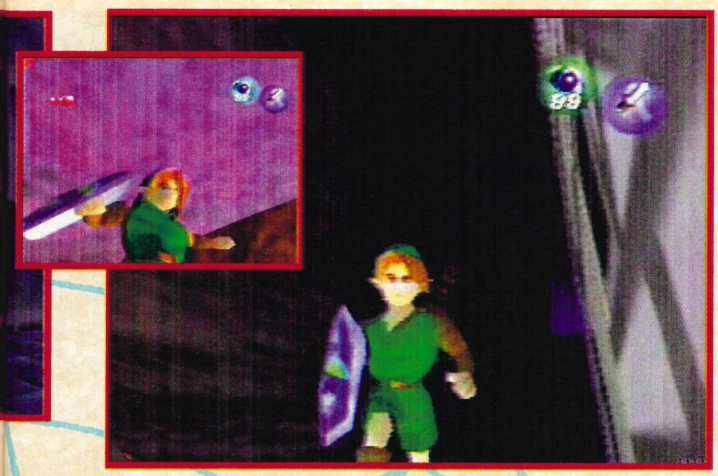


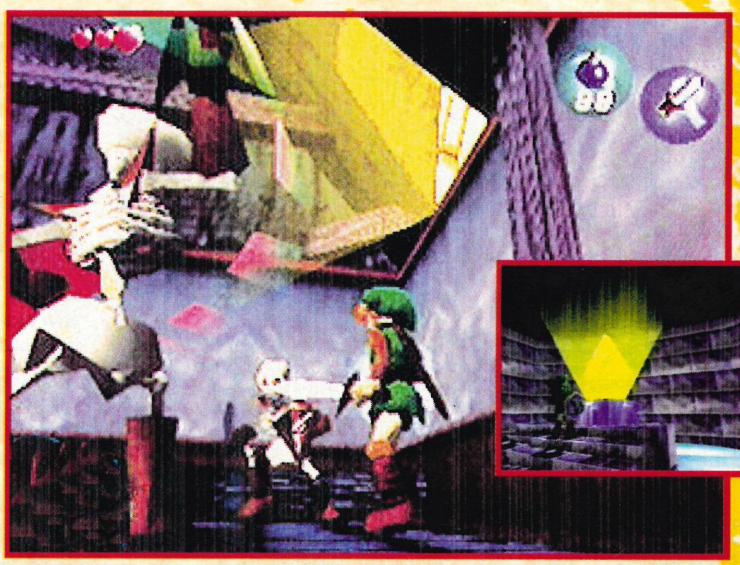
Once in a while a game comes along which you know instantly is going to be a classic. Here's just such a game — and we haven't even played it yet!

▼ This time around the pointy eared hero is fully 3D, as is his new home world. As you can see, it looks pretty impressive, even when it's shrouded in yellow mist.





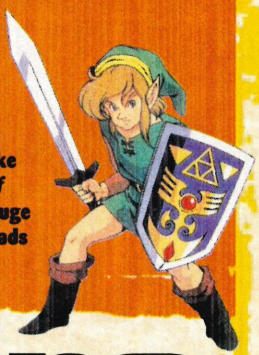




64: A Link to the Future

Adventures of Link

This was the follow up to *LOZ* and it was everything a sequel should be. It took the elements which made the original so popular, fine tuned them and souped up the graphics (the original did look ropy at best) so they actually bore some resemblance to people and a believable world. Link, the hero of both games, could now jump, duck and pull off all sorts of impressive moves to make his quest that little bit easier. In spite of this, just like the first game, *Adventures of Link* was still gigantic with huge great lands to explore and loads to see and do.



Legend of Zelda

When a system goes down the pan, usually because it's been superseded by far superior technology, that 'old friend' nostalgia isn't far away. Almost before you know it, people are discussing their favourite games, in mournful tones more akin to old folk reminiscing on their childhood. What the nostalgia merchants fail to notice is that games are in fact getting better. Even for those old enough to remember the heyday of the 8-bit systems, to go back and play the games we loved and remember fondly is more often than not a mistake. The actuality of it is that what seemed fantastic at the time, looks more like a screen-corrupting crash by superconsole standards. Don't spoil your memories. Leave them where they are.

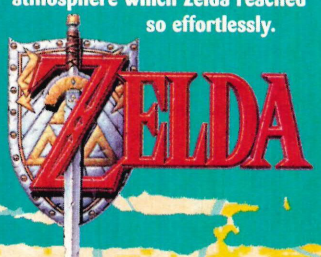
Anyway, before we start sounding like the end of some vomit-inducing '50s melodrama, it might be a good idea to get to the point! It's fair to say most old 8-bit games belong to a different time but there's always the odd gem which remains (almost) as playable now as it was then. For the NES the *Mario* games will always stand out for obvious reasons. However, the original *Legend of Zelda* game's well worth that lofty accolade n' all. *Mario* took the simple scrolling platform idea and honed it to perfection, with its sheer scale and number of secrets. By contrast *Zelda* represented a new genre in console games. A sort of arcade adventure style with fighting, as well as interaction with other friendly characters and puzzle-solving – a style now recognised as the console RPG.

Link's Awakening

Legend of Zelda III brought Link's heroic antics to the Gameboy for the first time. It was a huge seller, not least due to all the popular press generated by the earlier NES offerings and well worthy of it too. Gameplay retains all the elements of the NES games. The only concession (apart from colour, obviously) to the limitations of our yellow-screened buddy, was a return to the flick-screen movement of the first game, rather than the scrolling of the second. This could be a bit off-putting in wide open planes but there was no denying that *Zelda*'s quality shined through. In fact, if you ask any Gameboy owner to name their top three titles, most will include *Link's Awakening* and for those who don't, it's probably because they've never played it. A true hand-held giant.

A Link to the Past

The fourth and without doubt the finest installment in the epic life of Link, hit the Super NES in 1992 and once again redefined the whole notion of what an RPG was all about. As usually happens with classic games, a whole host of wannabes (if anyone mentions the ruddy S***e Girls I'm leaving) appeared, most of which never came close. Even those that did could never attain the level of atmosphere which Zelda reached so effortlessly.







▼ The little green lad doesn't even come up to the knees of some of the bad boys!

▼ Dem dry bones are a crumblin'. You don't fight your way through as many epic adventures as him without learning nifty sword work.





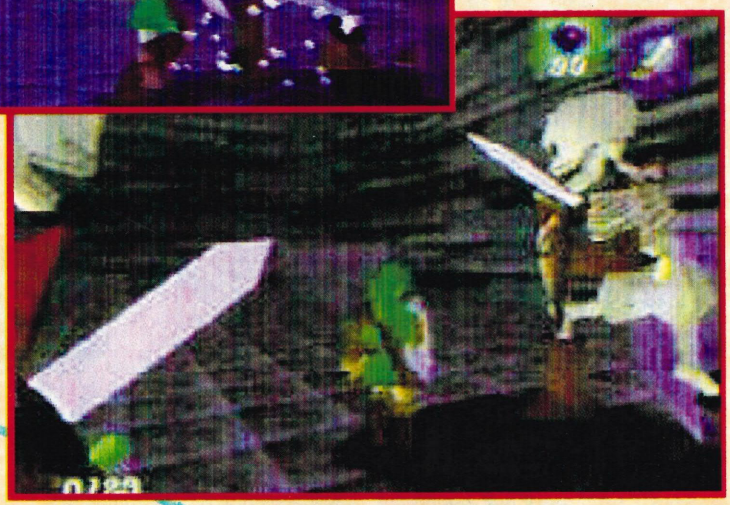


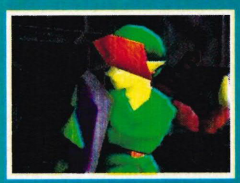


▼ Look behind you Link! That's the trouble with up dating to a 3D life – things can suddenly sneak up on you...

▲ Young Link pauses for a moment of quiet reflection – could ever have imagine how long his adventures would run? He even looks like the Peter Pan of consoledom!











▲ Let's be honest – if Link was in your class at school, you'd probably tease him unmercifully, leaving cries like 'big ears', 'ginger biscuit' and 'stubby nose' cruelly ringing in his ears. Let this be a lesson to you – all the nippers you pick on in class might just grow up to be hard as nails like him. Then you'll be very sorry...

The next step

Apart from *Mario*, *Zelda 64* probably represents the most eagerly anticipated game since the N64 was first unveiled. Nintendo's strategy of kicking off their next gen campaign with a whole host of updates, is gathering pace and proving a great success. Games like *Mario Kart*, *Pilot Wings* etc, all have thousands of confirmed fans out there. Normally when buying a game, there's always that element of risk involved. Even if its review scores have been good, the bottom line is that the appeal of individual titles is very much personal to the player. One man's tasty tucker is another man's raw worm casserole, an' all that business! Not so here. The classic playability which made them so popular in the first place is all intact, with the power of 64-bit technology being put to work to improve graphics, sound and the overall feel.

What, where, how and when?

Probably the main point of interest is that *Zelda 64* will be the launch title for the revolutionary 64DD drive. This essential piece of kit sits underneath the N64 console, connected to the extensions port — but what's it all about, I hear you cry. The add-on will run writable magnetic discs similar to floppies but with a capacity of 64Mb. This is still a long way short of a CD (around 650Mb) but access time is considerably quicker and the capacity is way superior to cartridge. The price of the DD drive is as yet unconfirmed. The thing's not even going to be available in Japan until the end of the year, but we're assured it will be less than the price of the N64 console itself. Rumours abound of a cartridge version of *Zelda 64* but they're unsubstantiated. However the considerable outlay for the console and then the add-on on top of that, certainly makes it a hefty investment.

Some unique Zelling pointe

Nintendo are keeping their cards pretty close to their chest about it at the moment, so hard and fast details are tricky to come by. However, as you can see from the cunningly procured screenshots, it's now all in that lovely new-fangled 3D. As we understand it the camera will be controlled entirely by the computer — unlike *Mario* for example, where the player is given control over the views. This will enable the programmers to use the most cinematic viewpoint for that epic feel.

Look and learn

Looking at the graphics, there does seem to be a passing resemblance to *Mario 64* but that can't be a bad thing. And considering the amount of time being spent on development, it's



▼ These fellers are obviously finding the 3D action more than a little eye-popping! You meet all sorts in the land of Zelda.







▲ Even the Japanese are gonna have to wait for him.

likely to be some way superior. Work has been underway for a long time already and with even the Japanese release only pencilled in for November, the end result should be quite stunning. Realistic light sourcing and incredible boss characters are just two of the elements which should comfortably make *Zelda 64* the game to be seen with next Christmas.

Away in a manger

Nintendo are well known for looking after their babies like no other publishers on Earth. At the height of the Mega Drive's success *Sonic* was everywhere but Sega now seemed to have pensioned the spiky one off with a gurgle, rather than a bang. *Sonic 3D* hardly set the world alight the way its predecessors did and Sega seem content to base their current and future big releases around their arcade developments.

By contrast ,the chaps at Nintendo have revitalised their old faithfuls. *Mario* is once more showing his perennial appeal in both *Mario 64* and *Mario Kart 64*. *Pilot Wings* is even more wonderful now, than it was on the SNES and the *Star Fox* posse are all still waiting in the wings for their big 64-bit debut.

Zelda is already a legend in more than its name and *Zelda 64* is set to continue that fine tradition. The only question mark hanging over it, is the fact it seems likely you're going to have to buy the 64DD drive — which is bound to be involve considerable outlay. Obviously Nintendo's aim is for *Zelda 64* to be a 'must have' title and the new hardware to become an integral part of any self-respecting N64 owners' setup. The problem which may be encountered is the stigma attached to such things, following Sega's disastrous flirtations with the Mega-CD and 32X add-ons. Both were extremely costly when released and failed, through lack of punter interest and quality software support.

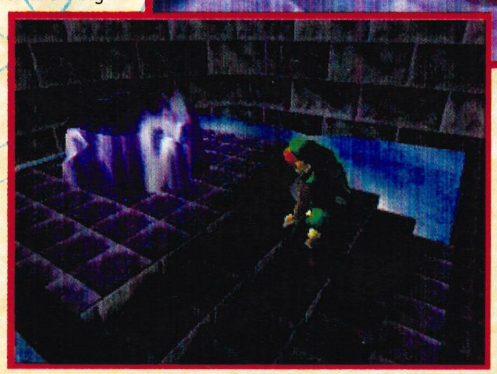




Link looks in the pink

The important thing is for Nintendo to show they really mean to make use of the 64DD. Even if *Zelda* proves to be the star turn everyone is now anticipating, people aren't going to fork out big wonga for extra hardware if they think there's only going to be one game for it. However, the promise of updates to existing cart-based titles (*FIFA 98* for example) is a great idea, which should save everyone a few quid. Like the drive, the price of disks has also yet to be announced but it has to be considerably less than a cartridge. The other main advantage of course is the writability factor. Game positions, high scores and all that bumph will be saved straight to the disk — so no mucking about with internal RAM and memory cards. Heaven!

So go on, Nintendo. Getcha fingers out and get *Zelda 64* released pretty sharpish. If this doesn't turn out to be the game which will establish the N64 once and for all, as top dog in the current console war, we'll eat our pyjamas — maybe!



▲ Something strange is brewing on the stairs – just leg it, quick!



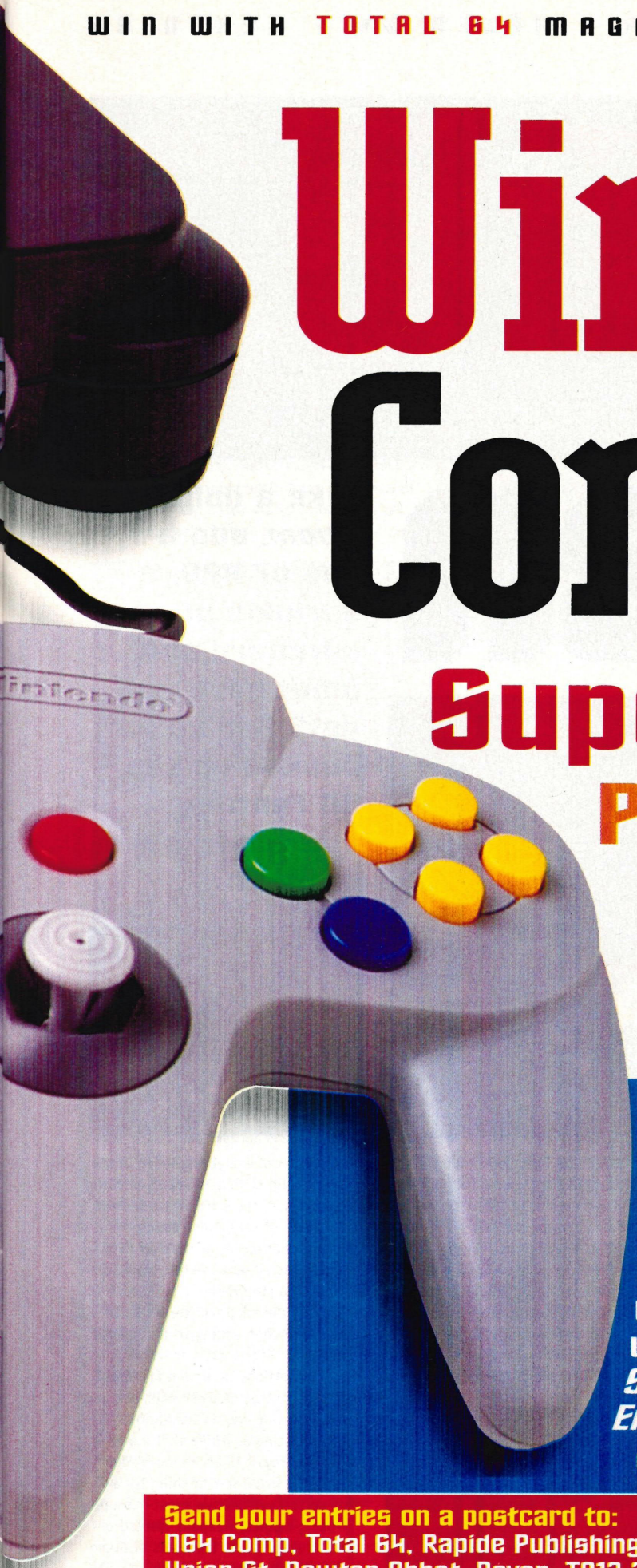


▲ Oi, bony-chops! You can't smite me with your mighty scimitar. I may look like a stripling but I've fought more foes than you've had mossy growths.

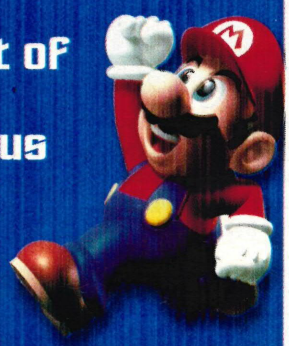

NINTENDO 64

Win N64 Console

Super Mario, Pilot Wings & Shadows of the Empire!



Grab the chance to win more great N64 Prizes!



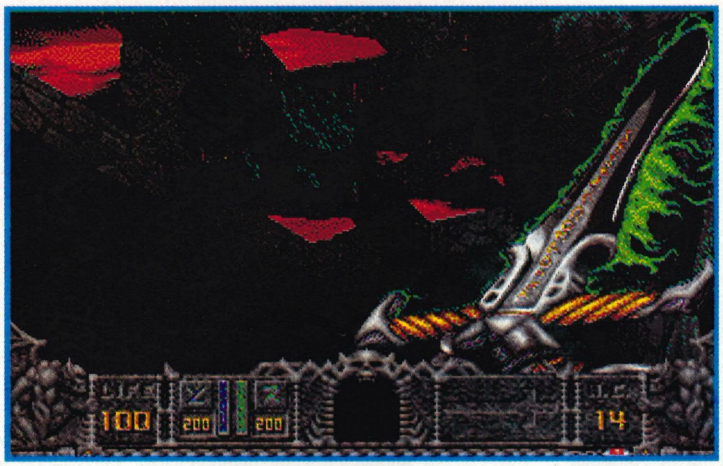
The First entry out of the hat will be the winner. Simply tell us which film trilogy *Shadows of the Empire* is based on?

Closing Date: 6 June 1997

Send your entries on a postcard to: N64 Comp, Total 64, Rapide Publishing, 14a Union St, Newton Abbot, Devon, TQ12 2JS

Competition Rules:
All entries must be by postcard, on the back of a sealed envelope or submitted by email to total64@rapide.co.uk. Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final. Winners will be notified by post.





64 Hexen

Take a dollop of *Doom*, add a cup of RPG, a sprinkle of witchery and what have you got? You've just cooked up the 3D fantasy blaster to beat them all...

- Publisher: GT Interactive
- Developer: Id Software/Rave
- Release Date: TBC

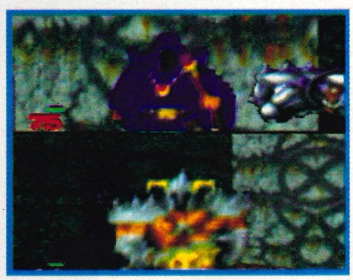








▲ **Splitting your screen in half is a small price to pay for the chance to blast your mates with red hot fireballs!**

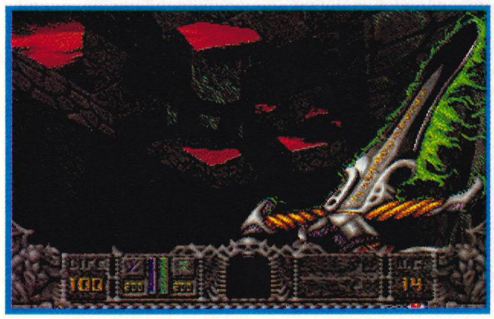


A couple of years back, Id Software's games were amongst the hottest property around and the company's titles were duly ported onto just about every possible format. *Doom* not only enjoyed huge success on the PC, but on a number of different computers and consoles, including the SNES! Now *Hexen*, with both a Saturn and N64 version in the offing, is heading down the same road. Pencilled in for an American release in June, *Hexen 64* should reach European shores soon afterwards and, as the N64's first multi player *Doom*-style shoot-'em-up, it looks destined to be an instant hit.

Set in a mythical, medieval fantasy world, *Hexen*'s plot involves players killing the evil Serpent Riders. Whilst battling the armies of D-Sparil, these Serpent Riders begin the callous annihilation of everything living in the strange world of *Hexen*. Hoards of living undead, under the spell of the Serpent Riders, are ruthlessly massacring anything that moves and it's up to the player — as either a Warrior, Mage, or Wizard —to stop them.

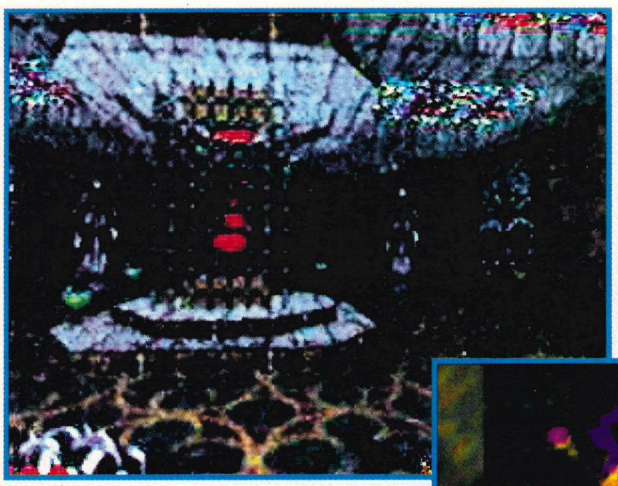
Taking the tried and tested *Doom* engine and then adding to this many elements of RPG's and a mythical medieval setting, Id arrived at *Hexen*. Players of the game must walk, run and jump their way around the various levels, blasting anything that moves, collecting keys and accessing hidden areas - the usual sort of thing for a first person perspective shoot-'em-up.

Using magical weapons instead of the preferred rocket launchers of *Doom* and *Quake*, players must roam around



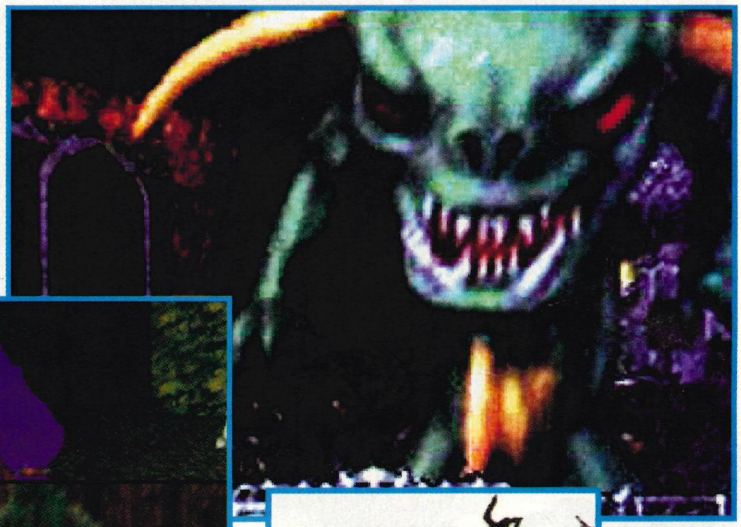


Oh lordy! It's one of those magical geezers. Next thing you know he'll singe your hair off at twenty paces.

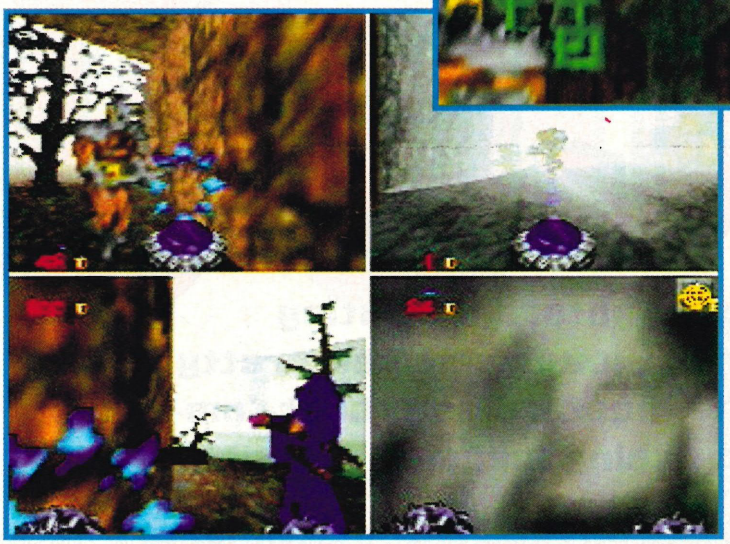


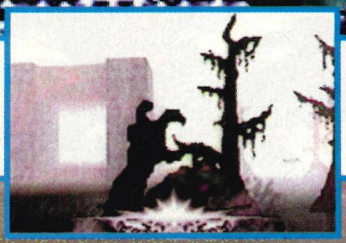
▲ That's the trouble with these creatures of the night – the same old interior decor all the time; chains, black paint and bare rock.

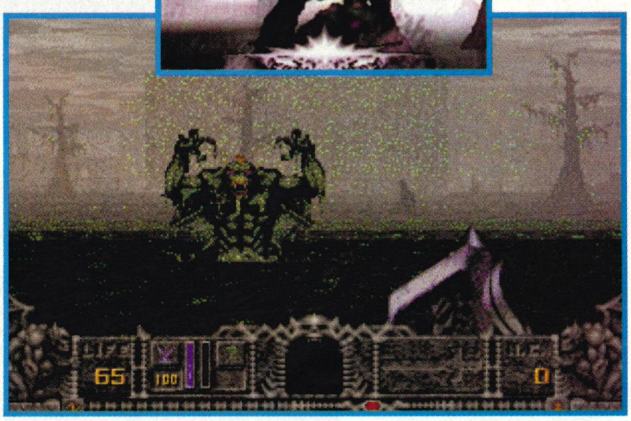
▼ Now if that's not scary, I don't know what is! Those brown goblin things in *Doom* can't compare to the sheer Satanic nastiness of *Hexen*'s little puppies...











▲ Four players on one console? Let's here it for ID – cheers, me old mates!

▲ Argh! When they said it was a spooky take on the first person shooters, they didn't mention the Creature from the Black Lagoon...

the game's many levels, hunting and killing the Serpent Riders undead army — with the ultimate goal being to kill the Riders themselves.

As you can imagine, each character has their own particular strengths and weaknesses. The Warrior is strong and powerful but poor at magic, the Mage is good all round, whilst the wizard is weak, but can perform the strongest spells. Players of the game will have to adopt and master different strategies and skills, depending on which character they choose to play as. The Wizard, for example, is not particularly good when it comes to head-to-head confrontations and is best kept at a distance from any monsters.

Hexen 64's gameplay promises to be far superior to that of the PC version thanks to two things; speed and control. *Hexen 64* runs a lot faster and smoother than the PC version and the characters are much easier to control, thanks to the multi-faceted N64 control pad. There's no fiddling around with keys and mice, players have autonomous control over their character from one joypad.

One of the most radical features of *Hexen 64* will be that 4 players will be able to join in — in a co-operative, or death-match mode — on the one console. Using a four-way split screen, players can take each other or the computer on, in an epic multi-player battle. As *Doom 64* has no multi-player option (link-up, or otherwise) *Hexen*'s multi-player mode could give it a real edge in the battle to be king of the shoot-'em-ups. It's almost inevitable that this multi-player mode will suffer from a bit of slow-down — but as long as it's not too bad, it should still prove one of the game's main selling points.

As you'd expect, *Hexen 64* makes full use of the console's incredible graphics capabilities. This not only promises to make this one of the most aesthetically pleasing first person shooters ever, it also helps heighten the tension and atmosphere. The use of fogging, for example, often leaves players unable to see further than a few feet — making for some close encounters with some rather nasty characters! With anti-aliasing and MIP mapping, *Hexen 64* promises to look even better than the PC version, with players able to move up close to objects and characters, without seeing the horrible pixellation that's dogged all PC games of this kind. Boasting a resolution that's at least as high as that on the PC as well, *Hexen 64* promises to be a real visual treat.

As a direct port of the PC version, *Hexen 64* will feature the same levels, weapons and characters as this earlier incarnation which is slightly disappointing. A few new levels or monsters would have given the game a much stronger appeal — especially for those who've already played the PC version. Even still, with its superlative graphics, atmospheric tunes and sound FX and a four player mode, *Hexen 64* has the making of a classic.

"Taking the tried and tested *Doom* engine – and then adding to this elements of RPG's and a mythical medieval setting – Id arrived at a new game Hexen."



▼ The Statue of Liberty coming to life doesn't scare us, or those big doggy gnashers. What's worrying us is what those puddles on the floor might be...





▲ We can only presume that this is a wino-style take on your Drunken Master type of fighter – just look at the size of that belly!

Clay

With new fighters sprouting up all over, you have to be pretty special to cut the mustard as a beat-'em-up on the N64. Can being made of Plasticine help?

- Publisher: Nintendo
- Developer: Interplay
- Release Date: June 1997
- Origin: U.S.







▲ Ugly Bug team-work, hoodoo-voodoo witchery and... golf clubs? Don't ask us – we did say it was all a bit 'quirky'?

Few genres of games are as instant and as popular as beat-'em-ups, from *The Way of the Exploding Fist* on the dear old Spectrum, to the heady 3D delights of *Tekken 2*, this category has gone from strength to strength, and still remains the only way you can legally kick the stuffing out of a mate without putting them in hospital!

Titles like *Street Fighter 2* and *Virtua Fighter* have had huge influence on the evolution of both arcade and home systems and still remain massively popular. Beat-'em-ups are just so cool — no matter who you are, when you plug in your joypad, you can step into the shoes of some of the hardest geezers to ever grace the whole wide and whacky world of video games. *StreetFighter* had Ken and Ryu, *Mortal Kombat* had Liu Kang, these pugilists went on to be become almost cult heroes. We reckon that was the main draw of the genre, that you could just become an unstoppable fighting monster and give the competition a good kicking, then walk off into the sunset with a bird on your arm, and it felt really good! After playing *SF2* for the first time I finally knew what I wanted to be when I grew up, I wanted to be Ken!

▼ Ho! Ho! Oh, excuse me, I can't help but laugh at your hilarious features!



So to continue the trend, Interplay went about creating a fighting game with characters so cool and dripping with hardness, that you would rush out and buy right away!

The game in question was the simply foul 2D beat-'em-up, *Clay Fighter*, with the battlers on offer being — animated lumps of clay... Hello guys have you missed the entire point here? People don't want a fighting game where you get to wile away the afternoon kicking butt and winning over your sweetheart, but have to play as bleeding Wallace, from those cartoons things! What the hell would his bird look like anyway? A couple of crappy lumps of Play D'oh can't compete with my man, Ken!

Clay Fighter pugilists were incredibly (AHEM!) funny caricatures of famous faces, such as a big fat git that looked







▲ **Oooky! Kooky! The whacky chaps on offer include Witch Doctor Man, Scary Ghost Lad and Tube- Wrist Thumb Boy. Honest.**

Clay Fighter 64



like Elvis (go on laugh then!) with the rest of the bunch being the usual, cliche cartoon character based fare. They adopted the title of *Clay Fighter* because they were animated from sculptured clay models, just like in those really cool old Sinbad film — not that would have made a good game; *Wack Old Film Fighters*! Whilst being highly flawed and pretty stupid, visually *Clay Fighter*, moved along nicely, yet the gameplay was so slow and sluggish that sitting down to play the game was dire. Amazingly the game was quite successful on its SNES run and as the more intelligent readers out there may have guessed, *Clay Fighter* is coming to your N64. No, wait don't turn the page quite yet, because it's looking pretty damn good! Now that's a bit of a shocker all round.

"The in-game graphics are looking very nice and much time has been spent making full use the N64's hardware"



▲ **The 'I'm a drunken sot, please don't hit me, guvnor' in clay-like action.**

Clay Fighter 64, features more than the original twelve characters, who sadly return in their oh, so hysterical form! We hope that the new ones like Lady Liberty, Boogerman (a secret character who appeared in the old Mega Drive game), HoboCop — part bum, part cop, (Somebody stop them, please) and the rest of the bunch just might actually be slightly funny... fingers crossed then.

The main fighting action will again appear in 2D but special moves and interactive walls and stages — like those seen in the excellent 2D fighting title *Mortal Kombat Trilogy* — have been added to try to lift this sequel way above the usual 2D beating fare.

The in-game graphics are looking very nice and much time has been spent making full use the N64's hardware.

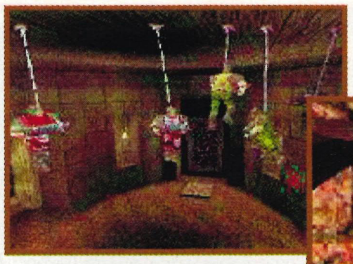
Another nice touch is that this time, the in-game camera will not remain static but will pan and zoom to achieve the best views possible.

Yet the big question still weighs heavily upon *Clay Fighter*'s success — will the quirky humour work? Will it win the the funniest fighting game ever award or simply have us reaching for the off button? Has the N64 got room for a pretty basic 2D fighting game, when it can handle 3D action?

Maybe it'll be a game for all you retro fighters out there. Guess we'll have to wait and see!







▼ 'Feel the wrath of my mighty biceps! Smell my stinky pits!' – I'd just shoot him instead, if I was you.

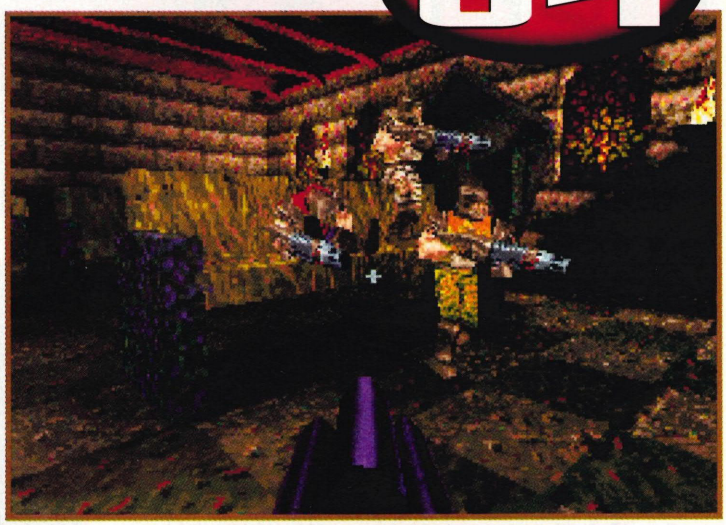


- Publisher: Williams
- Developer: Williams
- Release Date: TBC
- Price: TBC

Quake 64

Quake, Quack. Call it what you like, never before had such a wave of hysteria preceded the release of a computer game when it came out on the PC. Countless web sites had been dedicated to it, rumour and counter rumour swept through the gaming world and many grown men frothed openly at the mouth in anticipation.





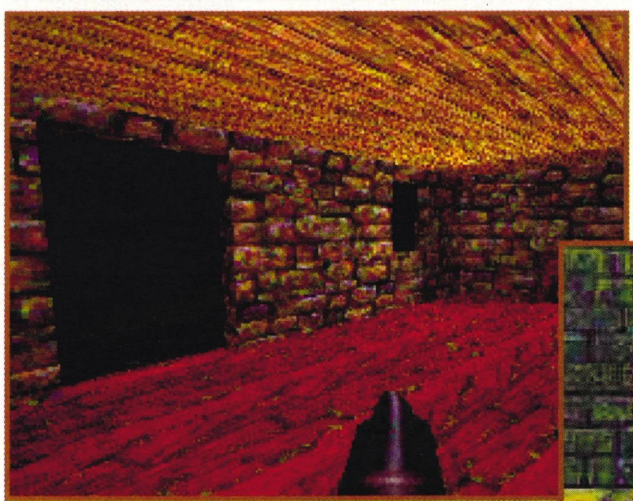
It's only a game for flips sake — get a grip. So why has there been such a state of blind panic over what is, after all, merely a piece of entertainment? On the PC the great *Quake* and *Duke 3d* wars still linger on — but how will it fare on the N64|?

Quake is a tense, wholly immersive, genuinely terrifying experience. Even coming to terms with the complexity involved in its design requires a major leap of comprehension, not to mention the actual programming involved. From the off, it is totally absorbing and has that ID touch of class that puts it in a different league. The attention to detail is staggering and even choosing which level to play and the level of difficulty is reasonably elaborate.

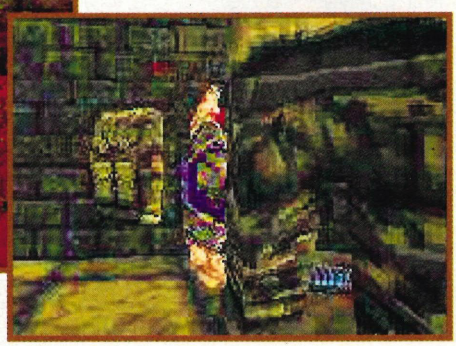
Once into a game, it's business as usual ,with the standard streaming about like a blue-arsed-fly being second nature to seasoned first person shoot-'em-up players. Everything is perfectly intuitive — doors open on approach, buttons and pressure pads are triggered simply by touching them and the action all flows extremely smoothly. The graphics are often quite literally breathtaking, with some really

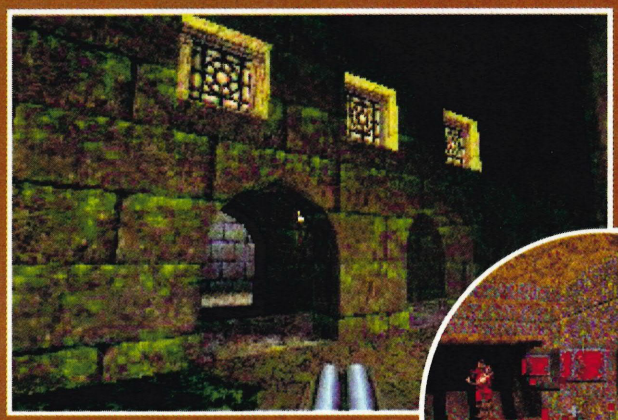
▲ What a way to carry on in church! They'll be leaving a button in the collection plate, I reckon.





▲ The landscapes of *Quake* looked impressive enough on it's PC release, so you know it'll be even better on the N64.



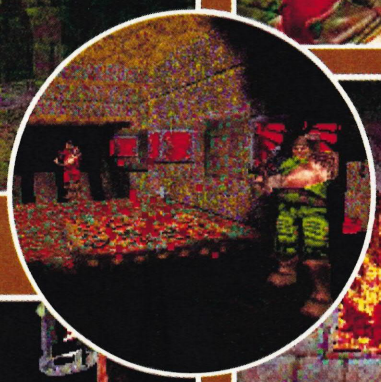


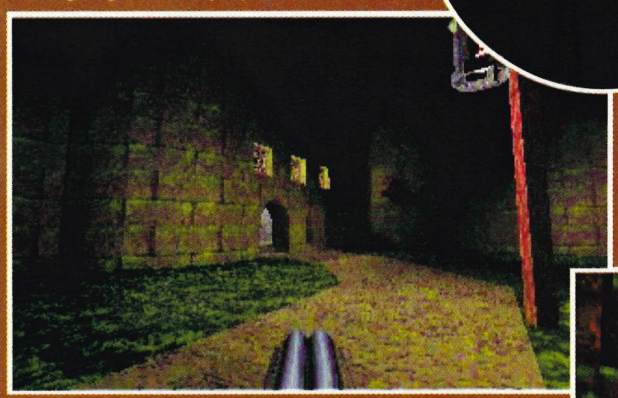
▼ The double barrelled shotgun – a tad slow but satisfyingly destructive. Ideal for blowing large holes in people, walls, doors...



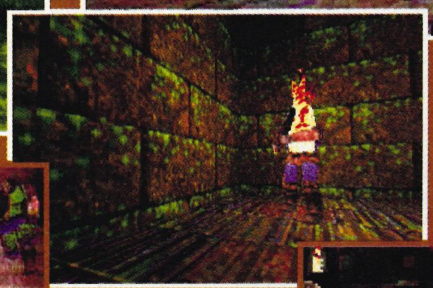
▼ It might look quiet but you can bet your 3D boots there's some big nasty round the corner! It's too scary for me.



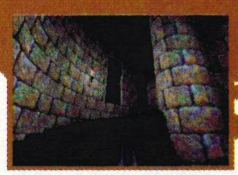








▲ *Quake*'s levels are beautifully designed and full of secret passages, twisting corridors and all the other ingredients needed to make you hopelessly lost. You'll need a sharp brain as well as a hot trigger finger!





▲ This is one of those occasions when you're glad you traded in your axe for something a little more long range...



stunning light sourcing, which can't be done justice to by mere screenshots.

Looking up and down at the various monolithic structures, everything fits together perfectly and there is a real sense of scale and size. There is also a huge variation of scenery, not least in the underwater sections.

"Everything is perfectly intuitive, doors open on approach buttons and pressure pads are triggered simply by touching them and the action flows extremely smoothly."

Taking a dip in the drink, the player immediately has the disorientating sensation of being underwater — with the requisite loss of pace and agility becoming evident. Huge lakes of slime and molten lava proliferate across the various levels, making for some precarious scenarios — and amusing deaths..

Quake provides eight different means of destruction, each with its own merits. The last resort is the Axe, which can be surpassingly effective if you get close enough to a monster to use it. As with most 3D games there's a basic shotgun, which is soon superseded by the double barrelled affair — slow and inaccurate but satisfyingly effective.

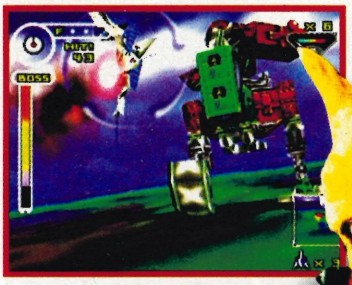
Things get interesting with the discovery of the nail gun — a big two barrelled affair that fires nice armour piercing darts. This of course, is then trumped by the super nailgun, with its doubled nail fire rate. Then there's the grenade launcher, which fires exploding bombs into the air, which can then be cunningly bounced off the walls, floors and ceiling. For extra purchase, they can also be fired with the aid of a rocket launcher. Finally, the mighty thunderbolt fires a stream of electricity, which is enough to fry the most stubborn of enemies.

As far as making progress through the levels goes, some incredibly cunning design has been employed, making it a test of memory and logic — as well as accurate shooting. There are all manner of elevators, platforms and teleporters to manipulate, as well as the requisite number of secret areas. Many levels are simply huge...

Special emphasis is being placed on utilising the graphical capabilities of the N64, so be prepared for some of the smoothest, most stunning graphics ever seen in a shoot-em-'up to date.

As soon as the full version arrives on the N64 we'll be giving it an in depth review — that's if were not all scared stupid by its doomy and frightening atmospherics!





▲ Instead of the standard single SNES-type showing off mobile, the all new 64 Foxy chap has a choice of many swanky fliers.



64 Star Fox

- Publisher: Nintendo
- Developer: In-house
- Players: Four
- Game Type: Shooter
- Release Date: Third Qtr
- Price: TBC



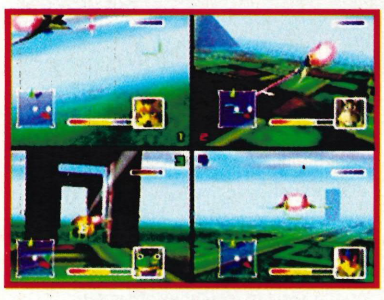
Come fly with me, you lovely, Foxy little devil, you!

Join us, as we take you on a journey back through the mists of time, to the days where we were simpler folk. We didn't need a massive 64-Bits to have fun — we were more than happy to play on our dear old 16- Bit machines. We could happily waste days on end, playing on our SNES with a copy of the latest game, games where gameplay excelled and graphics took a back seat. Yet wait, what was this? A new 3D graphics chip to be used on certain SNES games — what a shocker! How could the addition of the third dimension improve on our fave games? Quite a bleeding lot actually, thanks mate!

With the introduction of the Super FX chip, the SNES could at last handle a limited amount of cool, polygon constructed graphics. One of the first games to use the chip to its full potential was *Star Fox* — or *Star Wing* to us PAL format gamers. You took the role of this weird little Fox thing that flew a wee spacey fighter craft over various different missions. Visually the title did far surpassed anything that had ever gone before yet, unfortunately, the gameplay suffered badly. Basically, the levels were far to linear and the limited amount of missions shortened the game's lifespan badly.

What was a very sound idea, was poorly realised and under developed but the great graphics sold *Star Fox* big time, making it one of the most successful SNES games ever.

Yet those days have thankfully passed and with the release of the monster N64, we can finally look forward to an update of *Star Fox*, in all his glory, with the pending release of the lamely titled *Star Fox 64* — very original!



▲ One excellent feature of the new Nintendo 64 version, is the four-way split screen option for multiplay. Presumably working in a similar way to that on *Mario Kart 64*, this'll give you the chance to beat your mates – all three of them!



Now that is clever!

The structure and plot remains unchanged — you still play as Foxy, which involves flying your spacecraft about, killing baddies and generally showing off. All the original characters have returned, but the villains have had a bit of a face lift and now come in the shape of the sneering *Star Wolf*.

Much time has been spent to present the storyline in a more gelled form — the first was a stream of random missions, with seemingly no linking plot. This time round, after each successful mission, the player will be presented by a cut scene which explains their next objective, cool!

After the many complaints made concerning the original, Nintendo have also changed the linear nature of the missions, giving the player far more freedom of movement and differing routes of play. Another top addition are the new vehicles which Foxy can take control of. The player will now be able to choose from various air and land based modes of transport. Yet the best news of all, is that *Star Fox 64* will allow four players to take part in the action at the same time, using the four windows split screen method.

"How could the addition of the third dimension improve on our fave games? Quite a bleeding lot actually, mate!"

As you can see by the screenshots, the only complaint that we have about *Star Fox 64* is that it seems to suffer from the horrible misting effect that plagued *Turok*. We hope that this will be sorted out by the time the product is up for release, because we think this could be the definitive version of Foxy and his gang. Full review soon!

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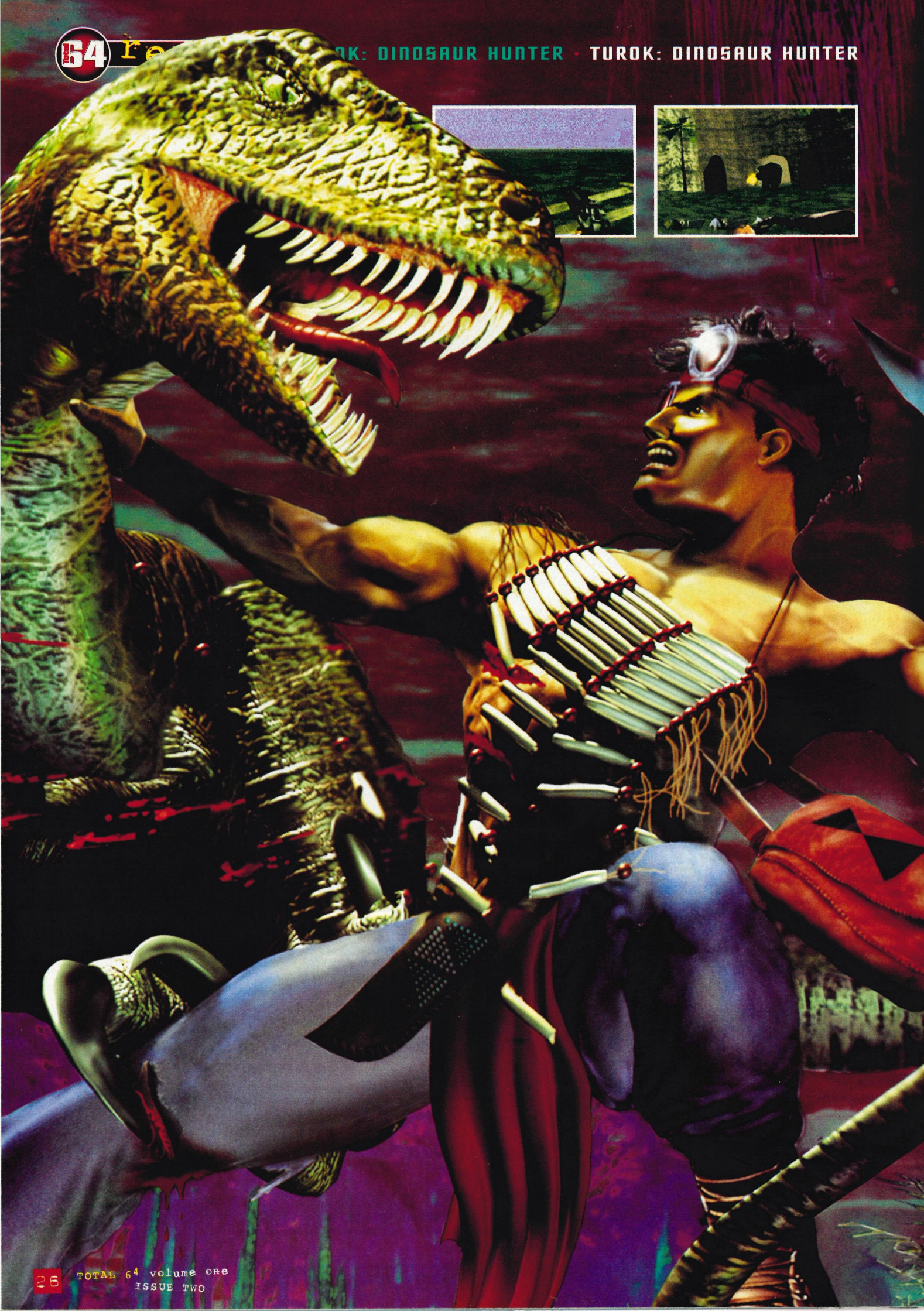
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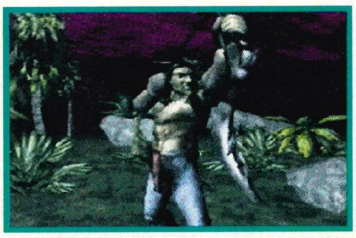
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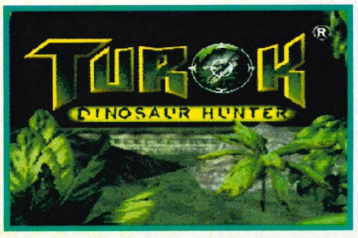
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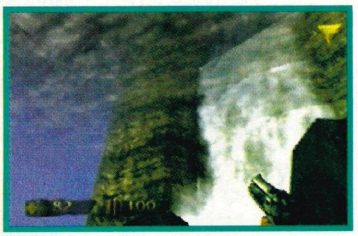
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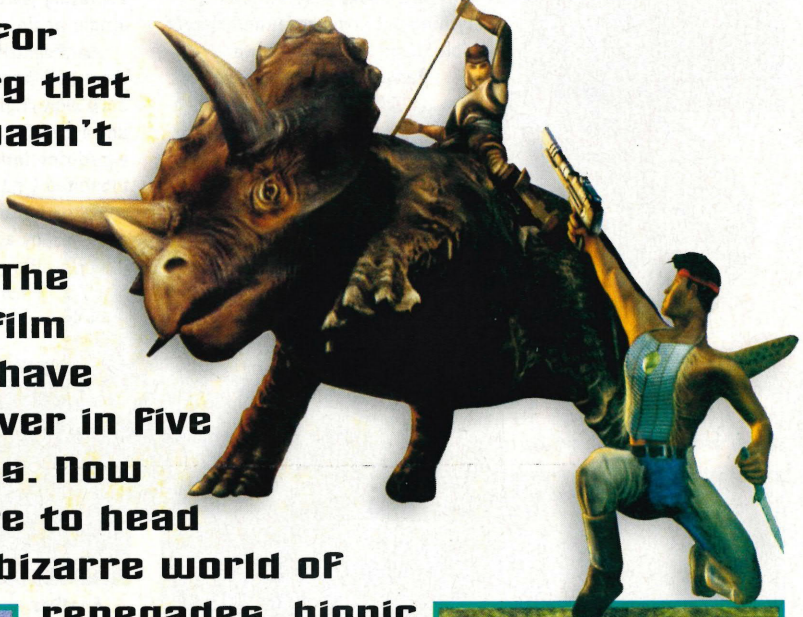




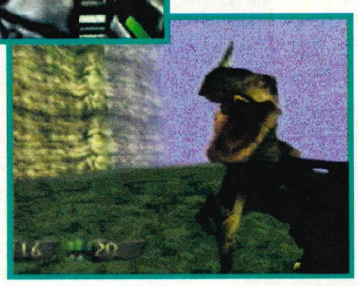


Turok: Dinosaur Hunter

It's a good job for Steven Spielberg that the lad *Turok* wasn't around while he was making Jurassic Park. The damn film would have been over in five minutes. Now prepare to head into a bizarre world of renegades, bionic raptors and the N64's greatest hero to date. In short, prepare for *Turok*!











Justin's Comment

I'm not normally a big fan of these types of games, but *Turok* definitely has a lot going for it. The graphics look superb when they're moving, and the sounds that surround you as you play are extremely atmospheric. There are a lot of things that impress me about this game but the talking point would definitely be the variety of ways in which your enemies can die. It's so satisfying to see the guy that was trying to kill you, really suffering as he takes his last breath! If you're reading this review in two minds, go with the one that's telling you to buy this. It'll keep you going until *Doom 64* arrives.

It's good innit, how dinosaurs are cool again. When I were a wee nipper at primary school, if it was raining we were allowed to stay inside at playtime, so everyone would race to get the big dino picture books first. Then everything got commercial and kind of horrible. Kung Fu turtles, Power Rangers, My Little Pony. Most depressing. Then along came Jurassic Park and with one gnash of its great big salivating jaws ,it made everything alright again.

Confident in the knowledge that great hulking prehistoric creatures are once more 'right on', Iguana have unleashed this monstrous hunting expedition into a strange and dino' inhabited land.

Turok himself is no spring chicken by any stretch. He started life as an Acclaim Comics character, way back in 1954 when Elvis was still a struggling unknown in Tupelo, Mississippi and you could be a WW2 veteran while still under the age of 30. A long time ago in other words.

Turok the game first went into development in 1995, as one of the main titles with which to launch what was then known as the Ultra64 and





▲ **Is it a beetle, dinosaur or giant spid – he's getting blown down the well anyhow.**







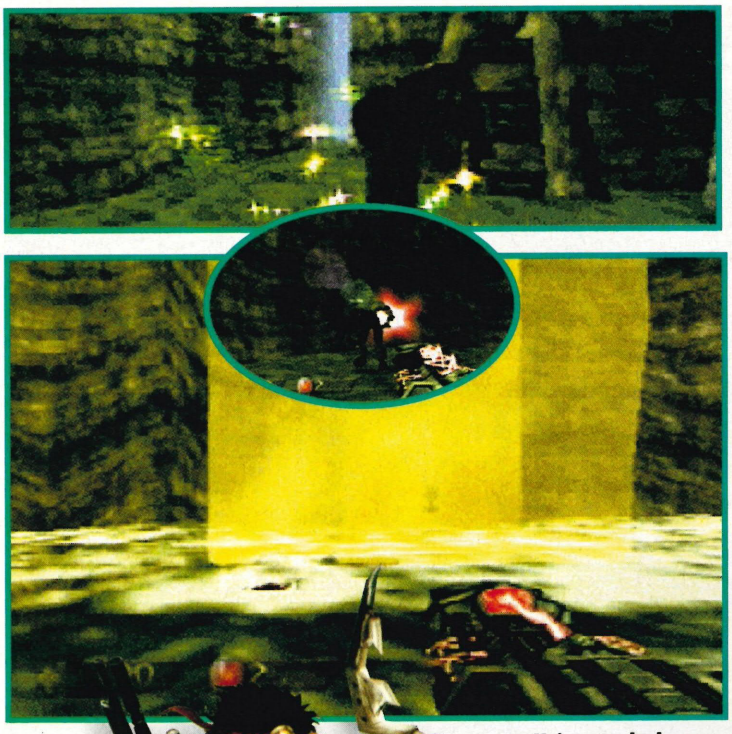
▲ **Another one bites the dust. Bye, bye, extinct type.**







▲ **Red hot lava, burnt up toes, vigorous swearing bout, hop up and down a lot. Poor old Turok.**



He's not a bad looking chap, when you consider how long he's been charging about.

every moment of that time has been spent to make it the undoubted N64 experience it is.

Based in the sinister Lost Land, Turok's greatest challenge to date is to overthrow the evil Campaigner, a nasty old so and so indeed. To fulfil his modest ambition of universal domination, he needs to locate and retrieve an ancient relic known as the Chronoscepter. Its odd irresistible power would then allow him to conquer and pillage to his heart's content. Fortunately, thousands of years previously, some bright spark anticipated this eventuality and smashed the Chronoscepter. Now it's up to Turok to locate the eight vital fragments before The Campaigner and avert catastrophe.

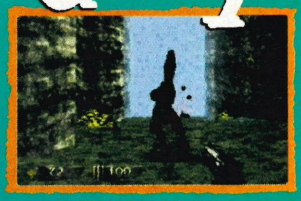
The first person shooter, pioneered by *Doom*, has now grown into a mass industry in itself, with dozens of new entries on the PC as well as on the PlayStation and Saturn. Most have been fairly run of the mill but a few, most notably *Duke Nukem 3D* and *Alien Trilogy*, pushed back the *Doom* boundaries and became classics in their own right. The very though of Turok using all that 64-bit power was pants wetting to say the least — and first impressions don't disappoint. There are eight vast levels between our hero and success, with many different environments to explore along the way. Most of the action takes place in wide, lush valleys but the hunt frequently moves into underground catacombs, strange ruins and even underwater. Turok, being the agile adventuring type he is, is in no way averse to the odd dip and careful underwater exploration can reveal a whole host of collectables, as well as entrances to new areas.

Levels are populated by a variety of characters, most of which are out to turn Turok into buzzard food. Men with guns, knives, axes and all sorts, come looming out from the undergrowth, as do fearsome velociraptors — as seen in Jurassic Park. Later on, even more impressive creatures like Tyranosaurs and Dilophosaurus also appear. The catacombs have their own nasty little inhabitants. Horrible crab-like things and giant beetles come out of the dark but are soon dispatched with a well timed swipe of Turok's trusty hunting

the armoury



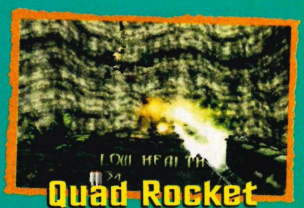
Bows & Arrows
Hard to aim and not very sexy at all really.



Pistol
Fine if you don't fancy hanging around for long.



Shotgun
Good and powerful but reloads slowly.



Quad Rocket Launcher
Point it and pull the trigger. The rockets'll do the rest.



Auto Shotgun
Not bad but still quite a low rate of fire.



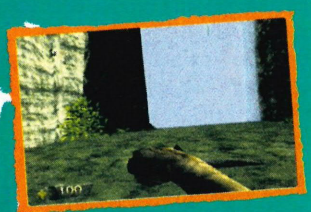
Pulse Rifle
Now we're getting somewhere. Nifty!



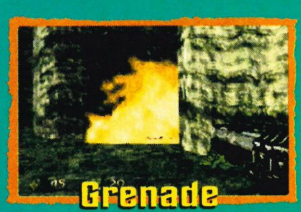
Fusion Cannon
Er... wow! Good night, all nearby bad guys.



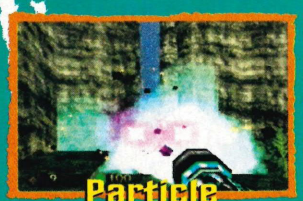
Mini-Gun
Cuts down trees and people with equal ease!



Knife
Useful for making the sarnies before setting off.



Grenade Launcher
Looks the business but tricky to use effectively.



Particle Accelerator
Destroy the baddies at their molecular level.



Chronoscepter
Get to it before the Campaigner can!





▼ Big head bites the dust! It was only a matter of time. Gravity would've done it anyhow...



▲ Time for a spot of rest and relaxation on this pleasant leafy knoll. And what charming leaves they are.

James' comment

The N64's first *Doom* clone and it's pretty damn nice! The graphics and animations are excellent – the way your foes drop to the ground, clasping their throats, before finally dying is great. The weapon effects are brilliant and really show off the N64's graphical power, plus the levels are huge and play well. But – and this is a big but – the levels are just too samey and desperately need some variety to spice things up. You soon become bored with trudging around the same old caves and open plains. Worse of all is the awful graphical update – to avoid pop up everything is covered in mist and your range of view is thus limited. A bit of a let down really and not at all worth its massive price tag!





Proper job!



knife. However the knife, handy though it is, won't get even the mighty Turok through in one piece. Luckily he begins the game also equipped with a bow and quiver of arrows. These are limited but supplies can be replenished along the way. Further exploration reveals the most awesome armoury ever seen in such a game. From a weedy little baretta to a shotgun, repeater rifle — then we get into the serious hardware. Futuristic laser bolters and freeze rays, grenade launchers, mini-guns and, most impressive of all, a piece of kit which causes what can only be described as a miniature nuclear explosion, powerful enough to take out anything in the extended vicinity. Ammo for all weapons other than the knife is limited however, so you can't just go in spraying bullets at random.

The weapons themselves are incredibly well designed. Each time one of the big jobbies is selected, it doesn't simply appear but rises into view, with all sorts of bits and bobs whirring and clicking into place in most satisfying fashion.

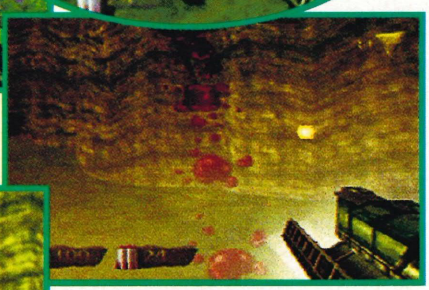
At first the sheer size of the levels is quite daunting but a swift tap of the left shoulder button brings up an overlaid 2D automapper, so you can continue on your way without getting lost. This is especially useful in bigger, open areas, where it's all too easy to become disorientated. Graphically it's as good as anything yet seen. The sprites deserve special mention for their solidity and convincing animation. Especially when they die. In

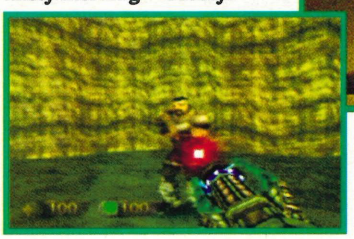




▲ There's nothing quite like a small nuclear explosion on a misty morning – beauty!



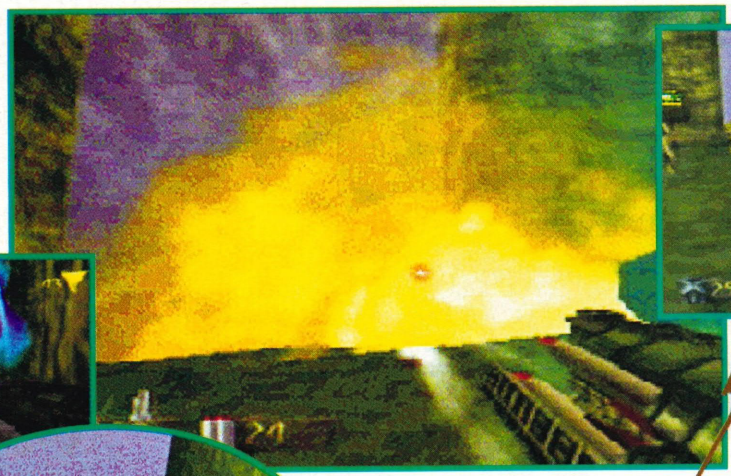


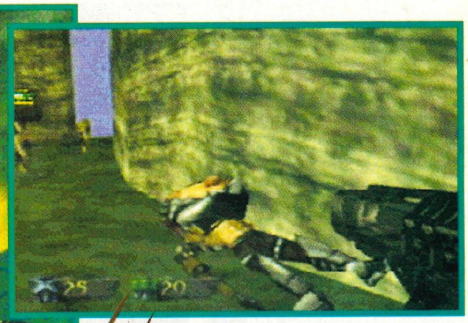


▲ Blood on the ceiling, blood on the floor – it's a messy old business and no mistake. At least you know where you've been; just follow the stains...

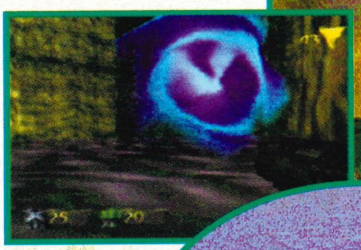


▲ Reminds me of 'Nam, the smell of wet jungle and all that...





▲ Go on, add insult to injury – you know you want to. After all, what's the point if you can't hit him when he's down.



▲ What that big blue boy? Turok no understand, Turok head hurt too much.



▲ Massive exploding dinos a go-go.



▲ Zooooom! My mighty weapon streaks across the landscape, wiping out all in its path. Oh, yes. Yes indeed.

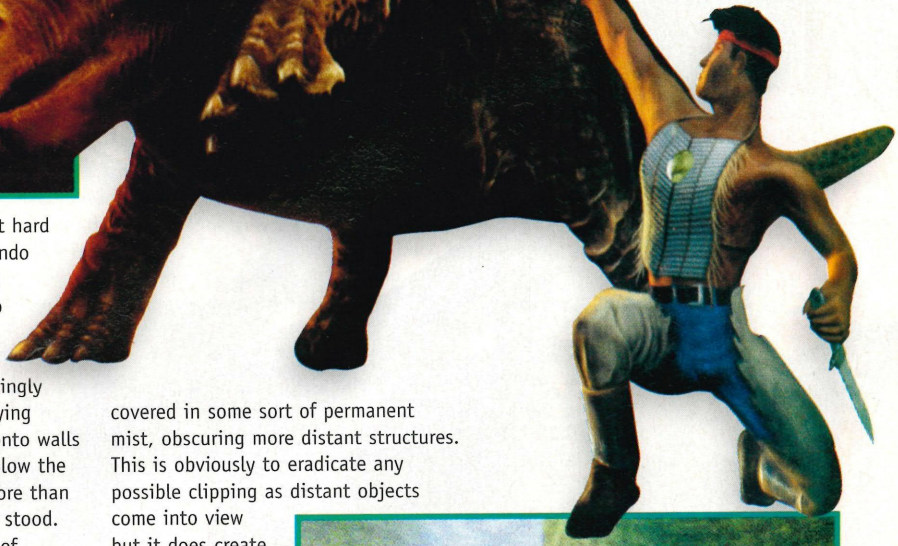


▲ You know when we said things tend to get a bit misty? Well we didn't mean quite this bad. You're just having a nap, looking at the clouds.

fact the level of blood makes it hard to believe squeaky clean Nintendo let it through. Blast a guy and watch as he staggers, trying to stop the blood spurting from his neck, before collapsing to his knees, or writhes agonisingly on the floor with highly satisfying screams. Blood also splatters onto walls and certain weapons literally blow the victim to pieces, leaving no more than a bloody trail where they once stood. There'll probably be some sort of backlash but we love it — they're only sprites after all!

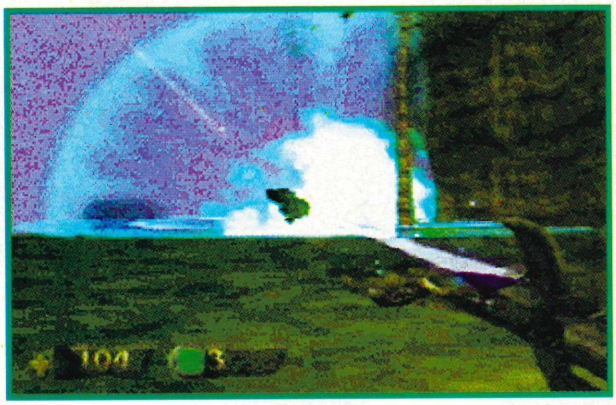
Backgrounds aren't up to quite the same standard. Close up things are fine but the whole Lost Land seems to be covered in some sort of permanent mist, obscuring more distant structures. This is obviously to eradicate any possible clipping as distant objects come into view but it does create a claustrophobic feel, despite the actual large scale of the levels.

For the most part, the N64's early titles have oozed quality, with only *Shadows*





▼ There's so many super shooters in this game, you just won't know which to choose. One that makes a big racket is always a winner.





▲ Shoot, shoot, shoot. Climb, climb, climb. Run, run, run – busy man, Turok.



Nick's comment

This game takes a tried and tested formula and polishes it 'till it sparkles and shines. Whilst the gameplay is nothing revolutionary: run around the jungle collecting keys, weapons and killing things, the game makes up for it with incredible graphics and intelligent level design. You never seem to tire of killing the natives and dinosaurs when there is such variety in the way they die: bodies explode into pulp, mortally wounded raptors writhe around in agony and the way blood spurts out of natives' necks is gruesome. Great fun!







▼ **So they've got a fancy looking arch – so what? I've got a fancy looking gun...**

of the Empire, *Killer Instinct Gold* and possibly *Cruis'n USA* letting the side down. The thing is, they've all been typically Nintendo in look and feel. Not that that's a bad thing in itself but there's only so much sweetness and light a person can take, before they start yearning for a bit more blood n' guts violence and that's where *Turok* comes in.

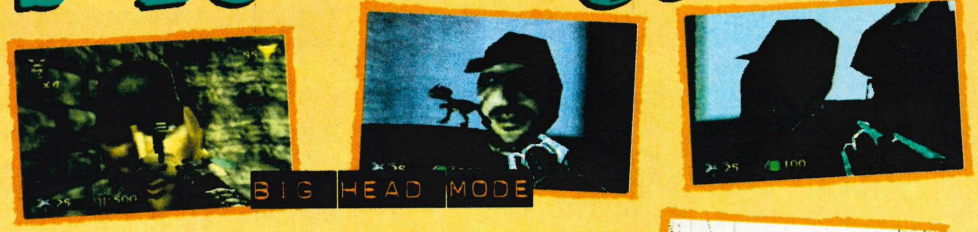
Iguana have taken a popular, tried and trusted format and given it a new lease of life with a host fine touches. The presentational polish is there for all to see but it's in design that *Turok* really comes into its own. Clearly, a huge amount of thought has gone into the design of each level. It's not a case of just blasting through bad guy after bad guy. There's plenty of thought required as well — but not so much that it becomes frustrating. Periodically you'll find yourself getting stuck but a glance at the map, a quick rethink and a little more exploration, soon sees you on your way once more. It's also one of those games able to boast the elusive quality, that it actually makes you want to play on to see what happens next. It's worth blowing away all of those

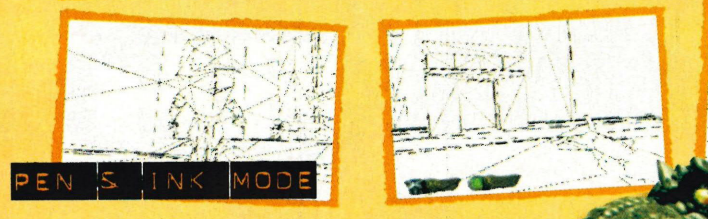




cheats for treats!

If you turn to the tips section this very issue, you'll find some natty codes to make *Turok* easier – or just a little bit odd. Infy lives and ammo is old hat but try Pen and Ink mode, which shows all the graphics as line drawings. Here you can admire the great animation even more clearly. Turn Spirit Mode on for slow motion. Disco Dancing mode gets all the bad guys up and grooving but our favourite has to be Big Head mode. It's – well, just look at the screenshots!





DISCO DANCING MODE





moving on up

raptors just to get a look at the ferocious T-Rex, fantastically brought to life with smooth animation and convincing light-sourcing effects.

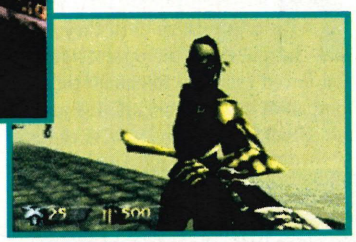
The jury's still out as far as the control method is concerned. The analogue stick is used to turn left and right, as well as for looking up and down. A and B cycle through the weapons, while the C buttons are used for actual movement — forward, back and strafe left and right. The trigger fires the currently selected weapon. It works but subtle control with the analogue stick is difficult and you can't help thinking the D-pad would have made everything far more manageable.

This'll go a long way towards re-establishing Acclaim's reputation, after a recent dodgy patch which has seen too many sub-standard products and a resultant decline in their market standing. A couple of years ago, they were the biggest software publishers around but they've since tumbled down the ladder. *Turok* just goes to show the old Midas touch is still there and their partnership with Nintendo must flourish. They suffered with the decline of cartridge based games but the N64 gives them just the sort of platform they like. If *Turok* is the shape of things to come there's a bright future ahead! HP

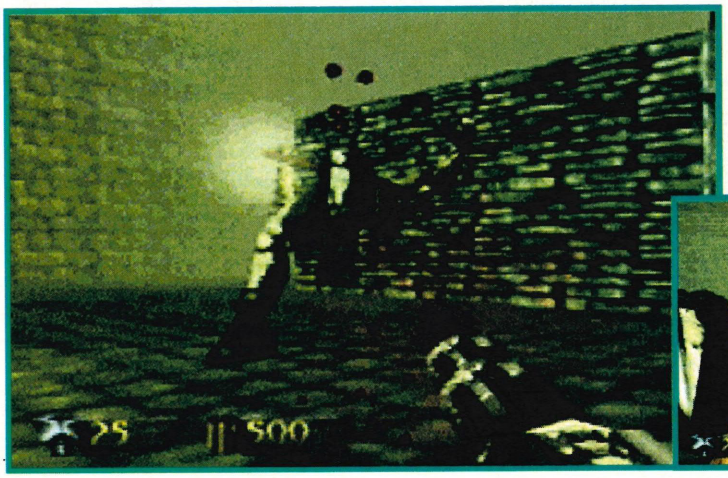




▼ **So many gruesome ways to die! Is that a bit of brain or some squelchy bits of spleen flying out there? Either way, the taste police will be up in arms...**



▼ **Now this one looks kind of lonely – perhaps his mum and dad have run off. Ah, well – shoot him anyhow.**





Verdict

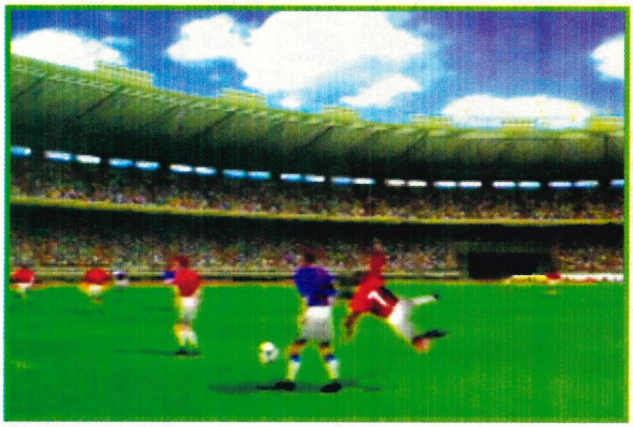
Name:	Turok
Publisher:	Acclaim
Developer:	Iguana
Players:	One
Price:	£64.99
Released:	Out now
Game Type:	Shoot-'em-up
Version:	UK

graphics 92
Great animation on those sprites and good backdrops.

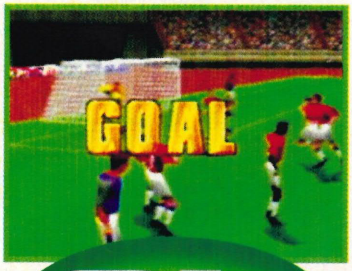
sound 87
Plenty of nice dino and cool jungle noises.

playability 94
Just check out the tremendous array of weapons!

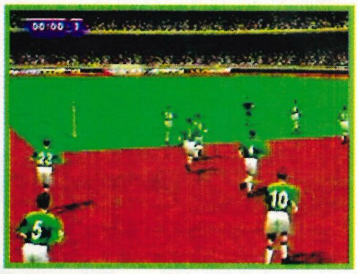
overall 93

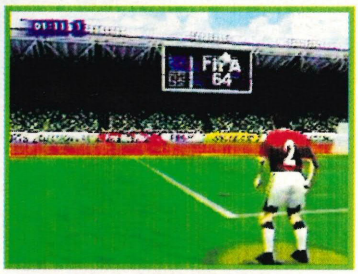


Mark Hughes would be proud of these scissor kicks!







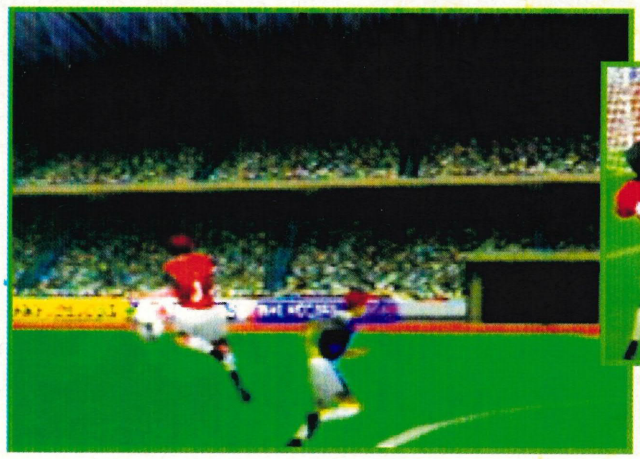


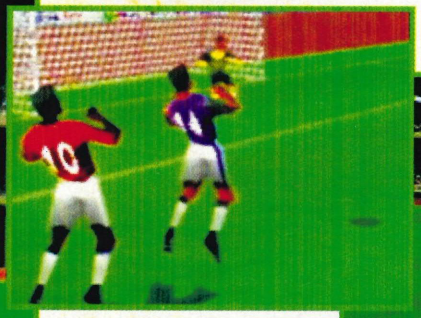
FIFA 64

Football's coming home yet again, this time courtesy of the ever-generous bods at EA and the latest installment in the longest running Football saga since the old 'Is Ronny Rosenthal crap, or what?' debate!

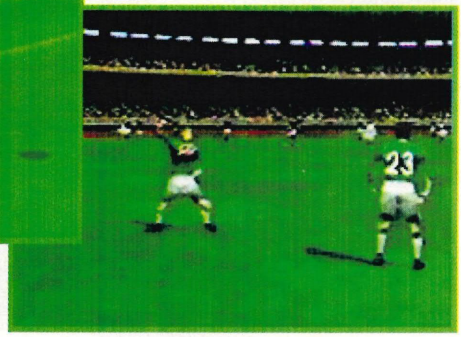


Here we go, here we go, here we go... and so on. Oh, the poetry of the terraces. Well, it used to be until they pulled all the terraces down and forced everyone to endure their football in relative comfort. It's just unbelievable. Don't the powers that be realise that for many, spending Saturday afternoon freezing your socks off with rain pouring on your head, with the only thing stopping you from collapsing being the fact you're squashed into a pig-pen with several thousand others, all jostling for a glimpse of the action, is as important to some as food and drink? These so called 'modern stadia' make a mockery of those old values. These new stands all have roofs. You can get out for a burger or to use the lavvy, without any hassle. There's always a steward on hand to help if you have any problems. But the final liberty, the biggest





There are an array of ways to stick one in the onion bags from corners.



dagger in the chest for real footy fans — you get a good view from anywhere in the ground! Where's the challenge in that? No more peering round concrete pillars or getting stuck stood behind someone nine feet tall. Hang on a minute. Perhaps this argument needs a little more thinking through!

The point however is that we at TOTAL 64 like a bit of the old pig's bladder-bashing and every time a new footy game comes in, we're eager as beavers to get stuck in. Of course *FIFA*'s been around for a quite a while now and with such a highly illustrious reputation, it's imminent arrival has got everyone rather excited..

The *FIFA* series started life some four years ago on the Mega Drive and at the time, represented a completely new approach to footy games. Previously they'd come in one of two flavours — either top-down vertically scrolling jobs or side on affairs. *FIFA* adopted an entirely new isometric viewpoint, unheard of before. It gave a real *Match of the Day* feel, enhanced further by the (for the time) excellent player animation and spectacular goals.

It received the update treatment several times on the 16-bit consoles, before appearing on the ill-fated 3DO, as the first true next generation footy game as we know it. In a time before PlayStation, Saturn or N64, we had definable viewpoints, motion-captured player movement and the first virtual stadium. Everyone who saw it was suitably gob-smacked and for a while we thought things couldn't get any better. When you got down to the nitty gritty though, you realised it didn't actually play a superior game of footy to the original. In fact in many ways it was inferior.

In its later PlayStation and Saturn incarnations, EA took on board a few points and actually began to turn what was still the best looking footy game in the world, into a game you could actually play for fun, rather than simply to load up and show off to your mates.

Unlike the other consoles, the N64 isn't yet awash with football titles, so EA are clearly hoping to get in ahead of the pack. However the one football game that we do have had to date, just happens to rank as one of the best ever. *J-League Perfect Striker* (reviewed last month) is quite simply stunning. It looks absolutely gorgeous and plays as good a game of football as you're likely to find this side of a Premiership stadium.

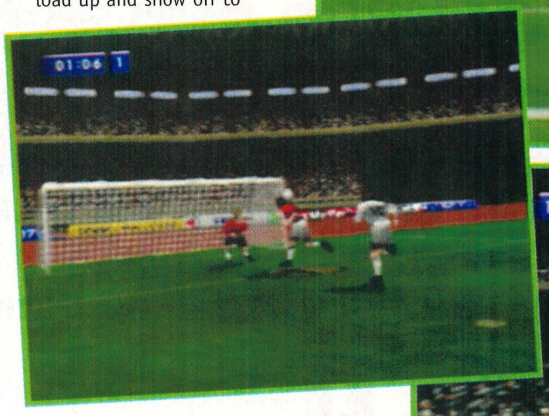
Konami took the winning elements of their own 16-bit smash *International Superstar Soccer Deluxe* and turned it into 64-bit triumph.

ISS was widely regarded by those who played it as a superior game to *FIFA*, when the games first went head to head and EA's baby is going to have its work cut out if it's to avoid finding itself similarly outplayed on the N64.











▲ Oi, mate. I reckon I can reach that levitating ball if you just give us a bunk up.

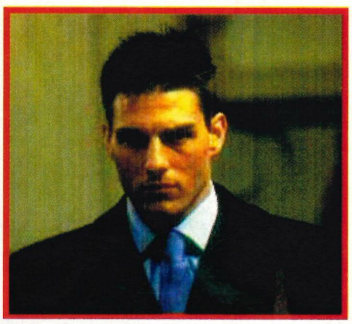
There will be all the usual *FIFA* odds and sods. To be honest the whole EA Sports range is just getting so predictable. All the updates seem to have largely the same presentation and the options for league, cup and friendlies are workmanlike — if uninspired. If you've played any of the other *FIFA* titles on other formats, you'll have a good idea what to expect. Don't be premature though — with the superior capabilities afforded by 64-bit technology, there should be a few surprises in store

The N64's power has been successfully harnessed to create a much smoother look, very pleasing to the eye. Gameplay should be very much in the traditional *FIFA* mould. This is something which has remained constant in *FIFA* games down the years and though not to everyone's tastes, the sales figure don't lie. The formula established all those years ago on the Mega Drive has many fans, who'll no doubt rush out and buy it no matter what the review scores. However we're looking forward with great anticipation to what promises to be the best *FIFA* yet. It's always been an 'instant' sort of game, which *Perfect Striker* probably isn't and this is the avenue EA will hopefully have travelled up with this 'un. Fingers crossed.





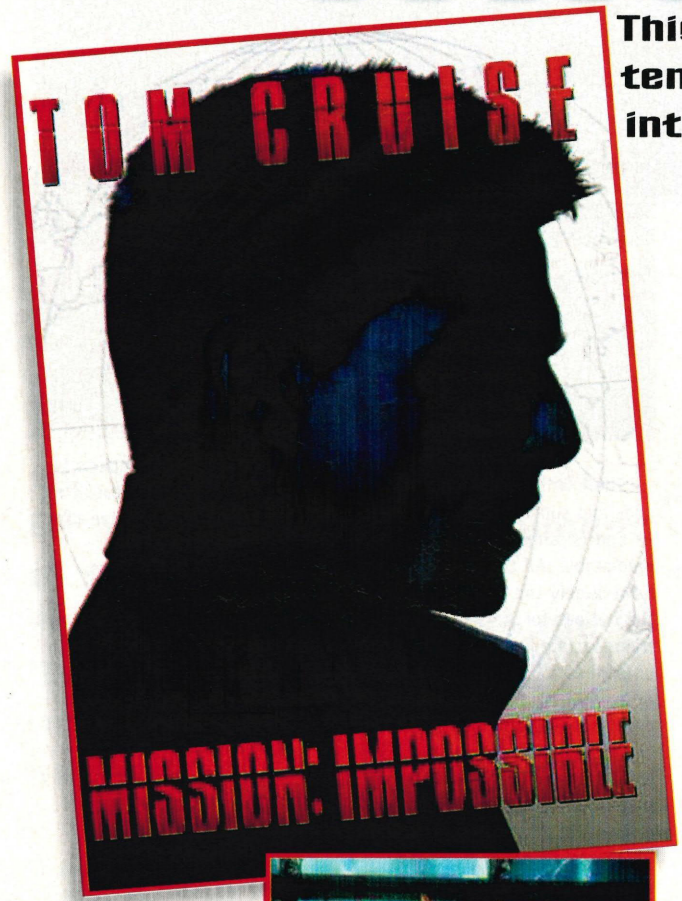




▲ The movie retained all the quirky gizmos and gadgets from the original series and the same will be true of the N64 game.

Mission:

This preview will self destruct in ten seconds, so quit reading the intro and get on with the preview!

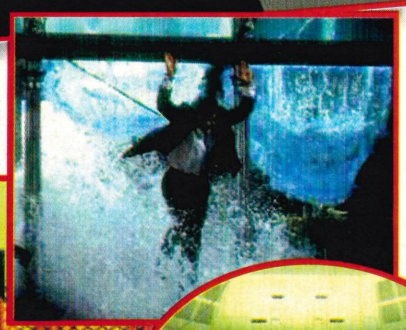


Oh no the curse of the SNES has struck, at the end of its long and fruitful life the Super Nintendo became home to a seemingly never ending line of dodgy film liecences. Almost all of which were total cack and little more than dull platform romps with some graphics of the film's star thrown in. Some of the very worst had to the conversions of *The Last Action Hero* and *Cliffhanger*, which where truly bad indeed. So when we heard that the N64 was going to receive its first movie tie-in our hearts sank. *Mission Impossible* is based on the film and thus the classic TV show, yet the final product may actually turn out to be the tie-in that broke the mould. At the moment things are looking more than a bit *Doom* related, but dig a little bit deeper and we think there is a lot more than meets the eye! As we all know looks can be very deceptive, *Mission Impossible* while walking down the well trodden first person perceptive path, does includes character interaction and much greater depth to its levels.

The plot follows the movie script to a certain extent, yet this never limits the variety of the levels on offer. The heroic character you'll play, as anyone who has seen the film may have guessed, is the Tom Cruise character, Ethan Hawk, a secret agent sent on six missions, if you choose to accept them – all of the usual Martini, sexy women and spy related action.

The missions are very much story based, yet these levels can be tackled in any order. So basically, you're sent on a series of highly secret missions by your tape recording bosses, each varying in difficulty.

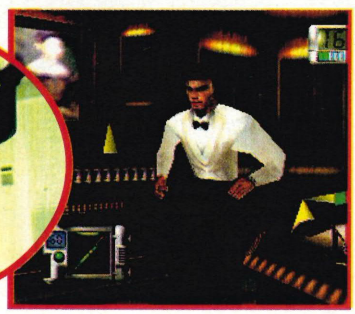
Failure to succeed in any of the missions will instantly incriminate you and the secret services will send out their forces to eliminate you. Now that isn't very nice is it?



The artificial intelligence of the enemies is expected to be high. ▼



It's on the level mate!



In each level, you will have to recover objects, interact with specific characters, or travel to certain areas in order to complete the job. Each of the levels is non liner, so there will be hundreds of different gameplay options, meaning no mission will ever play the same way twice. Just like our man Bond, Ethan is a man of many talents. He is a master of disguise,





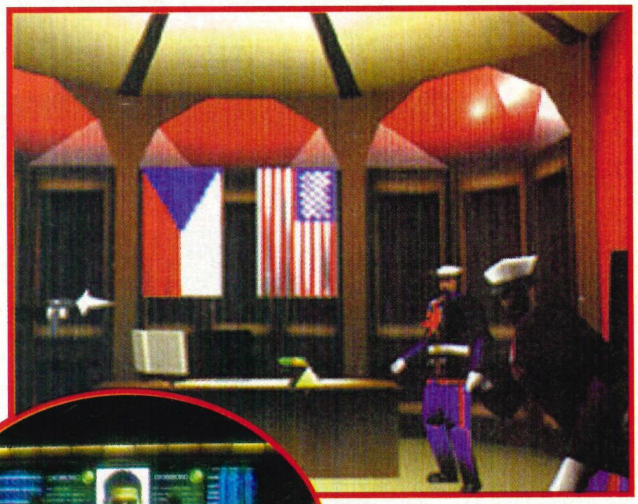


Impossible

skilled in both armed and hand to hand combat and is married to that fit lass from the last *Batman* movie. *Mission Impossible* uses a new AI language called Suul, developed by the programmers. Ocean is using the code to create characters in the game who will react to a certain number of Ethan's actions. Say for example you walk into a room full of people and start randomly firing your gun, the people will have the common sense to leggit the hell outta there.

Movement of the central character is similar to that of Mario, in his first N64 outing, meaning you will have to use the analog joystick to lead Ethan through the game. *Mission Impossible* makes full use of the N64's cunning 3D graphics engine, utilising an array of detail and lighting effects.

The in-game camera angles also seem to borrow heavily from Mario with the camera floating about the screen and moving swiftly to take in the finest angle. This ensures you won't miss a single slice of the action!





▲ There are a wide range of locations to explore on each of the six, seemingly impossible, secret missions!

Come cruise with me

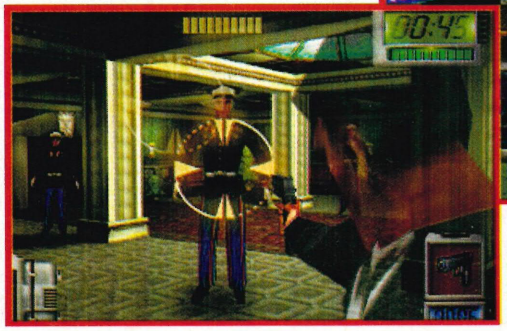
What must be the game's and the film's coolest features are the secret, James Bond style, weapons and gadgets. With the game having far more gadgets than the flick, ranging from explosive bubble gum to gun silencers. You'll also have handguns, photographic glasses, poison darts, and a very sexy Australian wife! The office fave gadget award has to go to the Bubblegum, which is a very useful trap. Chew the gum for a bit then gob it out, count to ten and boom, shake the room.

As we expected *Mission Impossible* will be available in two forms, one on cart and the other a redesigned version for the Disc Drive add on, that's up for release very soon. The coolest element about the DD version will be the ability to connect to the Internet and play a host of other *MI* owners in a series of *Doom* inspired death matches!

Let's hope that this rather nifty looking tie-in is even better than the blockbuster movie – keep 'em peeled for a full review soon.





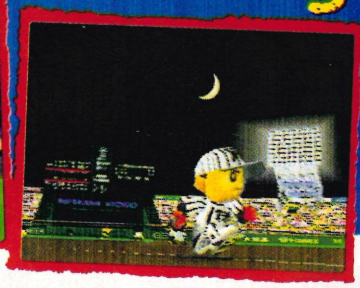


▲ The style of the game requires the player to think a great deal more than is usual in first person perspective blasters.



Intro a go go!

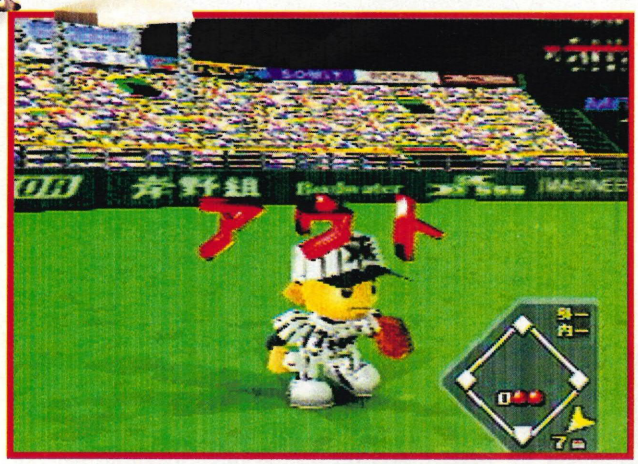




Who said that the N64 couldn't provide lovely intro sequences? Well whoever you were, we want to see you outside, right now! Checkout these shots of some top rendered baseball-related action – we've never seen heads that big on the PlayStation!



King of



Think baseball — think bats and balls, think strikes and home runs, think of players with absolutely massive heads! You what?

There is something very special about sports that have their roots in American culture — NFL Football, basketball and baseball. They just seem to have so much more excitement, more gloss and thrills, than anything we English come up with. Now honestly which would you rather watch, a baseball game in a huge stadium, the warm sun beating down on your face, the massive replay screens, the excitement slowly generating in the crowd and the smell of hot dogs in the air. Or would you rather be stood in the rain, watching a Sunday afternoon football match in the playing field down the road?

You'd be watching the baseball game, right? Yep, of course you would. Yet getting across the pond to actually plant your butt in a stadium to watch a game is another matter — sadly, the air-fares and everything may work out to be a little too expensive for a simple day trip!

Yet fear not, for help is at hand — what has to be one of the best baseball games we have ever played is poised to take the N64 world by storm.





▲ Your choice of little big-head boys depends on skill and quality.

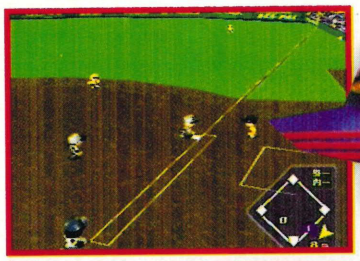




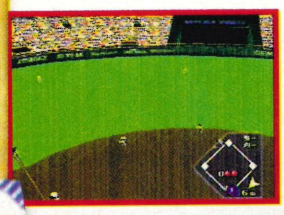
▼ He looks well chuffed at being picked, doesn't he!







▲ Different camera angles help you keep an eye on the whole pitch, or zoom in on the action as needed.







▲ Each batter has a different sized on screen cursor, determined by his past hits stats and his present form. The batting is tricky at first but soon becomes second nature.

Pro Baseball



Yet surprisingly enough the title isn't winging it's away from the good old US of A, but from Japan. It would seem that the Japanese have taken the sport to heart, to such an extent that they have their very own league, upon which *King of Pro Baseball* is based. We can't confirm that the real players have hugely over sized heads but who knows!



▲ Things get kinda lonesome out on the big field, with all those eyes on you.

Actually, one fleeting glance at the screenshots should tell you that this is a very Japanese affair — the little cutesy characters and general sugar coated appearance are dead giveaways. Fortunately, underneath the quirky graphics lies an excellent baseball sim. For anyone who isn't familiar with the game, let us take this moment to explain the rules of play. Baseball in layman's terms, involves two teams — one batting and then fielding and then vice versa — in an attempt to hit a ball and run to one of four bases, which are manned by a player from the opposing team. These bases have to be reached before the said ball is returned to one of the other fielding players, or the batting player is out of the game and erm... Oh, you get the gist of it!

Right let's get down to it. Graphically, as mentioned, the game is very cute and sweet, with the players having tiny bodies and bleeding massive great big nappers — and to be honest these are a little off putting to begin with. This said, much time has been spent on creating the fully 3D stadiums and play fields, which are very well designed and detailed. The massive indoor arena is particularly impressive and successfully gives the illusion of its apparently huge size!

Big head action

Graphically, *Pro Baseball* has its fair share of humour — which is normally sadly missing in most sims. The batters can be hit by stray balls — which cause them to shatter like glass, the fielders can mis-judge their catches and get a ball in the chops for their efforts — to which they make a rapid

The real thing might well have big long legs – but he's lacking in the head dept.



▲ The catcher's eye view is handy for sizing up the opposition – if only you could pull faces at them to put them off it'd be simply perfect.













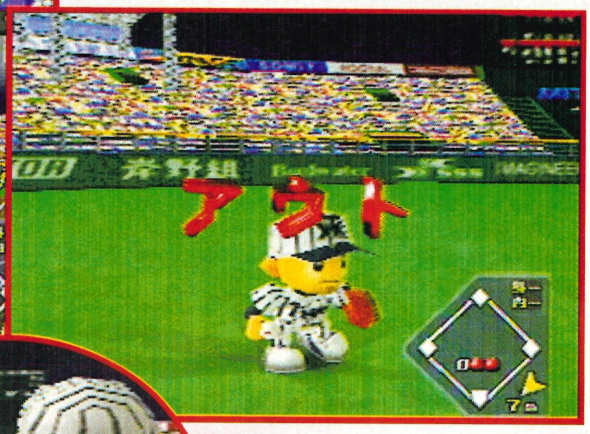


fresh fields

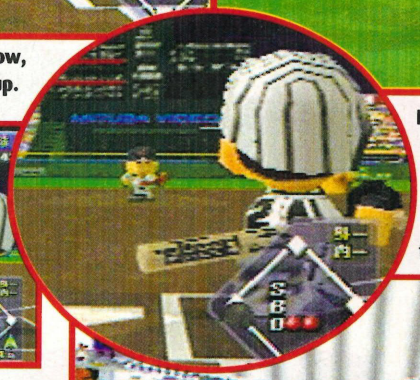
▲ There's an amazing range of stadiums and pitches to choose from in King of Baseball – from regular outdoor grassy diamonds to massive indoor dome arenas, capable of holding the huge crowds the sport seems to attract. And there's a beach!



▼ I think that means 'I'm rather pleased I caught it'...



▲ And through the square window, we can see a nice pitch coming up.



I don't think it's fair to poke your tongue at the guy!



▲ Come on then, dare you – throw the ball, see if I care! I'm only going to hit it with this stick then run off!







▲ The trouble with batting by the beach, is it's just too distracting – blue skies, sparkly seas and flocks of pesky seagulls nicking the balls.



Justin's Comment

I know nothing whatsoever about baseball and even less about the Japanese language but enjoyed my two player session on this as much as I've enjoyed anything for a while. The game is instantly playable and the characters are appealing in a 'laugh at the bloke uglier than you' kind of way. My previous experience of baseball games adds up to a grand total of one game, and this is far superior, so I'll fill the rest of this box by making the un-informed comment that this is the best baseball game on the market, which no N64 sports fan should be without.

move for the deck! Yet best of all, is the animated victory lap taken by a batter, which kicks in after they have succeeded in scoring a home run — it can only be described as cool!

After a few goes, the nice little touches and general visual appeal make you forget the big heads — but they are still bleeding massive!

At a first glance this game appears to be very simple, but looks can be deceiving and this fella is actually a very complex and well crafted translation of the game. With a great number of squads to pick from, with two divisions each with six teams, two all star teams and one team with the best players from both divisions for your selection, phew! Anyone not content with the teams on offer can opt to create a player, or even make up their own dream team with the handy edit team option.

Once you've sorted out your team and given them a good inspirational pre-game speech ('There's a poor, sick little boy who wants you to win,' is always a good one!) you then have to select what type of match you wish to take part in, season play, practice mode and the four player exhibition play.

We strongly recommend that you plump for the practice mode at first, to hone your batting and fielding skills before taking on the big boys — or should that be big headed boys? In this mode you can practice fielding from the infield, outfield or the catchers position — directly behind the batter. You also can practice pitching and hitting — which is tricky, making this mode more than welcome.

Then, just when you think you're finally ready for the real thing, you have to choose one of fifteen stadiums, from domes to outdoor pitches and even a beach! (Anyone got a wetsuit handy?)

Funny Little Monkeys!

The game may well be excellent but the characters contained within have, to be some of the most ugly little geezers we have ever seen! The players are almost as ugly as the birds in the Ritzy club on a Saturday night! Now trust us, that's really ugly.

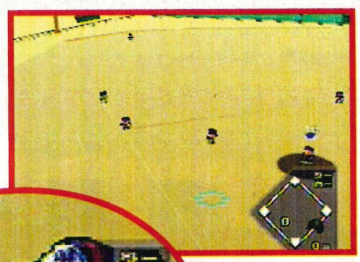




Gameplay at last



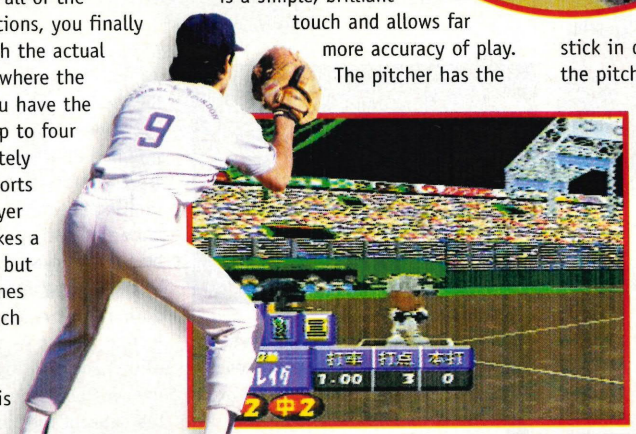
After wading through all of the seemingly endless options, you finally come face to face with the actual gameplay and this is where the game truly shines. You have the option to play with up to four players but it's definitely best, as with most sports games, in its two player mode. The batting takes a while to get used to, but after a while it becomes almost instinctive. Each batter's on screen hitting cursor is of a differing size, which is determined on his batting average and his ability to strike the ball. Fielding is by far a simpler affair: your player can jump and dive and throwing to a base is done simply by pushing the corresponding C button — the top C is second base etc — which is a simple, brilliant touch and allows far more accuracy of play. The pitcher has the ability to throw up to nine different pitches, depending on his ability, which is done by pushing the analog stick in one of the eight directions. If the pitcher can't throw a certain pitch, then the little fella shakes his head when its chosen — just like the real thing.







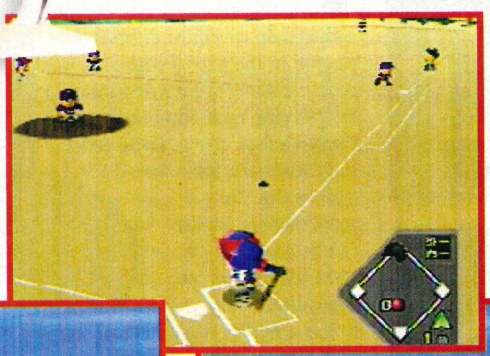
▲ **We're not quite sure whether these are actual Japanese league teams or not – but it certainly wouldn't surprise us!**



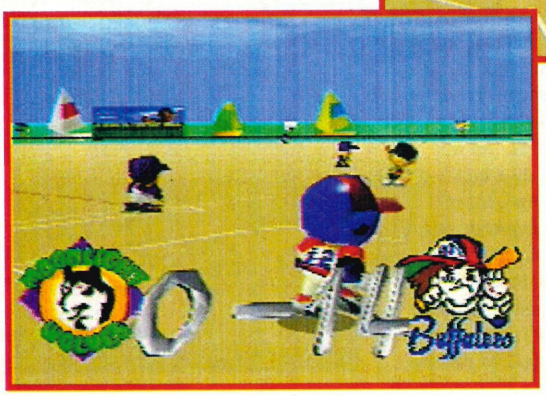
To conclude, this simply has to be the best baseball game we have seen on any format, and if you are a fan — buy this game right now.

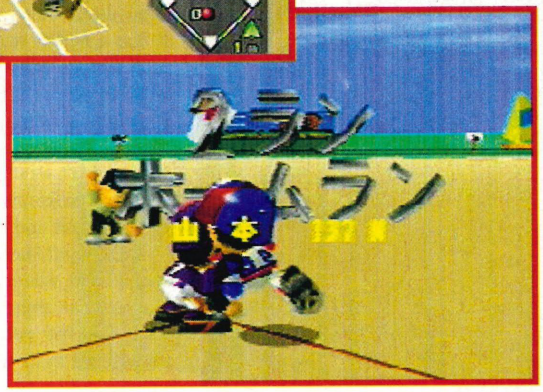
Yet we feel that it might be just a little too complex for the beginner and unless you have a rough knowledge of the game, you will be soon be bogged down under the masses of options and stats! It still comes highly recommended all the same — the perfect companion for *J- League* on your shelf!





▼ **Leg it! Running full pelt is tricky when your head's big and wobbly.**





Verdict

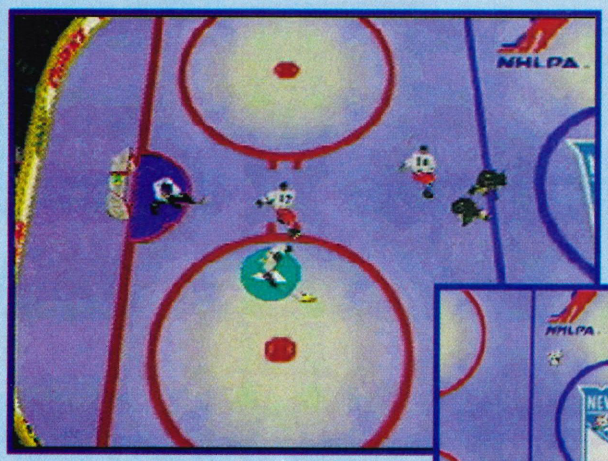
Name:	King of Pro Baseball
Publisher:	Nintendo
Developer:	Imagineer
Players:	Four
Price:	£TBA
Released:	TBA
Game Type:	Sports Sim
Version:	Japanese

graphics 85
Very nice but the massive heads are a bit silly!

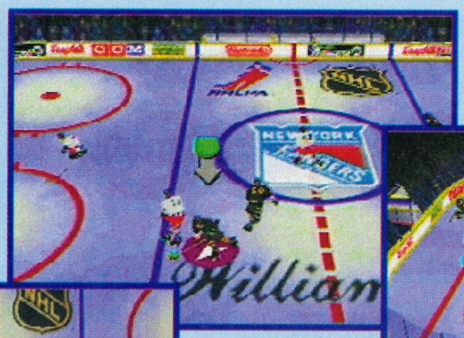
sound 80
Just like being there: hot dogs, peanuts, etc

playability 91
Baseball, plain and simple – nuff said.

overall 91

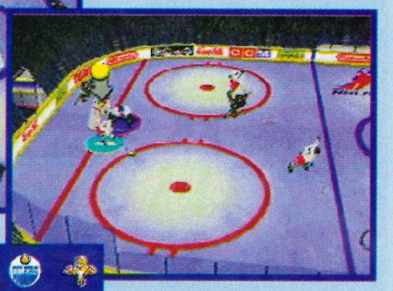


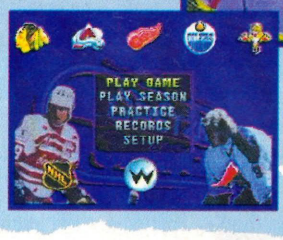
▲ Different camera angles are a useful option – keep an eye on that puck!





Just in case the arrow isn't clear enough for you, you'll also notice that the chosen one is in a coloured circle.



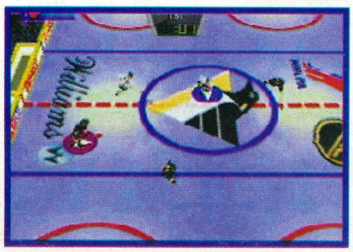


▲ The big pointy arrow with the dot on it indicates who you're in control of. Beginners to the game please note – this is not a feature of the real game.

The Fastest, most violent sport known to man hits the N64 Full on, right in the chops mate!

Wayne





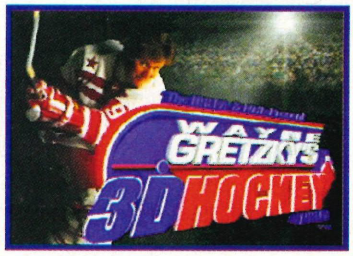
Football is definitely a game of two halves, a game of eleven men, a game of skill and of 90 packed minutes of fast flowing action. A sport that conjures up memories of little boys playing in the park, jumpers for goal posts, screaming 'I'm Eric Cantona I am', kicking each other in the groin, throwing mud at the goalie and thumping each other for late tackles. Truly a sport that we English can be proud of! (Oi, what the hell do you think you're doing — this is a hockey game not football, you crazy fool! Now get the hell of outta my review before I really puck you up — James)

Football is for whimps, we N64 owners don't want to see a bunch of over paid blokes, kicking a bit of leather about and kissing each other — we're hard! We want, no, demand to play a game where our total and utter hardness can shine through, alright mate. Well fear not my friends, because we think we have found the perfect game, Ice Hockey, truly a sport for the total barking nutters out there.

Have you ever sat down and watched an ice hockey game for real? It has to rate as one of the most exciting spectator sports around, far more interesting than football and bleeding cricket. The action comes so thick and fast, it never becomes boring or slow. Yet best of all, it is just so violent — the players' methods of tackling their opponents, simply involves body slamming them against the sides of the rink. Plus, you can bet money that at least one fight will break out during the game, cool! So much for hockey being a girlie game...

So you'd think that, due to the nature of the game, conversions would very hard to achieve. Yet surprisingly enough, it would seem the sport has had far more successful console tie-ins then any other. Almost every system has at least one half decent hockey game. Thankfully the first N64 hockey title doesn't break with tradition and is very good indeed!

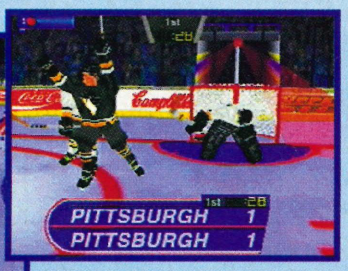






▼ Slippery stuff, ice. That's why the game is often played on grass pitches...



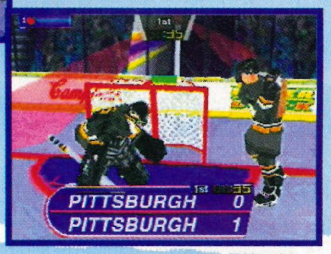


▲ I'm the king of the castle and you've got wet knees.



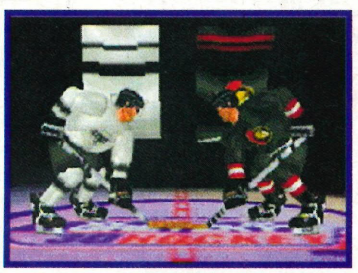


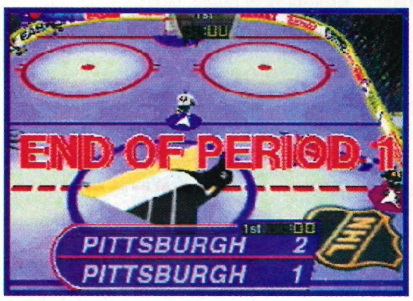
▲ Looks like a goalmouth scramble to me – my advice is to go for the shins and take him out, then you can whack the puck in between his legs.



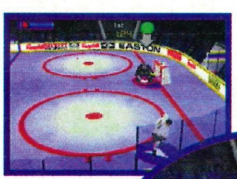
Gretzky's 3D Hockey

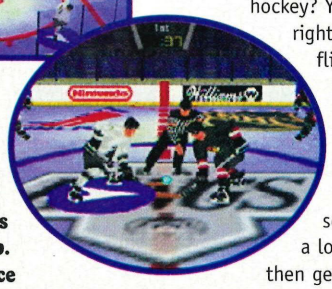
Midway to happiness!





As you would expect coming from those lovely geezers at Midway, the game is an official license — thus all the teams and players are real Nation Hockey League (NHL) players. And also real bleeding nutters. Why are they nutters? A quick quiz; which sport has the highest amount of injuries? motor racing, rugby, elastic band flicking or ice hockey? Yep, you guessed right, it's elastic band flicking. Nah, not really it's ice hockey! So we suggest, if you fancy getting a broken leg or something (and thus a long time off work) then get down to your local rink and call a member of the local ice hockey team a big smelly girlie!





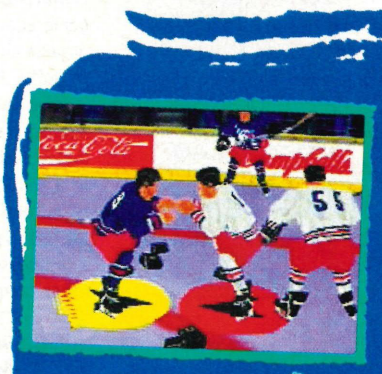
Now that is a nasty job. Being an ice hockey referee... Not for a million pounds, mate.

One of the best, most famous and hardest of all hockey players has to be Wayne Gretzky. Our Wayne has put his name to what must be one of the best hockey games, period!

WG's 3D hockey perfectly captures the feel and the excitement of this ice bound slaughter — one thing you can certainly never say about this game is that it's boring!

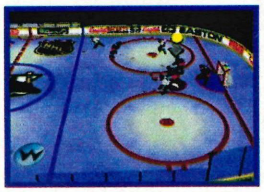
Ice hockey is best described as football, on ice, with sticks. The two teams attempt to hit the puck into the back of the opposing nets and hopefully break some bones in the process. As the player ,you will be able to select from a massive amount of options and teams.





Round One Fight!

Midway, the creators of *Mortal Kombat* show their fighting skills in this fella. Check it out – all the full on. on-rink nastiness you could have only dreamed of...



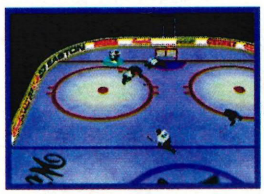
▲ In for the kill – having bounced off the walls a few times, our man is really riled. If there's not a broken arm at the end of it, I'll eat my hat!

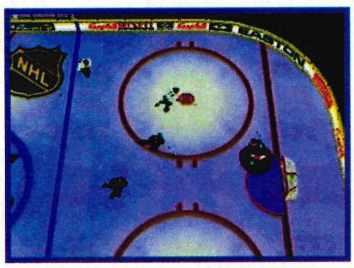






▲ Take a swing at it while he's still on the floor – hurry it up now, man.







▲ If you pick your own team, you can watch them train up and conquer the big boys. Alternatively, you can see them get their teeth knocked out.

Nick's comment

No way, I totally disagree with James on this one. Ice hockey lacks all the skill and grace of football. You can easily win a game, by smashing the players on the other teams into the wall and generally playing dirty. There is no way that this is as good as the mighty *J- League*, I suggest that you save your cash and go for that, instead of this. Trust me you'll be playing much longer than this!

Tweaking your men!

You can choose to select a team from one of the actual NHL sides, or create one of your own, tweaking your players' stats to perfection.

Once you have your team sorted, you are confronted with yet more options, either in an Exhibition, a single game against a team of your choosing or Playoffs. These involve taking part against a series of pre-selection teams, in a knock out situation. Then again, if you have a lot of time on your hands, take part in a full season, playing against all the other teams in your division and finishing off with a knockout cup. Just remember to take the week off work, first because you'll be facing off against over 80 teams.



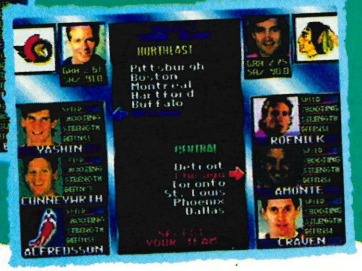
The control method is quite complex — with differing button placement for offensive and defensive play — and is initially very annoying. Once mastered, the control becomes almost instinctive and very pleasing for the player — before you know it you'll be crazily whacking the puck outta everything.

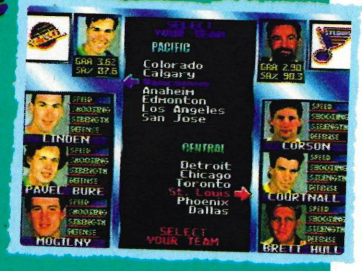
Not wanting to short change the fans, Midway have included loads of dirty tactics and violence — you can body check the other player, which involves slamming your opponent into the wall, then standing on his face whilst the ref's back is turned. You could also whip their legs away with your hockey stick but we find it far more satisfying to simply chin them. After a couple of particular nasty tackles your player's anger meter will go into the red and he'll be looking to kick right off. The on-court action will stop and the two players that were involved will start to duke it out! Fighting, punching, kicking, knocking teeth down throats and kicking them when they are down — yep this is definitely the perfect Hockey sim. You can even control the placement of your blows, using a small amount of combat moves!

▲ Don't be deceived – behind this calm beginning lurks a whole world of blood, tears and sweaty sport socks.

I don't like the look of him...



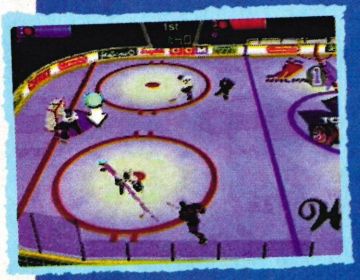




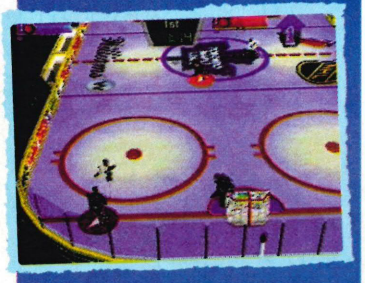
Every player from the NHL is in here and they truly are worth the mantle of being dead hard looking blokes, whose bird you would not want to be caught eyeing up! We reckon that they are almost as hard as us N64 journos – and trust me that is HARD!

What's your angle, Son?

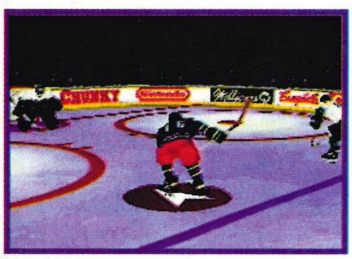
Here's a quick look at the huge range of in-game camera options – check out the action!

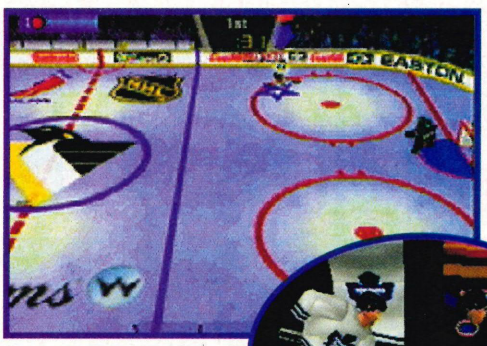




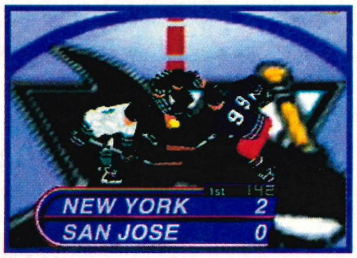


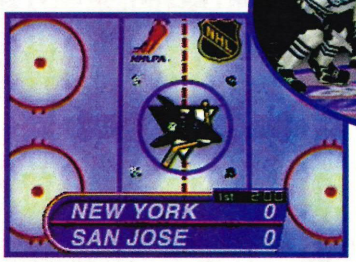






▼ **Two of the bruisers line up for the 'bully off' – or at least that's what the evil PE teachers at school used to call it...**

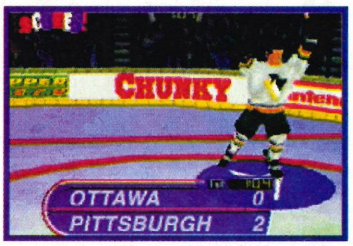




▲ **If you choose an NHL teams, you're guaranteed authentic action.**

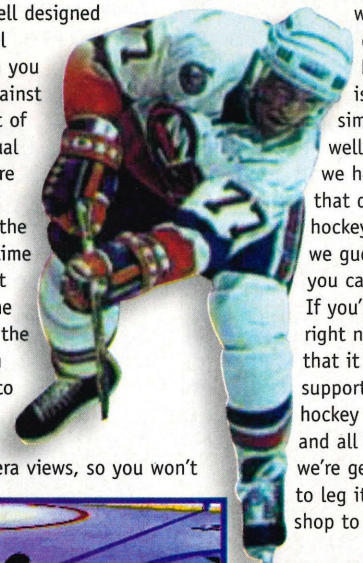


Chunky by name, chunky by nature – what a hunk of beefcake.

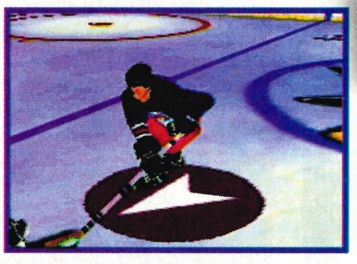


Pretty looking, Pa!

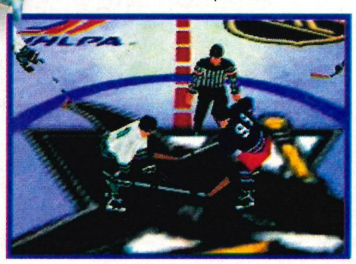
As you would expect, graphically *Wayne* is far pretty then any other hockey game with have ever seen. The players are well designed and really feel weighty when you slam them against the wall. Best of all in the visual appeal area are the cool light touches, like the flash of real time lighting effect that follow the movement of the puck. You can even choose to have the option of multiple camera views, so you won't miss a second of the action! To be honest ,this game is so good looking that we've been fighting over who could take it out for a date first!



Wayne Gretzky's 3D Hockey is a very enjoyable hockey sim that captures the sport well. The only complaint that we have, is that it's not really that different from every other hockey sim on the market. But we guess there's only so much you can do in a sports sim. If you're a fan buy this game right now — but we don't think that it will win many new supporters. After all it's just hockey after all. Yet we loved it, and all we have left to say is that we're getting the puck outta here, to leg it down to our local games shop to grab a copy!



▲ **Nice knee bend action, mister. That's a nice shiny black hat as well.**



Verdict

Name:	Wayne Gretzky's 3D Hockey
Publisher:	Nintendo
Developer:	Midway
Players:	1-4
Price:	£59.99
Released:	TBR
Game Type:	Sports Sim
Version:	US

graphics 89
Just like being in an arcade, without the horrible smell.

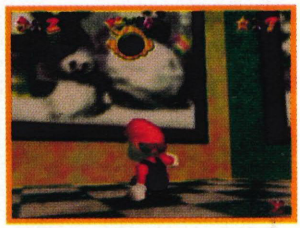
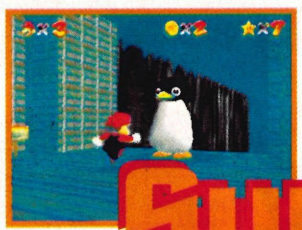
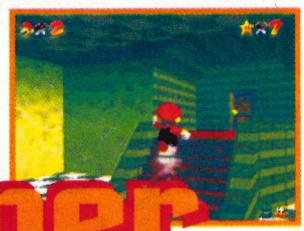
sound 85
You can even hear the bones breaking.

playability 93
Book a holiday, cause you won't want to stop!

overall 90

Reviews

With all the hype surrounding the N64's British release, it can be hard to spot the cool releases. If you can't try before you buy, you need to go to those in the know — Total 64!

Super Mario 64

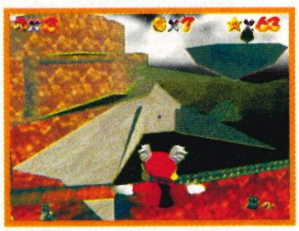
Ever since this game was first seen, it's been hyped as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far from that heading. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen, he runs, somersaults and can even fly – all superbly animated. 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. 64

Verdict

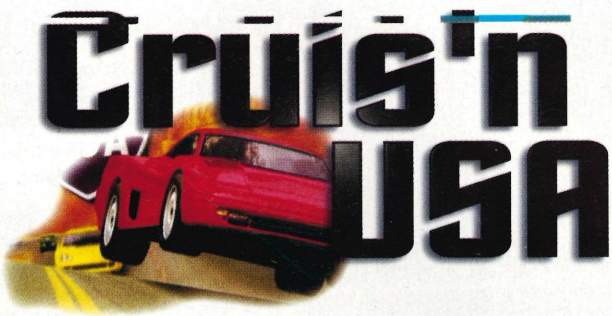
Name:	Super Mario 64
Publisher:	Nintendo
Developer:	Nintendo
Players:	One
Price:	TBA
Released:	Spring
Game Type:	Arcade adventure

overall

96




Cruis'n USA



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 – scary!

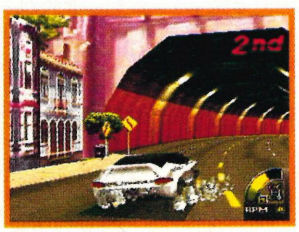
I'm playing a bad version of *Outrun* on a 64bit machine. Come on, who in their right mind would waste their cash on this, when they could play *Rage Racer* on the PlayStation? The game is a perfect conversion of a crap arcade game – so what's the point? *Cruis'n USA* is sluggish, the graphics are dire and worst of all, the playability is thinner than a match stick on a diet, very poor indeed! 64

Verdict

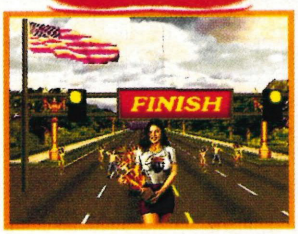
Name:	Cruis'n USA
Publisher:	Nintendo
Developer:	Nintendo
Players:	1-2
Price:	£TBA
Released:	Spring
Game Type:	Car Racing

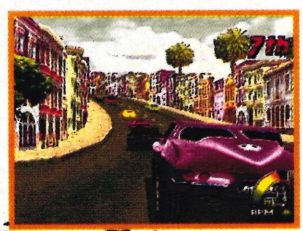
overall

59



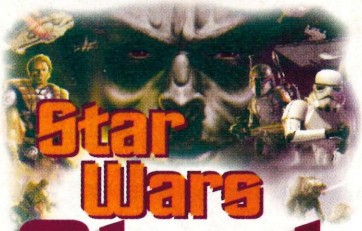








Round-up



Star Wars Shadows of the Empire





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're 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! 64

Verdict

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

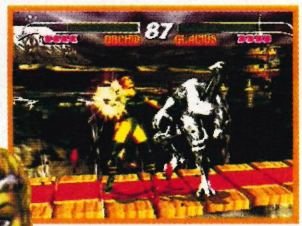
overall

61



Killer Instinct Gold









▲ Fast, furious and way too fancy – *KI Gold* trades style for speed.

Verdict

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

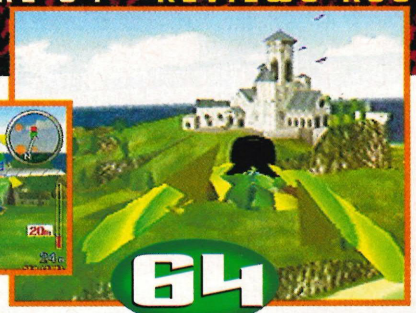
overall

69

Play this game on 'Ludicrous' speed and you'll know about adrenaline. Initially, fast and furious, it can seem like a 'free-for-all who can get the combos in first and 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? 64







Pilot Wings



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...

Verdict

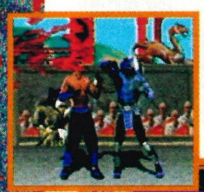
Name:	Pilot Wings
Publisher:	Nintendo
Developer:	Nintendo
Players:	One
Price:	TBA
Released:	Spring
Game Type:	Flight Sim

overall

95

Mortal Kombat Trilogy

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 your mates with!





Verdict

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

overall

78





J-League Perfect Striker

As the aging cliché goes, it's a funny old game football and *Perfect Striker* 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!



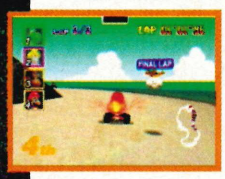
Verdict

Name:	J-League Perfect Striker
Publisher:	Konami
Developer:	Konami
Players:	4
Price:	£59.99
Released:	TBA
Game Type:	Sports Sim

overall

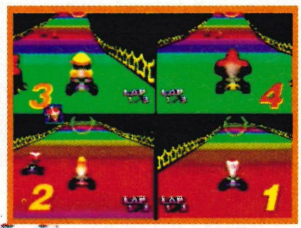
93

Mario 64 Kart



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 do try before you buy... GP





Verdict

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

overall

93





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. GP

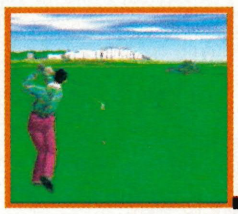
Verdict

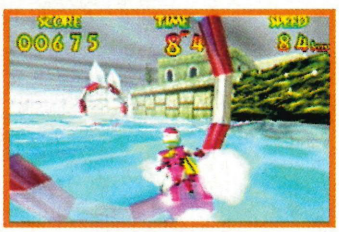
Name:	St Andrews Golf
Publisher:	Seta
Developer:	Seta
Players:	Two
Price:	£59.99
Released:	TBA
Game Type:	Sports Sim

overall

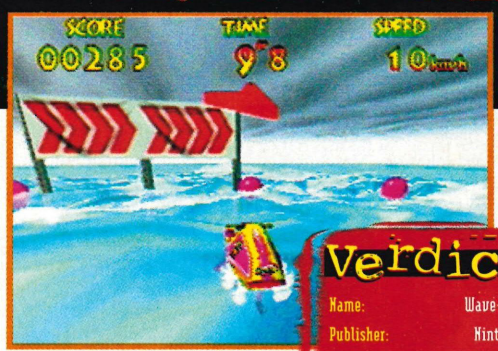
58

St Andrews Golf

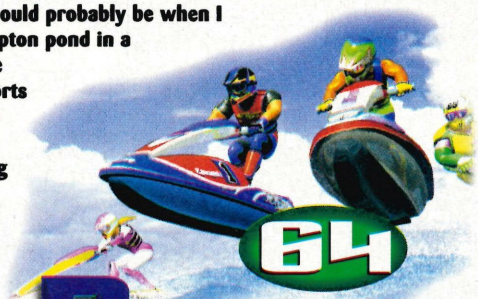








The closest I've ever come to a real jet-ski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing *Wave Race* I've decided that maybe I should broaden my water sports horizons and try it for real. Quite simply, this is an extremely playable and 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! GP



Wave Race 64

Verdict

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

overall

96

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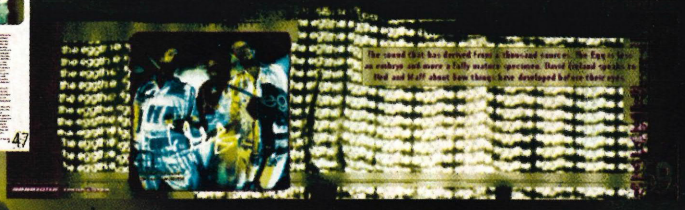














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sessions

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Mortal Kombat Trilogy

Kombat Cheats

Knowledge is power — or so Williams say. So here's all the low down on *MK Trilogy*, you'll ever want! Trust us you will need it!



Play as Shao Kahn

On the Pit 3 or the Rooftop stage, before the round starts, press and hold D+HP+LP. Shao Kahn will replace your character for this match only.

Human Smoke Kode

Select Cyber Smoke. Before the round starts, press and hold B+HP+HK+RU+BL. Human Smoke will now be yours to play.

Secret Option?

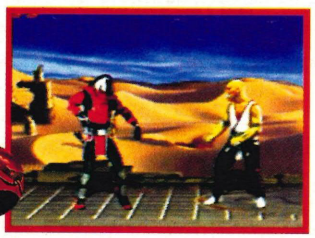
At the Storyline screen (the text running over the skeletons) press down C, B, A. Shao Kahn will say "Outstanding!" Now go to the options screen and choose the blue question mark. Now you can access all of the Secret Options which include the following:

Level select: Choose which level you want to battle on. This is very useful when you want to use your stage fatality.
Throws: Now you can choose to turn throws on or off!
Unlimited Run: Speaks for itself really — now your run bar never goes down.



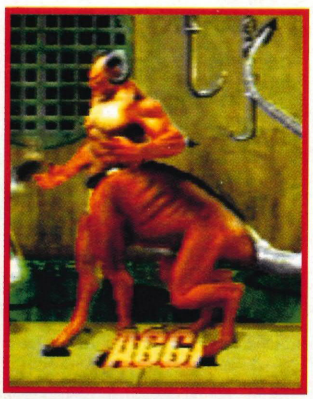
Bloody Kombat: Gore galore or none on the floor!
Human Smoke: Smoke becomes instantly selectable.
Chameleon: Same as Smoke!

■ IMPORTANT NOTE! — Remember that Chameleon randomly morphs between the other ninja fighters; Sub Zero, Scorpion, Rain, Ermac and Human Smoke, so make sure you have a good idea of the moves, or you'll be in a spot of bother.



▲ **A wrap-over vest and ski-pants? Oh, that's really scary.**





To Play as Motaro[?]

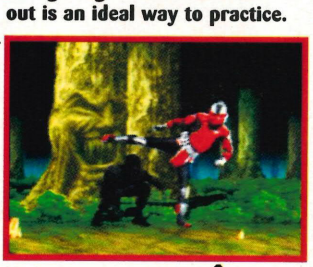
On the Kahn's Tower or the Wasteland stage, before the round starts, press and hold D+HP+LP. Shao Kahn will then instantly replace your character — but for this match only.

Reverse Babality

After preforming a Babality, but before the explosion, Hold HP-LP-LK-HK and the baby should return to normal and explode.



▲ **Fighting with a cardboard cut out is an ideal way to practice.**









▲ C'mon man – if you had four arms, you could manage double the slaps everyone else can too. It's hardly fair, is it?

▼ Is that Tony the Tiger having a scrap with a monster bottle of tomato ketchup? I knew he was a bit of a sporty type but...





Kombat kodes

These codes are all entered on the Vs. screen, the number on the left is for player 1, with player 2 on the right. The first digit is how many times you must press the square button, the second is the triangle and the last digit represents the circle button. Remember – be quick matey, or you'll miss the boat.

Throwing Encourage
010-010
No Throws
100-100
No Blocking
020-020
Silent Kombat
300-300
Quick Uppercut Recovery
788-322
Half Energy Player 1
033-000
Half Energy Player 2
000 -033
Quarter Energy Player 1
707-000
Quarter Energy Player 2
000-707
Sans Power
044-440
Dark Fighting
688-422
Unlimited Run
466-466

Unlimited Tries at the Ultimate Kombat Kode

Do a 360 degree on the controller during the storyline. How? Just use the analogue stick!

Space Invaders

On the Pit 1, when something flies across the moon, press the Z button. The winner of the match gets to play *Space Invaders*...

Play Pong

Play fifty Matches — select two player mode with one player to make this task much easier!



Galaga

Play one hundred Matches, again use two player.

Text Messages

Message 1	448-844
Message 2	122-221

Character Moves

Key:

D=Down	B=Back
F=Forward	U=Up
LP=Low Punch	HP=High Punch
LK=Low Kick	HK=High Kick
Hld=Hold	Rlse=Release
R=Run	b=Block

Shao Kahn



▲ He'll make you hit the skies with his mighty thighs...







The big, big boss and he's playable. Well sort of — he's very limited and extremely sluggish. With no Fatalities or any finishing moves, there's too little to recommend him.

Moves:

Hammer B, F, HP
Fireball B, B, F, LP
Pick Up and Slam (close) F+LP
Grab and Smack F, F, HP
Shoulder D-F, LP
Upwards Shoulder D-F, HP
Insult D, D, LK
Laugh D, D, HK



Cyrax



One of the robo-ninja chappies from the *MK3*. Sent out to destroy Sub-Zero but instead went a bit spazzy, ending up lost in the desert! In general, he is one of the more advanced fighters on offer. His specials are particular difficult to get to grips with. For the *MK* pro only!



Moves:
Net — B, B, LK
Teleport — (air or ground) F-D, b
Close Bomb — Hld LK B, B, HK
Far Bomb — Hld LK F, F, HK

Combos:
HP, HP, HK, HP, HK, B+HK
HK, HK, B+HK
HP, HP, LP

Finishers:
Fatality 1 — (Anywhere) D, D, U, D, HP (Chopper)
Fatality 2 — (Close) D, D, F, U, R (Self Destruct)
Brutality — HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP
Animality — (Close) U, U, D, D (Shark)
Friendship — R, R, R, U (Dance)
Babality — F, F, B, HP
Stage — R, b, R



Ermac







One of the new boys — he was originally an error message on *MK2* that was thought to be a secret fighter!

A speedy little fella, with some powerful specials and easy combos. His teleport punch, followed by a fireb makes pretty quick work most foes.

Moves:
Fireball — D-B, LP
Teleport Punch — D, B, HP
Lift — B, D, B, HK

Combos:
LK, LP
HP, HP, B+LP,
B+HK, B+LK
HK, HK, LK, B+HK

Finishers:
Fatality 1 — (sweep) D, U, D, D, D, b (Telecinetic Slam)
Fatality 2 — (close) R, b, R, R, HK (Head Pop)



Brutality — HP, HP, LP, b, HK, LK, b, HP, LP, LK, HK
Animality — (one step away) F, F, B, B, HP (Frog)
Friendship — F, F, F, HP (Magic Show)
Babality — D, D, B, B, HP
Stage — R, R, R, R, LK



▲ **The balding human fork with the mincey little snappers is back – and he's just as keen on the old hack'n'slash as he ever was!**



Baraka

He's back — the man with the teeth is once again stepping up to the fray. Little has changed since *MK2* on the moves front. His main strengths still remain on the ground, with his ability to string together rapid specials and combos with relative ease. One of the more interesting fighters in the game, also a good choice for the beginner.



Moves:
Spark — D-B, HP
Spin — F, D, F, b (keep tapping b and hold Back or Forward to move)
Shredder — B, B, B, LP
Swipe — B+HP

Combos:
HP, HP, B+HP, F+HP
HK, HK, B+HP, F+HP
HK, HK, LK, B+HK

Finishers:
Fatality 1— (sweep) B, F, D, F, LP (Blade Lift)
Fatality 2 — (sweep) B, B, B, B, HP (Head Pop)
Brutality — HP, HP, HP, LP, LP, b, HK, HK, LK, LK, b
Animality — (sweep) Hld-HP, F, B, D, F Rlse-HP (Porcupine)
Friendship — D, D, F, F, HK (Present)
Babality — F, F, F, HK
Stage — LK, R, R, R, R



Jax

Just the same as he was in *MK3*, which isn't a bad thing at all. A top fighter, that is equally as good in the air as on the ground. Our only complaint, is that his double missile move is so complex to do quickly, 'cause it's a beast of an attack. Alas all of his big Fatalities are a wee bit poo.



Moves:
Missile — B, F, HP
2 Missiles — F, F, B, B, HP
Dash Punch — F, F, HK
Gotcha Grab — F, F, LP (keep tapping LP)
Ground Pound — Hld LK 3 Sec Rlse LK
Back Breaker: b (close in air)
Repeated Slams: Regular throw, tap HP

Combos:
HK, HK, D+HP, HP, b, LP, B+HP
HP, HP, b, LP, B+HP
HK, HK, B+HK

Finishers:
Fatality 1 — (close) U, U, D, F, U, b (Slice-n-Dice)
Fatality 2 — (far) R, b, R, R, LK (Giant Stomp)
Brutality — HP, HP, HP, b, LP, HP, HP, HP, b, b, HP
Animality — (close) Hld LP F, F, D, F Rlse LP (Lion)
Friendship — LK, R, R, LK (Jump Rope)
Babality — D, D, D, LK
Stage — D, F, D, LP

Johnny Cage



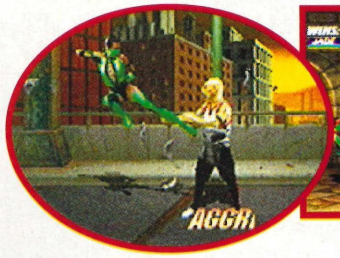


Without a doubt, the worst fighter in the game — crap seems to mild a word for him. His projectiles are poor and hard to aim, his uppercut almost always misses and he wears sunglasses when he fights — which is rather daft, as someone might put his eye out or something. Move the cursor along one more space when you get to him!

Moves:
High Ball — F-D-B, HP
Low Ball — B-D-F, LP
Shadow Uppercut — B, D, B, HP
Green Shadow Kick — B, F, LK
Red Shadow Kick — B, B, F, HK

Combos:
HP, HP, LP, D+LP
LK, LK, HK, LK, LK

Finishers:
Fatality 1 — (close) D, D, F, F, LP (Head Pop)
Fatality 2 — (close) D, D, F, F, LK (Back Breaker)
Brutality — HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP
Animality — (close) D, F, F, HK (Kangaroo)
Friendship — D, D, D, LK (Autographed photo)
Babality — F, F, B, B, HK
Stage — D, B, F, F, HK







Jade

With a wealth of top moves, some bloody death moves and some easy combos, Jade is the hardest bird on the block. If her and Kano got it together, their kids would be even harder then me and Miles — well, nearly!



Moves:
Boomerang — B, F, LP
Upward Boomerang — B, F, HP
Downward Boomerang — B, F, LK
Returning Boomerang — B, B, F, LP
Glow Kick — D, F, LK
Projectile Shield — B, F, HK

Combos:
HP, HP, D+LP, D+HP
HK, HK, LK, B+HK
HP, HP, D+LP, LK, HK, B+LK, B+HK

Finishers:
Fatality 1 — (close) R, R, R, b, R (Staff Impale)
Fatality 2 — (close) U, U, D, F, HP (Shake 'n Bake)
Brutality — HP, LK, HP, LP, HK, HK, LK, b, b, HP, HK
Animality — (close) F, D, F, F, LK (Kitten)
Friendship — B, D, B, B, HK (Pogo Stick)
Babality — D, D, F, D, HK
Stage — B, F, D, R

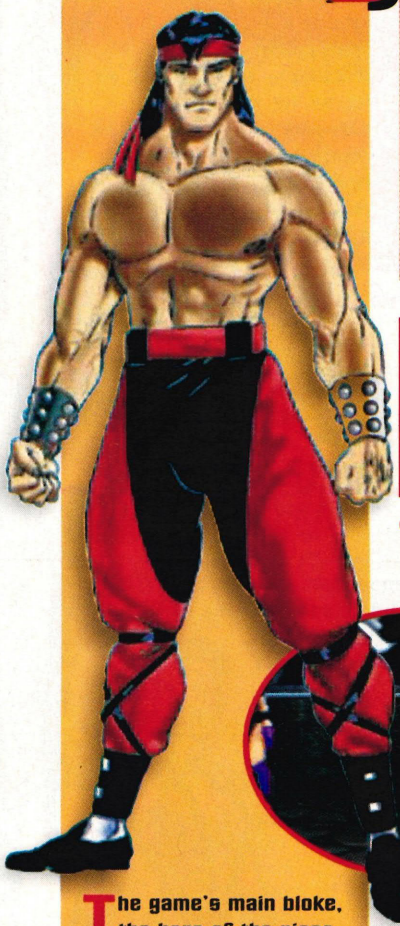




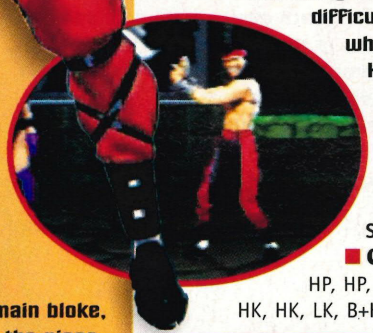




Liu Kang



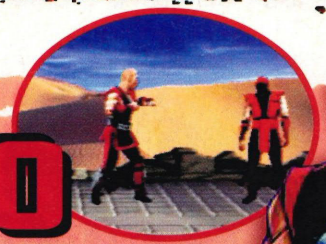
The game's main bloke, the hero of the piece and — like most main characters — as dull as a dull thing. Nice to play with but just too goody, goody for our tastes. Just try using the bike kick after a combo for some nasty results!



Moves:
Fireball — (air or ground) F, F, HP
Low Fireball — F, F, LP
Dragon Kick — F, F, HK
Bike Kick — Hld LK 5 sec Rlse LK
Red Bike Kick — Hld LK 5 sec B, F Rlse LK

Combos:
LK, LK, HK, LK
HP, HP, b, LK, LK, HK, LK
HP, HP, B+LP

Finishers:
Fatality 1 — (Anywhere) F, F, D, D, LK (Torch)
Fatality 2 — (Anywhere) U, D, U, U, b+R (MK1 Drop)
Brutality — HP, LP, HP, b, LP, HK, LK, HK, LP, HP
Animality — (1 step away) U (Dragon)
Friendship — R, R, R, D+R (Shadow Puppet)
Babality — D, D, D, HK
Stage — R, b, b, LK



Kano



Hard as they come, harder than nails, harder than rock, tough as steel, sharp as knives – got the idea yet?

The coolest character, cause he's just so nasty. He's got loads of cool specials, some gory Finishing moves and best of all, is dead easy to get to grips with. He's a little slow but has got the power and the attitude. The character to play after a bad day at work.

Moves:
Knife Uppercut — D-F, HP
Knife Toss — D, B, HP
Choke — D, F, LP
Air Throw — (close in air) b
Cannonball — Hld LK 3 sec Rlse LK
Upwards Cannonball — F, D, F, HK
Psycho Cannonball — F, D, F, LK

Combos:
HK, HK, LK, B+HK
HP, HP, D+LP, D+HP
HP, HP, HK, LK, B+HK

Finishers:
Fatality 1 — (sweep) LP, b, b, HK (Eye Beam)
Fatality 2 — (close) Hld LP F, D, D, F Rlse LP (Skel. Pull)
Brutality — HP, LP, b, LP, HP, b, HK, LK, b, HK, LK
Animality — (close) Hld HP b, b, b Rlse HP (Tarantula)
Friendship — LK, R, R, HK (Bubble Gum)
Babality — F, F, D, D, LK
Stage — U, U, B, LK





Kitana



Strange but true – economic use of fabric is a trade mark of the female characters in this game.

The babe From the Flick, is a babe in the game — even though her moves are a little unFriendly and her combos are a touch difficult but all can be Forgiven when we look at those legs. Hmm, wonder if she's married?

Moves:
Fan Toss — (air or ground) F, F, HP+LP
Fan Lift — B, B, B, HP
Square Wave Punch — D, B, HP

Combos:
HP, HP, B+HP, F+HP
HK, HK, LK, B+HK





Finishers:
Fatality 1 — (close) R, R, b, b, LK (Kiss of Death)
Fatality 2 — (close) B, D, F, F, HK (Head Pop)
Brutality — HP, HP, b, HK, b, LK, b, HP, b, HP, b
Animality — (one step) D, D, D, R (Rabbit)
Friendship — D, B, F, F, LP (Bubbles)
Babality — F, F, D, F, HK
Stage — F, D, D, LK



Kabal





After Johnny, the most useless fighter on offer, with only one half decent special and poo Finishing moves. Kabal is sadder than a Boy's Own Fan — he's slow, dull and probably has bad breath. Get a life — pick someone else!

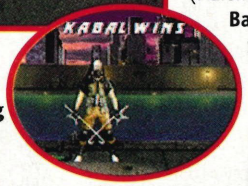
Moves:
Spin — B, F, LK
Fireball — (air or ground) B, B, HP
Ground Blade — B, B, B, R

Combos:
LK, LK, HP, HP, D+HP
LK, LK, HP, HP, D+LP, D+HP
LK, LK, HP, HP, HK, B+HK
LK, LK, HK, B+HK

Finishers:
Fatality 1 — (close) R, b, R, R, HK (Soul Scream)
Fatality 2 — (Out side sweep) D, D, B, F, b (Blow Up)
Brutality — HP, b, LK, LK, LK, HK, LP, LP, LP, HP, LP
Animality — (close) Hld HP F, F, D, F Rlse HP (Rhino Skeleton)
Friendship — R, LK, R, R, U (Marshmallow)
Babality — R, R, LK
Stage — b, b, HK



▲ **Tabloid shocker — Frank Sidebottom in dirty street scrapping computer game.**



Kung Lao



The prat in the hat — not one of the best fighters on offer, to say the least. He has a wealth of dodgy moves Pretty speedy, but what's the point if he can't back it up! His redeeming feature is a cool death move — slice!





Moves:
Hat Toss — B, F, LP
Dive Kick — (air) D+HK
Spin — F, D, F, R (now you can move forward or back)
Teleport — D, U
1 Pass Teleport — D, D, U

Combos:
LK, LK, B+HK
HP, LP, HP, LP, LK, LK, B+HK

Finishers:
Fatality 1 — (1 step away) F, F, B, D, HP (Body Separation)
Fatality 2 — (Anywhere) R, b, R, b, D (Spin Kill)
Brutality — HP, LP, LK, HK, b, HP, LP, LK, HK, b, HP
Animality — (close) R, R, R, R, b (Leopard)
Friendship — (far) R, LP, R, LK (Fetch with Dog)
Babality — D, F, F, HP
Stage — D, D, F, F, LK



Don't be taken in by her lovely bod, 'cause she got a mush just like the toothy Fella, yikes! She's a damn good fighter, has got plenty of powerful moves and is pretty nippy too!

Mileena also has some easy Finishing moves to boot. Nice bod, shame about the face but what an all round classy fighting star!



▲ **With teeth like that, it's no surprise she breaks mirrors!**

Moves:
Sai Shot — (air or ground) Hld HP 2 Sec Rlse HP
Teleport Kick — F, F, LK
Roll — B, B, D, HK

Combos:
HP, HP, U+HP, D+LP
HK, HK, LK, B+HK
HP, HP, HK, HK, U+LK, U+HK

Finishers:
Fatality 1 — (close) D, F, D, F, LP (Bone Exhale)
Fatality 2 — (far) B, B, B, F, LK (Nail Spit)
Brutality — HP, LP, LP, HP, b, HK, LK, LK, HK, b, HP, D+LP
Animality — (close) F, D, D, F, HK (Skunk)
Friendship — D, D, B, F, HP (Broken Mirror)
Babality — D, D, F, F, HP
Stage — D, D, D, LP

Mileena



Nightwolf





When mastered, Nightwolf is one of the brightest stars of the game but until you're got him sorted, he's a pain in the bum! None of his moves are seemingly useful at the start, but stick with him to get some great results. Suffers from the duff death moves illness, though!

Moves:
Arrow — D-B, LP
Hatchet Uppercut — D, F, HP
Reflect Glow — B, B, B, HK
Shoulder — F, F, LK
Red Shoulder — B, B, F, HK

Combos:
LK, HP, HP, LP, Hatchet Uppercut
HK, HK, B+HK
HK, HP, HP, LP, HK

Finishers:
Fatality 1 — (Close) U, U, B, F, b (Beam Me Up)
Fatality 2 — (Jump) B, B, D, HP (Lightning Shock)
Brutality — HP, HP, HK, LK, LK, b, b, LP, LP, HP, HK
Animality — (close) F, F, D, D (Wolf)
Friendship — R, R, R, D (Rayden Morph and *MK2* Drop)
Babality — F, B, F, B, LP
Stage — R, R, b



Rain

Even though he is very limited by his lack of specials, Rain contains the game's best move — a fireball attack that allows you to place your opponent exactly where you want him. This is great for the start of some multi hit combos. Top geezer on the butt hammering tip, y'all!

Moves:
Fireball — D-F, HP
Special Roundhouse — B+HK
Lightning — B, B, HP

Combos:
HP, HP, LP, HP
HK, HK, LK, HK, B+HK

Finishers:
Fatality 1 — (close) F, F, D, HP (Upside Landing Uppercut)
Fatality 2 — (out of sweep) D, D, B, F, HK (Multiple Lightning)
Brutality — HP, HP, b, LK, HK, b, LK, HK, b, HP, LP
Animality — (just inside sweep) D, F, D, HK (Elephant)
Friendship — D, F, F, F, LP (Spring Garden)
Babality — F, B, B, HP



Noob Saibot

Definitely the character for the beginner — his moves are easy to master and very useful if you're cornered. His combos are simple and powerful, a great fighter! Even my bird can play using good old Nooby boy, so what else do We have to say?





Moves:
Fireball — D-F, LP
Teleport Throw — D, U
Self Projectile — F, F, HP

Combos:
HP, HP, LP, HK
LK, LK, LK, LK

Finishers:
Fatality 1 — (sweep) B, B, F, F, HK (Ball Spin)
Fatality 2 — (close) D, D, U, R (Multiple Drop)
Brutality — HP, LK, LP, b, LK, HK, HP, LP, b, LK, HK
Animality — (close) B, F, B, F, HK (Anteater)
Friendship — F, F, B, HP (Bowling)
Babality — D, F, F, F, LP
Stage — F, D, F, b



Rayden



Having been dropped from *MK3*, the God of Thunder is back. In this incarnation he exactly the same as he was in *MK2*. Not a great fighter but with work can prove to be a bit handy. His range of combos are poor though and his specials seem to lack strength.





Moves:
Lightning — D-F, LP
Reverse Lightning — D, B, LP
Superman — (air or ground) B, B,F
Shocker — (close) Hld HP 3 sec Rlse
Teleport — D, U

Combos:
HP, HP, LP, LP
HK, HK, LK, B+HK
HP, HP, LP, F+HP

Finishers:
Fatality 1 — (close) Hld HP 8 sec Rlse (Uppercut explode)
Fatality 2 — (close) Hld LK 3 sec Rlse (when Rayden grabs press LK + b like mad!)
Brutality — HP, HP, LK, LK, LK, HK, LP, LP, LP, b, b
Animality — (out of sweep) D, F, D, HK (Electric Eel)
Friendship — D, B, F, HK (Kid Thunder)
Babality — D, D, U, HK
Stage — D, D, D, HP

Reptile



Another of the missing fighters from *MK2* — oh, how we've missed you! A great fighter that's half man, half lizard, with good scope for multiple hits using his specials. Try the Forceball plus an uppercut and then an acid spit... His finishing moves and a little complex but well worth waiting for. Nearly as good as Baraka.

Moves:
Spit — F, F, HP
Fast Forceball — F, F, HP+LP
Slow Forceball — B, B, HP+LP
Slide — B+LP+b+LK
Invisibility — U, D, HK
Run and Elbow — B, F, LK

Combos:
HK, HK, B+HK
HP, HP, D+LP

Finishers:
Fatality 1 — (1 step away) F, F, U, U, HK (Acid Spit-n-Melt)
Fatality 2 — (jump) B, F, D, b (Lunch)
Brutality — HP, b, HK, HK, b, HP, LP, LK, LK, b, HP
Animality — D, D, D, U, HK (Monkey)
Friendship — (close) D, F, F, F, R (Snake in the Box)
Babality — F, F, B, D, LK
Stage — b, R, b, b



Dearly missed in *MK3*, the yellow ninja is back and again, little has changed in his absence. His teleport punch, backed up with his spear throw is still a killer combo. Easily the best fighter in the air, with his throws making a lot of damage. One of the easier characters to master — thus a great chap to begin with.

Scorpion

Moves:
Spear — B, B, LP
Teleport Punch — D, B, HP
Flying Punch — D, F, HP
Air Throw — (air close) b



▲ Scorp's sword dance variation.

Combos:
HP, HP, U+LP
HK, HK, LK, LK
HP, HP, HK, B+HK



Finishers:
Fatality 1 — (out side sweep) F, F, F, B, LP (Hand From Hell)
Fatality 2 — (jump) D, D, U, HK (Toasty)
Brutality — HP, HP, b, HK, HK, LK, HK, HP, HP, LP, HP
Animality — (close) F, U, U, HK (Penguin)
Friendship — (close) B, F, F, B, LK (Skull in the Box)
Babality — D, B, B, F, HP
Stage — F, U, U, LP



Shang Tsung



The head nasty from the first game is back and his Fireball attacks are still powerful — but easily avoided. With little else at hand, you may find it necessary to use his morph to change to a more practical fighter. Scorpion and Shang make a lethal cocktail...

Moves:
1 Fireball — B, B, HP
2 Fireballs — B, B, F, HP
3 Fireballs — B, B, F, F, HP
Ground Fireballs — F, B, B, LK

Combos:
HK, HP, HP,LP, B+HK
HK, HK, B+HK

Finishers:
Fatality 1 — (Close) Hld LP D, F, F, D Rlse LP (Body Slam into Spikes)
Fatality 2 — (Close) Hld LP R, b, R, b Rlse LP (Soul Lift)
Brutality — HP, b, b, b, LK, HP, LP, LP, b, b, b
Animality — (Sweep) Hld HP R, R, R Rlse
Friendship — LK, R, R, D (Joust)
Babality — R, R, R, LK
Stage — U, U, B, LP





Sektor

The very best of all of the robo-ninjas, by far. Has a good range of specials — in particular the homing missile, which is best used after pulling off a combo. His death moves are useless — but he's still a recommended pugilist.

Moves:
1 Missile — F, F, LP
2 Missiles — B, B, F, LP
Homing Missile — F-D-B, HP
Teleport Uppercut — (air or ground) F, F, LK

Combos:
HP, HP, HK, HK, B+HK
HK, HK
HP, HP, D+HP

Finishers:
Fatality 1 — (2 steps away) LP, R, R, b (Compactor)
Fatality 2 — (Jump) F, F, F, B, b (Flame Thrower)
Brutality — HP, HP, b, b, HK, HK, LK, LK, LP, LP, LP, HP, b
Animality — (close) F, F, D, U (Bat)
Friendship — (Past Sweep) R, R, R, D (Strength Test)
Babality — B, D, D, D, HK
Stage — R, R, R, D









▲ With too many fingers and not enough toes, Sheeva's the girl with the lethal death blows...

Sheeva

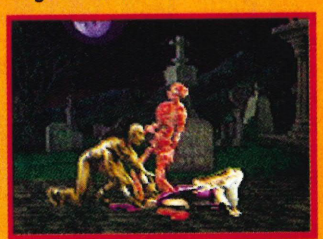
Goro's sister. Not the most attractive of chicks but a nasty piece of work indeed, with some nice specials and a decent combo. In the right hands, she's a force to be reckoned with but she's definitely more suited to a chap that has played the game for a while.



Moves:
Fireball — D-F, HP
Teleport Stomp — D, U
Ground Pound - B, D, B, HK

Combos:
HP, HP, LP, HK, HK, LK, B+HK
HP, HP, LP, F+HP
HK, HK, LK, B+HK

Finishers:
Fatality 1 — (close) Hld HK B, F, F Rlse HK (Pound-n-Ground)
Fatality 2 — (close) F, D, D, F, LP (Skin Pull)
Brutality - HP, LP, b, LK, HK, b, HK, LK, b, LP, HP
Animality — (close) R, b, b, b, b (Scorpion)
Friendship — F, F, D, F, (pause) HP (Plate Spin)
Babality — D, D, D, B, HK
Stage — D, F, D, F, LP



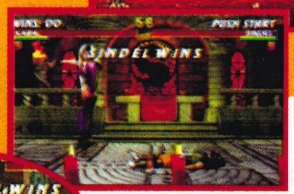
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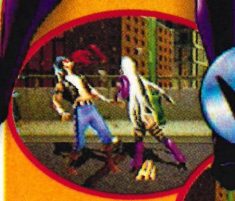
She of the long whipping hair is back! Looking more like the bride of Frankenstein then a trained fighter, she is a bit limited and none of her moves are really that special. Like most fast moving fighters, she lacks power and doesn't have any good combos.

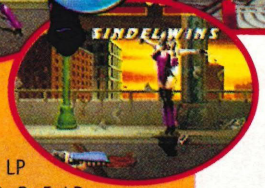




▲ ...only 'cos he got a tickly bit of her hair in his gob.







■ **Moves:**
Fireball — F, F, LP
2 Fireballs — B, B, F, LP
Air Fireball — D, F, LK
Fly — B, B, F, HK
Scream — F, F, F, HP
■ **Combos:**
HK, HP, HP, D+HP
HK, HP, HP, LP, B+HK
■ **Finishers:**
Fatality 1 — (1 step) R, R, b, R, b (Hair Spin)
Fatality 2 — (close) R, b, b, R+b (Scream)
Brutality — HP, b, LK, b, LK, HK, b, HK, LK, b, HK, LK, b, LP
Animality — (close) F, U, U, HP (Wasp)
Friendship — R, R, R, R, R, U (Field Goal)
Babality — R, R, R, U
Stage — D, D, D, LP





If you can stop looking at her bod, Sonya is a nifty little fighter — her moves are quick and powerful, and she's rather handy in the air as well. The only flaw to her is that she lacks the power that some of the fighters have. Well, she is a girl after all...

Sonya

■ **Moves:**
Ring Toss — D, F, LP
Leg Grab — D+LP+BL
Square Wave Punch — F, B, HP
Upward Bike Kick — B, B, D, HK
■ **Combos:**
HP, HP, U+LP
HP, HP, LP, B+LP
HK, HK, B+HK
HK, HK, HP, HP, LP, B+HP
■ **Finishers:**
Fatality 1 — (anywhere) B, F, D, D, R (Squash)
Fatality 2 — (far) Hld R+b U, U, B, D Rlse R+b (Kiss of Death)
Brutality: HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK
Animality — (close) Hld LP B, F, D, F Rlse LP (Hawk)
Friendship — B, F, B, D, R (Flowers)
Babality — D, D, F, LK
Stage — F, F, D, HP



Smoke Human

Top ninja bloke that appears to smoking fags from every part of his body. Very similar to Scorpion in his moves and looks but not quite as cool. His combos are also nice and simple to perform.

■ **Moves:**
Spear — B, B, LP
Teleport Punch — D-B, HP
Air Throw — (air close) b
■ **Combos:**
LK, LP
HP, HP, HK, B+HK
HK, HK, LK, B+HK
HP, HP, U+LP
■ **Finishers:**
Fatality 1 — (Jump) F, F, B, R (Inviso Beat)

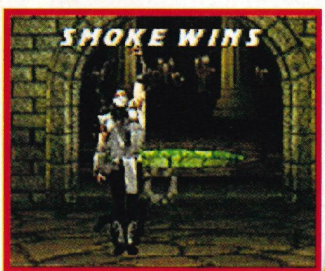


Fatality 2 — (1/2 screen) R, b, R, R, HK (Head Pop)
Brutality — HP, HP, b, LK, HK, HP, HK, HP, HK, LP, LK
Animality — (one step away) F, F, F, B+HK (Porcupine)
Friendship — D, F, F, F, R (No Smoking)
Babality — D, B, B, F, HP
Stage — F, U, U, LP





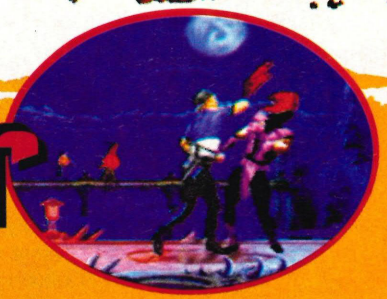




▲ Now call me picky if you like, but for a geezer that obviously smokes fags out of every pore, this kind of behaviour is just taking the mick.



Stryker



Slightly up-dated from his spell in *MK3* — you can now use his gun. This said, he's still a tad slow and those flipping grenades never seem to want to connect! His toss move is pretty good as the start of his combo.



Moves:
Trip — F, B, LP
Toss — F, F, HK
Gun — B, F, HP
Low Grenade — D, B, LP
2 Low Grenade — F, D, B, LP
High Grenade — D, B, HP
2 High Grenade — F, D, B, LP

Combos:
HK, HP, HP, D+LP
HK, HK, B+HK

Finishers:
Fatality 1 — (close) D, F, D, F,b (Bomb)
Fatality 2 — (far) F, F, F, LK (Tazer)
Brutality — HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK
Animality — (2 steps away) R, R, R, b (T-Rex)
Friendship — LP, R, R, LP (Cross Guard)
Babality — D, F, F, B, HP
Stage — F, U, U, HK





Smoke Cyber



Exactly the same as the Smoke in the ninja suit, but with a few new death moves thrown in. Not as good as his alter ego, simply because these robo versions all seem a little sluggish!

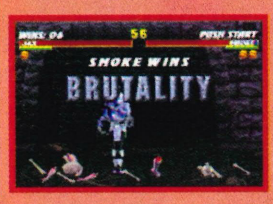


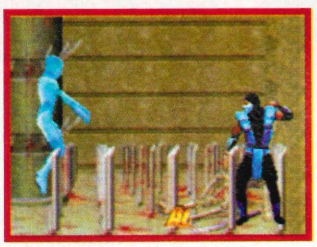


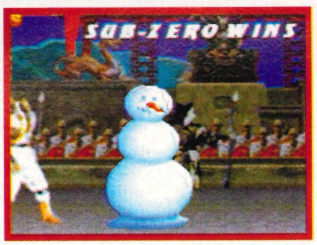
Moves:
Spear — B, B, LP
Teleport Uppercut — (air or ground) F, F, LK
Air Throw — b (close in air)
Invisibility — U, U, R

Combos:
HP, HP, LK, HK, LP
HP, HP, LP
b, b, LP, LP, HP, HP, b, b

Finishers:
Fatality 1 — (far) U, U, F, D (Planet Destruct)
Fatality 2 — (Sweep) Hld b+R D, D, F, U Rlse b+R (Bomb Pill)
Brutality — HP, LK, LK, HK,
Animality — (Out of sweep) D, F, F, b (Bull)
Friendship — (far) R, R, R, HK (Horn)
Babality — D, D, B, B, HK
Stage — F, F, D, LK







Sub-Zero

The only way to play the big fella is in his blue ninja suit — he looks so cool, now he's thankfully dropped his duff David Bowie style make-up from *MK3*. All the moves are practical and easy to perform, though his Fatalities are a little boring.



▲ **You don't scare me with your big, blue, glowing circle thingy. It's the lycra trousers that I find worrying...**

Motaro



Bosses, huh? Far too little scope in tactics to make you want to use him over and over. Bit of an afterthought bunging him in, we reckon...





■ **Moves:**
Fireball — F-D-B, HP
Toss — (close) F+LP
Sweep - B+LK
Grab and Smack — F, F, LP
Teleport — D, U

▲ **What's a horse doing wearing pants? Come to think of it, what's a man doing sprouting sheep horns? He's sure one mixed up guy...**



▲ **I said, I don't wear the red lippy and liner any more!**



■ **Moves:**
Freeze — D-F, LP
Slide — B+LP+b+LK
Ground Freeze — D-B, LK

■ **Combos:**
B+LK, B+HK, F+HK
HP, HP, B+LK, B+HK, F+HK
HP, HP, D+LP, D+HP

■ **Finishers:**
Fatality 1 — (close) D, D, D, F, HP (Head Rip — Censored)
Fatality 2 — (close) D, F, F, F, HP (Ice Pick)
Brutality — HP, LP, HP, b, LK, LK, HK, HK, LP, HP, LP
Animality —
Friendship —
Babality — D, F, F, HK
Stage — F, D, F, F, HP

Kombat Morphs:

Cyrax - b, b, b
Ermac - D, D, U
Jade - F, F, D, D, b
Jax - F, F, D, LP
J.Cage - B, B, D, LP
Kabal - LP, b, HK
Kano - B, F, b
Kitana - F, D, F, R
Kintaro - Hld LP 3 sec Rise
Liu Kang - 360 circle clockwise
Kung Lao - R, R, b, R
Mileena - R, b, HK
Noob - F, D, D, B, HK
Rain - R, b, LK
Rayden - D, B, F, LK
Reptile - R, b, b, HK
Scorpion - D, D, F, LP
Sektor - D, F, B, R
Sheeva - Hld LK F, D, F Rise LK
Sindel - B, D, B, LK
Smoke (Cyber) - F, F, LP
Sonya - D, R, LP, b
Sub-Zero - b, b, R, R

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Wave Race 64

Publisher: Nintendo • Developer: Nintendo • Players: 1 or 2
Price: £TBC • Released: TBA • Game Type: Racing

More used to a Lilo than a jetski? Then Nintendo's latest stunner might cause you a few problems, read on...



Who do you think you are?





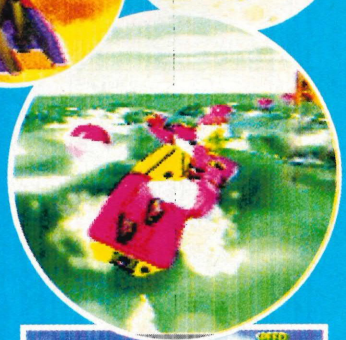




The first thing you need to do before starting a race, is to decide which of the four characters you're going to play with. All of them have different abilities and craft, which needs to be considered. Below is a chart, which should help you to choose the character best suited to your style, although for beginners I would strongly recommend using A.Stewart for the first few sessions.









Racer Information

	R. Hayami	A. Stewart	M. Jeter	D. Mariner
Country:	Japan	USA	Canada	USA
Age:	18	21	24	32
Sex:	Male	Female	Male	Male
Handling:	+ + +	+ + + +	+ + + + +	+
Grip:	+ + + +	+ + +	+	++
Collision Stability:	+ + +	+ +	+ + +	+ + + +
Maximum Speed:	+ + + +	+ +	+ + +	+ + + + +
Acceleration:	+ + +	+ + + + +	+ + +	+ +
Skill Level:	Beginner - A	Beginners	Intermediate -A	Advanced



Custom Job

You should stick with the normal settings for a few races before you attempt to customise your craft, then decide which areas of its performance need improving. Finding your ideal settings is really a matter of experimenting but here's a quick explanation of exactly what all those custom options mean:

Handling

This controls how the watercraft will turn and is dependent upon how far off-centre the Control Stick is pressed.

LIGHT — You'll turn very easily by just pushing the control stick a small amount.
HEAVY — Turning will require you to press the Control Stick further from the centre, making some of the tighter turns quite difficult to negotiate.



Engine

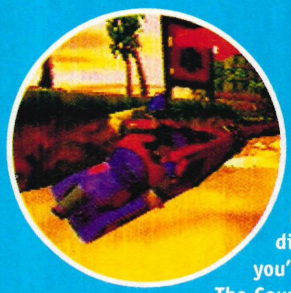
This determines the engine's top speed and how quickly you'll reach it.
DASH — Quicker acceleration for fast starts and coming out of corners quickly.
TOP END — Less acceleration but with a higher top speed, that'll normally see you catching up with the opposition not far from the start line.

Grip

Determined by the water resistance of your craft.
LOOSE — This will improve your top speed but also makes it a lot easier for you to fall off when cornering.
TIGHT — Your overall speed will decrease, but you are less likely to lose it on the corners.



G is For GO!



Just as the announcer shouts 'Go', you should hold down the accelerate button. If you time it correctly, you'll reach your maximum power level almost instantly. If you miss-time it slightly, then how far away you are from this 'perfect start' point will determine how many gates you need to pass through before reaching 'Maximum power!'

Most of the courses in *Wave Race* have three difficulty levels, others can only be raced when you've qualified for the more advanced categories. The Courses and corresponding levels are as follows:



Normal	Hard	Expert
Sunny Beach	Sunny Beach	Sunny Beach
Sunset Bay	Sunset Bay	Sunset Bay
Drake Lake	Drake Lake	Drake Lake
Marine Fortress	Marine Fortress	Marine Fortress
Port Blue	Port Blue	Port Blue
Southern Island	Twilight City	Twilight City
	Southern Island	Glacier Coast
		Southern Island



To make a new course accessible, you just have to reach it in a championship. Winning the championship will enable you to attempt a championship at a higher level, until you win the expert championship and are allowed to race all of the courses backwards. The points required to progress through each of the tournaments are as follows:

	Normal	Hard	Expert
1st round	1	2	2
2nd round	2	4	4
3rd round	4	6	8
4th round	8	10	12
5th round	12	14	16
6th round	16	21	23
7th round	28	30	
8th round	37		





Course Guides

Sunny Beach

The sun's shining and you've got a crowd to cheer you on — what could be better?



If you use this course to practice on in time trial mode, you should soon learn the best ways to take corners when trying trying to shave off hundredths of a second. The course doesn't really change that considerably for the harder level, although the extra mines can catch you out if you're not careful. Experiment with different craft settings on this level, to find those that suit you best. There isn't much that can go wrong on this level, so it could be your custom settings that make all the difference. Don't forget your sun tan lotion and Lilo for after the race!

Normal

The easiest course in the game, nothing more than an oval with a few slalom gates to pass through. To shave extra seconds of your top times, try to keep in a straight line when passing through the gates on the main straight before the finish.

Hard

Some of the slalom gates have become tighter, which means that it's no longer possible to pass through them in a straight line. There are also two mines about half way down the final straight but you'll normally avoid these, in the course of turning for the next gate. The last turn before the finish has become slightly steeper, so watch out — you'll need to turn in a bit earlier.

Expert

A few more mines have been added to the two on the hard course. You'll normally jump over these with a little help from a wave but you should make an effort to pass between them, in case the wave doesn't appear. The gates on the final turn are now incredibly tight and require you to turn very quickly. On the last lap it's normally a bit quicker to ignore the final gate (if you still have that option)and go straight on for the finish. 64





Sunset Bay



This excellent course is probably the office favourite – not only does it have some very interesting waves but its ramp and straights provide an ideal opportunity to show off with tricks, when you're far out in front! Keep an eye out for the killer whale who occasionally puts in an appearance on the home straight, all we need now is for someone to find the cheat that allows you to ride on it. Wouldn't fancy getting that one through a stunt ring!

Fairly straight forward course, with the sun setting as you race. Aah...







Normal

A great course, which will see you really learning to use the waves to your advantage. Whenever you find yourself jumping over a wave or ramp, turn in the air to face the direction you need to go when you land. Once you've learned the quickest routes through the corners, you should find yourself leaving the opposition in your wake. As with the last course, you can cut out the very last gate to save a little time.

Hard

An extra gate on the main straight makes turning into the next corner much harder and a mass of mines almost rules out the option of cutting out the final gate. Other than that, the only real difference between this and the normal course is that the gates before and after the ramp are a little closer together, so line up your jump before it's too late.

Expert

The extra gates and new positions of existing ones, make this course a lot tougher than the hard one. The most noticeable of these are the ramp gates, which are now positioned in such a way that you have to hit the jump at an angle to pass through them both. The straight after this has also become a lot more tricky and you'll need to really use the high waves to your advantage if you're going to make it safely through all of the gates. 64

Drake Lake

If anyone manages to grab one of the passing ducks, let us know — we tried for hours with no success!



The mist on this level can make it a little difficult to see the markers ahead, but when it clears you'll be treated to some reflections in the water that'll make you glad you got your N64! This course is one of those that gets a LOT harder as you move up through the difficulty levels. The main thing is to work out a satisfactory route and then stick to it wherever possible. Don't try to take the shortcut across the small island – it'll actually slow you down considerably.



Normal

The mist, which obscures your view on the first couple of laps, can make this difficult on your first few goes, but once you've played it a few times you'll hardly even notice it. After the first slalom you need to take a hard left, before going around the island. The route to the left of the island is a bit easier but going to the right is definitely a bit quicker if done well. The small posts sticking out of the water shouldn't be too much of a problem, because you can pass through the gates without really getting caught in amongst them.

Hard

The addition of a gate, in amongst the posts at the end of the lap, is your main worry here. The best way to pass through this without falling off, is to approach the post area from the right and then take a straight line through them. As soon as you start trying to turn while you're amongst them, you'll more than likely end up taking a dip. The five gates in quick succession are relatively easy to pass through, as long as you turn into each one quite early — you must allow for the fact that you're still turning out of the last one.

Expert

Same as before but with another gate in amongst the posts, which makes this section of the course very difficult. You should still approach it from the right but after that there are any number of routes through. The best advice I can give, is that you should learn a relatively safe route through and then stick to it every time you play — if you start trying new moves you're going to regret it! 64

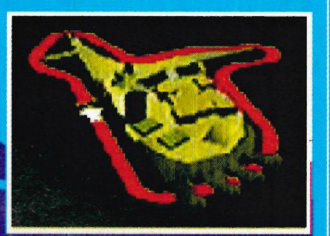


Marine Fortress

Wild waves and several obstacles make this one a tall order for the beginner.

Normal

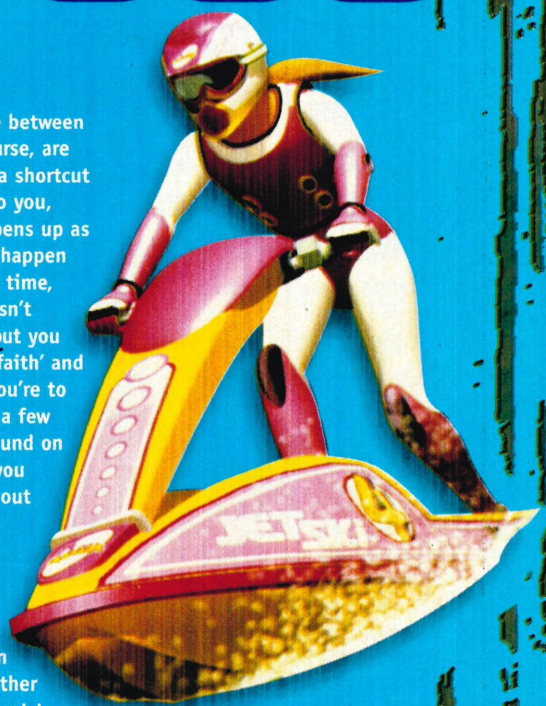
Just after the start line there is a wall directly in front of you. This can be cleared easily if the waves are on your side but if you fail to catch one, you'll end up going right into it and falling off. The first two right hand corners need to be taken quite tight, so that you can pass through the gates, but be careful not to take them so close to the wall that you hit it!



The hardest thing about this course, is trying to judge whether or not you're going to catch the first big wave in time to jump over the barrier. It's a lot safer to take the long way round but if you catch the wave just right, you'll find yourself wishing you had a parachute!

Hard

The only real difference between this and the normal course, are that on the second lap a shortcut will become available to you, whereby a large gate opens up as you approach it. If you happen to be in the lead at the time, it'll look like the gate isn't going to open in time but you have to take a 'leap of faith' and head straight for it if you're to stay in front. There are a few more boxes floating around on this course as well, so you need to be on the look out for them.



Expert

Lots more boxes, including a couple down the shortcut passage. Other than that, it's no different to the hard course. 64



Port Blue



Not sure where the 'Blue' comes from, but this course is good for beginners and experts alike.

Normal

This is the first time you'll encounter the narrow tunnels. They're straight, so as long as your approach is good they shouldn't cause you any problems. Watch out for the oil drums floating in the area between the two tunnels — there are only a few of them but it's all too easy to get caught out. The ramps at the end of the course are best avoided if you're in a race, because although they look good, they actually slow you down quite a lot.



Hard

The few gates that have been added this time around, don't really make that much difference. The main feature of this course is that a shortcut tunnel is now accessible, just to the right of the first tunnel. This cuts out the area between the two tunnels you would normally go through but it is incredibly twisty, to the extent that it should only be attempted by people whose craft can turn very sharply.

Expert

The shortcut is no longer optional — it's the only way to go, since the normal route has been closed off. The other difference with the expert course is that the ramps can't be avoided anymore, because they cover the entire width of the course. Try to approach them in such a way that you don't have to make a sharp turn upon landing, because this will take longer and make it more difficult to pass through the gates on the way to the finish line. 64

To take the shortcut shown below (compulsory on expert level) you'll probably need to play around with your custom settings – most of the craft will only get round the tight turns by using the walls! A high grip setting is a good idea, because otherwise some of the tight corners will send you into the water. Try not to go mad on the jumps at the end of the circuit, because you'll be amazed at just how much time you can lose by doing a stunt, or even just taking the wrong racing line. Some of the markers are very far apart, so be especially careful not to miss any of them, because it'll take longer for you to get back up to 'Maximum Power'.

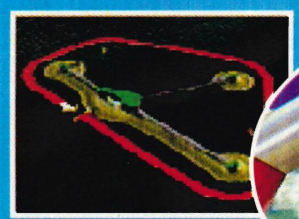




A superb, varied course, which is different every lap and has great shortcuts!

On the first lap, you have the opportunity to take this slightly unorthodox shortcut. Aim roughly for the middle of the ramp and then go for a submarine trick. On the following laps you won't be able to use the ramp but can take the same route, simply by going under the pier. Some of the trickiest waves in the game, along with the shipwreck and tidal effects, make this the best course by far!

Southern Island









Normal

Probably the best course in the game, because of the way the tide goes out during the race, which makes every lap different. On the first lap there's a superb shortcut, for those of you who are brave enough to attempt it. Just after the small poles sticking out of the water, you'll see a large ramp. If you go up the middle of this and then perform a submarine stunt, you can go under the pier and cut out a section of the course. The tide will have gone out by the time you reach this again, meaning that you can't get onto the ramp. Don't worry though, because the pier is now out of the water which means you can pass underneath it without having to do any stunts. The gate off to the right can be ignored, because even though you're miles away from it, you're still passing it on the correct side. As the tide goes out even further on the last lap, you'll find that some of the gates are very close to the shore — all you can do really is try to avoid getting beached, although this is sometimes a lot more difficult than it sounds.

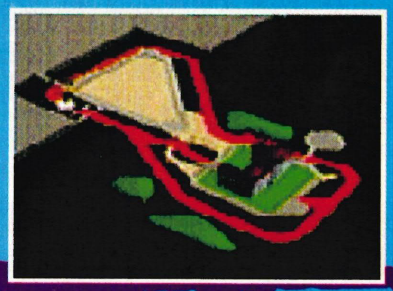
Hard

The waves get a lot bigger now, which can make certain areas of the course much more difficult, namely the jumps. Lining up the jump over the ship and then going through the gates on the other side is quite difficult but can be done successfully, if you concentrate on staying in a straight line.

Expert

With the gates coming closer together, this turns into quite a difficult course but if you've got the hang of dealing with the large waves this shouldn't really trouble you any more than the hard level. Besides, if you've managed to reach this course on the expert level you're probably more than capable of staying on your craft by now. 64

Twilight City





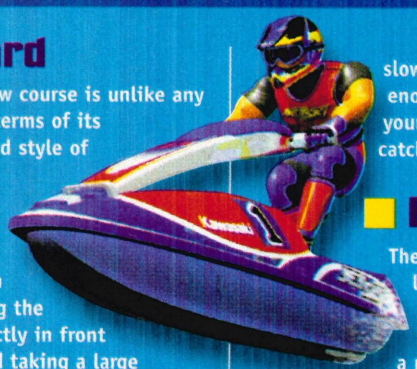
An unlikely but nevertheless superb bonus course!

This course is a poser's heaven, plenty of opportunities for tricks and an amazing setting. Be sure to use the first ramp as a shortcut on advanced mode, but check to see if your craft is powerful enough to make it in an Expert race. Notice that the jumps actually have 'Jump' written on them – that's useful!



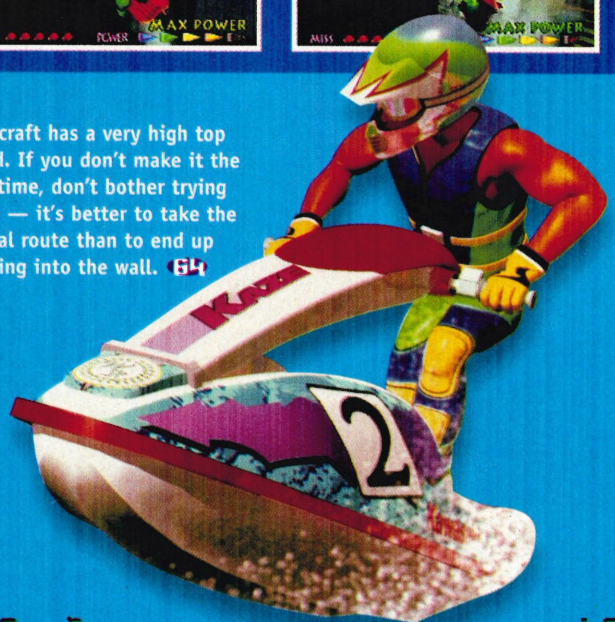
Hard

This narrow course is unlike any other, in terms of its setting and style of racing. As soon as you start, you have the option of jumping the ramp directly in front of you and taking a large shortcut. A lot of the course is made up of jumps like this, which help you to avoid the mines scattered around in places. Missing the ramps isn't too disastrous but will often slow you down enough for one of your opponents to catch up.



Expert

The waves are a lot bigger on this level, which can be a problem when you're trying to line up a jump. The course layout seems to be the same, except that the first ramp has been moved further from the wall, meaning that you won't be able to clear it unless your craft has a very high top speed. If you don't make it the first time, don't bother trying again — it's better to take the normal route than to end up crashing into the wall. 64





Glacier Coast

Top up your anti-freeze and get your thermals on! You're about to find out why this is primarily a 'Fair weather' sport!

Expert

If you've managed to qualify for this course, then you're obviously pretty good on your jet ski. This is quite different to all of the other courses, in that its obstacles are unlike any you've encountered before. At the end of the first straight is a sloping piece of ice, which you should go to one side of to take the right hander. Going left is easiest but takes a little longer. At the end of the narrow passage is a wide area, just before you go onto the sheet of ice. Keep left here and then turn right before you go onto the ice. Once you're on there you won't be able to turn, so you need to line up your approach so that you make it through the gate at the end. The small icebergs shatter when you hit them but still knock you off your craft if you're travelling at any kind of speed. 64



If you enjoy playing in the snow in the winter, then you'll love this 'Experts only' course. It's got huge ramps, plenty of obstacles and a couple of nice long straights. In the stunt mode you can apparently get a triple flip off the biggest ramp – although you'll need to use the fastest jetski in the game to stand a chance. Let us know if you do it, because we'd love to know how many points it scores.



Tricks and Stunts

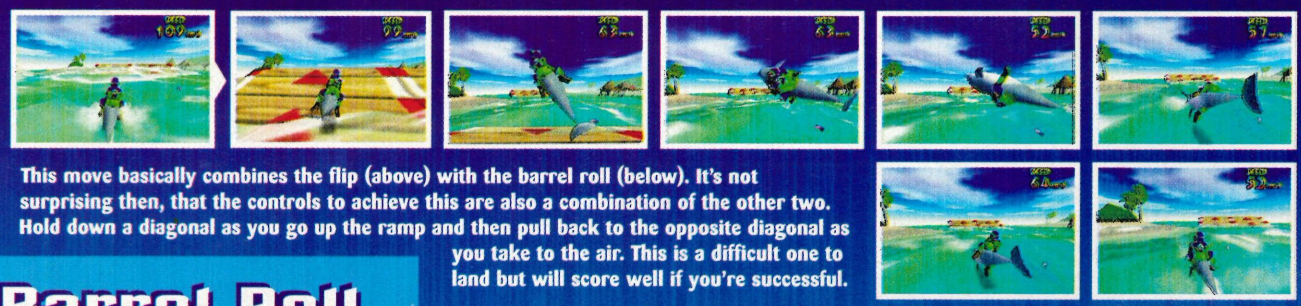
These are the perfect way to taunt an opponent who's lagging behind... enjoy!

Flip



Surprisingly, this is one of the easiest tricks to pull off, without getting a mouthful of seaweed for your trouble. Simply push up on the control stick as you hit the ramp and then pull down as you take off. Quite a high scoring move and one that doesn't slow you down too much if you're in a race. Practice it and then try for the double! You'll be glad you did.

Flip-Roll



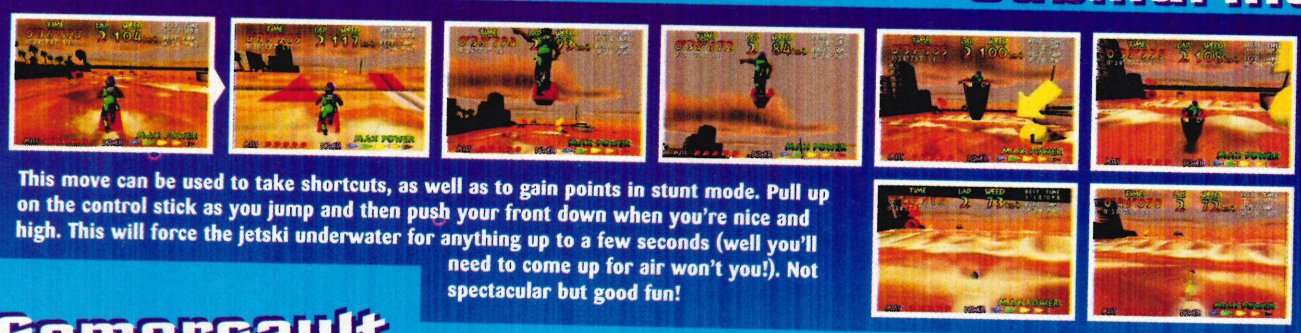
This move basically combines the flip (above) with the barrel roll (below). It's not surprising then, that the controls to achieve this are also a combination of the other two. Hold down a diagonal as you go up the ramp and then pull back to the opposite diagonal as you take to the air. This is a difficult one to land but will score well if you're successful.

Barrel Roll



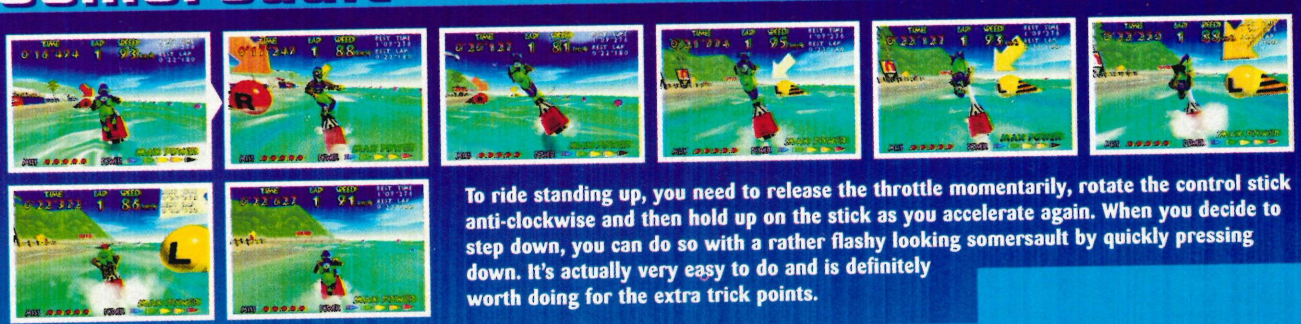
To perform the barrel roll, you should push either left or right as you go up the ramp and then pull the stick back in the opposite direction as you fly off the end. You have a certain amount of control in the air, so this one's not too difficult to land. The main thing to be careful of, is that you don't push left or right too soon and stray off course.

Submarine



This move can be used to take shortcuts, as well as to gain points in stunt mode. Pull up on the control stick as you jump and then push your front down when you're nice and high. This will force the jetski underwater for anything up to a few seconds (well you'll need to come up for air won't you!). Not spectacular but good fun!

Somersault



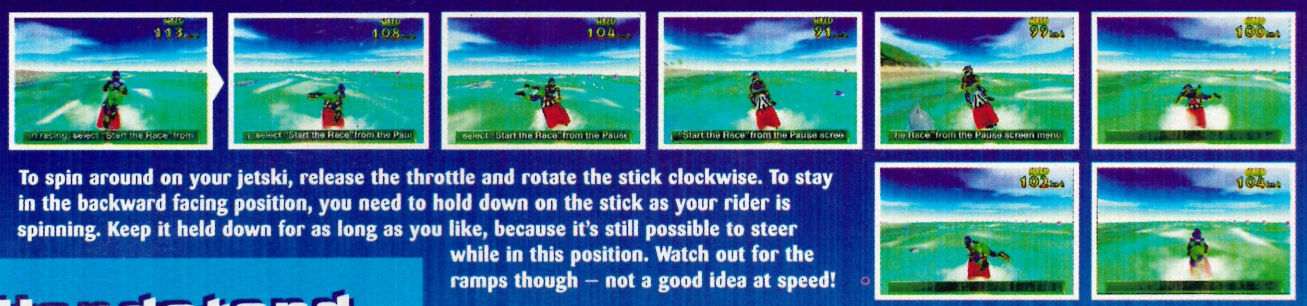
To ride standing up, you need to release the throttle momentarily, rotate the control stick anti-clockwise and then hold up on the stick as you accelerate again. When you decide to step down, you can do so with a rather flashy looking somersault by quickly pressing down. It's actually very easy to do and is definitely worth doing for the extra trick points.

Double Flip



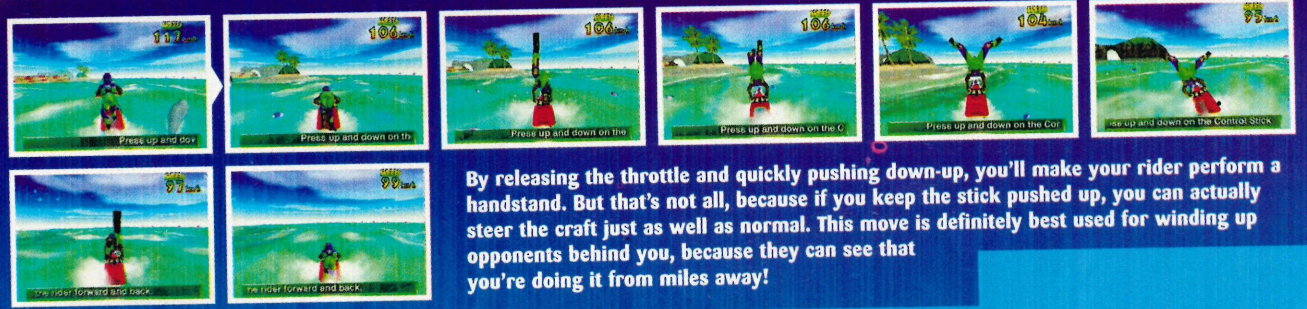
The double flip is performed in exactly the same way as the single, except that you have to get some really good airtime to pull it off. More difficult on the smaller ramps, but this is taken into account when points are awarded. It's apparently possible to do a triple flip on the Glacier Coast ramp, worth a try!

Riding Backwards



To spin around on your jetski, release the throttle and rotate the stick clockwise. To stay in the backward facing position, you need to hold down on the stick as your rider is spinning. Keep it held down for as long as you like, because it's still possible to steer while in this position. Watch out for the ramps though – not a good idea at speed!

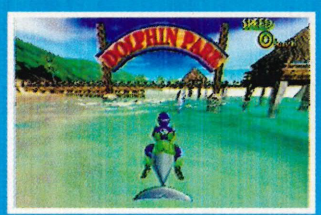
Handstand



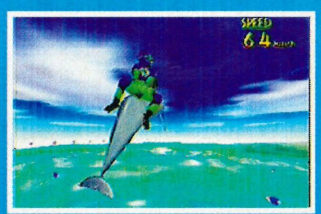
By releasing the throttle and quickly pushing down-up, you'll make your rider perform a handstand. But that's not all, because if you keep the stick pushed up, you can actually steer the craft just as well as normal. This move is definitely best used for winding up opponents behind you, because they can see that you're doing it from miles away!

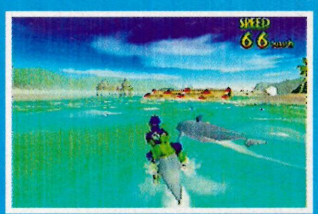
Cheats

They call him Flipper!









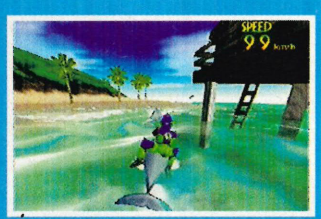
If you're getting bored of the jetskis in *Wave Race*, maybe a dolphin would be more to your taste. To access this cheat, you need to perform the following stunts, in order and without missing a single ring. Select the Stunt Mode and play in Dolphin Park, if you do this successfully you'll hear a dolphin squeaking after you cross the finish line.

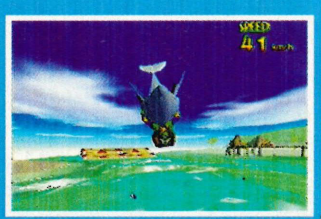
1. Handstand (press down then up)
2. Spin, ie. "backwards ride" (move stick clockwise)
3. Stand (move stick counterclockwise)
4. Somersault (down)
5. Roll left (off ramp — tap right and hold left)
6. Roll right (off ramp — tap left and hold right)
7. Flip (off ramp — hold up and snap down)
8. Dive (off ramp — hold down and snap up)

Now select Championship Mode, then Warm Up. When selecting your character, hold down on the control stick and when you start, you'll be riding a dolphin. This cheat will be saved to your cart. so you'll never need to do it again.

Changing Colours

Holding up on the control stick as you select your character will give you the option of choosing the alternate colour scheme, usually reserved for a second player.





TOTAL internet

The Essential Internet Magazine



On Sale Now

Pilot Wings 64

Become a master of the skies, with our tips on all the skills you need to perfect your flying techniques for the rocket-pack, hang-glider and gyrocopter.

Publisher: Nintendo • Developer: Nintendo • Players: 1
Price: £TBC • Released: Out Now • Game Type: Flying







Who is the best character to use for each event?



Hang Glider: Goose



Birdman: Lark



Rocket Belt: Ibis



Cannonball: Robin



Gyrocopter: Hawk



Sky Diving: Goose



Jumble Hopper: Kiwi

Beginner Class



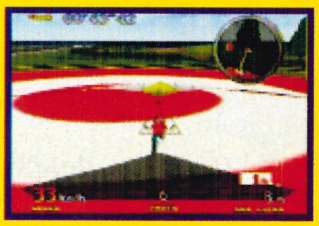


Hang Glider

Recommended Character — Lark/Kiwi

Catch the first thermal and fly through the three rings. Use the blue button to slow down, for a gentle decent and landing.





Rocket Pack

Recommended Character — Hawk/Robin

Pop the balloon and return to the landing pad. Use the radar to locate the balloon and the second view for landing. We recommended that you use the Z button for gentle landing.











Gyrocopter

Recommended Character — Lark/Kiwi

Accelerate using the blue button and fly through the rings in order of their distance. Turn and begin decelerating for a gentle landing.



Class A

Hang Glider

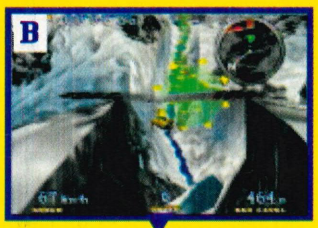
Recommended Character — Goose/Ibis

A. Catch the first thermal and glide in to take a photo of the flame. Try to get the flame as large and centred as possible. Decelerate using the blue button for a gentle landing.









B. Immediately push your glider down to fly through as many rings as possible, then pull sharply up and to the left to make your way towards the landing area.









B. Destroy the 3 targets —use the Z button to launch your missile when you're lined up.







Gyrocopter

Recommended Character — Hawk/Robin

A. Fly through all the rings using the radar. Use the angle that the rings are positioned at to make your way to the next ring.















Rocket Pack

Recommended Character — Hawk/Robin

A. Make your way through the rings in as little time as possible, then make your way towards the target and a gentle landing.

B. Land on each of the floating pads following your radar and make your way towards the landing pad.



Class B







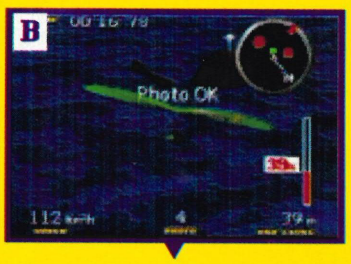
Hang Glider

Recommended Character — Goose/Ibis

A. Use the thermals in order of altitude, to climb up to 400 m. Once this altitude is achieved, go towards landing site.

B. Take a picture of the whale, catch lowest thermal, then make your way towards the fountain. Take some pictures, then catch the thermal and land.

C. Catch a thermal, circling inside until the clock reaches 2:30, then descend to land.

















Rocket Pack

Recommended Character — Hawk/Robin

A. Pop all the balloons in as little time as possible, then land. Pop each of the smaller balloons that come out of the large balloon as quickly as possible, otherwise they will roll away.

B. Fly through all the rings and make way towards landing point. Try to fly through the time rings — they give you more points than the bonus rings, then land.

C. Push the ball into the goal. This is easier to do if you keep the ball in the air.



































Gyrocopter

Recommended Character — Lark/Kiwi

A. Fly through all the rings using radar to find way. Try to get through the bonus rings under the bridges because they give you more points.
B. Destroy the 10 missile targets using radar to find way — it's easier if you go slower. Missiles are affected by the wind — take this into consideration when firing.

C. Hit the Mecca Hawk 5 times and don't get hit by rocks. Try to stay low and with him for the entire time — I found it faster to just kill him.

Pilot Class















Rocket Pack

Recommended Character — Hawk/Robin

A. Fly though the cavern as fast as possible — USE Z!!!
The second view comes in handy when descending.

B. Push the balloon into the goal as quickly as possible.

C. Land on the floating pads in order. Use your radar to locate them. Your fuel is filled each time you land on a pad.









Hang Glider

Recommended Character — Goose/Ibis

A. Try to get as high as you can using the thermals within 4 minutes. Time does not matter in this event, so only come down when the 4 minutes are over. Always look for the closest thermal that's low enough for you to ride. You'll find it easier to climb up higher when you're going slowly in the thermal.

B. Fly through 8 of the 15 rings — all of them are worth the same amount of points. Always watch your altitude and look out for thermals.

C. Take a photos of Missi, the cruise ship and the space shuttle as well.
First locate them on radar to line up for your pictures. Get close and centred. Try to get as high as possible, so you can get close enough to score big points on the space shuttle photos.



























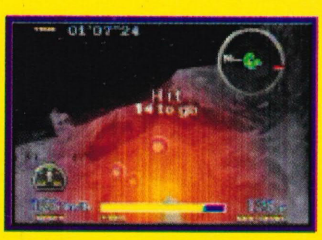
Gyrocopter

Recommended Character — Hawk/Robin

A. Fly through all of the blue rings and as many bonus rings as possible. Check the radar for the location of the next ring. Each time you fly through a blue ring, the next will appear. Once again, use the angle that the ring is located at to find next one.

B. Destroy 20 of the 30 balloons by ramming them or shooting them. Try to line up a couple at a time, then unload your arsenal.

C. Destroy Mecca Hawk with 5 missile hits. By attacking from high altitudes, it is easier to avoid ice chunks. Mecca Hawk cannot be harmed under water, so don't waste your missiles.











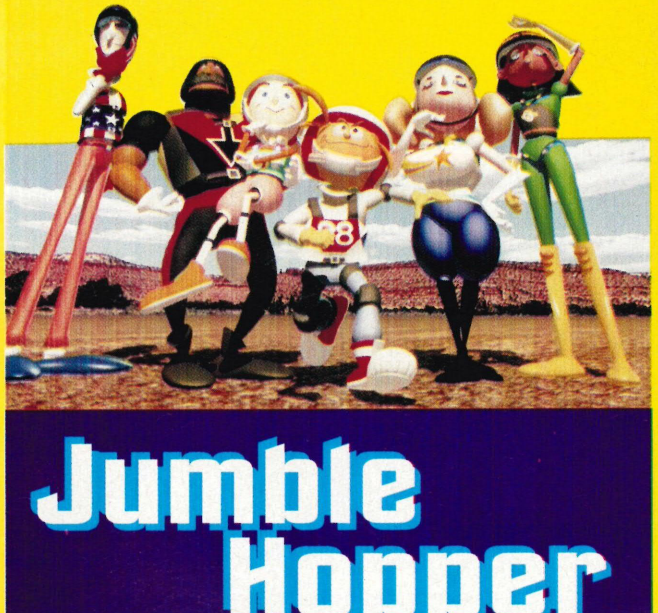
Extra Courses

If you have completed a perfect run through all of the missions on offer, you'll be rewarded with the chance to test your skills on a range of cunning extra courses. Be warned these new levels are not easy!

Cannonball

Recommended Character – Hawk/ Robin

The object of this course is to shoot the targets. Always take the wind into consideration and use your first shot to position the next.



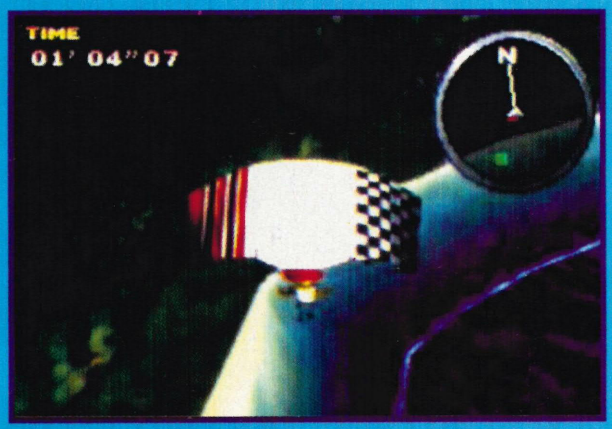
Jumble Hopper

Recommended Character – Hawk/ Robin

Use the radar to locate your desired target. Then try to jump at a 45 degree angle, as this provides the fastest and longest jump.



Sky Diving



Recommended Character – Goose/ Ibis

Form the required formation then make your landing run. While holding the formation together, keep tapping the blue button to ensure that you hold out for the whole of the count.

End Game

There are three endings. They are all the same, except each takes place during a different time of day:

Morning

If you complete all of the regular Missions.

Noon

If you complete all of the regular Missions, plus all of the Extra Games with Gold Medals.

Night

The last ending is only seen if you complete all of the regular Missions and Extra Games —with perfect scores.

Cheats



Warp between the Cities in Little States

There is an airplane hanger just north of the Seattle Space Needle that has a yellow and black stripped square in front of it. Using the Rocketbelt, land on the square and face the hanger. You will see a small gap between the doors of the hanger. Fly into this hanger and land. When you exit the hanger you will be in Florida by the Shuttle. Enter this hanger and exit again and you will find yourself back in Seattle once more.

When entering the hangar: you must fly through the top half of the gap. If you fly through the lower portion though, you will not be transported.

With the Jet Pack, head to New York and land in Central Park. Just to the west is a green building with a ground level entrance. Fly out the opposite door and you'll end up in San Francisco. You can also fly back to New York.











Wario For President

In the Cannon Mode, aim at the Mario face on Mt. Rushmore. If you hit him in the face, you'll get a surprise. When the camera pans out, you'll notice that Mario's image in Mt. Rushmore has been replaced by Wario. You can get the same results by shooting Mario's nose in the gyrocopter.











Unlimited Fuel

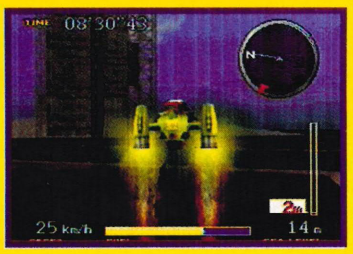
There is a gas station in the Little States that will give you unlimited fuel for free! This handy extra is located at a road junction in the southeast, between the space shuttle launch pad in Florida and the Mississippi River. Just land in the parking lot, between the sign and the building, and cross or touch the centre line. Your fuel tank will be filled automatically.

If you're flying the gyrocopter, just be sure not to come to a complete stop, or the stage will come to an end.







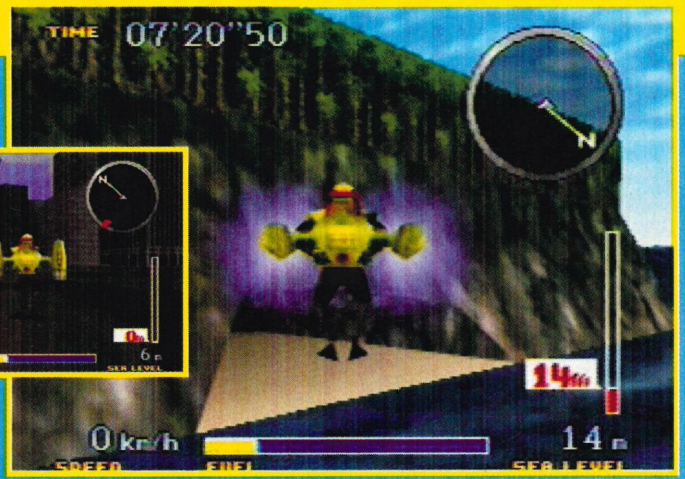




The Birdman Stars

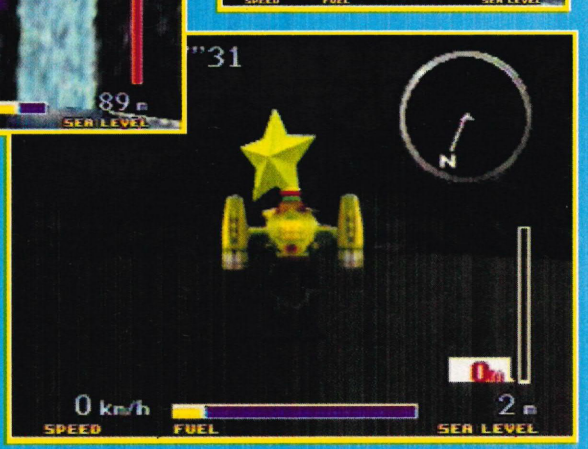












Crescent Island:
In a hidden cove on the beach.

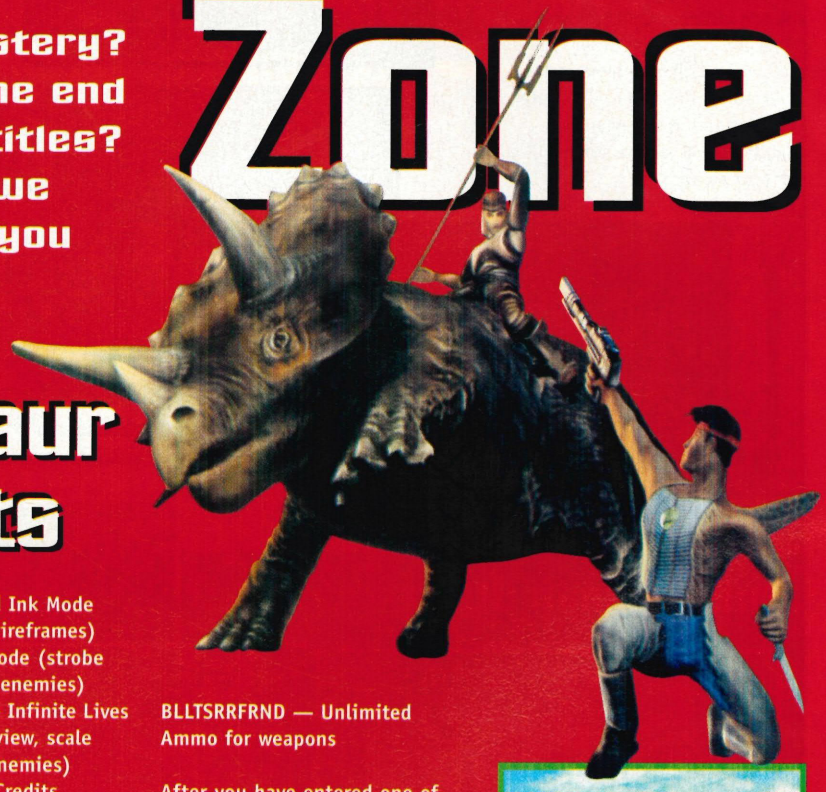
Holiday Island:
There is a small arch off the side of the island, almost like a small tunnel. If you fly under it with one of the vehicles, you'll see a star — touch it and you'll be instantly transported to Birdman on Holiday Island . Also if you, CAREFULLY, fly into the small cave beneath the castle and fly back out, you will find that it has become night time.

Everfrost Island:
To reach the star here, you have to first find the small area where there are a lot of small waterfalls. At the top of the waterfalls are two caves. Go into the one on the right and fly through there to find the star. Also, if you fly to the top of the highest peak you'll find an N64 flag.

Little States:
To find the star you must travel to New York City Once there, land in Central Park and the star will be there waiting for you.

The Cheat Zone

Is success in your N64 games, seemingly a mystery? Think you'll never see the end sequence of your fave titles? Well fear not, because we have all the answers — you are now living in a N64 cheater's paradise!!



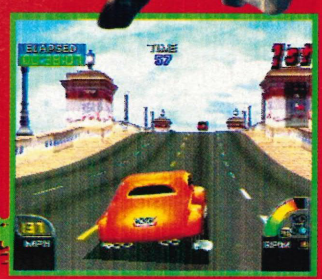
Turok: Dinosaur Hunter Cheats

Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T- Rexs from scaring the pants off you!

Here are some codes for *Turok* that you should enter at the cheats screen:

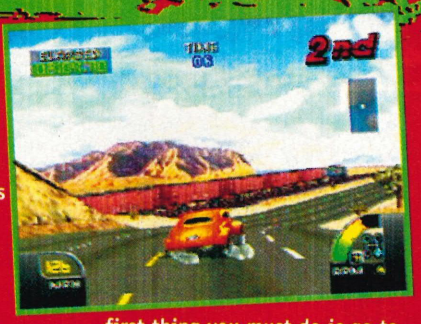
DLKTDR — Pen and Ink Mode (black and white wireframes)
SNFFRR — Disco Mode (strobe lights and dancing enemies)
FRTHSTHTTRLSCK — Infinite Lives
THBST — Gallery (view, scale and rotate all 3D enemies)
FDTHMGS — Show Credits
THSSLKSCL — Spirit Mode (gives invincibility and slow moving enemies)
CMGTSMMGGTS — All Weapons
BLLTSRRFRND — Unlimited Ammo for weapons

After you have entered one of the above cheats, you will be able to access a new option called "Cheat Menu." Enter this option and you can now select each cheat to be turned ON/OFF.



Crusin' USA

Some cheats to add that much needed breath of new life, into the rather ordinary racer. They don't help that much but if you did buy it, these might cheer you up a bit.



Access to the Other Courses

By doing this cheat, you'll have access to three of the levels that you race on when you "Cruise the USA" but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times, without having to cruise the whole USA first. The first thing you must do,is go to the course select screen. Now hold down these button combinations:
Golden Gate Park — Left C, Bottom C and L (on top of the controller)
Indiana — Top C, Right C and L (on top of the controller)
San Francisco — Right C, Bottom C and L (on top of the controller)

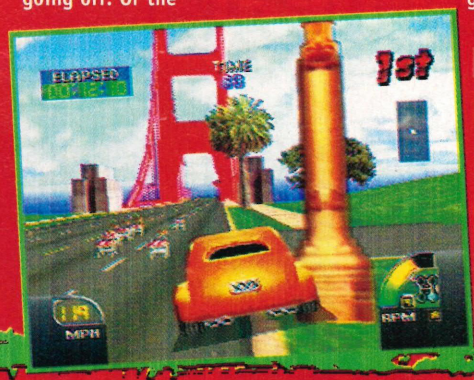
Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time. If you hold down those buttons over the '63 Muscle Car (leftmost car) then you can choose the Jeep.
If you hold down those buttons over the La Bomba (second from the left) then you can choose the School Bus. And if you hold them down over the Devastator VI (the gray car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing.

Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left.) If you chose the police car or school bus, get

a hot time and you're at the bottom of the list, a spooky disembodied head will come rolling across the screen, saying "I love this job."
Exit the "Hot Times" screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you did everything correctly, the lights on your police car will be flashing and your siren will be going off. Or the lights on the school bus will be going off.



Nitro Boost

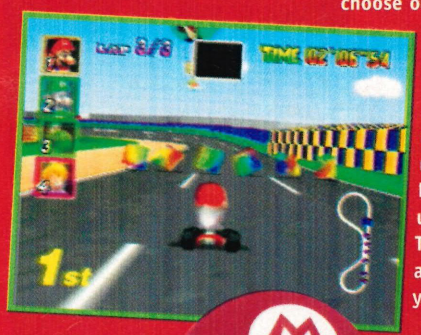
This code is activated the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists" scroll to the bottom of the list, and then hold down the left for about 35 seconds, until the head comes rolling across the screen.
Using any car in any race, you can now get a Nitrous Boost by press Brake, Brake, Brake, Gas, Brake, Gas.
You can only use this once for every checkpoint passed.

Mario Kart

A couple of cheats to spice up your copy of *Mario Kart 64*, not that you could really improve on this fella!

Race Against the Course Ghosts: *Mario Kart 64* has three perfect time trial boards. Secretly programmed into the game are "course ghosts" that represent the development team's best time trial runs for those boards. The ghosts will follow the exact same path that corresponds with their time. The first thing you must do, is go into the Time Trial mode and pick your player. Next, you must choose one of the levels below and get a time better than what is listed.





Luigi Raceway — under 1'52"00
Mario Raceway — under 1'30"00
Royal Raceway — under 2'40"00
The course ghosts are automatically saved to your cartridge.



Boost Trick

Hold down the R button to slide around a corner and, while you continue to hold down the button, you must "steer" the joystick to the opposite direction and back. If you did that correctly, the smoke will change from white to yellow. Repeat the "steering" motion again, and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on-screen, you'll notice your speed go up for a few seconds.



Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Then, go into GP mode and you find a new option — extra. Wham, bam — you can now race on mirrored tracks!

Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should be able to achieve the speed burst that you'll need!

NBA Hangtime Cheats

Show off to all your mates, with all the cheats you'd ever need for the N64's version of the classic Basketball game, *NBA Jam*.

Player Clones

Fancy having two Dennis Rodmans on one team (and double the cack hair do's)? By using this code, you can now achieve your goal by cloning your player. To access a clone, just enter their last name — see list below — and "0000" for the PIN number. For example, enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of the duplicate players available:

Ahrdwy	(Penny Hardaway)
Cliffr	(Cliff Robinson)
Davidr	(David Robinson)
Dream	(Hakeem Olajuwon)
Elliot	(Sean Elliot)
Ewing	(Patrick Ewing)
Glennr	(Glenn Robinson)
Ghill	(Grant Hill)
Hgrant	(Horace Grant)
Johnsn	(Larry Johnson)
Kemp	(Shawn Kemp)
Kidd	(Jason Kidd)
Malone	(Karl Malone)
Miller	(Reggie Miller)
Motumb	(Dikembe Mutumbo)
Mourng	(Alonzo Mourning)
Mursan	(Gheorghe Muresan)
Pippen	(Scottie Pippen)
Rodman	(Dennis Rodman)
Rice	(Glen Rice)
Smits	(Rik Smits)
Stackh	(Jerry Stackhouse)
Starks	(John Starks)
Webb	(Spud Webb)
Webber	(Chris Webber)

Hidden Players

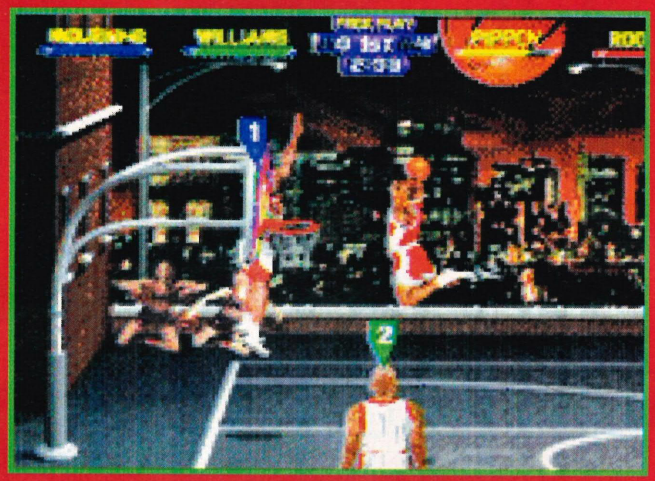
As with *NBA Jam* you can access a huge amount of secret characters, some of which are a tad bizarre! The name that you should enter is in boldface. The PIN number you need to enter is in blue.

Amrich (Dan Amrich) 2020
Bardo (Bardo) 6000
Carlos (Carlos Pesina) 1010
Daniel (Dan Thompson) 0604
Danr (Dan Roan) 0000
Divita (Sal Divita) 0201
Eddie (Eddie Ferrier) 6213
Eugene (Geer) 6767
Jamie (Jamie Rivett) 1000
Japple (Japple) 6660
JC (John Carlton) 0000
Jfer (Jennifer Hedrick) 0503
Jonhey (Jon Hey) 6000
Kombat (Ed Boon) 0004
Marty (Martinez) 1010
Mednik (Mednik) 6000
Minife (Minife) 5000
Morris (Air Morris) 6000
Mortal (John Tobias) 0004
Munday (Larry Munday) 5432
MXV (Vinikour) 1014



Nick (Nick Ehrlich) 7000
Nfunk (Neil Funk) 0101
Patf (Pat Fitzgerald) 2000
Perry (Matthew Perry) 3500
Quin (Kevin Quinn) 0330
Root (John Root) 6000
Shawn (Shawn Liptak) 0123





Sno (Sheridan Oursler) 0103
Turmel (Mark Turmell) 0322

Access secret play modes

The following codes are entered at the "Tonight's Matchup" screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number. It's much like the Kombat Kodes on *MK Trilogy*.

025 — Baby Sized Players
048 — No Music
111 — Tournament Mode
120 — Fast Passing
273 — Stealth Turbo
390 — No Pushing
461 — Unlimited Turbo
552 — Hyper Speed
610 — No Codes Allowed
616 — Block Power
709 — Quick Hands
802 — Maximum Power
937 — Goal Tending

Further secret codes

To enter the following codes, just enter the sequences below whenever the screen switches from team select, to Tonight's Matchup. The cheat box should flash if you do them correctly.

Big Heads
Hold Up, press Turbo and Pass at same time
Huge Heads
Up, Up, Pass, Turbo
Shot Percentage On
Rotate D-Pad clockwise starting with Up
No Tag Arrow
Left, Left, Pass, Turbo



No Drift
Down, Down, Shoot, Turbo
No CPU Assistance
Hold Right (on the D-Pad) and press Pass, Pass
Rooftop Jam
Hold Left, then press Turbo three times
All-American Basketball
Hold Right (on stick) and press shoot, turbo, pass

Random Team Select

To have your team selected for you, press Up and Turbo at the team select screen and there you go.

Change Rodman's hair colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the man's hair to different colours.

J- League

Probably the best Footie game ever has just got a little bit silly!

Two New Teams

There are two ways that you can get these two new teams:

Play through and beat the league mode — which is bleeding hard!

Or simply enter the following code (at the title screen):

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, and then hold down Z and press Start, now that was much easier.



Big Head Players

To increase the size of your player's heads, a la *NBA Jam*, just enter the following code at the title screen: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft!





Pilotwings 64

Excellent flying sim, excellent cheats and of course an excellent cheat section!



Find the Birdman Stars

To play as the birdman, fly through one of the special stars located on the following levels.

Holiday Island — Under the natural arch on the beach

Crescent Island — In a hidden cove on the beach

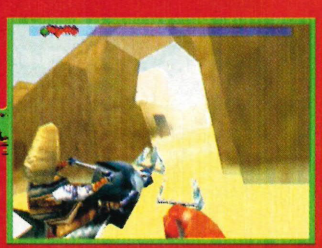
Little States Island — In Central Park in New York

Arctic Island — Deep inside the cave at the base of the waterfall.

We suggest using the Jet-Pac to find these areas.

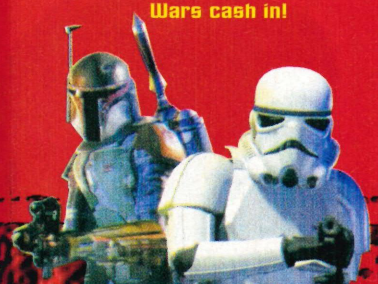
Get a perfect 100 on Jumble Hopper.

Jump between the building you start on and the building in front. You will notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. You are teleported to near to the end of the level. You can get top score of 100 every time.



Shadows of the Empire

Maybe it is worth collecting all those pesky challenge points in the awful Star Wars cash in!



Challenge Points

Collect all the challenge points on the Easy setting — during the game hold down the camera button for five seconds and you get the Leebo Scanner

Collect all the challenge points on the Medium setting and 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 Outrider.

Collect all challenge points on Hard setting and in the game you get invincibility for 30 seconds and start with all 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.

Wave Race 64

Ever fancied riding on the back of a dolphin, well here's your chance! Well, as long as you follow your words that is!



Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that, a fourth option called Reverse will appear underneath Expert. You can now race backwards on the tracks.

Massive Scores

To rack up huge amount of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts wailing. If you do it right, you should get tons of a massive score for the easy tricks.

Use the Same Racer in Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer. Press up on controller two and press Start to have player 1's default colour. Then, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

New Stunts

Double Flip Stunt:

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip. Instead of making the character do one complete flip, hold the down button longer so he does another turn. If you do it correctly he will land perfectly and ride on.



Helicopter Stunt:

This is a variation of the flip where you spin sideways. When you are on the ramp, turn sharply diagonal left-up or diagonal right-up, then hold down to do a sideways flip.

Helicopter into a Flip Stunt:

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move but then he will rotate so he is an upright position and does another flip.

Triple Flip:

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp and start doing the flip and hold down. You need a lot of speed for this one, so do not try to do any turns, as they will slow you down or stop you completely.

Dolphin Racer!

To be like that horrible kid in Flipper, follow these words. Select the Stunt Mode and play in Dolphin Park. From there you need to go through all the rings and do all the stunts (listed below), which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

Dolphin Tricks

Handstand (off throttle — press down and up)
Spin, ie. "backwards ride" (off throttle — move stick clockwise)
Stand (off throttle — move stick counterclockwise) + Somersault (hold down)
Roll left (off ramp — tap right and hold left)
Roll right (off ramp — tap left and hold right)
Flip (off ramp — hold up and then quickly press down)
Dive (off ramp — hold down and then quickly press up)

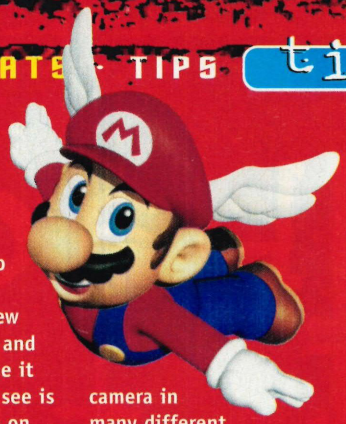
Now exit and select Championship Mode and then Warm Up.
When selecting your character, hold down on the analog stick and when you start, you'll be riding a dolphin.

Speed Burst

Try to press and hold down the gas button, right before the announcer says, "Go!" If you are successful, you will gain a perfect start.



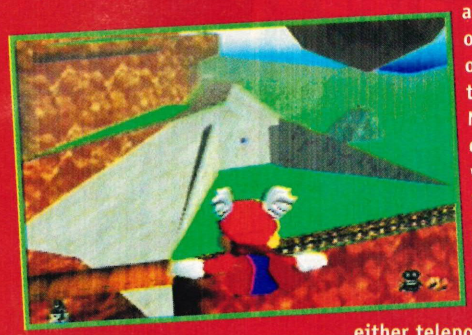
Mario 64



Some bizarre secrets, all contained in the best platform game, ever!

Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to



the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. You're hat will fall off. Don't go pick it up!
Take Mario past the gray star spot, the small pop-up snowman, and toward two pine trees. The second tree of the two is a teleport, so use it. Now step back and teleport again, do this at least three times.
Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is a bunch of hats stacked up on each other. Pick up the one hat and Mario will put it on his head and the other hats will stay there on the ground! Now, pick up the other hats and Mario will carry it around with him!
He can now kill baddies with it and he won't put it back on until you either teleport with him, get a star, or leave the level. Cool!

Control the Ending Camera

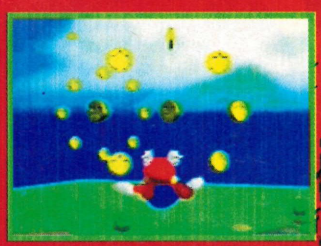
During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in. Using controller two's analog control stick, you can move the camera in many different ways during the sequence with the Princess and during the re-cap of the levels!

Carry the rabbit to other areas

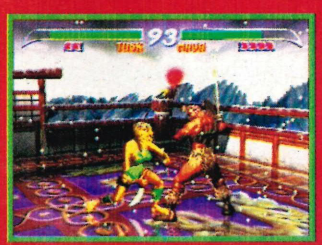
Find a door which you can easily go in and out of. After going through the door, quickly execute a jump kick, back at the door. Usually, you'll go through the door completely without opening it. However, if you time it right, half of Mario will be on one side and the other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star. Instead, carry him to a door and put him down just in front. Go through the door and try the jump kick trick mentioned above until you get Mario on both sides of the door. Now pick the rabbit back up and set him down on the other side of the door. Go through the door — you can carry the rabbit to some other parts of the castle. This serves no real point.

Turn Butterflies into One-Ups

For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will either explode or turn into one up mushrooms! Which is handy!



Killer Instinct Gold



Get all the bonus options — without having to have your butt kicked everytime!

Access All Options

To be able to access all the game's level options, without beating the game on the higher difficulty levels, 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 (note: the credits only; you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly!

Play as Gargos!!!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you did it right!

Play on the Sky Stage

To access the Sky Stage, both players must press Down + MK when they select their character.



All subsequent battles will continue to be on this stage until you select a different one from the list above.

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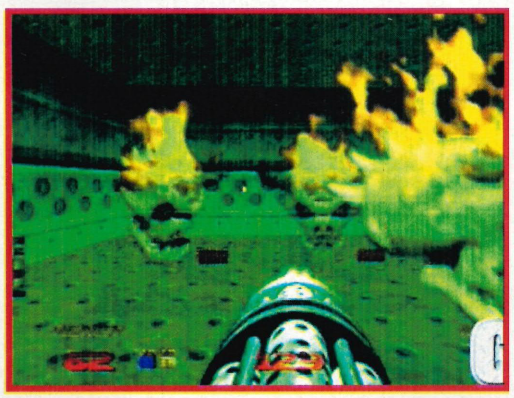
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Next Month

Total 64



reviewed!

Doom 64

Come and 'ave a go!

guide!



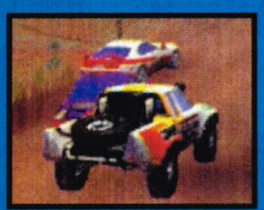
FIFA 64

Stick one in the onion bag!



plus!

More on these fantastic games...



Top Gear Rally

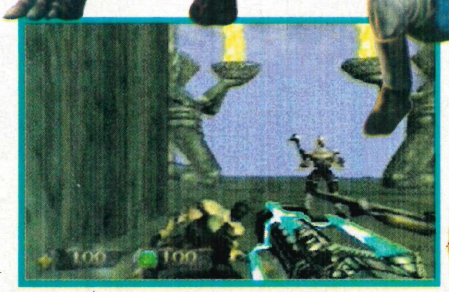
Robotech: Crystal Dreams

Freak Boy



solution!

Turok: Dinosaur Hunter



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Mario's Back!

And he's taking no prisoners. As if any more proof were needed, the stunning success of the N64 on its launch in the UK proves the machine is well on course for worldwide domination!



The launch of the Nintendo 64 in the UK has created the usual round of squabbles with the other games console producers, with claims and counter-claims flying around like confetti. However, no one can argue with the fact that the first 20,000 Nintendo 64s to hit the UK shops were sold out within 48 hours of arrival, which ain't bad by even the most demanding of standards!

Some examples of the N64 fever that gripped the nation include HMV selling out of its stock by 10 am on the first morning the machine was released, while stocks of the machine lasted no more than 12 minutes in the Virgin Megastore in Liverpool! Add to this stunning software successes, such as *Super Mario 64* and *Turok: Dinosaur Hunter* from Acclaim grabbing the top two places in the official games charts as we go to press, and you can see that the N64 is going to be a genuine title contender for some time to come!

The truth is that the massive N64 launch has created a new console battle to rival the grand old days of *Sonic* versus *Mario* — though this time Nintendo's main protagonist is the Sony PlayStation. We'll just have to wait a while longer before the arm of the new heavyweight champion is raised, but there are no prizes for guessing who this magazine has got its money on!

Finally you'll all be pleased to know we'll be announcing the winners of our N64 giveaway competition from issue one, next month. Judging by the thousands of entries we've had, there are a lot of you sitting on the edge of your seats out there, waiting for the final results to come in. Well fear not, you won't have to wait much longer. Tune in next issue to discover the names of the lucky winners!

signing off!

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