THE WORLD'S BEST SELLING N64 MAGAZINE!

Total 64

100% UNOFFICIAL

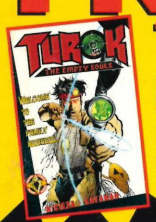
ELECTRONIC ENTERTAINMENT E3 EXPO

Stunning new games from the E3 show! Including:

Goldeneye 007
Banjo-Kazooie
Conker's Quest

EXCLUSIVE!

FREE!



Turok Comic

Final Part inside!

WORLD EXCLUSIVE!

WCW Vs nWo

Get Ready to Rumble with our full preview!

Blast Corps

The ultimate solution begins inside!

Plus!

REVIEWS
- Hexen 64
- Go! Go! Troublemakers

FIRST LOOKS
- Robotech 64
- NFL Quarterback Club '98
- Multi Racing Championship

64 TIPS
- War Gods
- Blast Corps

PLUS!
- DUKE NUKEM 64 PREPLAY

Volume One · Issue Six £3.95

RAPIDE PUBLISHING

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TOTAL 64 · VOLUME ONE · ISSUE SIX

DUKE NUKEM 64 · WCW VS NWO · HEXEN 64 · GO! GO! TROUBLEMAKERS · BLAST CORPS · E3 SPECIAL REPORT

RAPIDE PUBLISHING

SIGHTINGS

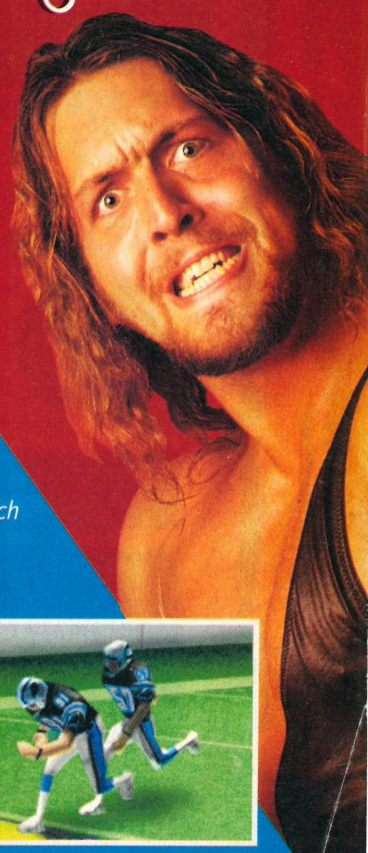
IT'S OUT THERE!

INVESTIGATING ALIEN PHENOMENA

Welcome to issue 6 of Total 64!

I'm pleased to see that our picture of the Hulkster on the front cover hasn't scared you off, because it's there for a very good reason...

Grrr! Why couldn't I go to E3?



You see we're the very first magazine in the world to play *WCW Vs. nWo* outside of the E3 show, which in turn means that you are the first readers to be treated to an in-depth preview of this extremely promising N64 title.

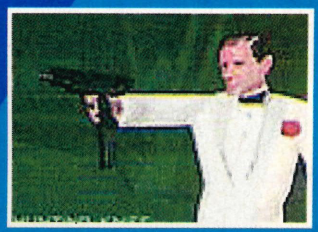
But that's not all we've got for you – if it was, the magazine would only be about 10 pages long! We've got all the news and gossip from this year's E3 where Nintendo had a stand bigger than Wembley stadium!

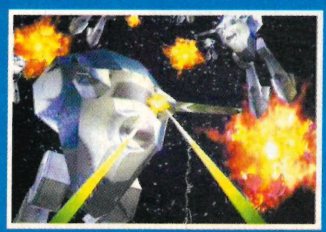
Believe me when I tell you that some of the games you've got coming to your N64 will make you realise just how powerful your black box really is, whether it be the heart poundingly realistic *Goldeneye 007*, or the best kept secret of the show *Banjo-Kazooie*, you're in for a real treat!

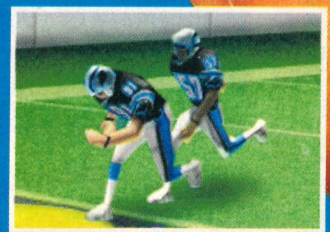
Other great N64 titles at the show included *Conker's Quest*, *Top Gear Rally*, *Robotech 64*, and *NFL Quarterback Club '98* – and they're all inside waiting for you.

Well go on then, what are you waiting for?

Turn the page and enjoy... ➜







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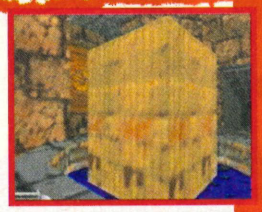
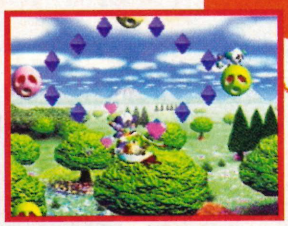
Full review of this multiplayer Doom clone – does it live up to the hype?





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Bizarre Japanese platformers, don't you just love 'em? Well no actually!

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We're one of the first magazines to play Duke Nukem 64, and we're pleased to say that it's looking good!

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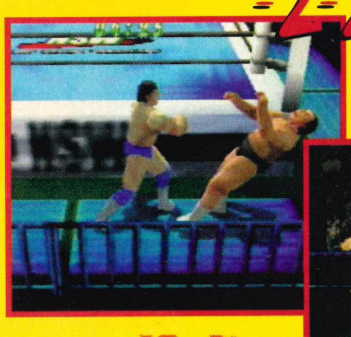
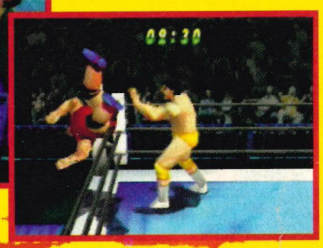
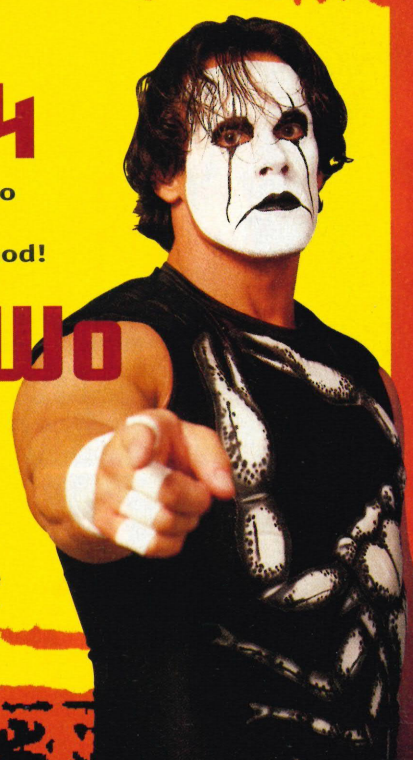
A world exclusive preview of what promises to be the best wrestling game ever – and it's exclusive to the N64. Check out our early observations!







Win!

N64 & 3 Games of your choice

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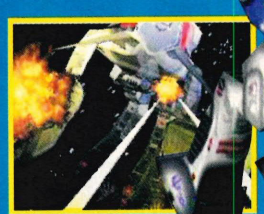

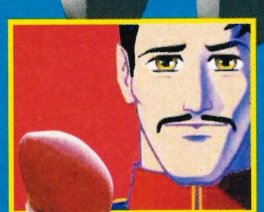

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Take to the stars with Gametek's new space epic!

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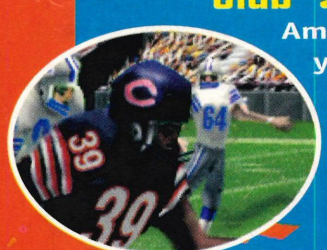
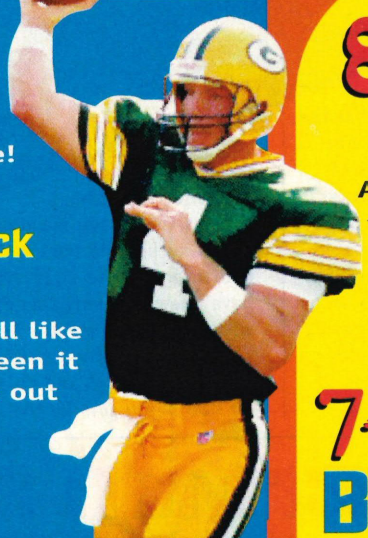
American Football like you've never seen it before, check out our new screenshots!





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Total 64 NEWS

64 Arcade 64

Lowdown!

European Release Dates

Here are the latest release dates for the N64 in Europe.

July

TBA - Wayne Gretzky's 3D Hockey (Nintendo/Midway)
TBA - Blast Corps (Nintendo)
04 - Killer Instinct Gold [in the UK] (Nintendo)
04 - Mortal Kombat Trilogy (GT Interactive/Midway)

August

TBA - Hexen (GT Interactive)
TBA - NBA Hangtime (Nintendo/Midway)
TBA - Lylat Wars [Star Fox 64] (Nintendo)

September

TBA - Cruis'n USA (Nintendo)
TBA - Doom 64 (GT Interactive/Midway)
TBA - Goldeneye (Nintendo)

October

TBA - Multi-Racing Championship (Ocean)

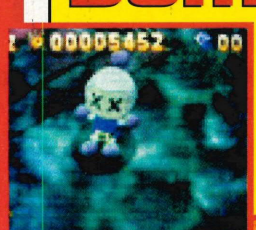
3rd Quarter '97

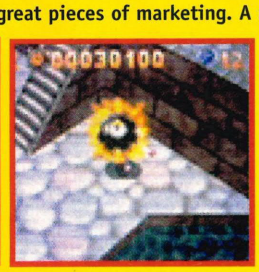
TBA - F1 Pole Position 64 (Ubi Soft)
TBA - Robotron 64 (GT Interactive/Midway)
TBA - War Gods (GT Interactive/Midway)

Early indications are that these will be popping up in arcades all over the place before long... Not!

Japanese games firm Seta have announced that the ALECK 64 arcade board has now reached the final stages of development. The board features the basic N64 CPU but incorporates additional sound and graphics chips. Since it uses the same CPU as the home system it's safe to assume that once Nintendo games start to reappear in the arcades they'll be easily ported across to the N64. Better still, the N64 versions may appear at the same time as the arcade machines, just like they did back in the golden age of the SNES. No titles have been announced as of yet, but with the boards already being supplied to arcade game companies all over the world and an estimated 10 000 being sold by the end of this year, you can expect an update soon. It could only be a matter of time before we get to play the likes of *Mario* and *Donkey Kong* in the arcades again – 10p's at the ready!

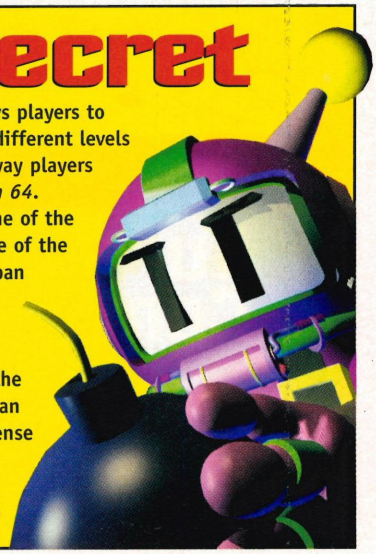
Bomberman's Secret





Hudson's Japanese customisable controller, which allows players to adjust the angle of the analogue stick and use three different levels of rapid fire, has the added bonus of being the only way players can access a special, secret multiplayer level in *Bomberman 64*.

'Hudson Mode' will not be available to players without one of the controllers and so it seems that Hudson have pulled off one of the all time great pieces of marketing. A release outside of Japan hasn't yet been confirmed for this unusually desirable peripheral but with the gameplay tie-in and an official Nintendo license to its name, we reckon it's only a matter of time.



December
TBA - Yoshi's Island 64 (Nintendo)

4th Quarter '97
TBA - Blade & Barrel (GT Interactive)
TBA - Quake 64 (GT Interactive/Midway)
TBA - Rev Limit (Seta)

1st Quarter '98
TBA - Zelda 64 (Nintendo)

1998
TBA - F-Zero 64 (Nintendo)

Unknown
The following games are all due for release sometime in the next 12 months, but your guess is as good as ours beyond that.

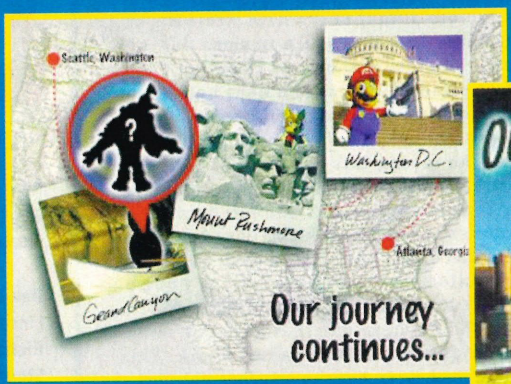
TBA - Attack! (GT Interactive)
TBA - Bio Freaks (GT Interactive/Midway)
TBA - Body Harvest (Nintendo)
TBA - Centipede X (GT Interactive/Midway)
TBA - Clay Fighter 63 1/3 (Acclaim/Interplay)
TBA - Duke Nukem 64 (GT Interactive)
TBA - Joust Epic (GT Interactive/Midway)
TBA - Mace: The Dark Age (GT Interactive/Midway)
TBA - Mission: Impossible (Ocean)
TBA - MK Mythologies: Sub-Zero (GT Interactive/Midway)
TBA - Mortal Kombat 4 (GT Interactive/Midway)
TBA - Mystical Ninja 64 (Konami)
TBA - Rebel Moon Revolution (GT Interactive)
TBA - San Francisco RUSH (GT Interactive/Midway)
TBA - Unreal (GT Interactive)

US Release Dates

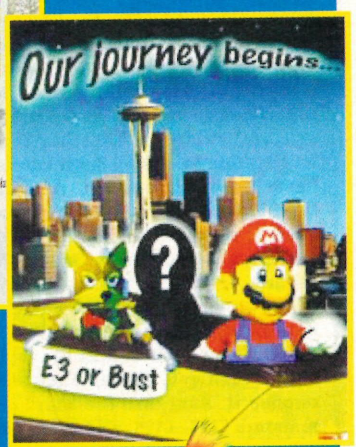
Here are the latest release dates available for the N64 in America.

July
09 - Dark Rift (Vic Tokai)
30 - Multi-Racing Championship (Ocean)

Dream On!



▼ The silhouette looks just like them!



Nintendo's big secret is out – the game formerly known as *Dream* was unveiled at this year's E3 show along with a brand new title, *Banjo-Kazooie*. As expected, the game bears more than a passing resemblance to *Mario 64*, although the graphics have been improved and are more detailed. The controls and gameplay are almost identical, although you have the added feature of being able to alternate between the two main characters – a bear and what looks like an ostrich. Later in the game you'll also be able to adopt many other different forms (one of which is an ant!) courtesy of a voodoo witch doctor you meet along the way.

The version showing at E3 was apparently 75% complete, and is looking extremely good. The game also adds substance to the statement made by Miyamoto that *Mario 64* was only really using 60% of the N64's capabilities and *Banjo-Kazooie* promises to be an improvement over its predecessor in every respect – apart from the 'Itsa Meeee!' sample. More news as and when we get it.

Mad

In the absence of a stand-al peripherals developer Mad C Pak' in the US from mid-Jul official Pak won't be available opinion it serves Nintendo righ The Mad Catz alternative will b available at all of the usual videogame stockists, and Electronics Boutique are already giving away $2 off coupons (many of them with copies of *Starfox 64*) ready for release date.

We haven't heard whether c Pak will make it to the UK but of any reason why it shouldn't that we won't need it until Chi get our copies of *Starfox 64*.

US Releases continued . . .

August
TBA - Clay Fighter 63 1/3 (Interplay)
TBA - Top Gear Rally (Kemco)
08 - International Superstar Soccer 64 (Konami)
11 - Tetrisphere (Nintendo)
25 - Goldeneye 007 (Nintendo/Rare)

September
TBA - F1 Pole Position 64 (Ubi Soft)
TBA - Mace: The Dark Age (Midway)
TBA - Robotron 64 (Midway)
15 - MLB Featuring Ken Griffey Jr. (Nintendo/Angel)
23 - Lamborghini 64 (Titus)

Fall '97
TBA - Aero Fighters Assault (McO'river/Paradigm)
TBA - Duke Nukem 64 (GT Interactive)
TBA - Robotech: Crystal Dreams (Gametek)

October
TBA - Bomberman 64 (Hudson)
TBA - MK Mythologies: Sub-Zero (Midway)
13 - Mischief Makers (Nintendo/Treasure)

November
TBA - Extreme-G (Acclaim)
TBA - Mystical Ninja 64 (Konami)
TBA - NFL Quarterback Club '98 (Acclaim)
TBA - San Francisco RUSH (Midway)
TBA - Wayne Gretzky's 3D Hockey '98 (Midway)
TBA - WCW vs. NWO: World Tour (T-HQ)
01 - Superman: The Animated Series (Titus)
24 - Banjo-Kazooie (Nintendo/Rare)

December
TBA - Conker's Quest (Rare)

4th Quarter '97
TBA - Body Harvest (Nintendo/DMA)
TBA - Jeopardy (Gametek)
TBA - Legion X (Hudson)

64 towdown!

TBA - Space Station: Silicon Valley (BMG Entertainment/DMA)
TBA - Wheel of Fortune (Gametek)
TBA - Yoshi's Island 64 (Nintendo)

Christmas '97

TBA - Mission: Impossible (Ocean)
TBA - NBA In The Zone '98 (Konami)
TBA - Quake 64 (Midway)

1st Quarter '98

TBA - Battle Dancer (Konami)
TBA - Bio Freaks (Midway)
TBA - Castlevania 64 (Konami)
TBA - Doom 64: Absolution (Midway)
TBA - Legend of Zelda 64, The (Nintendo)
TBA - Nagano Winter Olympics '98 (Konami)
TBA - NHL Breakaway '98 (Acclaim)
TBA - Tonic Trouble (Ubi Soft)
TBA - Turok 2 (Acclaim)

Spring '98

TBA - Earthworm Jim 3 (Interplay)
TBA - Forsaken (Acclaim)
TBA - Freak Boy (Virgin)

1998

TBA - Earthbound 64 (64DD) (Nintendo)
TBA - F-Zero 64 (Nintendo)
TBA - Hibrid Heaven (Konami)
TBA - Magic: The Gathering (Acclaim)
TBA - Mario Paint 64 (64DD) (Nintendo)
TBA - Mortal Kombat 4 (Midway)
TBA - NBA Jam '98 (Acclaim)
TBA - Pilotwings 64 II (Nintendo/Paradigm)
TBA - Quest 64 (T-HQ)
TBA - Sim City 64 (64DD) (Nintendo)
TBA - Sim Copter 64 (Maxis)
TBA - Soccer (Acclaim)
TBA - Space Circus (Ocean)
TBA - Turrican 64 (Factor 5)
TBA - WWF '98 (Acclaim)

John's Column

Hi readers. I hope you found last month's column helpful. This month I'm going to touch on the picture output of the NTSC Nintendo 64 (I will be going into this again in some depth later on). Whether you buy an imported N64 in the UK or bring one back from your holiday to the US or Japan, you'll get it home, plug it in and sit back ready to play with your favourite Italian plumber – only to find that the picture is in black and white. The reason this happens is that your television is not NTSC compatible – most new TVs over 28 inches in size are, but 95% of all other Televisions are not. All you need to rectify this is an RGB Scart convertor lead. Providing your television has a 21 pin Scart socket, this will allow you to play your games in full colour – although in my opinion the picture quality isn't quite as good as if your N64 has the RGB conversion done internally.

Before we go any further, I should warn you that although your picture will be in colour, you might find that it's a little dark. This can however be corrected and I'll explain how in a future column. Now on with the conversion...

First you need to take the top off the console to get at the main board, then you need to undo all of the screws around the outside to remove it. Next turn the board over to reveal the chips and look for resistors C124, C125, and C126. You then take a wire from C124 and connect it to Pin 1 on the multi out, this provides the red video signal. Next take a wire from C125 and connect this to Pin 2 on the multi out for the green video signal. Lastly, connect the wire from C126 to Pin 3 on the multi out for the blue video signal. Put insulation tape over your connections and put the metal plate back over the bottom of the board before reassembling your console. Your internal RGB modification is now complete.

Be sure to keep reading my column, as I'll be reviewing some top techy gadgets soon!

Neither myself or Total 64 magazine accept responsibility for any unlikely damage that may occur to your N64.

Send your questions and comments to Total 64 at the usual address or email them to me at: stainsby@msn.com

Issue 4 Competition Winners

C'mon Baby light my Fire

The following ten winners will all soon be able to play imported games on their N64 courtesy of Fire International, who'll be sending them each a universal convertor V2.0.

David Thompson – Skegness, Lincolnshire
Richard Dobbs – Wyberton, Lincolnshire
Stephen Sinclair – Kirkcaldy, Fife
Ciaran Fagan – Kilmainham, Dublin
Karun Dhir – Harrow, Middlesex
Mrs Sam West – Harrogate, N.Yorks.
Daniel Fraser – Preston, Lancs.
Philip Stapleton – W. Sussex
Mr T Clarke – Dudley, W. Mids.
Chris Reynolds – Broomhill, Glasgow

Game Killer

These five lucky winners will all soon be receiving a Game Killer cartridge and a Mega Memory pak, courtesy of Datel Electronics Ltd.

Mr. A Grantham – Bilton, Hull
Louise Astin – Blackburn
Sam Bullass – Grouville, Jersey
Lee Lewis – Plymouth, Devon
Jon Sendel – Sheffield, S. Yorks.

Third Party Interaction

Interact, the third party peripherals company best known for their Gameshark and Sharkpad controllers, have become the first peripherals company to receive an official license to manufacture N64 controllers. This deal will probably mean that Interact will be able to use the patented three-prong design, without having to worry about a lawsuit from Nintendo, and they might even be allowed to display the N64 logo. A newly designed Sharkpad and something called the Makopad will be the first two products released under the new arrangement.

bits

Surpri-ise!

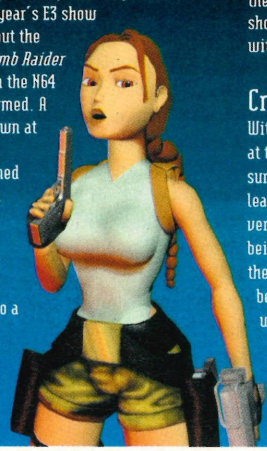
A previously unheard of title was unveiled at this year's E3 show by Hudson – *Legion X* basically features two robots, trapped in a maze and intent on destroying each other. The game, which will support the Rumble Pak, should be available in the US towards the end of this year.

PilotWings 2 confirmed

Paradigm are working on a sequel to the much acclaimed *Pilot Wings 64*, for release sometime in 1998. The game is still in early development and it hasn't yet been decided whether or not the game will appear on the 64DD. Either way, it's sure to be something a bit special.

Tomb Raider 64 – nearly confirmed

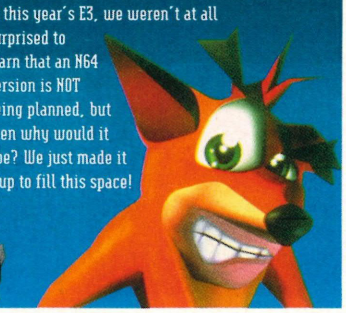
Eidos are currently working on a range of N64 titles, and at this year's E3 show our suspicions about the possibility of a *Tomb Raider* game appearing on the N64 were all but confirmed. A small preview shown at an official press conference contained shots of Lara Croft, and although this doesn't exactly make *Tomb Raider 64* a definite prospect, it does go a long way towards substantiating the rumours that've been doing the rounds recently.



Apparently Sony have attempted to close a deal with Eidos that would ensure *Tomb Raider* doesn't make it to the N64, but even if this happens there's no reason why the lovely Lara Croft shouldn't put in an appearance in a similar game with a different title.

Crash Bandicoot 64 not confirmed

With *Crash Bandicoot 2* dominating the Sony stand at this year's E3, we weren't at all surprised to learn that an N64 version is NOT being planned, but then why would it be? We just made it up to fill this space!



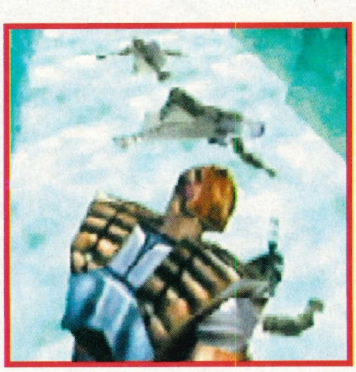
F-Zero 64

For those of you that remember the original *F-Zero* in 1991, it will probably come as no surprise that an N64 version is well under way. The first racer of its kind, the SNES version wowed gamers everywhere with its Mode 7 technology and superb futuristic graphics. To date, the only titles that have really taken this idea and improved upon it are the *Wipeout* games on the PlayStation – but that's about to change! Miyamoto has claimed that the game will run at an impressive 60 frames per second, and we can tell you that judging by the video footage we witnessed at the E3 show, he's not far wrong. The graphics were obviously unfinished, but the speed of the racing made *Wipeout 2097* look positively sluggish.

The shots you see here are really only representative of the game at its early stages of development, so we've got plenty to look forward to as the game is improved and prepares to take on Acclaim's *Extreme G*, later this year.

Shadows 2?

Although no official announcement has been made to date, we believe that a sequel to the Star Wars tie-in, *Shadows of the Empire,* is in the pipeline. Although the original was a little disappointing to say the least, it was a huge success (as are most things with the Star Wars logo on them) and we're sure that plenty of N64 owners would love to get their hands on another Star Wars title. Given the number of titles already available on other formats, perhaps we'll even be treated to an N64 version of *X-Wing Vs. TIE Fighter*, *Rebel Assault 2*, or *Dark Forces*.



Japanese Release Dates

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

July

TBA - Jangou Simulation Mahjong Do 64 (Video System)
17 - Shindou Super Mario 64 (Nintendo)
17 - Shindou Wave Race 64 (Nintendo)
18 - Multi-Racing Championship (Imagineer)

August

01 - Doom 64 (Gamebank)
01 - Mahjong Hourouki Classic (Imagineer)
07 - Goemon 5 (Konami)
08 - Power League 64 (Hudson Soft)
23 - Goldeneye (Nintendo)
29 - J-League Eleven Beat 1997 (Hudsonsoft)

Summer '97

TBA - 3D Fighting (Imagineer)
TBA - Baku Bomberman (Hudson Soft)
TBA - Hiryu No Ken Twin (Culture Brain)
TBA - Holy Magic Century Eltale (Imagineer)
TBA - Kiratto Kaiketsu! 64 Tanteidan (Imagineer)
TBA - Yoshi's Island 64 (Nintendo)

September

TBA - Jikkyou World Soccer 3 [ISS 64] (Konami)

Fall '97

TBA - 64 Oozumo (Bottom-Up)
TBA - Aero Gauge (ASCII)
TBA - Hexen (Gamebank)
TBA - J-League Dynamite Soccer (Imagineer)
TBA - Mission: Impossible (Victor Interactive Software)
TBA - Morita Shogi 64 (Seta)
TBA - Rev Limit (Seta)
TBA - Sim City 2000 (Imagineer)
TBA - Sonic Wings Assault (Video System/Paradigm)
TBA - Top Gear Rally (Kemco)
TBA - Virtual Pro Wrestling: Ultra Battle Royale (Asmik)

November

TBA - Chameleon Twist (Japan System Supply)

December

TBA - Hyper Olympic in Nagano (Konami)

4th Quarter '97

TBA - Legend of Zelda 64 (Nintendo)

March 1998

TBA - Mario Paint 64 (64DD) (Nintendo)
TBA - Mother 3 (64DD) (Nintendo)
TBA - Pocket Monster 64 (64DD) (Nintendo)
TBA - Sim City 64 (64DD) (Nintendo)

Spring '98

TBA - Jungle Emperor Leo (Nintendo)

Unknown

The following games are all due for release in the next 12 months but unfortunately that's about as accurate as we can be at the moment.

TBA - Battle Dancers (Konami)
TBA - Blade & Barrel (Kemco)
TBA - Body Harvest (Nintendo)
TBA - Buggie Boogie (Nintendo)
TBA - Cabbage (64DD) (Nintendo)
TBA - Cavalry Battle 3000 (Japan System Supply)
TBA - Creator (64DD) (Nintendo)
TBA - Cu-On-Pa (T&E Soft)
TBA - Dracula 3D(Konami)
TBA - Dual Heroes (Hudson Soft)
TBA - F-Zero 64 (Nintendo)
TBA - Fire Emblem 64 (64DD) (Nintendo)
TBA - Flight Simulator (Video System)
TBA - Golf (Nintendo/HAL)
TBA - Ikazuchi No Gotoku - Chinese Chess (Seta)
TBA - Jikkyo Golf Tournament '97 (Konami)
TBA - Jissen Pachi-Slo Hissyouhou (Sammy Kougyou)
TBA - Kindaichi Shonen no Jikenbo (Hudson Soft)
TBA - Kirby's Air Ride (Nintendo)
TBA - Macross: Another

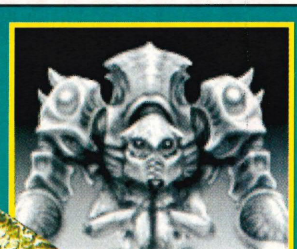
Not so Superman?

Hidden away in a corner of the Titus stand at the E3 show was what we estimate to have been a 15 - 20% complete version of *Superman* (*64*?). Based on the animated series, our superhero is pitted against none other than Lex Luthor, who's invented something called the LexoSkel 5000 (presumably capable of destroying entire cities at the push of a button or something). The version shown was obviously a little rough, but this is definitely one to look out for in the future, as its completion comes ever closer.

▲ **Clark's forgotten to take out his shoulder pads again – either that or he's off for a game of American football!**

2 Rok !

▶ **What sort of dinosaur is that supposed to be then?**



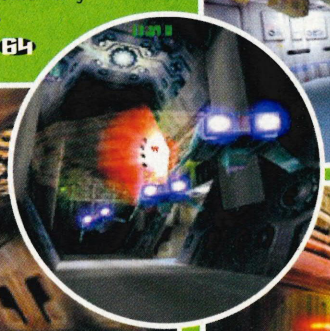
A sequel to the superb *Turok: Dinosaur Hunter* is now under way, and has apparently been so for a few months now. One of the major changes planned is that the player will have to revisit certain areas and landmarks as they progress through the game. This will supposedly much improve the replay value of the game – although this has been tried before in *Hexen* and in our opinion, did exactly the opposite.

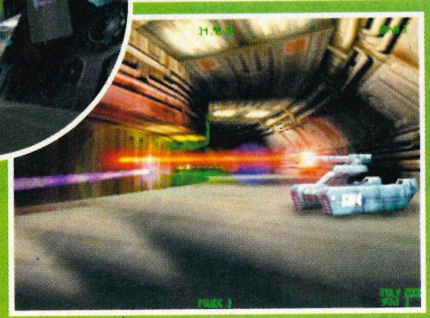
The graphics will also be much improved with the introduction of directional lighting, real time shadows, and improved textures. One unsubstantiated rumour also states that an 'over the shoulder view' similar to that in *Tomb Raider* or *Mario 64* will be utilised, although to the best of our knowledge this is still very much a matter of discussion inside the Iguana offices.

The bad news is that this much anticipated sequel won't be available until well into next year, so don't hold your breath!

Forsaken

Descent has never been a favourite in the Rapide Publishing office, but *Forsaken* for the N64 promises to improve upon its ageing predecessor in every way. This promising title is still a long way off, but we've managed to get hold of some early shots which should give you an idea of why we're looking forward to getting our hands on a copy.

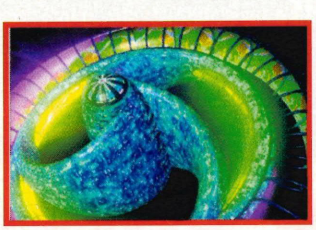


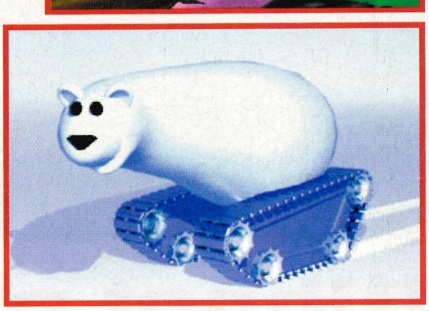


▲ Hmm, shades of Blade Runner perhaps?

Silicon Valley

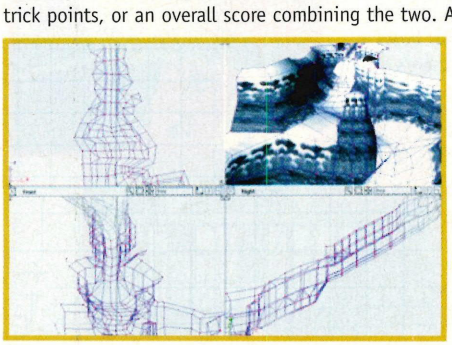
DMA Design are looking to take the 1998 award for strangest game with their much anticipated *Silicon Valley*. The game is still in its early stages but details of this multi-genre title are already getting people excited. The plot is far too complicated for us to go into in depth, but basically you'll be in control of a small robot, sent to examine what is thought to be an abandoned space station, which is in fact populated by highly evolved nanobots (probably familiar to those of you who are into Star Trek, Red Dwarf etc). These artificially evolved robots have adopted some particularly strange forms including 4-wheel drive lions, chainsaw wielding llamas, armour piercing turtles, and around 40 others. The game seems to revolve around you defeating these strange creatures and then using skills learned from them to progress through the game over 50 levels of complete madness. Sounds like the geniuses behind *Lemmings* are set to have us all tearing our hair out once again!

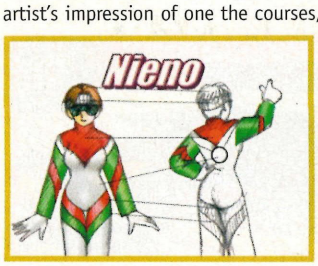


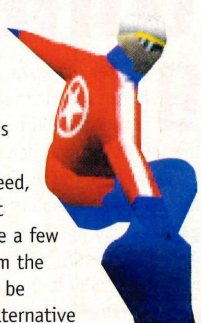


Cooler Boarders

Scheduled for release in the first quarter of 1998, *Twisted Edge Snowboarding* from Boss Game Studios is already looking like a more than worthy opponent to the PlayStation's *Cool Boarders 2*. The range of options is thought to be very much the same as those in *Wave Race 64*, so you'll be able to go for speed, trick points, or an overall score combining the two. At present there are three characters and three different courses in place but it's safe to assume that there'll be a few more once the game is completed. As you can see from the artist's impression of one the courses, there appear to be shortcuts and alternative routes available ,which should make for some interesting multiplayer races (we're assuming that at least two players will be catered for). It's a shame that this won't be ready in time for Christmas, but if it's anywhere near as good as *Wave Race 64* it'll be well worth the wait!







Dimension (Tomy)
TBA - Nintama Rantaro 64 (Culture Brain)
TBA - Ogre Battle Saga (64DD) (Quest)
TBA - Pachinko World 64 (Syouei System)
TBA - Pilotwings 64 II (Nintendo/Paradigm)
TBA - Pocket Monster RPG (64DD) (Nintendo)
TBA - Pro Mahjong (Athena)
TBA - Sim Copter 64 (Nintendo/Maxis)
TBA - Space Dynamites (Vic Tokai)
TBA - Super Mario 64 II (64DD) (Nintendo)
TBA - Super Mario RPG 2 (64DD) (Nintendo)
TBA - Super Robot Spirits (Banpresto)
TBA - Tetrisphere (Nintendo)
TBA - Toukon Road: Brave Spirits (Hudson Soft)
TBA - Ultra Donkey Kong (64DD) (Nintendo)
TBA - Wayne Gretzky's 3D Hockey (Gamebank)
TBA - Wild Choppers (Seta)
TBA - Zelda DD (64DD) (Nintendo)

Australian Release Dates

The latest release dates for the N64, in Australia.

July

TBA - Hexen (GT Interactive)
01 - Blast Corps (Nintendo)

August

TBA - Doom 64 (GT Interactive/Midway)
01 - NBA Hangtime (Nintendo/Midway)

September

TBA - War Gods (GT Interactive/Midway)
01 - Lylat Wars [Star Fox 64] (Nintendo)

3rd Quarter '97

TBA - Dark Rift (Vic Tokai)
TBA - Clay Fighter 63 1/3 (Acclaim/Interplay)
TBA - F1 Pole Position 64 (Ubi Soft)
TBA - Robotron 64 (GT Interactive/Midway)

November

01 - Goldeneye (Nintendo)

December

01 - Yoshi's Island 64 (Nintendo)

4th Quarter '97

TBA - Body Harvest (Nintendo)
TBA - Mission: Impossible (Ocean)
TBA - MK Mythologies: Sub-Zero (GT Interactive/Midway)
TBA - Robotech: Crystal Dreams (Gametek)
TBA - Rumble Pak Super Mario 64 (Nintendo)
TBA - Rumble Pak Wave Race 64 (Nintendo)

1st Quarter '98

TBA - Cruis'n World (Nintendo)
TBA - Zelda 64 (Nintendo)

1998

TBA - F-Zero 64 (Nintendo)

Unknown

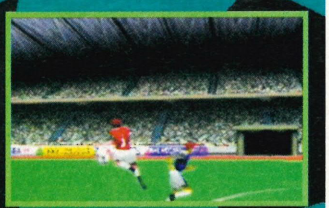
The following games are all due for release at sometime during the next 12 months but unfortunately we can't be any more accurate at this time.

TBA - Attack! (GT Interactive)
TBA - Bio Freaks (GT Interactive/Midway)
TBA - Centipede X (GT Interactive/Midway)
TBA - Duke Nukem 64 (GT Interactive)
TBA - Joust Epic (GT Interactive/Midway)
TBA - Kirby's Air Ride (Nintendo)
TBA - Mace: The Dark Age (GT Interactive/Midway)
TBA - Mortal Kombat 4 (GT Interactive/Midway)
TBA - Mystical Ninja 64 (Konami)
TBA - Quake 64 (GT Interactive/Midway)
TBA - Rebel Moon Revolution (GT Interactive)
TBA - San Francisco RUSH (GT Interactive/Midway)
TBA - Unreal (GT Interactive)

All dates are subject to change and judging by past releases, expect UK games to be at least a month late! – Ed

FIFA Sequel

Although we didn't actually see anything of this at the E3, we've heard that a sequel to the slightly disappointing *FIFA 64* is already under way. *FIFA: Road to World Cup '98* is in the early stages of development and is apparently scheduled for release towards the end of this year – we'll bring you more news as soon as we uncover it.

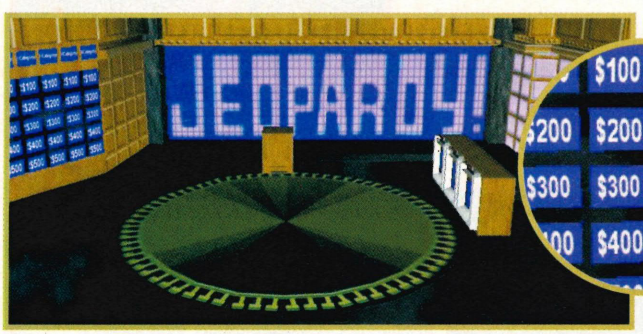


Jeopardy

If you've ever visited America you've probably seen *Jeopardy* on one of the many television channels over there. It's basically your average quiz show, except that the contestants are given the answer to a question and then have to say what the question is. Confused? Then I'll continue...

In the UK this probably seems like a strange title to release on the N64 – or any games system for that matter – but in the US this is likely to sell by the lorry load (in the same way that a Master Mind game would over here?).

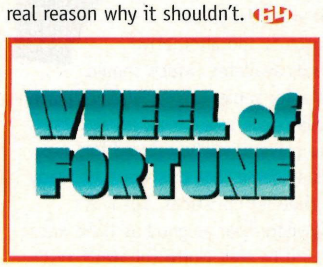
The game boasts over 4 000 new answers and questions in 650 different categories, taken directly from the TV show, so 'Come on down' and join your virtual host, Alex Trebek, later this year when the game is released. We understand that a UK release is a possibility and we'll bring you more news as soon as we know for sure.

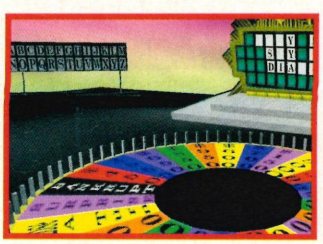


Wheel of Fortune

Gametek are obviously looking to corner the N64 American gameshow market, with *Jeopardy* and *Wheel of Fortune* both due for an American release by Christmas. For most of us in the UK, *Wheel of Fortune* will at least be recognisable, although I suspect the virtual set will probably be bigger and better than anything we have on the television over here!

As well as the obvious family entertainment selling point, *Wheel of Fortune* will also have 3-player simultaneous play, over 4 000 puzzles and 31 different categories, plus the game will be hosted by a virtual Vanna White, America's most popular game show hostess. As with *Jeopardy*, we're not sure whether or not this will get a UK release, but there's no real reason why it shouldn't.





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First Look!

Some great First Looks this month, courtesy of the E3 show. We'll kick off with the title that most of our friends across the pond were highly excited about...

ROBOTECH 64

Have you ever fancied saving the galaxy from the cockpit of a Transformer? Well later this year you just might have to!

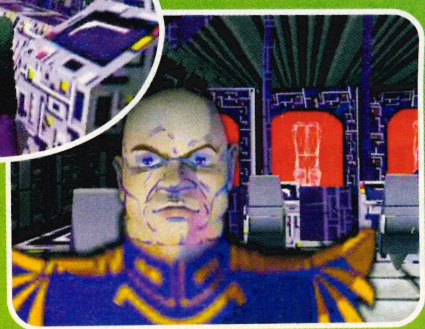
Most of us in the UK will not be familiar with the Robotech animated series, which started in America over a decade ago, taking American animation beyond the limits of Saturday morning kids' TV. But for fans of the show this is potentially one of the biggest games of the year. Designed by a long-time Robotech fan, *Crystal Dreams* begins a new saga, set far away in the Robotech universe.

The early version that we saw at the E3 was looking quite good, except that the enemy craft didn't have any form of AI in place, meaning that they couldn't even move, let alone fight back!

As you fly around in your Veritech fighter – which incidentally, for the uninitiated, closely resembles one of the Transformer toys, both in

sketches

Most of the characters are taken from the TV series, but there are also plenty of new characters for you to interact with and kill as you make your way through the *Crystal Dreams* saga.



▲ Don't worry about them – their artificial intelligence isn't in place yet! Sitting ducks.

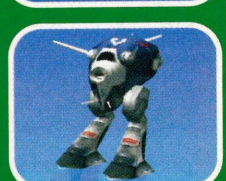
appearance and capabilities – you'll encounter a wide variety of other ships, including some so massive that it'll take you a good five minutes to fly past them!

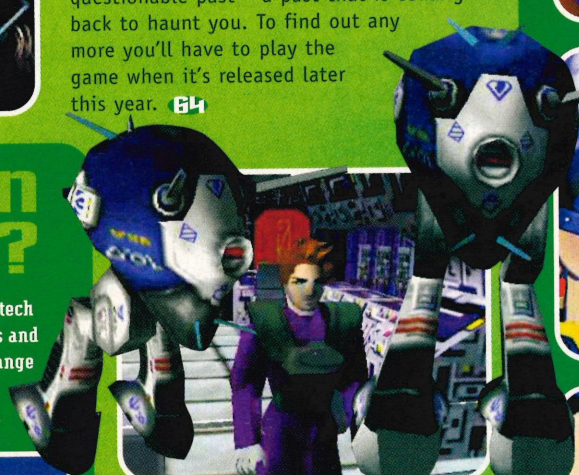
Primarily this looks to be a space combat game, but in keeping with the TV show there will also be a strong element of interaction between characters, as you board different craft and meet both characters from the show and newcomers to the Robotech universe.

The plot of the game is being kept a secret until nearer the release, but we can reveal that you will be assuming the role of Kyle Bartley, an independent pilot with a questionable past – a past that is coming back to haunt you. To find out any more you'll have to play the game when it's released later this year. 64

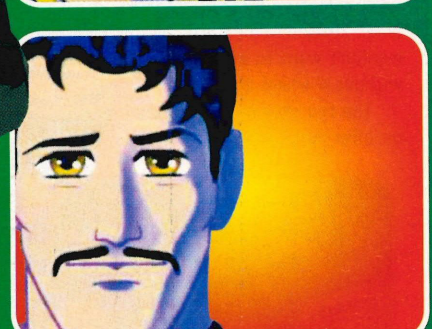
Robots in disguise?

Most of the craft you'll encounter in the Robotech universe are reminiscent of Transformer toys and your own Veritech craft has the ability to change into three different shapes. Witness this transformation by using the external view...



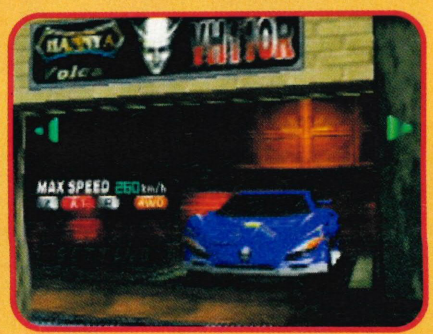


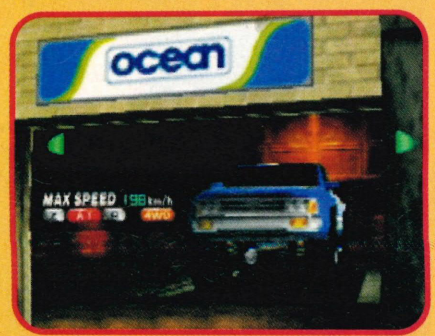
The Team



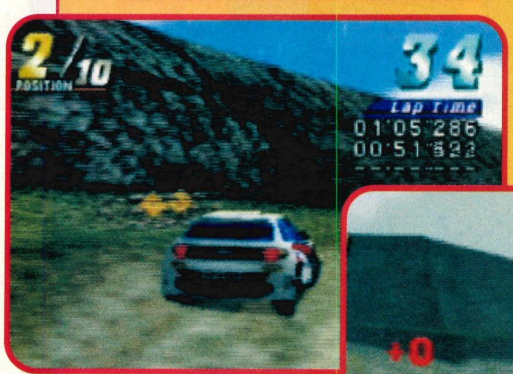
We're not sure of their real names, so we'll have to guess. From top to bottom they are: Stereotype girl, Mark Ayshford, Miles Guttery, the Simulant from Red Dwarf and Square jawed handsome hero type bloke. Or something like that.

Multi Racing Championship

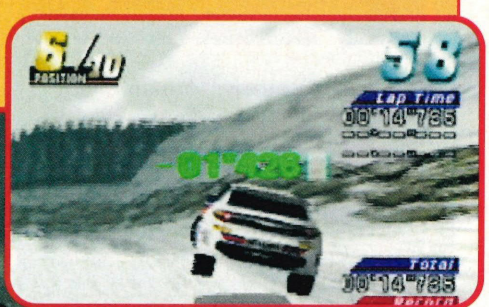




The N64 is about to get its first true racing game — with the exception of *Mario Kart* — and it is looking goo...ood!



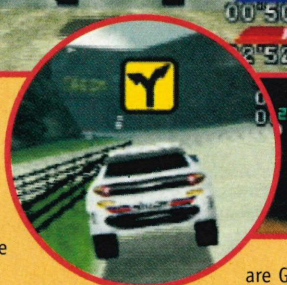
▼ If only coming to work every morning was this much fun – the M5 will never be the same again!

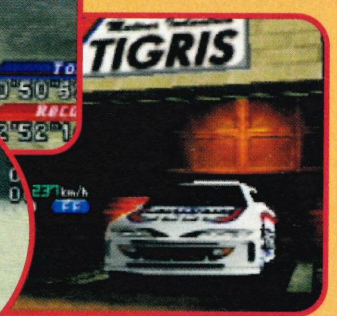


With a full review planned for next month, we still couldn't resist showing off the latest batch of cool screenshots from this extremely good looking racer. *Multi Racing Championship* will be the first off-road racing game to appear on the N64 when it's released and by the looks of things, *Top Gear Rally* is going to be in for some tough competition when it hits the shelves.

There are ten different courses to race, which might not seem very many, but each course has several different routes to choose from and your choice will often depend on how your vehicle is set up. For example, the shortest route might be a difficult snow laden section, which you wouldn't want to attempt without 4-wheel drive.

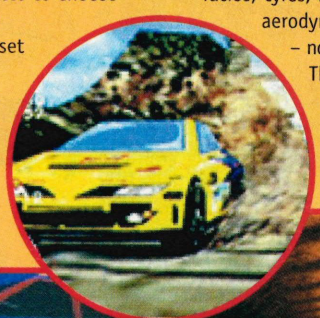
The ten selectable vehicles on offer range from 4x4 trucks to Lamborghinis and we have it on good authority that each car handles very differently, and very realistically. As well as choosing your vehicle initially, there are a number of performance characteristics that can be customised, these are: handling, gear ratios, tyres, brakes, suspension, aerodynamics, wheel drive and engine – no shortage of options there then! There are also four driving modes, each of which can be raced alone or with a friend, in horizontal or vertical split screen mode. These modes are Grand Prix, Time Trial, Versus, and Match Race, success in which will open up mirrored courses and extra cars.

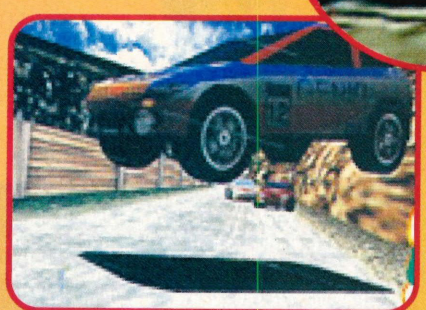


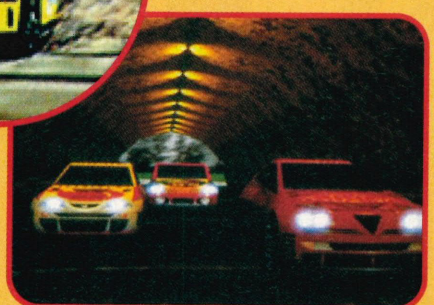


The only potentially disappointing aspect of this game is that none of the cars take any damage but then with other cars, potholes, bumps, jumps, cliffs, extreme weather conditions etc all doing their best to ruin your race, it's probably just as well.

Be sure to check out our full review next issue – you can bet everyone in the office will be fighting over it! 64







▲ The reverse cam is not recommended, unless you're after a particularly cool screenshot!

NFL QUARTERBACK CLUB '98

Could this be the year that *Madden* loses his crown? Acclaim certainly think so!

Behind closed doors – and a few security personnel – Acclaim were showing off a playable version of their American footie sim, *NFL Quarterback Club '98*. The first American football game to appear on the N64, *NFL Quarterback Club '98* is officially licensed by the National Football League and Players Inc, and is endorsed by two-time NFL Most Valuable Player, star Quarterback Club member and Super Bowl champion, Brett Favre. And what's more, he's also assisting the developers with his knowledge of the game.

After playing the game for as long as time allowed, it was incredible to think that the title wasn't 100% complete: the game plays like a much improved version of the *Madden* series and looks like nothing I've ever seen before – it's the first game ever to make use of the N64's high resolution 640 x 480 graphics. The sound effects are also very good, with play-by-play commentary provided by Marv Albert, renowned NFL broadcaster.

Anyone who's ever played *Sensible World of Soccer* will know what it's like to have the kind of features included in *NFL Quarterback Club '98* at their fingertips, but games players new to the genre of sports action/management, should prepare to be rather amazed!

Not only will all 30 NFL teams (over 1500 players) and their stadiums be realised in beautifully rendered 3D, but management options will cover everything from creating and drafting new players, to making those all important big signings and managing the salary cap. Players will also be susceptible to over 100 different injuries, ranging from a sprained wrist to a career threatening broken neck.

When *NFL Quarterback Club '98* is released later this year, I'm confident that it will do for American football in the US what *SWOS* and *ISS* have done for football in the UK. Look out for more news soon! 64

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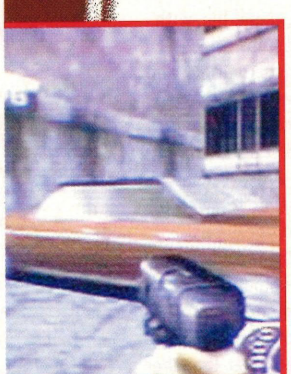
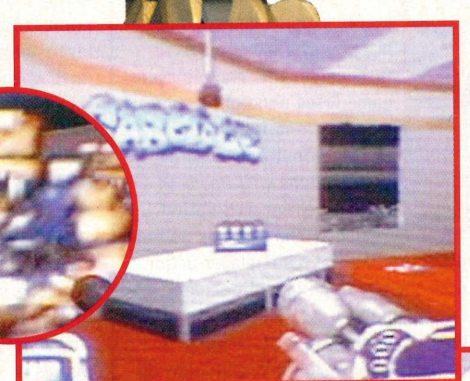
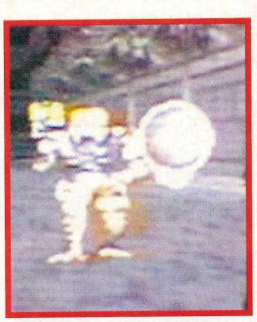
He's rough, he's tough and he's got a wicked sense of humour — move over *Doom* and *Hexen* — the Dook's back in town...

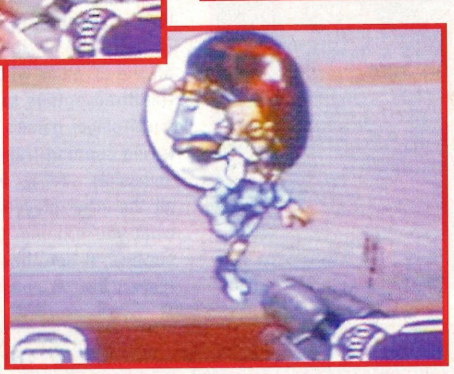
Duke Nu

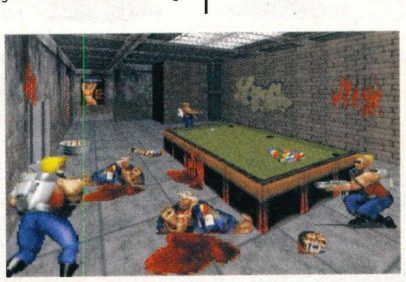
kem 64







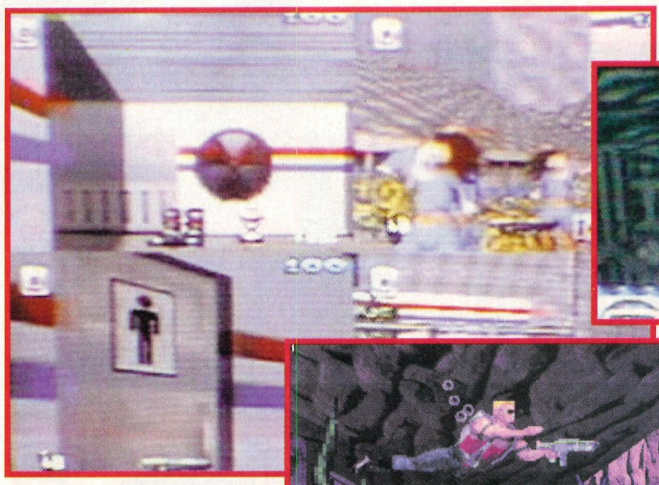


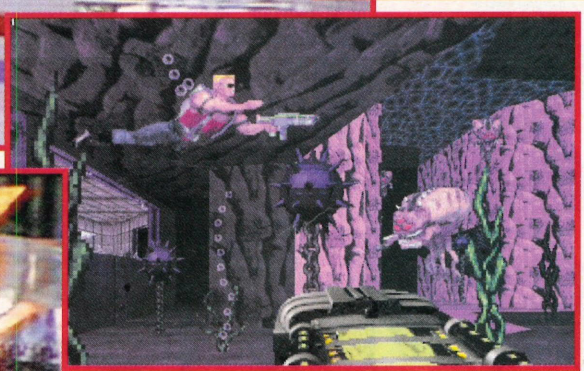


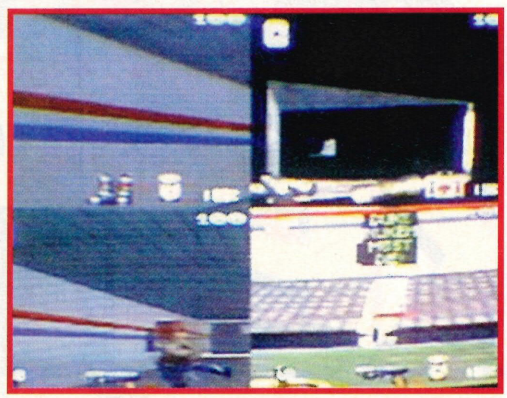
In the words of my Great Aunt Mulbous, 'Crikey what a top bit of action!'. If it weren't true I could scarcely believe it, but N64 *Duke Nukem* is actually in my hands. Weeeeeeeeell, maybe that's stretching the truth a wee bit. What we actually have is very early, pre-alpha playable code. Thing is, when it comes down to it, your playable code is your playable code and this is the most advanced version yet seen by any magazine.

Being a huge fan of the PC version and veteran of many sleepless nights tackling both the single-player levels and multi-player *Duke*matches, I consider myself perfectly qualified to tackle this first look. With that in mind you can take it from me – this is going to be monstrous. Even in such an early and unrefined state, there's enough on show to suggest all the playability, atmosphere, violence and humour are to be replicated on the world's premier 64-bit console. The *Duke*'s a man of many talents. He can swim, though he'll need to lay his hands on some scuba gear if he's to stay under for long without drowning. He can run, shoot, kick and even take to the skies should he stumble across a jet-pack during his travels.

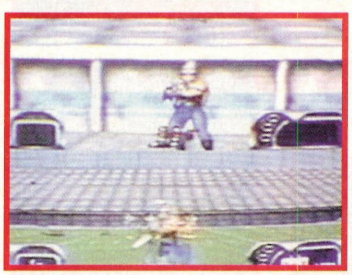
All these were new additions to the *Doom* style, first person 3D shooter genre when *Duke* first exploded onto the scene and have since become the standard — not least in the *Doom* sequel *Quake*. Even so there's still little out there to compete with 3D Realms' masterpiece for its sheer level of top playability.

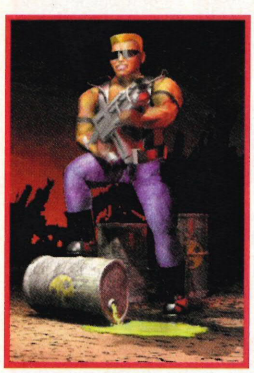






▲ The flying flat-top jets about casually, picking off nasties as he goes... All hail the Dookster, Earl of Suave!





Duke Nukem is almost unique in the respect that even once you've experienced the full majesty of a multi-player *Duke*match, the single player game loses none of its appeal — something that could never be said about *Doom*. Perhaps that explains why *Doom 64* lacks a Deathmatch option... Obviously the N64 has no link-up option, so the multi-player action uses the now-familiar split-screen technique. With two players you get half a screen each, with three or four it's a quarter. *Duke* purists brought up on the PC game will instantly hit upon the disadvantage to this. Much of the multi-player game's strategy involved laying cunning traps and setting nasty ambushes – rather more difficult when all the other players can see exactly what you're doing. On the other hand however, it does have a few advantages. Players low on energy can't simply hide in a cubbyhole and let the others kill one another for a start. The other point is that the best *Duke*match levels on the PC were generally the more open plan ones, rather than those with loads of corridors – in such situations the action rarely lets up, so you don't really have time to watch what other people are up to.

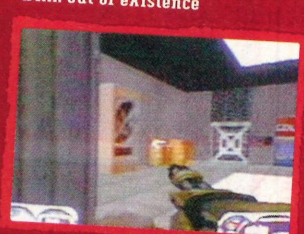
It's clear that a lot of thought has gone into this as an N64 conversion, as well as a game. It would have been easy to just port over the PC version – which seems largely to be the case with the *Hexen 64*, reviewed elsewhere this issue.

From the limited version we played it seems some of the levels will be based on levels from the PC game but with loads of new bits and bobs added – new scenery to add visual variety and, more importantly, new and improved weapons for even more carnage. We found at least two in the form of an Expander ray, which causes its victims to swell up to enormous proportions before exploding, and also a grenade launcher – not as easy to use as the rocket launcher but even more powerful! Despite the N64's youth and subsequent current lack of titles, there's hardly a shortage of 3D shoot-'em-ups to choose from. *Turok*'s the only one available officially in this

Gunning for trouble

▲ **Rifle**
This is your workhorse – reasonable power and you can carry loads of ammo.

▼ **Plasma cannon**
Perfect for the hygienically minded – the victims simply wink out of existence

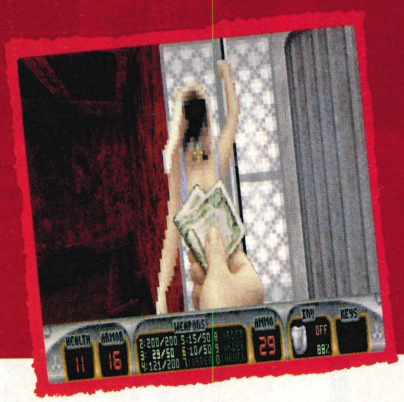


▲ **Shrinker**
Shrink 'em down and stomp 'em into the ground, as they try feebly to escape in their miniaturised state

▲ **Laser Mines**
Slap one of these on the wall and a red beam will appear. Anything breaking the little red line of light gets blown to smithereens

Duke the dirty

A few of the delights of PC *Duke Nukem*, unfortunately absent from the N64 version...

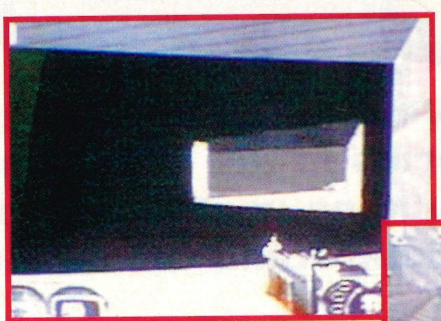


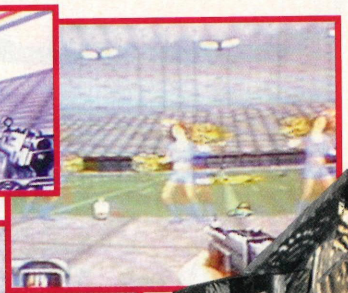
country at the moment, and got rave reviews from all and sundry when it came out to help launch the machine along with *Mario 64* and *Pilot Wings*. Sadly it suffers from the horrible foggy effect that blighted several early releases and didn't advance the genre anywhere near as much as initial impressions suggested it would.

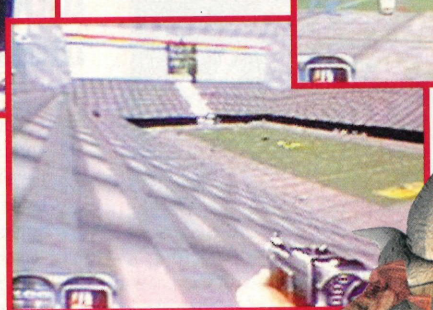
There are however thousands of import carts doing the rounds and a great number of you will already own *Doom*, well ahead of its PAL release. The jury's still out on it to a certain extent. Graphically it's very nice but it would have been nice to see some gameplay advances – such as the ability to jump. Also, the omission of any sort of Deathmatch option is a major disappointment.

Hexen has a legion of confirmed fans but certainly hasn't set the TOTAL 64 office alight since its arrival. It's a sub-*Doom* variant with half of *Doom*'s big selling points (ie. big guns and loads of explosive action) missing.

Admittedly the two forthcoming movie conversions, *Goldeneye 007* and *Mission Impossible*, are looking well excellent but the Dookster knows no fear and he's sure to be taking them on at their own game when showdown time comes! *Duke*'s appeal comes as much from its actual and undeniable playability as it does from the many cool little touches, which combine to give *Duke Nukem* its unique atmosphere.



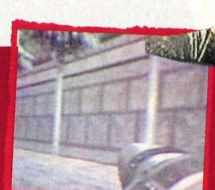




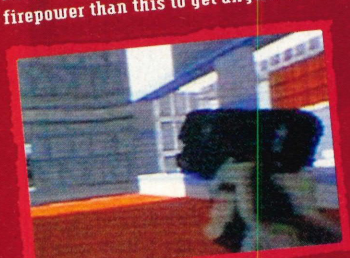
Puzzles, surprises, the little quips *Duke* comes out with. Some are generic and repeat themselves from time to time such as 'Groovy' and 'Damn, I'm good!' when another nasty bites the dust. However certain parts of the game have their own little bits of dialogue, specially included for when you suss them out. Just how much of the original '*Duke*talk' will be included remains to be seen, as some of it was a little close to the knuckle even for Nintendo's new liberal approach. Just remember kids, swearing isn't big or clever – but it can be quite funny.

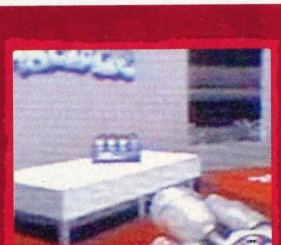
Nintendo are planning to have a quite a few games available by early '98 and many of these are looking extremely promising. However, for me *Duke Nukem 64* has to be the one to watch for. Maybe I'm just a saddo. Maybe all those late nights in front of the PC have fuddled my brain. Whatever the reason, *Duke Nukem* is without doubt the coolest cat and the hardest hero ever to atomise an alien invasion force and I for one certainly ain't gonna argue with the main man!

Rest assured we'll be banging on GT's door night and day until they send us a finished copy for review and that'll be a day to cherish.



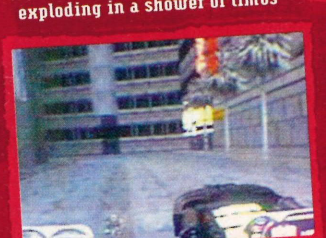
▼ **Pistol**
Nothing but back up. You'll need more firepower than this to get anywhere





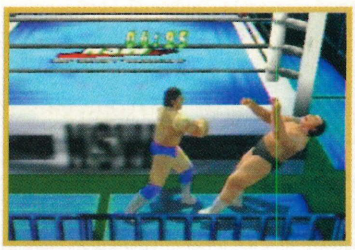
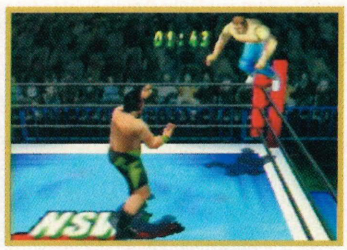
▲ **Grenade Launcher**
A handy new weapon, unique to the N64 game, with bouncing grenades – useful for taking out baddies round corners

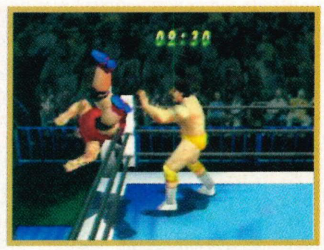
▼ **Expander**
A new one not seen in the PC version. Targets swell up before exploding in a shower of limbs



▲ **Launcher**
The office favourite sends the nasties back from whence they came – and no questions answered!

▲ **Twin Machine Pistols**
Duke's not known for being under-equipped – why use one gun when two can do twice as much damage



▲ Grab him by the neck and chuck him from the ring! Pretend to inflict all sorts of horrible injuries!

WCW Vs.

What you gonna do when the largest arms in the world and Hulkmania run wild on you? Nope, we didn't understand the question either.

It seems that Europeans have never been able to understand or appreciate this most macho of American 'sports'. True, we had our wrestlers in the past. I'm sure everyone would like to forget the days of Kendo Nagasaki, Giant Haystacks and everyone's favourite fat bloke, Shirley Crabtree – better known as Big Daddy. There'll be a few people reading this and nodding their heads – perhaps you even witnessed the spectacle live, down at the local sports centre. Thankfully its popularity died a death and by and by the whole sorry affair was mercifully removed from the public eye, never to return. Or so we thought. It wasn't until a few years later that that the Americans hit upon the idea and resurrected it with the style it had previously lacked so badly. It's wrestling, Shirley, but not as you knew it!

The big one used to be WWF, which gained worldwide popularity with the advent of satellite TV. The merchandising of characters and lunchboxes soon followed – as befits a new craze – and the wrestlers themselves became huge megastars, their names reverently whispered in the same breath as those of film stars and pop singers. In Britain Hulk Hogan (or Hollywood Hogan as the big

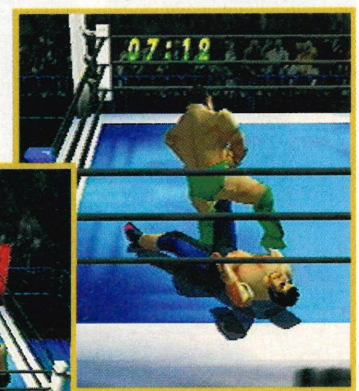
▲ One flat out and one flying – I think that's a decisive victory for the good guys. The free-for-all mode, superbly crazy fun!

▲ Rick Steiner, a chunky fellow with a beard and bandanna combo that many find menacing.

▼ Ric Flair, the blond bombshell with a nasty taste in green pants.

WCW VS. nWo
WORLD TOUR

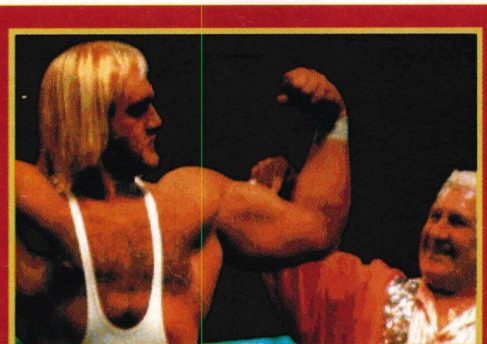
nWo

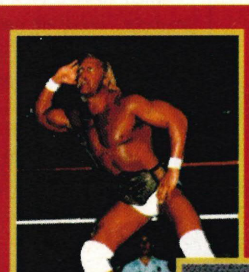


man now calls himself) is probably just as well known for Thunder in Paradise as he is for being a wrestler but his influence on the sport is undeniable. He can claim the most credit for turning a shabby backroom affair into a multi-million dollar business, watched and cheered by countless fans across the globe every week.

But anyway, call it tough guy action or choreographed ballet dancing, you just can't ignore the world's zaniest sport (and let's face it, it's up against some pretty stiff competition for that particular accolade) for long.

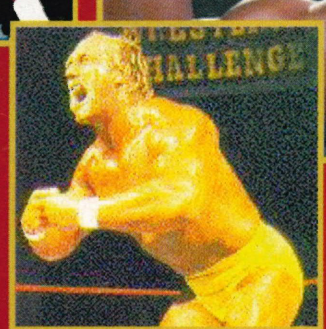
The World Wrestling Federation (WWF) had its day and all the wrestlers worth their codpieces soon deserted and joined the ranks of WCW (World Championship Wrestling). Things went along in a quite jolly fashion for a while but now (cue-drum roll) a load of rebels have left and formed their own federation — the New World Order, or nWo! (They do like making up new abbreviations, these chaps). The nWo



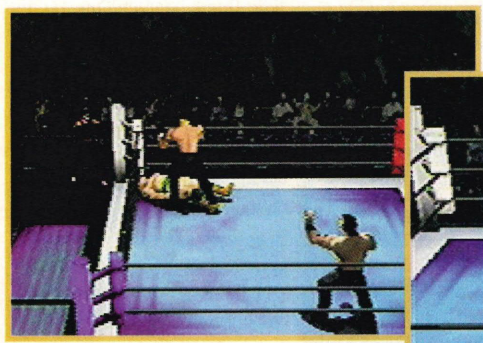


The Incredible Hulkster!

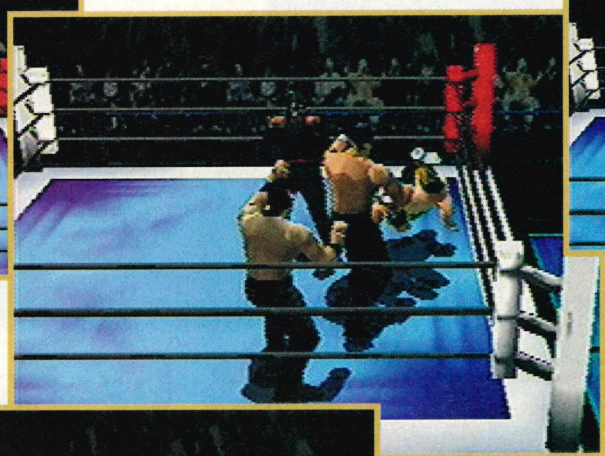
The most famous wrestler in the world and the man responsible for making the sport as popular as it is today, is a larger than life character in more ways than one. Born in 1953, the Hulkster is 6'5" and 300lb. He's won all sorts of belts including the WCW and WWF world championships. Outside the ring he's also appeared in loads of TV and even a few movies: Rocky 3 and Suburban Commando are probably the best known. Not bad for someone born Terry Gene Bollea!

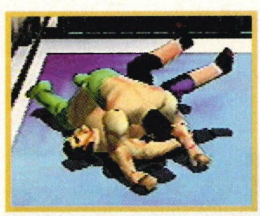


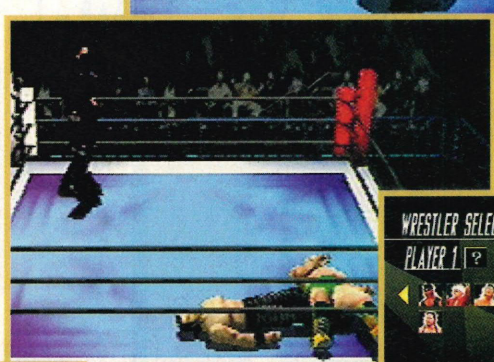
▲ Film star, tv hero, wrestling pioneer – Hulk is all this and more. The man that launched a thousand sticker books is seen here in a typical selection of tight outfits.



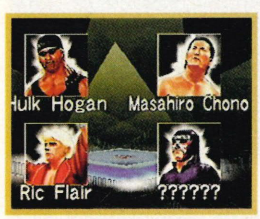
▼ Up close and personal – faking hand slaps with these camera angles is a real art.

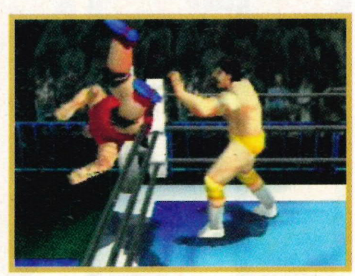


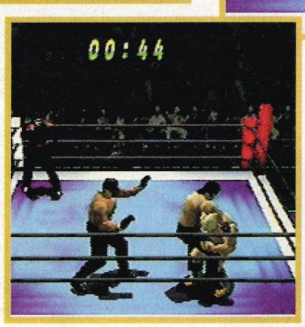




▼ If you can't afford a 'scary' mask you can always wear eyeshadow.







▲ That's the trouble with big fatties – always snoozing.

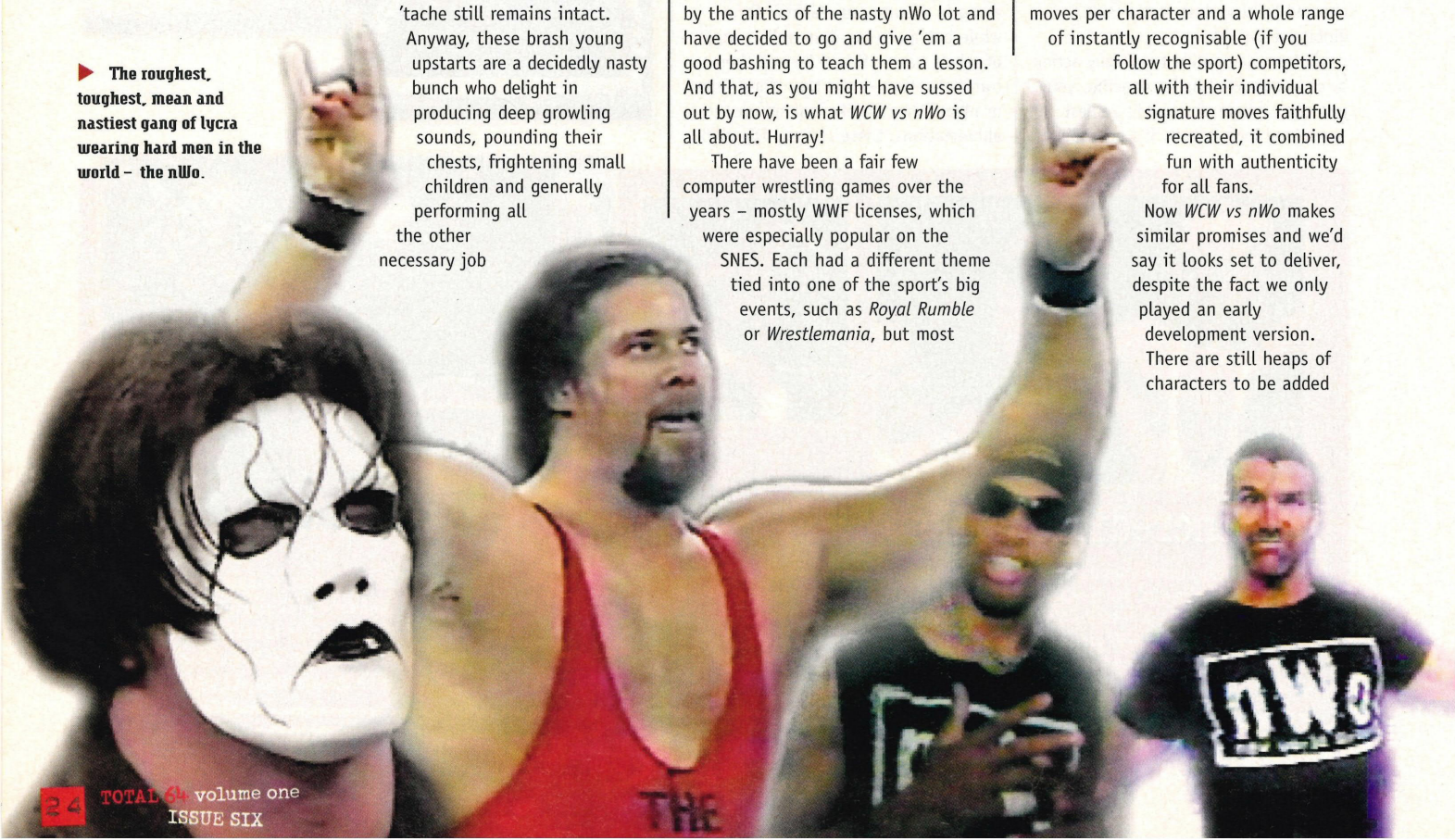
▶ The roughest, toughest, mean and nastiest gang of lycra wearing hard men in the world – the nWo.

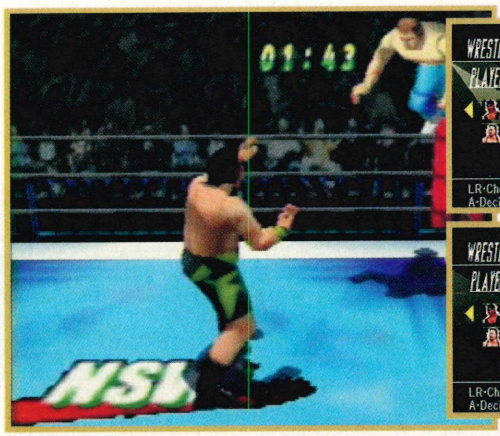
are led by none other than Hollywood Hogan, who's thrown off his puppy- and child-loving nice guy image and turned all nasty – he's even dyed his stubble black. Thankfully his trademark blonde 'tache still remains intact. Anyway, these brash young upstarts are a decidedly nasty bunch who delight in producing deep growling sounds, pounding their chests, frightening small children and generally performing all the other necessary job skills required by professional bad guys. Of course, this also includes issuing macho challenges and claiming to be 'the hardest' of all the wrestler types.

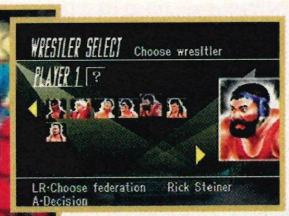
Naturally the fine upstanding chaps of the WCW, who only bend legs and twist necks in a friendly, caring sort of a way, have been somewhat aggravated by the antics of the nasty nWo lot and have decided to go and give 'em a good bashing to teach them a lesson. And that, as you might have sussed out by now, is what *WCW vs nWo* is all about. Hurray!

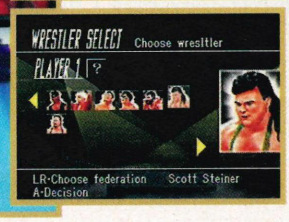
There have been a fair few computer wrestling games over the years – mostly WWF licenses, which were especially popular on the SNES. Each had a different theme tied into one of the sport's big events, such as *Royal Rumble* or *Wrestlemania*, but most were united in their crapness. T•HQ are making their bid to change that and on the evidence available so far, they might just be succeeding. *WCW* on the PlayStation shot to the top of the US charts and even received very favourable reviews over here – for extremely good reasons. With over 40 moves per character and a whole range of instantly recognisable (if you follow the sport) competitors, all with their individual signature moves faithfully recreated, it combined fun with authenticity for all fans.

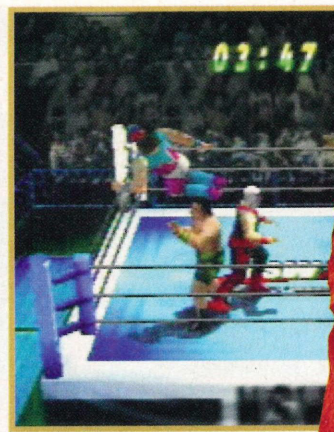
Now *WCW vs nWo* makes similar promises and we'd say it looks set to deliver, despite the fact we only played an early development version. There are still heaps of characters to be added



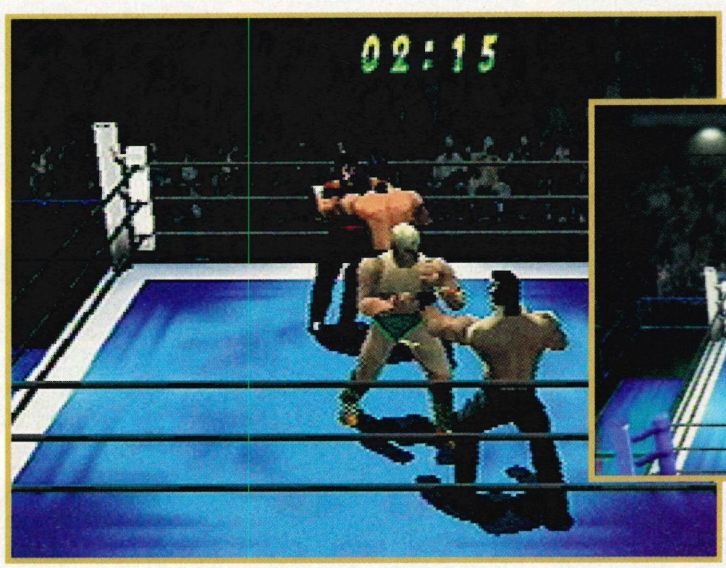


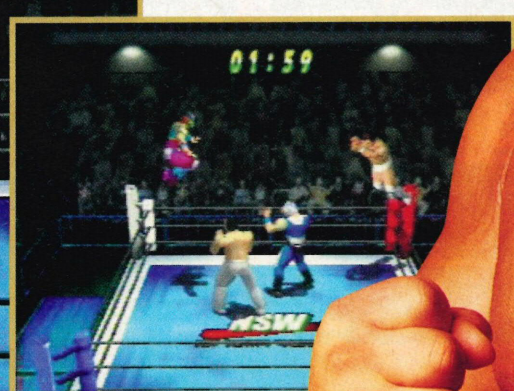


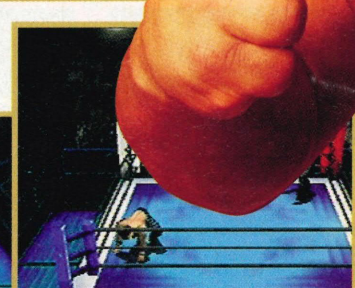


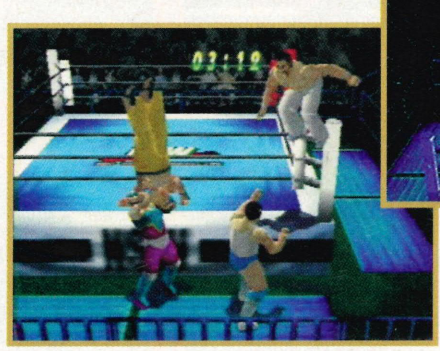


▼ **Holy flying hoodlums! A spot of double leaping action in progress.**









▲ **Taking it to the people – so realistic you can chase each other round the ring.**

and loads more moves as well but it's already looking a good bet for that World Championship belt.

In the final version there'll be all sorts of options for one-on-one, tag matches, and the like. However what kept us back late after work was the four man free-for-all. Four players can simultaneously scrap it out, with the winner being the last man left standing. This can lead to all sorts of real fights, especially if three players all decide to pick on the fourth until he's out! There are no energy bars, so you have to watch how a character's behaving to see what sort of condition he's in. Heavy breathing and limping would suggest he's a bit on the knackered side and it might be worth going for the pin, whilst if he's emitting loud bellows and stomping rather vigorously on your head, you'd better roll under the ropes and slink off while you still can. This actually works out as a very satisfying point of the gameplay. Making your foes go all weak and groggy is a lot more fun than turning a green bar progressively redder and as your battered opponent stumbles about the ring, you can't

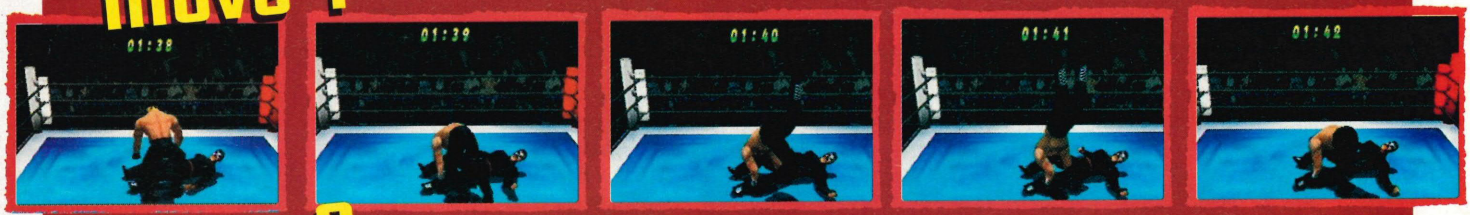
Meet the nWo

The nWo contains some of the most infamous wrestlers in the world. Scott Hall, formerly known as Razor Ramon in his WWF days is no pussycat. 'Macho Man' Randy Savage is another veteran of the WWF but he's traded his spangly cowboy hat look for the old black T-shirt and bandanna. Dennis Rodman wasn't content with lighting up the basketball courts of the NBA by changing his hair colour every month, so he signed up with the New World Order for some extra action. Then we have Sting, who looks more like a reject from the Crow movie and yet another ex-WWF bloke in Syxx. He used to be called the 1-2-3 Kid but changed it, probably when he realised it was a bit on the crap side. You'll notice that Syxx (six) is the total of one, two and three added together. These bruisers and bouncers are held together as one by the mighty Hulk Hogan, as the nWo bid to take over wrestling for good!

Kick 'em while they're down!

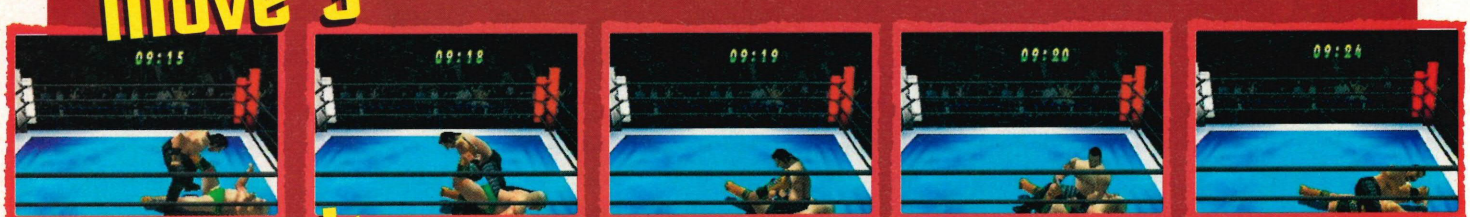
Each character has his own special tricks for when an opponent's on the canvas...

Move 1



Move 2

Move 3



Move 4

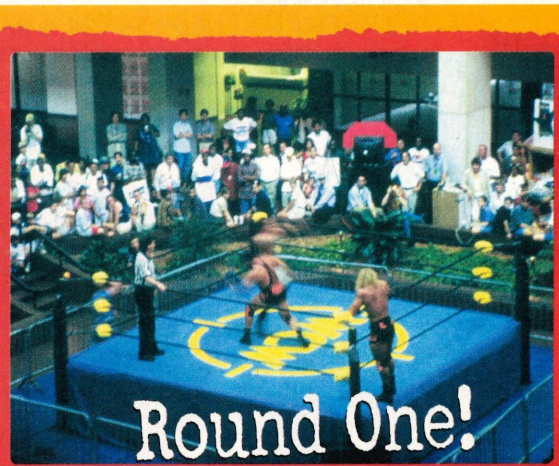
Move 5

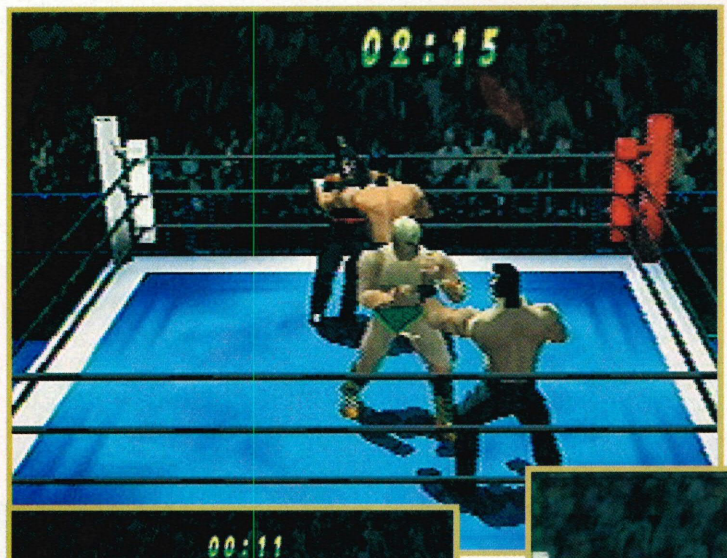
WCW Vs Total 64

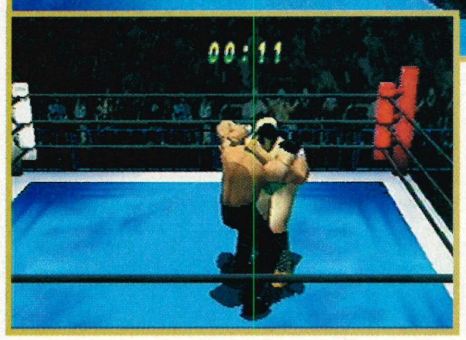
To fully appreciate what American-style wrestling is all about, it has to be witnessed first hand. Telly can give you all the razzmatazz but can't recreate the noise and atmosphere at the ringside.

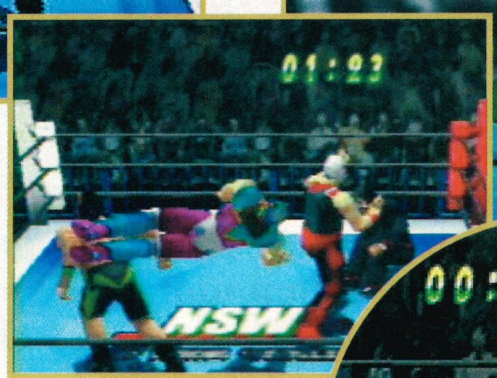
During the Atlanta E3 weekend T-HQ took the opportunity to unveil their new wrestling titles for the first time and what better way to promote them than with a few live WCW wrestlers knocking each other about in the ring, while a bunch of computer journo-types hang around the hospitality area gorging themselves on free grub and lager? Yes, that's exactly what we thought – and so did T-HQ themselves. So off we trooped to the CNN building on Saturday evening and a thoroughly good time was had by all. Highlight of the evening had to be when Ric Flair showed up to chat and sign a few autographs. Luckily the Rapide Publishing contingent weren't sufficiently beered up to start fancying their chances. He may be 50 but he's still a big bloke, albeit with unfeasibly bleached blonde hair!

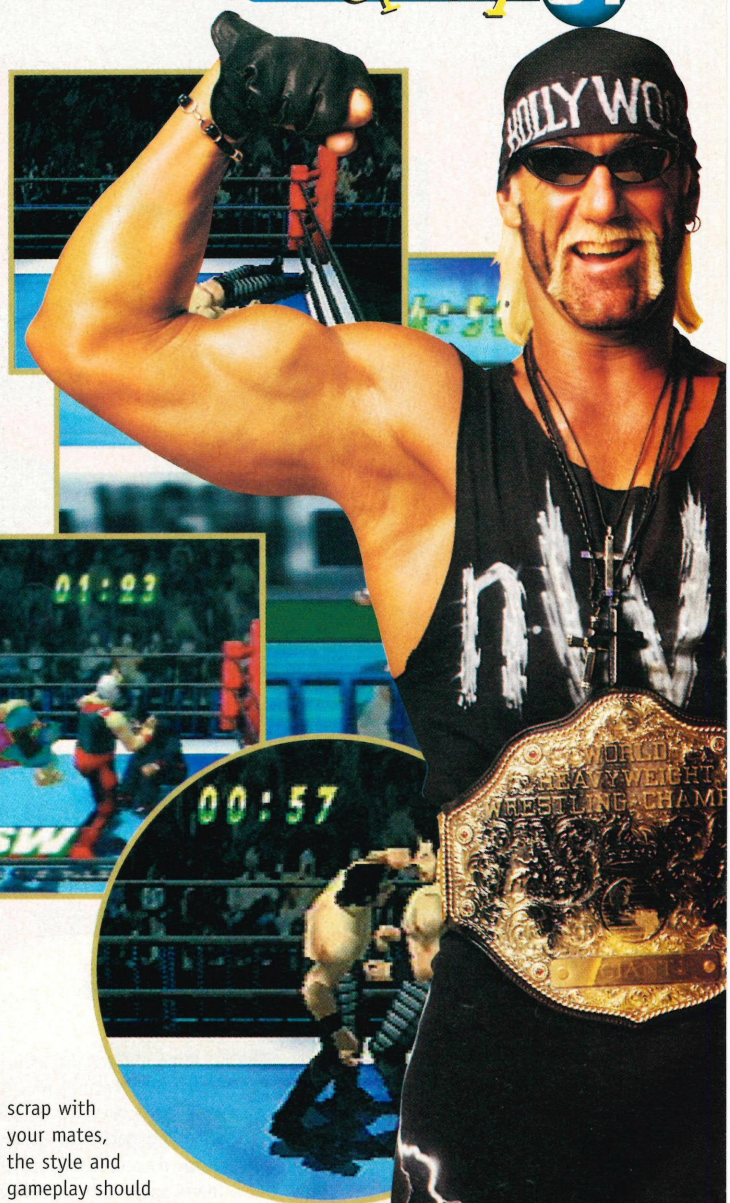
Unfortunately the other real superstars like the Hulkster, Scott Hall and Randy Savage were away touring in Germany of all places, so the card was topped by the moral-lacking tag team pairing High Voltage. At least that's what they told us. I suspect they simply heard your's truly was in the house and legged it out the back door in fear.







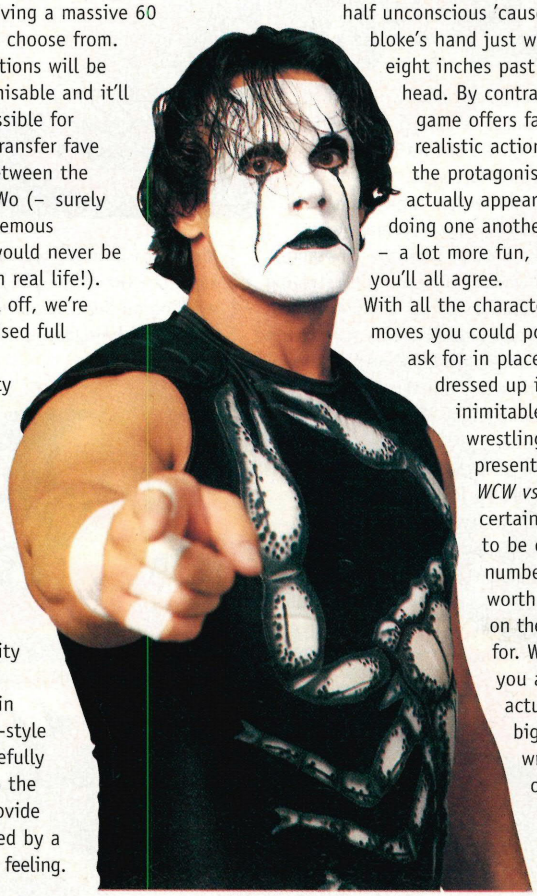




quite be sure if the next tussle will finish him off – good nail biting stuff.

There are 20 huge WCW and nWo wrestlers in total, including the Hulkster, Lex Luger, 'Macho Man' Randy Savage, Ric Flair, Sting, Giant and the rest. That's not all though. Loads of other world wrestling federations are also included, giving a massive 60 wrestlers to choose from.

Competitions will be fully customisable and it'll even be possible for players to transfer fave wrestlers between the WCW and nWo (– surely such blasphemous behaviour would never be permitted in real life!). To top it all off, we're being promised full rumble pak compatibility to bring those gut punches and body slams to life. Well, sort of! Perhaps they should investigate the possibility of a rumble suit: an all in one, catsuit-style number, carefully linked up to the mains to provide that squashed by a large fat guy feeling.

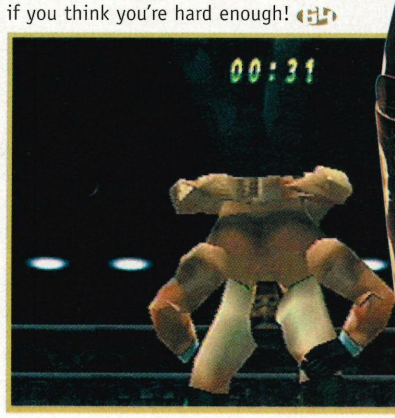


All in all *WCW vs nWo* isn't looking like a particularly close reproduction of the real thing. After all, what use would that be? Your character would fall over without being hit and you'd have to spend half the time staggering around in an incredibly unconvincing OTT fashion, pretending to be dazed half unconscious 'cause some bloke's hand just whistled eight inches past your head. By contrast the game offers far more realistic action, where the protagonists do actually appear to be doing one another harm – a lot more fun, I'm sure you'll all agree.

With all the characters and moves you could possibly ask for in place, dressed up in that inimitable, glitzy wrestling-style presentation, *WCW vs nWo* is certainly going to be one number well worth keeping on the lookout for. Whether you are actually a big fan of wrestling, or just fancy a bit of an old scrap with your mates, the style and gameplay should suit you right down to the ground.

T•HQ have a long relationship with Nintendo which saw them quietly developing a lot of SNES and Gameboy titles until recently but this is the one that'll make people sit up and take serious notice of them as an innovative 64-bit publisher.

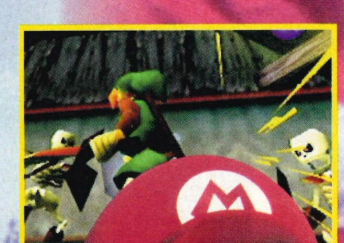
With all the necessary ingredients for a hit – good looks, an unusual twist and great gameplay – plus the present lack of good beat-'em-ups on the N64, *WCW vs nWo* is going to be difficult to beat. So come on Nintendo, if you think you're hard enough!



The E3 Experi

With this year's E3 being held in Atlanta, the attendance dropped by over 35%. From a massive 57 795 last year down to 37 100 – 7 of which were from Rapide Publishing! Here's what we got up to...

Miyamoto Speaks!



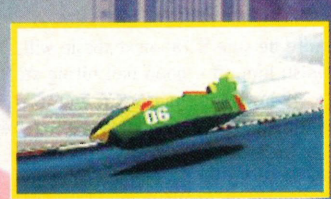
In a press conference held the day before the E3 show, Shigeru Miyamoto – the genius behind such great games as *Mario 64*, *Starfox 64* and *Zelda* to name but a few – spoke out, openly and enthusiastically, about his plans for the N64 and for the future.

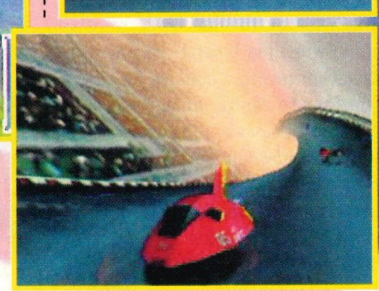
He explained how he wishes to use what he's learned from recent titles in the making of games for the future, including new lighting effects and data compression techniques that are now possible with the 64-bit CPU.

He also went into great detail about his latest big new game, *Starfox 64*, explaining how he'd basically taken the idea of *Space Invaders* and improved upon it.

'A long time ago there used to be a shoot-'em-up called *Space Invaders*. After this however, the shooting genre grew old. Steadily the shooting genre became only for hard-core gamers, and beginners didn't even want to play them.'

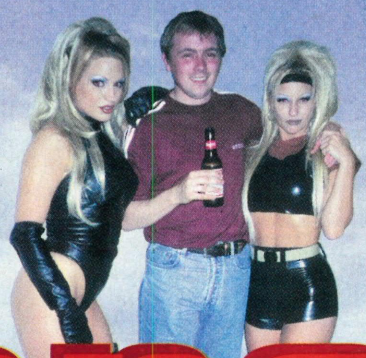
'I made games so that everyone could have fun, even housewives. However, it should be fun enough for even the most skilled players – this is Nintendo's strength.' explained Miyamoto, emphasising the idea that games should be for fun, first and foremost.





Another hot topic up for discussion, with several major titles missing from the E3 stand, was which titles would be stealing the show at this year's Shoshinkai. *F-Zero 64* and *Mother 3* (*Earthbound 64*) were both confirmed, along with another two unnamed titles – we're assuming that *Zelda 64* will be the big one.

After then commenting on how pleased he is with the prospect of *Banjo-Kazooie*, which he has not been directly involved with, Miyamoto went on to reveal that a team of over 20 people are currently working on *Super Mario RPG 64*, which will be released at some time in 1998.



ence!

What! They have games here as well?

In an exhibition hall the size of a small town there are bound to be things which distract you from the job in the hand, but many of the exhibitors at this year's E3 seemed unusually intent on drawing attention away from their products.

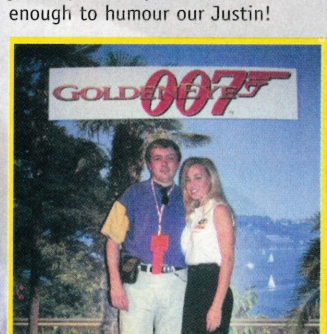
In most cases these distractions took the form of inexpensive little freebies, convincing many of our number that the objective of the E3 was to fill your free carrier bag with fortune cookies, fridge magnets, stickers, jelly worms and suchlike.

But for those of us intent on bringing our readers all of the top gossip and coverage of the new titles, some of the exhibitors had come up with the perfect way to distract our attention – gorgeous females lying in wait around every corner! So, as a tribute to said females – and to the companies clever enough to hire them – here's a quick run down of our top five.

1. 'Nintendo girl'

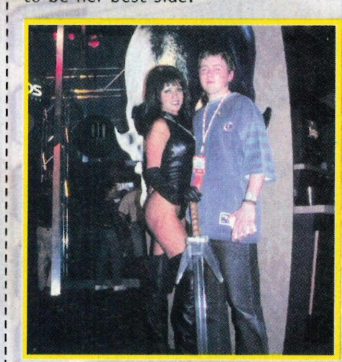
Justin was spending an unusually long time at the *Goldeneye 007* stand on the last day. We all knew that it was by far his favourite game of the show, but it turned out that the main reason for his interest was actually this Nintendo helper.

As well as being rather good looking and having a nice smile, she was a bit of a genius on the old *Goldeneye* – a girl made in heaven? And although it wasn't strictly her job to pose for photos, she was kind enough to humour our Justin!



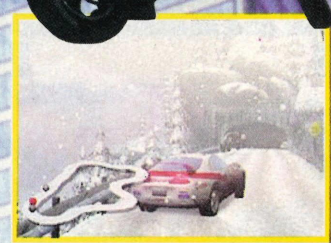
2. The Babearian

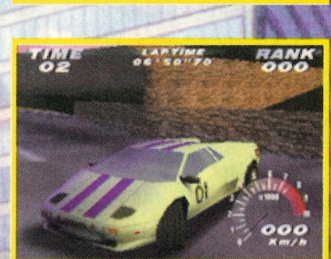
Posing for Polaroids on the Eidos stand, this beauty was one of the few such models who seemed able to smile for each and every shot. More impressive still was her ability to ignore the huge line of photographers that was rudely amassing behind her, busily getting those essential shots of what they obviously considered to be her best side!

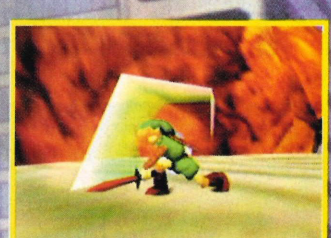


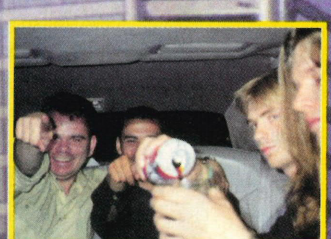
3. Miss Heavy Gear

I didn't actually visit this young lady myself, but I have it on very good authority from our Miles, of TOTAL PLAYSTATION magazine, that she was









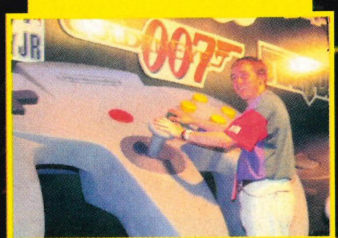
Top 10 things to find in your pocket after a day at the E3

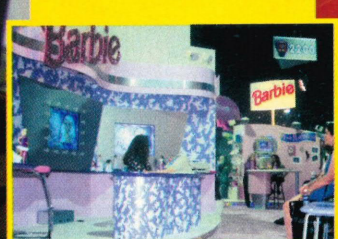
1. Notepad full of phone numbers from the Eidos girls.
2. Complimentary copy of *Goldeneye 007*.
3. Limited edition golden joypad won in *Starfox 64* competition.
4. VIP pass to the Cheetah club (don't ask).
5. A large wad of $100 bills.
6. An ice cream with a huge chocolate flake.
7. Nintendo press disk.
8. A block of ice big enough for you to lie on.
9. Dry pair of socks
10. A wine gum you'd forgotten about.

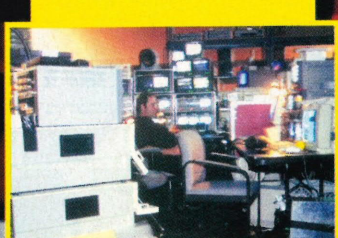
10 things actually found in pocket after a day at E3

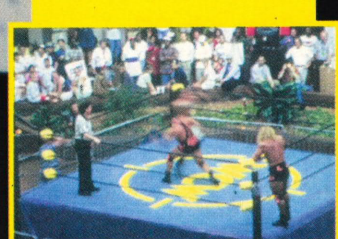
1. Eidos Pen.
2. Superman badge.
3. Nintendo Sports fridge magnet.
4. Hotel key (most days).
5. A slim wad of $1 bills.
6. Empty crisp packet.
7. Pile of temporary tattoos.
8. N64 stickers that won't stick to anything.
9. *Shadow Warrior* fortune cookie.
10. Yellow stress grip thing.

The E3 photo album!

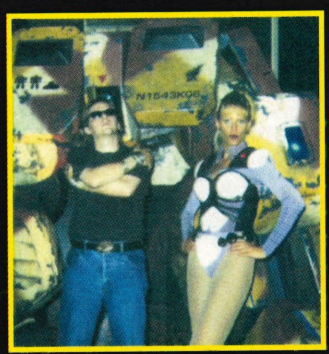






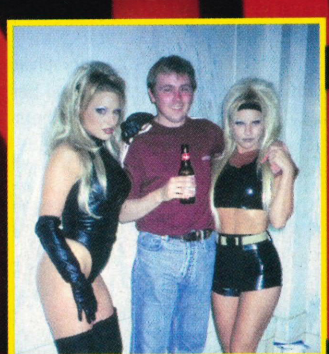


worthy of a mention. Miles is the one in the strange costume!



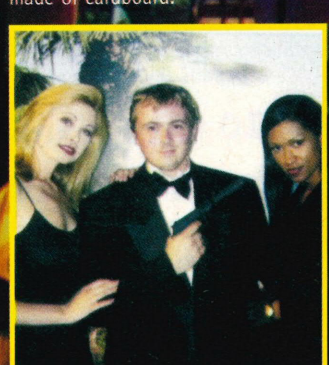
4. Eidos Bouncers

Despite losing points for doing their job a little too well and delaying our entry to the Eidos party, these leather clad young lovelies made up for it all by breathing in extra hard and attempting to touch their elbows behind their backs for the photos that Justin and Miles insisted upon.



5. The Bond girls

Strategically placed in the *Goldeneye 007* section of the Nintendo stand, these poor defenceless females were posing for Polaroids at a rate of 2-3 a minute. This probably explains their slightly bored expressions – and why everyone who sees the photo is convinced that they're actually made of cardboard.



Total 64 Game of Show

Goldeneye 007

At the end of the show there was really only one contender for this one – *Goldeneye 007* is quite simply the best game I've ever played!

Having always been a fan of first person shooters I suppose there's bound to be a bit of bias on my part, but *Goldeneye 007* takes the genre to a new and exciting level of playability, and not just because of its Rumble pak compatibility.

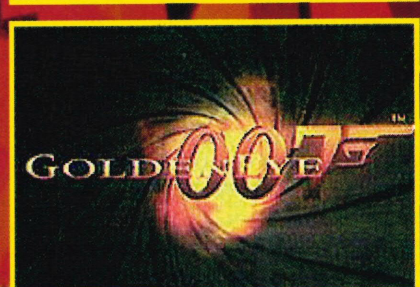
For one thing there's the highly varied nature of your mission objectives – these can range from simply blowing up buildings to having to retrieve items and/or personnel. The settings for these missions are just as varied and I'm confident that in the final version of the game, you'll be visiting almost every location that's featured in the actual *Goldeneye* film.

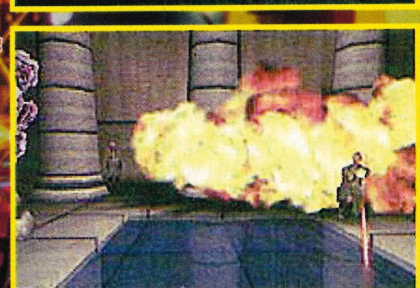
Difficulty settings will also take on a new meaning when *Goldeneye 007* is released. No longer will a harder setting simply mean more enemies – your mission objectives will be completely different, even though you're playing the same level.

The multiplayer mode, despite having already appeared in *Hexen 64*, is also a revelation – the clean and crisp graphics making it easy to see what's going on, even though your particular chosen Bond character is only playing with a quarter of the screen.

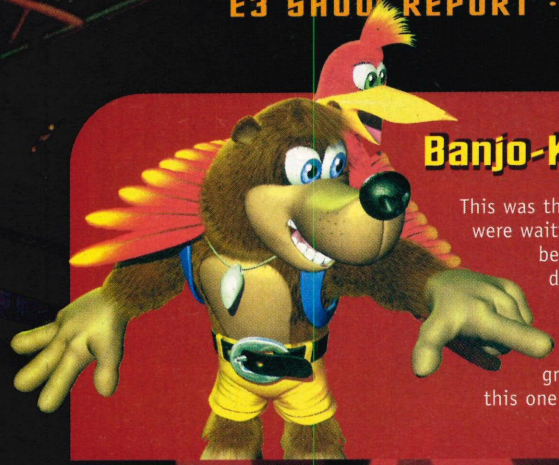
But for me the most exciting thing about *Goldeneye 007* was the range of different weapons and what they were capable of – the most memorable of which was the sniper rifle. Using the telescopic sight (which actually works) I was able to stand on the top of a guard tower and pick off two guards who were lying in wait in a small bunker across the yard – much more satisfying than charging in there, *Doom style*, with a rocket launcher or similar.

You can expect a favourable review of this one, just as soon as we get hold of a copy!



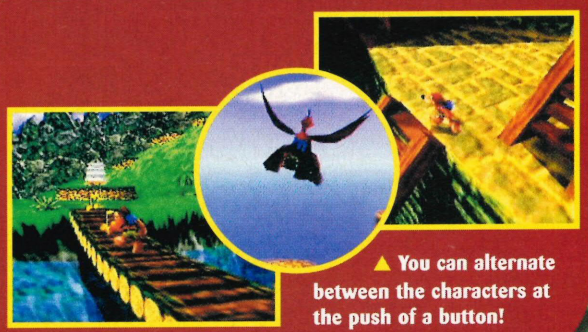


As you can see, it wasn't all games 'n girls! There were some WCW wrestlers strutting their stuff too, although these weren't actually at the show. The evening of wrestling was put on by T•HQ International to promote their forthcoming *WCW* games, one of which appears on this month's cover. For me the two photos that best sum up the whole E3 experience are: 1. The giant N64 joypad – everything at the show was bigger than I expected: lifesize Arwings, actual *Mario Karts* to sit in whilst playing, just everything. 2. The Barbie stand featuring Barbie look-a-likes to promote the game – the coming together of games 'n girls, perfect!



Banjo-Kazooie

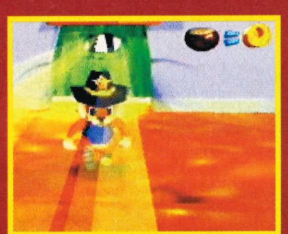
This was the game that all Nintendo fans were waiting for a glimpse of and as the best kept secret of the show it didn't disappoint. The gameplay is basically the same as *Mario 64* but with some extra features and enhanced graphics. Expect to see a lot of this one in future issues!

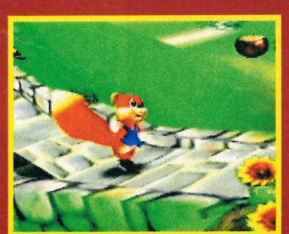


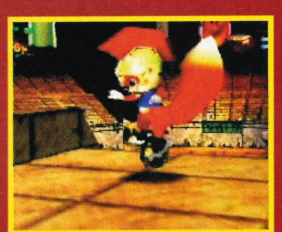
▲ You can alternate between the characters at the push of a button!

Conker's Quest

Surprisingly, being shown next to *Banjo-Kazooie* was this almost identical title. Again the gameplay was more than a little reminiscent of *Mario 64*, except that our plumber had been replaced by a squirrel. The game was at an earlier stage of development than *Banjo-Kazooie* but looked very promising. Our guess is that it'll possibly be aimed at a slightly younger audience.

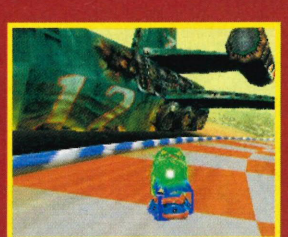


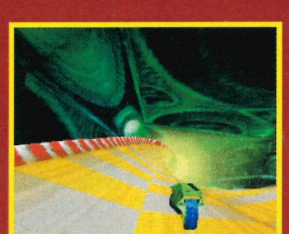


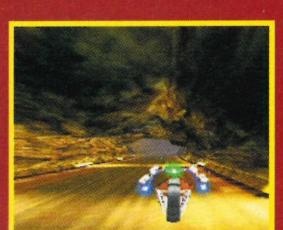


Extreme G

The first game Justin looked for upon entering the show, *Extreme G* was even better than expected. With superfast, supersmooth graphics and gameplay it made *Wipeout 2097* look like a Sunday drive. The version we played was still quite early, with only 4 of the 12 tracks being available, unfinished weapons and very little detail in the backgrounds, but that only excited us even more. The finished version of this is going to be something very special indeed.





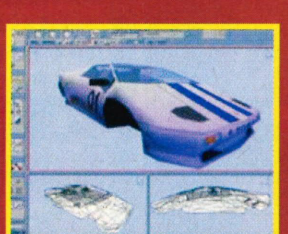


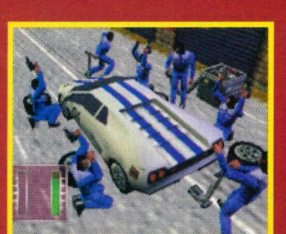
ISS Soccer 64

Okay, so we've all played it now, but *ISS 64* isn't available in America yet (at the time of the show) and so for a lot of people this was their first chance to play the greatest footie/soccer game ever. And judging by the crowd of people watching the match in progress, I'd say they were pretty impressed.

Lamborghini 64

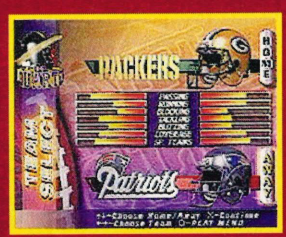
Following our first look at this title in issue 5 we were eager to get our hands on a control pad and have a go. Driving a car *Ridge Racer* style using the analogue stick proved to be a bit tricky but after a few laps we were venturing into hidden shortcuts territory. *Lamborghini 64* looks to be coming along very nicely, although by the time it's released it might be up against some pretty stiff competition.

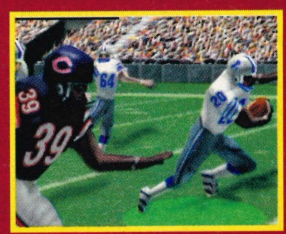


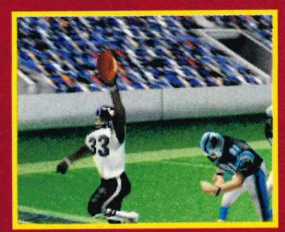


NFL Quarterback Club '98

As a fan of the *Madden* series I was excited to be asked behind the scenes of the Acclaim stand to see an early version of *NFL Quarterback Club '98*. This is the first game to use the N64 in high-res mode and it looks stunning





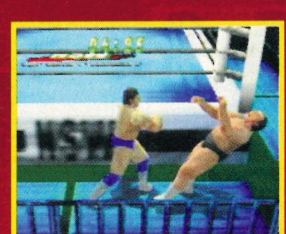


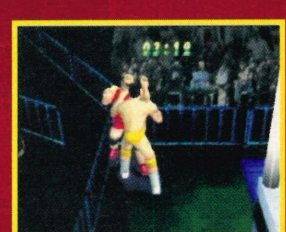
StarFox 64

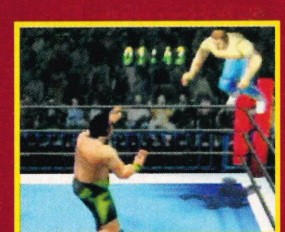
The dominant game on the Nintendo stand, there was actually a multiplayer game setup on a cinema screen with players sitting on Rumble chairs in lifesize Arwings. Unfortunately we didn't have time to join the 2 hour long queue, but you can bet that this was one of the first games we plugged in on our return to the office.

WCW Vs. NWO

Wrestling games traditionally fall short of most beat-'em-ups, but *WCW Vs. NWO* looks ready to change that. With over 60 wrestlers to choose from, each with around 40 moves, this should take a while to master. The four player mode is also an exciting addition, allowing you to participate in a free-for-all from the comfort of your armchair. Check out our world exclusive preview for more details.

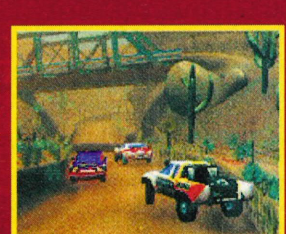


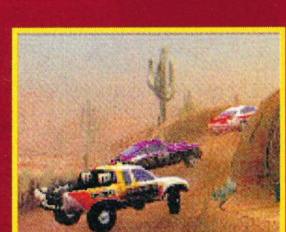


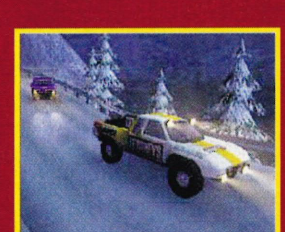


Top Gear Rally

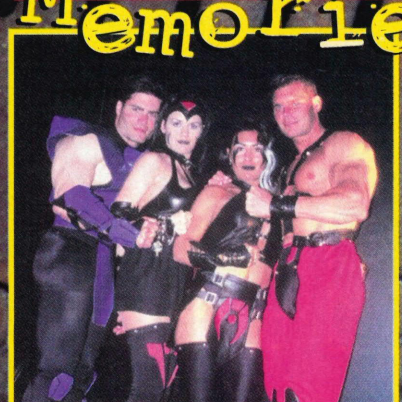
This much anticipated title looks set to do for the N64 what *Sega Rally* and *V-Rally* have done for the opposition. The graphics are every bit as good as the SGI renders we featured in issue four, the gameplay leaves the opposition eating dust and that track designer is still being talked about! Expect to see *Top Gear Rally* taking pole position later this year.

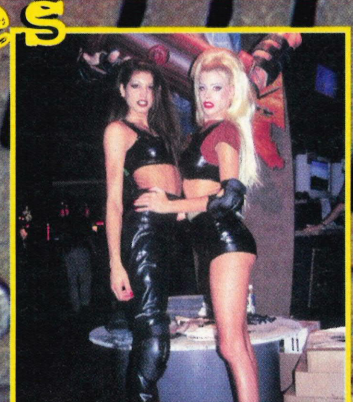




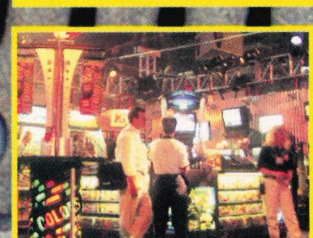


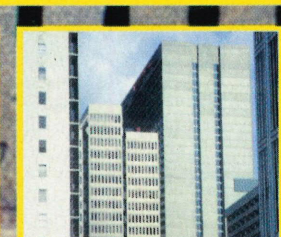
Memories





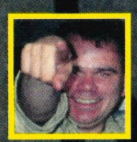
Unfortunately most of our memories of Atlanta couldn't be included here because of their adult nature, but the view from our window seemed a safe bet. And do you recognise the guys on the left? Sub Zero and Johnny Cage apparently – lucky for them Miles and I were sober, or we might have taken a fancy to their *Mortal Kombat* females!





The Rapide Boys on Tour!

The things you learn about each other when you go away together! Just when you think you know somebody...



Mark Smith

Job: Proprietor

Money talks in America and so Mark was managing to come across as being even louder than usual! Since his wallet was bigger than most of our suitcases, we naturally offered to carry it for him, but for some reason he refused...

Chris Marke

Job: Managing Editor

After convincing those of us who seized every opportunity to have our photo taken with a long legged lovely that we were sad, Chris went on to prove just how classy the rest of us really were, by successfully chatting up a female so repulsive, she could make Budweiser curdle, just by looking at it.

Mark Garraty

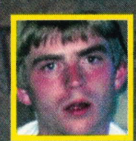
Job: Director of Advertising

With our trademark Rapide bellies well beered-up, we made our way to the pool, where to our horror we found that Mark has yet to achieve such a voluptuous figure – his tanned six-pack was positively sickening compared to our translucent pot bellies.

Ian Roxburgh

Job: Art Director

Ian has an uncanny knack for spotting poor photo opportunities. While most of us were off getting polaroids done with the lovelies on offer, Ian was getting his camera out to get those oh-so-essential shots of fire hydrants, phone booths and similar items!



Jon Evans

Job: Editor, Ultimate PC

A few names were made up for Jon in Atlanta – these were all due to his apparent inability to perform the most minuscule feats of strength, eg. pushing the button on Ian's camera, and for having to buy lightweight trainers because his boots were too heavy to walk in. He did however manage to beat Miles to a pulp every morning, without fail.

Justin Calvert

Job: Editor, Total 64

Even though he spent his entire time in America sharing a room with Miles, Justin is now intent on emigrating to the land of the free. This is possibly because he's confusing it with the land of the free alcohol – which he consumed by the gallon, courtesy of Mark Smith and most of the software companies with alcohol at the show.

Miles Guttery

Job: Editor, Total PlayStation

Having shared a room with the unstoppable games hippy for the duration of our trip, many of the things I learnt about him cannot be published. Of those that I am allowed to mention, the most memorable (and potentially embarrassing for Miles) are these:

1. Miles has the ability to sniff out a 'clean' pair of pants amongst a pile of those he's already soiled, from a distance of some three feet.
2. Possibly a vampire, Miles casts no reflection in mirrors – which as well as explaining his general everyday appearance, would account for the fact that he turned up for breakfast every day with large amounts of toothpaste smeared around his face.

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Send your answer on the back of a postcard or a sealed down envelope to:
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Alternatively you can email your entries at:
total64@rapide.co.uk

Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final. Winners' names will appear in a future issue of Total 64... so there!

Total 64- The Truth

Unlike certain magazines we could mention, we at Total 64 aren't afraid to say exactly what we think about the games that arrive in our office — how many other mags warned you away from the disappointing *Shadows of the Empire*?

To make sure that our scores don't mislead you in any way, we've decided to explain more or less what you can expect from a game depending on the overall score it's awarded in our review. The scores at the end of each review tend to reflect the opinions of the main reviewer in each case, so be sure to read the second opinions from other reviewers, which might be very different. Maybe in time you'll find a particular reviewer whose taste in games is very similar to your own.

91-100%

These are the cream of the crop – any N64 owner that doesn't own at least one of these titles doesn't yet realise the power of their own console! Sometime in the near future, games as good as this will receive a special Total 64 award – your guarantee of excellence!

81-90%

Now we're getting somewhere! These games are the reason you bought your N64 – they're playable, they look good and you're not going to be bored of them in a few weeks. The only reason these won't have scored higher will be because there's another similar game that we prefer, or because the game just lacks that special something that separates an extremely good game from the games that no N64 owner should be without.

71-80%

Bit of a 'sitting on the fence' score to be honest. It's likely that games in this category will have had us all thrashing out our opinions in a heated discussion. Differences of opinion in the team are good for our reviews, but are going to mean that some of you will like it, some of you won't.

61-70%

A game falling into this category is probably best avoided. The game might have some redeeming features – or one of the reviewers may really like it – but for the most part these games are going to be an acquired taste at best. A definite game to 'try before you buy'.

41-60%

We've had a couple of games fall into this category, which hopefully none of you will have been foolish enough to buy. These games might look nice on the box, but will have you considering suicide half an hour after you part with your hard earned cash to get them. If you really like the look of them then check out our second opinions, but it's most likely that we'll have agreed on a score this bad.

21-40%

These games however, might make it into the shops at some point. None of the games we've reviewed yet have been bad enough to receive this low a score, which, when you consider *St. Andrews Golf* and *Cruis'n USA*, should make you realise just how bad a game needs to be to fall into this category.

0-20%

If a game this bad is ever released then questions will definitely need to be asked about Nintendo's quality control. To be honest you're unlikely to EVER see a game getting a percentage this low, although some games might slip into this category after a couple of months gathering dust in our cupboard.

Picks of the Bunch

With only 2 review titles this month it's not surprising that there haven't been any major changes to the charts – If you'd like your top 5 games to appear alongside those of the Total 64 team, send us a photo of yourself along with your nominations and we'll print one or two every month. So who likes what in the Total 64 camp?

Chris 'Cheetah Shuffle' Marke

(-) 1. ISS Soccer 64
(5) 2. Turok: Dinosaur Hunter
(-) 3. Mario Kart 64
(R) 4. Pilot Wings64
(N) 5.Mario 64

Miss Piggy:: Cruis'n USA

Justin 'California Dreamin'' Calvert

(2) 1. Wave Race 64
(3) 2. ISS Soccer 64
(1) 3. Starfox 64
(N) 4. Mario Kart 64
(-) 5. Doom 64

Nightmare: Shadows of the Empire

Nick 'Jump up & down' Jones

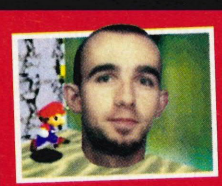
(3) 1. ISS Soccer 64
(R) 2. Turok: Dinosaur Hunter
(2) 3. Mario Kart 64
(-) 4. Doom 64
(1) 5. Starfox 64

Downer: War Gods

Miles 'Cheap sunglasses' Guttery

(-) 1. ISS Soccer 64
(5) 2. Pilot Wings 64
(N) 3. Mario Kart 64
(SN) 4. Turok: Dinosaur Hunter
(3) 5. Mario 64

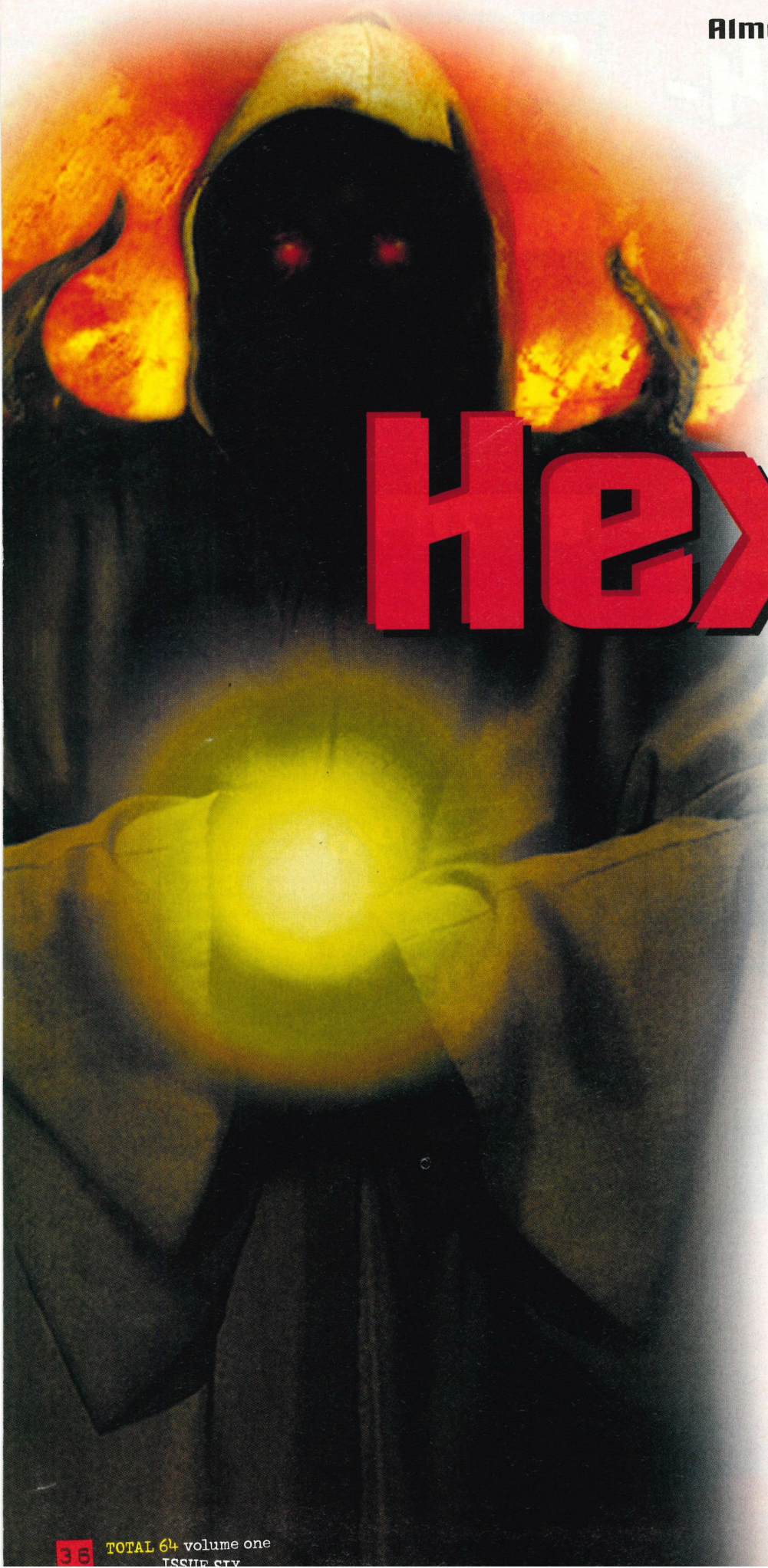
In the Shade: Killer Instinct Gold



Ant 'The A - the N- the T-' Grace

(-) 1. Mario 64
[-] 2. Turok: Dinosaur Hunter
(-) 3. Mario Kart 64
(-) 4. Pilot Wings 64
[-[5. Doom 64

Michael Bolton: Killer Instinct Gold



Almost two years after the original *Hexen* arrived on the PC, we've seen it appearing on the consoles. So has *Hexen* stood the test of time or has it aged horribly? Read on...

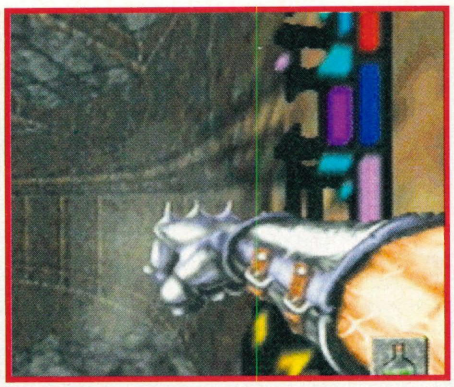
Hexen

For those of you who are unfamiliar with *Hexen*, it's basically a kind of cross between *Doom* and some sort of fantasy RPG. Well, a roleplaying game without the roleplaying elements – sadly those end as soon as you've selected which of the three characters you'll be playing with.

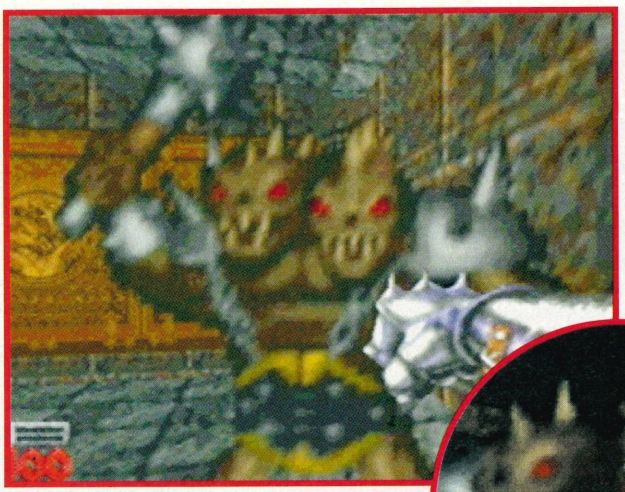
First person shoot-'em-ups have become a staple diet of many videogamers ever since the success of *Doom* on the PC, and with (almost) every new one that's released, one or two new ideas creep into the genre and are adopted for use in all future titles. Breathtaking advances such as looking up and down and the ability to jump, and more impressive developments like flight and even interactive settings have all put in a welcome appearance at one time or another. So what has *Hexen 64*, a first person shooter for the most powerful games console on the planet got to offer? Well, surprisingly little actually.

Doomed From the beginning!

It seems so long ago that we were playing the likes of *Doom* and *Wolfenstein 3D* that it's quite surprising how little first person shoot-'em-ups have really improved. Everyone knows the basic structure by now – run along some corridors/tunnels, collect some guns/bombs and shoot some monsters/nazis/soldiers. Admittedly, every now and then a title will come along that moves the genre on a step – like *Duke Nukem* or now the forthcoming *Goldeneye 007* – but these are far outweighed by the many that are seemingly content to churn out the same old ideas over and over again, without any element of risk taking or originality. Put it this way – PC



▲ **Behind the broken window... secret rooms are definitely the life blood of any *Doom*-clone.**



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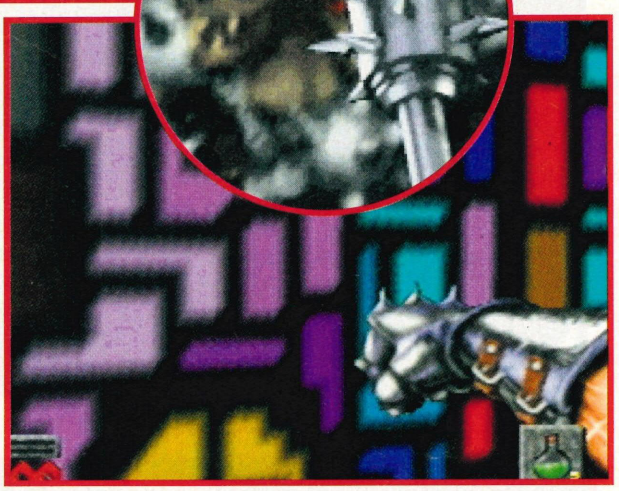
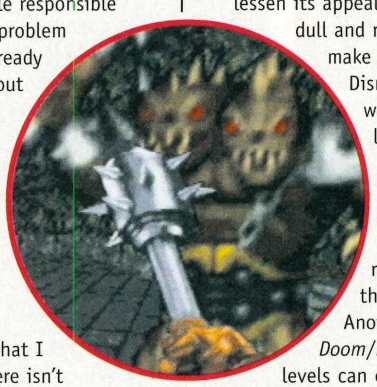


owners across the land are known to blanch visibly at the sound of two little words – *Doom* and clone.

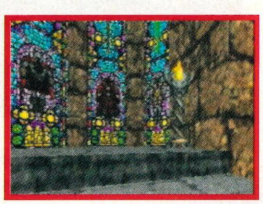
Hexen 64 is such a title, and to a worse degree than most – not only has it done nothing whatsoever to contribute to the evolution of the genre, but the people responsible apparently have no problem with releasing an already mediocre title, without improving it in any way in the year and a half or more since it was first released on the PC. To be fair, there have been a few little graphical improvements, but these are so minor that I can honestly say there isn't much that would separate this from a SNES version – had anyone ever been fool enough to release one.

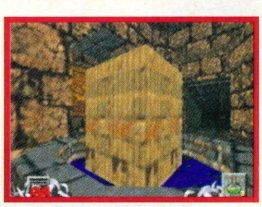


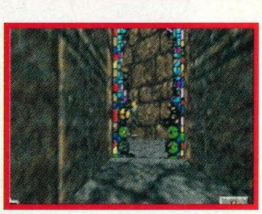
Hexen 64 is not just a *Doom* clone, it's an extremely poor one – which is quite surprising since the same company is responsible for both titles. It would seem that the programmers started out with the basic *Doom* engine and set about systematically finding ways to lessen its appeal. The extremely dull and repetitive graphics make *Doom 64* look like Disneyworld, and the weapons are quite literally medieval – although this is meant as a snide criticism and not as a positive remark regarding their authenticity. Another criticism of *Doom/Doom 64* is that its levels can occasionally be repetitive or use similar ideas. Again, *Hexen 64* has taken this failing a stage further by forcing players to revisit the same poorly designed levels time and time again – starting with level 2 which, believe it or not, actually accounts for 50% of the first 8 - 10 levels!

This might sound ridiculous – and it is – but each 'stage' actually consists of a number of levels, all of which are connected by a level in the middle. This means that every single time you wish to progress to a new level you have to pass through the central level. To make matters worse, the central section is generally the worst of the lot, due to its unnecessary and very uninspiring purpose – to take you from door to door (or portal to portal as the case may be) after you've finally managed to locate the relevant level switches and taken out a couple of nasties for good measure.

▼ **This church isn't what I'd call a holy sanctuary. Put it this way, you're more likely to bump into a fireball than Harry Secombe.**

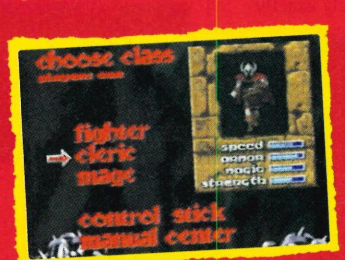


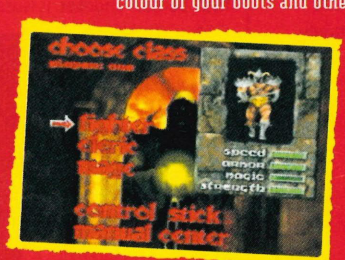


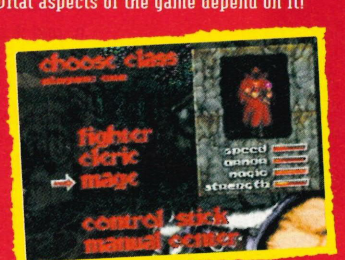


Characters

Take your pick from a big muscle man in a metal suit, an intense fiery eyed cloak wearer or a fundamentalist nutcase. Choose carefully! The colour of your boots and other vital aspects of the game depend on it!

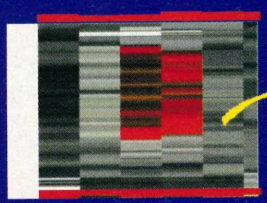




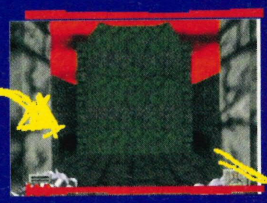


A level in the life...

Level 2 is the first of the 'revisit' levels you'll come across. Admittedly your objectives change slightly each time you visit the level, but level 2 is so small that all of them are just as boring as this one...



You are greeted by a smiley face who asks you if you're ready to die, you reply 'not yet' as this is your first visit to the level but trust me – by the time you're coming here for a fourth visit you'll be quite happy to die!



The face disappears to reveal the main area of the level. Take a moment to admire the red sky – that's about as exciting as it gets! As you walk forwards you'll realise that you're on a lift, which starts to descend...

... bringing you here, but don't get excited about the water – it's only about an inch deep so there's no danger of any *Duke Nukem* or *Turok: Dinosaur Hunter* style underwater action.

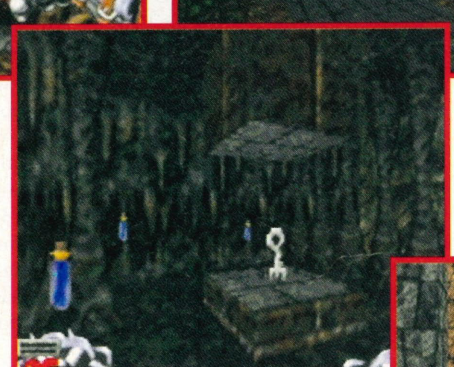
With the switch pulled it's time to solve the puzzle – what did it activate? Which door did it open? Of course! the door that's just opened. That'd be the fella.

I wonder what treasures are waiting for you there... Yippee, a new style of enemy – that takes the tally up to three! Now how should we set about killing it?

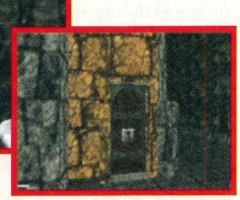
After weighing up the pros and cons of the single weapon on offer, you decide to use your fists. Apparently you've got a harder punch than Tyson... or did you bite him?

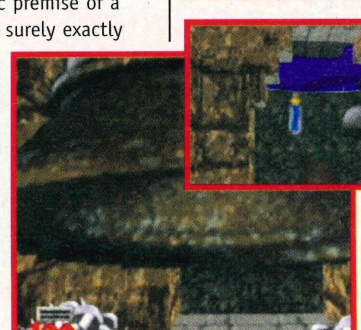
Now look at the state of your armour, kinda makes you wish you'd used a projectile doesn't it – but then you don't have the luxury of such an option for a couple levels yet!

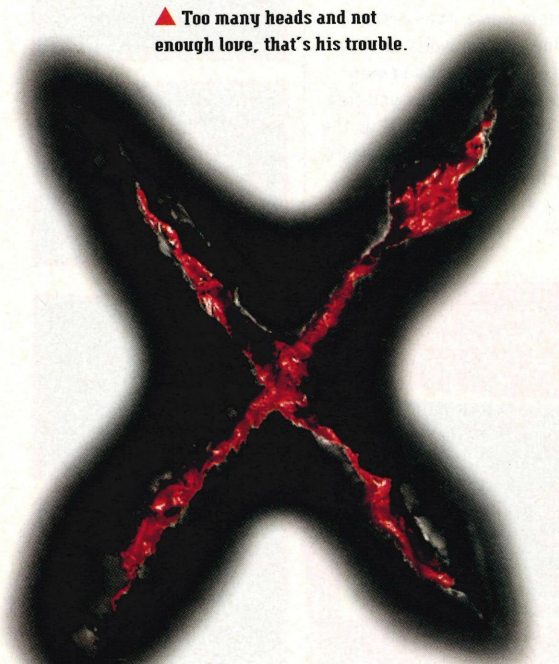
▲ Too many heads and not enough love, that's his trouble.



▲ A dark corner. Now what are the odds on something very nasty lurking in there, then?







ıite how the designers came up with this idea is beyond me, and whoever made the decision to ıtilise it obviously has no idea of what akes a game work – ine if the same idea ed in a beat-'em-up. e you beat a fighter, o go back and beat up ıaracter again before ... and so on. It n, and it certainly ıow!

u you're real 'ouble!

ssibly the worst thing ıut *Hexen 64* is the dire range of weapons that you have to play with. The basic premise of a first person shooter is surely exactly that – shooting stuff. Shooting with loads of lovely big weapons that produce big, satisfying bangs and whizzes, all with a suitably technicolour accompaniment.Think *Doom* and you think shotgun, chainsaw, minigun, rocket

LEVEL TWO

Mmm... he looks familiar, punch him! He'll take three hits just like all the other two headed enemies, then you can start looking for something better to do.

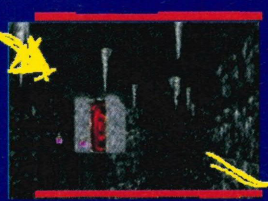
Found anything yet? Nope, oh well – keep looking, there must be a lever or something kicking about round here somewhere. Oh look, there's that red sky again.

Aha! a tree, that's bound to come in handy! Except of course that the only chance you have to interact with it is with your fists... not so handy then!

Yippee!! It's a switch, and you though there was nothing to do on this level! Ha, ha! It just shows what you know doesn't it, Mr Know-it-all Smarty Pants.

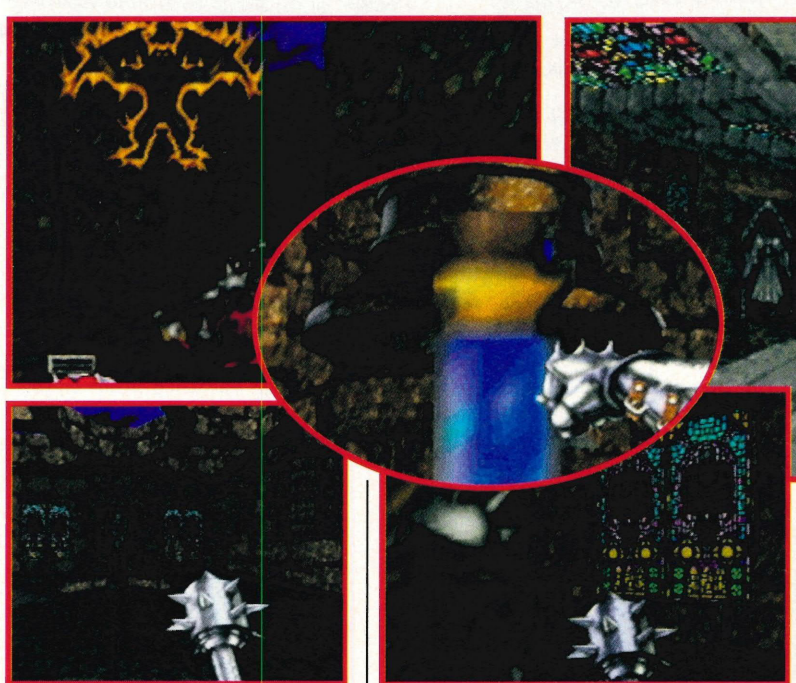
That looks interesting but how on earth do you reach it? The window isn't tall enough to walk through and your armour restricts your ability to crouch.

After solving the mind warping puzzle of walking around the corner instead of through the window, you realise that you've found your goal – the exit!



But it's so high up, how on earth will you reach it? One false move on the way up and you're sure to be impaled on the spikes below! How can you possibly survive?

Would you credit it? There's a lift right in front of you so you don't need to do anything at all. That's it – level 2 complete... Until you revisit in a couple of levels time!



▲ Talk one-to-one with mages you'd like to meet at the Club Hot.

launcher, BFG – all marvellous tools of destruction in their own right.

Turn to *Hexen* and things aren't looking so good – to the best of my knowledge each of the different characters only has three separate weapons that can be selected – once you've found them. The trouble is that they're all boring and none of them are even particularly powerful. The projectile weapons appear to be and are very puny, so there's none of the justly popular long-range blasting fun associated with *Doom*. Unfortunately the close range weapons offer scant compensation for this and only serve to show you just how bad the sprites are, by forcing you to go right up close to them before you stand a chance of inflicting any damage.

Speaking of getting close to the nasty chaps, this is in fact the area in which the N64 incarnation has been 'enhanced' over the older PlayStation version. What this means in practice is that the monsters now go into soft focus when you've got close enough to rub noses with them, instead of becoming pixillated. Well, whoopie-do! It still looks completely awful.

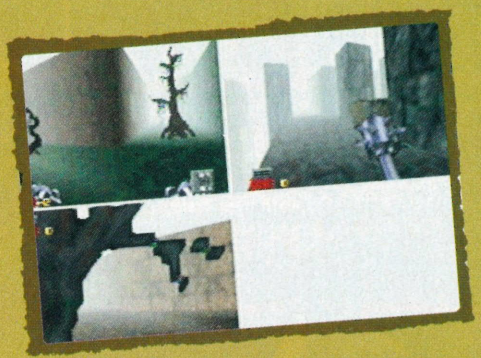
The enemies are also incredibly stupid, putting paid to the saying that two heads are better than one. If the dumb lumbering hulks aren't busily turning their back on you whilst you're in the middle of crushing their skulls with your mace, they're spending their time desperately trying to work out how to negotiate these new fangled 'flights of stairs'. *Hexen* may be set in a

Miles' comment

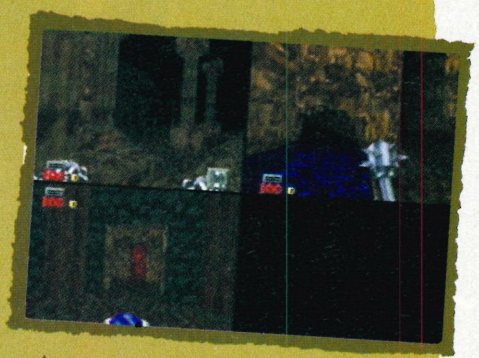
Do me a favour. Surely this is the PC version! I'm not a big fan of all the fighting fantasy scene at the best of times – and this isn't the best of times! *Hexen* makes no real use of the N64's advanced capabilities. This becomes especially obvious during combat as, unlike *Turok* and *Doom*, most fighting takes place toe to toe, at which point the baddy sprites lose a lot of their clarity. Even the multi player mode is let down by the fact levels are so big it takes ages to find who you're supposed to be fighting. If you think you can put up with all the niggles give it a rap, but I'm saving me money for *Duke Nukem*.

Hexen for all the family!

▲ One of the nicer looking levels you'll visit, and also one of the biggest – no sign of the enemy!



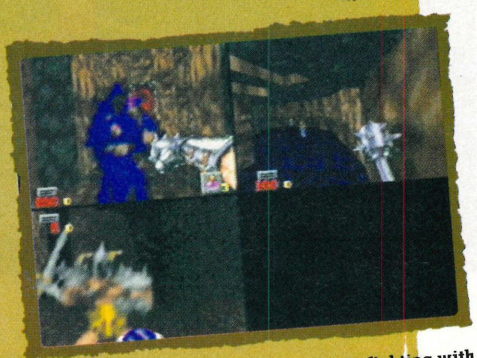
▲ Five minutes later – still no sign of other family members, they're probably lost as well!



▲ A lovely range of weapons on display, pity there's nobody around to use them on.

▲ As usual, one of the players has started near the exit – leaving now will whisk you to the next level.

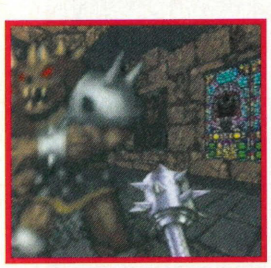
▲ Ho! Don't go yet, we've got a battle about to start! Unfortunately for the guy with the Mace, he's missed it.

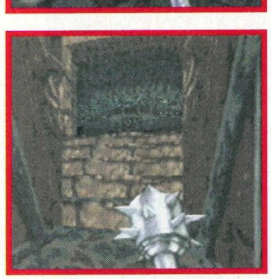


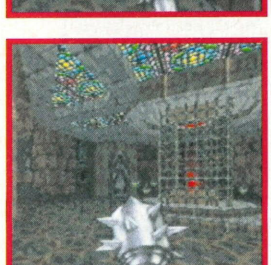
▲ The Fighter, who you'll remember is fighting with his fists, has apparently acquired a sword.

Unlike other four player N64 games we've played, *Hexen 64* will quite often see players completing entire levels without ever seeing each other – exciting stuff. The vision of the player is also more noticeably limited than in other titles. Perhaps first person shooters aren't suitable for this split screen business? Well I'm afraid *Duke Nukem 64* and *Goldeneye 007* say different.

See what you think...

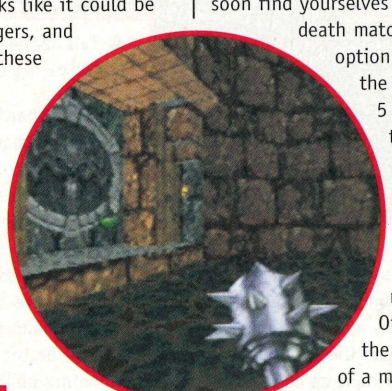






world full of olde worlde style and charm but that's not really any excuse – most of the monsters in the game are about as adept at climbing steps as ED209 was in Robocop.

Add to this the fact that the number of frames of animation for each character looks like it could be counted on 10 fingers, and you'll realise that these sprites really are monsters – though in a rather more unfortunate sense of the word than the programmers probably intended.

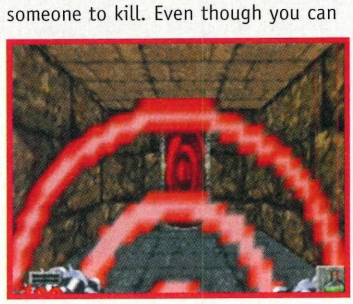


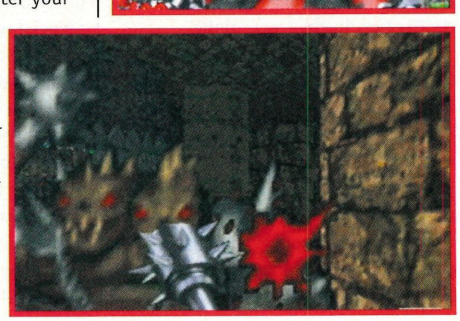
Sinner redeem yourself!

One of *Hexen 64*'s redeeming features is the fact that it incorporates a split screen four player mode – although many of the levels don't really lend themselves to the deathmatch and no specially designed levels have been included. You'll even find yourselves revisiting the same levels over and over again, just as in one player mode, but this is even more annoying when you're playing with friends. Sadly you'll soon find yourselves reaching for the death match time limit option and setting it to the lowest setting of 5 minutes, just so that you can actually progress to some of the more interesting levels after your time has run out.

Of course, the inclusion of a multiplayer option does give *Hexen* a clear advantage over the likes of *Turok: Dinosaur Hunter* and *Doom 64* – it's a title your friends can join in with, rather than just watch.

That said, it should be noted that it doesn't compare to *Mario Kart 64* or *Starfox 64* in terms of non-stop action – you'll quite often spend upwards of a few minutes wandering around on your own, as you search for something or someone to kill. Even though you can



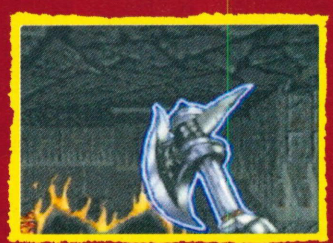


Blow-by-blow!

Frame 1: You eye up the target and begin moving towards it.

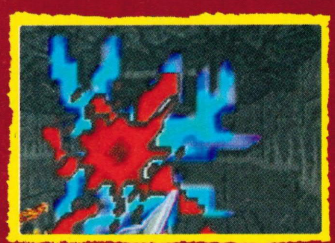
Frame 2: Has he spotted you? Only one way to find out...

Frame 3: That fiery little demon won't know what hit him!

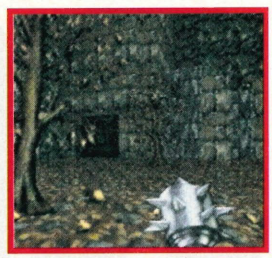


Frame 4: But he'll certainly feel it! Down comes the axe, ooh nasty!

Frame 5: He won't be getting up from that one in a hurry, I hope!

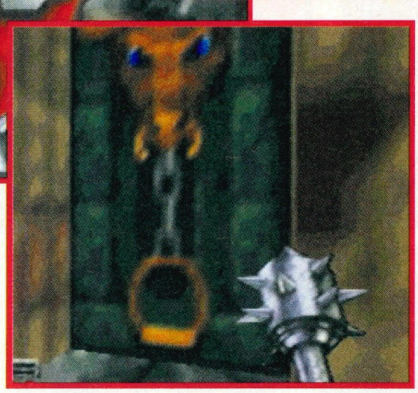


Frame 6: Mmm... blood and electric, don't try this at home kids!



Nick's comment

What is this doing on the N64? In the past few months we've been treated to two of the most enjoyable first person perspective games ever, *Doom* and *Turok*, and then all of a sudden *Hexen* comes along. What do GT think they are up to? Do they think people won't see past this facade, this cheap attempt at a cash in? The game itself looks extremely dated, almost as if it was a straight PC to N64 port and takes no advantage of the power the N64 has to offer. The graphics are bland at best and the level design really lacks imagination. The only thing I can say in favour of this is that it's the first game of this type that boasts a four player deathmatch mode but even this soon becomes tiresome after you've revisited the same level for the umpteenth time. If you want four-player deathmatches then be sensible, be patient and wait for *Duke Nukem*.



check what your enemies are doing just by glancing at a different corner of the screen, the levels look so similar throughout that it's almost impossible to deduce where your targets are. Whilst this does cut down on blatant cheating in multiplayer mode, it's hardly a recommendation.

There are a few levels later on that look a lot better than the earlier muddy brown efforts, but I fear that few people will persevere with the game for long enough to reach these.

Sorry, too late!

I'd like to be able to say that *Hexen 64* will at least appeal to die hard *Hexen* fans, but those people who loved the original aren't going to want to fork out another £50 - 60 for an identical game with just one new feature – the multiplayer death match mode.

When *Hexen* first came out it appealed to many people because of its (admittedly limited) RPG aspects. A lot of time has passed since then and quite frankly, the novelty provided by swinging a 'flechette' about instead of a chainsaw or machinegun wore off quite some time ago.

Why this game has been released is beyond me. In the first place *Hexen 64*'s timing is hardly impeccable – as a late-comer into a now established N64 genre, which already includes the great *Turok: Dinosaur Hunter* and the almost as great *Doom 64*, it can hardly hope to pull the novelty appeal stunt again. Now consider the fact that it'll soon be in competition with the likes of *Goldeneye 007*, *Mission: Impossible*, *Quake 64* and *Duke Nukem 64* and its future seems even clearer – come in Mr. *Hexen*, your time is up!

Verdict

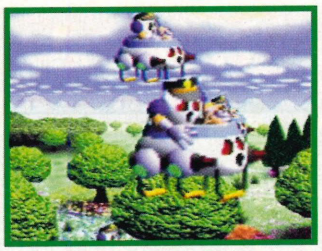
Name:	Hexen 64
Publisher:	ID Software/GT Interactive
Developer:	Software Creations
Players:	1-4
Price:	£TBA
Released:	Out Now (import)
Game Type:	3D Shoot-'em up
Version:	US

graphics 69
Certainly not the reason you bought an N64!

sound 70
Nice eagle sample, not much else.

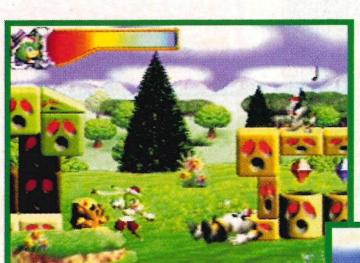
playability 62
Dull and repetitive to the extreme. Yawn.

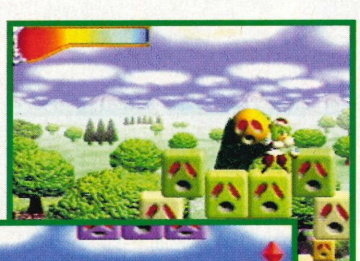
overall 63



GO! GO! TroubleMakers

So I was wrong about *Mario* and for that I apologise, but this is truly a god-awful game, trust me!





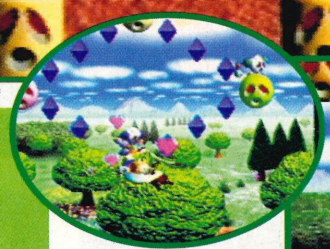
▲ "A tired and conventional 2D platform romp." James has spoken and is he ever wrong?

First Nintendo provided the video gaming world with the ultimate console, then – obviously not satisfied with their ground breaking hardware – those lovely little blokes unleashed a true monster of a launch title. The game in question was of course the much heralded and almost universally acclaimed, *Mario 64*. This single game changed everyone's expectations of not only the N64 but of how far the limitations of the platform genre could be pushed. *Mario*'s first steps into the next generation weren't the tentative, easy routes that Sony and Sega had taken with their first batch of releases. No, *Mario 64* was truly a game that defied comparison, relocating a traditional, well-used gaming style into a totally immersive, fully 3D environment. More importantly, *Mario 64* silenced Nintendo critics and assured the N64's success – a classic by any standards.

Mario, we love you

Could the little Italian bloke's latest adventure have been a fluke? Could Nintendo have peaked on their first release? Well thankfully, no! With such games as the visually stunning and rather worryingly addictive *Wave Race*, *Mario*'s second N64 appearance in *Mario Kart 64* and the forthcoming graphical splendour of *Star Fox 64*, the N64's abilities are no longer in question. It all goes to confirm that the N64 is more than just competition for the Saturn and PlayStation – it's their equal and then some, mister!

▼ This looks like it's going to be tons of fun for Dad and Mum.

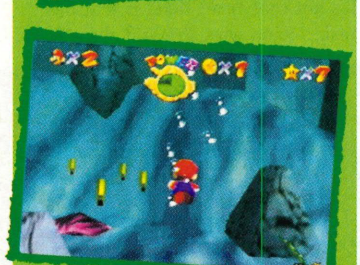


▲ Oh deary me, what have they done?

Miles' comment

I don't understand it but I like it. *Go! Go! Trouble Makers* is so full of bright colours you think it's going to explode any minute into a jelly rainbow full of sponge fingers and cherries. And that just about sums up the gameplay as well. It's all cute and chubby sprites biffing and throttling one another in the nicest possible way. On the down side, if you're not fluent in reading japanese you won't have a clue what's going on, as characters keep appearing to explain stuff. Still playable but you're better off waiting for the official release.

This is more like it!



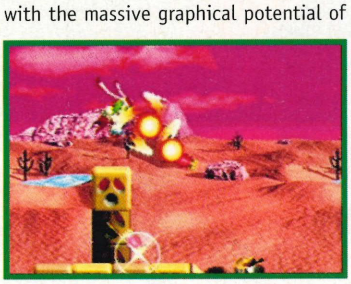
Here's a few of shots of the world's greatest game, *Mario 64*, to provide that much needed ray of sunshine on this otherwise cloudy page!

Why am I going on about how great N64 games are? Well, even though it has taken a long time, the time has come when PlayStation and Saturn owners will finally be welcoming an N64 title's release. Yes, the game they've been praying for to tarnish the N64's clean sheet is coming, and its name is *Go! Go! Troublemakers*. *Go! Go!*, or *Yuke! Yuke!* as it's known in Japan, is the first N64 release from Japanese developers Treasure. Unfortunately it's also, without any doubt, the very worst piece of software we've had the sad misfortune of seeing since the dawn of the N64.

How could this happen?

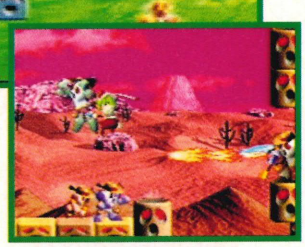
Strong words, I know but then we were all bitterly disappointed.

We had high hopes for *Yuke! Yuke!* – which is pretty easy to understand when you cast a brief look at Treasure's back catalogue, featuring as it does such top, influential titles as *Contra* and *Castlevania* for the NES. These were games that had a lasting effect on gamesplayers and also changed the direction of the platform genre for ever. Given such experience, coupled with the massive graphical potential of the Nintendo machine, we expected something unique – or at very least enjoyable – yet *Yuke! Yuke!* is little more than a tired and conventional 2D platform romp. No, that isn't a typo, that does say 2D – and no, we really couldn't believe it either. A 2D title for the king of the 3D consoles. Yeuch.

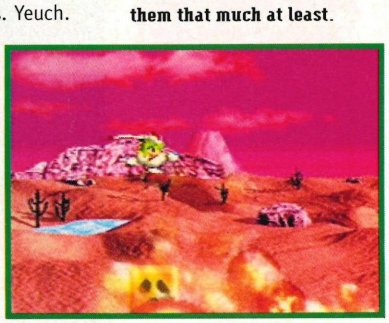


Yuke! Yuke! – or should we call it *Puke! Puke!*, as this game does inspire the player to vomit... Okay, so that's a little too harsh but the game leaves us with few positive things to say.

It's not that there is anything that's technically wrong with the game; it's



▲ Well, the colours are nice... you've got to give them that much at least.



▼ Get with the kids, Treasure folk... this is just too old and out of date – ya squares!

▼ Hey! Do we look like we want to solve pointless puzzles?

▲ *Yuke! Yuke! Troublemakers!* welcomes careful drivers. And multi-coloured dominoes.

Justin's Comment

As usual, I think that James has been a little harsh in his criticisms (but then in a few months he'll probably decide that he loves it!). It's initially a little disappointing to see this kind of 2D platformer appearing on the N64, but if you can get past the fact that this looks a little dated, then there's no reason why you shouldn't enjoy this just as much as any other 2D platformer. It's occasionally original and some of the puzzles are quite clever. I've already amended James' original scores to prevent this from being labelled a sub-30% title – and I wouldn't be surprised if its mark is increased for the reviews round-up sometime in the future, when we've played it some more.

a text book platformer, but it's nothing more. Every element in *Yuke! Yuke!* will be instantly familiar with any fans of the classic platform genre – it consists of twelve, side-scrolling 2D levels, with the sole object of each being progression to the next.

The aim of the game, basically, is to locate a glowing star at the end of each level. To achieve these highly exciting (not at all derivative) lofty goals, the central character, Marina, must pick up her on-screen foes and proceed to turn them into spells by shaking them. Quite.

Sounds very familiar to us!

These spells can be used to smash any objects that block Marina's progress and in some cases, to unlock weapons – always helpful, especially for those last minute Christmas gifts. Oh, and along the way Marina will also be able to hitch herself a lift on a number of vehicles and such like.

Not the most original concept is it? Well, wait till you get a full load of the linking plot. Now *Mario 64* was hardly the most originally set game – rescue Princess Daisy, blah, blah, blah – but in comparison with this, *Mario 64*'s plot is like a best selling novel.

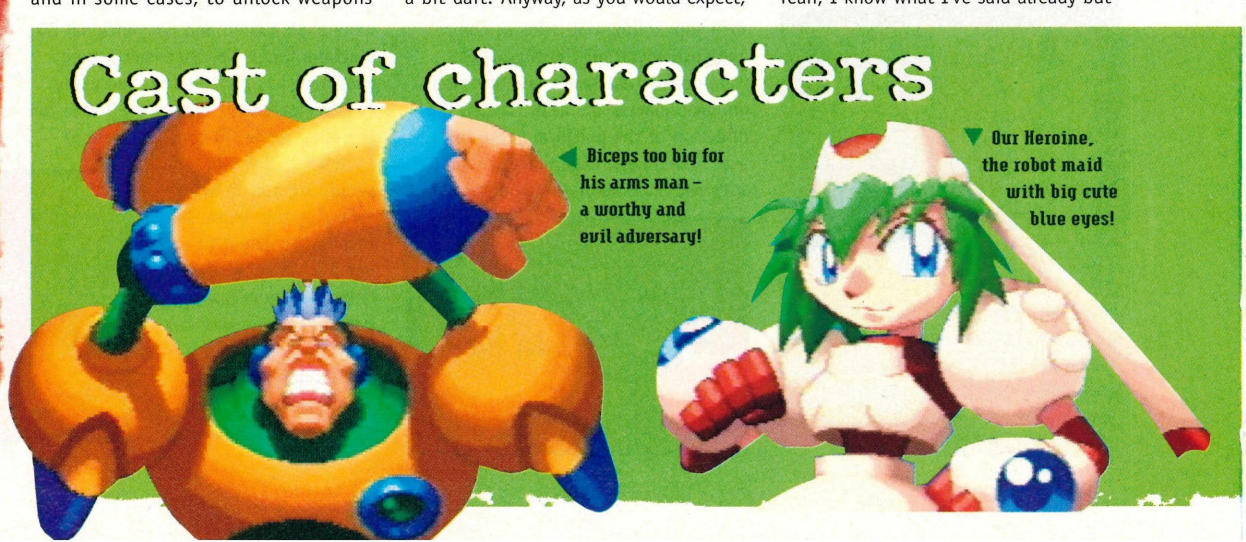
Yuke unfolds like this: you take the role of an android cleaning maid, whose creator has been kidnapped by the land's evil emperor for some kind of sneeringly nasty reason – to give the Spice Girls talent maybe. So, Marina (in true 2D platform tradition) sets off to save her master. Why? So he can dirty her dishes and make more work for her I guess – a bit daft. Anyway, as you would expect, Mister Evil Bloke isn't so happy about his plans going awry at the hands of a robo-maid and sends his army out to stop her. We could go on but we're sure you get the gist!

It's over-familiar, far too dated and frankly it's old hat. In a fair attempt to add a touch of actual interest to the proceedings, Treasure have tried to add elements of puzzle solving. This means that progression through the levels isn't simply a case of jumping and running around, the player has to plan out their route and overcome a number of tricky obstacles before Marina gets her star.

And now for the nice bit!

It's not that *Yuke! Yuke!* is that bad. Yeah, I know what I've said already but

Cast of characters

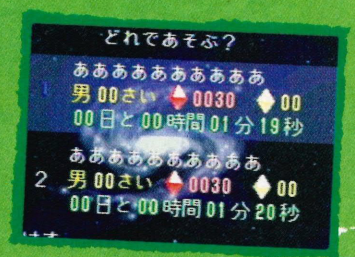


◀ Biceps too big for his arms man – a worthy and evil adversary!

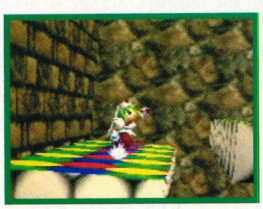
▼ Our Heroine, the robot maid with big cute blue eyes!

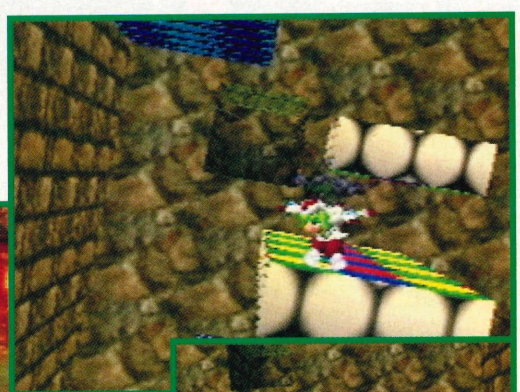
It's good to talk!

Well, yes – in most cases it is, unless of course you have absolutely no idea what on earth they are talking about!



▼ Ahh... yes, that does clear things up a bit.





▼ After years of mindless servitude you'd think she'd be happy to be rid of the old fool.

it's quite pleasant to play. For a couple of minutes. If you're having one of your bizarre retro turns. Ha!

What all this nastiness is trying to point out is that *Yuke! Yuke!* is simply not good enough for the world's most powerful games machine. The graphics aren't that far removed from those of any 16-Bit game – basic 2D sprites and bland backgrounds are hardly a match for the gorgeous, text mapped, silicon rendered visuals of its peers. Even ol' *Doraemon* looked the part.

Did I mention the sound? Put it this way, if the visuals are poor, the sound can only be described as completely dismal!

The only good thing about *Yuke! Yuke!* is that it would serve as a perfect bridge between the 16-Bit and 64 bit markets, but that's not exactly the best recommendation is it? On a far more positive note, we very much doubt that the game will ever see the light of day outside of Japan. Unless hordes of you find yourself stumbling into your local import stockists, in a drunken state or after receiving a blow to the head, we doubt many people will be purchasing this. If this had appeared on the SNES we'd be singing *Yuke!*'s praises, but on the powerful monster that is the N64 this is just a sick joke.

verdict

Name:	Yuke! Yuke! Troublemakers
Publisher:	Enix
Developer:	Treasure
Players:	One
Price:	£TBA
Released:	Out Now (import)
Game Type:	Platformer

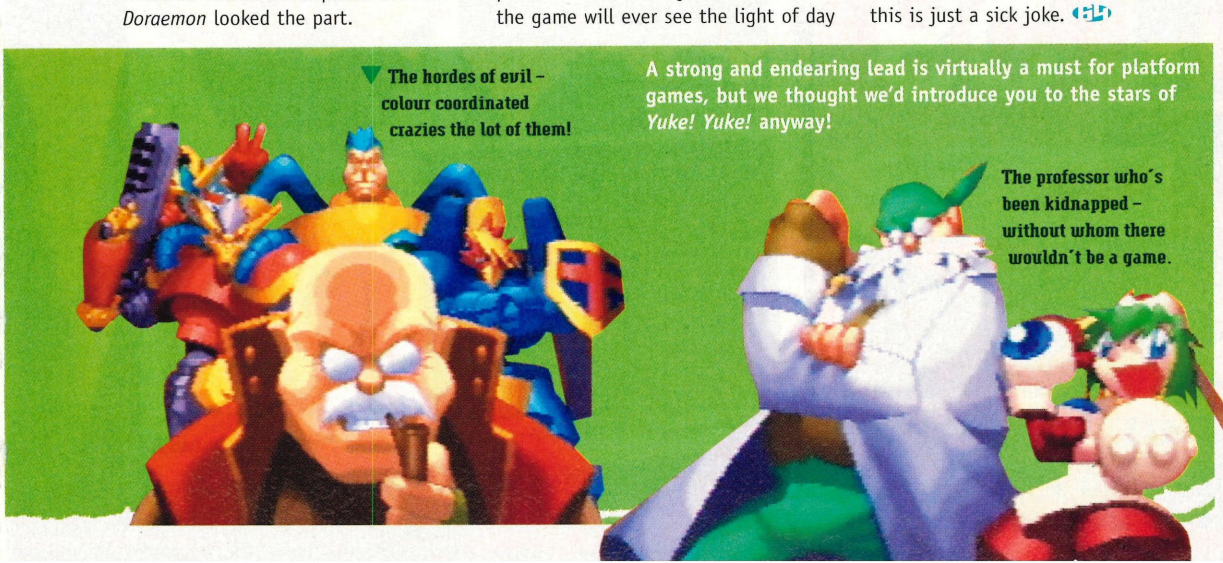
graphics 39
Not allowed to print such words.

sound 32
See above, then times it by the multiple of 2.

playability 46
Retro fun, but sadly not for very long.

overall 43

A strong and endearing lead is virtually a must for platform games, but we thought we'd introduce you to the stars of *Yuke! Yuke!* anyway!



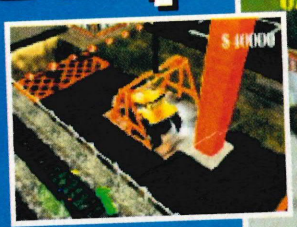
▼ The hordes of evil – colour coordinated crazies the lot of them!

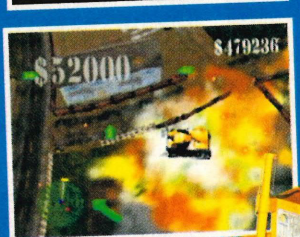
The professor who's been kidnapped – without whom there wouldn't be a game.

Reviews Round-up

As games age they often lose some of their appeal, so be sure that the score you're basing your purchase on is current!

Blast Corps



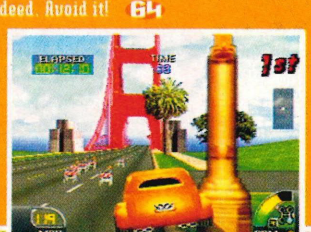


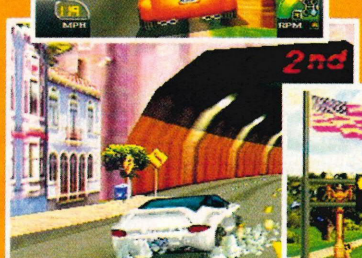
I was a little dubious about this title as I looked at the box, but after playing it for the short while I allowed myself before going back to more mundane work, I was desperate to play it again. Some of the early levels are very simple and involve little more than crashing into buildings to knock them down. But later on the levels get a lot harder and really get you thinking as you try to solve the puzzles before your time runs out. I would compare this game to *Pilot Wings* favourably, as both games are similar in concept, but *Blast Corps* definitely has the edge with a lot more action, puzzle solving and explosions! 64

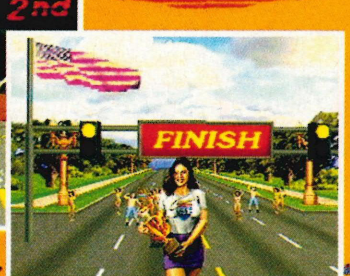
issue three score **89**

Cruis'n USA

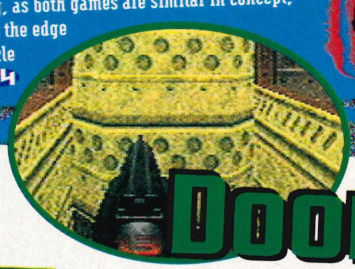
What on Earth is this? Have I slipped through a time warp? Am I back in the late 1980's? Well, playing this I certainly could be – pretty scary! I'm playing a bad version of *Outrun* on a 64-bit machine. Come on, who in their right mind would waste their cash on this, when they could play *Rage Racer* 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 matchstick on a diet – very poor indeed. Avoid it! 64





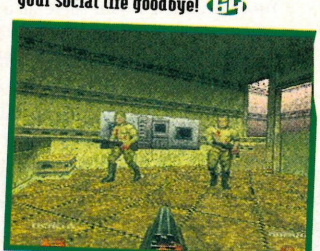
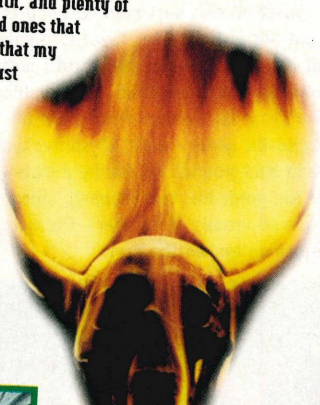


issue one score **59**



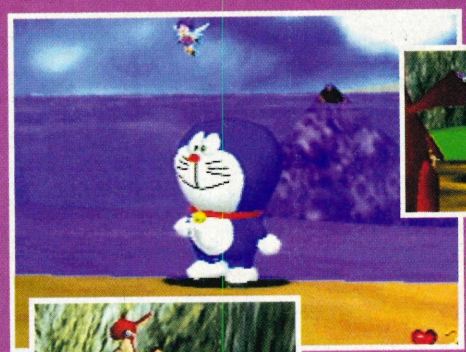
Doom 64

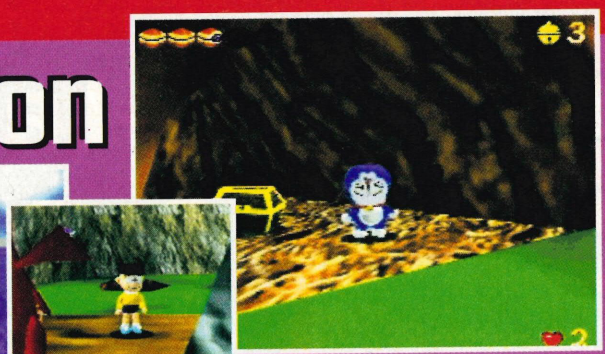
Having been a *Doom* fan for years, I expected great things from this latest incarnation... and I'm not disappointed in the slightest! I'm willing to concede that this still doesn't compare with some of the PC games, such as *Duke Nukem*, in terms of character control but for atmosphere and sheer nastiness this wins hands down in my book. The levels are bigger and better than ever before, as are the various nasties that inhabit them. There are a couple of extra weapons to play with, and plenty of improvements have been made to the old ones that we all know and love! I'm afraid to say that my *Mario 64* cartridge has been gathering dust since this arrived – buy it now and kiss your social life goodbye! 64

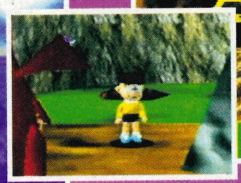



issue three score **92**

Doraemon







issue three score

69

It's very difficult to play this game without drawing comparisons to *Mario 64*, which is obviously going to win hands down. But if you can possibly forget about *Mario* for a second and look at *Doraemon* on its own merits, I think you'll find quite a quirky little platformer in there somewhere. Despite its similarities with *Mario 64* it does have plenty of of its own original ideas; it's just a shame that these are far outweighed by the ideas that were left out! If you've completed *Mario* and are looking for something vaguely similar, then this should keep you amused for a while. Just don't expect the blue and white furball to fill *Mario*'s shoes. 64

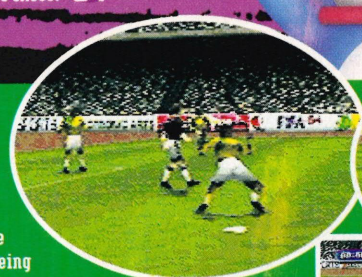
FIFA 64

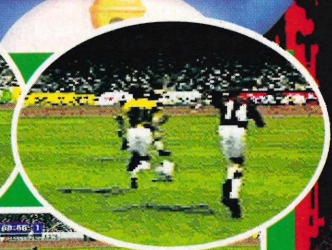
issue three score

76

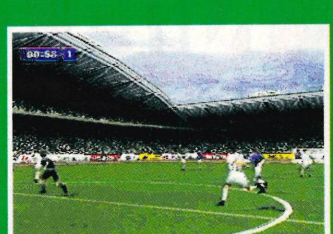
current score

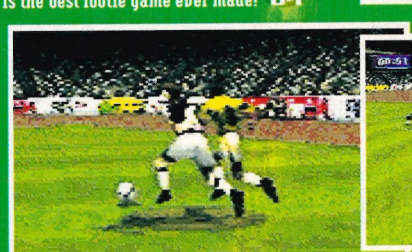
58

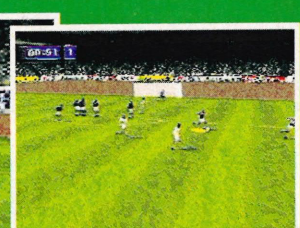




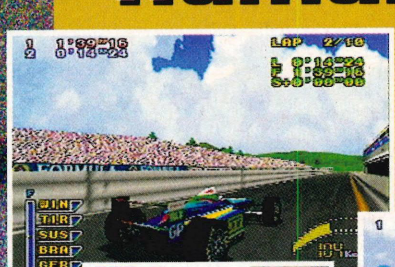
As the only football game available for the N64 this wasn't a bad effort, but after seeing *ISS Soccer 64* we had no choice but to reduce our initially quite enthusiastic response. EA's *FIFA* series must surely be the most successful footie games ever, but when *ISS* arrived in the office and blew away everything that had gone before, we were left with no choice but to amend our previous *FIFA* score to reflect just how superior Konami's top kickabout really is. This isn't really that bad a game, it's just that its opposition is the best footie game ever made! 64

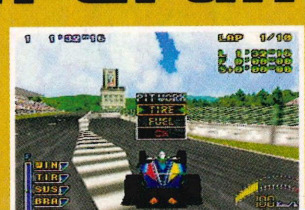


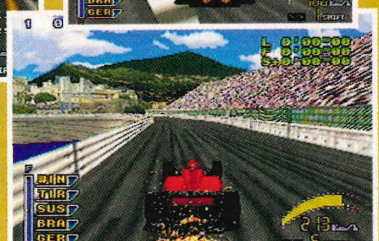




Human Grand Prix





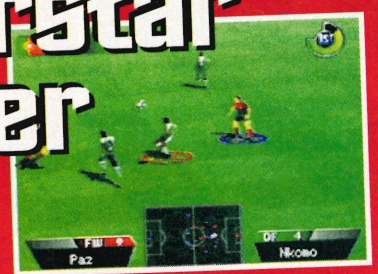


Having just bought myself a new 'Street Rod', I consider myself a bit of a speed demon. With my long hair I'm not too good in these open tops though... To be honest, I don't think this is as good as it looks in the screenshots – the pop-up is awful and the realism is non-existent. And I'm all for tight corners taken at high speed but when those corners become right angles, that no course designer in his right mind would even consider including, the whole thing gets a little frustrating. Some of the ads are quite amusing – 'Shed Blood' being a personal favourite – but this hardly makes up for all the bad stuff. And in a real F1 car I doubt you'd have the time to read them anyway! No thank you *Human*. 64

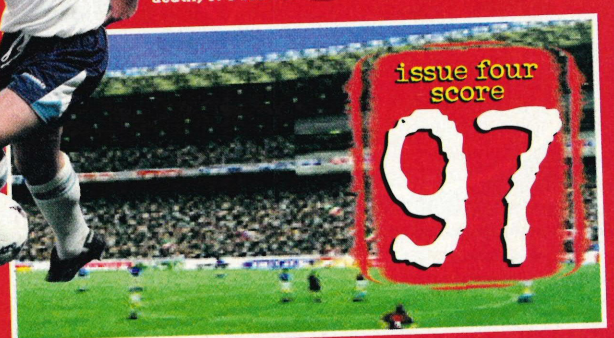
issue three score

80

International Superstar Soccer



Football's not coming home... it is home! *ISS 64* has arrived and is, quite simply, the best footy game ever to be released. It sports graphics that are far superior to any of its contemporaries (especially EA's appaling *FIFA 64*) it sounds the bizz and, with more moves than Juninho, Zola and Shearer put together, it plays a much meaner game of footy. To put things in their simplest terms, if you like football, you're going to love this game. As the great Bill Shankly probably would have said were he around today, football's not a matter of life and death, it's *ISS 64*! 64



issue four score **97**

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! 64

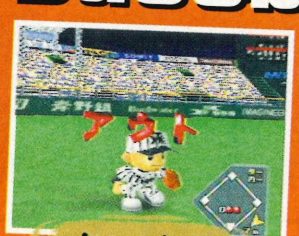
issue one score **93**

Killer Instinct Gold

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

issue one score **69**

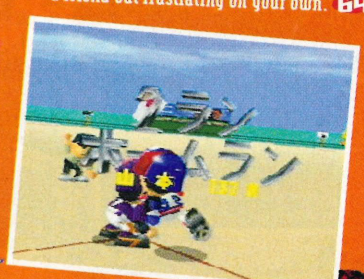
King of Pro Baseball



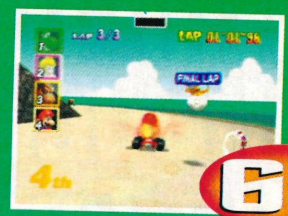
When we reviewed this back in issue two we were drawn in by the cutesy amusing graphics and the quality of the two player mode. Since then it's become increasingly difficult to find a human opponent as more and better games arrive in the office, forcing whoever wants to play it to do so against the computer. The fact that this game rarely makes it out of the cupboard nowadays is enough to warrant a score reduction, and the incredible difficulty of the one player mode leaves us with no choice. It's fun with a friend but frustrating on your own. 64

issue two score **91**

current score **82**



issue one score
93



Mario Kart 64

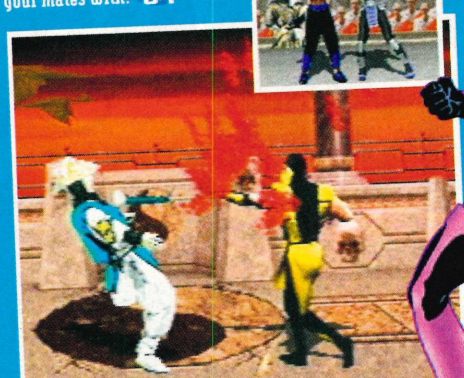
So it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was (and still am) a fan of the original game but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo 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 the multi-player mode. Just think carefully and do try before you buy... 64

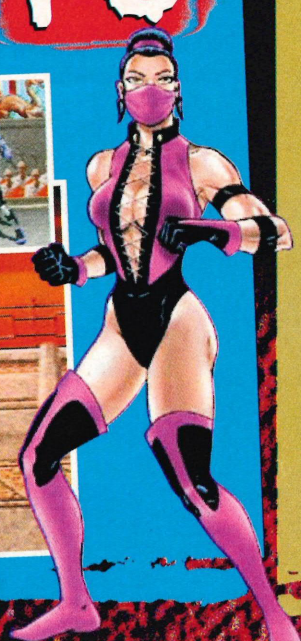
Mortal Kombat Trilogy

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 its full potential. Not one to impress your mates with! 64

issue one score
78





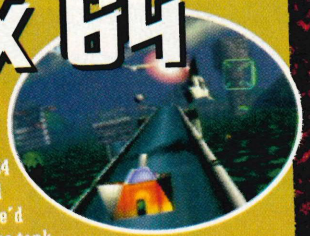
Pilot Wings 64

This is still a classic game but the truth is that it's not often that we take it out of the Total 64 cupboard – except to lend it to someone who hasn't witnessed it before. The missions and the different craft are varied enough to keep you playing for ages. But nine out of ten N64 owners in the Total 64 office – who expressed a preference – said they preferred the manic and explosive gameplay of *Blast Corps*. In light of this we've had to reduce the score slightly – but it's still rated as a must buy as one of the all time classic pieces of software. 64

issue one score
95

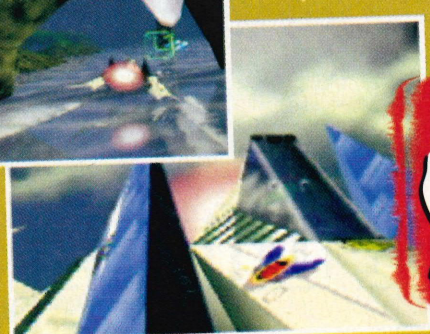
current score
91

Starfox 64



The latest SNES classic to get the N64 treatment is here and it's just as good as we'd hoped it would be. The tank, submarine and open levels add a large dollop of much-needed variety and the overall effect is quite stunning. Graphically *Starfox 64* is the biz but it's the multiplayer option that makes it. Admittedly the small quarter screen viewing windows take some getting used to but it makes for some wicked four player battles. The only real disappointment is that it would've been nice to have a two player option with half a screen each. But I guess that's just being picky.

Ultimately it's still a fairly basic shoot-'em-up but if you liked the SNES version you're definitely going to love this one. 64

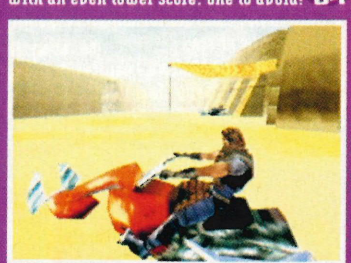


issue four score
96

Star Wars: Shadows of the Empire

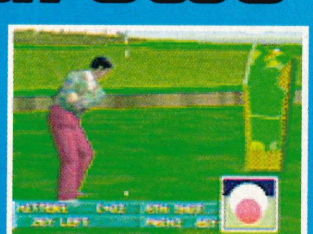
This game was one of the most eagerly awaited of the launch titles, but unfortunately failed to deliver the goods on all but two or three of the ten levels. The number of letters we've received from people who've bought it and been very disappointed, or have thanked us for warning them away from it leaves us with no choice but to emphasise our warnings to other readers with an even lower score. One to avoid! 64

issue one score
61



current score
49

St Andrews Old Course Golf

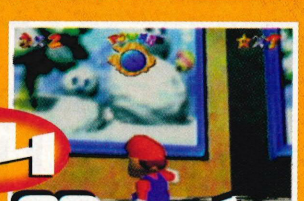


issue one score
58

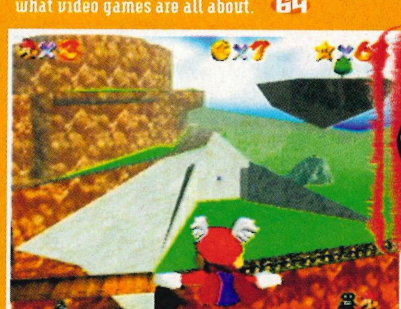
current score
42

Most of us in the Total 64 office are big fans of golf games such as *Actua Golf* on the PlayStation, so the fact that this has NEVER left the shelf since it was reviewed back in issue one must mean that there's something very wrong with it. If this game had been released on the Commodore 64 ten years ago, it still would have come up on the scorecard as a bogey when compared with the classic *Leaderboard*. The fact that it's in Japanese doesn't help matters, but no amount of irritating commentary could redeem this effort. Fore! 64

64 Super Mario

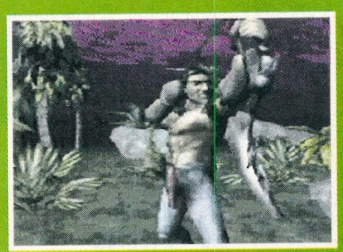


Ever since this game was first seen, it's been hyped as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far short of that title. Nintendo have brought *Mario* to life in the most convincing 3D world I've ever seen: he runs, somersaults and can even fly – all in superbly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



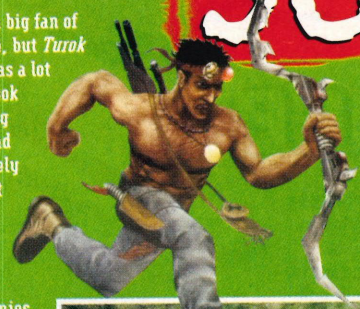
issue one score
96

Turok: Dinosaur Hunter

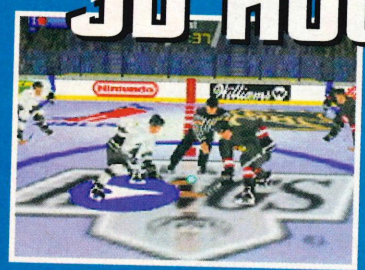


issue two score **93**

I'm not normally a big fan of this type of game, but *Turok* most 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. 64



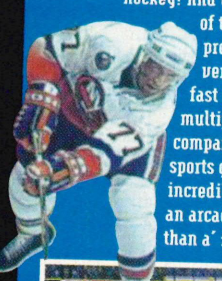
Wayne Gretzky's 3D Hockey

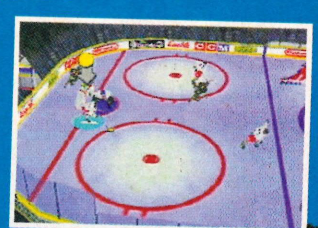


issue two score **90**

This is still by far the best ice hockey game on the market at the moment, but at the end of the day – it's ice hockey! And unless you're a big fan of the sport you'll most probably get bored of this very quickly. It's a great fast game, with a good multiplayer mode, but when compared with some other sports games this just seems incredibly shallow. More of an arcade 'couple of quid' than a '£50+ lasting appeal'. 64

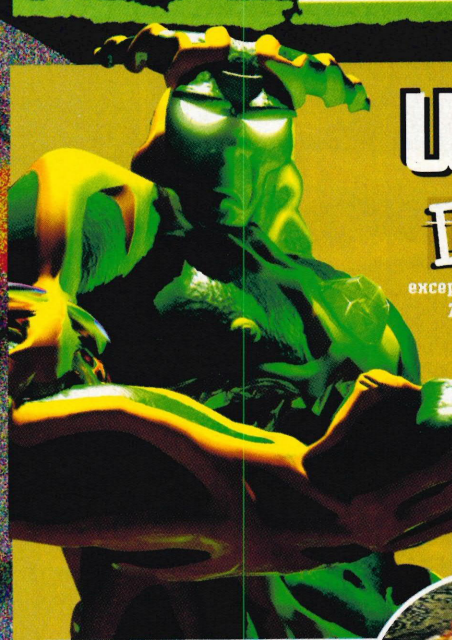
current score **82**

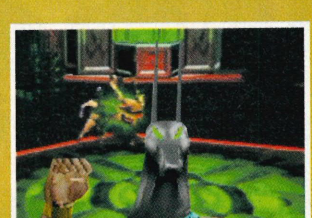


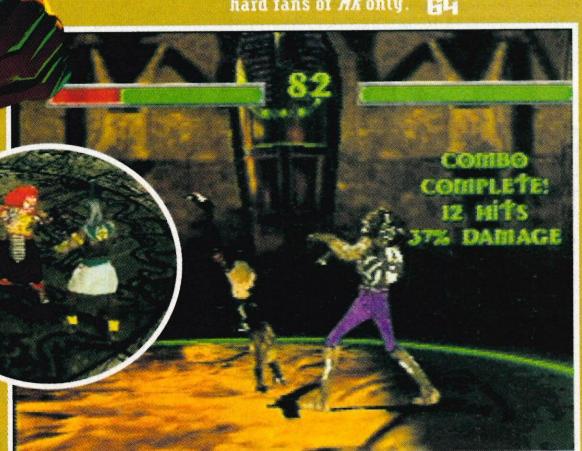


War Gods

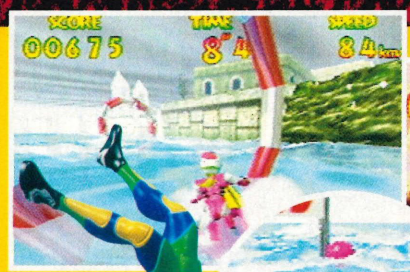
Don't you just hate those people who drone on about how the PlayStation is better than the N64? We all know that Nintendo's machine has a far higher standard of games – except it's missing one genre. The N64 needs a beat-em-up, it needs a *Tekken* of its own to shut those PlayStation owners up for good. This, sadly, is not it. *WarGods* takes its gameplay from *Mortal Kombat* and transfers it into 'wonderous' 3D and this is the main problem – *MK* has become very dated since the likes of *Virtua Fighter* and just doesn't hack it anymore. For die-hard fans of *MK* only. 64







issuefive score **76**



64

Wave Race

issue one score

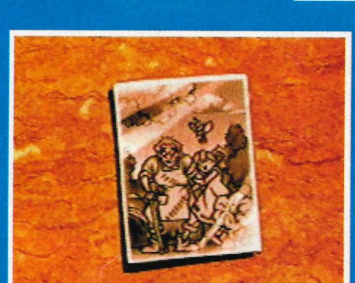
96

UK – 92

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! 64

Wonder Project J2

I was quite looking forward to playing around with a young Japanese girl when I heard that I could save my plane fare by getting hold of a copy of *Wonder Project 2*. Imagine my excitement! Unfortunately the game is a little too realistic in that – with Josette being Japanese and everything – she speaks in Japanese, which might as well be binary as far as I'm concerned. My advice to anyone who's thinking of buying this is to become fluent in Japanese first, because after about half an hour of play I was still on the first screen, and getting very frustrated! 64



issue five score

69

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N.B. ALL THE GAMES IN THIS ADVERT ARE BRAND NEW

the Firing Line

Another huge postbag this month, we're now getting through a postie a week, keep it up!

FIRE

These pages are sponsored by Fire International – the manufacturers and suppliers of the BLAZE range of videogame accessories. Each month the writer of the star letter will receive a bundle of BLAZE goodies, including many of those in our peripherals feature this issue.

So if there's anything you want to ask us or to comment on, please don't phone and stop us working on your favourite mag. Write us a letter instead, because we'll think a lot more of you as a human being and you'll also have a chance of winning some top accessories.

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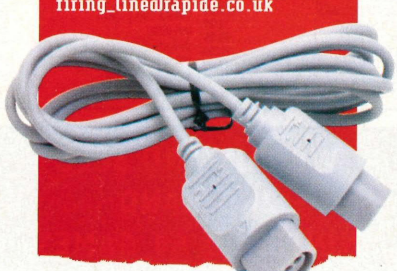


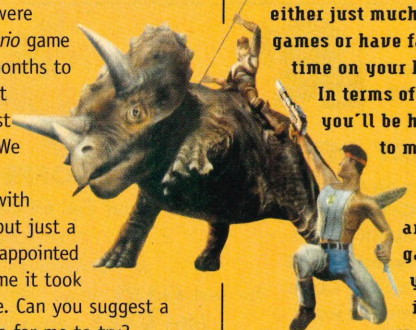
DEAR TOTAL64

First of all let me say I think your mag is Ab-Fab!

Right. down to business – my better half bought me the Nintendo 64 games console and the *Mario 64* game, we were told the *Mario* game took two months to complete, it took me just nine days. We were really impressed with the game, but just a little bit disappointed with the time it took to complete. Can you suggest a harder game for me to try?

Yours faithfully

■ **Calvin Peate, Whitchurch, Shropshire.**



The Truth...

If you've completed the game with under 120 stars, then the obvious thing to do is to go for that perfect score! If you've already managed this task within the nine days that you mentioned, then you're either just much too good at games or have far too much time on your hands.

In terms of quality you'll be hard pushed to match *Mario 64* but if you're after another big game to sink your teeth into I would recommend *Turok: Dinosaur Hunter* or possibly *Pilot Wings*.

Alternatively you might like to go for a title with an almost unlimited lifespan such as *Wave Race 64*, *ISS 64*, or *Mario Kart 64*.

DEAR FIRING LINE

Just a small comment on the state of the UK 64 scene, as you requested in your last mag. I have never purchased a games console of any kind before. I have played on a few a couple of times but never bought one but when I saw a slot on Movies, Games and Videos on ITV one Saturday morning that featured this new console from Nintendo and *Mario 64*, I just needed to have one. I enquired about the price at Dixons (this was before the UK release date) only to be kicked in the stomach by the sales guy as soon as he told me the price. OK, I thought, never mind, that *Mario* game looked like nothing I'd ever seen before – I still need one. So time passed and I'm saving a bit of money here and a bit there but I'm still miles off having enough. So I reluctantly forgot about the whole thing and went and spent the money on a trip to Dublin with the lads.

Then there's this advert on TV – 'THE NINTENDO 64, ONE HUNDRED AND FORTY NINE POUNDS, GET INTO IT!!!' Yehhhhhhh, so I rushed down to Dixons, slapped my credit card on the counter and bought one and *Mario*.

I think the price drop was absolutely spot on – just what the N64 needed. All the people who are whinging on about the lack of games available in the UK – just be patient, they'll be here eventually. Can they really afford to go out and buy them all anyway? I am pretty sure that the sales figures of the UK machines will increase with the price drop. I have already purchased 2 N64's, my first one being stolen from my house only two days after I bought it – nightmare. Also 2 of my friends and one of my neighbours have gone out and bought an N64 – that's just from seeing *Mario* for 10 or 15 mins at work when I first purchased the machine.

Basically top machine, top games, oh yeah, and top magazine.

I apologise for any spelling mistakes. (That's OK, it only took me 20 minutes to correct them all for you! – Ed)

PS. I have 60 quid to spend do I buy *Wave Race* or *International Superstar Soccer*?

Cheers

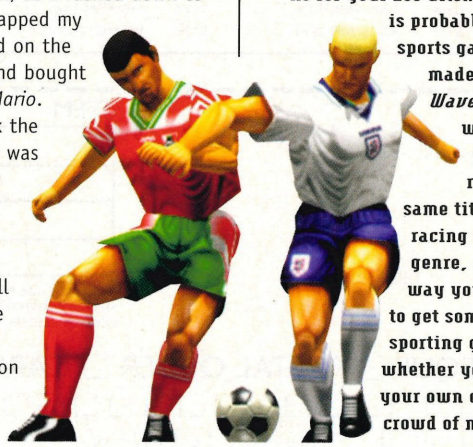
■ **Damian Holland - via email**

The Truth...

Well it's certainly nice to hear from someone who is pleased about the price drop. Those of you who've been moaning should remember that if the price cut had never happened you still would have spent £249 on your console – its future just wouldn't be looking quite as good!

It seems like most people who see a friend's N64 suddenly feel the need to go out and buy one – most of the guys from our sister mags. Total PlayStation and PlayStation Solutions are now the proud owners of a 64 bit!

As for your £60 dilemma, *ISS 64* is probably the best sports game ever made, while *Wave Race 64* would most probably receive the same title in the racing game genre, so either way you're going to get some superb sporting gameplay whether you're on your own or with a crowd of mates!



DEAR 64 BIT GEEZERS

Before I start, I want to say that I am your best customer! On March 1st I bought the N64 and *Mario* game 'pak' with one controller and have played it nonstop ever since. (Well I stopped to read and write to TOTAL 64 which, I might add, is stupendously outrageous in my book!)

Well, enough about my love life, now to the real deal. This mag is the only one worth even taking a look at. (I saw one that gave *Shadows of the Empire* 97%! Need I say more?) I won't go on about how good the 'To buy or not to buy' section was because I expect you're sick to death of compliments!

There is one thing which could make your mag even better (almost impossible!). In the review sections, as well as marks for graphics, sound, and playability, you could add a mark for how long a game would last until you want to throw a controller at the TV (or better yet, throw it at your friend's Saturn or Greystation!) – just a thought.

I have a decision to make and I need some advice. My birthday is in November and I want *Mario Kart* and *Starfox*. But buying both could mean I don't get the controllers for battle mode. Should I:

a) Buy *Mario Kart* and ask for *Starfox* for my birthday. (Buy controllers ages later).

b) Buy *Mario Kart* and ask for 3 controllers for my birthday.

(Buy *Starfox* much later).

or c) Buy 3 controllers and ask for *Mario Kart* for my birthday.

(Buy *Starfox* later).

OH, PLEASE HELP ME! Is the 4 player mode really worth it? I think so – do you?

PS. The *Mario Kart* poster was just GRRREAT!

Yours Sixtyfourily

■ **Alexander Martin - Gillingham, Kent**

The Truth...

What a dilemma! If we had more time we could run a readers poll to make your decision for you, but I guess you're looking to spend some money soon so we'll have to sort it out as soon as possible. Option 'c' is out for a start because there's no point in you buying three controllers now and then watching them gather dust until November. Buying *Mario Kart* as soon as you have the money is definitely a good move, but rather than buy three controllers you should get some new friends who have N64's, then they can bring their own controllers to your house. *Starfox 64* might not arrive in the UK until Christmas, so why not ask for it then? The four player modes on both games are great fun, but three controllers are going to cost you a lot more than a new game... I know which I'd rather have!

A lastability rating is something we've talked about for a while and will probably implement soon. Our worry is that if we give a game a high mark in this category, anyone who finds it easy and completes it in under a week (as some people have with *Mario 64*, which would definitely have scored highly) will feel we've misled them in some way.

PS. Glad you liked it!

DEAR TEAM 64

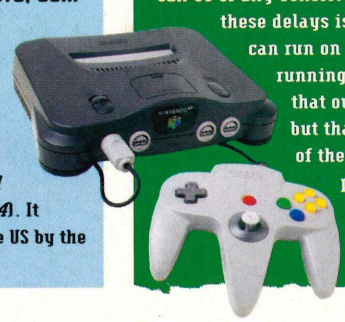
I love your mag; however I only have issues 2 and 3, (I missed 1). Your reviews are great and I like your original rating style. I have one question: in your mag the game *J-League Perfect Striker* has often appeared and being a fan of soccer, the game looks very appealing. I have owned my N64 since the end of March and have been busy game hunting ever since. Most of the games are either first person shooting games (*Doom 64*, *Turok*, *Hexen*) or Vs. fighting games (*MK Trilogy*, Killer Instinct Gold) so I was excited to see this soccer game, but I haven't found it anywhere here in the US. Has it been released here and if not, why not, and/or is it coming out in the future?

Sincerely

■ **Pete Weiss - PA 19073, USA.**

The Truth...

An improved version of *J-League Perfect Striker* has now been released in the UK under the name of *International Superstar Soccer 64* (*ISS 64*). It should be available in the US by the time you read this.



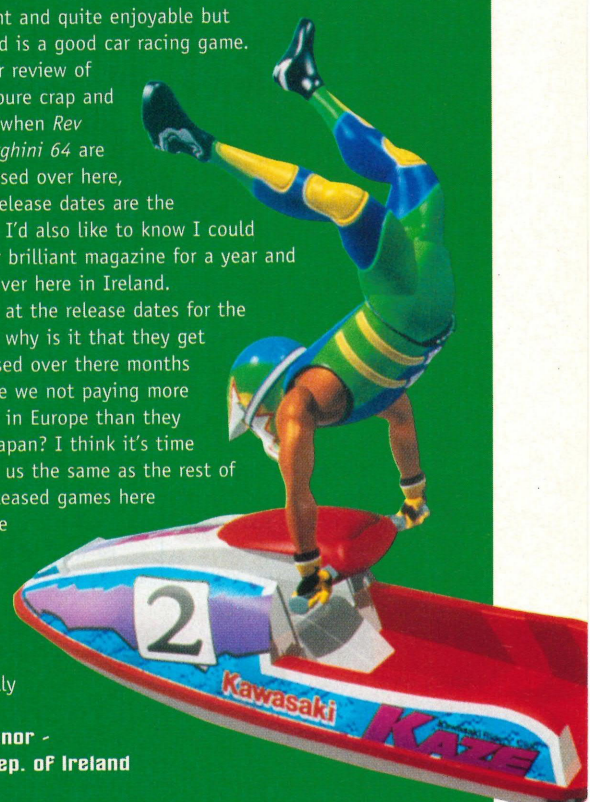
Star Letter

DEAR TOTAL 64

I have bought an N64 and I got four games with it, *Wave Race 64*, *Mario Kart 64*, *Mario 64* and *FIFA 64*. All of these games are brilliant and quite enjoyable but what I really need is a good car racing game. According to your review of *Cruis'n USA* it is pure crap and I was wondering when *Rev Limit* and *Lamborghini 64* are going to be released over here, because the UK release dates are the same for Ireland. I'd also like to know I could subscribe to your brilliant magazine for a year and get back issues over here in Ireland.

I was looking at the release dates for the USA and Japan – why is it that they get N64 games released over there months before we do? Are we not paying more money for games in Europe than they are in USA and Japan? I think it's time Nintendo treated us the same as the rest of the world and released games here sooner so that we wouldn't have to pay for Universal adaptors to let us play the latest American games.

Yours Faithfully



■ **Daniel O' Connor - Co. Limerick, Rep. of Ireland**

The Truth...

It's unlikely that *Rev Limit* or *Lamborghini 64* will see a UK release much before Christmas, unfortunately. Neither of them are expected in the US until September. *Top Gear Rally* and *Multi-Racing Championship* might both be released a little earlier, as they're expected in the US within the next few weeks – we hope to be able to review them both in our next issue.

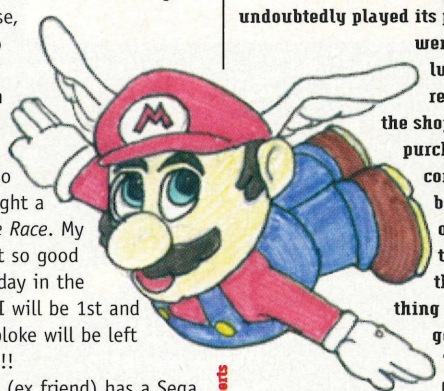
We welcome subscriptions from all over the world, although living outside Britain, the postage and packing will cost you a little extra.

And speaking of living outside Britain – how many of us would like to live in Japan or America at the moment, if only to get our hands on N64 games earlier? I know I would! Quite why we are made to wait for our games is a bit of a mystery – obviously we're not as big a market as Japan or America but I for one fail to see how delaying our releases can be of any benefit to Nintendo. The reason we are always given for these delays is that the games have to be optimised so that they can run on the UK machines, so how come our games are still running slower and with bigger borders? The truth is that our machines our every bit as good as those abroad, but that Nintendo simply don't consider us to be worthy of the amount of time it would take to convert a game properly – unlike Konami who did a perfect job on *ISS 64*.

Hope that answers your questions – and enjoy your prizes!

DEAR TOTAL 64

On March 1st, in the early morning, I arrived at my favourite computer games retailer. I went upstairs and there waiting for me was my new N64!!!! I handed £250 over and then spent another £60 on *Mario*. Here I am a couple of weeks later and finding out the N64 has gone down £100!!! Why did they do it?! I stormed into where I bought it and rowed my head off to the manager. To my surprise, he offered to refund the difference on my very kind Dad's credit card! I was so happy, I bought a copy of *Wave Race*. My times are not so good yet but one day in the near future, I will be 1st and that Justin bloke will be left behind. NOT!!!



Artist: Tom Roberts

My friend (ex friend) has a Sega Sadturn, (Whoops!!! my spelling is not so good!!) he says that CDs are much better than cartridges. Please prove him wrong, as I have £5 on it. Everyone else is saying it because it is only true (? – Ed). Your mag is brill – I have just sent off for a subscription. Well that's about it, sorry if the letter is a bit too long.

PS. Don't make fun of the fact I'm Welsh, I am proud to be. Please print this letter as it took me a long time to type out.

■ **James Morgan [13] - Cardiff**

The Truth...

The official reason for the price cut was "...increased production volumes creating significantly lower manufacturing costs" – but the price drop of the Sony PlayStation undoubtedly played its part. You were extremely lucky to get a refund from the shop where you purchased your console – I'll bet thousands of people tried to do the same thing and didn't get a penny! The old CD vs Cartridge debate will go on forever, because which is better really depends on your point of view: loading times, cost, capacity and durability are all things that you'd need to consider (to name but a few). Using those criteria I'd make it 2 – 2 so keep hold of your fiver and put it towards a new game.

PS. As if we would. So you should be. Alright then, we will!

DEAR BEST GAMING MAG IN THE WORLD

Or in other words Total 64. I have recently bought an N64, thankfully for £149. It's great – miles ahead of all those Greystations and Sadturns. I proudly own the best racing and 3D platform games in the world. What games am I talking about? *Wave Race 64* and *Mario 64*, of course. I would get more games and accessories if they were cheaper – like, who is going to pay £70 for a game? Alright *Turok* is probably a fab game but I'd rather wait until it comes down in price or get the sequel. And £30 for a controller – I might as well get *Quake* for my PC.

Anyway now that's said and done, I thought I might ask you a few quessies (? – Ed) so get your thinking cap on and answer these quessies, PLEASE!!!!

1. What is the address of THE Games?
2. When will *Blast Corps* be released and will it be worth waiting for?
3. When will the 64DD be released and how much will it cost?
4. Is it true the 64DD will have a built-in clock?
5. Why is your mag so great?

Please print.

■ **Alex Doyle [11] - Solihull, W. Midlands.**

The Truth...

1. THE Games Ltd, Parham Drive, Boyatt Wood, Eastleigh, Hampshire. SO50 4NU

2. *Blast Corps* should be available in the UK sometime in August and it's definitely worth waiting for.

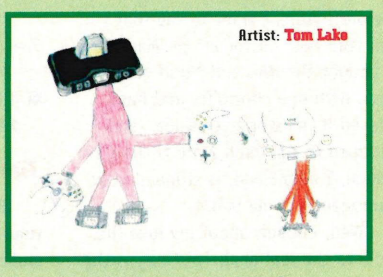
3. Probably not until Christmas '98 at the earliest and we're not sure on the price.

4. That's the rumour.

5. Because we make it that way.

DEAR TOTAL 64 TEAM

I am lucky enough to own a PlayStation and an N64 and I'd just like to say to some N64 owners to stop slagging off the PlayStation. How can you possibly compare the PSX to the N64 by how much power they have?



Artist: Tom Lake

I think that playability is more important than graphics. I love both my machines for different reasons and I don't see why everyone should argue over what machine is best. As long as you're happy with what machine you own, who really cares which is faster or can move more colours around the screen at once.

I hope this will clear up the Sony/Nintendo war that seems to be going on. Your mag is the best out there – keep it up.

Yours faithfully

■ **Jamie Ash - Sussex**

The Truth...

Anyone who's lucky enough to own both of the decent next generation consoles (myself included) is obviously in a better position to compare them objectively than someone who is blinkered by owning one of them. I personally much prefer the N64 to the PlayStation, but at the same time I'm getting bored of waiting for new N64 games to be released and am currently making the most of the selection of new titles available on the PSX.

Long live both of them, I say. But some readers, like Tom Lake, seem to have other ideas!

DEAR TOTAL 64

After getting rid of my PlayStation and buying an N64 with *Mario 64* I was finally very happy indeed! Since then I've bought *Mario Kart 64* and *ISS 64*, which I think are completely gobsmacking! Now on to my quick list of questions...

1. Are there any chances of *Pilot Wings 2*? If so, will it be on the 64DD or cart?
2. Any rumours about a light gun by any chance?
3. Will *Mortal Kombat 4* make use of the new Jolt packs for those awesome fatalities?
4. When the 64DD is released in the UK, what will be the average price for the games?
5. How do I go about getting import games?

Thanks for listening, and keep up the good work!

PS. Thanks for such a great N64 mag, and keep those reviews and exclusives rolling in!

■ **Nicholas Sorrell [14] - Peterborough**

The Answers...

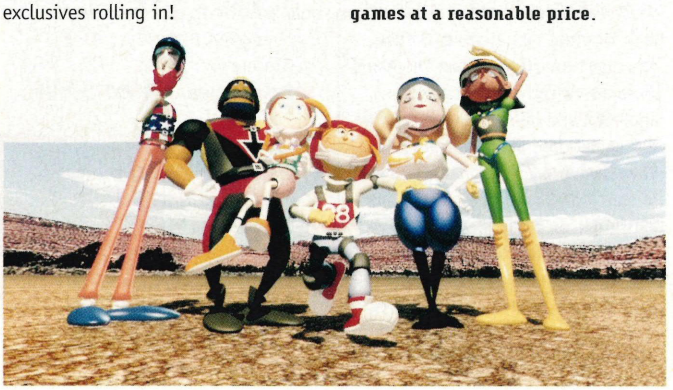
1. We understand that *Pilot Wings 2* is already under way and that it will most likely appear on a cartridge, with the possibility of a 64DD upgrade to follow.

2. Not that we've heard.

3. It's a good idea but we haven't heard anything.

4. All we can really say is that we expect the 64DD disks to be cheaper than cartridges, but then most of them will probably require cartridges to run, so your guess is as good as ours – especially seeing as we probably won't see one over here for at least 18 months... the pound might not even exist by then!

5. Check out the adverts in our magazine, most of the mail order companies can supply imported games at a reasonable price.



Pics Win Prizes!

DEAR TOTAL 64

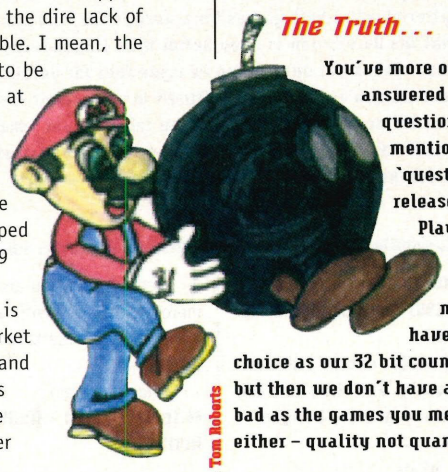
Congrats on the excellent mag – written by gamers for gamers (just how it should be). I am a new 64 owner and have the excellent *Mario 64* and *Pilot Wings 64* to amuse me for the time being. I used to own a PlayStation, but then became increasingly disillusioned by the number of turkeys being served up, ie *Kings Field*, *Rebel Assault 2* etc. However, one thing that slaps you in the face like a wet kipper as an N64 owner is the dire lack of choice available. I mean, the games seem to be dribbling out at the rate of 2 per month and when they do arrive we get walloped with a £59.99 price tag. I know the UK is a smaller market than the US and Japan, but as customers we deserve better then this. Sure we can drool over the games being released overseas but we forked out our hard earned money to play games, not read about them.

This is the N64's Achilles heel and come Xmas time it could be ruthlessly exploited by Sony and Sega, come on Nintendo!

■ **K. Banawich - Newton-le-Willows, Merseyside.**

The Truth...

You've more or less answered your own question by mentioning the 'questionable' releases on the Playstation – all we N64 owners might not have as much choice as our 32 bit counterparts, but then we don't have anything as bad as the games you mentioned either – quality not quantity!



Artist: Tom Roberts

DEAR TOTAL 64

I am writing to say how rubbish 'Spook' are. My friend bought a Spook memory pak a few weeks ago and already it isn't working. He saved edited names on *ISS 64* and then when he tried to load them later a message came up saying his memory pak was disabled. He reset all the data on it and saved edited names again – at the time everything looked okay and *ISS 64* was on the memory pak's listing. When he tried loading it later the data simply wasn't there.

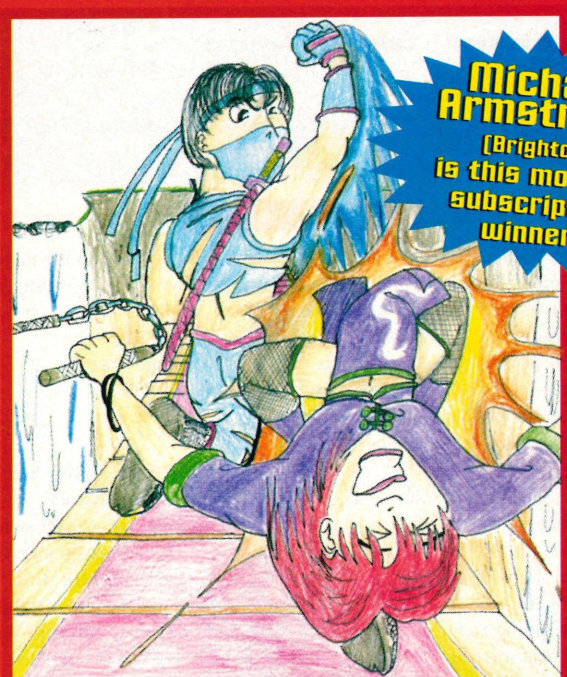
I would also like to say that the Spook controllers are smaller, stupider looking, and not as good as the official Nintendo controllers and are selling at the same price.

■ **Craig Singer - Aberdeen, Scotland.**

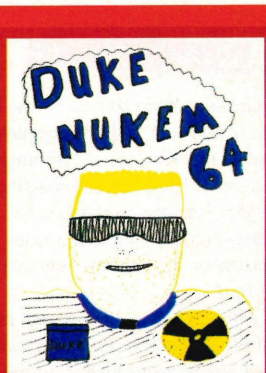
The Truth...

I won't attempt to defend the Spook control pad you mentioned, because your appraisal of it seems pretty spot on – the memory paks however might not be at fault.

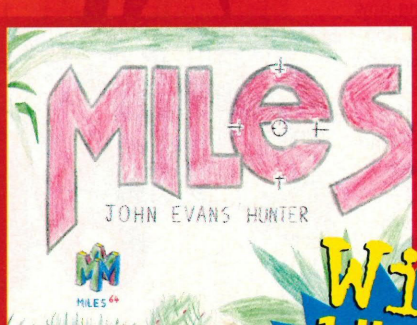
When we played our *ISS 64* league last month we had about four different memory paks with our custom teams saved on them, each card was made by a different company but every single one of them failed at one time or another, perhaps there is a problem with the *ISS 64* cart...



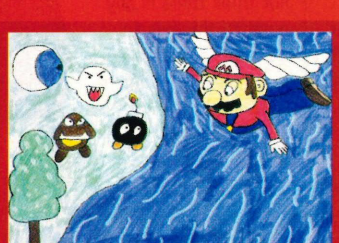
Michael Armstrong (Brighton) is this month's subscription winner!



↑ Scott Moulding (14) Surrey. If we're stuck for a front cover image when *Duke*'s released...



Luke Hamilton → Surrey. John's normally hunting Miles actually! – Ed



← Christopher Dunlavy (11) Newcastle Upon Tyne. This work of art now resides on our noticeboard!

We've had a great response to this section since we started it last month. Unfortunately we don't have room to print them all, but every issue we'll be printing a selection of the best we receive and awarding the winning artist a year's free subscription — not bad, eh! Remember to include your name, address and age (somewhere other than across your masterpiece) and if at all possible, try to use a large envelope so that you don't have to fold it up too much. Pencils at the ready... steady... go! We look forward to receiving more of your entries and to awarding one of you a free subscription!

Win! 1 Years subscription to Total 64

DEAR FIRING LINE

My name is Chris Southam (some of you might recognise my name from issues 2 and 3 of N64 magazine) and I'm writing to you because I have discovered a fantastic trick for *Mario Kart 64* on Wario Stadium, which allows you to get an overall time of less than 30 seconds. Do Time Trial and select a heavy character (preferably Wario) and do the trick at the start, on the first bump, where you fly over the wall and land in the large area with the small hills. Now comes the really tricky part! There's a small area (shown on the diagram) that allows you to jump clear over the wall. It's extremely difficult but if done correctly, you'll be just inches from the finishing line. Here's how to do it:

1. Jump over the wall at the beginning of the race and line up directly with the small section of wall, as shown in the diagram.
2. Use a mushroom approximately 2 seconds away from the wall and hop just before you touch the wall – with a bit of luck you'll sail clean over the wall and pass the finishing line.
3. Repeat this procedure 2 more times and with God's power on your side, you should complete the course in under 30 seconds.

PS. This has taken me 15 days of day and night practice and I've only done part 2 once.

■ **Chris Southam - Burnley, Worsthorne**

The Answers...

Cheers for that one Chris. Unfortunately you forgot to send us the diagram you refer to but we'll give it a try anyway.

DEAR TOTAL 64

I own a UK N64 and I have 4 games (*Super Mario 64*, *Wave Race 64*, *Turok* and *Mario Kart 64*). I was just wondering if, you the joint best mag in the world, could answer my following questions:

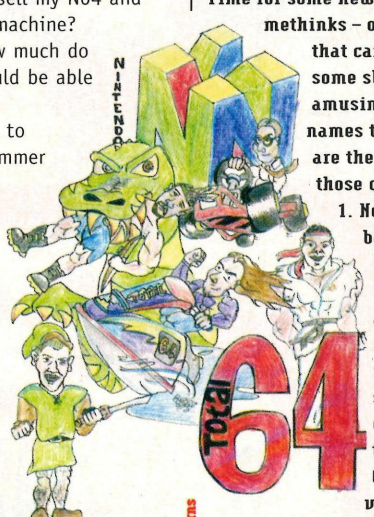
1. Do you have any idea when the 64DD will be released here in the UK?
2. Should I sell my N64 and buy an import machine?
3. If so, how much do you think I would be able to get for it?
4. I'm going to America this summer and I was wondering how much the N64 and games cost over there?
5. Is the extender cable a good buy, because I – well not me, but my dunce of a brother – keeps nearly pulling my treasure of an N64 off my desk.
6. Sorry, I have run out of things to ask you lovely people (and I'm not gay if that is what you're thinking).

When I'm older I have decided to become a magazine reviewer just like you.

PS. Please do print my letter as all of my friends at school call me a computer freak and a rich boy (stupid gits) and I think this would make them writhe with jealousy!!

Yours thankfully

■ **John Finney - Leeds**



Artist: Daniel Burns

The Truth...

'Computer freak'?' Rich boy'? Time for some new friends methinks – or at least some that can come up with some slightly more amusing and original names to call you! Here are the answers to those questions:

1. No dates have been announced for the UK as yet, but the Japanese aren't getting the 64DD until Spring '98 so don't expect ours until ooh... the following Christmas at the very earliest!

2. If you want to play import games you could either buy an American machine, or instead buy an RGB scart cable and a universal convertor from Fire International, who incidentally are releasing a new universal convertor that will work with both *Starfox 64* and *Wave Race 64*.

3. I have no idea, depends whether or not it's covered with marmalade.

4. A US N64 will set you back $149 (about £95) and the games sell for about £40.

5. The extender cables are well worth the money, and they're a lot cheaper than repairing a bungee jumping N64.

6. Errr... okay.

DEAR TOTAL 64

I purchased *Mario Kart 64* on the day that it came out and had completed most of the 50cc courses within an hour or so. While I was competing in the Star Cup race on the Royal Raceway course I noticed a road which went the opposite way from the track.

After you jump off the large ramp half way round the course, you will see a yellow road which is on the right hand side. Follow this road and you will come to the outside of Peach's castle, which is featured in *Mario 64*. I do not think there is any point to this but an excellent diversion put in by the programmers at Nintendo.

This may be a foolish question to ask, but why do the control pads from Nintendo come with the black plastic thing on the cord? (Near the socket which plugs into the N64) None of the other control pads have these – do these things have something to do with any of the forthcoming games?

Please could you also include more posters free with your excellent magazine as these take pride of place on my wall.

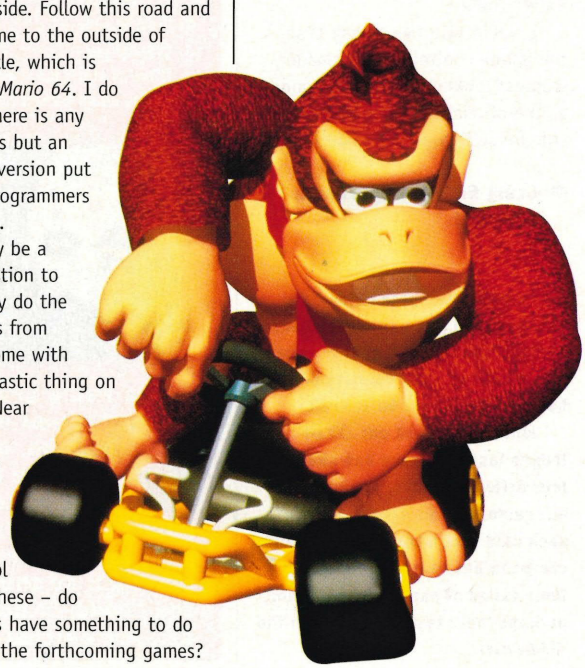
Yours sincerely

■ **Terry Brown - Midlothian, Scotland.**

The Truth...

The 'black plastic thing' you refer to is actually a safety device insisted upon by the EC. It contains a ferrite core which is supposed to stop you electrocuting yourself or something, and also acts as a cable tensioner so that there's less chance of you damaging it if you trip over it or attempt to use it as a tow rope.

We're hoping to give away some more posters in the near future, but our double sided *Mario Kart 64* one is proving to be a hard act to follow!



DEAR TOTAL 64

As far as reviews and the written word in general are concerned it is refreshing to find a magazine catering for more than pre-pubescents requiring a public forum for their dreadful drawings (see a certain 'official' publication...). However, two criticisms:

1. The screenshots are terrible! Do you take them with an old Polaroid or is it just the fault of the flimsy cheap paper?

2. £3.95 is far too expensive if you cannot qualify the price by at least having decent pictorial content.

And now a piece of general observation. I see your letters page from volume one, issue four, is now sponsored by Fire International. What a coincidence then that someone should take the time an effort to sit down and tell you how wonderful the Blaze scart cable is! Why – anyone would think you wrote that drivel yourselves and that 'Ryan Jones (14) – Luton' didn't actually exist.

Bye for now

■ **Michael Anderson - Grimsby, N.E. Lincs.**

The Truth...

As far as arrogance and paranoia are concerned, your letter is, to coin a phrase – 'Full of it'. And judging by your hand writing the only reason you don't enjoy seeing the artwork sent in by our readers is because you envy their ability to produce something worthy of print, without having to resort to putting others down and making petty accusations.

In answer to your criticisms, we realise that our screenshots haven't always reproduced quite as well as we would like but we've been working on ways to improve the situation and feel that our last couple of issues have seen a marked improvement.

We contacted Ryan Jones to check out your theory and if you read the letter below you'll see that he is in fact quite real – you sad individual.

DEAR TS4

I'm writing this letter on your behalf to prove to all those saddos who think that TOTAL 64 make up their own letters that they DON'T!!!

My name is Ryan Jones, I go to Ickneild High School in Luton, I'm 14 and I breathe oxygen just like all the other people who have had their letters printed in the BRILLIANT TOTAL 64. I own an American N64 and have *Turok* and *Cruis'n USA*.

My top 3 N64 games are:

1. *ISS 64* (Best footie game in the world!!)

2. *Mario 64* (Best game in the world!!)

3. *Mario Kart 64* (Best multiplayer game in the world, although you need some friends to appreciate that part of the game – so sorry to those who believe that the letters are made up)

And to those of you who still believe me and the other people who have had their letters printed are fakes, let me tell you now – you're in for a bleedin' good thrashing!!!

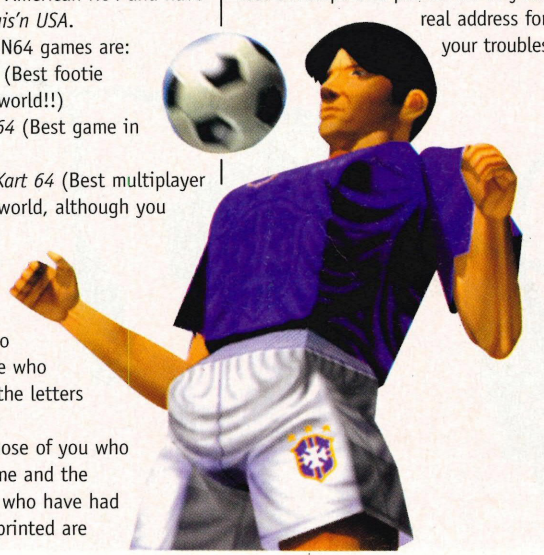
Signed (The most certainly real)

■ **Ryan Jones [Definitely From Luton and certainly 14]**

The Truth...

So there you have it folks, Ryan Jones is, along with all of our letter writers and competition winners, a living, breathing human being! But then that won't surprise those of you with more than one brain cell – you knew it already.

Cheers for the letter Ryan, a real X-Tender cable has been put into a real envelope and posted off to your real address for your troubles.



MAKIN WAVES

The UK competition has been completely dominated by Trevor this month, although regrettably we were unable to include his superb trick scores due to the fact that he'd been using the start button cheat. The US charts were taken over by Scott Mackintosh of PLAYSTATION SOLUTIONS magazine while Justin was away in Atlanta, but upon his return Justin was able to regain his crown using some new custom settings.

Artist: Russell McKenzie

■ Dolphin Park

Trick Score: 20080
– 'Steps', Birmingham

■ Sunny Beach

Best Lap (US): 0'21.017 – Ian Thorley, Dyfed
Best Race (US): 1'06.073 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'25.052 – Trevor Scannell, Essex
Best Race (UK): 1'18.423 – Trevor Scannell, Essex
Trick Score: 12792 – Shahin Mastafa, Cardiff

■ Sunset Bay

Best Lap (US): 0'22.628 – Justin Calvert, TOTAL 64
Best Race (US): 1'12.519 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'25.583 – Trevor Scannell, Essex
Best Race (UK): 1'23.459 – Trevor Scannell, Essex
Trick Score: 11337 – 'Steps', Birmingham

■ Drake Lake

Best Lap (US): 0,24.753 – Justin Calvert, TOTAL 64
Best Race (US): 1'17.541 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'28.810 – Trevor Scannell, Essex
Best Race (UK): 1'29.303 – Trevor Scannell, Essex
Trick Score: 17172 – 'Steps', Birmingham

▲ **Trevor Scannell from Essex is walking away with the UK title. Come on you lot, he and Justin must be stopped!**

■ Marine Fortress

Best Lap (US): 0'25.661 – Justin Calvert, TOTAL 64
Best Race (US): 1'24.742 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'28.134 – Trevor Scannell, Essex
Best Race (UK): 1'35.039 – Trevor Scannell, Essex
Trick Score: 14354 – 'Steps', Birmingham

■ Port Blue

Best Lap (US): 0'29.744 – Justin Calvert, TOTAL 64
Best Race (US): 1'31.262 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'32.916 – Trevor Scannell, Essex
Best Race (UK): 1'41.505 – Trevor Scannell, Essex
Trick Score: 18465 – 'Steps', Birmingham

■ Twilight City

Best Lap (US): 0'30.873 – Justin Calvert, TOTAL 64
Best Race (US): 1'35.415 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'35.507 – Trevor Scannell, Essex
Best Race (UK): 1'49.155 – Trevor Scannell, Essex
Trick Score: 17187 – Michael Wadsworth, Lancs.

■ Glacier Coast

Best Lap (US): 0'28.380 – Justin Calvert, TOTAL 64
Best Race (US): 1'31.129 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'32.978 – Trevor Scannell, Essex
Best Race (UK): 1'43.628 – Trevor Scannell, Essex
Trick Score: 14245 – James Wadsworth, Lancs.

When sending in your scores and times please include a photo to prove that you're not making up numbers at random, and possibly a photo of yourself – which will make it into the mag if we think you deserve it!

■ Southern Island

Best Lap (US): 0'24.716 – Scott Mackintosh, PLAYSTATION SOLUTIONS
Best Race (US):1'19.103 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'29.538 – Trevor Scannell, Essex
Best Race (UK): 1'36.466 – Trevor Scannell, Essex
Trick Score: 12124 – 'Steps', Birmingham

Xtras! Xtras!

So you still haven't got enough 'optional extras' for your dream machine, eh? Well fear not, here are 5 more things to spend your money on!

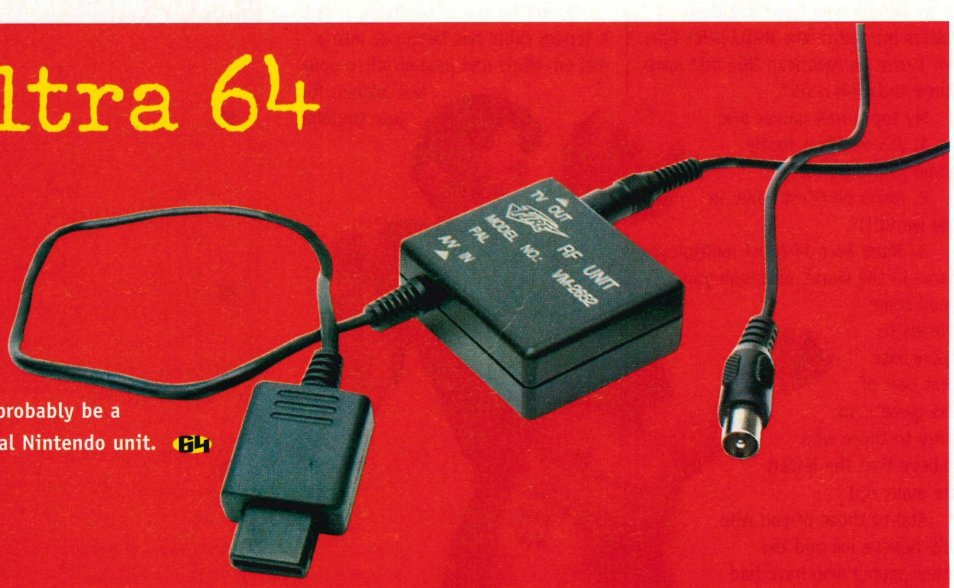
Available in UK:	Out Now
Supplied by:	Madeira Games
Manufacturer:	Interact
Price:	£29.99

InterAct Sharkpad Pro

With its distinctive clear casing, this is by far the nicest looking N64 controller on the market and we're pleased to report that it's also the best we've seen. The central prong is slightly chubbier than on the official pad, while the side prongs are more or less the same, the result being that this pad is actually more comfortable than the official one (for our hands at least). The analogue stick offers a little more resistance than any others we've come across, as does the d-pad, and again we felt that the overall feel was better than any other pad we've come across. The A, B, and C buttons are all very responsive although the Z button feels a bit spongy. The shoulder buttons are adequate but are hinged on the outside, which makes them a little more awkward to use than those on the official pad.

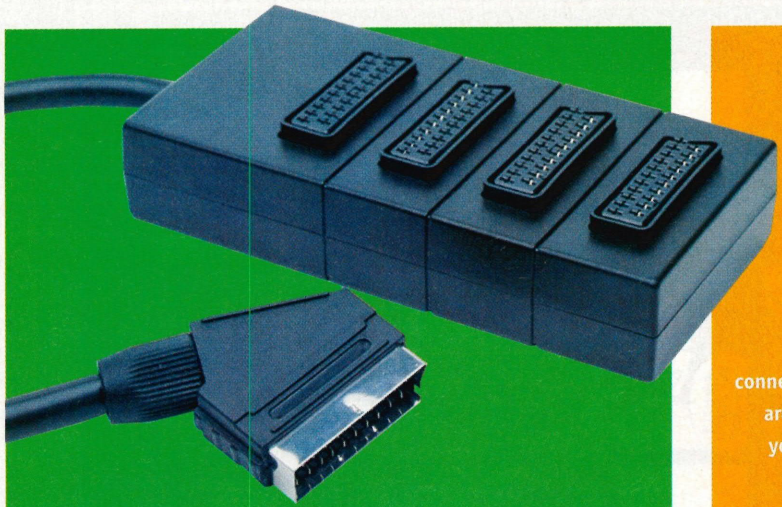
Overall, I think it's safe to say that this is our favourite controller and that many a fight will be breaking out in the office over who gets to use it – especially with the auto fire and slow motion features available.

Blaze Ultra 64 RF Unit



This is a direct replacement for the standard RF unit that comes packaged with the N64. It doesn't offer anything extra over the standard unit but if that one gets damaged this will probably be a lot easier to get hold of than the official Nintendo unit.

Available in UK:	Out Now
Supplied by:	Fire International
Manufacturer:	Fire International
Price:	£14.99



Blaze Multi Scart Connector

This basically allows you to connect up to four Scart appliances into any TV or monitor with a Scart socket – not necessary for most people, but handy for those who have to get in behind the TV every time they want to play. The Multi Scart connector is compatible with pretty much everything from camcorders and videos, to satellite receivers and games consoles. 64

Available in UK:	Out Now
Supplied by:	Fire International
Manufacturer:	Fire International
Price:	£19.99

Blaze Multi RF/AV Selector

Much the same as the Multi Scart, this unit allows you to connect up to four AV/RF appliances to a single TV. These inputs are generally considered to be better quality than Scart, so if you have a TV that can accept the signal it's definitely worth giving it a try. It's also possible to play a game on your TV while the sound booms out of your stereo – bonus! Unlike the Multi Scart, this unit doesn't automatically recognise which appliance is turned on so you'll need to let it know via the selector switches – hardly a hassle when compared to trying to get in behind the TV! 64

Available in UK:	Out Now
Supplied by:	Fire International
Manufacturer:	Fire International
Price:	£24.99

Interact V3 Steering Wheel

The first steering wheel available for the N64, the V3 also comes with accelerator and brake pedals in case you're uncomfortable with trying to use the buttons around the wheel whilst steering. Unlike some home videogame steering wheels we've come across, there's also a d-pad so that you can easily scroll through options, menus and the like, a small switch on the side of the wheel for up and down and a memory card slot.

The wheel itself has a nice level of resistance and the sensitivity can be adjusted to suit your own tastes and whatever game you happen to be playing. We tested the wheel with both *Mario Kart 64* and *Cruis'n USA* – the latter of which strangely became more playable than when using the normal controller. *Mario Kart 64* was a different story however – steering was extremely difficult and it just didn't feel right somehow. We're all looking forward to getting our hands on a copy of *Multi Racing Championship* now so that we can really put the full V3 set-up to the test!

Available in UK:	Out Now
Supplied by:	Interact
Manufacturer:	Interact
Price:	£79.99

One minor disappointment with the pedals is that, unlike the PlayStation equivalents, they aren't actually analogue, which basically means that your accelerator is either on or off with nothing in between.

At the end of the day £80 is a lot of money, but when we get hold of some really top racing games it would be well spent on the V3. 64

CAN WE TALK ABOUT THIS?
I'D REALLY RATHER NOT, BUT MAYBE WE SHOULD.
JINK JINK
JINK JINK
HEY -- WHERE'D YOU GET THAT?

I KNOW... VIV...IT'S JUST --
-- I JUST -- YEAH...
...YEAH...
...VIV...I'M SCARED.
WHAT DO YOU MEAN, "JUST LIKE DAD" --?
WHAT DO YOU KNOW ABOUT HIM?
EVERYTHING, RIGHT? RIGHT?!
NO -- NO, I'M NOT SURPRISED.
JUST PISSED.
WHY DIDN'T ANYONE TELL ME?
NO -- I GUESS YOU'RE RIGHT -- I COULDN'T'VE HANDLED IT THEN...
...I DON'T THINK I CAN HANDLE IT NOW!
I KNOW... I HAVE TO GROW UP...
...AS IF RUNNING AROUND FIGHTING DINOSOIDS IS A MATURE THING TO DO...
...I DON'T KNOW -- GO SOMEWHERE --
-- HIDE OUT FOR A WHILE SO THEY CAN'T FIND ME --
AYEEEE
VIVIAN?!
ARE YOU MADE OF STONE?
AAAA
BECAUSE YOUR CLAN IS MOST CERTAINLY MADE...
...OF FLESH!
KLIWbuuuuu

TWO HOURS LATER, MY '84 PINTO WHEEZED ITS WAY TO THE SAQUIN VILLAGE.
I'M THE ONLY GUY AT OC² WHOSE CAR HAS ASTHMA.
FIRST TIME I CAME HERE, I WAS SURPRISED BY HOW... COMFORTABLE IT ALL WAS.
"CASINO MONEY," JOSH SAID.
EXCEPT THE SAQUINS DON'T HAVE A CASINO.
TELL ME AGAIN WHY WE DIDN'T CALL THE POLICE?
OFFICER, I'M AN INDIAN COLLEGE STUDENT, (NO SIR, WOO-WOO, NOT CURRY IN A HURRY) CALLING AT MIDNIGHT ON FRIDAY.
-- WHO THINKS HIS FAMILY HAS BEEN TAKEN HOSTAGE BY A GROUP OF TERRORIST ELITE ASSASSINS --
-- DOING THIS BECAUSE THEY WANT TO LURE THE PROTECTOR OF EARTH (uhm... YES, THAT WOULD BE ME) INTO A TRAP?
SO YOU'RE SAYING YOU DON'T THINK THEY'D BELIEVE US?
LET'S GO.
AN ALUMINUM BAT, A BOWIE KNIFE BOUGHT ON THE WAY HERE (THANK GOD WE'RE IN THE BIBLE BELT), AND AN OVERSIZED MONACLE.
WE BE BAD.
33

IS THAT LENS-THING STILL WORKING?
YEAH.
I SEE ONE OF THE DINOSOIDS NOW.
WHERE?
THROUGH THE WALL ON THE HOUSE TO THE RIGHT.
THROUGH THE WALL?
NUMBER TWO --
-- UP AHEAD -- FOUR HOUSES TO THE LEFT.
NOW MIGHT BE A GOOD TIME TO REACH INTO THAT BAG AND FIND SOMETHING TO COVER OUR ASSES A LITTLE BETTER THAN A BAT!
34

Hmm.
JINK JINK JINK
COOL.
I WAS THINKING MORE ALONG THE LINES OF AN UZI --!
I GET THE FEELING THE BREAST-PLATE WILL WORK. FINE.
GET READY...
SLMEEAR

AAH --
SHKRYEEESH
SPARKS?
BONE CLAW ON WOODEN REEDS AND SPARKS FLY?
MAGIC. THAT HAS TO BE IT.
SSSTHS
Uhm --
HHRSHSH
-- JOSH?
YOU ARE NOT OF STONE, CHILD!
MAYBE --
JINK JINK JINK
-- MAYBE NOT --
AN UZI?
THAT'S A GOOD ONE, JOSH.
LET'S FIND OUT WHETHER I AM OR NOT...

PRAAP
PRAAP
PRAAP
PRAAP
HE FIRED THE GUN?
DO THESE DINOSOIDS KNOW THAT JOSHUA'S NEVER EVEN HELD A GUN --
WHOOPS.
I GUESS THEY DO NOW.
FCHIK
FCHIK
FCHIK
FCHIK
FCHIK
FCHIK
FCHIK
FCHIK
Uh...
ah
SPLICHT

MY FAMILY
WAIT --!
I DON'T HAVE THE TIME.
SPLICHT
HE'S SO -- SO DAMN CONNERY ALL OF A SUDDEN, IT'S SCARY (EXCEPT FOR THE BIT ABOUT DROPPING THE GUN, OF COURSE.
AND I START THINKING --
-- MAYBE HE IS TUROK --
AAH!
-- THEN AGAIN, MAYBE NOT.
VIVIAN?!
ALI?
Mmmrff!
FRICKIN' HEART ATTACK -- MAN --
-- YOU'RE ALIVE --!

JOSHUA -- UPSTAIRS --
WAIT A MINUTE --
-- UPSTAIRS --
-- IT HAS CLAY AND BETH UPSTAIRS!
CUT EVERYONE ELSE DOWN, VIV.

I'LL --
-- aah --
THE DOLL'S HEAD? NICE EFFECT.
COME OUT AND FACE ME.
WHY, STRIPLING -- IS THAT ACTUALLY THE SOUND OF A BACKBONE I HEAR SCRAPING BENEATH YOUR TREMBLING LIPS?
OR MERELY WORDS, POSING AS BRAVADO?
YOU LACK THE ENTRAILS FOR BATTLE.
WE SEE ONE OF THEM -- CLEARLY -- FOR THE FIRST TIME.

...AND OUR HERO PEES HIS PANTS!
AAAH!
KLIK
KLIK
KLIK
KLIK
KLIK

LOOK AT YOU. SO AFRAID THAT YOU WOULD THREATEN THE VERY ONES YOU CAME TO RESCUE.
FOOL! THE GUN IS EMPTY.
AS ARE YOU.
AS WAS YOUR FATHER.

WHAT DO YOU -- HOW DO YOU KNOW HIM --?
O. YOUR FATHER -- THE FORSAKEN ONE -- IS WELL KNOWN AMONG THE AMARANTHINE ACCORDANCE --
-- AFTER ALL, NEVER BEFORE HAD THE SAQUINS PRODUCED A TUROK --
-- WHO WAS TOO MUCH OF A COWARD TO BEAR THE BURDEN OF HIS DUTY!
JINK JINK JINK
NO...
JINK

SHSH
TUM TUM TUM TUM
SHSH
JINK JINK JINK
WAIT!
AFRAID OF AN ARROW?
TUM TUM TUM TUM TUM
TAKE THEM! TAKE THEM!
TAKE THIS.
FAH HEEENG

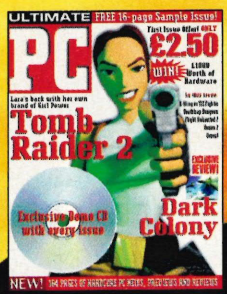
GRRAAAAAA
ffh --
-- nnnnn
-- GOTCHA...
UNCLE JOSH -- DID YOU KILL THAT THING?
Uhm... I DON'T KNOW, BUCKO -- I -- I GUESS --
THE TIMEFIRE ARROW TRANSPORTED KARYAKHAS TO GELYANNA.
Oh.

Uhm... SO...
...uh...
...WHAT NOW?
WEEKS PASS.
KNOCK, KNOCK.
JOSHUA?! WHERE HAVE YOU BEEN?
WORKS BETTER IF YOU ASK, WHERE HAVEN'T I BEEN?
OF ALL PEOPLE, COACH -- YOU WOULD APPRECIATE THIS...
...SEE --
JINK JINK JINK JINK

-- I'VE BEEN PRACTICING!
SO YOU HAVE... TUROK.
GUESS THE IMAGING-FIELD ISN'T NECESSARY ANYMORE.
GIVE ME ONE GOOD REASON WHY YOU DON'T DIE RIGHT NOW!
I'LL GIVE YOU TWO.
I'M THE MAN WHO TAUGHT YOU HOW TO PIVOT ON THE DOUBLE-PLAY.
AND WITHOUT ME, YOU'LL NEVER LEARN HOW TO HIT A BREAKING BALL.

SO YOU WALKED AWAY FROM HIM?
HE THREW ME FOR A LOOP, MATE.
ATKINS SAID HE'S NOT MY ENEMY.
SAID HE'S PART OF A SECRET GROUP CALLED THE SOLIDARITY ORDER –
... HUMANS AND DINOSOIDS WORKING TOGHETHER FOR PEACE.
'SIDES – CRAP ON A CRACKER – HE'S MY COACH!
DINOSOIDS, SOLIDARITY ORDER, AMARANTHINE, KARYAKHAS AND GELYANNA...
...JOSH, – THIS IS ALL – YOU KNOW – A BIT MUCH
IT SURE IS
WHAT'RE YOU GOING TO DO ABOUT IT?
DONT'T YOU MEAN, WHAT'RE *WE* GOING TO DO?
WOULD BE NICE IF I WERE DREAMING.
I'M THINKING... ARE YOU UP FOR...
...A ROAD–TRIP?

The End



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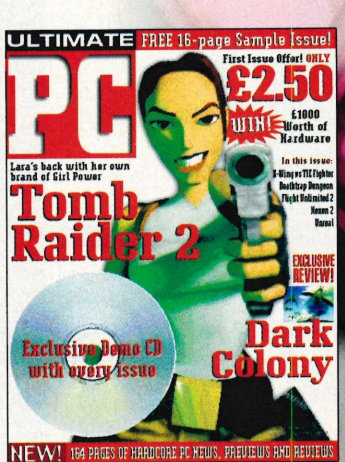

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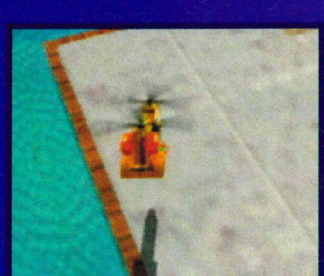
Blast Corps

Ever dreamt of smashing down whole cities with an army of demolition vehicles? Well, now you can with Nintendo's *Blast Corps*, and the first part of TOTAL 64's guide to help you save the world from certain destruction — you'll be a hero!



Training

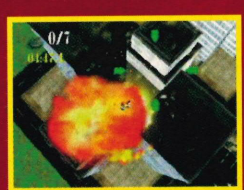
Backlash

Objective: Destroy three buildings in 6:00. Gold 0:22.

The Backlash is by far and away the most difficult of the vehicles to control in *Blast Corps* because it can only destroy buildings when skidding out of control and hitting the structures with its back end. There is an exception to this rule, however; the Backlash will smash buildings head on if you are bouncing out of a hole or if you are jumping off a ramp. To get gold on this level you must clear the buildings in one or two goes, try using the bumps at one end of the buildings to smash them more quickly.

J-Bomb

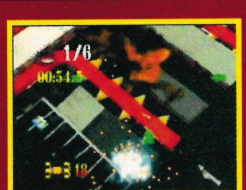
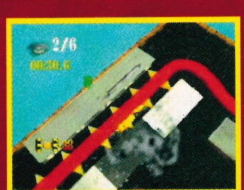
Objective: Destroy seven buildings in 5:00. Gold 1:20.



Try to gain as much height as possible before smashing down into the centre of the buildings, this will be far more effective than taking out the buildings a bit at a time.

Sideswipe

Objective: Destroy six buildings in 1:00. Gold 0:40.

The red line is there to guide you on the best route through the buildings. Also use the yellow arrow to pinpoint your 'swipes' and destroy the buildings on your first pass. Some buildings may take two hits to be destroyed, so don't go charging round the course – you may have to go back and finish the job. To gain extra power ups just drive near the demolished blocks, they give ten punches per block.

▲ Lighting 100% of the RDUs when you return to each level will lead to another gold medal.

Skyfall

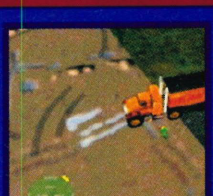
Objective: Destroy four buildings in 1:00. Gold 0:10

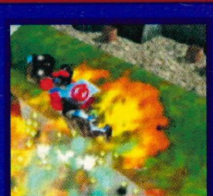
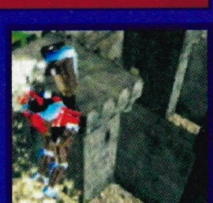
Simple – you should be able to take out all four of the towers in one go if you line up your fall correctly and use the boost as you fall.

Thunderfist

Objective: Destroy 11 buildings in 3:00. Gold 0:30

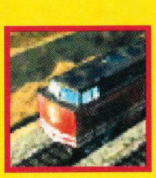
You will have to destroy the crates as well as the castle because these count as 'buildings'. When using Thunderfist get a decent run up and aim for the centre before pressing the trigger button in order to do the most damage.



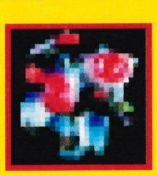



Vehicles

The key to success in *Blast Corps* is to master the many vehicles. Here are a few pointers...

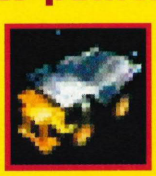


The Train has a limited amount of control. It is used mainly for the transport of explosives.



Thunderfist is great fun to use. Try to line him up with the centre of the building before rolling.

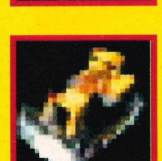
The cars are here for purposes of speed only. Used mainly on the timed bonus courses.



The Backlash is easily the most difficult vehicle to control. Timing is vital.

When using the Ballista, try not to accelerate at the moment you fire the missiles.

The Skyfall is pretty puny and is only effective from a great height.



The Ramdozer is a powerful vehicle used mostly for pushing explosives around.

J-Bomb is the best vehicle in *Blast Corps*, just fly high and crush the buildings!

Jade Plateau

Objective: Clear the buildings and complete Four laps in 3:30. Gold 1:20

On your first lap of the course you should concentrate on destroying the buildings with your missiles and then completing the course as quickly as possible using the shortcuts. The first shortcut is to the right of the first bridge between the two trees, the second immediately to the right of the second bridge through the houses. You will find missile power ups hidden in the buildings at the top of the course.

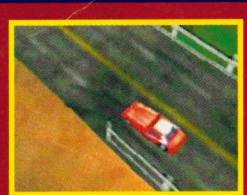
Sleek Streets

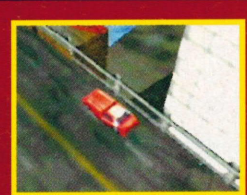
Objective: Complete Four laps in 1:15. Gold 0:50

It is possible to make the 1:15 in the Ramdozer, but if you are going for the gold then it is preferable to use one of the cars – either the Police Car or the Big Red. Don't be tempted to try and take shortcuts because it almost impossible to do this without hitting one of the buildings or barriers. Instead, stay on the road until you reach the barricade and smash through the fences to knock vital seconds off your time.

Marine Quarter

Objective: Finish Four laps in 1:00. Gold 0:40

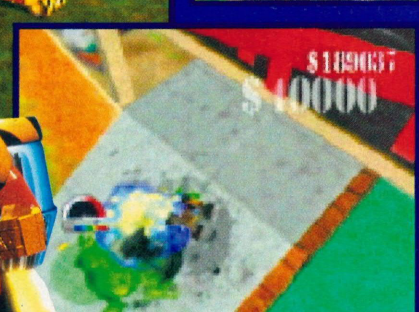




Use the Police Car for this course unless you have access to the van, as this has the combined abilities of good steering and speed. With the Police Car try to get a turbo start to gain the gold, this should enable you to get lap times of about eleven seconds.

Apocalypse NOW!

The fate of the world rests in your hands, one false move and everyone will be crispy bacon flavoured corn snacks. Or something. If you are going to be a successful member of the *Blast Corps* team then you need to possess certain essential skills: the eyes of an eagle, the smashing power of a charging rhino, the speed of the puma and the luck of the Irish. If you haven't got them, you'd better learn fast boy or it's KA-BOOM!



▲ When using the Skyfall vehicle, make sure you press the 'Z' button to achieve more destructive force.

Silver Junction

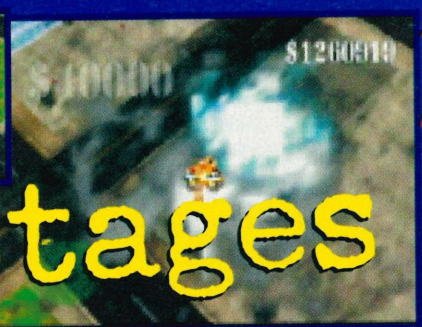
Objective: Destroy 25 crates in 2:00. Gold 1:00

An easy gold medal is here for the taking, all you have to do is play it a few times to memorise where the crates are. Most of them are to be found on the concrete areas and a few are in the streets.

Mica Park

Objective: Destroy 17 buildings in 2:00. Gold 0:50

You are given enough fire power for you to do the job if you are accurate enough with your missiles. Try to hit the buildings from the narrow end as this will do more damage than hitting them side on. If you do run out of ammo then there are enough power ups lying around to not make this a problem. Do not accelerate when you are about to fire because this will cause the missiles to shoot harmlessly into the air.



Demolition Stages

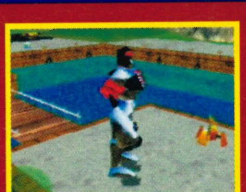
Simian Acres

Vehicles: American Dream, Ramdozer
Buildings: 18
Survivors 20

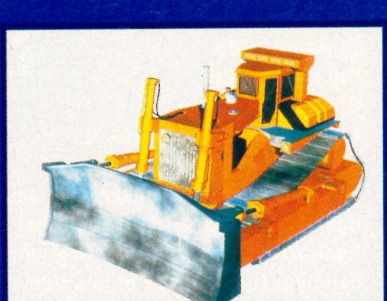
Use this level to familiarise yourself with the Ramdozer. You will need to push a crate of TNT to the 'ramp' across the train track in order to clear the route for the Nuclear Truck. To get the Race Car get into the Train and pull into the station.

Carrick Point

Vehicles: Ballista, Sideswipe, ThunderFist
Buildings: 27
Survivors: 4
Communication Points: 2



Take a right turn behind the nuclear truck and go around the harbour. Get in the Thunderfist (it's in the parking lot) and destroy the buildings. This is a lot faster than using the Sideswipe. To reach the first Communication Point go to the castle near where you found the Thunderfist and destroy it – the CP is inside. The second Communication Point is on the small island. To destroy the ship you will have to use the Ballista to shoot the crates, these will explode taking the ship down with them.



Argent Towers

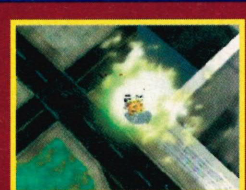
Vehicles: Backlash, Ballista, J-Bomb, Police Car
Buildings: 14
Survivors: 8
Scientists: 1
Communication Points: 2

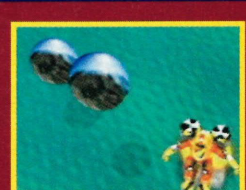
First, use the Backlash to destroy all the buildings that it can. Then use it to push the large grey block out from in front of the ramp. Get out of the Backlash, go down the ramp and get into the Ramdozer. Use it to push the TNT block over to the wooden door. When the door is destroyed, get out of the Ramdozer and climb into the Train (you won't be able to see it). Drive the Train through the tunnel until you get to the Ballista. Use the Ballista's missiles to destroy the wooden door down in the pit on the right side of the area. Get out of the Ballista, walk down the ramp into the pit and go through the long tunnel (you will only see your driver's shadow as he is walking underground) until you come to the J-Bomb. Use the Motorcycle's missiles to destroy the flashing tower. It is one of the buildings that must be destroyed to achieve 100%. The flashing tower is actually a marker for a hidden tunnel. Go back into the tunnel and you will find another tunnel going off to the left at the flashing tower. You will find a Police Car that will help you navigate the maze. The Scientist is at the end of the maze.

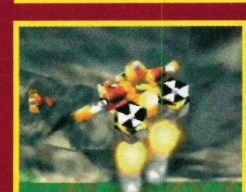
▲ Using the crane can be quite tricky to begin with. A+B control the arm, the 'Z' button will lower/raise the lift.

Havoc District

Vehicles: Ballista, J-Bomb, Race Car, SkyFall
Buildings: 22
Survivors: 10
Communication Points: 2





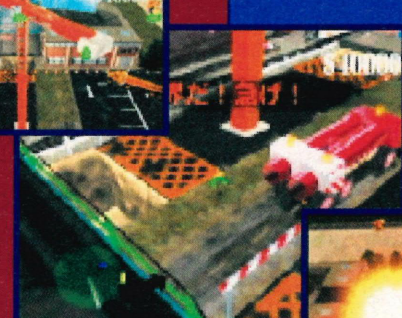


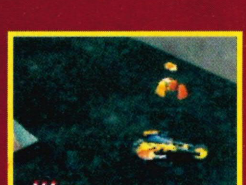
Follow the RDUs in the Skyfall until you get to the J-Bomb. Clear a path for the truck and then make your way to the Communication Points. The first is on an island to the south west, the other can be found on a high ledge on the east side. This course has some difficult things to find that need to be destroyed to earn 100%. There are four lights on the top of the bridge that need to be destroyed. There are five silver balls out in the water that must destroyed as well. You will find a darker patch of grass near the cliff edge. Step on the patch and you will drop down to the tunnels. Use the Race Car to go down the next tunnel and activate more RDUs.

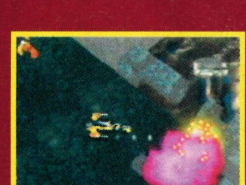
Tempest City

Vehicles: Ballista
Buildings: 25
Survivors: 20
Scientists: 1
Communication Points: 1

▼ When the warning comes up you know that the end is nigh.

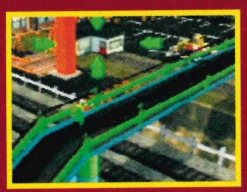
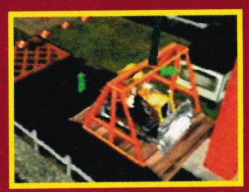
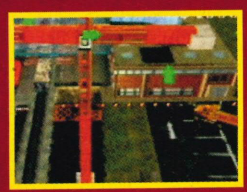






Beeton Tracks

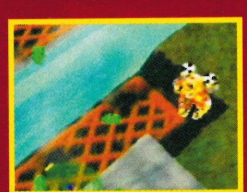
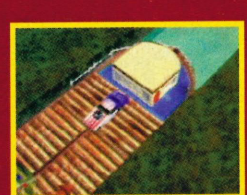
Vehicles: Police Car, Ramdozer
Buildings: 6
Communication Points: 1

Use the Train and get as quickly as you can to the station. Now get out and cross the bridge to get to the Ramdozer. Use the Ramdozer to destroy the small building. This may be your first encounter with the Crane – you need to drive the Ramdozer onto the Crane's platform, get out of the Ramdozer and assume the controls of the Crane. Place the Ramdozer on the other side of the tracks so that you can push the TNT Crate into the building.

Echo Marches

Vehicles: J-Bomb, Big Red, American Dream
Buildings: 20
Survivors: 15
Communication Points: 2

You will need to bring the Train over to the ramps and move the Barge to make a bridge. I suggest that you take your J-Bomb only to the first tunnel, exit the J-Bomb and run the Man through the tunnel to get to the Train. That way, you won't have far to go to get back into the J-Bomb. You can drive the Race Car through the tunnel, but time is of the essence in this course! The first Communication Point you will probably find is near where you pick up the Barge. The second one is a bit trickier to find. Near the Semi, if you look in the open field, you will find a tall, narrow tower of rock. There is a rock platform at the top of the tower. Use J-Bomb to fly up to it.

Ironstone Mine

Vehicles: Ramdozer, Sideswipe, ThunderFist
Buildings: 31
Survivors: 20
Scientists: 1

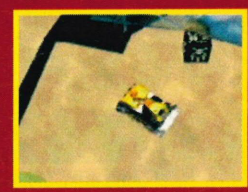
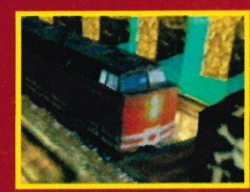
When you have used the Sideswipe to destroy the two rows of buildings, drive up and left to get to the Thunderfist. Use this to destroy the rest of the buildings in the path of the truck. Near the end of the stage, you will find a Train that you will need to back-up all the way to the end of the tracks. Exit the Train, cross the pedestrian bridge and follow the path until you locate the Ramdozer. Drive the Ramdozer onto the Crane's platform. Set the platform down on the other side of the tracks. Use the Ramdozer to push the TNT Crate into the large building. This will open a tunnel filled with RDUs. This is the hiding spot of the Scientist.

▲ Always keep an eye on the arrow in the left corner.

▼ Following the path of a trench can often lead to secret areas and those elusive Scientists.

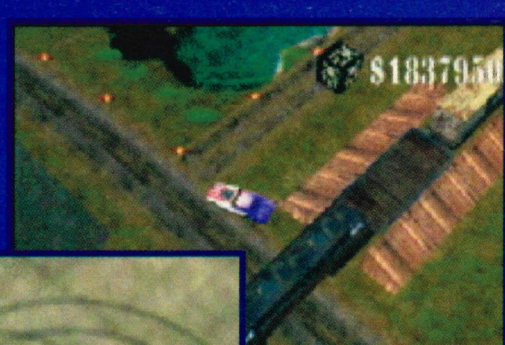
Ebony Coast

Vehicles: J-Bomb, Ramdozer
Buildings: 18
Survivors: 20
Scientists: 1
Communication Points: 1

Using the J-Bomb, find the large island in the north west corner of this area. The island has a large 'field hieroglyphic' of a man holding a spear. Near there will be three more 'Easter Island' statues and a bunch of RDUs near the northern tip of the island.

This is one of the trickier Scientists to find. Near the beginning of the stage, you will see some grey stones blocking the train track. To destroy the grey stones, use the Ramdozer to push the TNT Crate into them. On the other side of the tunnel, you will see an 'Easter Island' statue (J-Bomb is inside it). Once you have cleared the tracks, take the Ramdozer and the Train all the way to the train station at the end of the tracks. Use the Ramdozer to destroy the train station. Be careful not to activate the TNT Crate. When everything is cleared away, use the Ramdozer to push the TNT Crate onto the Train's flatbed. Get out of the Ramdozer, get into the Train and back it up all the way to the 'Easter Island' statue. This TNT Crate has a slow detonation time, so you will have time to back it up all the way. Make sure to position the TNT Crate so that it is next to the statue. When the statue is destroyed, you will have access to the J-Bomb. The Scientist is in a hidden cove to the right of the tunnel that the Missile Truck drove through..



▼ **Learning control over all of the vehicles is essential if you are to be successful with this game.**

Glory Crossing

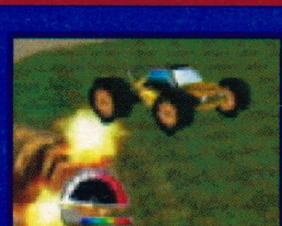
Vehicles: Backlash
Buildings: 14
Survivors: 10
Scientists: 1

Follow the arrows over the bridge and destroy the buildings. If you drive straight ahead in the direction that the Semi is pointing you will find a tunnel that goes to the Scientist.

Crystal Rift

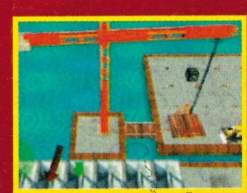
Vehicles: Ramdozer, Van, Skyfall
Buildings: 15
Survivors: 10
Communication Points: 2

Take the Train to the station and get into the Skyfall, now take the right hand path to get to the buildings. Destroy them and use the Ramdozer to fill the holes with the blocks to complete the path for the truck. To find the Van use the Ramdozer to push the dark grey block out of the first tunnel. Keep pushing it to the other side of the road into the next tunnel. The block will fall into position and allow you to drive the Ramdozer through the tunnel and get the Van.



Oyster Harbour

Vehicles: Ballista, Ramdozer
Buildings: 25
Survivors: 10
Scientists: 1
Communication Points: 1

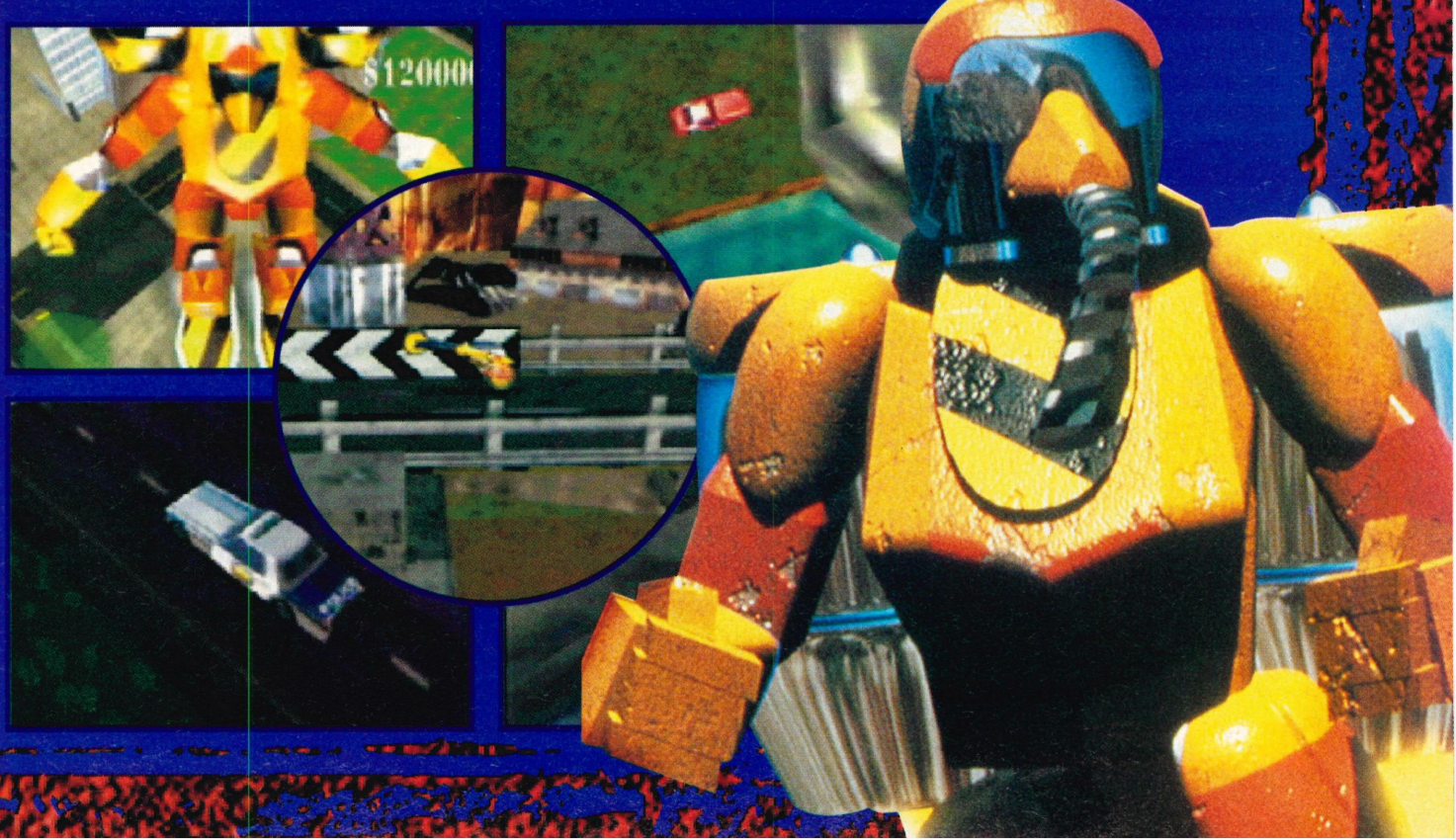


Start off by using the Ballista's missiles to destroy the first set of containers in the Truck's path. Next, destroy the containers that block the path to the Ramdozer. Exit the Ballista, run down the ramp and get into the Ramdozer. Quickly clear the rest of the containers in the Truck's path. Clear a path to the right of where you got the Ramdozer and you will find a number of TNT Crates. Exit the Ramdozer, climb into the Crane and bring the platform around to the Ramdozer. Exit the Crane, jump back into the Ramdozer and use it to push a TNT Crate onto the platform. Exit the Ramdozer, get back into the crane and swing the platform around so that the TNT Crate will be detonated on the middle of building.

Note: This building can be destroyed piece by piece, so be sure to detonate the TNT Crate at the place indicated by the arrows! To detonate the TNT Crate, lower the platform onto the building. Exit the Crane, jump back into the Ramdozer and drive to the new area that you've just opened up. You will see a bunch of holes in the ground that must be filled with the different shaped blocks. Use the Ramdozer to push the first block into the first hole. Next, destroy the two blue-roofed buildings to the right of the first block/hole. You will see a hole that must be filled with the second block. This will give you access to two more blocks.

You can save time by pushing both of these blocks into the main area at the same. Fill in the rest of the holes until you get to the last one. You will find the last block behind the two large, red fuel tanks over to the right of where all the holes are. The next obstacles are the three Barges that must be moved into position. Go past the first and second Barges and stop on the deck of the third. Get into the Barge, back it all the way up into position and then drive the Ramdozer to the pedestrian bridge. Cross the bridge, run to the left to the second Barge and back it up into position. Depending on the position of the Truck and its distance to the first Barge, this next step can be done before the Truck passes the first Barge or after. Drive the Ramdozer onto the deck of the first Barge. Sail it all the way forward and use the Ramdozer to push the TNT Crate onto the deck. Sail the Barge back into position for the Truck and push the TNT Crate all the way to the end. There will be a large building that can only be destroyed with the TNT Crate.

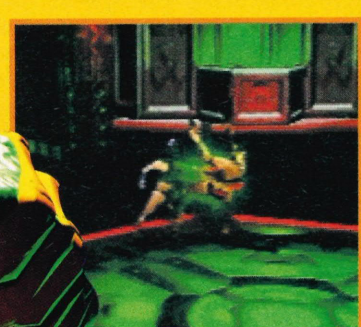
Once you have completed the area, go back in and work your way back to the Barges. As in the first time around, load the TNT Crate onto the first Barge. Use the TNT Crate to destroy the white blocks that serve as the stopping point for the third Barge. Get back in the Barge and back it all the way up to the Scientist.



War Gods

We've had loads of letters requesting tips and cheats for this *Mortal Kombat* inspired 3D beat-'em-up, and who are we to refuse? Go on, give 'em a try!

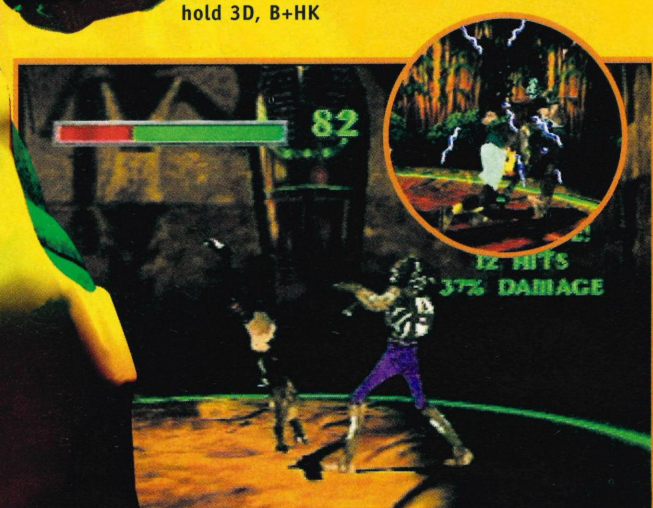
Universal Moves



These basic moves make up the backbone of *War Gods*. They're the same for every character but aren't gonna be enough to become a *War Gods* God – for that you'll need to check out the character specific special moves listings that follow.

The not-so-jolly green giant flexes his nasty veins

Uppercut: D + HP
Leg Sweep: B + LK
Roundhouse: B + HK
Throw: F + LP (when close)
Shove: BL, BL
Evasive Get Up: B + BL (while on the ground)
Get Up Attack: F + HP + LP (while getting up)
Pounce Attack: U + HP (while opponent is down)
Run: F, F
3D Jump: hold 3D + BL, U or D
3D Walk: hold 3D, U or D
3D Slide: hold 3D, U, U or D, D
Ring Finish: Uppercut D + HP Roundhouse hold 3D, B+HK



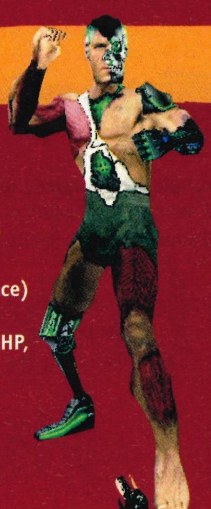
Kabuki Jo

- Sword Flurry: F, F, HP + LP (tap HP + LP for extra hits)
- Dragon Blade: D, F, HP
- Blade Spread: hold 3D, D, F, HP or LP
- Short Dragon Breath: B, F, LP
- Medium Dragon Breath: B, B, F, LP
- Long Dragon Breath: B, B, B, F, LP
- Dragon Staff: F, D, B, HP, LP, LK
- Ground Flames: B, D, F, LK
- 10 Hit Combo: B, F, HP, HK, LP, LP, HK + LK, B, D, F
- Combo Breaker: 3D, U, D, U, LK
- Fatality: B, D, F, HK + LK (sweep)
- 3D Combo Finish: hold 3D, B, F, HP

Tak

- Takensteiner: F, B, HP (close)
- Overhead Throw: F, B, LP (close)
- Backbuster U, D, D
- Rock Crush: D, B, HP
- Boulder: D, F, LP
- Earthquake: hold 3D, B, U, F, LK
- 9 Hit Combo: B, F, HP, LP, LP, LK, LK, HP, HP, HK
- Combo Breaker: 3D, B, F, HP
- Fatality: B, D, F, LP + HK (close)
- 3D Combo Finish: hold 3D, B, F, HP

Cy-5

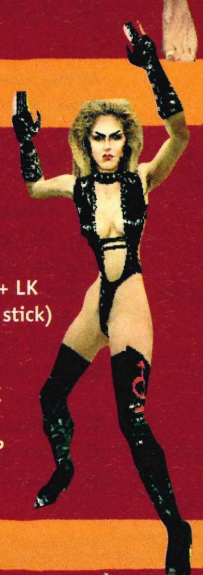


- The Blender: D, B, HP
- Ground Laser: B, D, F, LP (can be done in the air)
- Overhead Laser: hold 3D, B, U, F, HP
- Teleport: D, B, LK
- Orbiter: B, B, LP (up to 4 orbs at once)
- Throw Orbs HP + LP
- 13 Hit Combo: B, F, HK, F, D, B, HP, HP, LP, LP
- Combo Breaker: 3D, D, U, HP + LK
- Fatality: B, B, HP (half ring)
- 3D Combo Finish: hold 3D, B, F, HK

Maximus

- The Hammer: D, F, LP
- Hammer Slam: hold 3D, U, D, LP
- Hammer Throw: D, B, HP
- Grab & Noogie: F, F, HP (when close, tap HP for extra hits)
- Net: B, F, HP + LP
- Headbutt: B, F, LP (when close, tap LP for extra hits)
- 10 Hit Combo: B, F, HP, LP, F, F, LK, LP, HP, HP, LP, B, D, F, LP
- Combo Breaker: F, F, HP + LP
- Fatality: hold 3D, F, F, HP + LP (close)
- 3D Combo Finish: hold 3D, B, F, HP

Pagan



- Leg Wrap: F, F, HK
- Lightning Bolt: D, B, HP
- Teleport: D, D, LK
- Skeleton Hold: B, D, F, LP
- Leg Copter: D, F, HK + LK (tap HK + LK for more hits, move with analogue stick)
- 10 Hit Combo: B, F, HP, HK, HP, HK, HK, HK, LK, LK, HP
- Combo Breaker: B, B, B, F, HK + LK
- Fatality: B, F, LP (half ring)
- 3D Combo Finish: hold 3D, B, F, HP

Anubis

- Horn Charge: F, D, B, HK + LK
- Staff Sweep: D, B, LK (tap F, F for extra hits)
- Staff Axe: D, F, HK
- Staff Bolt: D, F, HP
- Telestaff: B, F, LK
- Pyramid: D, B, LP
- 10 Hit Combo: B, F, HP, HK, HP, LP, BL, F, F, B, F, HK + LK
- Combo Breaker: 3D, B, U, F, HK
- Fatality: F, D, B, HP + LK (half ring)
- 3D Combo Finish: hold 3D, B, F, HP

Vallah

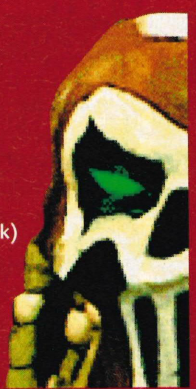
- Shield Charge: B, F, HK + LK
- Shield Bash: D, B, LP
- Axe Impale: B, B, HP
- Axe Toss: D, F, LP
- 3D Axe Toss: hold 3D, D, F, LP
- Skull Snapper: F, D, B, HP
- Sword Slice: B, F, HP
- Double Sword Slice: hold LP, F, B, HP
- 10 Hit Combo: B, F, HP, LK, LK, D + HP, LP, LP, HP, B, D, F
- Combo Breaker: 3D, D, B, LK
- Fatality: F, F, LK (close)
- 3D Combo Finish: hold 3D, B, F, HP

Warhead

- Cannonball: B, F, HK + LK
- Skull Cracker: F, B, HP (when close, tap HP for extra hits)
- Missile: D, B, LP
- 3D Missiles: hold 3D, D, B, LP
- Shockwave: hold 3D, B, U, F, HP
- 10 Hit Combo: B, F, HP, HP, LP, LP, LK, LK, HK, HK, LP
- Combo Breaker: 3D, B, B, F, HP
- Fatality: F, D, B, HK (half ring)
- 3D Combo Finish: hold 3D, B, F, HP

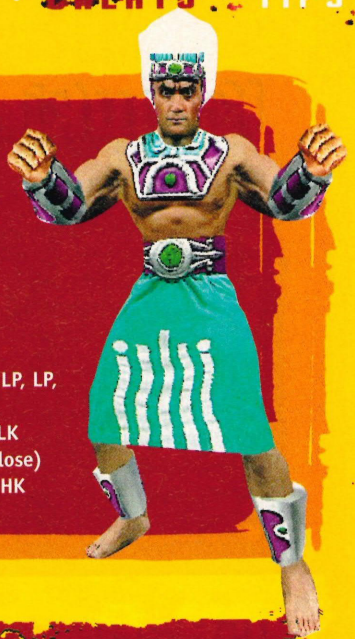
Voodoo

- Grab & Slap: F, B, LP (when close, tap LP for extra hits)
- High Deathwing: D, B, HP
- Low Deathwing: D, B, LP
- Bone Rain: hold 3D, B, U, F, HP
- Teleport: B, F, LK
- Snakefist: B, B, LP
- Spinning Claws: D, F, HP + LP (tap HP + LP for more hits, move with analogue stick)
- 12 Hit Combo: B, F, HP, HK, HP, LK, LK, LP, LP, HK, HP
- Combo Breaker: F, D, B, HP + LP
- Fatality: B, F, LP (half ring)
- 3D Combo Finish: hold 3D, B, F, HP



Ahau Kin

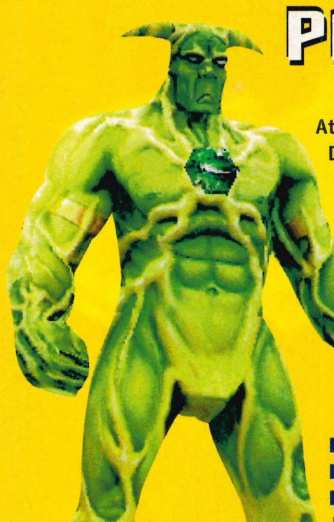
- Clothesline: F, F, HK + LK
- Dagger Stab: D, F, LP
- Sword Swipe: D, B, HP
- Overhead Slash: F, F
- Blow Dart: B, F, HP
- 2 Blow Darts: B, B, F, HP
- 3 Blow Darts: B, B, B, F, HP
- Sungate: D, U, LK
- Sunburst: B, F, LP
- 10 Hit Combo: B, F, HK, LK, HK, LP, LP, HP, HP, HP, HK
- Combo Breaker: F, B, F, B, HK + LK
- Fatality: hold 3D, U, D, U, HK (close)
- 3D Combo Finish: hold 3D, B, F, HK



Bonus Characters

No fighting game would be complete without at least a couple of secret characters, and *War Gods* doesn't disappoint with these nasties.

Play as Exor



At God Selection screen press: Left, Down, Down, Right, Left, Up, Left, Up, Right, Down on the d-pad.
The announcer will say "All Too Easy"
Select any God and you will be Exor when the game starts.

- Ore Beam: B, D, F, LP
- Air Ore Beam: F, F, HK
- Triple Air Ore Beam: B, B, HP + LP or B, F, HP + LP
- Teleport: F, F, LK
- Air Ore Beam Teleport: F, D, B, HK
- Energy Shield: F, F, HP
- Ring Trap: F, D, B, HP
- Ore Power Slam: F + LP (tap LP for extra hits)
- Backfist: B, B, LP

Play as Grox

At God Selection screen press: Down, Right, Left, Left, Up, Down, Right, Up, Left, Left on the d-pad.
The announcer will say "All Too Easy"
Select any God and you will be Grox when the game starts.

- Belly Flop: B, F, HK + LK
- Belly Punch: B, F, HP + LP
- Rag Doll Throw: F, B, LP (close)
- Hammer Fist: F, F, HP
- Forearm Attack: B, F, HP
- Ground Stomp: hold 3D, B, U, F, LK

Cheats

Random Gods

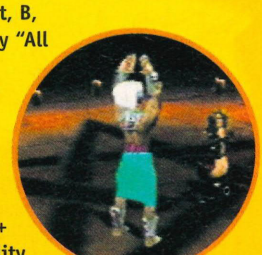
Press Up+Start at the God Select screen to randomly determine which character you'll play with.

Freeplay

At the Title screen, press C Left, C Left, Right, A, B, C Up, C Right. The announcer will say "All Too Easy". Go to Options and you'll now be able to set the number of continues to Freeplay

Cheat Menu

At the Title screen, press Right, Right, Right, B, B, A, A on the d-pad, the announcer will say "All Too Easy"
Go to Options and the Cheat Menu will now be selectable.



One of the options given in this menu is 'Easy Fatalities', which works as follows: once you've beaten your opponent press A + B + C Up + C Right to perform an Easy Fatality. Unfortunately you'll still need to be standing the correct distance away from your opponent for this to work.

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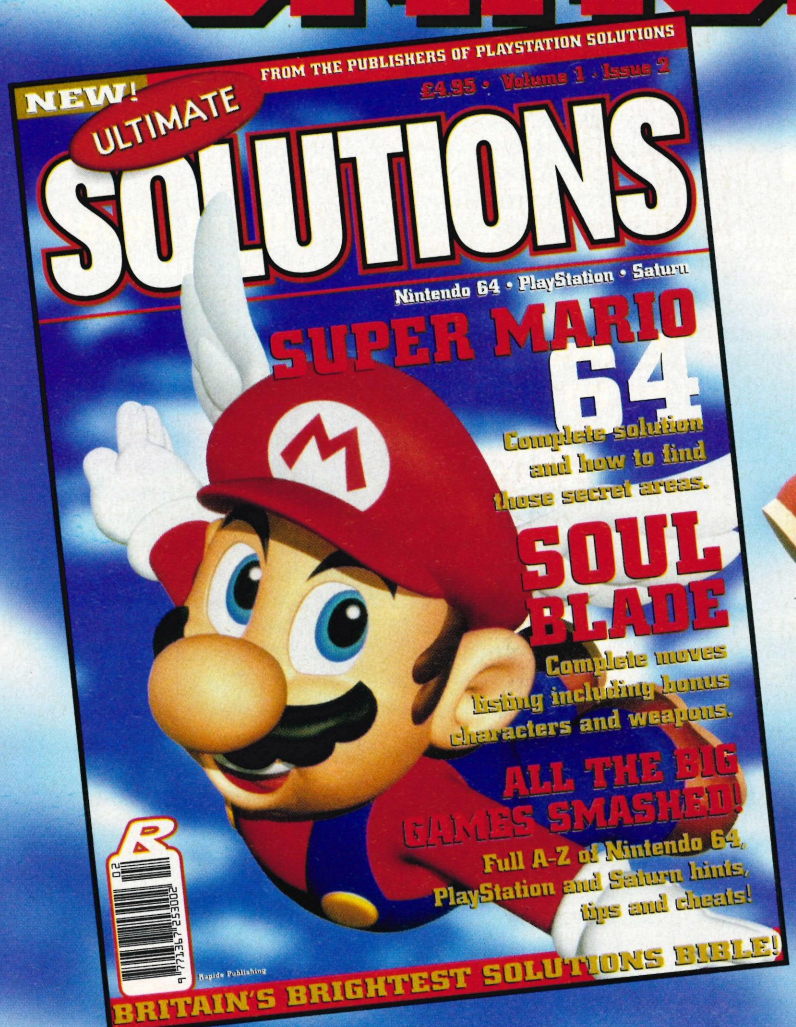

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The Cheat Zone

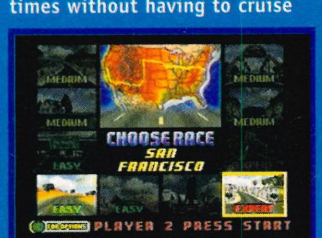
As if owning the greatest console in the world wasn't enough, you demand cheats too? That's OK with us, we love you too much...

Cruis'n 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 of the USA first. The first thing you must do is go to the course select screen. Now hold down the following button combinations for different areas:
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 (the 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 grey 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 choose the police car or school bus, get a hot time and you're at the bottom of the list, a rather 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 in 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, then hold down the left button for about 35 seconds, until the head comes rolling across the screen again.

Using any car in any race, you can now get a Nitrous Boost by pressing Brake, Brake, Brake, Gas, Brake, Gas. Please note: you can only use this once for every checkpoint passed. 64

Doom 64

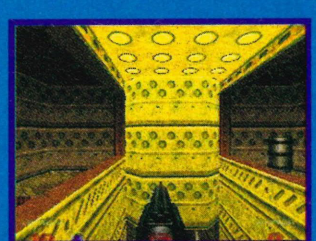
Demons getting you down? Monsters making you mad? Fear not! Here come the TOTAL 64 team, armed with some top level codes and a secret super password

Skill Level — Be gentle!

Level 02: cdp8 9bj2 68zt svk?
Level 03: cxm8 9bjy 681t jvk?
Level 04: ddk8 9bjt 683s 9vk?
Level 05: dxh8 9bjp 685s 1vk?
Level 06: fdf8 9bjk 687s svk?
Level 07: fxc8 9bjf 689s jvk?
Level 08: gd?8 9bc? 69br ?bk?
Level 09: gx88 9bc6 69dr 2bk?
Level 10: hd68 9bc2 69gr tbk?
Level 11: hx48 9bcy 69jr kbk?
Level 12: jd28 9bct 69lq ?bk?
Level 13: jx08 9bcp 69nq 2bk?
Level 14: kdy8 9bck 69qq tbk?
Level 15: kxw8 9bcf 69sq kbk?
Level 16: lft8 9bb? 69vp ?vk?
Level 17: lyr8 9bb6 69xp 2vk?
Level 18: mfp8 9bb2 69zp tvk?
Level 19: mym8 9bby 691p kvk?
Level 20: nfk8 9bbt 693n ?vk?
Level 21: nyh8 9bbp 695n 2vk?
Level 22: pff8 9bbk 697n tvk?
Level 23: pyc8 9bbf 699n kvk?
Level 24: qf?8 9bf? 6?bm ?bk?
Level 25: qy88 9bf6 6?dm 2bk?
Level 26: rf68 9bf2 6?gm tbk?
Level 27: ry48 9bfy 6?jm kbk?
Level 28: sf28 9bft 6?ll ?bk?
Level 29: sy08 9bfp 6?nl 2bk?
Level 30: tfy8 9bfk 6?ql tbk?
Level 31: tyw8 9bff 6?sl kbk?
Level 32: vbt8 9bd? 6?vk 9vk?

Skill Level — Bring it on!

Level 02: cjpr 9bj1 68z? qvk?
Level 03: c1mr 9bjx 681? gvk?
Level 04: djkr 9bjs 6839 7vk?
Level 05: d1hr 9bjn 6859 zvk?
Level 06: fjfr 9bjj 6879 qvk?
Level 07: f1cr 9bjd 6899 gvk?
Level 08: gj?r 9bc9 69b8 8bk?
Level 09: g18r 9bc5 69d8 0bk?



Level 10: hj6r 9bc1 69g8 rbk?
Level 11: h14r 9bcx 69j8 hbk?
Level 12: jj2r 9bcs 69l7 8bk?
Level 13: j10r 9bcn 69n7 0bk?
Level 14: kjyr 9bcj 69q7 rbk?
Level 15: k1wr 9bcd 69s7 hbk?
Level 16: lktr 9bb9 69v6 8vk?
Level 17: l2rr 9bb5 69x6 0vk?
Level 18: mkpr 9bb1 69z6 rvk?
Level 19: m2mr 9bbx 6916 hvk?
Level 20: nkkr 9bbs 6935 8vk?
Level 21: n2hr 9bbn 6955 0vk?
Level 22: pkfr 9bbj 6975 rvk?
Level 23: p2cr 9bbd 6995 hvk?
Level 24: qk?r 9bf9 6?b4 8bk?
Level 25: q28r 9bf5 6?d4 0bk?
Level 26: rk6r 9bf1 6?g4 rbk?
Level 27: r24r 9bfx 6?j4 hbk?
Level 28: sk2r 9bfs 6?l3 8bk?
Level 29: s20r 9bfn 6?n3 0bk?
Level 30: tkyr 9bfj 6?q3 rbk?
Level 31: t2wr 9bfd 6?s3 hbk?
Level 32: vgtr 9bd9 6?v2 7vk?

Skill Level — I own Doom!

Level 02: cnn8 9bj0 680t nvk?
Level 03: c5l8 9bjw 682t dvk?
Level 04: dnj8 9bjr 684s 5vk?
Level 05: d5g8 9bjm 686s xvk?
Level 06: fnd8 9bjh 688s nvk?
Level 07: f5b8 9bjc 68?s dvk?
Level 08: gn98 9bc8 69cr 6bk?
Level 09: g578 9bc4 69fr ybk?
Level 10: hn58 9bc0 69hr pbk?
Level 11: h538 9bcw 69kr fbk?
Level 12: jn18 9bcr 69mq 6bk?
Level 13: j5z8 9bcm 69pq ybk?
Level 14: knx8 9bch 69rq pbk?
Level 15: k5v8 9bcc 69tq fbk?
Level 16: lps8 9bb8 69wp 6vk?
Level 17: l6q8 9bb4 69yp yvk?
Level 18: mpn8 9bb0 690p pvk?
Level 19: m6l8 9bbw 692p fvk?
Level 20: npj8 9bbr 694n 6vk?
Level 21: n6g8 9bbm 696n yvk?
Level 22: ppd8 9bbh 698n pvk?
Level 23: p6b8 9bbc 69?n fvk?
Level 24: qp98 9bf8 6?cm 6bk?
Level 25: q678 9bf4 6?fm ybk?
Level 26: rp58 9bf0 6?hm pbk?
Level 27: r638 9bfw 6?km fbk?
Level 28: sp18 9bfr 6?ml 6bk?
Level 29: s6z8 9bfm 6?pl ybk?
Level 30: tpx8 9bfh 6?rl pbk?
Level 31: t6v8 9bfc 6?tl fbk?
Level 32: vls8 9bd8 6?wk 5vk?

Skill Level — Watch me die!

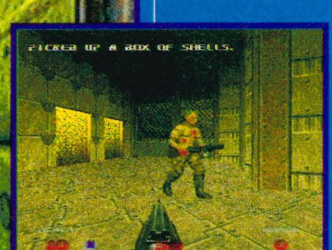
Level 02: csnr 9bjz 680? lvk?
Level 03: c9lr 9bjv 682? bvk?
Level 04: dsjr 9bjq 6849 3vk?
Level 05: d9gr 9bjl 6869 vvk?
Level 06: fsdr 9bjg 6889 lvk?
Level 07: f9br 9bjb 68?9 bvk?
Level 08: gs9r 9bc7 69c8 4bk?
Level 09: g97r 9bc3 69f8 wbk?
Level 10: hs5r 9bcz 69h8 mbk?
Level 11: h93r 9bcv 69k8 cbk?
Level 12: js1r 9bcq 69m7 4bk?
Level 13: j9zr 9bcl 69p7 wbk?
Level 14: ksxr 9bcg 69r7 mbk?
Level 15: k9vr 9bcb 69t7 cbk?

Level 16: ltsr 9bb7 69w6 4vk?
Level 17: l?qr 9bb3 69y6 wvk?
Level 18: mtnr 9bbz 6906 mvk?
Level 19: m?lr 9bbv 6926 cvk?
Level 20: ntjr 9bbq 6945 4vk?
Level 21: n?gr 9bbl 6965 wvk?
Level 22: ptdr 9bbg 6985 mvk?
Level 23: p?br 9bbb 69?5 cvk?
Level 24: qt9r 9bf7 6?c4 4bk?
Level 25: q?7r 9bf3 6?f4 wbk?
Level 26: rt5r 9bfz 6?h4 mbk?
Level 27: r?3r 9bfv 6?k4 cbk?
Level 28: st1r 9bfq 6?m3 4bk?
Level 29: s?zr 9bfl 6?p3 wbk?
Level 30: ttxr 9bfg 6?r3 mbk?
Level 31: t?vr 9bfb 6?t3 cbk?
Level 32: vqsr 9bd7 6?w2 3vk?

Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, backpack and the three pentagram items that enhance your laser gun, making it three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds. The pentagram items also let you use the three switches in the last level (closes the gates that spawn the monsters) and makes the laser shoot more quickly and strongly.

W93M 7H2O BCYO PSVB 64



Credit goes out to Justin McWilliams of Flushing in the US for most of the *Doom 64* stuff. Want to find out more about him? Visit his website at: http://www.geocities.com/Paris/7499/index.html

J-League / ISS Soccer

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. Firstly, you could play through and beat the league mode – which is bleeding hard – or alternatively 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, wasn't it?

Big Head Players

To increase the size of your players' 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! 64

Killer Instinct Gold

Get all the bonus options – without having to have your butt kicked every time!

Access All Options

To be able to access all of 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 left 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've done 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 then continue to be on this stage until you decide to select a different battle arena. 64

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. Your hat will fall off – don't go and pick it up!

Take Mario past the grey star spot, the small pop-up snowman, and towards the 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 one hat and Mario will put it on his head, whilst the other hats will stay on the ground! Now, pick up the other hats and Mario can now carry them all around with him!

He can now kill baddies with them, plus he won't put it back on until you either teleport with him, get a star, or leave the level – plenty of time for fun!

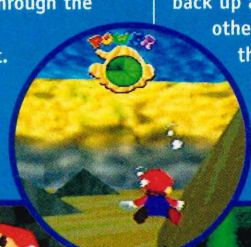
Control the Ending Camera

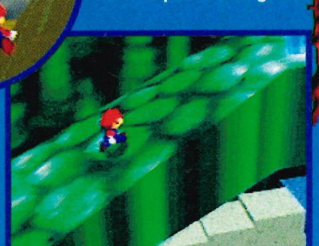
During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in.

Using controller two's analogue control stick you can move the camera in many different ways during the sequence with the Princess and also during the re-cap of the levels you've seen.

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 his 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 though...





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 then either simply explode or else turn into one up mushrooms – which is always handy! 64

Mario Kart 64

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

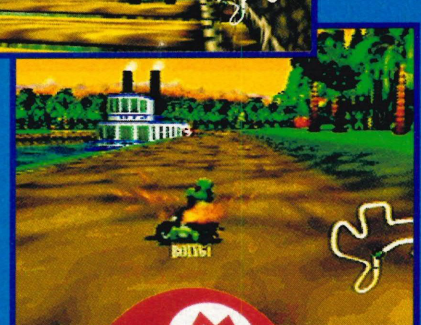
Race Against Course Ghosts

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 path that corresponds with their time.

First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than 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

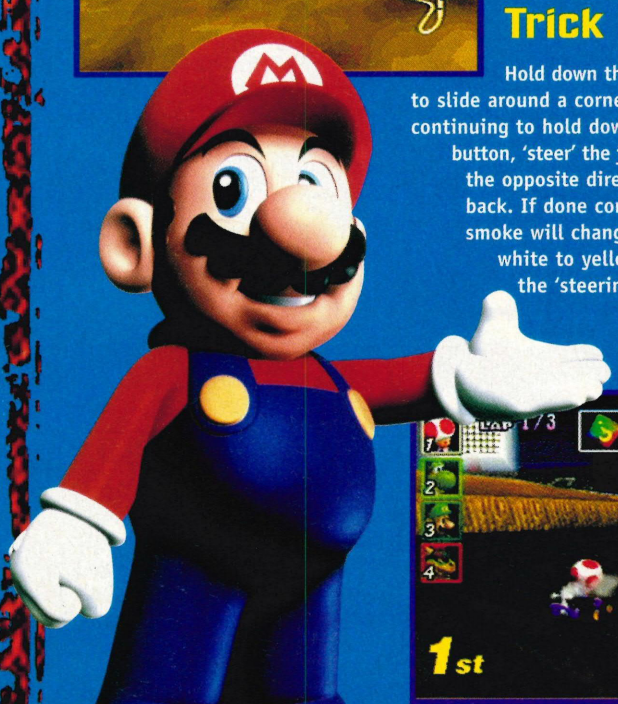
Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion and the smoke should change from yellow to red. Once the smoke 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

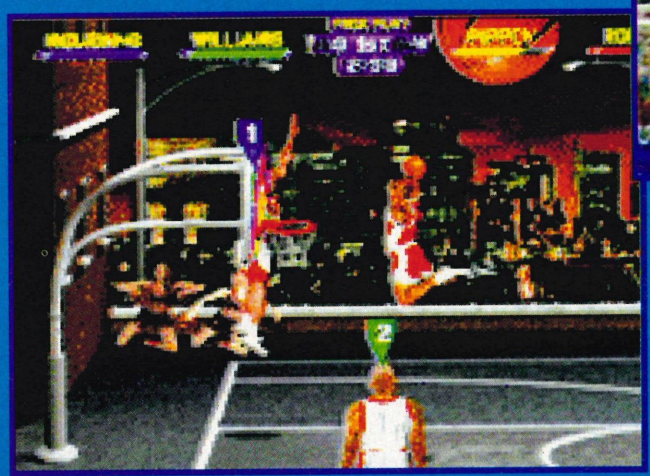
Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Now go into GP mode and you'll find a new option – extra. Wham, bam – you can now race on mirrored tracks!

Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should now be able to achieve the speed burst that you need to get ahead! 64



NBA Hangtime



Show off to all your mates with all the cheats you'll 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 all 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

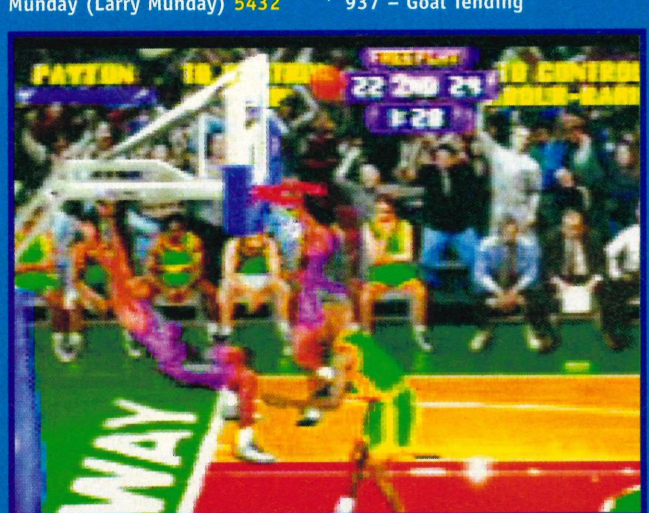
As with *NBA Jam*, you can access a huge amount of secret player characters, some of which are a tad bizarre! The name that you should enter is in boldface. The PIN number you need to enter is in yellow.

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) 6000
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. Basically, it's much like the Kombat Kodes on *MK Trilogy*.

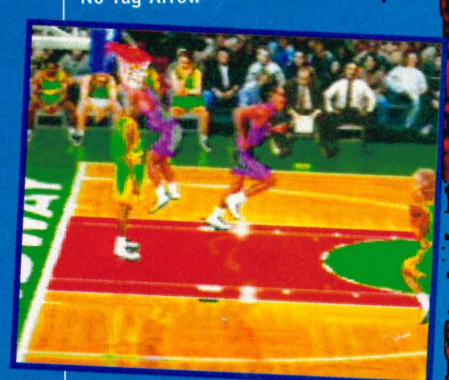
025 – Baby Sized Players
048 – No Music
111 – Tournament Mode
120 – Fast Passing
273 – Stealth Turbo
390 – No Pushing
461 – Unlimited Turbo
552 – Hyper Speed
610 – No Codes Allowed
616 – Block Power
709 – Quick Hands
802 – Maximum Power
937 – Goal Tending



Further secret codes

To enter all of the following codes, just enter the sequences below whenever the screen switches from team select over to Tonight's Matchup.
The cheat box should flash if you have entered 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 the hard choice will be made.

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. 64

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 a top score of 100 every time. 64

Shadows of the Empire

Maybe it is worth collecting all those pesky challenge points in this 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

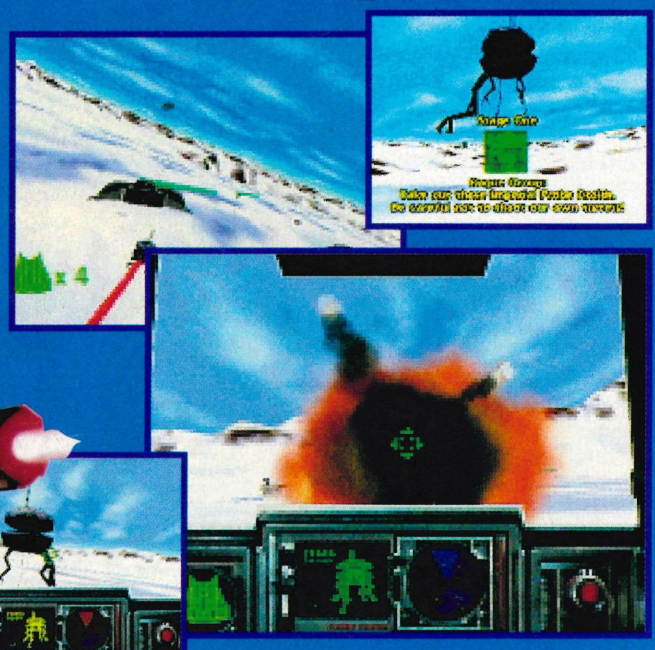
Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-WING.

Hold down the button for another five seconds and you can fly as a TIE Fighter.

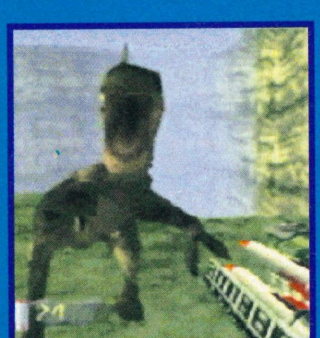
If you hold down the button for another five seconds after that, you'll go back to the Outrider.

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 for you. 64



Turok: Dinosaur Hunter



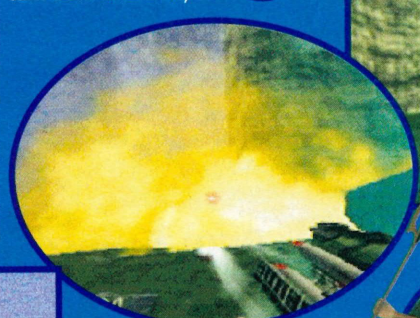
Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T- Rexs from scaring the pants off you!

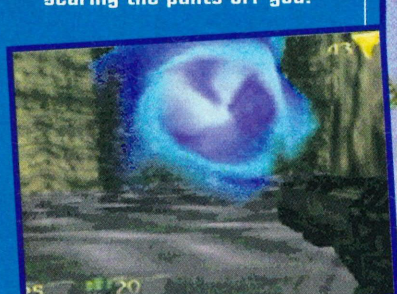
Here are some codes for *Turok* that you should enter at the cheats screen:

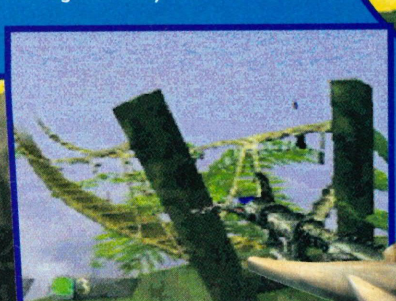
DLKTDR – Pen and Ink Mode (black and white wireframes)
SNFFRR – Disco Mode (strobe lights and dancing enemies)
FRTHSTHTTRLSCK – Infinite Lives
THBST – Gallery (view, scale and rotate all 3D enemies)
FDTHMGS – Show Credits
THSSLKSCL – Spirit Mode (gives invincibility and slow moving enemies)

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 turn each cheat ON/OFF. 64







Wave Race 64

Ever fancied riding on the back of a dolphin? Well here's your chance. Well, as long as you follow our 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 will now be able to 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 points, racking up massive scores for 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 one'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 have done it correctly he will land perfectly and ride on without falling.

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's in 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, 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 directions. 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 the stick clockwise)
Stand (off throttle – move stick counter-clockwise) + 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 then quickly press down)
Dive (off ramp – hold down 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'll start perfectly, go, go! 64

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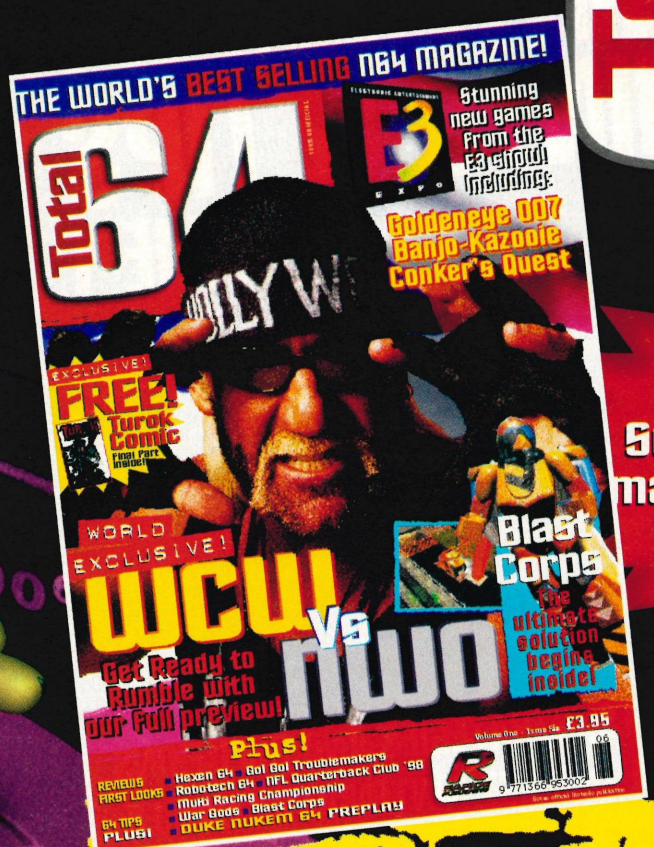

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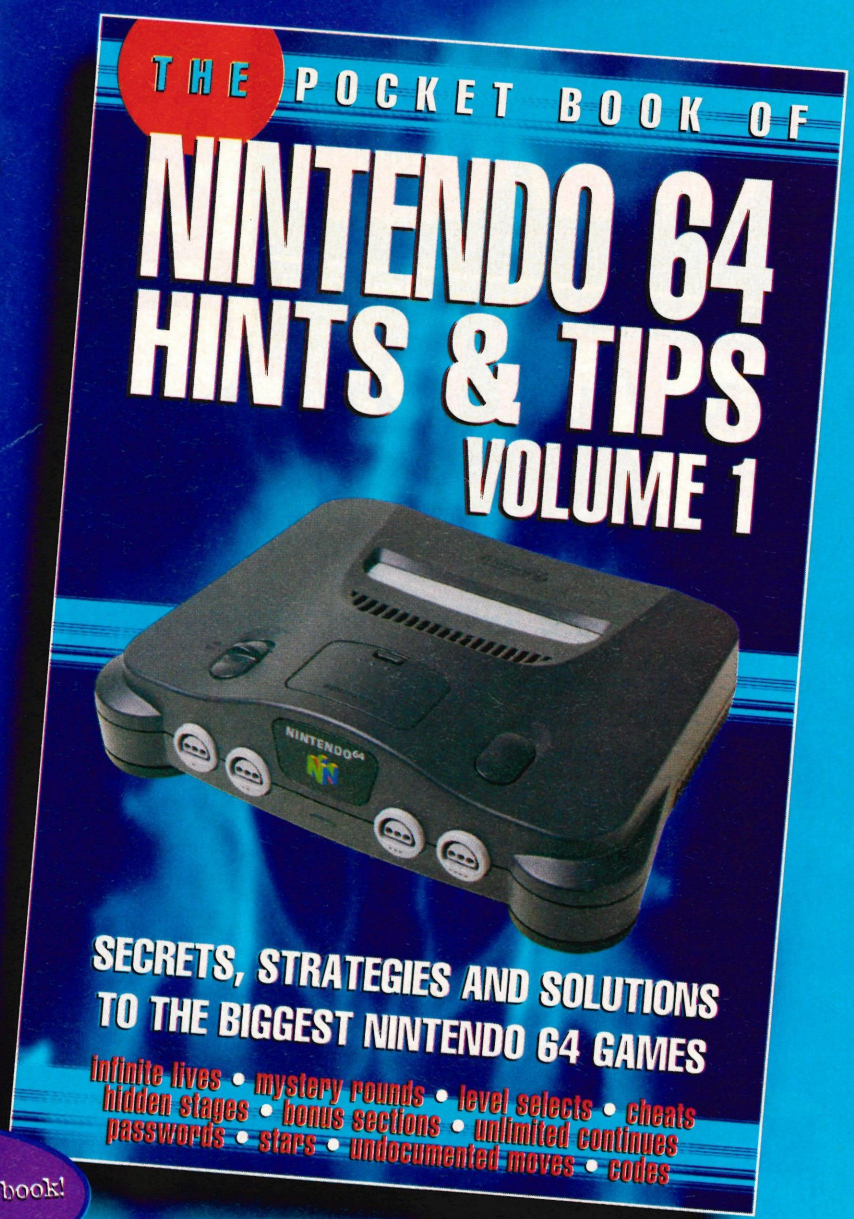

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I wish I was Bo-orn in the USA!

Well, don't you? Not only do they get their N64 games quicker, but it seems like everyone there has a great suntan and a really big car with loads of angles... Hey, Miles and I really like them anyway!

It's a sunny Sunday afternoon, the girls outside are all wearing as little as possible and what am I doing? Answer: Sitting in the office putting the finishing touches to the magazine, but am I bitter? Well no, I'm not actually, because the volume you are now holding was worth every minute (especially those spent in America). Hope you've enjoyed reading it as much as we've enjoyed putting it together, and be sure to check out issue 7 when we'll be reviewing *Multi-Racing Championship*, *Clay Fighter 63 1/3*, *Dark Rift* and any other games that we can get hold of in time for the rapidly approaching deadline.

Looks like we're all in for some long hard nights of gamesplaying - I'd best be off! So until next time...

Signing Off,

Justin

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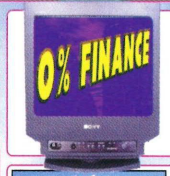

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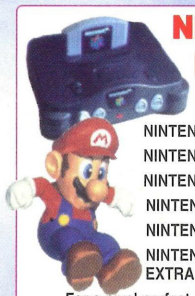

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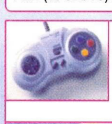

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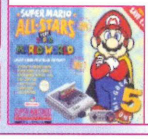

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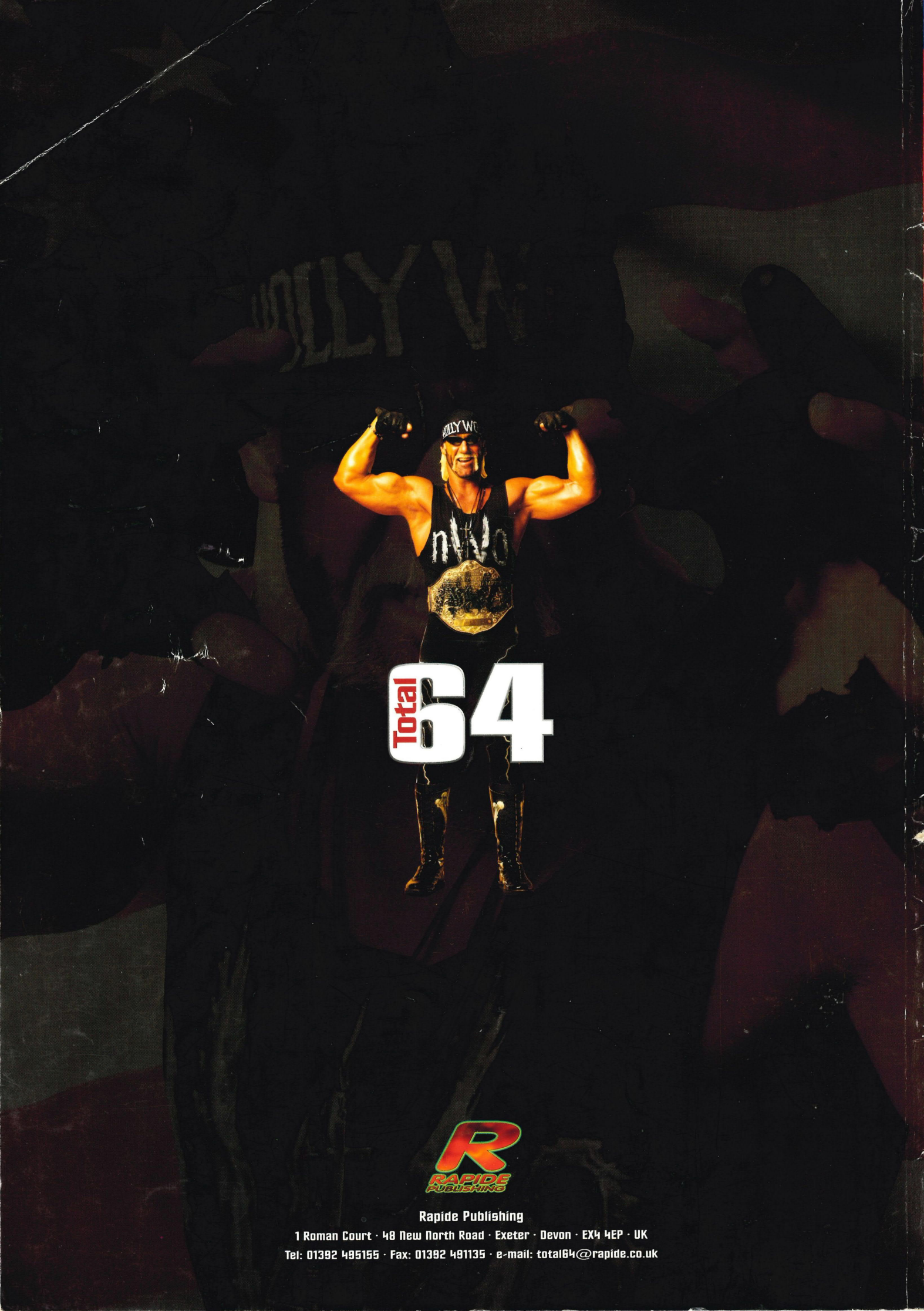

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