FREE! NINTENDO STICKERS AND DOOM TIPS BOOK!

Total 64

100% UNOFFICIAL

NOW ONLY £2.50!

NFL Quarterback Club '98

Full preview of Acclaim's stunning new American Football sim

WIN THE ENTIRE FIRE INTERNATIONAL N64 RANGE!

REVIEWED THIS ISSUE!

BOMBERMAN 64
EXTREME G
MACE: THE DARK AGE
TOP GEAR RALLY
F1 POLE POSITION
DYNAMITE SOCCER

Cover Book & Stickers Missing? ask your newsagent

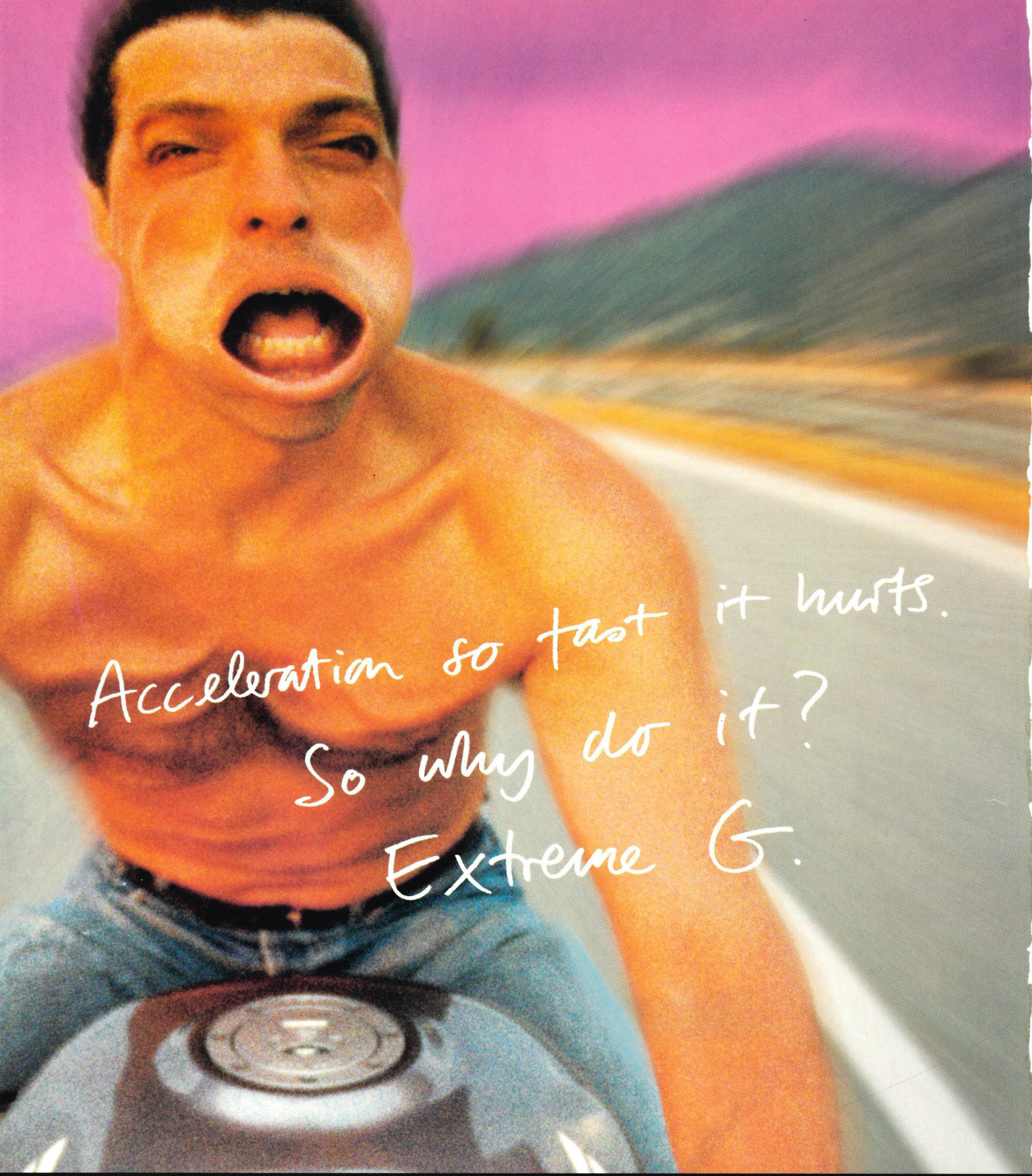
Volume One · Issue Nine

£2.50

REVIEWS ■ Extreme G ■ Mace: The Dark Age ■ F1 Pole Position ■ Doom 64
FIRST LOOKS ■ Diddy Kong Racing ■ Zelda 64 ■ F-Zero 64 ■ Yoshi's Story
64 TIPS ■ Multi Racing Championship
PLUS! ■ NFL QUARTERBACK CLUB '98 PREVIEW

RAPIDE PUBLISHING

TOTAL 64 · VOLUME ONE · ISSUE NINE · NFL QUARTERBACK CLUB '98 · EXTREME G · MACE: THE DARK AGE · BOMBERMAN 64 · TOP GEAR RALLY · RAPIDE PUBLISHING



extreme G™

Extreme-G™ takes gaming to a new level and sets the standard as the fastest, most graphically impressive game to grace the Nintendo® 64. "The fastest game on earth." (Nintendo Magazine)

Acclaim®

TAKE IT TO THE EXTREME

probe™

NINTENDO 64

Extreme-G™ & © 1997 Acclaim Entertainment. All rights reserved. Acclaim is a registered trademark of Acclaim Entertainment Inc. ® & © 1997 Acclaim Entertainment Inc. All rights reserved
N 64 Nintendo 64 and the D "N" Logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. All rights reserved. Developed by Probe Entertainment.



Welcome to the new improved biological world of Total 64!

No doubt you'll already have noticed our price change — I hope it didn't cause too much confusion for you at the counter, as you were handed £1.45 too much change! Well that's your change sorted out, but our changes go way deeper than that...

Hopefully you'll have noticed that you're now getting even more pages for your money, not just as a gimmick mind you, but to make room for reviews of the increasing number of quality N64 titles being released. Certain sections of the magazine have also received a bit of a face-lift, courtesy of our favourite designer, Ant (Sorry about all the late nights mate, grovel, grovel – Ed) Grace.

I won't say anymore, because I don't want to ruin the surprise for you, and because the very fact that you're reading this means that you've already sussed out which N64 mag on the shelves is the best value for money.

Anyway, I shan't keep you any longer, because I know you're dying to turn the page but before I go, I'd like to point out that any of you who might fancy yourselves as a Total 64 staff writer should turn to page 114 (bet you didn't even know we had that many pages!) for news of an exciting opportunity to become just that!

See you inside...





reviews

Total 64

36 Extreme G

Hang on for the race of your life with Acclaim's super-fast racer, can it beat the adrenaline pumping action of Sony's *Wipeout*? Read our full review to find out!

42 Mace: The Dark Age



Welcome to the dark stage of history in *Mace: The Dark Age*. Fight to gain the evil power of the Mace of Tanis – the fate of the world rests in your hands...

48 F1 Pole Position

Line up on the starting grid and rev your engine! You can almost smell the burning rubber as you skid around the track in Ubi Soft's *F1 Pole Position*.

52 Bomberman 64

The aging hero, *Bomberman*, has finally taken the plunge into the realms of 3D – can he compete with the likes of *Mario* and *Goemon*?

58 Jikkyou World Soccer 3

Just when you thought that *ISS* couldn't get any better, along comes Konami with *Jikkyou World Soccer 3*. The best just got better!

60 Top Gear Rally

Yet another driving game arrives on the N64, and it faces some pretty stiff competition. The big question is, can it overtake the rest of the pack?

66 Dynamite Soccer

The first game to challenge *International Superstar Soccer* for supremacy on the N64. Uh-oh! They've scored an own goal!

70 Doom 64

The daddy of all first person shooters gets a 64-bit update – see if it can match the genius of *Goldeneye* in our UK review

Win! Fire International competition Page 34





contents

VOLUME ONE ISSUE NINE

Contents

First Looks!

16 **Diddy Kong Racing**
Rare's surprise Christmas release is bound to fill your stockings with joy and happiness. *Mario Kart* beware!

18 **Zelda 64**
The most eagerly anticipated game since the dawning of the N64 is nearing completion. Just look at it!

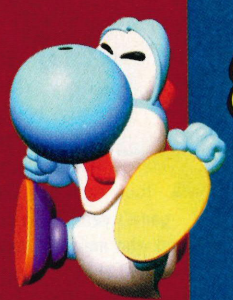
20 **F-Zero**
The old SNES classic, that is responsible for a string of futuristic high speed racers, makes a welcome return to our screens.

22 **Yoshi's Story**
That loveable dinosaur, Yoshi, is back. Has he followed in his best friend's footsteps and gone 3D? No, he's still firmly in 2D land...

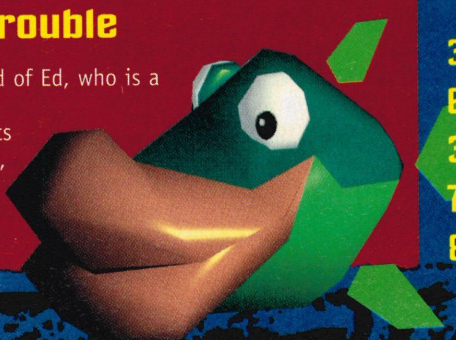
23 **Earthworm Jim 3D**
That crazy worm has a new dimension to his personality. Yes, you've guessed it, he's in glorious 3D. Groovy!

24 **Conker's Quest**
No, it isn't a game about having a conker fight. It is in fact the latest offering from Rare, in which you get to play the part of a conker-collecting squirrel.

25 **Tonic Trouble**
Enter the world of Ed, who is a bit partial to a drop of liquor. The drink gets him into all sorts of trouble, and his mission is to repair the upset he's caused!





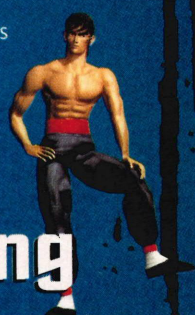


Features

26 **ECTS Report**
TOTAL 64 take a trip up to Europe's premier games show. Get the lowdown on all the latest N64 releases, and what we thought of them.

80 **The Art of Fighting**
To tie-in with the review of *Mace: The Dark Age*, we take a look back in time at what has become the most popular genre in video game history.

96 **Shigeru Miyamoto**
Ever wondered who the man behind your favourite N64 games is? We take an in-depth look at the man who created *Mario* and investigate how his genius has changed the face of games forever.



100 Tips

Multi Racing Championship

Check out our top guide to the three tracks featured in *MRC*.

regulars

3 Editorial
6 News
35 Reviews Intro
74 Reviews Round-up
86 Peripherals Update
88 The Firing Line
104 The Cheat Zone
110 Subscriptions
111 Back Issues
112 Next Month
114 Sign Off

Total 64 NEWS

I love my cats!

Those Japanese have gone mad for their Tamagotchi/*Pocket Monster* type games, with reports that the Gameboy *Pocket Monster* is outselling *Final Fantasy IV* in Japan, there are big bucks to be made. We hear that even Shigeru Miyamoto has begun working on a similar title, based on 'your love of a cat'.

In the game you can become friendly with 'Pikachu' by talking and playing with him. The official title is *Pikachu Genki Dechu* (whatever that means) and was described by Miyamoto as being a 'digital pet/adventure' rather than a simple 'bring-'em-up' and features a secret gimmick. What this gimmick was, Miyamoto would not say but there are plans for this game to be the first in a series of four, each one very different than the last. They will all feature Pokemon (the game's central character) and Miyamoto reckons that we should have high expectations – and who are we to argue? He also says that in the future he wants to see a Pokemon game for the 64DD that is compatible with *Mario Paint 64*.

Rumours have it that the copyright notice indicates that the game is now being developed in conjunction with a company called Ambrella – a sound and voice specialist in Japan. The rumour is that you are able to talk directly to Pikachu using a voice input method. Take a look at the screenshots we've found and you will see a microphone icon, is this a coincidence? We've seen the Rumble Pak, how about a Microphone Pak? More news as we get it.













Showdown!

European Release Dates

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

August

28 - NBA Hangtime (Nintendo/Midway)

28 - Wayne Gretzky's 3D Hockey (Nintendo/Midway)

September

5 - Blast Corps (Nintendo)

October

3 - Doom 64 (GT Interactive/Midway)

3 - Star Fox 64: Lylat Wars w/ Rumble Pak (Nintendo)

November

TBA - F1 Pole Position 64 (Ubi Soft)

TBA - Top Gear Rally (Kemco)

TBA - WCW vs. NWO: World Tour (THQ)

7 - Goldeneye (Nintendo)

December

TBA - Banjo & Kazooie (Nintendo)

TBA - Hexen (GT Interactive)

TBA - War Gods (GT Interactive/Midway)

10 - Mission: Impossible (Ocean)

4th Quarter '97

TBA - Blade & Barrel (GT Interactive)

TBA - Quake 64 (GT Interactive/Midway)

TBA - Rev Limit (Seta)

TBA - Clay Fighter 63 1/3 (Acclaim/Interplay)

TBA - ExtremeG (Acclaim)

Freak out!

More Midway arcade news this month with the welcome announcement that the US arcade giant are planning to publish their latest fighting game – *Bio Freaks* – on the N64. The game is still in production for the arcades and will no doubt be somewhat overshadowed by Midway's other upcoming game, the long awaited *Mortal Kombat 4*.

It looks like *Bio Freaks* will be bringing some rather interesting innovations to the fighting genre. It will be fully 3D – allowing the fighters to sidestep – and will work with six buttons, one of which will allow you to fly or hover.

According to inside sources, its players are able to hover across the screen in any direction and fight in mid-air. This will hopefully bring something fresh to what is rapidly becoming a stale genre. *Bio Freaks* is likely to be released after *MK4* on the N64, so don't expect to see it before the end of 1998 or even as late as 1999.

TBA - MultiRacing Championship (Ocean)
TBA - Robotron 64 (GT Interactive/Midway)

1st Quarter '98
TBA - Conker's Quest (Rare)
TBA - Duke Nukem 64 (GT Interactive)
TBA - F Zero 64 (Nintendo)
TBA - G.A.S.P. (Konami)
TBA - MK Mythologies: SubZero (GT Interactive/Midway)
TBA - Yoshi's Story (Nintendo)
TBA - Zelda 64 (Nintendo)

January '98
TBA - Bomberman 64 (Hudson)
TBA - Mischief Makers (Nintendo)
TBA - Robotech: Crystal Dreams (Gametek)

February '98
TBA - Chameleon Twist (Japan Supply System)
TBA - Dual Heroes (Hudson)
TBA - Nagano Winter Olympics '98 (Konami)
TBA - NBA In The Zone '98 (Konami)

March '98
TBA - Castlevania 64 (Konami)
TBA - Quest 64 (THQ)
TBA - Tonic Trouble (Ubi Soft)
TBA - Twisted Edge Snowboarding (Kemco)

May '98
TBA - Wayne Gretzky's 3D Hockey '98 (Midway)

Unknown
TBA - Attack! (GT Interactive)
TBA - Bio Freaks (GT Interactive/Midway)
TBA - Body Harvest (Nintendo)
TBA - Centipede X (GT Interactive/Midway)
TBA - Joust Epic (GT Interactive/Midway)
TBA - Mace: The Dark Age (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)

Mortal Kombat 4 For 64







▲ **Most of the famous characters from the previous *MK* games are present, Scorpion for example**

According to sources on the Internet, Midway have already started work on the conversion of their arcade beat-'em-up, *Mortal Kombat 4*.

Apparently, Eurocom and Midway are now working closely with each other, to ensure an arcade perfect port to the N64. Don't hold your breath though: the N64 version will not be out for at least a year, with Midway hoping to maximise the shelf life of the game in the arcades. In more recent times the arcade life of games – *Die Hard Arcade* is a good example of this – has been shortened to as little as three months and arcade owners are not happy at their subsequent loss of revenue, as customers stay away and play their favourite titles on home consoles.

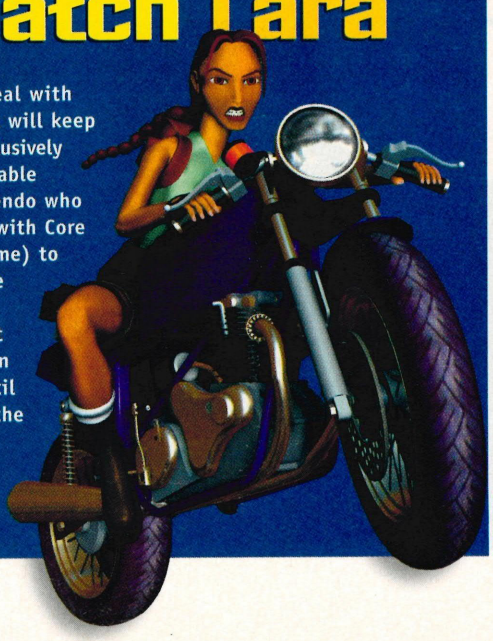
Mortal Kombat 4 is quite a departure from the other *MK* games. The format has finally been brought up to date – with Midway opting for a three dimensional battle arena and a more classical style of fighting, so there will be far less emphasis on special moves and long winded combos. It seems that they have learned from the *War Gods* experiment.

Although this isn't an officially announced release, we do expect Nintendo to confirm *Mortal Kombat 4* for the end of 1998 in the very near future.

Sony snatch Lara

Sony has just announced a deal with publishing house, Eidos, that will keep Lara Croft and *Tomb Raider* exclusively on the PlayStation for the foreseeable future. This is bad news for Nintendo who had been hoping to make a deal with Core Design (the developers of the game) to produce a *Tomb Raider* style game starring Lara for the N64.

The deal with Sony means that Lara Croft will now only appear on PlayStation and the deal runs until the year 2000. Eidos pointed to the fact that they wanted their best-selling franchise to reach the largest consumer audience.



US Release Dates

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

October
20 - Extreme-G (Acclaim)
21 - Clay Fighter 63 1/3 (Interplay)
25 - Top Gear Rally (Midway/Kemco/Boss)
28 - NFL Quarterback Club '98 (Acclaim)
29 - Mission: Impossible (Ocean)
TBA - F1 Pole Position 64 (Ubi Soft)
TBA - Jeopardy! (Take 2/Gametek)
TBA - Mace: The Dark Age (Midway)
TBA - Wheel of Fortune (Take 2/Gametek)

November
4 - MK Mythologies: Sub-Zero (Midway)
11 - Madden 64 (EA Sports)
11 - San Francisco RUSH (Midway)
14 - Duke Nukem 64 (GT Interactive)
15 - Robotron 64 (Midway)
18 - Wayne Gretzky's 3D Hockey '98 (Midway)
24 - Diddy Kong Racing (Nintendo/Rare)
TBA - WCW vs. NWO: World Tour (THQ)

December
1- Bomberman 64 (Nintendo/Hudson)
20 - NBA In The Zone '98 (Konami)
TBA - NHL Breakaway '98 (Acclaim)

4th Quarter '97
TBA - Space Station: Silicon Valley (BMG Entertainment/DMA)

1st Quarter '98
TBA - Bio Freaks (Midway)
TBA - Quest 64 (THQ)
TBA - Tonic Trouble (Ubi Soft)
TBA - Virtual Chess 64 (Titus)
TBA - WWF '98 (Acclaim)

Spring '98
TBA - Earthworm Jim 3 (Interplay)

64 Lowdown!

TBA - Robotech: Crystal Dreams (Gametek)
TBA - NBA Jam '98 (Acclaim)

January '98

10 - Mystical Ninja 64 (Konami)
TBA - Nagano Winter Olympics '98 (Konami)

February '98

9 - Yoshi's Story (Nintendo)
TBA - G.A.S.P. (Konami)

March '98

16 - Banjo-Kazooie (Nintendo/Rare)
30 - MLB Featuring Ken Griffey, Jr. (Nintendo/Angel)
TBA - Aero Fighters Assault (Video System USA)
TBA - Conker's Quest (Rare)
TBA - Quake 64 (Midway)

2nd Quarter '98

TBA - Turok 2 (Acclaim)
TBA - Body Harvest (Nintendo/DMA)
TBA - F-Zero 64 (Nintendo)
TBA - Superman: The Animated Series (Titus)
TBA - Zelda 64 (Nintendo)
TBA - Freak Boy (Virgin)

1998

TBA - Earthbound 64 (64DD) (Nintendo)
TBA - FIFA: Road to the World Cup '98 (EA Sports)
TBA - Forsaken (Acclaim)
TBA - GEX: Enter the Gecko (Midway/Crystal Dynamics)
TBA - Magic: The Gathering (Acclaim)
TBA - Mario Paint 64 (64DD) (Nintendo)
TBA - Mortal Kombat 4 (Midway)
TBA - NBA Fast Break (Midway)
TBA - Pilotwings 64 II **(Nintendo/Paradigm)**
TBA - Sim City 64 (64DD) (Nintendo)
TBA - Sim Copter 64 (64DD) (Maxis)
TBA - Space Circus (Ocean)
TBA - Turrican 64 (Factor 5)
TBA - Ultra Soccer (Acclaim)

Late 1998

TBA - Castlevania 64 (Konami)
TBA - Quest for Camelot (Titus)

Rise & Fall of the Robotech



One of the first games to be announced for the N64 since the console's release twelve months ago, looks like it might be canned. The game in question is *Robotech: Crystal Dreams* and the developers have struggled to make a decent game from the license, with the version shown at E3 lacking an important factor: tangible gameplay. *Robotech* has already suffered two delays and now the third delay pushes the 'official' release date back to the ambiguous 'first quarter of 1998'.

According to the PR manager from Gametec, Don Rottiers, the game has only one person working on it with the rest of the staff concentrating their efforts on the big Christmas releases, *Jeopardy* and *Wheel of Fortune*.

Robotech has not officially been shelved but all the signs are there that we will never see this game, – a shame as it had great potential.

Konami Slamdunk N64

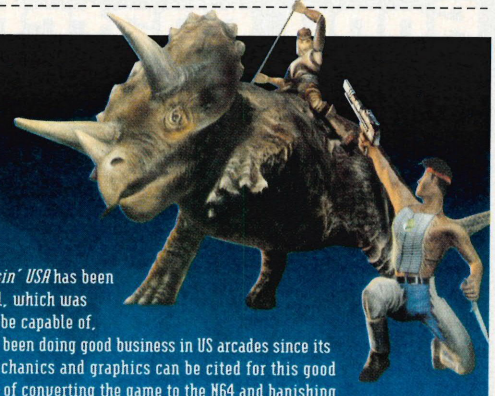
NBA In The Zone '98 is about to become the latest new release for Konami's XXL Sports label – the guys who brought you the delights of *ISS Soccer 64*. If the game plays anywhere near as realistically as that title, then you can be sure it will be the premier N64 basketball title.

PLayers will get all of the usual features, such as motion captured players – which has become the norm for this type of game, full NBA statistics and players, and a host of other options such as four player simultaneous play and Rumble Pak support. If you are up for a bit of basketball, then we reckon this will be the one for you.



▲ **Hoop dreams with Konami's *In The Zone '98***

64 bits



Crusin' World confirmed

Midway's follow up to the much criticised *Crusin' USA* has been confirmed as a release for the N64. The original, which was initially designed to show what the N64 would be capable of, was somewhat disappointing but the sequel has been doing good business in US arcades since its release earlier this year – improved game mechanics and graphics can be cited for this good response. Let's hope that Midway do a good job of converting the game to the N64 and banishing those nasty memories of *Crusin' USA*.

I am Turok... dinosaur shopper!

Acclaim has announced that it's set to join forces with Gold Key and Playmates Toys to manufacture toys based on the characters in *Turok: Dinosaur Hunter*. This is not a surprising move, as sales of the game have exceeded more than $60 million worldwide. This is a long term deal, in which Playmates have agreed to manufacture figures, vehicles and playsets.

Upcoming

These are some of the games that are due for release between now and 1997. Sorry folks but that is as accurate as we can be!

TBA - Actua Golf (Interplay)
TBA - Buggie-Boogie (Nintendo/Angel)
TBA - Command and Conquer (Virgin)
TBA - Creator (64DD) (Nintendo)
TBA - Cruis'n World (Midway)
TBA - Daikatana 64 (ION Storm)
TBA - Dead Ahead (Optical Entertainment)
TBA - Deadly Honor (TecMagik)
TBA - Donkey Kong Country 64 (64DD) (Nintendo/Rare)
TBA - Flights of the U.N. (Video System USA)
TBA - Golgo 13 (Vic Tokai)
TBA - Grand Prix Racing (Video System USA)
TBA - Hybrid Heaven (Konami)
TBA - Joust Epic (Midway)
TBA - Kirby's Air Ride (Nintendo)
TBA - Knife Edge (Kemco)
TBA - Legion X (Hudson)
TBA - Lode Runner 64 (Big Bang)
TBA - Paperboy 64 (Mindscape)
TBA - Rotor Gunner (TecMagik)
TBA - Super Mario 64 II (64DD) (Nintendo)
TBA - Super Mario RPG 2 (64DD) (Nintendo)
TBA - Twisted Edge Snowboarding (Kemco)
TBA - Ultra Combat (GT Interactive)
TBA - Ultra Descent (Interplay)
TBA - Unreal (64DD) (GT Interactive/DMA)
TBA - Wetrix (Ocean/Zed Two)

Japanese Release Dates

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

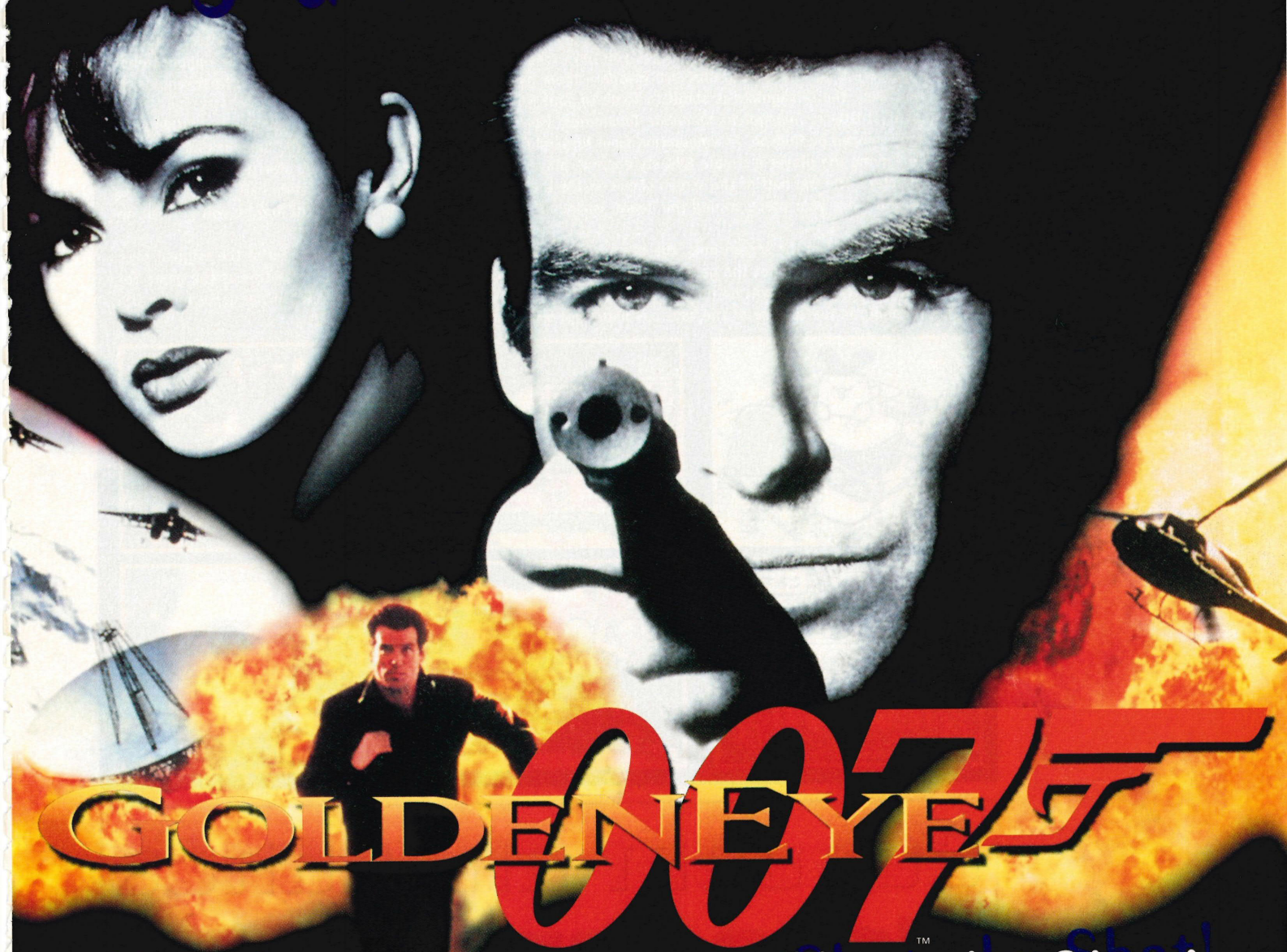
September

5- J League Dynamite Soccer 64 (Imagineer)
18 - Jikkyou World Soccer 3 [ISS64] (Konami)

PLAYING ONLY ON

NINTENDO 64

You Are Bond
James Bond



GOLDENEYE 007™

You direct the action. Shot...by Shot!

Now pay attention 007, there's a lot of detail in this one. Thirty different means of assassination, twenty missions, the best gadgetry and more of your old enemies in the DeathMatch section than Moneypenny could shake a stick at. Now this device is optional but sure to come in useful, it's just come back from successful tests in the Lylat Wars.

They call it a Rumble Pak and it lets you feel the recoil of any of your favourite weapons right in the palm of your hand. Remember 007, the destiny of the free world hangs in the balance so do make sure you use that analogue controller of yours, I really don't know how we ever managed with those old digital ones. Oh, and do be careful 007.

"The most realistic and intense video game based on a movie ever" 64 EXTREME "Sheer unadulterated Bond brilliance. You cannot buy better" N64 MAGAZINE

© 1997 NINTENDO/RARE. GAME BY RARE. © 1962, 1995 DANJAQ LLC & UAC ALL RIGHTS RESERVED. © 1997 EON PRODUCTIONS LTD & MAC B INC.
JAMES BOND THEME BY MONTY NORMAN. USED BY PERMISSION OF EMI UNART CATALOG INC. TM , ®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO., LTD

98% TOTAL 64

64 BIT POWER · 94 MHZ SPEED · 3D ENVIRONMENT · FEEL THE ADVENTURE RUMBLEPAK WITH NINTENDO · STEREO SOUND · PRECISION CONTROL · MULTI-PLAYER

5/5 C&VG

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

26 - **Baku Bomberman** (Hudson Soft)

Fall '97

TBA - Heiwa Pachinko World 64 (Shouei System)
TBA - Hiryu No Ken Twin (Culture Brain)
TBA - Kiratto Kaiketsu! 64 Tanteidan (Imagineer)
TBA - Morita Shogi 64 (Seta)
TBA - Pro Mahjong Kiwame 64 (Athena)
TBA - Rev Limit (Seta)
TBA - Sim City 2000 (Imagineer)
TBA - Struggle Hard (Imagineer)

October

TBA - Hexen (Gamebank)
24 - JLeague Eleven Beat 1997 (Hudson Soft)
30 - Puyo Puyo Sun 64 (Compile)

November

TBA - 64 Oozumo (BottomUp)
TBA - Chameleon Twist (Japan System Supply)
TBA - Yoshi's Story (Nintendo)

December

TBA - Hashire Boku No Uma (Culture Brain)
TBA - Hyper Olympic in Nagano (Konami)
TBA - Sonic Wings Assault (Video System/Paradigm)
TBA - Super Robot Spirits (Banpresto)
19 - Harukanaru Augusta: Masters '98 (T&E Soft)
25 - Top Gear Rally (Kemco)

4th Quarter '97

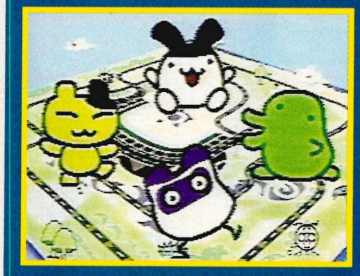
TBA - Aero Gauge (ASCII)
TBA - Dual Heroes (Hudson)
TBA - Famista 64 (Namco)
TBA - Kirby's Air Ride (Nintendo)
TBA - Legend of Zelda 64 (Nintendo)
TBA - Legion X (Hudson)
TBA - Macross: Another Dimension (Tomy)
TBA - Magic Century Eltale (Imagineer)
TBA - Tamagotchi 64 (Bandai/Nintendo)
TBA - Toukon Road: Brave Spirits (Hudson Soft)
TBA - Virtual Pro Wrestling: Ultra Battle Royale (Asmik)

Tamagotchi hatches from N64

To some they are marvellous incarnations of new birth – but to most they are irritating little parasites. Whatever your feelings towards Bandai's 'Little Egg', you can't escape the fact that it has been something of a phenomenon, selling more than five million units worldwide – there have been stories of them being banned from schools the world over. Well, the Tamagotchi is about to come to your N64.

The official title is *Tamagotchi Minnnade Tamagotchi World* (something is lost in the translation, methinks) and it's being developed by Hudson, in cooperation from Nintendo. It will be very different from the Gameboy incarnation: instead of giving the player a simple RPG style game, players will treated to a board game starring those 'loveable' little characters. The top half of the screen shows inside the Tamagotchi house and the bottom half shows the game board. As you move your piece around the board, various things happen to your Tamagotchi and he will grow up in his house.

As you can see from the screenshots, the game is in a 2D style, in keeping with the character of the original toys. Not much more is know about the game at present, other than the fact that many people see this as the game to save the N64 in Japan – it will no doubt sell millions of copies. There are no plans to release the game in the US at the moment, as the release of the toys has been met with a lukewarm reception.



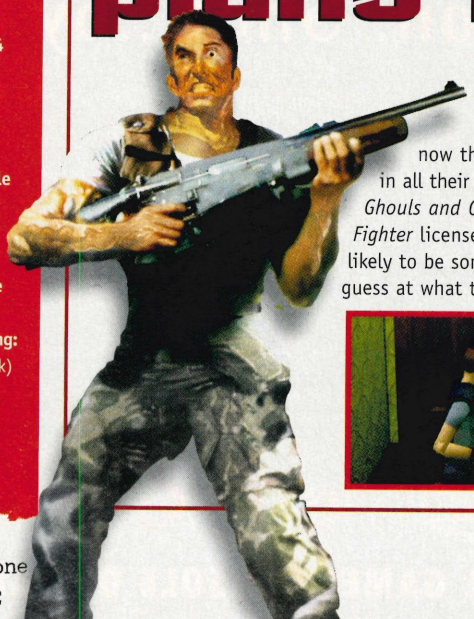




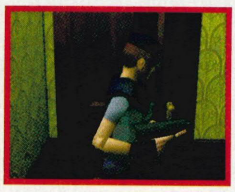





Capcom announce plans for N64



One of the biggest games developers in the world, Capcom – who have been responsible for classics such as both the *Street Fighter* series and *Resident Evil* – have leaked details of their plans for the N64. Up until now their plans have been shrouded in secrecy but now we can reveal them to you in all their glory! There will be a *Resident Evil*-type game (not *Resident Evil* unfortunately), *Ghouls and Ghosts 64*, an as yet unnamed puzzle game, and a game based on the *Street Fighter* license – possibly a 'best of', or even *Street Fighter 3*. In addition to this, there is likely to be something described as a 'sound novel' which features ghost stories. We can only guess at what this is and it's never likely to see the light of day outside Japan.





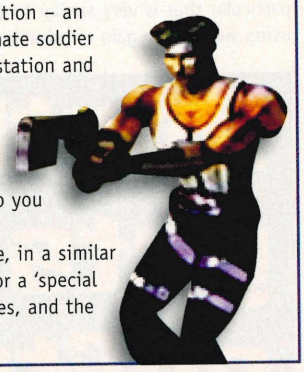
Heaven sent





More details have now emerged concerning Konami's promising N64 title, *Hybrid Heaven*. The game has been likened to their PlayStation game, *Metal Gear Solid*, except with more RPG elements in the mix of action and turn based combat.

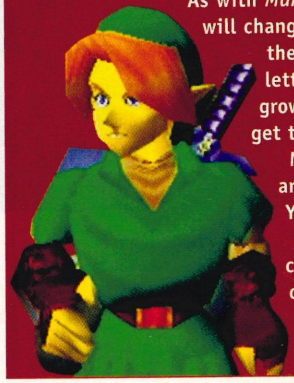
Hybrid Heaven's storyline starts on board a space station, where a genetic experiment funded by the government has gone badly wrong. Their creation – an experiment to make the ultimate soldier – takes control of the space station and crashes it into the Earth. The 'experiment' survives the crash and, to make matters worse, is also able to genetically manipulate any other creatures it comes across, to form its own army of mutants. To counteract this threat, the government sends in a crack team of commandos to destroy the creature. Unfortunately all but one of the team is killed (your character) so it's up to you to sort it out!



The action takes place in a 3D world and is mostly viewed in third person perspective, in a similar fashion to *Resident Evil*. When in combat you are able to kick, punch, use your weapon or a 'special technique'. The weapons you will encounter will range from a variety of guns to explosives, and the techniques that you can learn will involve counters.

Zelda grows up!

In a recent interview Shigeru Miyamoto talked about the eagerly awaited *Zelda 64*, and he spoke of some mouth watering prospects. *Zelda* will be compatible with the Rumble Pak and there are certain puzzles that can only be solved by using this. For example, when you get close to a secret, you will feel a rumble. Miyamoto says that he's thinking of only making the Pak rumble in certain places. However, you will still get an on-screen indication if you do not possess a Rumble Pak.



As with *Mario 64*, you will be able to have complete control over the camera but the viewpoint will change automatically when something special happens. There will also be a boomerang in the game – which can only be used by the kid at present. Miyamoto is thinking about letting the adult use it. Hang on, did he say kid? Adult? Does this mean that Link will grow up during the game? The game is subtitled *'A Link to the Future'*, so maybe you get to meet your future self...

Many of the weapons will have different ways of using them. With the boomerang there are two possibilities – one is an attack, the other is to collect an out of reach object. You will also be able to use the bow and arrow in more than one way.

There is more good news as well: despite the fact that *Zelda 64* will be the biggest cartridge in history, the price will not be affected too much. The Japanese price for the cart will be less than 9,800 yen, which works out at about fifty pounds. There is likely to be a slight increase when the game comes over here due to taxation but this should at least mean that the game will cost less than seventy pounds.

Fancy a round of 64?



After Gremlin told us recently that they had no plans to release *Actua Golf* on the N64, we were pleased to hear that one of the titles previewed at the recent Tokyo Game Show was T&E Soft's *Augusta Masters '98* – a golf game based on the US Masters. *Augusta Masters* aims to take a realistic approach to the game, with full use of TV camera angles and commentary. Graphically the game looks stunning, with the camera moving smoothly through a three dimensional landscape. There is no release date for the UK yet but with the popularity of golf sims the world over, it won't be long before someone publishes it over here.

February 1998

TBA - Wayne Gretzky's 3D Hockey (Gamebank/Midway)

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)

1998

TBA - Banjo & Kazooie (Nintendo/Rare)
TBA - FZero 64 (Nintendo)

Australian Release Dates

The latest release dates for the N64 in Australia.

September

TBA - Hexen (GT Interactive)
TBA - Wayne Gretzky's 3D Hockey (Nintendo/Midway)
12 - Star Fox 64: Lylat Wars w/ Rumble Pak (Nintendo)

October

TBA - Doom 64 (GT Interactive/Midway)
TBA - Goldeneye (Nintendo)
TBA - Tetrisphere (Nintendo)
TBA - War Gods (GT Interactive/Midway)

November

TBA - Mischief Makers (Nintendo)
TBA - MLB Featuring Ken Griffey Jr. (Nintendo)
TBA - Robotron 64 (GT Interactive/Midway)

December

TBA - Banjo & Kazooie (Nintendo)
TBA - Duke Nukem 64 (GT Interactive)
TBA - MK Mythologies: SubZero (GT Interactive/Midway)
TBA - Yoshi's Story (Nintendo)

4th Quarter '97

TBA - Clay Fighter 63 1/3 (Acclaim/Interplay)
TBA - Dark Rift (Vic Tokai)
TBA - ExtremeG (Acclaim)

TBA - F1 Pole Position 64 (Ubi Soft)
TBA - Mace: The Dark Age (GT Interactive/Midway)
TBA - Mission: Impossible (Ocean)
TBA - MultiRacing Championship (Ocean)
TBA - Rumble Pak Super Mario 64 (Nintendo)
TBA - Rumble Pak Wave Race 64 (Nintendo)
TBA - San Francisco RUSH (GT Interactive/Midway)
TBA - Top Gear Rally (Kemco)
TBA - Wayne Gretzky's 3D Hockey '98 (Midway)
TBA - WCW vs. NWO: World Tour (THQ)

1st Quarter '98

TBA - Body Harvest (Nintendo)
TBA - Cruis'n World (Nintendo)
TBA - Kirby's Air Ride (Nintendo)
TBA - Quake 64 (GT Interactive/Midway)

January '98

TBA - Conker's Quest (Rare)

June '98

TBA - Zelda 64 (Nintendo)

1998

TBA - BuggieBoogie (Nintendo)
TBA - Castlevania 64 (Konami)
TBA - FZero 64 (Nintendo)

Unknown

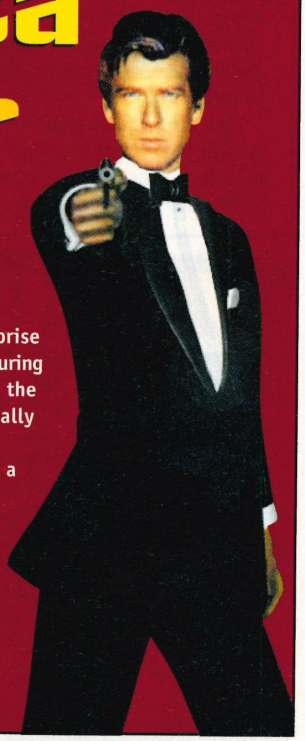
TBA - Attack! (GT Interactive)
TBA - Bio Freaks (GT Interactive/Midway)
TBA - Centipede X (GT Interactive/Midway)
TBA - Mortal Kombat 4 (GT Interactive/Midway)
TBA - Mystical Ninja 64 (Konami)
TBA - Rebel Moon Revolution (GT Interactive)
TBA - Robotech: Crystal Dreams (Gametek)
TBA - Unreal (GT Interactive)

New Development team for N64

Scottish developer, Red Lemon, has announced that it will be developing its game, *Aironaughts*, for the N64. Originally in development for PlayStation and PC, the game is described as being a 'competitive multiplayer game, based loosely on *Pilotwings*'. The game was shown behind closed doors at the recent ECTS show by publishers, Ocean, and was met with a good reception.

The game is set in a futuristic prison world, where the prison wardens organise a sort of 'prisoner Olympics', the contests are violent and result in death for the loser and a reduced sentence for the winner. There will be multiple events, with one in particular that is very similar to *Pilotwings*: players must take to the air in futuristic aircraft and race through a set of hoops, using weapons to gain an advantage over their opponent. It's likely that the N64 version will incorporate a four player mode.

North America gets cheaper software



For all those lucky people who happen to live in North America, there is a nice surprise in store. Those kind hearted people at Nintendo have decided to reduce the manufacturing costs for third party titles. This means that instead of being more expensive than the official Nintendo products, they are now likely to be the same price. This will normally result in a $10 saving, which is excellent news for North American gamesplayers.

Nintendo's decision stems from the dominance of the home market – already, just a year after launching the N64, Nintendo claim to have 53% of the market in the US.

This has reflected in game sales also, as seven of the top ten selling games were Nintendo 64 titles. The classic title, *Mario 64* has sold 2.5 million copies in North America alone – and this isn't the only example. *Starfox* and *Mario Kart* have also been selling by the bucketload, and the recent *Goldeneye* looks like it's heading the same way.

Let's hope that this good news is the beginning of a trend for Nintendo, then we can all look forward to cheaper software in the future.

A game called Quest

RPG hungry Nintendo fans will be able to feast on three top adventure titles next year: *Zelda 64*, *Mother 3* (*Earthbound 64*) and this promising looking title, called *Quest*. It has emerged that the game will definitely be getting an English translation – excellent news for RPG fans, who for so long have been without a gripping adventure to play.

The final game, like its two other rivals, will be in 3D but one thing that's different about this title is that it has a brand new story – both the other titles in production are continuations from previous games.

The usual magical trickery will feature in *Quest 64*, so by the time the game is released you can expect the hero of the game to conjure up many unusual spells which combine all the elements: Fire, Water, Air and Earth. Along your travels many characters will be met and interacted with, who can help you in your quest.

This could well be the first English translated RPG to appear on the N64, as it is due for release in America early in 1998.



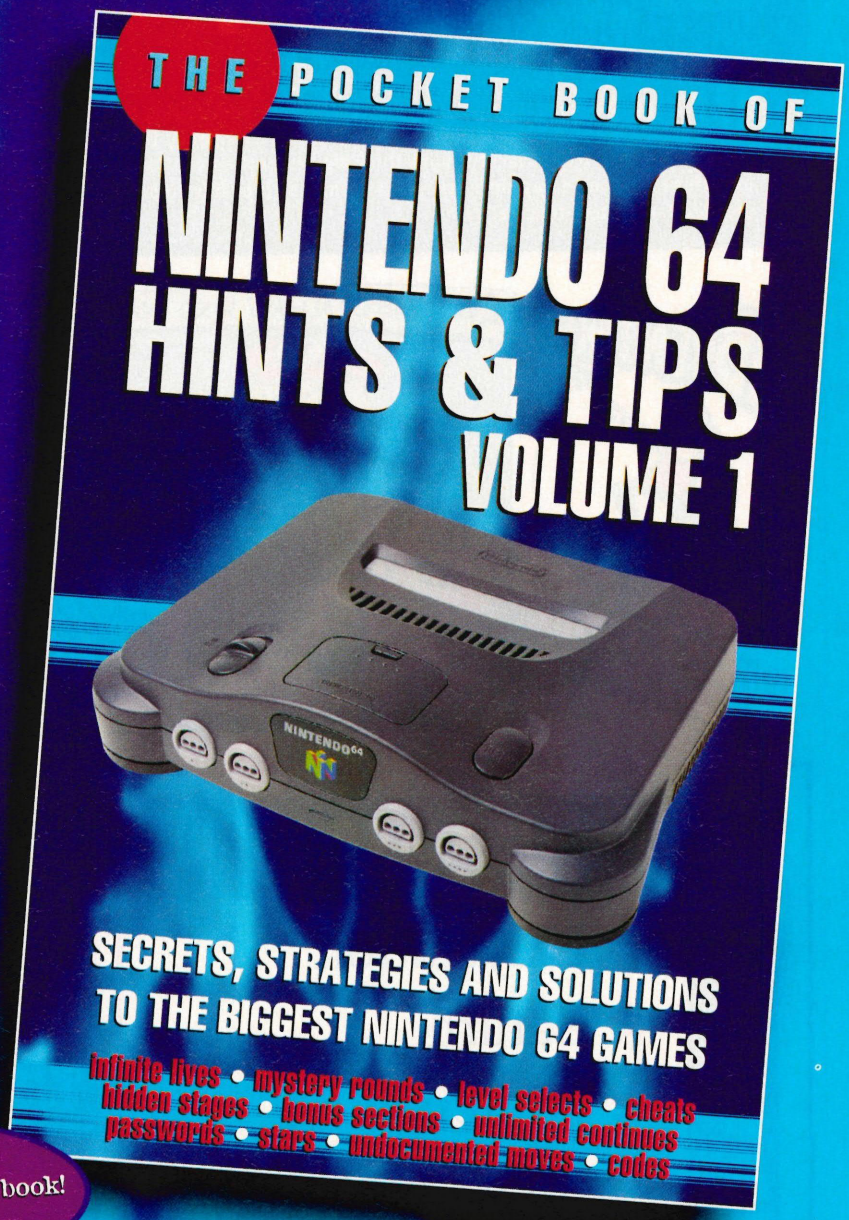



Now Available!

from

RAPIDE PUBLISHING

From the publishers of TOTAL 64 comes a new answer to your gaming problems — The Pocket Book of Nintendo 64 Hints & Tips Volume 1 With ten games featured, including Turok: Dinosaur Hunter, Super Mario 64 and Wave Race, this is the essential companion to possibly the greatest console ever created!



Book Order Hotline!
Call 01392 495155 to order your book!
Credit Cards Orders Only.

Yes! Please rush me a copy of The Pocketbook of Nintendo 64 Hints and Tips Volume 1, featuring ten of the biggest Nintendo 64 games. The price of £10.99 includes postage and packing.

Please return this coupon together with your payment in a sealed envelope to the following address: Nintendo 64 Book 1 offer, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter EX4 4EP. *All prices include postage and packing.*

Name: .....

Address: .....

.....

.....

Postcode: .....*Telephone:* .....

Signed: .....

Please allow up to 28 days for delivery.

Method of Payment

☐ Cheque (made payable to Rapide Publishing)

☐ Postal Order (made payable to Rapide Publishing)

Please charge my credit card (UK orders only):

☐ Visa ☐ Mastercard

Card No: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry Date: .....

Signature: .....

Date: .....

Big in Japan



Nintendo of Japan has announced that their profits are up 240% in the last six months. This huge increase is not due to the success of a best selling Nintendo 64 title though. Instead this huge rise in sales is mainly due to a Gameboy title – yes that's right, that little grey box of tricks can still outsell its big brother! *Pocket Monsters* on the Gameboy has sold over three million copies since its release, which is probably to do with the huge success of those dreaded Tamagotchi toys.



TRADE-INS AVAILABLE

OVER 400 GAMES IN STOCK

★ Playstation
★ Saturn
★ Nintendo 64
★ Mega Drive
★ SNES
★ Swap from £7 inc P&P

Tel/Fax 01463 221173

Office Hour:
Mon-Tues & Thurs-Sat 10am-6pm
Wed 12pm-5pm, Sun 12pm-4pm
After Office hours telephone
03744 95958

Console Exchange
25 Greig st.
Inverness, Highlands IV3 5PX

US 64DD release date set

There is a hot rumour flying around the Internet at the moment about the release date of Nintendo's eagerly awaited hardware add-on, the 64DD. Nintendo deny the rumour but sources close to the company state that the machine is set to be launched at the next E3 show in Atlanta, sometime in mid-June. Meanwhile in Japan, the 64DD is set for its debut in November and is due for launch in March 1998. The source also states that Nintendo are looking for a release of the 64DD before the end of 1998 for the European and Australian markets.

Don't get too excited just yet as we all know how reliable Nintendo release dates are – especially the unsubstantiated ones. It is more likely that the 64DD will be shown off at the E3, leading to a release sometime in September.

GASP, a new Fighting game!



Konami have just released shots of their upcoming new beat-'em-up, *GASP*. They have billed the game as 'the only true 3D fighting game for the N64', which, of course, remains to be seen. However, Konami have such a great track record on the N64, we reckon that *GASP* will turn out to be something special.

With all the usual beat-'em-up features, *GASP* also gives you the option to create your own fighter, which could give it an edge over its competitors. The game is due for release in March 1998.

Taylor, A.J. stars in...

The Lylat Wars National Competition!

One day, after I finished writing the complete player's guide to *Lylat Wars*, I was idly flicking through the pages of a rival mag when my attention was drawn to a *Lylat Wars* feature. It turned out that they were organising a national competition to find the best Starpilot in the galaxy! So I read on, and headed off to the regional heats.



The nearest participating HMV store to me was HMV Reading, so after telling all my mates about it, I made my way down to Reading... Meanwhile, one of the mates that I had told, Ben, fancied his chances with all the coaching I'd given him, so he went down to Trocadero to compete in another regional heat.

The heats consisted of playing the first level, Corneria, and trying to get as high a score as possible. I was supremely confident going into it, as this was my speciality. Not many others turned up, and I won the heat comfortably. When I got back home, I was so chuffed to be in the final that I barely noticed that my mate had also made it to the final.



Over the next few weeks, I got really wrapped up with magazine work, and consequently ended up with no time whatsoever to practice the battle mode of the game – which is what the final was to be decided on. I became a little anxious, I needed to keep my skills up to scratch. Meanwhile, my mate Ben was regularly practicing with his buddies, getting in a good couple of hours play a night, every night. When I went home the night before the big day, we all got together, to play a mad session of battle mode – where I promptly got shot down by Ben every time. My anxiety grew.

We travelled down on the train, and then got the tube to Piccadilly Circus. We arrived in plenty of time and had a good look round the Trocadero first, in all the arcades, checking out *SFIII* and the other new games. When it was nearly 2:30pm, the sign up time, we went into the HMV store, and the first thing we saw was Sky Television setting up to film the whole event! That and the Sony Trinitron Wide TV! When we approached the event's organiser his first words to me were: "You're Arron Taylor right? The *Starfox* legend?" How did he know me and where from? It was all rather pleasing, but at the same time rather alarming. Everyone there seemed to know who I was!

Anyway, when 3pm finally came around the 'show' got started, and the crowd – including all of our mates – started crowding round the barricades. There were 12 contenders, and we were split into three groups of four. Luckily, Ben was in group two, and I was in group three. After the pre-match photos and interviews, we both won our group very easily. Then suddenly, before I had even left my seat, it was time for the final.

A bit of pre-match banter between Ben and myself went on, as we both like to use the character Slippy. I graciously allowed him to have it, and I took control of Fox McCloud instead. Suddenly, we were away.

After only a few minutes the other guy in the final with us had drained Ben down to 60% energy. Figuring I could get in there while Ben was in trouble, I went straight into the action, helping what I believed to be the third player to take Ben down – as he was the bigger threat. However, when it transpired that the plane I had ganged up on was actually the other player, I realised my mistake.

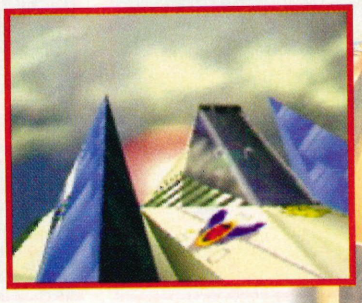


All too soon Ben was on my tail, and I knew from experience that when he gets you in his sights, it's game over. And sure enough, a few minutes and two bombs into the dogfight, it was. I crashed to the ground amid cheers and general noise, and admitted defeat.

A gentleman-like handshake accompanied by many a flashbulb later, I retreated into the shadows, and let the rightful winner have his moment. Later on, when I found out that his complete prize totalled £1,800 – and all I'd won was a Pocket Gameboy – I admit, I did feel rather hard done by.

But then, all in all, it was a great day out anyway. I didn't win, but, hey, winning isn't everything... is it?







First

Diddy Kong Racing

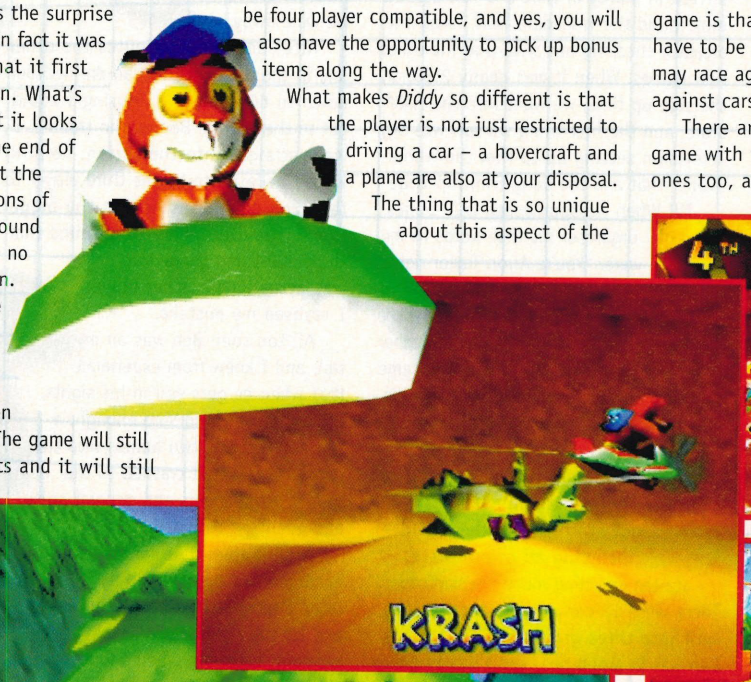
Just when you thought *Mario Kart 64* was going to be the best racing game of this year, along comes *Diddy Kong Racing*.

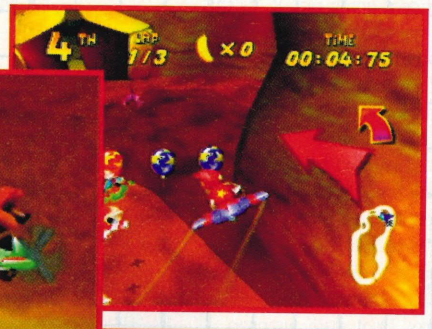
Diddy Kong Racing is the surprise game of this year, in fact it was only last month that it first featured in the news section. What's even more surprising is that it looks like it will be released at the end of November, just in time to hit the shops for Christmas. All versions of the game will be released around the same time, so there'll be no need to buy an import version.

As you can tell from the screenshots, *Diddy Kong Racing* borrows heavily from its older brother, *Mario Kart*, but every effort has been made to add a little variety. The game will still involve racing around circuits and it will still be four player compatible, and yes, you will also have the opportunity to pick up bonus items along the way.

What makes *Diddy* so different is that the player is not just restricted to driving a car – a hovercraft and a plane are also at your disposal. The thing that is so unique about this aspect of the game is that each character doesn't necessarily have to be in the same type of vehicle – planes may race against hovercraft, hovercraft may race against cars, or any combination of all three.

There are eight different characters in the game with the possibility of a couple of secret ones too, and whilst some of these characters











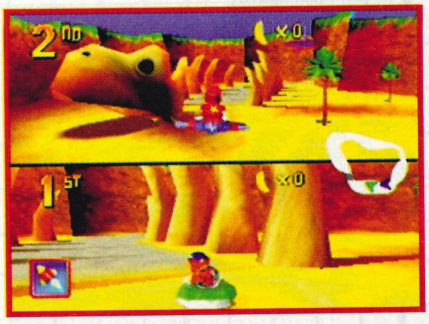
LOOK



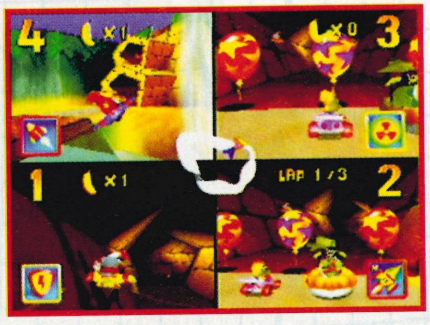
▲ This is the player select screen where you can choose your character. If you look closely you may be able to recognise some of them, although most of the gang are brand new characters, such as Tip Tup







▲ Who will take the race, Diddy Kong or Timber?



▲ Wow! Four players, all in different vehicles



▲ The neat little hovercraft is equally at home on land and sea – which makes it ideal for racing in a tropical paradise like this!

will be instantly recognisable, others seem to be brand new. Rare's two new stars, Banjo from *Banjo Kazooie* and Conker from *Conker's Quest* both star in the game, unusually before their own games have appeared.

Mario Kart 64 has 16 tracks in total, while *Diddy Kong Racing* goes a few steps further and includes 25 brand new tracks in the final game! For any big *Mario Kart* fans (and I'm sure there are many) this must be some of the most exciting news of this year.

It seems that Rare are really working overtime to produce some superb top titles for release in the latter part of this year and the early part of next year – let's hope they can pull a few more surprises which look as good as *Diddy Kong Racing* out of the bag before the year ends.

Diddy Kong Racing includes 25 brand new tracks or any big Mario Kart fans (and I'm sure there are many) this must be some of the most exciting news of this year

Zelda 64

One of the finest RPGs of all time is bound for the Nintendo 64! *Zelda 64* is set to take the gaming world by storm.









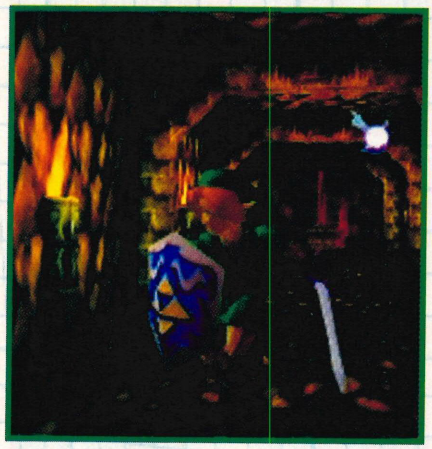
When *Zelda* was released on the SNES, it changed the way people looked at RPGs forever. Those who had never played an RPG before realised that these games weren't as boring as they first thought. Players would become hooked, due to the gripping story and perfectly balanced gameplay – qualities this new version should be packed with.

The 64-bit update has been in development for ages now, and it was initially intended to be the first game released for the forthcoming 64DD. However, the good people at Nintendo have changed their minds and it will now be a cartridge based game, with a 64DD update likely to follow later on.

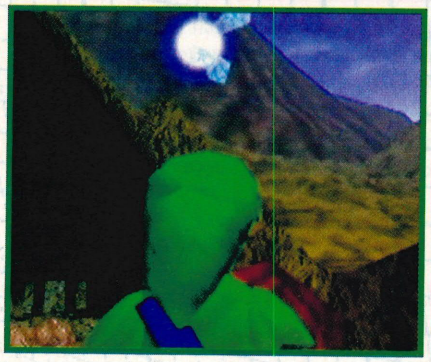
Once again, Shigeru Miyamoto has had a big involvement with the development of this title, which means that we can expect *Zelda 64* to be a bit special.

The actual storyline is very similar to the rest in the series: Link, the hero of the game, is on a quest to save the beautiful princess from the wicked clutches of the evil Gannon but just how he goes about this task is sure to be something quite different to what *Zelda* fans are used to. Unlike its predecessors, *Zelda 64* will be in 3D, and from early screenshots it looks very similar to *Mario 64* – albeit with a lot more detail. Link must travel through villages (all in stunning 3D) talking to locals and collecting any clues as he goes.

Link seems to have lost his usual cartoon style appearance in his jump to 3D – so



▲ **Link is certainly a brave little fellow. There's no way you'd catch me going down that tunnel!**













▲ This dimly lit passageway certainly adds an eerie atmosphere to the game. Creepy stuff!



▲ Instead of leading the horse, surely it would be far faster if Link mounted the horse and rode





Zelda must surely be the most eagerly anticipated game for the Nintendo 64... we're excited already!

perhaps he's taking his role as a champion more seriously now!

The new battle scenes in *Zelda 64* look superb – this was always going to be one of the most difficult parts to recreate, but fortunately it all seems to be coming along just fine. The camera angles during the battle scenes and in the game itself may not be selectable, but Nintendo are working hard to get this aspect spot on.

As you can see from the screenshots, Link has now acquired a horse to help him along on his quest. And by the way, if you were wondering, yes – he can ride it!

This game is going to be absolutely massive: the cartridge *Zelda* comes on will be a huge 256 megabits, which is the biggest cartridge ever. Unfortunately we will have to pay the price for this luxury: it could be one of the most expensive games yet released.

Zelda must be the most eagerly anticipated game for the Nintendo 64 and Nintendo know this, which is probably the reason why they are spending so much time working on it. *Zelda 64* is due to arrive in Japan by the end of this year, so you can expect a full review early next year. Sadly, this version will probably feature large amounts of Japanese text, so the story will get a bit lost, but with any luck it will still be playable. Here's hoping for a English translation as quickly as possible – we're excited already!



F-Zero 64



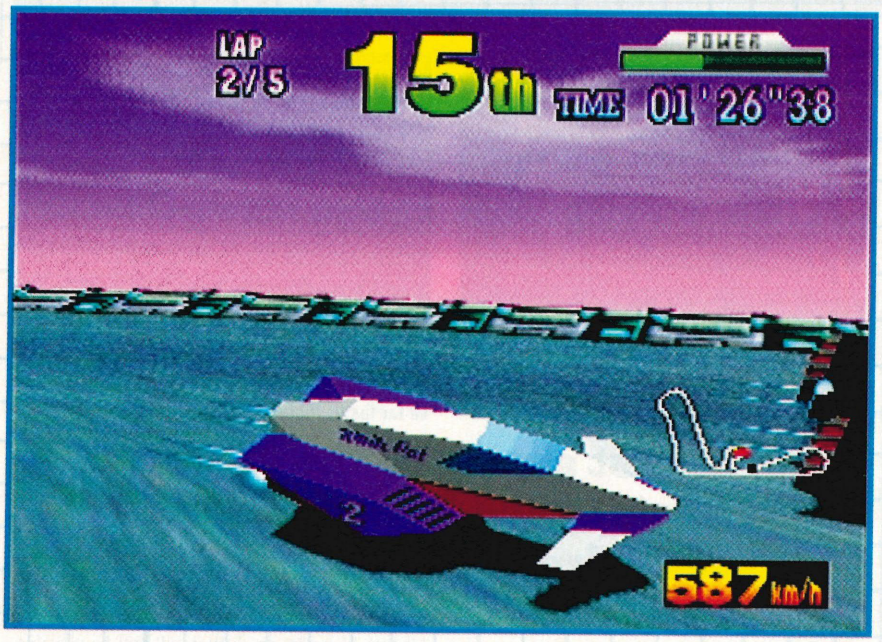
Nintendo's potential *Wipeout*-beater is due in the first part of next year, we thought it was about time to take a look.

Nintendo face stiff competition when it comes to releasing *F-Zero* – both games in the *Wipeout* series are available on other consoles and Acclaim's *Extreme G* is busy snapping at its heels. The fact also remains that *Extreme G* will appear a lot sooner than *F Zero*, so it needs to be something extra special by the time of its release. This shouldn't be a problem for Nintendo, as the original was a top class racing game which was, at the time, unique.

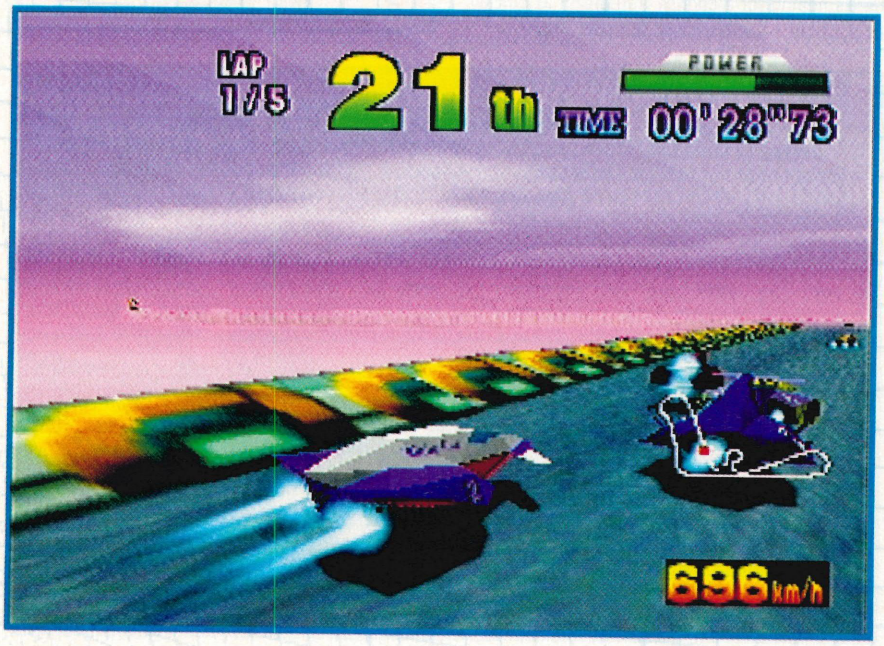
Like the original, *F-Zero 64* takes place upon futuristic highways, with contestants racing each other at breakneck speeds. The tracks featured in this update are far more advanced than the SNES version – you can see them fade out into the distance, twisting and turning as they slowly disappear. The graphics on the actual vehicles are also greatly improved, and there will many more to choose from, rather than the first version's paltry four. In *F-Zero 64* you can also expect a far greater number of opponents than was seen in the original game, so a tough challenge awaits.

One innovative feature of the first game was the inclusion of shortcuts. These came in the form of little ramps, which would allow you to jump some of the track. Whether they are included in the sequel is yet unknown, but it would be very disappointing if they weren't! The SNES version also included turbo boosts, which could be found in various places around the track. These would give the lucky player a short burst of speed (just enough to overtake your opponents). These are bound to be included in the Nintendo 64 version, but expect them to look far superior than they originally did.

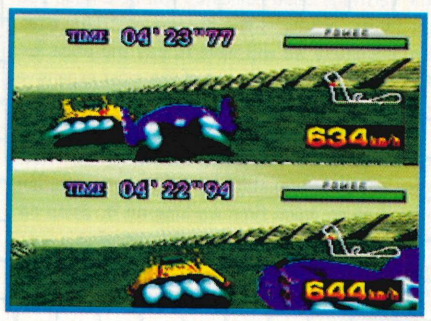
What the original *F-Zero* really lacked was a multiplayer mode. Well where that version fell down, this 64-bit update more than compensates. *F-Zero 64* will feature a four player split screen mode, which is very good news. It seems that all the new games being released are making use of the four joypad ports.













▲ Look how far the track goes before disappearing



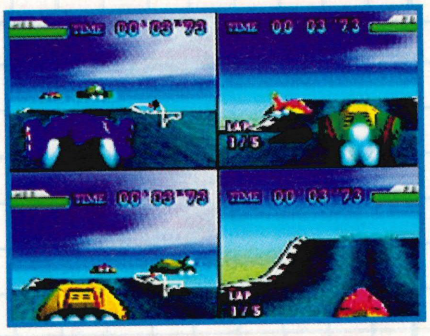
▲ Once the bridge is passed, you're nearly there



▲ How many cars can be on the screen at once?



▲ Wow! This looks even better than *Wipeout 2097*



▲ We can't wait for a few multiplayer sessions



Like the original, F-Zero 64 takes place on futuristic highways, with contestants racing each other at breakneck speeds



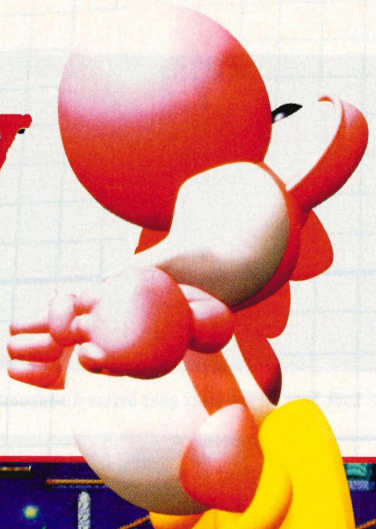


▲ The number of cars that can appear at any one time is amazing, and all this can happen without a hint of slowdown. This congestion is bound to lead to loads of high speed crashes – watch out for speed traps!

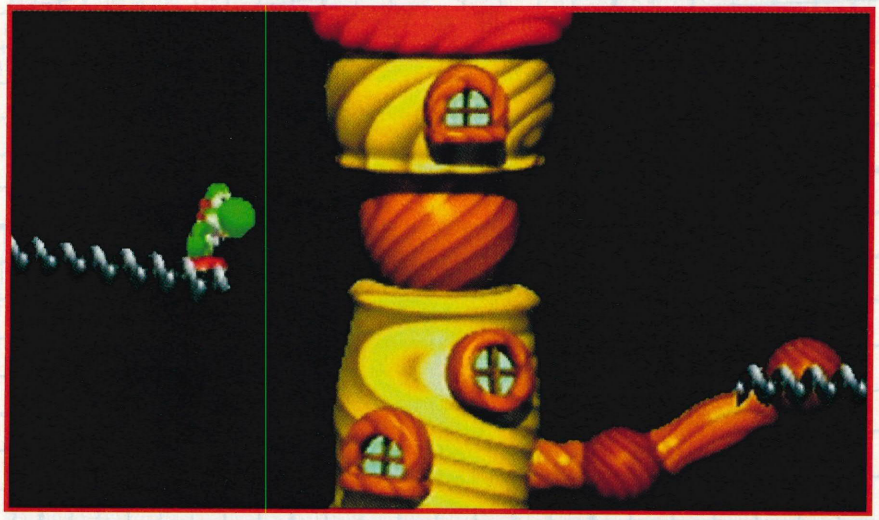


If high speed hovercraft racing is your thing, you could do a lot worse than *F-Zero 64*. Early next year, when this game finally gets its long awaited release, you can certainly guarantee that the TOTAL 64 crew will be playing *F-Zero* to death! Until then we guess we'll just have to carry on with *Mario Kart*.

Yoshi's Story

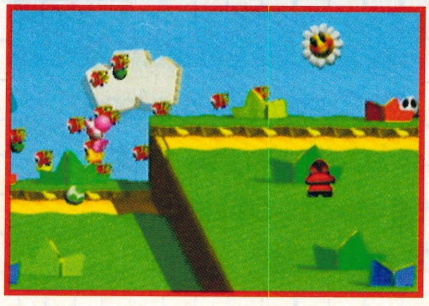


If you thought 2D games were a thing of the past, think again. Yoshi makes a welcome comeback — but he's staying true to his 2D roots.





▲ Mario's little chum stars in his very own game







The backgrounds are so full of colour and detail that the game has an enormous amount of depth

Yoshi's Island on the SNES came right at the end of the console's lifespan, but it was a work of pure genius. Just as *Super Mario World* started the console's life in fine style, *Yoshi's Island* ended it just as well.

Finally the happy little dinosaur is due to make an appearance in his own game on the Nintendo 64 – although of course, he's already had a cameo role in *Mario 64* and also appeared in *Mario Kart 64*.

As Yoshi makes the jump to a 64-bit platform, you would expect him to appear in glorious 3D but sadly this isn't the case at all. Yoshi will remain firmly in 2D land – but it's not quite as bad as you might think.

Although *Yoshi's Story* is flat, all the backgrounds are so full of colour and detail that the game has an enormous amount of depth. The programmers have used some unusual effects for the backgrounds – as you can tell from the screenshots – one example of which is the backdrop which seems to be made up of a piece of embroidery.



Some of you are probably thinking that continuing with 2D releases is a step backwards, and that Yoshi's new game doesn't appear to be as flashy as Mario's own 64-bit debut but what you must remember is that Nintendo have created the rules for this type of game, and all platform games at one time were compared to Nintendo's many classics. Hopefully when the game finally arrives it will be nothing short of genius, especially with Shigeru Miyamoto's input.

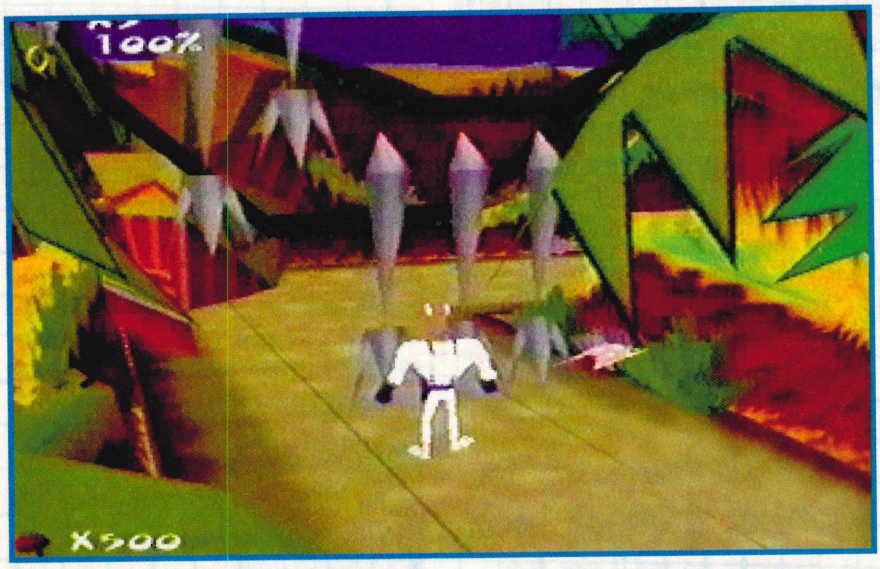
Unfortunately when the original *Yoshi's Island* arrived on the SNES, the PlayStation and the Saturn had already been released. With the new interest in these consoles *Yoshi's Island* was largely overlooked – which was a great shame as it was an absolute classic. For those of you who did miss the first game, your luck is in, as Yoshi's new adventure will be released in Japan in November.



▲ These trees look like they are made out of those fancy foil balloons – d'you think they float?

Earthworm Jim 3D

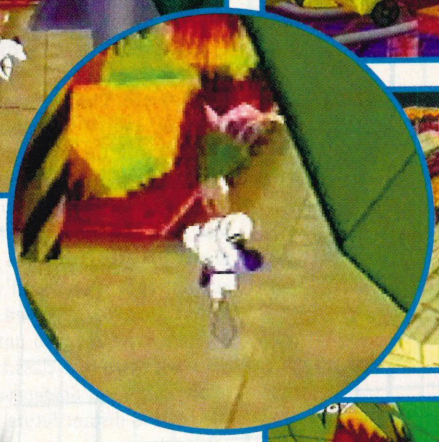
Earthworm Jim, the star of two previous games and his own cartoon series, is soon to arrive on the Nintendo 64. Can we cope with his wacky antics?

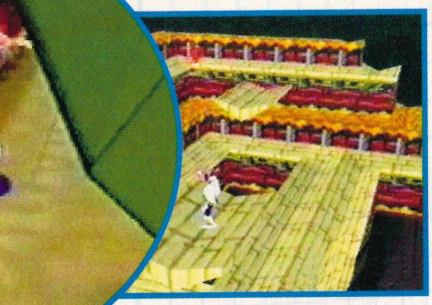














▲ It looks like you've landed in a cartoon scene



Earthworm Jim has already made an appearance on most platforms in some form or other, and now he is set to make his 64-bit debut. Once more a 2D hero has seen fit to upgrade himself in style, making the move to a new 3D environment.

Fans of the series will be familiar with the games' bizarre sense of humour, which is why *Earthworm Jim* has become so popular. The first game saw *Earthworm Jim* launching a cow into space – I can't quite remember for what reason! You can expect a lot more of these crazy capers in the third part of the series, but now they'll all be in glorious 3D!

If this third, 64-bit installment of the series is anything like its prequels, some very strange characters are likely to be met in Jim's world, including some very unusual bosses.

Basically *Earthworm Jim 3D* is a platform game and each level looks just like a cartoon, in fact you could almost be playing a cartoon. Jim can perform many different moves, including his trademark move, using his head as a whip. Jim can also use his head to grab objects above him and then swing from platform to platform.

Fans of the series will be familiar with the games' bizarre sense of humour

There will be five levels in the final game, each level being made up of several different parts. One level sees Jim going back to his roots into 2D – this level looks just like the two previous games – but for the most part though, *Earthworm Jim* will be in 3D.

Now the question is, is *Earthworm Jim* worm enough to take on the likes of *Mario 64*? All will be revealed next year, when Jim gets released sometime in the spring.

Conker's Quest

Hot on the heels of *Banjo Kazooie* comes *Conker's Quest*, starring Rare's very own loveable, nut-collecting squirrel.

In *Conker's Quest*, the player must take control of a squirrel, whose job it is to retrieve presents scattered around the world in which he lives. Close at hand to help is Conker's friend, Berri (who is in fact a chipmunk) who will gladly aid Conker in his search to find the presents.

The most noticeable thing about Rare's new game is the bright and colourful world it takes place in, which is cute beyond belief. All of the characters in *Conker's Quest* look so happy, with big smiles on their faces and it is plain to see that this game has been clearly aimed at the younger market – kids should warm to the lovely characters straight away.

The 3D graphics in *Conker's Quest* look very similar to *Mario*, although they seem to include far more detail. It would appear that the game plays fairly similarly to *Mario* as well, which is no bad thing considering the quality of Nintendo's masterpiece. Conker's moves vary from Mario's however, and the squirrel is able to whip away enemies with his tail. He can also pick up items which help him progress through the game.



▲ The lighting effects that shine on Conker add a great deal to the overall atmosphere of the game



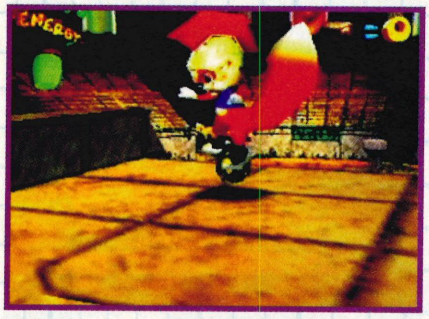


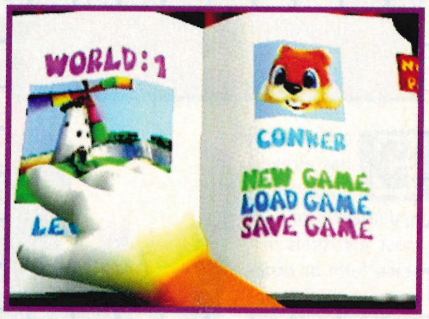
▲ Doesn't he look happy as he crosses this stony bridge. I'm sure trouble is just around the corner

The 3D graphics in Conker's Quest look very similar to Mario, although they seem to include far more detail

According to Rare, Conker and his chum will also have all manner of different vehicles to use during the game, although no strong information suggesting what types of vehicles can be used in the game has appeared.

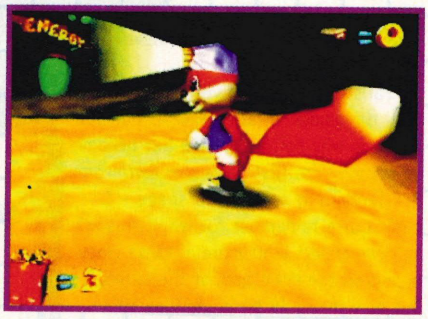
Rare can't seem to put a foot wrong these days, with two first class titles already available (*Blast Corps* and *Goldeneye*) and three more in the not too distant future (*Banjo Kazooie*, *Diddy Kong Racing* and *Conker's Quest*) the UK based software company just seem to go from strength to strength.





▲ This is the game selection screen, which is rather nicely set out as a children's story book





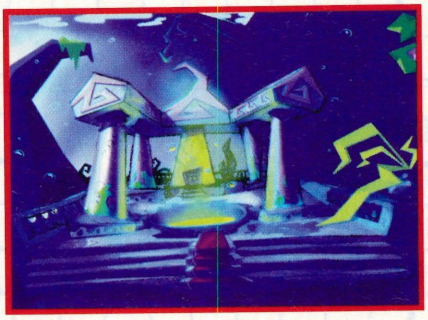
▲ When Conker enters the mines, he puts on his miner's helmet – complete with flashlight on top

Unfortunately the release date of *Conker's Quest* has now been put back until next spring, due to the surprise announcement of *Diddy Kong Racing*, but between now and then a lot more information should become available.

Tonic Trouble

Have you ever fancied playing a game where you take control of a character who likes nothing more than getting drunk? Well if you have, your prayers are about to be answered!







Originally entitled *Ed*, it's now confirmed that Ubisoft's new game has a new title too – *Tonic Trouble*. This name comes from the fact that the lead character, Ed, is more than a bit partial to a drop (or two) of the hard stuff. Unfortunately this is the source of all his troubles – isn't it always – as one day he gets a little bit too merry and has an accident with his tonic. As our cute little friend is zooming around in his rocket, he drops his glass of booze and it falls to Earth, causing havoc amongst the citizens of our planet in the process. Ed soon sobers up though, and feels guilty about all the mess he's caused. This becomes Ed's task in the game: to restore Earth to normality.

Tonic Trouble is a 3D platform/adventure game, very much in the mould of *Mario 64* – although the programmers are making special effort not to make the game seem too familiar. The team of programmers for *Tonic Trouble* are the same guys who developed *Rayman*, who himself starred in a 2D platform game on several systems – and his game, if nothing else, was pleasant to look at.

The final game will boast many unusual characters which, as you can see from the shots, appear to have no limbs, but it looks as though they will certainly add a big comical element to the final game. These characters will be met over many different levels in the game, which should involve players in solving many puzzles rather than simply fighting and defeating enemies, in the usual platform style.

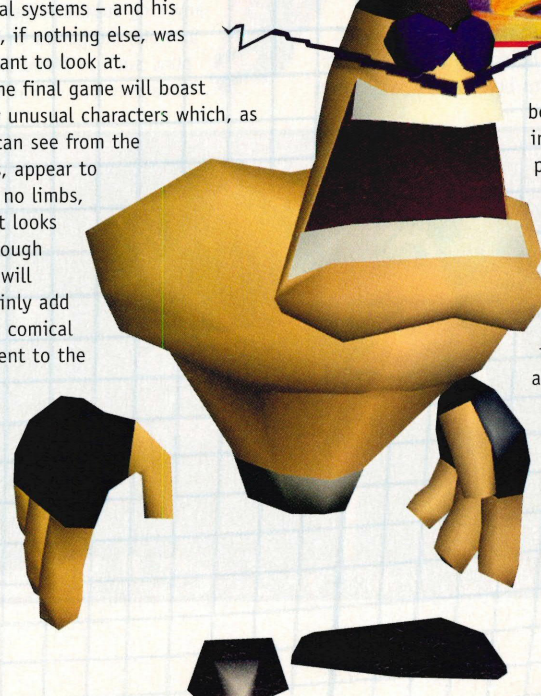
Tonic Trouble has a lot going for it – unusual plot, cartoon graphics and the promise of intriguing gameplay. It could be a surprise hit when it's released, which will hopefully be before the end of this year.







▲ **The artwork in *Tonic Trouble* looks excellent – hopefully the in game graphics will live up to this**



Tonic Trouble is a 3D platform/adventure game, very much in the mould of Mario 64

ECTS SHOW REPORT



ECTS

With 250 exhibitors showing their wares in over 18,500 square metres of the Olympia Exhibition Hall, the scene was set for the biggest European Computer Trade Show in history. The TOTAL 64 crew went down there to check out what all the fuss was about...



Every year the bigwigs of the videogame industry all converge on Olympia in London, for what is Europe's premier computer trade show of the year – the ECTS.



The big three were all there – Sony, Sega and our beloved Nintendo (in the guise of THE games) all dressed in their finest tuxedos, trying to impress us with their new wares. More than 20,000 people attended this year's show – that's something of a record – and it showed: what with the show being held in a giant greenhouse, it felt like I was going to melt! Also there was the noise; an odd constant drone, just at the level where you have to raise your voice almost to shouting level to be heard. So while not being the most pleasant environment to be in (especially when nursing a hangover) it was (almost) made up for, by being privileged to witness the very latest in gaming technology at first hand.



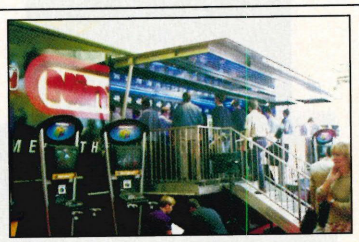
The first stand we went to see was, of course, the Nintendo stand. It consisted of the Nintendo Challenger Bus, the main PR stand and various 'areas' where games were on display. Titles showing to the public were, quite predictably, *Goldeneye*, *Lylat Wars* and *Blast Corps* but very sadly no *Diddy Kong's Racing*.

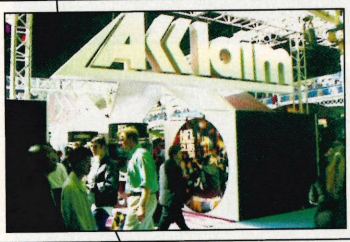
We were greatly disappointed not to see Nintendo's biggest Christmas release in action: obviously only the privileged few were allowed a glimpse at this potentially *Mario Kart* beating game.

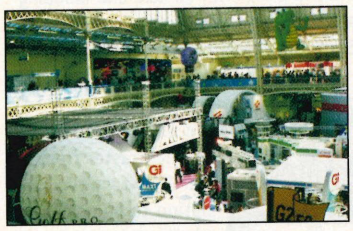
The Challenger Bus didn't offer anything special either – with just old, old games for you to play, such as *Mario 64* and *Waverace*. But it was still



Report





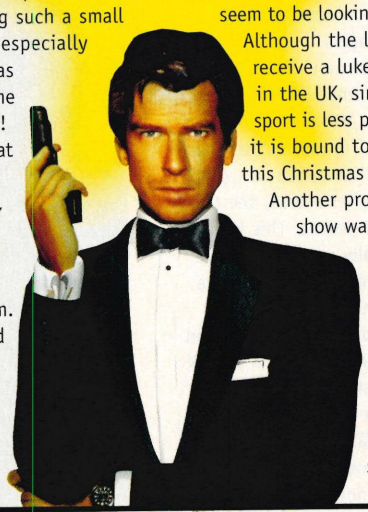




surprisingly crowded nonetheless (and it smelled a bit sweaty as well).

There are something in the region of 250,000 N64s in the UK now, and with THE looking to raise this figure to around 600,000 by next spring, it was really something of a surprise to see Nintendo demonstrating such a small presence at the show, especially after their E3 stand was actually bigger than the whole of the ECTS hall! It just goes to show what the big N thinks of us European gameplayers, eh, readers?

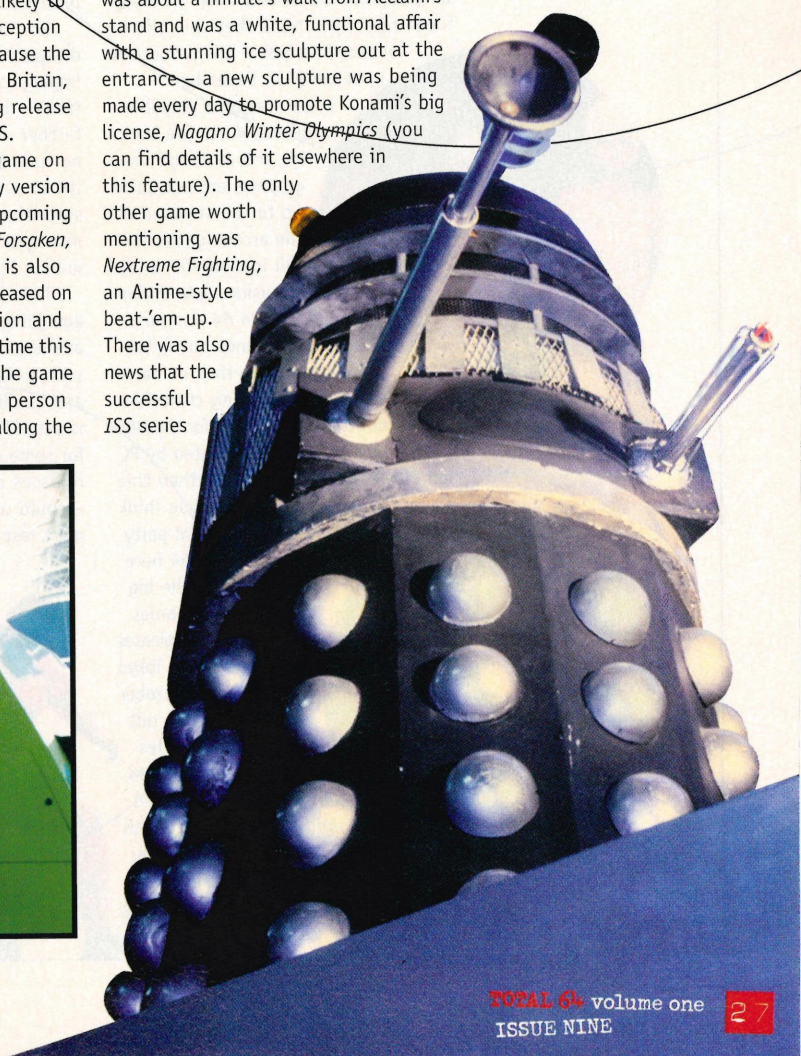
And so, onto the third party developers stands, first off Acclaim. This was the first stand you were confronted with as you entered the main hall, and was suitably bold about Acclaim's appearance at the ECTS – Acclaim needed to show something to restore their credibility in the videogame market. After all, aside from *Turok*, there has been a lack of big quality titles from a firm that was once a giant of the market. With *Extreme G* and *NFL Quarterback Club* on show, things seem to be looking up for Acclaim. Although the latter is likely to receive a lukewarm reception in the UK, simply because the sport is less popular in Britain, it is bound to be a big release this Christmas in the US.



Another promising game on show was an early version of the upcoming release *Forsaken*, – which is also being released on PlayStation and PC some time this winter. The game is a first person shooter along the lines of *Descent*, where players will take control of an anti-gravity bike, which they must attempt to guide though a war torn city trying to make their fortune. Probably the best feature of this game is going to be the four-player split screen battle mode.

Next call was the Konami stand which was about a minute's walk from Acclaim's stand and was a white, functional affair with a stunning ice sculpture out at the entrance – a new sculpture was being made every day to promote Konami's big license, *Nagano Winter Olympics* (you can find details of it elsewhere in this feature). The only other game worth mentioning was *Nextreme Fighting*, an Anime-style beat-'em-up. There was also news that the successful *ISS* series







is set to continue, with a new release on the N64 sometime next year. Could this mean that we will be seeing *International Superstar Soccer Deluxe* on the N64?



Upstairs to the gallery to get to GT's stand – which didn't look all that impressive from a distance but could boast a good selection of N64 games on show, the best of which was *Quake*. Even after the pure bliss of playing *Goldeneye*, this first person shooter still has a lot to offer, with its dark and brooding atmosphere and super smooth animation. Everything from the PC version is here but with the added power of the N64 the movement throughout the levels is smooth, running at a much faster frame rate. With a multi player option to be added on shortly, this game's one to look out for in the spring. Also on show was Midway's new N64 version of their arcade racer, *San Francisco Rush*. There are a few nice touches in the game – your car has the unfortunate ability to explode when you crash – but the split screen mode suffered from loss of detail and a choppy frame rate. Let's hope that this glitch is rectified before the product is released in December.

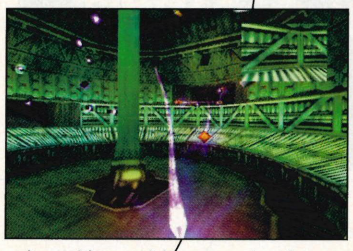




There was also playable code of *Mace: The Dark Age* and although the graphics are not quite up to the standard of the arcade game, it's still looking like a top conversion. *Duke Nukem* and *Doom 64* also put in an appearance but failed to impress with their outdated use of sprites for enemy characters. Overall little was on show for the N64 – this year's ECTS was dominated by PC and PlayStation products, but then this is hardly surprising when you think about the limited third party support for the N64 here in Europe. With the big publishing companies saving their big releases for the upcoming Tokyo Game Show in October we were missing out on significant titles such as *Bomberman 64*, *Mission: Impossible* and *Hybrid Heaven*, all of which are due for release in the very near future. The lack of interest that Nintendo has in this country was really



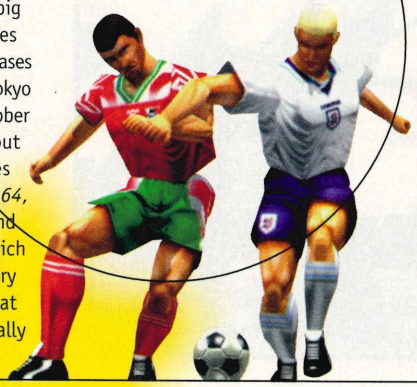


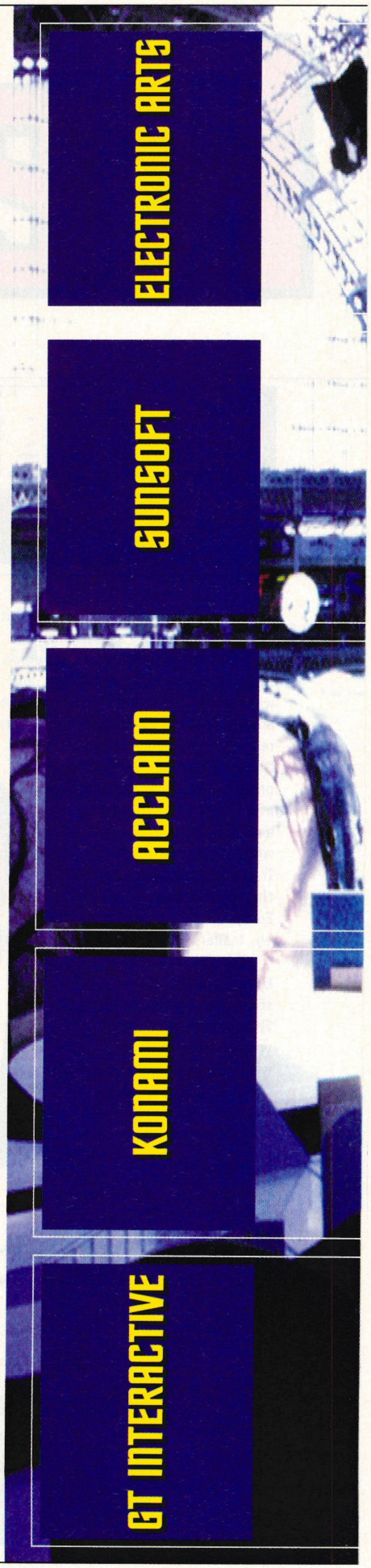


quite evident, with a poor showing at ECTS – at the E3 in Atlanta they'd had rolling demos of *Zelda 64*, *Banjo and Kazooie* and *Yoshi's Story* playing, among others and none of them were present here. Nintendo have surely missed out on a good opportunity to whet the appetites of British gamesplayers.

So, for the most part, I was rather disappointed with what I saw. I came hoping to see some exciting, significant titles – but what I found instead was further evidence that publishers (and not just Nintendo themselves) see the UK as only a small market. This is very surprising, especially since Sony have managed to sell well in excess of one million PlayStations in the UK.

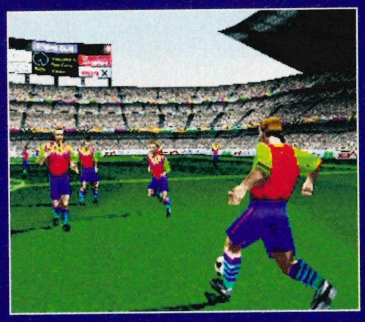
There is also something of a golden age going on in games design in the UK at the moment. Just think of companies such as Rare, Argonaut and DMA Design and you'll soon realise that Nintendo is actually relying on British designers for some of their more important new releases over the next twelve months – could we then at least expect a bit more respect?

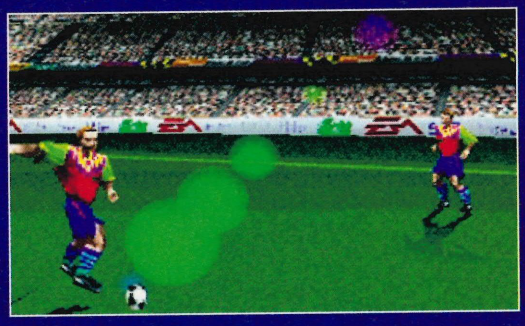




FIFA: Road to the World Cup

The only planned N64 release was in fact a PlayStation version but it really looked to be a great improvement on the original *FIFA 64*, which was not well received, when compared to *International Superstar Soccer 64*. Gone is the slow response of that game, allowing players to now enjoy a much more satisfying footballing experience and with David Ginola being motion captured for the game, it also looked spot on. Will it now beat *ISS*? We'll just have to wait and see.





Chameleon Twist

Ali gave this one a good seeing to, and was suitably impressed by the unusual gameplay which involved an interesting attack method, which is reminiscent of Yoshi in *Super Mario World* who used his tongue to eat his enemies! With the Chameleon, you actually control the tongue with the analogue stick so it is possible to suck up as many as thirteen enemies at once! You can then use your harvest as projectiles to kill off other enemies on-screen. Your tongue also has the ability to become hard, so that you can use it as a pole vault – useful for reaching previously inaccessible areas of the level. This is out in November in Japan, so expect to see a UK release in the New Year.

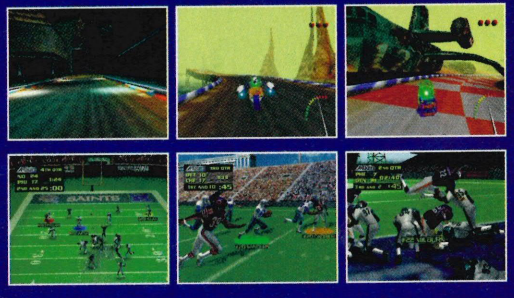


Extreme G

We previewed this last month so there isn't much more to tell you about, except that the game is pretty much finished now. With music added and the four player mode up to a reasonable speed, *Extreme G* was pulling a decent crowd and rightly so. It looks like this could be one of the big sellers this Christmas.

NFL Quarterback Club

Justin came back from the E3 show in Atlanta raving about this game but as we're not great fans of American football we were somewhat sceptical. As it turns out, the game was a faithful interpretation of the *Madden* series, which proved to be so popular on the Mega Drive. One thing of note is that the game is the first to use the N64's high-res mode and it does look just like an FMV intro – that is until it moves. The game was about 80% complete but the player animations were jerky to say the least. Hopefully by the time the game is released, this fault will be rectified and we will be singing the game's praises.



Nagano Winter Olympics

Only one level of this potentially brilliant game was playable on the Konami stand and that was the downhill skiing section. The game features many of the Winter Olympic sports such as speed skating, curling and skiing. The version we saw was very early but you could already see that *Nagano Winter Olympics* is going to be a game to look out for in the future. The skiing was reminiscent of Namco's *Alpine Racer* arcade game: fast and smooth, if a little jerky at this stage. Let's hope it is as good as Konami's PlayStation sports game, *Track and Field*.

Nextreme Fighting

Nextreme Fighting is Konami's offering into the 3D fighting battle arena and features some cuter than cute characters. The characters are drawn in a comic book/Manga style and look like something out of an Anime film (Bubble Gum Crisis springs to mind). Again, this was a very early version (about 30% complete) so a lot of the moves and characters were not present, but from what we could make out, this could be as good as Sega's *Virtua Fighter*.



Quake

Quake uses the *Doom 64* engine, but adds a significant improvement in the freedom of control allotted to the player. You can now jump and crouch, and everything flows really rather nicely. Running up to switches is enough to activate them, so you're just left to worry about how deal the next bunch of ugly mutants who are out for your blood. High on atmosphere and low on puzzles, this looks to be one of the most eagerly awaited N64 games of the year.

San Francisco Rush

San Francisco Rush is a conversion of the popular arcade game but features many more options than its daddy. You get two player split screen action, a number of vehicles to choose from and some extra courses.



NFL Quarterback Club

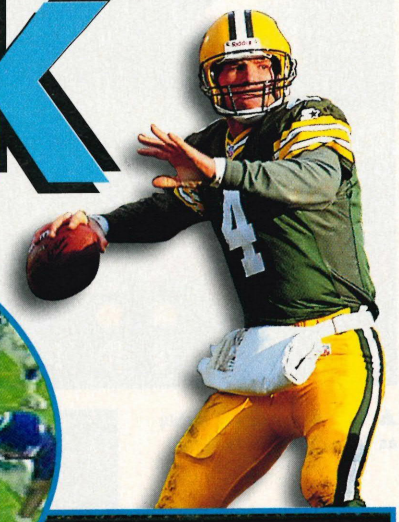
The N64 is about to be inundated with a flood of American Football games (well two anyway) so Total 64 decided to have a close look at *NFL Quarterback '98* to let you know exactly what the fuss is all about...

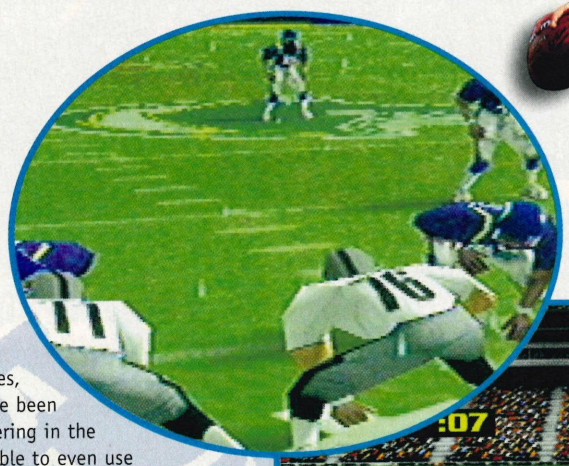
We love American Football. We love the cheerleaders, the 'funny' men in bear suits and the guys flying around in jetpacks. But most of all we love the bits that are in between the adverts – the parts where thirty men dressed in modern day suits of armour clash on the field of play to decide who is the best at getting the ball into the 'in zone'. Or something. Okay, so being English, the subtleties of American Football escape me somewhat but don't get me wrong – I have tried hard to understand this game and what I know about it, I like.

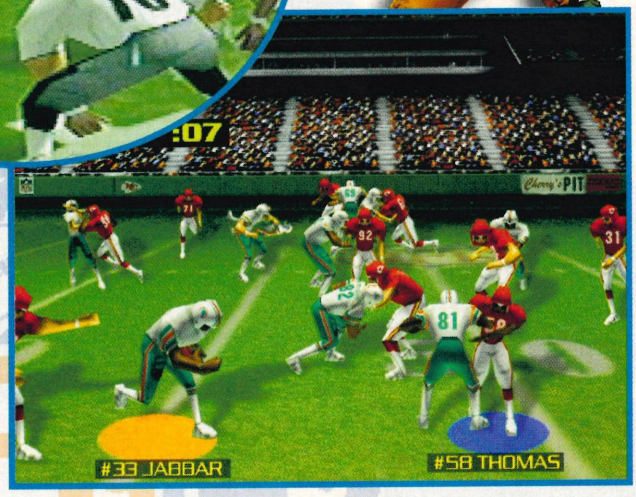
The basic premise, for those of you not in the know, is to get the football into your opponent's end of the field and score a touchdown. The attacking team has four downs to move the ball ten yards, if they do this then they get another four downs to go another ten yards and so on, until they score but if they don't manage to do this then the ball is turned over to the defending side and they have a go.

There are passing moves and there are running moves and every time the

terback '98







ball is not actually in play, the clock is stopped. Each game is timed to last an hour (divided into four quarters) but with the clock stopping and starting so much it usually lasts about three hours.

Okay, this bit I like, the actual game, it's the constant barrage of adverts and cheerleaders that really winds me up. Luckily that's where *NFL Quarterback Club '98* comes in – it cuts out all the nonsense and let's us get down to the real business of actually playing some American Football.

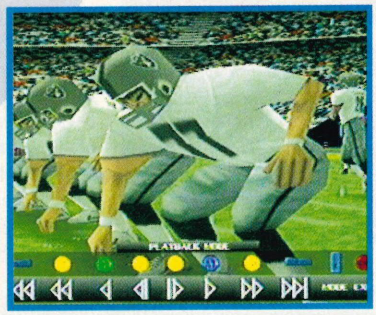
what really strikes me about this game are the huge number of options available to you and the lengths the developers have gone to make the game as accessible as you want it to be

Until quite recently, the *John Madden* series of football games remained the dominant force in the market – with its big name endorsement and official NFL rights, there really was only one choice when it came to picking an American Football game. But all that has changed: Acclaim have now acquired the exclusive rights to the NFL license, that includes all the teams and player names, and EA have been left floundering in the courts, unable to even use the same colour as the NFL teams. So with this important victory over the old enemy, *NFL Quarterback '98* is hoping to make history, with what could now be one of the biggest selling American Football games ever.

NFL Quarterback '98 is the very first game to use the N64's hi-res mode (640 x 480 resolution for all you tech-heads out there), and boy does it look good: these screenshots may look like they're pre-rendered pictures, but they aren't – they are in-game. I never realised how clean and crisp the graphics on my N64 could be. Up till now there has been a lot of criticism over fogging and blurry graphics before, but with this title there can be no complaints. You might think that using this mode the N64 would suffer in terms of processing power, and slow the game down. Well none of this is in evidence, if anything this game moves more smoothly than a lot of games that use low-res.

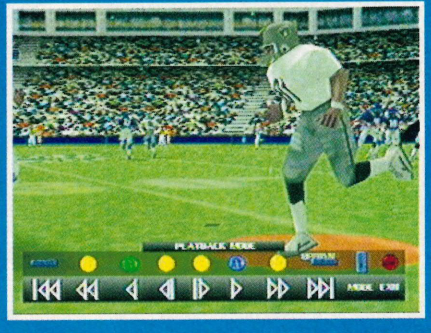
The players are all very cleanly animated (and motion captured, of course) with a

▲ **The beautiful hi-res graphics are matched only by the game's attention to detail**





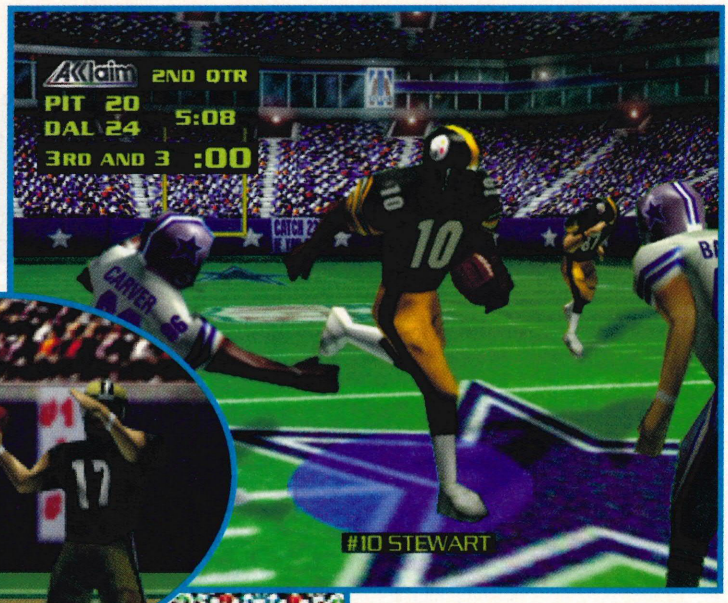




NFL Quarterback Club '98 **features a superb replay facility. It allows you to view the action from almost any imaginable angle and at any speed. Here you can really appreciate the detail afforded by the high-res graphics.** ***NFL Quarterback Club*** **boasts graphics that are four times the resolution of any other N64 game.**

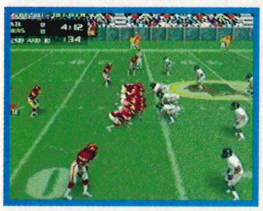


▲ Two players grasp feebly as the ball falls to the floor



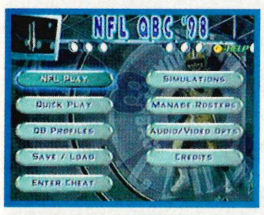
▲ Number 10 rushes in for a touchdown

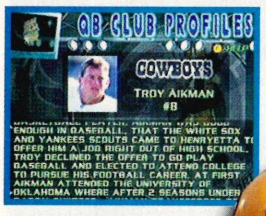






▲ One of the dozen or so camera angles that you can choose to view the action from





▲ *NFL QBC '98* is stuffed full of statistics



huge variety in those animations. When they players line up at the scrimmage they don't all do the same thing. There are even many different ways that players can be injured: depending on how hard and where they are tackled or fall, you will see a player fall to the floor with an injury and you will be told that he has to be examined by the team doctor. Later on in the game the doctor reports back informing you of his condition – obviously the long term injuries can seriously affect you if you are playing a whole season.

This gives the game an almost better-than-TV look and feel to it. The television feel is carried over to the presentation of the game with commentary from TV pundits and the usual glossy on-screen graphics you have come to expect from this type of game.

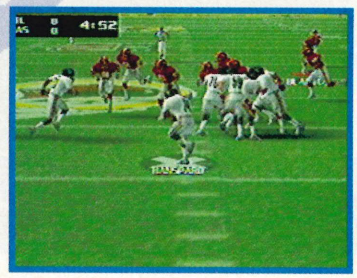
The graphics are outstanding, but what really strikes me about this game is the huge number of options available to you, and the lengths the developers have gone to, to make *NFL Quarterback Club '98* as accessible as you want it to be. There is the quick start option which will get you straight into a friendly game but apart from this there are countless other options, which include a full NFL season, playoffs or even a customisable tournament. You can also put all of the 1500 players into a draft pool and select your dream team.

All the NFL stadia are here, there are thirty in all, and they are all perfectly constructed in stunning 3D. You can also make your own team, name it and select your team colours. And for your team you can either draft in players from other teams or just make your own up, by awarding a set number of point to differing attributes. Your player's salary is decided by how good he is. All of this can be saved on the memory card for future use.

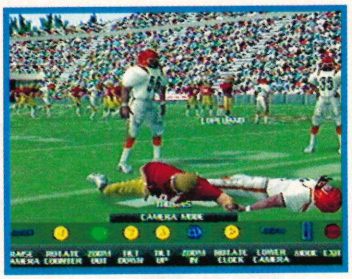
NFL Quarterback Club '98 plays very much like every other American Football game you've played, complete with a

There are many different ways that players can be injured, depending on how hard and where they are tackled or fall



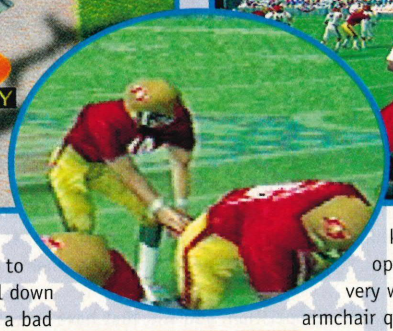






▲ Number 56 looks on as his team-mate lies injured on the field





comprehensive list of selectable plays to choose from in pull down menus. This is not a bad thing, because this is easily the best way to play the game in a tactics driven kind of way.

This is a real statistician's game too because it features almost every fact and figure you could possibly dream of. Apart from the extensive quarterback histories, there are career records for all the players in the league. There is also an option to play 'historic' games, where you can take control of say, the Kansas City Chiefs in the first ever Superbowl and come back from behind and beat the Packers and change the course of history! There are fifty of these games to play and there is also an option to customise this so you could set up any scenario your heart desires.

The icing on the cake here, is what is quite possibly the most comprehensive replay function ever seen in a video game. This is the perfect way to view the game's hi-res graphics and you can choose from countless camera positions and even customise them, so you can watch the action from any angle. We know that this new option will go down very well with all of you armchair quarterbacks.

NFL Quarterback Club '98 is going to appeal to more than just the die-hard fans of American Football, as it is easy to pick up and once you have the bug you'll be able to dive into the amazing immersive world of NFL, and experience the feeling of taking your own custom made team through to the Superbowl.

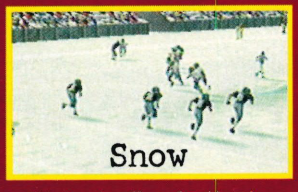
Overall, *NFL Quarterback Club '98* undoubtedly offers its players the most realistic American Football experience yet seen in a video game, thanks to its stunning hi-res graphics and amazing animation. Now add to this the veritable avalanche of options and customisable features and you're left feeling that this game could be something special.

NFL Quarterback Club '98 will be out in the US in time for Christmas and will be released in the UK sometime in the New Year, just in time for the Superbowl XXXII. We expect it to be met with a more than welcome reception from all football fans both here and across the Atlantic. Keep a look out for our full review soon.

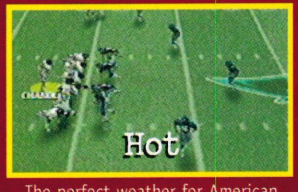
Weather or not?



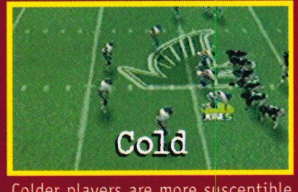
In the rain the players are more likely to fumble the ball or slip over



This has the effect of making the ground unstable, so grip is a problem



The perfect weather for American Football, but your players become tired more quickly



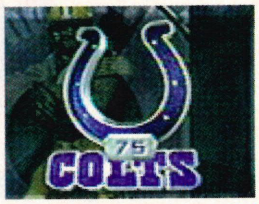
Colder players are more susceptible to injuries

NFL Quarterback Club '98 **features selectable weather and this can seriously affect the game. You can have Rain, Hot, Cold, Fair, Snow or Windy**

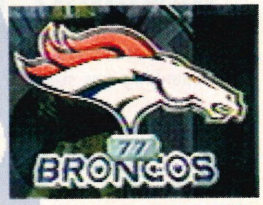


The old teams were the best...

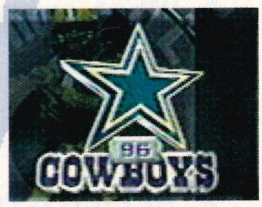
NFL Quarterback Club '98 gives you the option of playing with almost any significant team in the history of the NFL. Almost any team to have reached the Superbowl is here, along with the Conference teams and a few of the developers' favourites.



INDIANAPOLIS COLTS 75



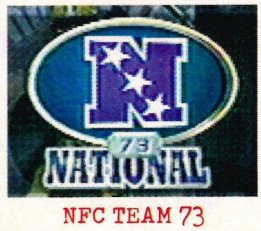
DENVER BRONCOS 77



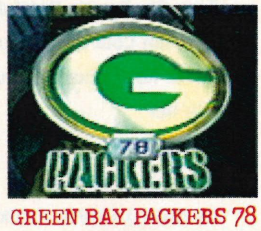
DALLAS COWBOYS 96



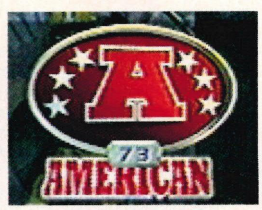
MINNESOTA VIKINGS 78



NFC TEAM 73



GREEN BAY PACKERS 78



AFC TEAM 73

No smoke without Fire!

Fancy the chance to win a complete set of Fire International goodies? Then waste no time in entering this top competition!

Those kind people at Fire International, who make the Blaze range of accessories, have offered a complete set of their add-ons plus their brand spanking new steering wheel to the lucky winner of this competition. Better still is that four runners up will receive a complete set of Fire add-ons, minus the steering wheel.

To be in with a chance of winning this cool competition, you will first have to enter. To do this all you need to do is answer the following questions and send in your entry to the address given below, to get here by the 5th December 1997.

1. What range of accessories do Fire International make?

A. Blaze B. Inferno
C. Sparks D. Flames



2. In which type of game would you use a steering wheel?

A. Strategy B. Puzzle
C. Platform D. Driving



3. Name the missing element Earth, Water, Air and...?

A. Blood B. Chocolate
C. Sandwiches D. Fire

Send in your entries on a postcard or sealed down envelope to:

'You're Fired'
Total 64, Rapide Publishing,
1 Roman Court, 48 New North Road, Exeter, Devon EX4 4EP

Alternatively, you can email your entries to:
total64@rapide.co.uk

Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final, he will not change his mind even if you send him huge amounts of chocolate and promise to subscribe – although it's always worth a try! Winners' names will appear in a future issue of Total 64 – along with all of the usual top news and reviews.



TOTAL 64- The Truth

All of us here at TOTAL 64 have experienced the horror of buying a duff game in the past, after being led on by a dishonest review. So we take extra special care to give our honest opinion — hopefully helping you to make a decision that you won't regret later.

When a game arrives here at the TOTAL 64 office you can expect to hear a lot of bickering once we've all played the game. This is due to us all having varied opinions: it goes without saying that everybody has different tastes, and we're no different. The scores of each game are based on all of our opinions as a whole, this means a game rated over 90% will have to have been voted a hit by all of us.

91-100%

These are the cream of the crop – any N64 owner that doesn't own at least one of these hasn't yet realised the power of their own console! So if you've yet to experience the likes of *Mario 64*, *ISS Soccer 64*, *Goldeneye* or *Mario Kart 64*... Sort it out!

81-90%

Now we're getting somewhere! These games are the reason you first 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 games won't have scored higher will be because there's another similar game that we prefer, or because the title just lacks that special something that separates an extremely good game from the titles 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 actually 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 do 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%

We hadn't expected a game to come into this category so soon, but sadly *Dynamite Soccer* has reached this low. Previous low scoring games, such as *St. Andrews Golf* and *Cruis'n USA*, haven't even reached this level, which goes to show how poor a game must be to reach such depths. Should be avoided at all costs.

0-20%

If a game this bad is ever released then stern 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

This month sees a few big changes to the chart, what with the release of a top racing game, *Extreme G*, and a decent fighter, in the form of *Mace*. Nevertheless *Goldeneye* still remains a firm favourite and it looks like it's gonna take a lot of beating.

Straight in at number one this month is...



Chris 'Hit's of the 80s' Marke

(2) 1. ISS Soccer 64
(1) 2. Goldeneye
(N) 3. Extreme G
(N) 4. Mace: The Dark Age
(R) 5. Mario Kart
Kajagoogoo: Dynamite Soccer



Justin 'Chicken Fried' Calvert

(-) 1. Goldeneye
(N) 2. Extreme G
(-) 3. ISS Soccer 64
(N) 4. Mace: The Dark Age
(N) 5. Top Gear Rally
Soy Sauce: Dynamite Soccer



Nick 'I just do eyes' Jones

(-) 1. Goldeneye
(N) 2. Extreme G
(4) 3. ISS Soccer 64
(N) 4. Mace: The Dark Age
(2) 5. Tetrisphere
Replicant: Dynamite Soccer



Ali 'Poor Boy' Felton

(-) 1. Goldeneye
(N) 2. Extreme G
(N) 3. Mace: The Dark Age
(N) 4. Top Gear Rally
(4) 5. ISS Soccer 64
Sprouts: Dynamite Soccer



Ant 'So you Know Gung Fu, huh?' Grace

(-) 1. Goldeneye
(N) 2. Mace: The Dark Age
(N) 3. Extreme G
(2) 4. ISS Soccer 64
(3) 5. Ganbare Goemon
Snake Fist: Dynamite Soccer

NEW!

The new TOTAL 64 award will be given to those games that have surpassed our expectations. These select few games will have to amass a score of 95% or better to achieve such an accolade.









Extre

Extreme G is about to take you to the Future at mind blowing speeds. Do you think you can handle it?



Welcome to the future, where the latest sport is a death defying race across Earth on a new type of machine. A machine which can only be described as a kind of anti gravity motorbike, a machine which can travel at incredible speeds. The tracks that are ridden on by these amazing bikes were purpose-built on Earth, when its inhabitants had to find a new dwelling place to escape from the high levels of pollution they had created.

Now the Earthlings have a new home somewhere deep in space and return to their old planet for one reason only: their passion for this, the most popular sport in the universe – and the most dangerous. Each race takes an enormous amount of courage to even consider entering, given the complex system of twists and turns built into every track. So much for the story, how does the game actually look?

Extreme speed

As soon as you take a look at all the screenshots, the first impression that springs to mind is the likeness between this and the *Wipeout* series. You wouldn't be wrong in making this assumption, as it does look very similar – but then that's certainly not a bad thing. *Wipeout* is widely regarded as one of the best racing games available on the PlayStation: to be compared with the best is an honour.







me G





Plus, even though at first glance *Extreme G* does look like a blatant copy (and if the truth be known, it probably has modelled itself on this game) this is unimportant. The fact is, that before *Wipeout* came *F-Zero* – and before that some other similar title. The point is that it is very unusual to find a game concept that's totally original, so stealing ideas from previous games is bound to happen. What's more important is that the new game should improve upon the original's ideas and doesn't just cash in on a successful formula.

The initial things that blew everybody away when *Wipeout* was first released were the awesome new graphics and the cleverly designed tracks, which at the time were unlike anything ever seen.



▲ As your bike collides with the barrier, your shield glows green



▲ Most of the tracks are dramatic affairs which keep you on the edge of your seat

Then along came *Wipeout 2097*, which surpassed the original and is still the benchmark title by which all other such futuristic racers are judged. Until now nothing has really given *Wipeout* much competition – but times are about to change, as *Extreme G* looks set to give the reigning champion a high-speed run for its money.

Graphically, *Extreme G* exceeds the brilliance of *Wipeout*: the whole thing seems to look a lot cleaner and crisper and there are some excellent touches to some of the tracks, especially some of the loop the loop sections. Each track features many multiple routes, some of which are quicker routes, while others are just an alternative way to complete the course and try and avoid the other vehicles.

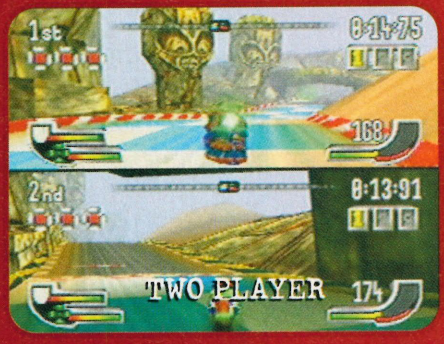
An interesting point of comparison is the two titles' use of music and

1... 2... 3... 4!

Up to four players can play *Extreme G* at any one time. Let us explain...



The whole screen is visible



The screen is split in half

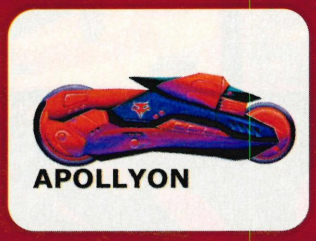


Player one has half the screen, whilst the remaining players only have a quarter

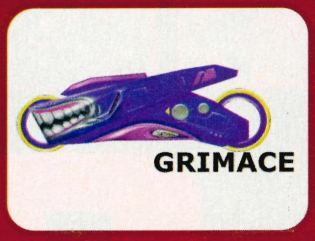


The screen is split into four equal quarters

I love my motorbike!



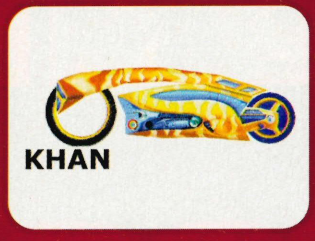
An all round average bike, which is good to use on any road condition. It has a good weapon too, so not too many riders will pass you



It may look like a shark but it doesn't have much of a bite with the puny Pulse Cannon. A good top speed makes up for this



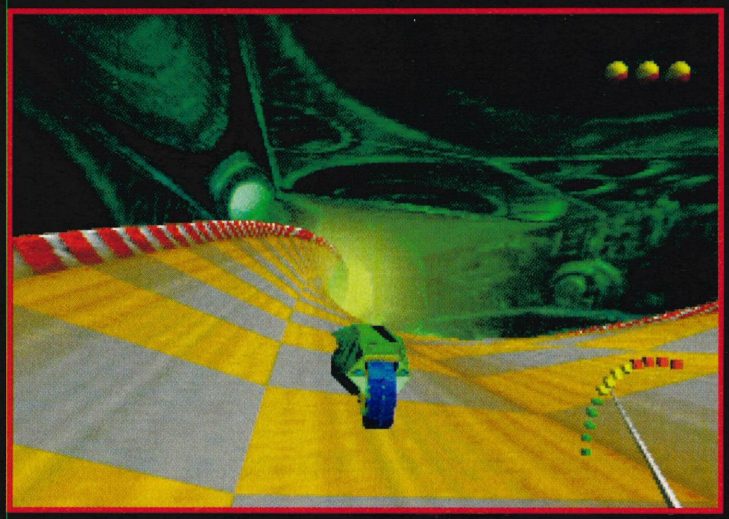
This is the devil of the tracks, with an excellent top speed and weapons power. The trouble is that the shielding is very weak



This is the best bike for beginners with the best acceleration and handling capabilities. Not much in the way of a weapon, though

Nick's comment

Ah, a breath of fresh air has wafted into the office and blown away the cobwebs of all those stale diving games and that 'air' is *Extreme G*. I have always been a fan of *Wipeout* on the PlayStation, so you can imagine my delight when I heard that we were getting our own futuristic racer on the N64. Just imagine how fast this game could be, using 64 bits instead of that grey box's 32 – it could be very fast indeed – and *Extreme G* delivers. And then some. There's no blinking allowed when you play this game – if you do then you are likely to miss a corner approaching at super fast speed. Use a turbo and the game gets impossibly fast – it gives you a real adrenaline buzz. There's loads more to this game than *Wipeout* as well, considering there's four player modes a-plenty, plus Time Trials and a Championship to compete in. Now throw in the fact that are loads of tracks, each of them like some kind of demented roller coaster with loop the loops, corkscrews and jumps which give you a real white knuckle ride and you have, without doubt, the best racer on the N64 to date.



▲ Extreme G is a fast and furious rollercoaster of a racer. It features some of the most bizarre tracks ever seen in a racing game. The corkscrew here is a good example



▲ Four player split screen action



▲ The weapons appear as giant holographic symbols in the road

sound effects. Anyone who has played either of the *Wipeout* games, will be aware that the games contained tunes from artists such as Leftfield, Chemical Brothers, Photek and Prodigy. This style of music tied in with the games' sharp, futuristic appearance and the popularity of these cutting edge artists added to the games' success. Although *Extreme G* hasn't used any known artists to create its music, it does include a selection of upbeat techno tracks that do fit in very well with the action. Okay, so it might not be up to the high standard of the *Wipeout* games' soundtracks but then again, *Extreme G*'s music is still far better than most heard on the N64 – and the sound effects aren't half bad either, with futuristic sounding bike noises and some monster explosions.

Extreme G is a just the sort of game we've been waiting for, a fast and furious racing game that captures the thrill of speed perfectly

G Force

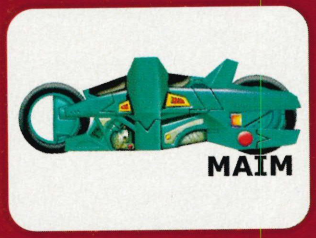
All of the excellent race tracks featured in *Extreme G* give an incredible feeling of speed, especially some of the more claustrophobic tunnel sections. In the one player mode the game runs at a terrific pace, even faster than *Wipeout* – and that was no slowcoach. A reward for completing the game on one of the easier levels is a bonus password that changes the player's viewpoint and gives the impression that *Extreme G* is running even faster – it's so fast that it looks



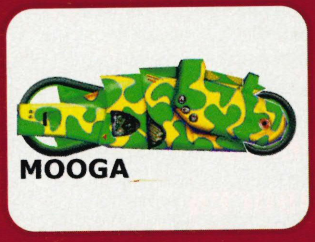




Extreme G features some futuristic looking bikes. There are too many to show at once but here are a few examples to get you all excited! They are rated on three different categories – speed, acceleration, shields, weapons and handling. There's bound to be a bike for you!



Very good acceleration is let down by a poor top speed but with the Excel Cannon as its main weapon, you'd have to be crazy to overtake!



Its poor handling is almost made up for with a good top speed. With powerful shields and the Excel Cannon this bike is well equipped to defend itself



This is an incredibly fast bike with poor acceleration so it is best used by experts. Its major downfall is the weak Pulse Cannon



Superfast and great handling but the lack of a heavy weapon means that the driver of this bike is less protected against the big boys

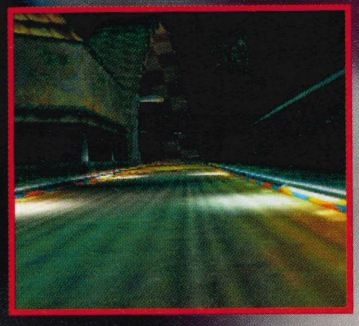




▲ Hang onto your helmets for the ride of your life! Jump across giant chasms that even Evil Kenevel would be afrair of!



▲ The weapons fly down and attach themselves to your bike





▲ Dramatic lighting effects abound to give the game a futuristic feel to it

just like the Millennium Falcon when it's going into hyperspace. It's really hard to believe that this type of speed is possible on a home machine, but it seems that the programmers had a few tricks hiding up their sleeves and they've managed it with apparent ease.

The tracks don't seem to spare any detail either: some have bones strewn at the side of the track, while others have what appear to be stone gargoyles looking down on the action. In total there are twelve different tracks, plus there's the possibility of some secret ones making an appearance when the game has been completed on the hardest difficulty setting.

You are unable to race on all twelve tracks from the beginning though: you will first have to earn the right to be allowed on selected circuits. This is a good idea, in the sense that you won't see all the tracks in one sitting, which should help prolong *Extreme G*'s life and provide added incentive.

The 12 tracks can be raced on by a choice of eight vehicles, each one with slightly different performance statistics – these range from speed or weapon power to shield or acceleration. Your selection of which vehicle is best for you will depend on how you decide to race each track. Obviously, the more tactical player who wants to get in and blow up his opponents will go for a top weapon option, whilst a player who stands more chance avoiding weapons, will go for the maximum speed setting.

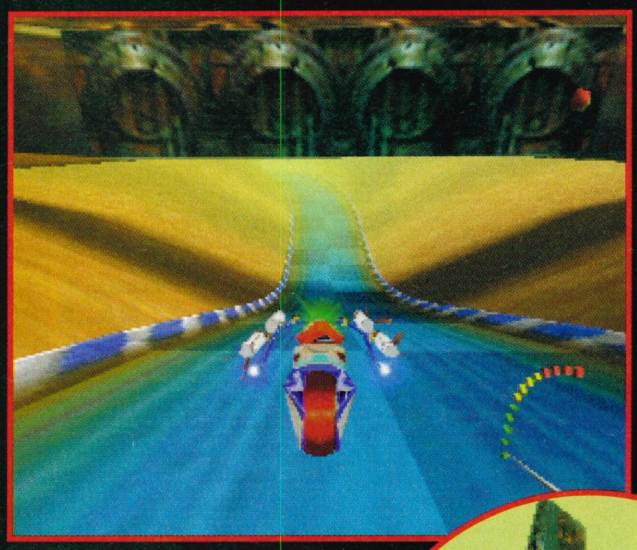
In the one player mode the aim of the game is to come first in the overall league. This doesn't necessarily mean that you have to come first in every race, but you will need to gain a few first places if you're to stand a chance of winning the league. There are three different leagues, Atomic, Critical Mass and Meltdown, and each one can be

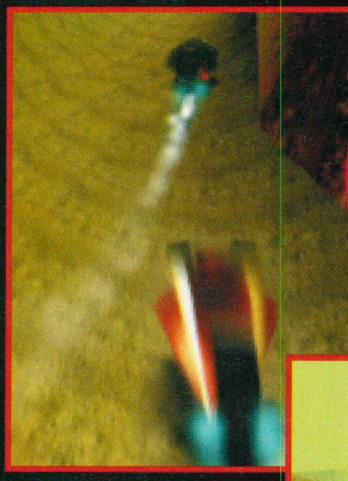
Shake, Rattle and Roll!

Like most of the other driving games around at the moment, *Extreme G* is compatible with the Rumble Pak. This is especially effective when a missile has just hit you from behind – it certainly gives you a surprise.

The use of the Rumble Pak in *Extreme G* is very good overall and is another reason why it ranks better than *Wipeout*.









played on a choice of three difficulty settings. As well as the championship the other one player modes included in Extreme G are the Time Trial, Single Race and Shoot-'em-up modes. Giving this choice of different game variations ensures that there is plenty of action for one player – and all this before we've even touched on the multiplayer game.

Extreme Measures

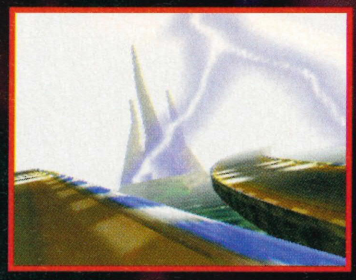
Given the amazing detail of the graphics, a four player version of *Extreme G* would seem unlikely, due to the incredible slowdown that most four player racing games usually seem to suffer from. Nevertheless, the programmers have managed to create a multiplayer game that actually suffers from very little slowdown and runs at a very respectable speed. There is just one minor problem with Extreme G's four player game and that's the size of the screen: the screen is split into quarters as normal, but due to the game being so fast and the graphics so highly detailed, it can be very difficult to see exactly what's happening when you first start to play.

This minor problem is soon overcome though, as once you've raced around a few circuits you'll become accustomed to the incredible speed, and from then on it's a dream to play. If three players are playing, player one will take the full top half of the screen, whilst the other two players will be left with the remaining two quarters at the bottom. In a head-to-head race with just two competitors the screen will be split up equally – half and half.

Throughout both the one player and multiplayer games, *Extreme G* has a vast array of weapons at its players' disposal. *Wipeout* featured many similar weapons, and it's obvious that this idea also came from *Wipeout* – but after all, what's a futuristic racing game without a few weapons thrown in for good measure? The inclusion of these weapons adds to the difficulty rating of each race – one moment you can be miles ahead of the pack, then within a few seconds you can end up fourth or fifth, due to some joker behind firing a huge great weapon directly at your bike!

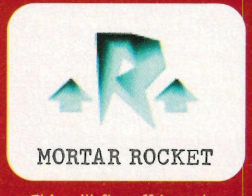






▲ Supor fast graphics are the norm in Extreme G. Hit the boost button and hang on to your joypad for dear life!

By any means necessary...



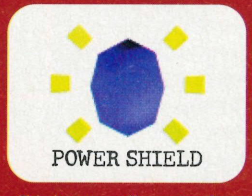
MORTAR ROCKET

This will fire off into the distance and rain small rockets down on anyone who happens to be in the area



REAR FIRING ROCKET

Use this powerful rockets to get rid of those annoying bikers who are trying to overtake you



POWER SHIELD

This has two effects: it offers you extra protection and if anyone comes too close it makes them veer off into the barriers



TRACTOR BEAM

As the name would suggest, this weapon will lock onto the nearest bike and pull it towards you



WALLY WARP

A two part weapon: drop the exit warp, then the entrance warp, to send an opponent miles back to the first warp. Very devious



MORNING STAR

Wake someone up with this powerful mine! Drops down beneath your bike for an unsuspecting driver to detonate



LASER LIMPET MINE

Fire this and it will attach itself to the nearest wall, then explode when the next racer comes past it, causing huge damage



PROXIMITY MINE

More mines to go on the track. This time a cluster of bombs that will roll backwards detonating when someone comes close



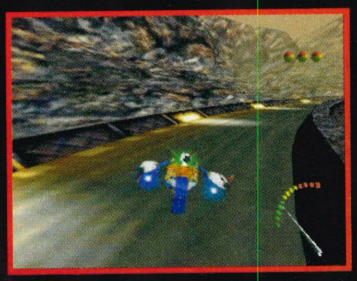
ION SIDE CANNONS

Best in a crowd, these powerful single fire cannons devastate the opposition. With these up your sleeve, no one will pass you



INVISIBILITY

As you would expect, this power up makes your craft invisible. You can still be hit but it lets you sneak up on opponents







Some weapons actually fire behind your vehicle, which means that if you're up in front you can increase your lead dramatically by firing a sneaky missile backwards, to hit the vehicle in second position. There's also a neat weapon that streams electricity from either side of the bike, making any would-be overtakers think twice before passing!

Each weapon, once fired, triggers off some impressive explosions and you can almost feel the impact when one hits you – if you have a Rumble Pak then you actually can experience it, as *Extreme G* is fully compatible with this clever little device.

In the one player mode, once you've raced your way past all the easier levels, the weapons play a big part in the game, and the computer controlled vehicles begin to have brilliant aim. If you're up ahead of the pack you can still see when a weapon is being aimed at you – if a small triangle appears on the screen, you'd better dodge out of the way fast or suffer the consequences.



Meltdown

Extreme G is a just the sort of game all N64 owners have been waiting for – a fast and furious future racing game that captures the thrill of speed perfectly. In fact this is the fastest game that any of us have ever witnessed – surpassing even *Wipeout* in the speed stakes. Okay, obviously it's easy to be impressed by how fast it runs, but this isn't the only reason why we like *Extreme G*.

Taken as a whole *Extreme G* is a very challenging racing game, with enough tracks to keep any racing fan interested. The one player mode gets increasingly challenging, with rewards gained for each league completed – which makes the challenge worthwhile – whilst the multiplayer mode just adds to the overall quality of this title, something it already oozes with the single player mode alone.

Extreme G sets a high standard for all futuristic racing games on the N64: Nintendo's own *F Zero* is in for a tough fight with this as its competition. This is exactly what we need on the N64 – a superb racing game of our own and one that should get PlayStation owners more than a little worried. 64







Verdict

Name:	Extreme G
Publisher:	Acclaim
Developer:	Probe
Players:	One - Four
Released:	November
Game Type:	Futuristic Racer
Version:	US

graphics 94
Some truly stunning tracks, brilliantly designed

sound 93
Catchy techno tunes and great sound effects

playability 93
Loads of tracks, not forgetting the multiplayer mode

overall 94

To help (and hinder) you on your quest for total biking domination, there are power ups placed in strategic places all over the track. To pick up the weapon, all you have to do is drive right through the icon – just like *Mario Kart*! Your bike handling will be affected, depending on which weapon you pick up. For example, collecting a heavy weapon will slow you down. Here are the power ups in all their glory...



Anyone whose shield has taken a pounding will be very grateful for one of these. Recharges back up to full power



Firing this at an enemy racer will cause their steering to falter and their weapon to misfire, giving you a chance to catch them up



Firing this will cause the screen behind to become filled with a blinding light. If you can't see, then you can't drive straight



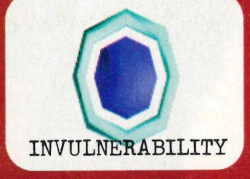
A front firing weapon which can cause a lot of damage if it makes contact. Best used at close quarters



Similar to the Mortar Rocket but with a more localised range. These will rain down on anyone close who is bothering you



This is basically a speed boost – handy for putting distance between you and your pesky opponents



For a limited time you will enjoy the benefits of invulnerability – nothing can hurt you now!



These lock onto your nearest opponent and will not stop hunting them down until they make contact

Mace: The

It is a time of swords and sorcery, it is a time of death and disease, it is a time of darkness. Ten of the world's most skilled fighters go on a quest for the ultimate weapon. Welcome to the world of *Mace: the Dark Age*.



▲ Double Blow action in the Ninja's Dojo



▲ Koyasha demonstrates her gymnastic abilities

With the battle of the 'next generation' consoles in full effect, the Nintendo 64 finds itself lagging in one crucial department – we've yet to see a decent beat-em-'up on it. Nintendo are traditionally known for having the best beat-'em-ups – look at the *Street Fighter* games on the SNES – and it has been something of a disappointment to have to put up with lacklustre fare, such as *Mortal Kombat Trilogy* and *Killer Instinct Gold*. Even the much lauded *Dark Rift* was nothing special, heavily borrowing elements from *Tekken* and *Soul Blade* – and not doing either of those illustrious innovators justice.

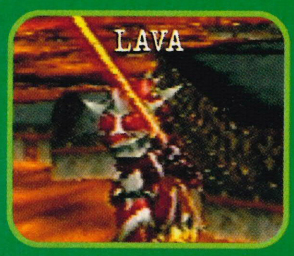
So with the market wide open, here come Midway with their conversion of Atari's arcade hit – *Mace: the Dark Age*. The game is set in the year 1300, when a terrible shroud of darkness covers the land, and the evil Asmodeus rules Europe with the help of the Covenant of Seven. But just as Asmodeus is about to invade the Far East, there is a rebellion and the Covenant send their greatest fighters to capture the Mace of Tanis – the source of Asmodeus' power. At the same time, fighters seeking their revenge against Asmodeus and his evil ways and defenders from the Far East join in to battle against the evil warlord. One thing unites them – a desire to possess the Mace! Yes, yes, all of that is fine but we don't buy beat-em-'ups for their amazing



▲ Mordos Kull is slow, weak and gets beaten all the time. Don't be Mordos Kull



Oh no! The elec



As you might expect, this stuff can be hazardous to your health. That molten rock is bound to ruin your nice suede shoes



Not very exciting, but makes a nice splashing sound when you are in it. If you get knocked under then you'll see bubbles and you'll lose a bit of energy

Dark Age





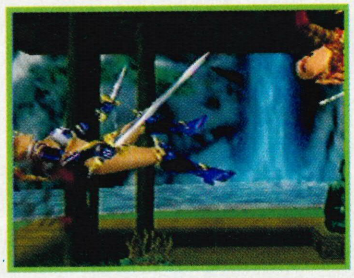
▲ **The two female fighters square up to each other. 'I saw that dress first!'**



in-depth storyline and incredible 'hidden' meaning, we buy them because we all love fighting!

Right from the start you can tell that *Mace* has come from the creators of *Mortal Kombat*. Although the control of the fighters differs significantly, the game has a similar attitude. There is the huge booming voice which makes a comment in-fight if you manage to pull off a decent combo. Samples like, 'satisfactory' and 'grizzly' would not be out of place in a *Mortal Kombat* game. There is also a dark and brooding rock soundtrack for the front end, which later changes to a more appropriately ambient, 14th century style twinkling of bells and banging of gongs. Additionally, a few of the moves are the same as those in *MK* – the roundhouse leg sweep is a prime example – and the fighters can all perform fatality moves but this is where the similarities end. *Mace* is a far superior game to *MK*.

Unlike the 'flat fighting plain' that you find in a game like Tekken, the action in Mace takes place in a fully interactive three dimensional environment





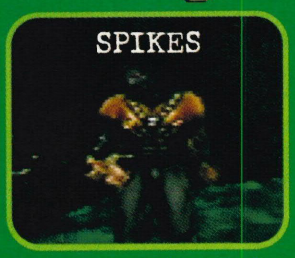
▲ ***Mace*** **is full of spectacular looking moves and effects, with amazing lighting and realistic looking shadows**



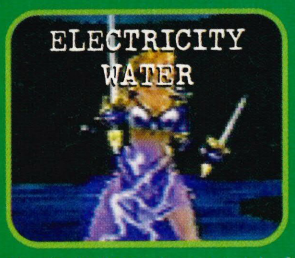


tricity water!

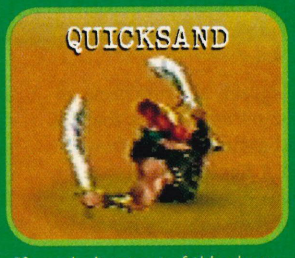
The majority of the battle arenas have a boundary which consists of some sort of liquid barrier that will drain your energy



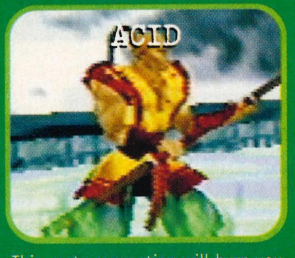
A strange green mist lies on the floor of the Executioner's dungeon. If you step on this then spikes will rise from the floor and stab you in the toes



Not the 'real' name by any stretch of Ali's special imagination, but if you fall in here then you'll be in for a shock. Ha, ha, ha, ha...



If you don't get out of this gloopy muck quickly, you'll be sucked down into the ground and never be seen again. Sticky



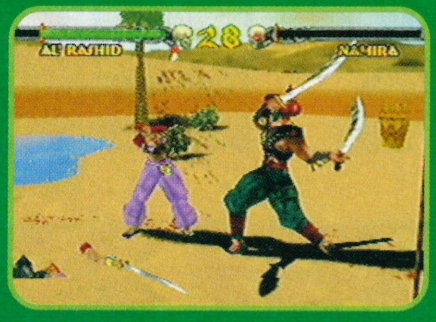
This nasty concoction will burn you like a really nasty burning thing. Also, if you stay in it for too long, you'll start to dance

Execute him!

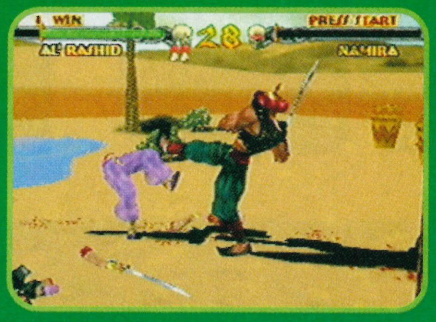
In the great tradition of *Mortal Kombat*, *Mace* features some of the most brutal fatalities ever seen in a video game. Here are just few of the ones you can expect:



Al' Rashid chops off her arms...



...then her head and torso, and finally...



...he kicks over her legs. Nice.



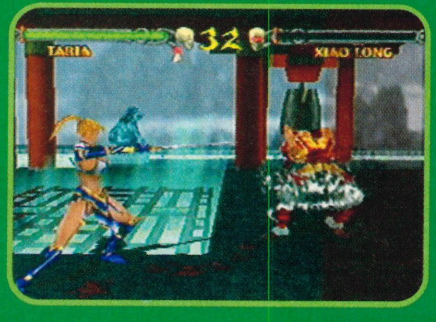
She starts by giving her victim a kiss...



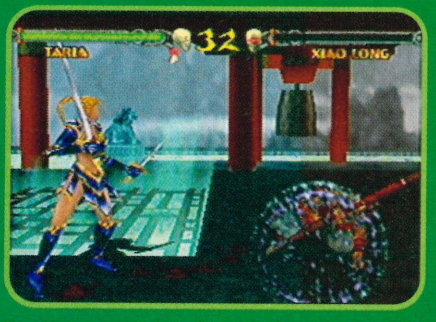
...which shrinks them really small.



Namira finally bottles them up for eternity



The evil witch casts her spell over him...



...and the transformation begins...



...he's a chicken!



The Chinese monk winds up...



...and plunges his hand into her chest...



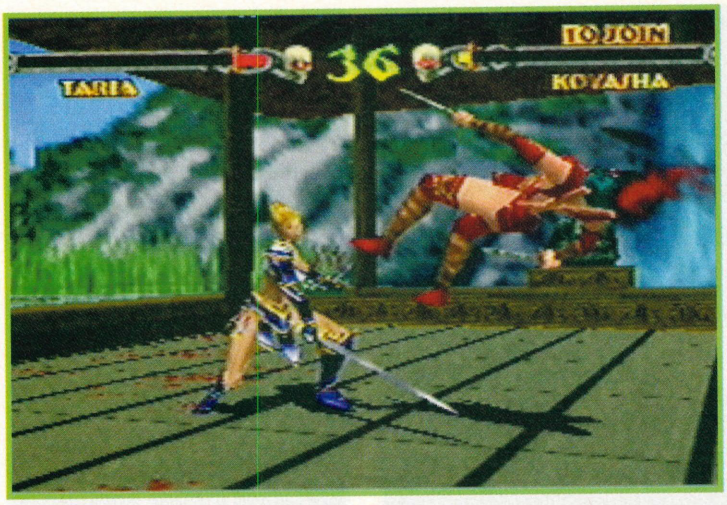
...to rip out her still beating heart. Gross



▲ Namira shoots across the room to slice Xiao Long

Mace is arguably the first game on any of the 32-bit consoles, or the N64, to realise a fighting game in true 3D. Unlike the 'flat fighting plain' that you find in a game like *Tekken*, the action in *Mace* takes place in a fully interactive, totally three dimensional environment. Although you are not given complete freedom of movement, you can do more than just walk around. By sidestepping and jumping around you can pretty much reach every part of the environment and, this is the clever part, the environment can radically alter your fighting tactics. The arenas are all multi-levelled, which means that there is high and low ground to contend with and you will find that some of the high moves will simply go over the head of someone who's standing below you.

The variety is enormous too, with the scenery taking the form of castle courtyards (including primitive siege weapons which can be fought on or hidden behind) a Turkish harem with shimmering pools and fountains and the Executioner's dark dungeon – jammed with torturing devices. The torturing equipment is not just for show, on no. If you stray too close then you'll be



▲ *Mace* has more than its fair share of gore. Look at Koyasha's head – that's gotta hurt

cut to shreds on one of the big rotating blades. Nasty. Obviously this can become part of your tactics, as when you become familiar with the level, you can try to manoeuvre your opponent into one of these traps.

Most of *Mace*'s levels contain some sort of hazard, usually in the form of a 'liquid' barrier. There are levels which contain lava, quicksand and even some kind of strange 'electricity water', all of which can seriously damage your health if you stay in them too long. There is also plain, ordinary water and this can be fun to fight in, splashing around as you fight, but if you fall down, little bubbles come up to the surface as you choke and gasp and lose a bit of energy. Also, there are objects placed all over the levels which can be picked up and hurled at your opponent. Almost every time you begin a fight you will start in a different place in that arena. This helps to give the impression that there are more arenas than there actually are – not that twelve is a small number by any means.

This three-dimensional nature of the environment means that the fights can become quite tactical

This three-dimensional nature of the environment in *Mace* means that the fights can become quite tactical, with players sneakily trying to manoeuvre one another around to gain an advantage – by knocking them into the lava for example. You can also use pillars and so on as cover and quickly duck behind one of these to avoid an opponent's attack. This feature obviously gives the game great depth in gameplay terms.

The arenas are beautifully drawn, utilising some excellent effects such as the transparent water. The camera pans fluidly around the bout, giving you the best possible view of the action – when you move behind pillars, for example, the obscuring object will become transparent so that you still don't lose sight of your character. This is a nice touch but one which doesn't always come off – you will sometimes get the camera 'trapped'



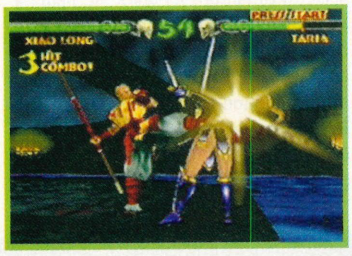
▲ The ubiquitous replay after the fight



▲ Mordros Kull fights outside a castle



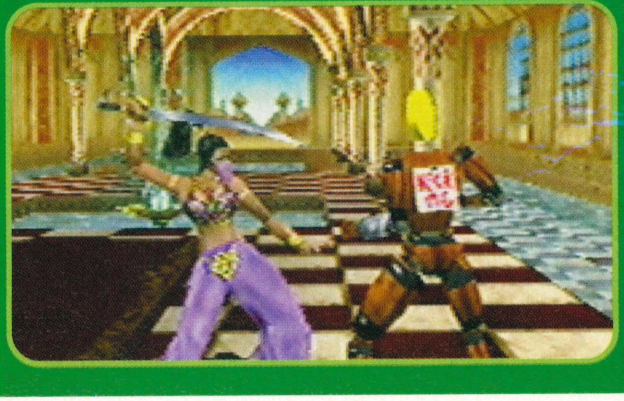
▲ Buddha looks on as the fighters clash





Spank the Spanky!





Meet Spanky the wooden practice doll. He might well look like he's having fun, but what he doesn't realise is that someone has played a cruel joke on him: they've pinned a 'kick me' sign on his back! We feel quite sorry for Spanky, if only there was a cheat that let him get his own back...





Ali's comment

At last a beat-'em-up arrives that is worthy of comparisons with *Tekken* and *Soul Blade*. *Mace* includes some excellent weapon bearing characters that have been superbly designed – each one playing differently from the last. In total there are fourteen characters, including some rather bizarre secret ones – the chicken springs to mind for sheer comedy value. It can be a bit frustrating at first, as the combat system may be a little different than you are used to: it is initially very hard to pull off anything that resembles a combo. Give it an hour or so and you'll be reeling off five and six hit combos with no problem at all.

A mention must go to the gruesome executions that take place in the form of special moves at the end of each battle – stomach churning to say the least. Obviously this idea has been taken from the *Mortal Kombat* series, although *Mace* has really gone over the top with the blood. Overall, *Mace* is a superb beat-'em-up that should keep any fighting game fan more than happy, although it is still a long way of from the excellence of *Tekken*.

Cheatzzz!



BIG NOGGIN MODE

The traditional big head mode is here in all its glory



MICRO MODE

Play as teeny tiny little characters



PLAY AS POJO

Yes, you too can play as a chicken. Egg attack!



▲ Xiao Long pulls off the famous leg sweep move from *Mortal Kombat*



▲ The evil witch and Tibetan monk...

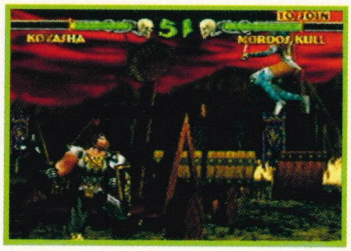


▲ ...show off their breakdance moves

behind a step, blocking your view for a while.

The fighters are extremely detailed and well designed, with the usual big, slow and strong played off with small, fast but weak characters. All of them are significantly different enough (although some of the basic combos are the same) to make each a challenge to master and almost all of them are instantly likable.

As you may well expect from the makers of *Mortal Kombat*, there is a





over the place – it even remains on the floor for the whole fight, so you can get a great pool of the stuff accumulating if





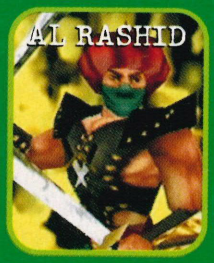
The style is reminiscent of all fighting games that have gone before, from Mortal Kombat to Soul Blade, but Mace manages to have an identity all of its own

significant amount of blood and gore involved, with almost all of the moves resulting in an ample spillage of the red stuff. The blood is more realistic than in *MK*, with it spurting out all

you perform some massive combo. It's worth mentioning at this point about the fatalities. Now I am not normally easily offended, but some of the death moves featured in this game are absolutely horrific. There are at least two that I can think of that had me squirming (not shown here) and one of those could be seen as being strongly misogynist (when performed on a female character). All I can say, is that the move involves a sword and where it is used. This is the sort of thing that adds wind to the sails of those people who say video games are bad for children.

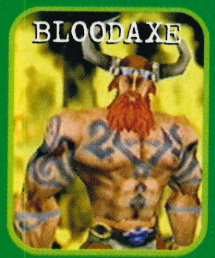
The control is very similar to *Soul Blade*, with buttons for quick hit, hard hit and kick and also a button to evade. At first you might think that the control method is jerky and the animation is disjointed, and to a certain extent it is. If you use unconnected moves on their own, they do not 'flow' into one another like they do on *Tekken* – instead the

Who are you, and where are



AL RASHID

Al Rashid is the son of Khalid, King of Assassins and has been trained in the arts of unseen death. His mission is to kill Asmodeus and become the King of Assassins himself



BLOODAXE

Bloodaxe is a Viking from the frozen wastes of the North. He is strong but slow and very little is known about his reasons for wanting to recover the Mace



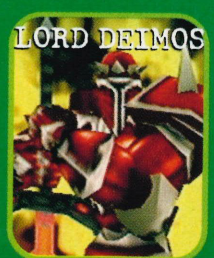
GRENDAL

Grendal is one of the secret characters and a sub-boss. He comes from the depths of the Earth and is a strange lava creature. A very powerful adversary



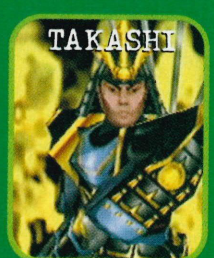
KOYASHA

The most deadly Ninja ever to walk the face of the planet. She has powers beyond any mortal being. The reasons behind her quest for the Mace are unknown



LORD DEIMOS

No man alive has ever seen Lord Deimos' face. He is a member of the Covenant of Seven and rules Bavaria with an iron grip. He seeks the Mace to rule over the World

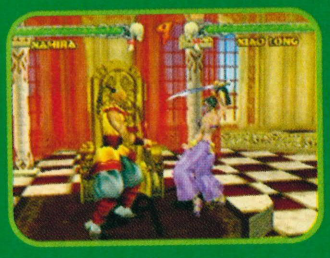


TAKASHI

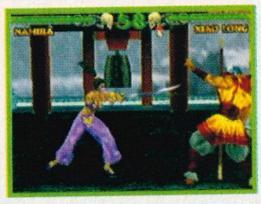
When Takashi's brother, Ichiro (a secret character) was put under the dark spell of Asmodeus, he vowed to restore his family's honour and avenge his brother's death

You can run, but you can't hide!





The arenas in *Mace* are all beautifully drawn in 3D, with none of that 'flat plain' nonsense you find in *Tekken*. You can pretty much reach anywhere from high ground to the watery bits. You will quite often start in a different place each time you play a level, so it seems like there are loads of locations. In some arenas you can even pick up objects and throw them at your opponent!



▲ Xiao evades Namira's blade



▲ It says 'fight', so fight!

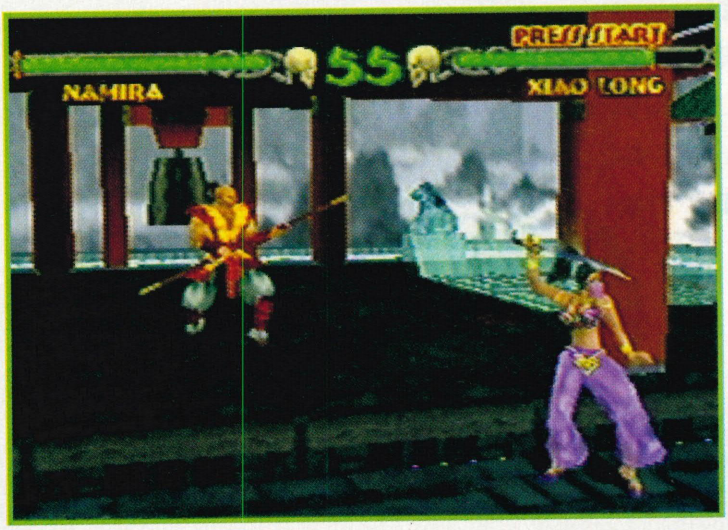


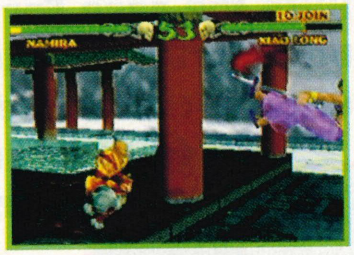
▲ 'I hate silk and satin!'

fighters move sharply from one to the next and this can be very frustrating. This is until you realise that this is a combo-orientated game. As soon as this happens, the fighting moves along very smoothly and it quickly becomes a very enjoyable game with fantastic moves.

Mace: The Dark Age is easily the best beat-'em-up on the N64, completely eclipsing the 2D fighters, *Dark Rift* and especially the other offering from Midway, *War Gods*. The style is reminiscent of all fighting games that have gone before, from *Mortal Kombat* to *Soul Blade*, but it seems to have an identity all of its own. While *Mace: The Dark Age* is heavily based on combos, this is not necessarily a bad thing: button bashers beware – you will need to practice at this to get good at this title!

What makes *Mace* stand head and shoulders above the competition is the new idea that it successfully brings to the beat-'em-up genre – the fully interactive 3D environments. This adds immeasurably to the depth and variety of fighting tactics involved and I hope that this is the direction that fighting games take in the future.





▲ 'I have no eyes, but I can still see'



▲ 'The Harem guards taught me well'

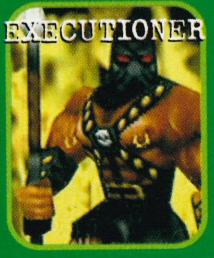


▲ 'I fart in your general direction'

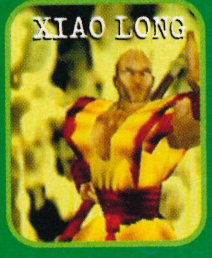
you from?



A high priestess of black magic power, Taria seeks the Mace to gain control of the ultimate power and lay claim to the throne of Iberia



This guy is one mean mutha. He lives to torture people and wants the Mace because he thinks that it would make a cool torturing device



The son of a leading warlord, Xiao Long's eyes were burnt out by his father and he was then dumped outside the walls of the city. Charming family

Verdict

Name:	Mace: The Dark Age
Publisher:	Midway
Developer:	In-house
Players:	One - Two
Released:	Out Now
Game Type:	Beat-'em-up
Version:	US

graphics 85
Animation can be jerky at times but generally gorgeous

sound 78
Dark rock complimented by oriental sounds

playability 89
Lacks *Tekken*'s depth but the environments add a great deal

overall 89








F1 Pole

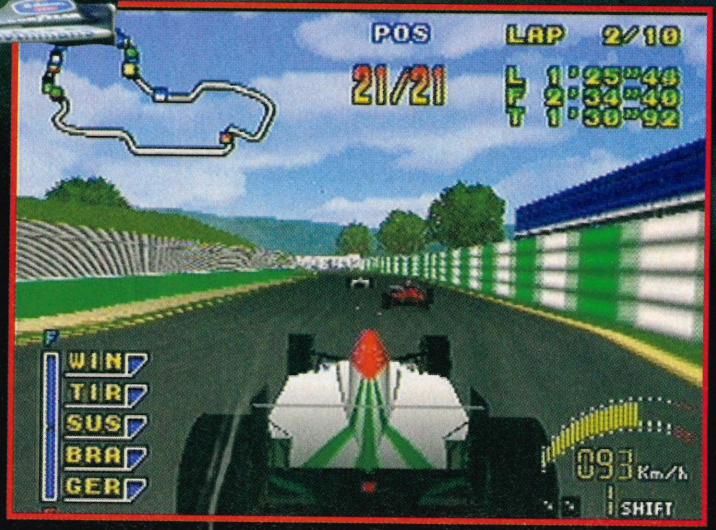
With the race for the title of 'best N64 racing game' hotting up, Ubi Soft's *Formula One Grand Prix* enters the arena, revving its engine, and is ready to take on all comers. But how will it fair against the rest of the competition?



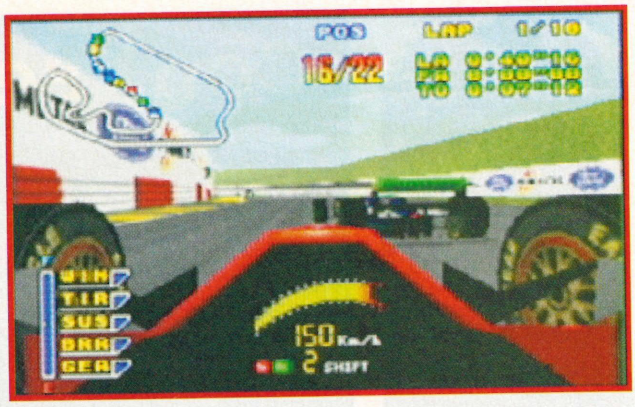
Ahh, the thrill of the Sunday afternoon Grand Prix. Twenty two of the most technically advanced cars in the world line up on the grid and await the off. The engines rev and the rubber burns until... the lights turn to green and it's go, go, GO! Travelling at speeds in excess of 200 mph, there is no room for error – one mistake and you're off the track and out of the race – or worse, you could never make it back for the next season.

To be a Formula 1 driver takes sheer dedication, it takes a healthy diet, long sessions in the gym and great driving skill – none of which the TOTAL 64 team have anything in common with. So the only way we can get to act out our own Formula 1 fantasies of fame, glory and spraying fizzy champagne around, is by playing this, the only official F1 game on the N64, *Formula 1 Grand Prix 64*.





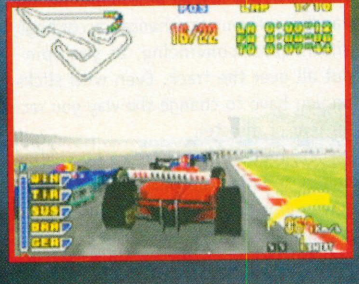


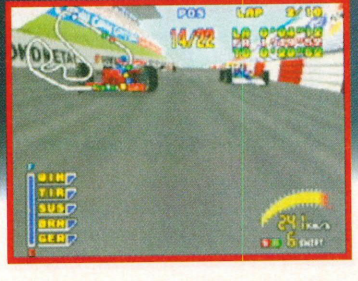


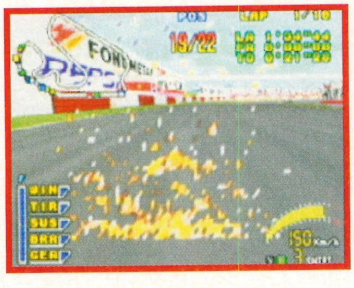
▲ "And the Ferrari is coming up to the corner now and, and, and, he takes the Minardi on the inside", "That's right, Murray"

Position









The Formula 1 license is very big business: witness the PlayStation sim of the same name, which until recently was the biggest selling title on that console, with more than 2 million copies sold worldwide. So would you expect a similar reaction to Ubi Soft's new N64 game? Well to be honest, I am not a great fan of Grand Prix racing – or for that matter, a great fan of racing games in general. To me driving round and round a track has such limited appeal that I'm likely to fall asleep at the wheel. So why are there so many racing games on the market at the moment? Well, it seems that I am in the minority and it is down to you, the consumer who seems to be prepared to spend millions every year on almost any game featuring a car driving round a track.

We reviewed *Human Grand Prix*, the Japanese incarnation of this game, back in issue three, giving it a score of 80% – which I though was a little generous for what seemed like a fairly average driving game that made little attempt to use the full potential of the N64. The speed of the game was a bit suspect and slowdown was most definitely in evidence when passing other cars. There was also some of the worse pop up I've ever seen in a driving game – something that the 64-bit power of the N64 is supposed to eradicate. Since then though, the game's



▲ "There's been a huge pile up at Spoon corner"



▲ "This camera angle takes you right down to the level of the tarmac", "That's right, Murray"

The game engine has been improved no end with a lot less slowdown and no pop-up

On the starting grid



DAMON HILL



DAVID COULTARD



DRIVER X
JAQUES VILLENEVE



EDDIE IRVINE



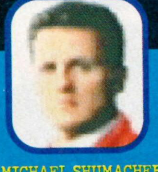
JEAN ALESI



JOHNNY HERBERT



MARTIN BRUNDLE



MICHAEL SHUMACHER

F1 Pole Position features all the drivers from the 96/97 season. However, with the roster option, you can edit the teams and their drivers. Here are just a few of our favourites...

Justin's comment

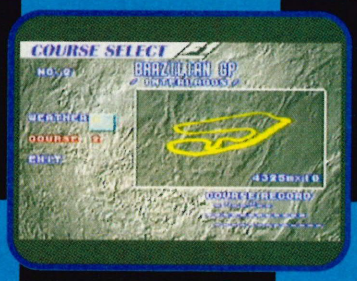
After finding *Human Grand Prix* quite entertaining a few months ago, I was expecting great things from what promised to be a new and improved version for release in the UK. Unfortunately the improvements that have been made are, although noticeable, few and far between, and not really in the areas such as playability and graphics that needed a little work. Maybe it's just me, but the addition of a few sound effects along with a reduction of 50% in the amount of sparks that fly whenever you change gear doesn't really make for an improved gaming experience. Sorry *F1*, but you'll be left sucking the exhaust fumes of games like *Top Gear Rally* and *Extreme G* in my opinion.

Courses

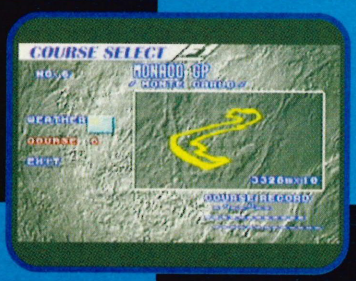
One of the good things about *F1 Pole Position* is that all of the courses are featured from the 96/97 season. There are seventeen in total, but here is a selection of just a few



HOCKENHEIM

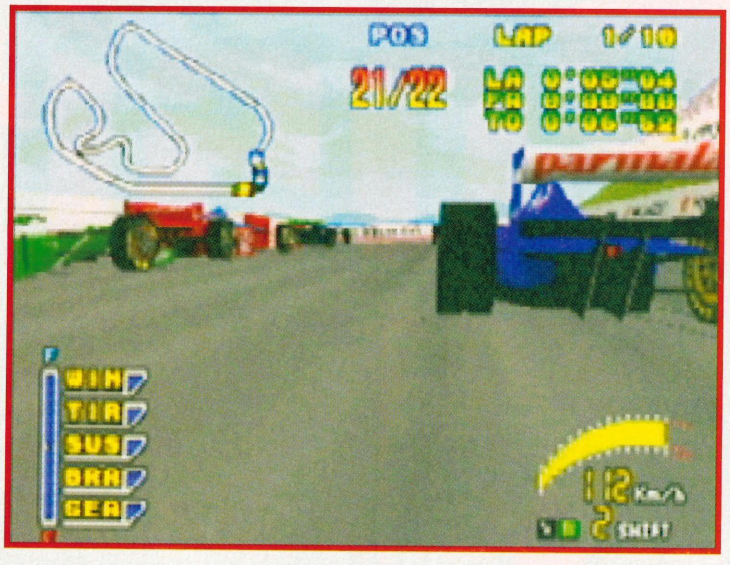


INTERLAGOS



MONACO

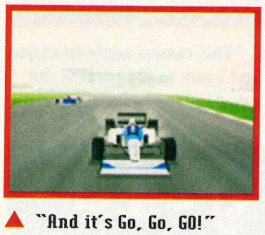




developers have made more than a few tweaks to it, sprucing *Human* up for the European market and eradicating those annoying faults.

When you start the game you will be almost swamped by the sheer number of options available to you. Not only are there the expected Grand Prix and Time Trial modes but there is also an option to 'battle' with any number of computer controlled opponents. The trouble is that there isn't a multiplayer option in sight, "It's a good job that I don't have any friends".

First the battle option, which allows you to customise every aspect of the game, number of laps, opponents, race location and so on. There's also an option to change the roster of drivers and this almost makes up for the fact that all the teams are over a year out of date – but you would have thought that they could have got this bit right.



▲ "And it's Go, Go, GO!"

Formula 1 seems to fall between two stools. It can't make up its mind whether it's an out and out simulation or an arcade racer

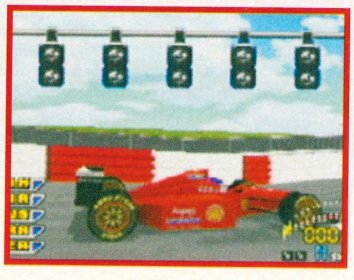


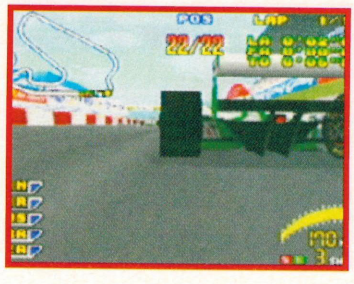
The first thing that I noticed was that the game engine has been improved no end, with a lot less slowdown, and the pop up, a feature which haunted the original, has been reduced sufficiently so that the corners don't come out of nowhere. And another thing that really annoyed me about the original, was that sparks would come out of the back of your car every time you changed gear. Even an F1 illiterate like myself knows enough to know that this is totally unrealistic and utterly unnecessary – this too has improved.

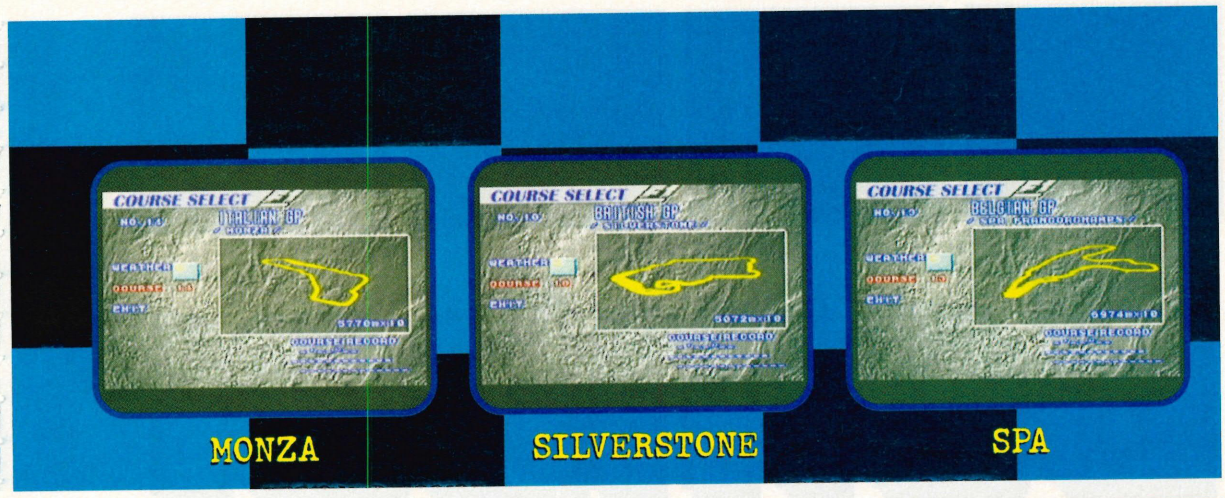
The computer controlled cars are no pushovers either, they try to overtake you as much as you would them, so you have to be on the ball just to maintain your current race position – never mind challenging for the lead.

One of the best features is the variable weather you can get during a race. It may well start off all sunny and lovely but halfway through a race you could get a downpour. The graphics here are especially good, with rain looking believably like you are in the middle of a monsoon. The handling of your car changes accordingly and is quite convincing, as you spin out all over the track. Even with slicks on you have to change the way you race for fear of disaster.

The realism is enhanced by seeing drivers spinning off and breaking down, you even get a message come up in your cockpit that tells you which drivers have retired and why. But even after playing













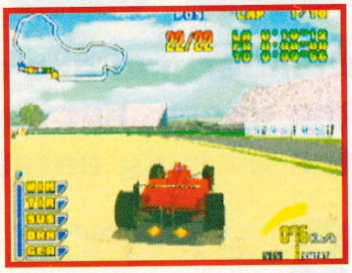




▲ *F1* offers you a variety of camera...



▲ ...angles to choose from. Some close...



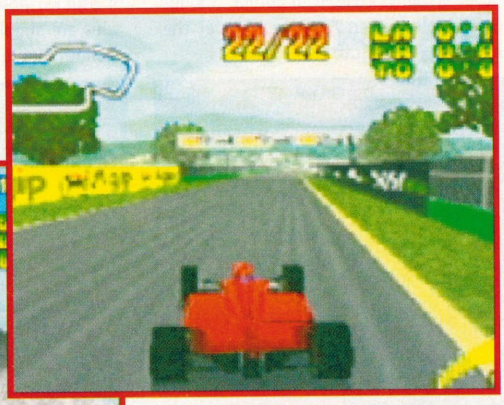
▲ ...and some further from the cockpit

this game for ages, I never once had an engine failure or gearbox trouble – or any of the numerous things that can go wrong with a Formula 1 car – it would actually have been nice to have a few breakdowns once in a while, purely for reasons of realism. Also, your pit crew will talk to you, to inform you of the race situation, but this is much more of a gimmick than an actual bonus.

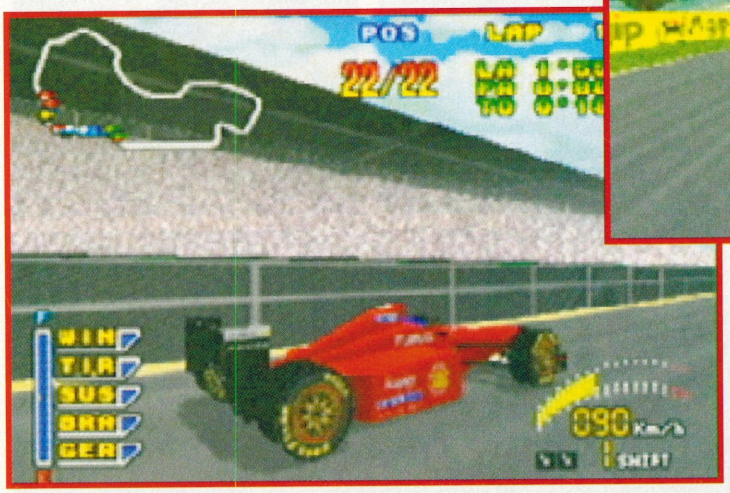
The problem that I had with *F1 Grand Prix* was that it seems to fall between two stools – it can't make up its mind whether it is an out and out simulation or an arcade racer. The actual racing is unrealistic when compared to Psygnosis' *Formula 1* – your car can smash its way all round the track without once taking damage (and surely this is an integral part of F1 racing?) and therefore you race in an arcade style. But then included in the options is the ability to change almost every aspect of your car's setup – to a far greater degree than in the aforementioned PlayStation game. Odd. However, this has to be the feature that takes it out of the average bracket and gives *Formula 1 Grand Prix* a definite advantage over most other games of this genre.

If you are into Formula One racing then I can see you playing around with these option for ages, getting the setting just right for your can and your style of driving. Changing all of the options around, like the race length for example, means that the more time you put into it, the more you will get out of it. If you want to live the life of the Formula 1 driver then you can't go far wrong with this title.

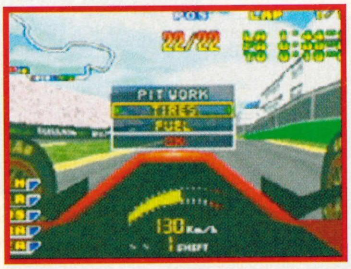
This is not a 'must have' title by any stretch of the imagination, but if you love Formula 1, and I know a lot of you out there do, then *Formula 1 Grand Prix* is definitely worth a look.



▲ As the Ferrari zooms down the track, you can see for miles into the distance







Verdict

Name:	F1 Pole Position
Publisher:	Ubi Soft
Developer:	Human
Players:	One
Released:	Out Now
Game Type:	Racing
Version:	UK

graphics 77
Suffers from a bit of pop up. Good weather effects though

sound 60
Nothing special. All the usual F1 sounds and samples

playability 82
If you like F1 then you will probably love it

overall 80



Bomber

Bomberman has appeared on various formats over the years, but never in 3D. How will he fare against the already established 64-bit characters?

Apart from the obvious suspects like the incredibly famous *Mario* and *Sonic*, *Bomberman* comes pretty high up on the list of well known video game characters. In his home country of Japan, the cute little bomb disposal expert is especially popular and *Bomberman* does have a very distinctive Japanese style about him.

Bomberman first started life on the PC-Engine, an old 8-bit console that was never actually released in Europe, though it was released in America – under the name of Turbo Grafx.

Since his first appearance the small hero has featured in numerous games, on as many different systems as you could imagine, ranging from the Megadrive to the SNES, and has recently even made an appearance on the PC.

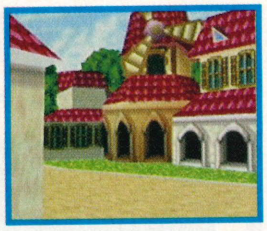
The basic idea behind *Bomberman* is a very simple one, yet it remains one of the most addictive multiplayers of all time. Basically, it simply involves your character running around a maze full of blocks, power ups and bombs. The rules are simple: the last one to survive without being blown up is the victor.

Through all the many different versions other features have been added, to try and improve upon this simple gameplay. However, the truth is that the idea was so good in the first place that it needs no improvement.

To anyone who hasn't played any of the *Bomberman* games it might all sound very boring, but once you've played it for a couple of games it is surprisingly addictive. Most versions of *Bomberman* were four player, but there are a few versions which can support up to ten players, all at once! Obviously you would

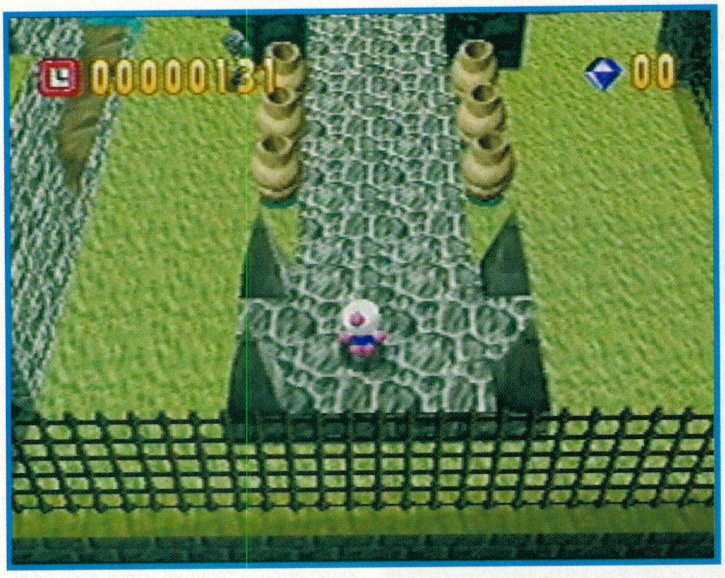





man 64







▲ In the single player mode *Bomberman*'s mission leads him to different worlds. Here he encounters giant *Bomberman*'s feet. Look out!

need a few multitaps to get ten joypads fixed to your machine – but the overall result was well worth it.

It just goes to prove that gameplay is still the most important thing of all. *Bomberman* didn't stun with its fancy graphics and nor did it woo you with its incredible sound – to be quite honest if you simply went on looks alone, then *Bomberman* would fall to the bottom of the pile. This proves that however fancy the graphics are and however clever the animation in a game might be, you just can't ignore the main element: excellent, addictive gameplay.

For the first time it looks as though *Bomberman* is going to have both, as he is about to explode onto your N64. Up until now all the games in the long running series have been in 2D, but things are about to change, with the dawning of the 3D Nintendo 64 version.

3, 2, 1, Bang!

As we've said, there have been over 20 different versions of *Bomberman* on every different system imaginable, but the N64 is the first version ever to be in full 3D. Which makes you wonder... How can you have *Bomberman* in 3D? How does the gameplay compare to the previous versions? Never fear, all your questions are about to be answered.

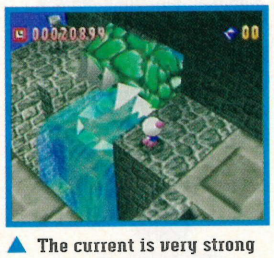
When you first switch on *Bomberman 64* it is very difficult to know what to expect – it's hard to imagine how the 3D could be used to an advantage.

The initial thing that strikes you about *Bomberman 64* is how detailed the graphics are in the one player mode, although the detail is fairly lacking in the multiplayer mode, due to the view being so far away. Anyway, let's not get

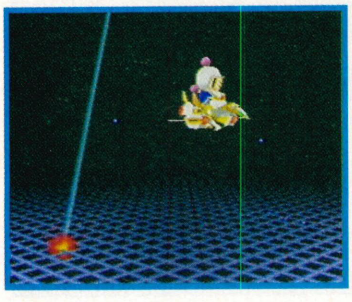
How can you have Bomberman in 3D? How does the gameplay compare to previous versions? Never fear, all your questions are about to be answered...



▲ The winged evil one



▲ The current is very strong









▲ *Bomberman* admires his landscape gardening skills

Nick's comment

The idea of *Bomberman* appearing on the N64 was almost too much to bear. My memories of the little tyke go way back to the year 1992, when I persuaded a certain Justin Calvert (as he was known back then) to buy a game called *Dyna Blaster* for his Amiga. It was a great buy: the hours we spent blowing the living daylights out of each other doesn't bear thinking about. So when *Bomberman 64* came into the office I was expecting great things. But no, it wasn't to be. By changing an unbeatable formula, Hudson have upset the balance of *Bomberman* by transporting him into a 3D world.

Gone are all the blocks, the inventive levels and the tactics needed to be successful at this game. What we are left with is a mad scramble, the result of which is determined by luck more than anything else. I'm afraid that this game comes no where near the perfection of the old SNES incarnation. *Bomberman 64* is one of the biggest let-downs of the year.



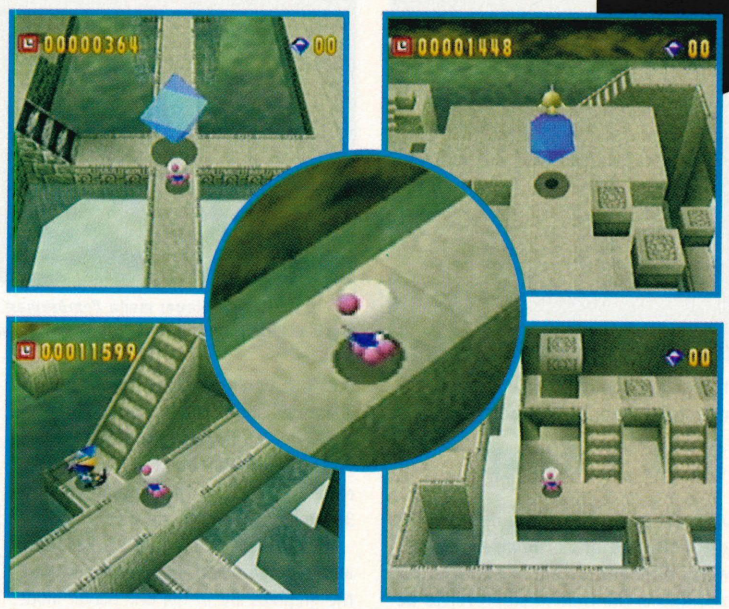
carried away with ourselves... the one player mode would be a good place to start, so here we go.

A nice intro greets you as you start the game, although it's impossible to understand what the hell it's going on about because it is very Japanese. It's not that it has a great deal of foreign text, but the Japanese storyline is very difficult to follow, mainly because the Japanese are so crazy – and I mean that in the nicest possible way! When it comes to the examples of Japanese culture we get to see – videogames and manga – their ideas seem so different from what we're used to, that the result is often a captivating mixture of the weird and wonderful. Anyway, as far as I can work out, some evil wrongdoer has trapped a mystical power inside what appears to be a glass cube, causing havoc in the city where all the bombermen live and destroying the buildings with a huge great laser. It's up to you to take control of *Bomberman* and travel across each different area in an effort to destroy the evil one's huge destructive powers.

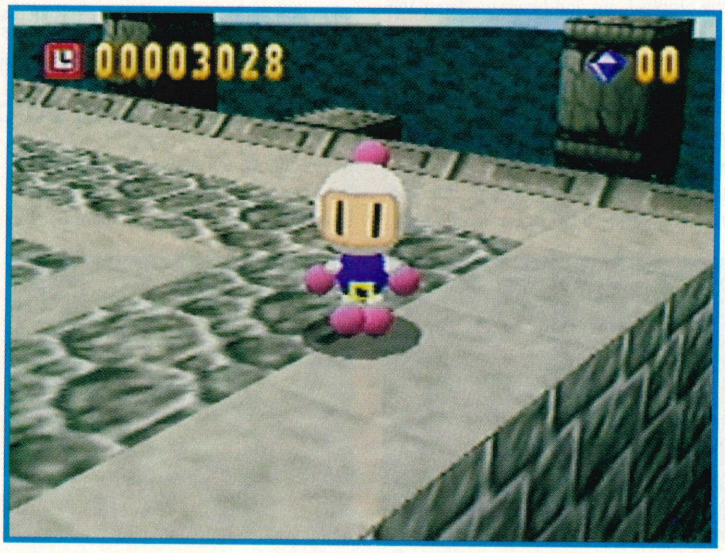
When the game first begins you can choose between one of four levels, with what looks like a final one to be selectable when you have completed all the others. The selection of levels includes the traditional ice level, a fire level, and a nice scenic level with trees and gardens dotted around the place.

Once you've selected your level, it happens – the shock finally hits you: this isn't the *Bomberman* we know and love – it's a completely different game altogether. Gone is the 'frantic laying of bombs and then quickly hiding around a corner waiting for the explosion to kill the bad guy and then running back out and doing it all over again.' A far more strategic approach is needed when playing this new version as much more exploration is required, since each level is so huge.

Each one is a massive 3D affair, and they do look very similar to some of the levels seen in *Mario 64*. The levels can be very challenging, and you may find yourself walking around for hours on end, scratching your head as to what to do next, until you suddenly stumble upon the answer. This may sound good, as it indicates that the game is fairly difficult to complete, although after a



▼ **The control over the camera is similar to that of *Mario 64***







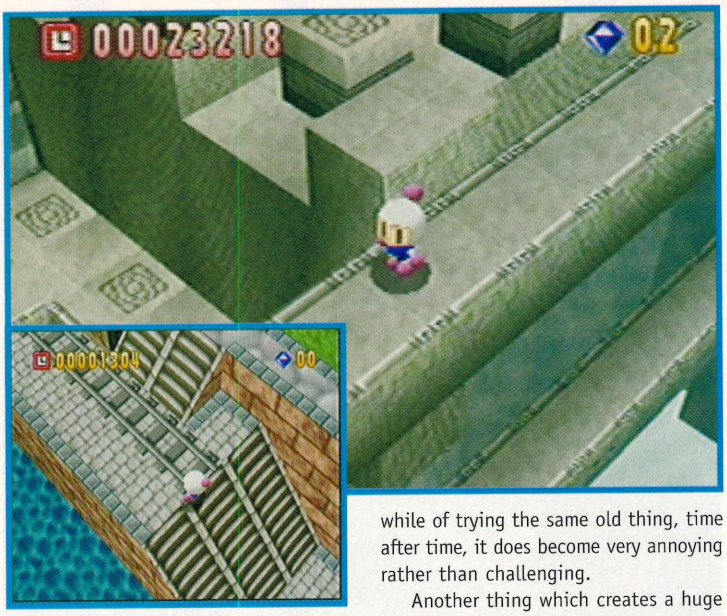
In Bomberman's new 3D environment there are six multiplayer battle arenas. Each of these is very different to what players of the series will be used to. The player can now fall of the edge of the arena which can make things very interesting. Here they are in all there 3D splendour.











▲ **Phew! Climbing all those steps can be hard work – and this is only the start**

while of trying the same old thing, time after time, it does become very annoying rather than challenging.

Another thing which creates a huge problem are the awkward camera views. This was one of the only gripes levelled



▲ **Use your bombs to reveal hidden power ups inside the wooden crates**

at *Mario 64*, and exactly the same sort of problem is faced in *Bomberman*. Since each level is built up so high, whichever angle you view the action from, it can still sometimes be almost impossible to see just what is going on, which all too often can lead to your demise.

Despite the criticisms, the one player game in *Bomberman 64* isn't a bad game by any means, it is just so different from what you'd expect that it feels totally unnatural for *Bomberman* to be in such

Step in to my world









In the single player game *Bomberman* must conquer four very different worlds. Obviously with the names being in Japanese we can't tell you what they really are, but this is what we think.

Justin's comment

I was probably one of the only people who ever loved the one player mode in the original *Bomberman* and bothered to complete it. The solo game in *Bomberman 64* is just as good, although with dubious thanks to the addition of puzzle elements, it is now much less action orientated and at times this gets frustrating. The multiplayer mode (which is what most of you will be interested in) is, I'm sorry to say, not as playable as the original. The levels are a little too complicated for their own good, and at times the players' bombermen are completely obscured by the scenery. It's still great fun with friends, but it's just not what I expected from a 64-bit *Bomberman*. Fans of the original will more than likely be left feeling a little disappointed, but if you've never actually experienced *Bomberman* before, and fancy a game that you can play with your mates then this may definitely be worth a look!



It's snow joke!

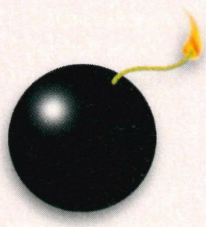




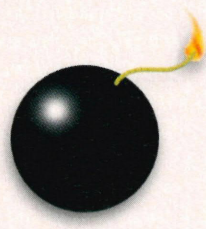
















an environment. Overall though, once you get used to all the dodgy camera angles and the often infuriating puzzles, a fairly good game lies underneath.

Play with your Friends!

Now we've covered the one player game we can get on to the bit that I'm sure you've all been waiting for: the famous multiplayer mode. Up to four people can play at any one time, either against each other, or in teams of your choice. Once the game is started, gasps of horror are likely to be heard around the room, as people watching realise that their favourite multiplayer game has taken an unfortunate change for the worse.

The problem with all of the multiplayer levels is that they're over-complicated; gone is the simplicity of *Bomberman 64*'s predecessors and in comes a completely new, alien style of gameplay. Even skilled *Bomberman* players will have difficulty adapting to the 3D stages, and will find themselves hurling bombs in a blind panic. The programmers have tried to be far too clever and obviously just thought that 3D was the way forward. In this case it is simply not true. There is absolutely no need for *Bomberman* to be in 3D and the developers have spoilt a classic game in the process.

Another major problem with this N64 update is that the screen is often just so overcrowded that players become



At one point in the snow level you will come across a huge avalanche, which must be avoided in order to progress. Be careful, the snow falling on *Bomberman*'s head could seriously damage his helmet, now you wouldn't want that to happen would you? If you manage to avoid the snow a door will be uncovered – this door will take you much, much higher up the mountain













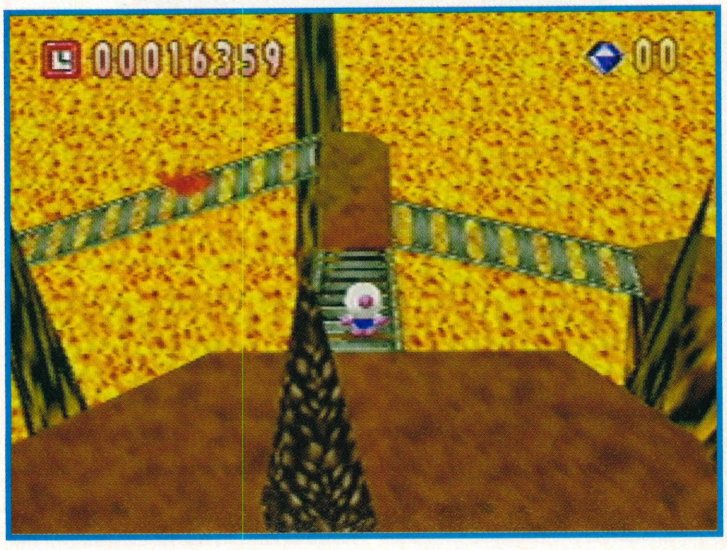


too small and are sometimes difficult to see. To get the maximum enjoyment out of *Bomberman 64* you will really need a whopping great telly – and since not everybody has one, the game will lose some of its appeal. Squinting to see the whereabouts of your tiny character is a problem often faced in multiplayer mode – and one which causes great strain on the old mince pies.

The original game was a very tactical title in which players had to be cautious and cunning. Unfortunately this is not now the case, as the 64-bit *Bomberman* seems to do away with tactics altogether. Whereas in the original a good player could prove their worth, by strategically placing each bomb, the problem seems to be that now there just aren't enough places to hide behind. In each stage the players are left very open, which results in just wildly throwing bombs until all the players are dead – if you end up the winner, it's a bonus. Another irritating fault is the fact that the players can drop off the edge of the stage – maybe the programmers thought this would add to the game, but it makes it even more annoying.

There are other problems faced in *Bomberman*, but the few mentioned are the most noticeable. These comments will hopefully go some way towards explaining why the multiplayer game is severely flawed in our eyes.

Up to four people can play at any one time, either against each other or in teams of your choice



Power Bomb!

To sum up the overall game, I'd have to say that – despite all of its flaws – *Bomberman* isn't all bad. The one player game is quite a challenging experience if you can overlook the annoying camera angles and the irritating amount of time it can take to solve simple puzzles. The same cannot be said of the multiplayer game as it really is just average – fans of the original *Bomberman* games will probably be at least a bit disappointed to see some of the original's features have gone. It would be best suited to those who've never played the previous versions, as they won't constantly be comparing it to them.

It seems that we've been expecting a bit too much of *Bomberman 64* and therefore have may have been a little harsh, but at the end of the day it just isn't that good. The TOTAL 64 boys had envisaged many multiplayer sessions but the only reason to get it out of the cupboard will, oddly enough, be the one player game.

Maybe the programmers will see the game's faults and correct these, if and when it is released outside of Japan. All we can do until then is hope and pray that our hero *Bomberman* has a makeover before he reaches these shores.



Verdict

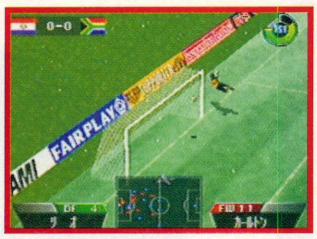
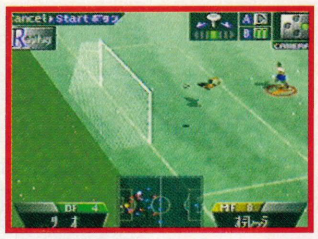
Name:	Bomberman 64
Publisher:	Hudson
Developer:	Hudson
Players:	One-Four
Released:	Out Now
Game Type:	Arcade Puzzler
Version:	Japanese

graphics 80
One player graphics are superb, but can cause problems

sound 79
Just all the usual *Bomberman* tunes, nothing to get excited about

overall 72
A fairly good game, let down by several annoying flaws

75



Jikkyou Wor

Yet another footy game turns up on the N64, and this one will certainly be familiar — as you will find out.

For those of you who like a bit of football – and who doesn't? – this title will come as a rather pleasant surprise, as once again *ISS 64* comes up trumps.

For those of you who are feeling a little confused, let me explain: as most of you are probably well aware, when the original *ISS 64* first came out in Japan it was actually known as *J-League Perfect Striker*, a few months later we were treated to an updated version, which we all know as *International Superstar Soccer 64*.

The difficulty level when it reached these shores had been upped, plus it also featured several minor tweaks here and there, on the whole making a great game even better. Not to be hard done by, the Japanese have now gone one better and have had the game released once more under the interesting name of *Jikkyou World Soccer 3*. However this isn't a straight port over of the European and American version of *ISS 64* – it has in fact been updated yet again, for the third time!

You may think that this is a bit of a con as it seems like we've had second best, but what you must remember is that when *ISS 64* came out over here it was actually significantly better than the original *J League* game. This new set of differences between *ISS 64* and *Jikkyou World Soccer* are not really as obvious as the first time around, but there are a few important changes which do go some way to improving the game yet again.

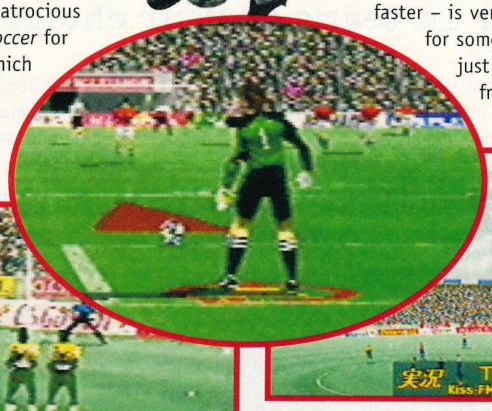
In a league of their own

It seems like there's just no stopping Konami: they are truly in a league of their own when it comes to creating football games – nothing else on the 64 has even come close. Take a look at the atrocious *Dynamite Soccer* for instance, which scored the lowest mark yet seen in a TOTAL 64 review, and the below average *FIFA 64* which never sees life outside the TOTAL 64 cupboard.

Now *Jikkyou World Soccer* has once again proved that Konami are the true masters of the football game, no-one could have imagined how to improve on the original's flawless gameplay, but somehow Konami have managed it. Now they have surpassed themselves, adding just a few little touches that bring the game near to perfection.

Firstly, the most obvious difference is the speed. *Jikkyou* seems to play a bit faster than its predecessor, and for some reason it also seems a lot smoother. Games are now even more frantic than ever, as the players chase around the pitch with more life and vigour than ever before – perhaps they've all been supping high energy drinks – but a little bit of credit at least should go to the programmers for this extra boost. On the whole this extra speed, – although it's not really that much faster – is very noticeable for someone who has just swapped over from playing *ISS 64*.

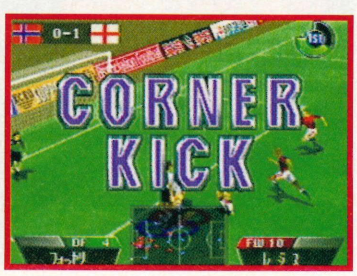


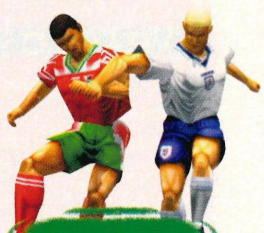






▼ **Superficially it's the same as *ISS*, but underneath many changes have been made**





Nick's comment

When it was mentioned that Konami had managed to improve on the original *ISS*, I didn't believe them. How much could they improve an almost perfect game? Well, quite a lot it would seem. With less emphasis placed on the through ball and more dominant goalkeepers, this version has got to be the definitive one. There are also smoother graphics and the actual passing and movement of your players seems to have more fluidity. Whether or not this makes it worth shelling out another sixty quid for an import game is up to you. Personally, I am quite happy with my original PAL copy of *ISS*.






ld Soccer 3

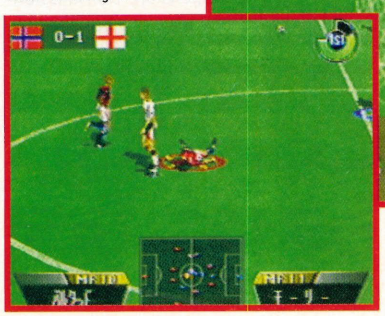


Everyone that's played this updated version would have to admit that the speed does add extra excitement to the overall game, and here in the TOTAL 64 office there certainly seems to be more ranting and raving from all the players involved when a match takes place on *Jikkyou World Soccer 3*.

One of the other differences that you will notice is the goalkeeper: he comes off his line far more than he used to, and he sometimes punches at the ball in sheer desperation, just to clear it away from the goal mouth. When the goalkeepers are set on level five they are very tough to get past, which makes players create more skillful goals, rather than just cheap ones. The improved goalkeepers can also cause some very tense match moments, and help to increase the drama, especially in the all-important closing minutes of a game.

> No-one could have imagined how to improve on the originals flawless gameplay, but Konami somehow managed it





▲ The replay feature allows you to relive your moment of glory from almost any angle and any speed



▲ If the ball had gone in the back of the net, it would have been a goal



▲ Eat my goal! Players salute the crowd

Several new teams have also been included in *Jikkyou* such as Iran, Canada, Australia and Paraguay. None of these teams pose any sort of major threat to the championship, but it's still good to see them included. It's just another extra feature which adds an overall shine to this product.

The Final whistle

Overall this touched-up version of *ISS* is excellent, although the differences are so subtle that it probably doesn't warrant purchasing this if you already own one of the previous versions of the game – especially as an import copy is likely to cost you upwards of £70. If you are absolutely fanatical about football – or indeed *ISS 64* – then you might like to pick up a copy, but anyone else who's considering purchasing this title would be advised to try it and see the differences for themselves before shelling out..

It appears that the best football game just got even better – there is just no stopping Konami. What delights could they possibly have in store for us next: *ISS 64 Deluxe* perhaps?



Verdict

Name:	Jikkyou World Soccer 3
Publisher:	Konami
Developer:	Konami
Players:	One-Four
Released:	Out Now
Game Type:	Sports
Version:	Japanese

graphics 95
Slightly better but not enough to warrant an extra mark

sound 93
Not as good - mainly because it's in Japanese

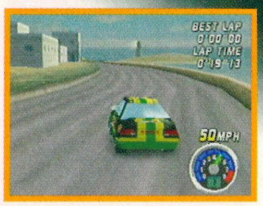
playability 97
Amazingly, it's even better than it was before

overall 97

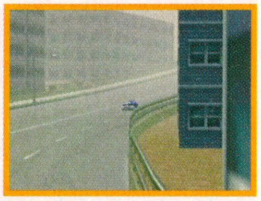
Top Gea

One of the most eagerly anticipated racing games to hit the Nintendo 64 has finally been released, but can it compete with the rising competition?









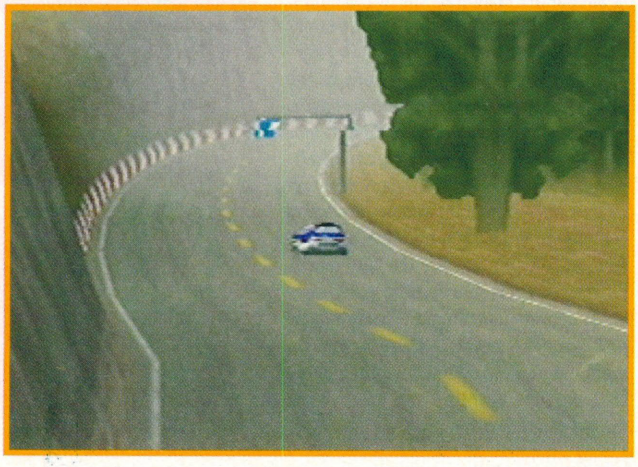




▲ Fast corners means that there is plenty of power slide action



The original *Top Gear* was a big hit on the SNES, which meant that everyone was looking forward to this title a great deal, prior to its release. After the success of this first title, two poor sequels were released on the unsuspecting SNES – unfortunately neither of these updates came anywhere near matching the addictive gameplay that had sold the original.



Now it looks as though things could change though, as *Top Gear Rally* arrives on the 64-bit wonder machine. Could this title prove to be a success like the first version and, more importantly, can it match the gameplay? What made the original so playable was the two player mode, which at the time was a fairly unique inclusion, as many games hadn't used the split screen option. Of course, by today's standards this isn't much to boast about, but back then it was almost unheard of.

Driving games are still one of the most popular types of game genre, but so far the Nintendo 64 has struggled to give us a title of any real quality. Could it be possible that things are finally about to change with the upcoming release of *Top Gear Rally*?

Get in gear

Top Gear Rally was one of the first racing games announced for release on the N64 and it has finally made it to the shelves. Since it's been in development for so long, we've been expecting great things from this title – so what makes it stand out from the crowd?

Well for starters, before you've even got into the actual game you're presented with a rather nice options screen, which lets you tinker with almost anything you could imagine. The same is true for the car select screen, which lets you change the handling, suspension, transmission and tyres, all of which can be saved.

Top Gear Rally includes a split screen mode for two players to go head to head on any track they choose

Right, once you've messed around with all the options, you can begin the actual game. 'Wow! Nice graphics', is

r Rally

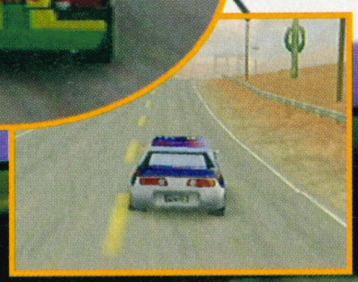










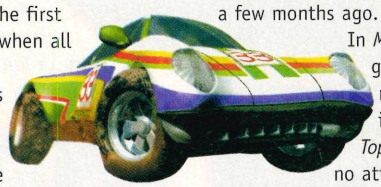


▲ Although slow at first, speed increases with the powerful cars



▲ The replay affords you a great chance to see the race all over again

likely to be your first comment and a probable second comment would be 'Wow, look how far you can see into the distance!' All the graphics in *Top Gear Rally* are undoubtedly very nice, but the big question is, how do they function within the game. Well, for starters you have three views from which to witness the action, the first being inside the car when all that is visible is the road ahead – it looks excellent but at times it can be difficult to drive. The second view is very similar to the first, although you are able to see a little bit of the bonnet and a rear view mirror is also visible – handy for tackling those tricky corners. The third and final view is probably the easiest to use: it enables you to view your car from behind and slightly above, which means the whole car is visible, allowing you to judge distances more easily.



As you're travelling around the first track, take a closer look and you should notice that there are a couple of sneaky diversions to take advantage of. These are similar to the short cuts that we first saw in *Multi Racing Championship*, just a few months ago.

In *MRC* a warning was given prior to your reaching the split in the road – but *Top Gear Rally*, makes no attempt whatsoever to warn you of these shortcuts – so the driver is expected to find them out for themselves. Some of these shortcuts are very well hidden and it can take several attempts at a track before you manage to find some of the more tricky routes.

Another point well worth mentioning about the tracks is their length. Each of the five tracks included in the game is huge, with some taking 2-3 minutes to complete a lap. The tracks are also very different from one another, and each one includes a great deal of variation.

At the beginning of the game not all five of the tracks are selectable and you'll have to earn these in the championship mode. This mode requires the player to race through six seasons each year, each time racing on more tracks and in many different weather conditions.

The first season begins very easily, with just two tracks to race on in nice sunny weather. In later seasons expect all manner of weather conditions, which include snow, fog, rain and to top it off, a bit of night time driving. Each time you complete a season an extra track

Options untimited



HANDLING
Choose between three types of different handling



TRANSMISSION
Manual or automatic



TIRES
Grippy or slippy



SUSPENSION
Normal, harder, or softer



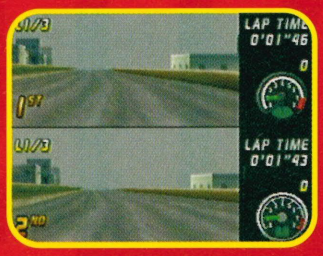
DECALS
Choose previous saved vehicles

Change the vital statistics of your car in the run-up to a race by using this mode. It allows you to change almost all of the car's details so it runs at its optimum performance

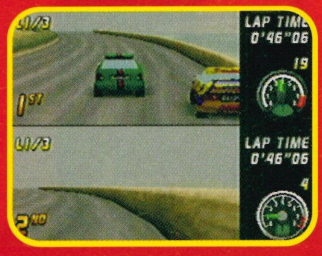
Head to head!

Race against a competitor in the two player split screen mode











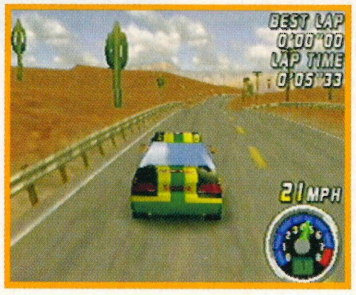




▲ The graphics in *Top Gear Rally* are super smooth and solid throughout with no unnecessary fogging, as seen in other driving games







becomes available, up to a maximum of five and extra vehicles are also awarded for each season, until all the nine extras are collected.

The vehicles can all be painted up in your favourite style in the paintshop. Once here you can put text, numbers and logos on to the body work of the car. It's a very clever little programme, and it's very easy to use – so easy in fact that even we were able to create a TOTAL 64 car. Call me old fashioned but sometimes I do still like to do a spot of painting instead of playing these fancy new-fangled 'computer game' thingies – so I was pleasantly surprised to discover that I could do both in *Top Gear Rally*. If you can come up with a few original ideas

Nick's comment

The prospect of yet another N64 racer filled me with dread. There have been hundreds of them of late and none have lived up to my expectations – yet. *Top Gear Rally* is no exception to this rule, but it is by no means a complete disaster. I was hoping for a game that would rival *Sega Rally* for the best racer title but what I got was a competent, yet good looking racing game. The graphics are gorgeously smooth and the cars move with realistic handling. The only disappointment is with the computer controlled cars – they just aren't up for it!

It can be very difficult to see the track in this mode, due to adverse weather conditions. Unfortunately the option to view the two player game in sunny weather is unavailable











▲ Oh no! The wrong way sign!





▲ Your car zooms through the Jungle, but be careful, if you hit the leaves your car will come to an unconvincing halt



▲ There are multiple routes throughout

▲ The Jungle course is the ideal location for a rally race – there's mud everywhere!

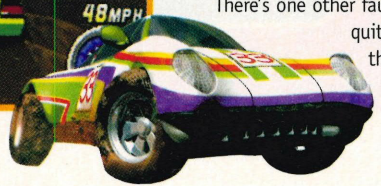
there's no limit to the designs you can produce – colour, stripes, motifs – the only limit to your customised vehicle is your imagination. We even designed a rather tasteful fire car with some lovely skull motifs on it for our TOTAL PLAYSTATION chum, Miles.



Hey man, slowdown!

All these fancy graphics and being able to see far into the distance are all very well, but unfortunately they do cause the game to slow down when a lot of action is on the screen at once. As you travel around a circuit, you will rarely come across more than two other cars at once. This is due to the cars being staggered at the start – a very clever programmer's trick to prevent too much happening on screen at once. Sadly, in *Top Gear Rally* there are a number of occasions when there is far too much going on, which for a brief period slows everything down quite badly. However, this is only a minor fault and doesn't upset the gameplay too much. Anyhow, what do you expect with tracks as varied and detailed as these?

There's one other fault which can be quite annoying and this comes in the form of getting



Painting by numbers!











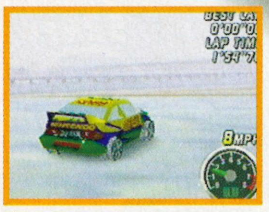


The TOTAL 64 car in all its glory!

Top Gear Rally features a rather nice feature that allows you to paint your car in any fashion you so wish. It has a number of features, and it's not a bad little drawing package in itself



▲ Use your handy mirror to see if anyone is trying to overtake you. It's also handy for fixing your make-up!



▲ The snow can give you severe handling problems



▲ The headlights don't help much in the dark, it's true



completely stuck when you crash into something. Usually when you crash, if it is too severe, your car will placed back on the track in a suitable position. Unfortunately, the car will occasionally get completely stuck and you'll have no option but to start the race all over again. This is the sort of thing we would expect in a pre-release version, but not in the finished product.

Split down the middle

Top Gear Rally also includes a split screen mode for two players to go head-to-head on any track they choose. This is a great feature to include but sadly is also *Top Gear Rally*'s biggest downfall, in gameplay terms. The most obvious thing you'd imagine would plague a split screen mode would be the slow down fault, encountered in the one player game, but surprisingly it isn't. When you go head-to-head with a friend (or enemy) the option to race on a sunny day is not included, which is very strange – until you come to race. With the sunny conditions unavailable you realise that the only weather options left are the ones that obscure the driver's vision. Just try racing around a track on the two player game and hardly being able to see a hand in front of your face, as it were. It makes the game almost impossible to play, as neither player can see where the track is and things quickly become very frustrating.

▲ The rain looks especially convincing, don't you think?

It appears that the programmers of *Top Gear Rally* have been rather cunning with their attempt at a split screen mode – they've taken out the sunny option, apparently because the game just can't handle that clean, crisp view of the one player game in split-screen mode. The fog that impairs the vision in the two player mode is so bad that it renders the game unplayable.

The programmers of Top Gear Rally have been rather cunning with their attempt at a split screen option...

Weather experience

As we all know, weather is a very important part of our lives. It plays a role of even greater importance if you're behind the wheel of a rally car!



SUNNY



FOG



SNOW



RAIN



NIGHT



▲ There is a strange glitch in the programming – if your car scrapes against the side, it won't be slowed down at all. They should have picked this up in testing

The end of the season

The general opinion of *Top Gear Rally* is that in the one player mode it makes for a very good racing game, with some truly superb graphics and tracks. Sadly, the flip-side of is that it's let down by its dodgy two player mode, which to be honest might as well have been left out altogether. Anyone who is considering purchasing this game for two player fun is strongly advised to look elsewhere – *MRC*'s two player wasn't brilliant, but it's far better than this effort.

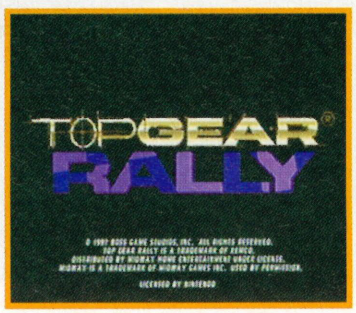
Players who are after a solid racing game, and aren't bothered about any multiplayer shenanigans, will find that once the initial teething troubles are out of the way, a very good racing game can be uncovered here. It should also provide a testing, lasting challenge for gamesplayers, as the difficulty level is set fairly high, which adds to *Top Gear Rally*'s longevity.

So, is this game better than *Multi Racing Championship*? Well, I would have to say 'yes, definitely' in the one player mode but a great big 'no!' in the two player mode. Basically, it just depends on what you are looking for. Sadly it seems like there's still a long way to go before a racing game that surpasses the standard seen on other consoles becomes available on the N64.

Would you like a test drive, sir?



There are nine cars in total, but you don't just get them, first you must earn them. Here is a selection of five beauties, including our very own TOTAL 64 vehicle



Verdict

Name:	Top Gear Rally
Publisher:	Midway
Developer:	Boss Game Studios
Players:	One - Two
Released:	Out Now
Game Type:	Racing
Version:	US

graphics 90
Five varied tracks – all very well done

sound 80
The usual tunes, and average sound effects

overall 82
Excellent one player, let down by multiplayer game

85









Dynamite

With *ISS Soccer* flying high at the top of the N64 football league, can anyone come close to challenging for the title? Well here comes *Dynamite Soccer*, in a sort of brash arcade type way, and it's hoping to do a bit of giant killing. Our TOTAL 64 reporter is down at the training ground, to see just how good its title aspirations are.



▲ The players line up for the kick off. How exciting



▲ Are these graphics worthy of a mighty 64-bit machine? 64K more like!

If you're a regular reader of this fine magazine then you'll probably realise that we are 'well up' for our football games. Witness our inter-office *ISS Soccer* league, that brings the teams together from all the magazines here at Rapide Towers, to compete in an orgy of football mayhem. Almost everyone in the office has a long history of playing footie games on all formats: from *Matchday* on the Spectrum, to *Sensible Soccer* on the Amiga – we've all been there and we've all lived the glory of bringing home the championship. So, as you can imagine, we are rather critical when ever any new football game comes into the office. This usually results in a large crowd gathering eagerly around the relevant console or computer to see the latest footie offering, all ready to pass judgement on the next 'big thing'.

When *Dynamite Soccer* arrived it was a similar story: two people, their joypads clenched in their fists, eagerly awaited the kick off, and the crowd were looking on in anticipation. The front end started off well enough, with a typically Japanese intro, depicting young boys dreaming of reaching the heights of the J-League, then cutting away to show the logos of those famous footballing clubs. 'Press Start', said the screen – so we did and were rewarded with a mountain of options (they were all in Japanese so we didn't really know what was going on – but it looked impressive).

No messing, straight into a game, with Antlers vs. Grampus Eight, or something. The pitch was then selected, and the whistle blew for kick off... but wait, what's this?







No...No...NO! How could this be? 'Are you sure that's an N64 you've got plugged into the monitor?' cried one unbelieving spectator. Yes, kids – we were playing a SNES game on the N64, and not even a good one at that. *Dynamite Soccer* is as bad as it gets.

The N64 has had two football games in its short life, one being the superlative *International Superstar Soccer 64* and the other the rather lame *FIFA 64*. They have been met with very differing receptions: *ISS* with undiluted joy and happiness, *FIFA* with cries of woe and bemusement. We saw these games as standing at the opposite ends of the footballing spectrum. One of them showed exactly what was possible with the most powerful console on the planet, whilst the other just lay there and didn't really do much – even when you prodded it with a sharp stick. The thing is, that what *FIFA* is to *ISS*, *Dynamite Soccer* is to *FIFA*. And maybe even worse.

It is difficult to know quite where to begin the slating. First the graphics: the default camera setting for *Dynamite Soccer* gives it a look that is very much the same as the old SNES football game, *Super Soccer*. The action is viewed from one end of the pitch, with the camera following the ball up and down the field. This was always a bad idea, even in the days of Mode 7 technology. The person playing up the field doesn't have any problem and the view is actually quite useful. However, when you are shooting towards the screen, you can't see what



Soccer





▲ A fifty-fifty ball and the two players collide in a bone crunching tackle

lies in front of your players and this makes it very difficult to judge where to pass the ball, and even just to know where the goal is.

The graphical similarities with *Super Soccer* don't end there though – the men are probably drawn with polygons, but it's hard to tell. You might think that this sounds like a very good thing, resulting in realistic looking players. No, what I mean is that they could quite easily be some badly drawn sprites, with a tendency to move jerkily around the screen. Okay, so the animation does have its moments, like when a player drags the ball through his legs, but these are few and far between. For the most part your men stomp around, heads down, stopping suddenly when you release the player you have control of. We all know that it's not all about how good a game looks and all this could be excused if the game mechanics were any good. But they aren't.

It seems like the person or people who developed this 'game' have never even seen a football match, never mind



▲ The referee doesn't tolerate such bad behaviour

It seems like the person who developed this 'game' has never seen a football match... maybe that explains why all the players charge around after the ball like a bunch of seven year olds

Jumpers as goalposts

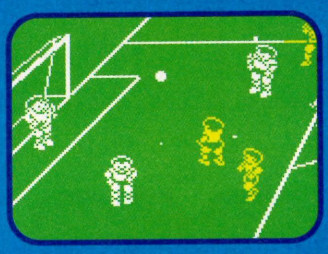


Does this look familiar at all? It may well look almost identical to *Dynamite Soccer* but it actually appeared on the SNES almost six years ago. It was quite revolutionary at the time, utilising the SNES' Mode 7 technology to produce a first person perspective view

Ali's comment

What can be said about *Dynamite Soccer* apart from the fact that it's absolutely appaling. This comment may sound a little hard but sadly I can't find anything positive to say about it. Actually, there is just one good thing that can be said about this dreadful game – it's so bad it's funny, although the humour will wear off after a few minutes of actually playing. It is a sad day for Nintendo fans: rubbish like this should never be released and with any luck it will never been seen outside of Japan. Instead of a step forward, which has often been seen on the N64, this is a step back. In fact, this is a step back about eight years. Don't waste your money.

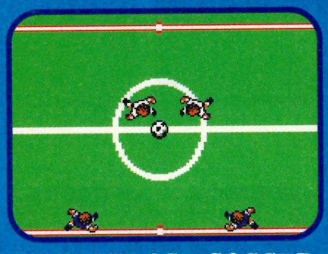
When I was a lad...



MATCHDAY 2

(OCEAN - SPECTRUM)

Jon Ritman's classic was the first game to feature variable strength shots and players that could head the ball. Playing it now, though, you wonder how you managed to persist with the game for so many hours all those years ago. Best left down nostalgia avenue



MICROPROSE SOCCER

(MICROPROSE - C64)

This was the first football game to utilise a top-down viewpoint, which was to become fashionable for the next few years. It also had variable weather conditions and an indoor six-a-side pitch. All highly revolutionary stuff at the time



KICK OFF

(ANCO - C64)

Took the same view of the play as *Microprose Soccer* but used smaller sprites so that you could see the pitch more clearly. The gameplay took a massive leap forward, with improved player AI and a choice of tactics making this a standard setting title



▲ **Playing from this angle, you can't see what's going on down the field**



▲ **There is no getting past this goalie, "my wings are like a shield of steel"**



▲ **Another crazy bundle from the mad, mad world of *Dynamite Soccer***

having actually played the sport. Well, perhaps they have, at primary school – and maybe that helps explain why all the players charge around after the ball like a bunch of seven year olds. The AI of the players is perhaps the worst I've ever seen in a videogame. There is no discipline within the formation, resulting in one mass bundle in the middle of the pitch – or indeed, wherever the ball happens to be.

What will usually happen is that if you attempt to clear the ball from this melee with a huge kick, it will hit another player and rebound. This process can go on for quite some time, resulting in a game that resembles something like a pinball table. Of course, you could try and dribble the ball away from the crowd, but this brings into play yet another of *Dynamite*'s faults – tackling and fouling.

The ball acts like one of those plastic 99p things you buy down your local supermarket



The player with the ball is invariably brought down, with either the 'legitimate' sliding tackle or with a deliberate foul, because it is impossible to accelerate away from anyone. As soon as you get the ball your player seems to get stuck in a time warp and starts moving along in slow motion. Not good. This makes it too easy to just lunge in when tackling, because you don't care if you give away a foul or get a man sent off. Well, at least it does adds a bit of variety to the rest of the proceedings.

Goalkeepers are always one of the most important factors in a football game and few video games have come close to getting the balance right. Unsurprisingly, the goalkeepers in *Dynamite Soccer* don't even come close. They hang around on their goal lines until the opposition











Right from the early days of the ZX Spectrum and Commodore 64, developers have attempted to simulate the greatest game on the planet. The history of video games is littered with many fine examples of how good a football sim can be when it is done properly, unfortunately *Dynamite Soccer* takes its cue from none of these. This is a brief history of the football video game.



SENSIBLE SOCCER

(SENSIBLE SOFTWARE - AMIGA)

Did no more than perfect the overhead style football. Very similar to *Kick Off* but with vastly improved game mechanics. *Sensi* also introduced more tactics into the proceedings with a management side and player ratings to the game



FIFA SOCCER

(ELECTRONIC ARTS - MEGADRIVE)

Introduced beautiful graphics to the genre with an isometric viewpoint. *FIFA Soccer* combined arcade elements with a convincing simulation of football to produce one of the biggest selling football games ever



ISS DELUXE

(KONAMI - SNES)

A welcome return to the side-on pitch view, this game was the most realistic football simulation around at the time. Your players had dozens of moves that they could perform and almost every aspect of the game could be altered



ISS 64

(KONAMI - N64)

What can I say? Currently the best football game available on any system, which combines superbly animated graphics with the most realistic football feel to a game yet. It'll take something very special to beat this



▲ A rare moment of freedom for the player with the ball to run at the defence

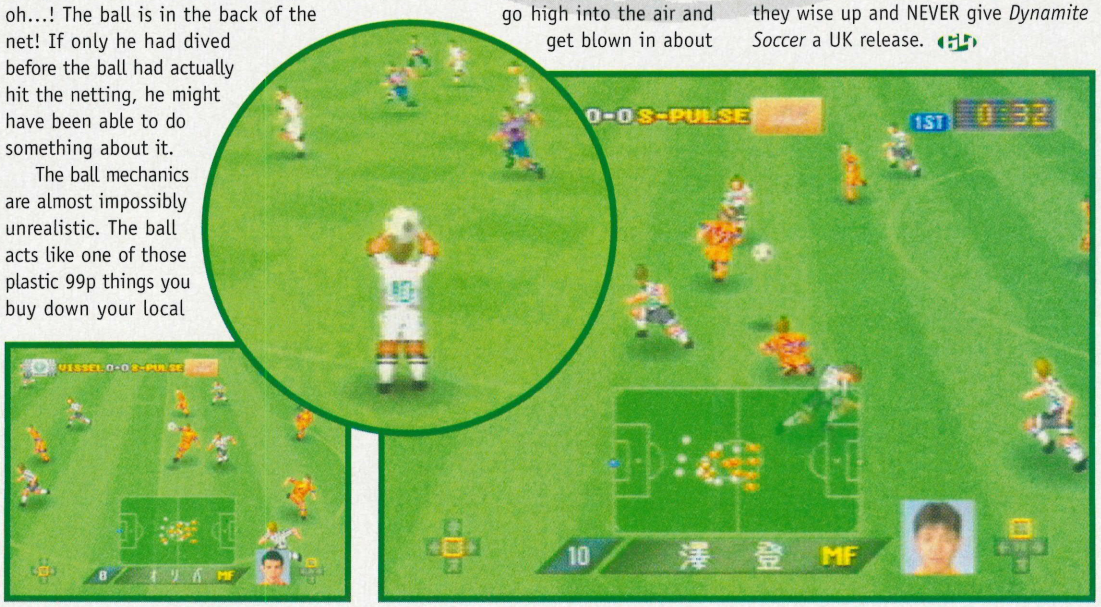
threaten the box, then they spring in action. Like a panther after a monkey, the goalkeeper leaps after his prey and oh...! The ball is in the back of the net! If only he had dived before the ball had actually hit the netting, he might have been able to do something about it.

The ball mechanics are almost impossibly unrealistic. The ball acts like one of those plastic 99p things you buy down your local supermarket – it even makes the exact same 'ping' sound when it bounces. If you try a 'long' kick, then the ball will go high into the air and get blown in about four directions before it comes down (not really, but with the over sensitive swerve it looks like it).

Also, if the ball hits one of your men while they're on the run, it will then seemingly balance on his shoulder for a good ten seconds before it comes back down to earth again.

Changing the camera angle over to a side-on view improves the game ever so slightly, allowing you to see more of the pitch, but this can hardly compensate for the lack of computer intelligence and the overall downright shoddy nature of the gameplay.

I never expected to see a title as bad as *Dynamite Soccer* on a console as powerful as the N64. Even when I was playing some of the old 'classic' football games, I found them more enjoyable than this. And if that doesn't discourage you, then nothing will. In fact, I forbid anyone to buy this terrible game, on the grounds that you will regret it for the rest of your life. Let's just hope that they wise up and NEVER give *Dynamite Soccer* a UK release. HP



Verdict

Name:	Dynamite Soccer
Publisher:	Imagineer
Developer:	In-house
Players:	One-Two
Released:	Out Now
Game Type:	Football
Version:	Japanese

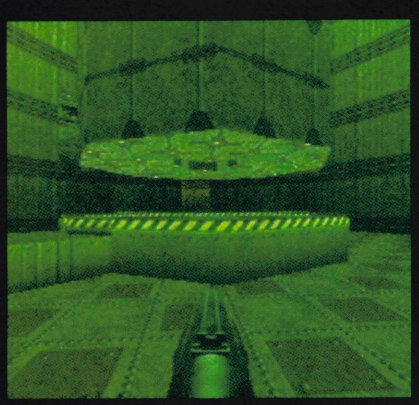
graphics 30
No better than an ancient SNES game

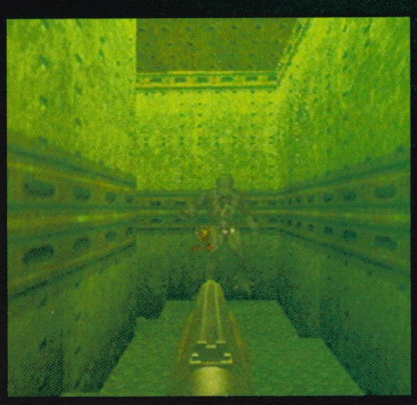
sound 40
Your usual footballing sounds - nothing special at all

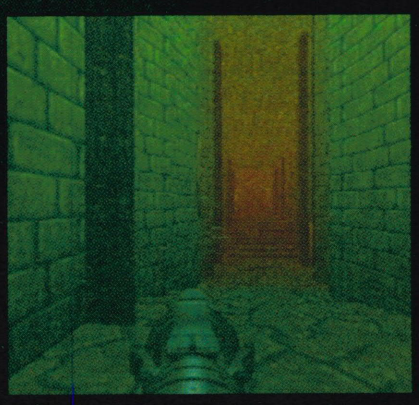
overall 20
What? You've got to be joking, mate!

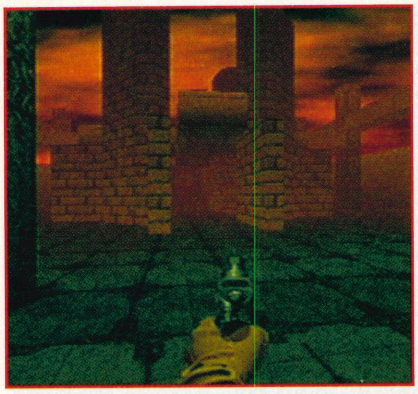
25

Look, another first person shoot-em-up — just what we need. But wait, this is *Doom*, the daddy of them all and it might have a few things to say about who's the best!

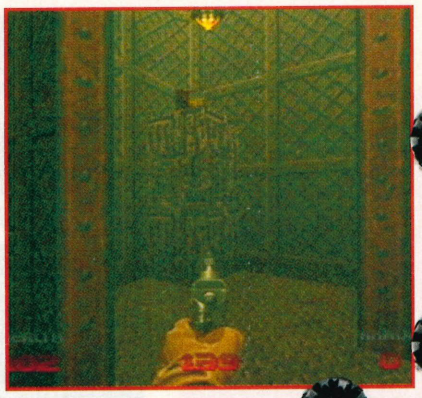






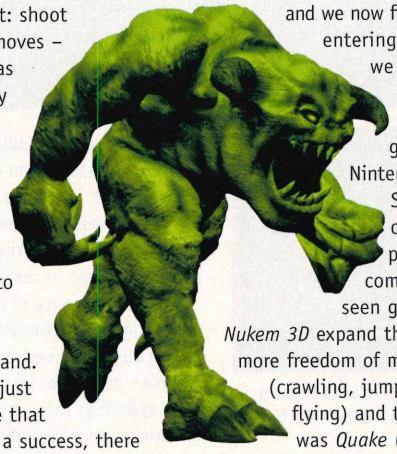






When people talk about the 'history' of videogames they will invariably get round to the subject of *Doom*. When *Doom* hit its unsuspecting PC audience back in 1993, it became an overnight phenomenon. It was (arguably) the first arcade shooter to place the player in a believable 3D world, it then added an addictive but simple gameplay element: shoot everything that moves – a concept that has been copied many times since but rarely equalled. Even now you can count the number of first person shooters that come close to emulating the winning *Doom* formula on one hand.

But it wasn't just the style of game that made *Doom* such a success, there was the dark, satanic atmosphere which (if you played with the lights out) had the effect of scaring you to death. People who had never used their PCs for anything other than spreadsheets and word processing before became obsessed with this game. *Doom* changed the face of videogames forever.



Naturally, given its huge popularity, *Doom* has been converted to almost every conceivable platform to date. I've owned it on two consoles – first as the very impressive FX chip enhanced SNES version and then what I thought would be the definitive version, on PlayStation.

The thing is, that a lot has happened in the last four years in terms of the technology available to developers and we now find ourselves rapidly entering the 64-bit era, so we ask: exactly what business has a 32-bit game like *Doom* got being ported to Nintendo's power house? Since *Doom* appeared on the PC, the first person shooter has come a fair way. We've seen games such as *Duke Nukem 3D* expand the genre and allow more freedom of movement (crawling, jumping and flying) and then there was *Quake* (by the creators of *Doom*, id) which featured polygon enemies for the first time. And recently, on the N64, we have had two groundbreaking titles: *Turok* and *Goldeneye*, and with these amazing games as competition, the whole concept of *Doom* is getting a bit long in the tooth now.

The major let down with the N64 version of Doom is the way that the programmers have stuck rigidly to the original Doom formula...

To be fair though this game is not a straight port over from the PC version. The developers promised N64 users an all-new *Doom*, with an improved game engine, and thirty-odd exclusive N64 levels and they've delivered that promise – to a certain extent.

The major let down with the N64 version of *Doom* is the way that the programmers have stuck rigidly to the original *Doom* formula: walk around the levels, killing the demonic hordes and then finding the various keys that will allow you to progress through to the level's exit.

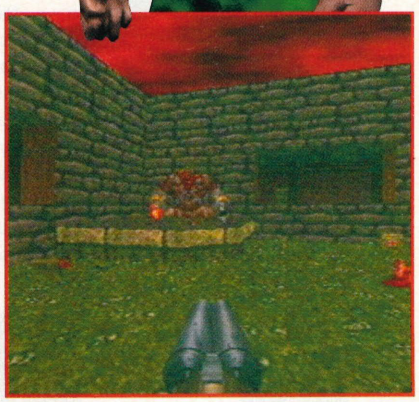
Okay, that bit is fine. Why change a basic formula that has been so successful in the past? Where it does fall down, is where you feel that the game has just not been expanded enough to make full use of the N64's increased power. As with the previous incarnations of *Doom*, you cannot jump or duck or even look up and down. Even the way that your gun placed in the centre of the screen is exactly the same as the original – how many people hold their guns in the middle? Not me, mister.

Okay, all this I could bear if it wasn't for the lack of graphical innovations. We have already









Ali's comment

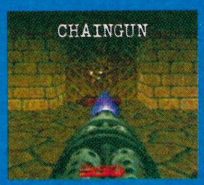
I've always been a big fan of *Doom*, and for me it was always the best of the lot. I was looking forward to *Doom* on the Nintendo 64, and the thought of having all new levels to explore got me particularly excited. The fact is though, after the arrival of the spectacular *Goldeneye* last month, *Doom* will never seem the same again. It's still a very good game but compared to the later title it looks dated indeed. There are a couple of minor niggles: the darkness of the screen can be very frustrating at times, as you're constantly getting hit by missiles that can only be seen at the last minute. The other thing is that the levels all seem very similar, which can be dull. Good but not the best.

Big Guns!

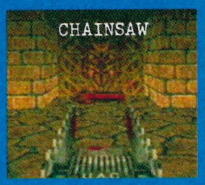
One of the best features in the *Doom* games is the variety and power of the weapons on offer. *Doom 64* includes new and improved versions of the old classics plus a special NEW weapon. Look out demons!



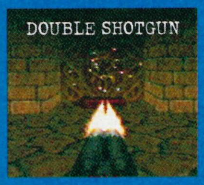
No prizes for guessing what the BFG actually stands for, fact fans – yes that's right: Blue Frog Gravy



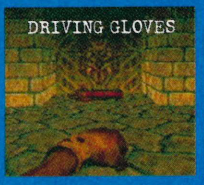
This is a rapid firing, high powered machine gun – the sort they mount on those deadly Apache helicopters



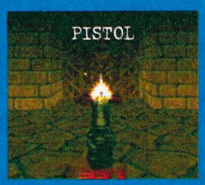
This has been upgraded to a double saw affair, which should help you do twice as much damage to those bad guys' insides



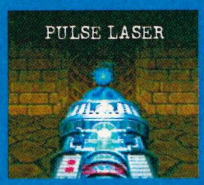
Twice as powerful as the standard shotgun but takes longer to load. One of my personal favourites



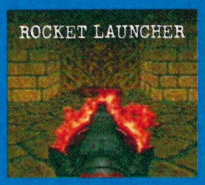
Okay, these aren't much cop against the hordes of hell, but they make a nice Xmas present for your Uncle Jim



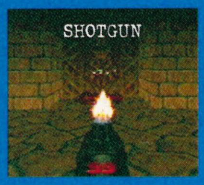
The default weapon isn't much good against the bigger baddies, so you'll only want to use it in an emergency



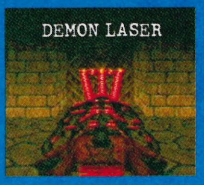
This futuristic weapon is one of the best in the game. It fires long range plasma rounds – very powerful



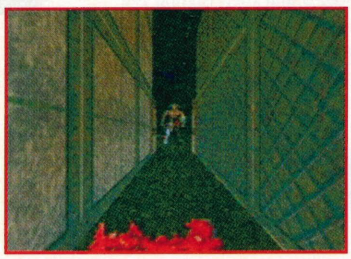
Use this to make mincemeat of demons. Best used in a crowd, where the wide blast will take out many enemies



This is more like it! This has enough power to blow huge holes in the side of fridges. If you should so wish



The three parts to this ancient artifact can be found in very secret places as you progress through the game



▲ **See the feeble remains of a human being in this shot? That's you that is!**

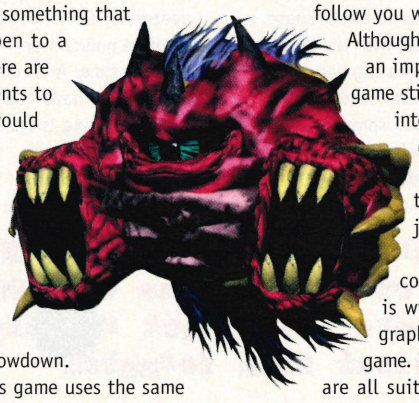


▲ **With rocket launcher at the ready, our brave hero readies himself for battle**

seen, in *Turok* and *Goldeneye* for example, the realism that is brought to a game when the enemies have all been constructed out of polygons. Now the enemies in *Doom 64* have been given a graphical overhaul – and they admittedly look rather splendid, in a sort of 3D studio sort of way – but this doesn't hide the fact that they are still just constructed out of sprites. Okay, so the programmers have attempted to make these characters appear more solid by making the sprites 'three dimensional'. This actually means that they now have eight points of perspective: four from front and back, and left and right, then four more from the angles between these.

This is, unsurprisingly, not very good. Now whenever you move around an enemy they 'flip' around quite noticeably – something that would never happen to a polygon. Okay, there are memory requirements to consider – what would *Doom* be if you couldn't have the fear of being chased by thirty fireball spitting Imps? If you tried this with polygon enemies, there'd be some serious slowdown.

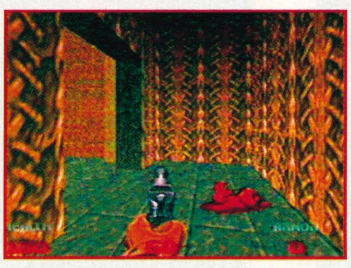




Apparently, this game uses the same engine that is to be used for the N64 conversion of *Quake*, which bodes well for this game, but you then have to question why they couldn't incorporate a few of the ideas from *Quake* into *Doom 64* to update it a little. I suppose that the programmers wanted to make a clear distinction between the games – which are very similar in setting and concept.

There are plenty of changes in *Doom 64* though. The character AI has been drastically improved upon, with your enemies no longer content to wait in their specified rooms, or at the bottom of stairs – once disturbed they will now follow you wherever you go. Although this is obviously an improvement, the game still sadly lacks the intelligence seen in *Goldeneye* – or it could be that those demons are just plain dumb.

Where *Doom 64* comes up trumps is with the overall graphical feel of the game. Its environments are all suitably dark and depressing, taking the gloomy satanic style of the original as inspiration and improving on it ten fold. The levels



▲ **Urgh! Check out those remains of a fellow marine. If you look close enough, you'll see that they are still moving!**



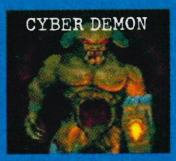
▲ **Things can get kind of hectic in *Doom 64* – in the final arena you will have to face all the demons from hell**

I love your Demon eyes!

The 64 version of *Doom* features a few new characters, including a new end of game boss. All the 3D sprites have been rendered in *3D Studio*, giving them a detailed, demonic look.



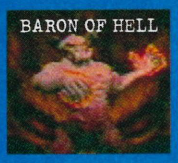
These boys are tough. They fly through the air, belching fire balls at you. Kill them before they get too close



Fashioned in the bowels of hell. With one arm as a rocket launcher, you will want to stay well out of his way



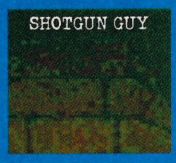
A cross between a bull and a gorilla, these things hunt in packs and if they get close then you are in for a torrid time



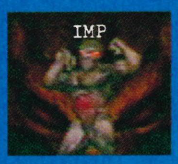
Half horse, half man and half... well, I don't know really. All I know is that these guys are tough enough to withstand a barrage of rockets



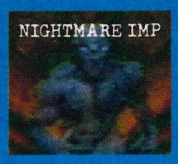
He was once a Marine, but he's now been possessed by the demonic hordes that he once fought against. Nothing but cannon fodder



Another ex-soldier undead type. Slightly more powerful than the zombie man, he wields a shotgun and takes a couple of shots to kill



Your basic nasty demon. Spits fireballs and can move very fast. The game's standard enemy but still effective



Same as the imp except that their fireballs cause a lot more damage. Oh yes – and they're invisible as well.



Skulls that fly about and are on fire. They're all hell bent on head butting you to death – nasty

also offer far more diversity and realism in terms of graphics and construction than any of its predecessors, with good use of the N64's lighting and misting effects to intensify the game's hellish atmosphere. The actual display is very dark and although the game features a 'brightness' option, I don't recommend playing this in a well lit room.

The game's atmosphere has also been enhanced greatly by the soundtrack. This is quite possibly the most atmospheric ever heard in a game. Instead of going all out for 'music' you are treated to an ambience of moans, wails and the sound of babies crying. Okay, on paper this all sounds a bit cheesy but in gameplay the overall effect is one of keeping you right on the edge of your seat – you are never quite sure whether that strange noise you are hearing is just part of the soundtrack, or is the war cry of some devilish creature that's lurking just up ahead of you.

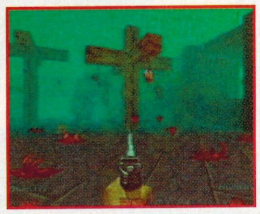


▲ Chaos reigns supreme in *Doom*, and it would be impossible to display this scene without all those sprites. Shame



▲ When you encounter Mr Pink, with only your pistol as protection, don't just stand around and chat... leg it!





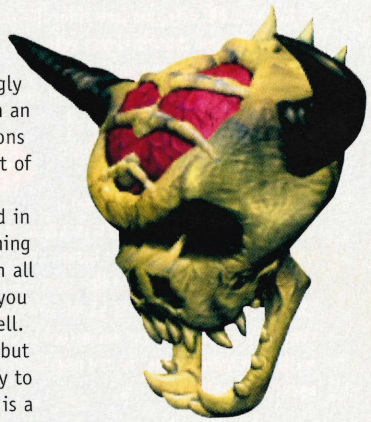
▲ If you are even a tiny bit squeamish, then *Doom 64* is not the game for you!

The gameplay of *Doom 64* has remained identical to the original, which is not necessarily a bad thing. There is something worryingly addictive about running around with an assortment of high powered weapons and blasting the living daylights out of everything that moves.

Each level should be considered in its entirety: there is no thread running through the game which links them all together, apart from the fact that you are getting closer and closer to Hell. This could be seen as a bad thing, but *Doom* is not a game that has a story to tell and this does means that there is a great variety to the levels: they are set in numerous locations, from futuristic outposts to medieval castles, each more expansive than the last.

Something that could have taken this game above all the rest on the market is a multiplayer option. We have seen in recent months the absolute pleasure that can be gained from hunting down and blasting your mates in a bit of four player, split screen action. The hours and hours that we in the TOTAL 64 office have spent playing *Goldeneye* deathmatch are testimony to this. Without this option, *Doom 64* automatically loses out.

But *Doom 64* is by no means a bad game. It combines addictive gameplay with a very believable and immersive environment and when we first played the US version some six months ago we were most impressed by the game's fluid engine and intensely dark and gripping atmosphere. The thing is, that since then there have been a couple of games – namely *Turok* and *Goldeneye* – that have finally managed to supersede *Doom* and have taken the first person shooting game to new heights. If you are a fan of the genre and have (gasp) never even played *Doom* before, this is definitely worth a look, otherwise you won't find anything new here.



Verdict

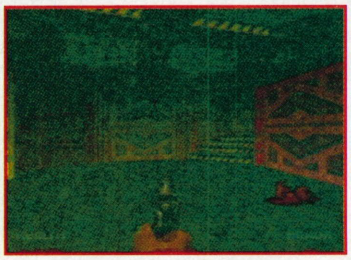
Name:	Doom 64
Publisher:	GT Interactive
Developer:	Midway
Players:	One
Released:	Out Now
Game Type:	Doom
Version:	UK

graphics 93
Gives an intensely dark and satanic atmosphere...

sound 90
Compliments the game's overall look well

playability 85
Kill! Kill! Kill!

overall 89



▲ Will you look at that terrible decor! It's really no wonder that no one wants to come round for tea

Reviews Round-up

Don't pay big bucks for bad games — check out our reviews round-up for the most accurate scores around!

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, tricky puzzle solving and excellent explosions!

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? This game is just a perfect conversion of a crap arcade game – so exactly what is the point? *Cruis'n USA* is sluggish, all the graphics are totally dire and – worst of all – the playability is thinner than a matchstick on a diet – very poor indeed. Avoid it!

ISSUE ONE SCORE

59%

Dark Rift

Although this is probably the best beat-'em-up on the N64 so far, unfortunately it still needs to go a long way to come close to any similar titles on the PlayStation and Saturn. On the plus side it does feature some excellent backdrops and the characters have interesting moves. These moves seem to draw heavily from *Tekken* and *Soul Blade* – which is not a bad thing by any means. I can't quite put my finger on what I don't like about *Dark Rift*, but there is some vital thing missing. This shows promise for the future fighters, but falls a little short of the mark.

ISSUE SEVEN SCORE

84%



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!

ISSUE THREE SCORE

92%

CURRENT SCROE

85%

Doraemon

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.

ISSUE THREE SCORE

69%

FIFA 64

Is 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!

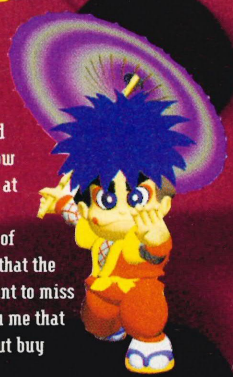
ISSUE THREE SCORE

76%

CURRENT SCORE

58%

Ganbare Goemon 5



At this year's E3 show I heard an awful rumour that *Ganbare Goemon 5* (or Legend of the *Mystical Ninja 64*) might not be released outside Japan. I was shocked and disappointed at the time, and now I've played the Japanese version I'm going into a deep depression at the thought of never getting to play the game in English. *Ganbare Goemon 5* isn't so heavily text based that it's unplayable for those of us without a grasp of the Japanese language, but I get the feeling that the plot is probably of a very high standard and not something you want to miss out on. One of the best titles to appear on the N64 to date: pray with me that the game is translated into English – which i'm sure it will be – but buy yourself a Japanese dictionary just in case.

ISSUE EIGHT SCORE

89%



Go! Go! Troublemakers

I don't understand it but I like it. *Go! Go! Trouble Makers* is so full of bright colours, you'll 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 title's 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 various characters keep appearing to try to explain stuff. Still playable but you're better off waiting for the official release.



ISSUE SIX SCORE

43%

Goldeneye 007

I wasn't bothered about the arrival of *Goldeneye*, having never been a big fan of first person shoot-'em-ups. Since *Goldeneye* appeared in the office though, I've been forced to eat my words. Never before have I seen a game create such a a sensation: even people who have never had an interest in games suddenly became interested in *Goldeneye*. The reason is simple – perfectly crafted gameplay, the likes of which some games can only dream of, and this is before the delights of the multi-player game have been uncovered, which take *Goldeneye* to a whole new level. An experience rather than a game, and one which shouldn't be missed by anyone.



ISSUE EIGHT SCORE

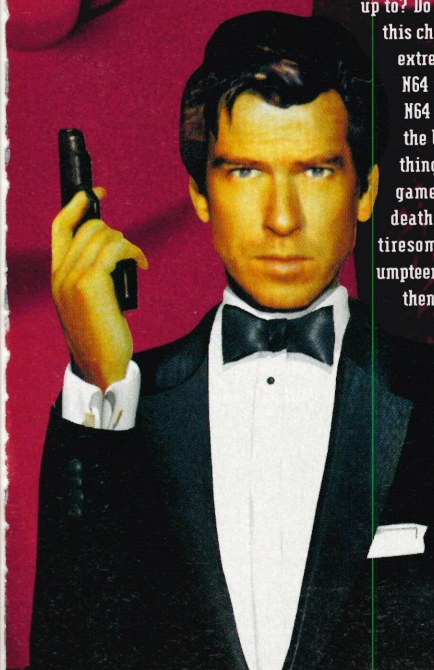
98%





Hexen 64

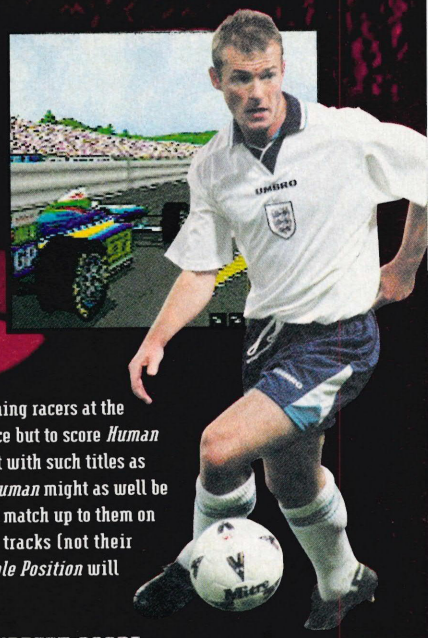
What is this doing on the N64? In the past few months we've been treated to two of the most excellent and enjoyable first person perspective games ever, *Doom* and *Turok*, and then all of a sudden Hexen comes along. What do GT think they are up to? Do they think people won't see past this facade, this 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 to actually boast 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 like the rest of us for *Duke Nukem*.



ISSUE SIX SCORE

63%





Human Grand Prix

After happily playing on some of the forthcoming racers at the E3, I really think that we're left with no choice but to score *Human Grand Prix* down. Sadly, when you compare it with such titles as *Extreme G* and *Multi Racing Championship*, *Human* might as well be *Pitstop 2* on the Commodore 64. It just doesn't match up to them on any criteria – except maybe the number of tracks (not their quality). Hopefully the US/UK version, *F1 Pole Position* will be much improved!

ISSUE THREE SCORE

80%

CURRENT SCORE

72%

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*!'

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. What with some 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!

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 one of 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. Okay, so admittedly this is when a 32-move combo is going on – but surely the N64 should be able to handle it?

ISSUE ONE SCORE

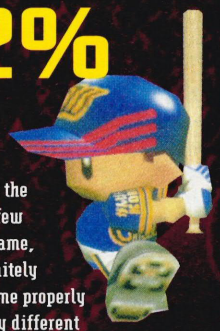
69%

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.

ISSUE TWO SCORE
91%

CURRENT SCORE
82%

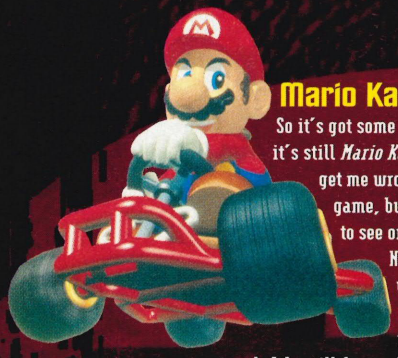


Lylat Wars

The sequel to *Starwing* has finally arrived in the UK, and apart from the name change, it's been well worth the wait. We've been playing the Japanese version for a few months now but the English speech adds a lot to the game, which has a surprisingly good plot. The game is definitely easier to complete than *Starwing* but to master the game properly requires taking secret routes and battling a completely different end-of-game Andross, and this should keep you playing for quite a while. If you liked the original, you'll fall madly in love with its 64-bit incarnation. If you've never heard of *Starwing*, you've never witnessed what a man like Miyamoto can do to a genre as seemingly tired as shoot-'em-ups.

ISSUE EIGHT SCORE
94%





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...

ISSUE ONE SCORE
93%

Mortal Kombat Trilogy

With the arrivals of both *War Gods* and *Dark Rift*, *Mortal Kombat Trilogy* has suddenly began to look more dated than ever. For fans of the series this is still one of the best *MK* incarnations – it's just that there's really very little to separate this title from it's 16-bit predecessors. Another reason for us changing the score is that we originally scored this more highly than *Killer Instinct Gold*, which judging by the number of letters we've had on the subject is widely considered to be the better game – it's only us who think it's an unplayable pile of crap!

ISSUE ONE SCORE
78%

CURRENT SCORE
67%

Multi Racing Championship

Being a big fan of racing games, I was looking forward to this one with baited breath. Unfortunately, although it looks nice and the alternative route idea is quite a novel one. I didn't enjoy *MRC* as much as I hoped. With there only being three tracks, I'm not sure how long this one will last. At the end of the day though, this is a far better game than *Cruis'n USA* and deserves to be a minor hit. Not a bad game by any means, but with *Lamborghini 64* and *Top Gear Rally* nearing completion it looks as though *MRC* could be in for a spot of very tough competition.

ISSUE SEVEN SCORE
80%

NBA Hangtime

In its day, *NBA Jam* was an extremely entertaining arcade basketball game. Since then we've seen the likes of *Total NBA* on the PlayStation, which I would have thought made the likes of the *NBA Jam* series obsolete – apparently I was wrong! This game has very little in common with the game of basketball and shouldn't even be considered by fans of the sport, but if you're a big fan of *Pong* or going to Wimbledon for the tennis, then this repetitive and dull left-to-right, right-to-left, left-to -right style of gameplay might appeal to you.

ISSUE EIGHT SCORE
51%

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. All 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.

ISSUE ONE SCORE
95%

CURRENT SCORE
91%

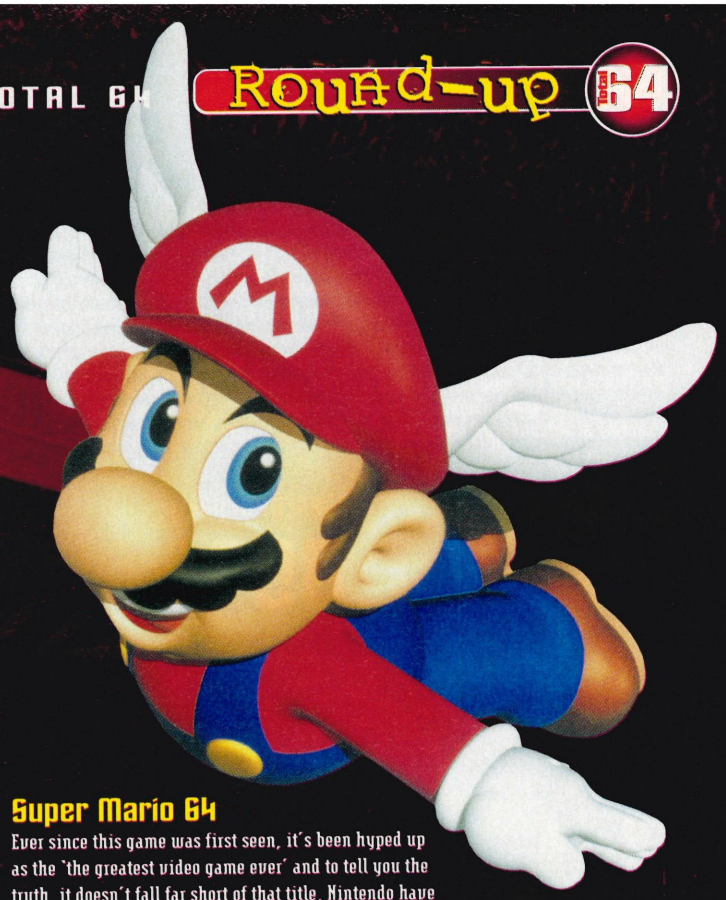


Shindou Mario 64

I can't really see quite where Nintendo are coming from releasing something like this. You'd have to be a certified nutter to fork out another 60 odd big ones for the pleasure of a shudder every now and again when the dungareed one falls on his arse, so who's left to buy it? New owners might as well take advantage of the extra feature but it seems to me to be nothing more than a gimmick to drum up support for the jolt pack. Obviously the more games it's compatible with, the better it sounds – but only with your fingers in your ears and a goldfish up one nostril.

ISSUE SEVEN SCORE
96%





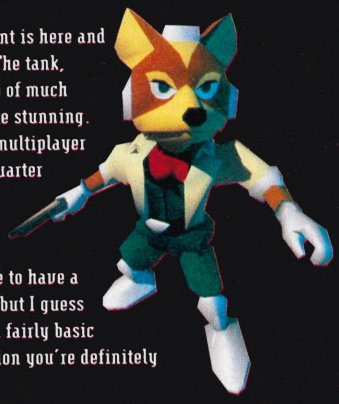
Shindou Wave Race 64

At first you would think that *Wave Race* would be an ideal game to use with the Rumble Pak – a rumble in your hands when you hit those waves seems like a great idea and is more than likely to add to the experience of riding a jet-ski. The trouble is that there are so many waves in this game and the pak vibrates to some degree on every single one (makes sense) so it's constantly buzzing. This has the effect of actually distracting from the gameplay, rather than adding anything to it. It is very disconcerting to have the pad constantly vibrating when you are trying to control your jet-ski and it's got to be the wrong sort of feeling anyway. A short sharp jolt when your jet-ski's nose hits the wave would have been more appropriate than this constant buzzing. Having said that though, the feeling quickly moves into the background but never stops from being a nagging irritation, so it makes you wonder, what's the point?

ISSUE SEVEN SCORE

93%

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 does make 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.

ISSUE FOUR SCORE

96%

St Andrews Golf

Most of us in the TOTAL 64 office are pretty 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 exactly help matters, but no amount of irritating commentary could redeem this effort. Fore!

ISSUE ONE SCORE

96%

CURRENT SCORE

42%

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!

ISSUE ONE SCORE

61%

CURRENT SCORE

49%

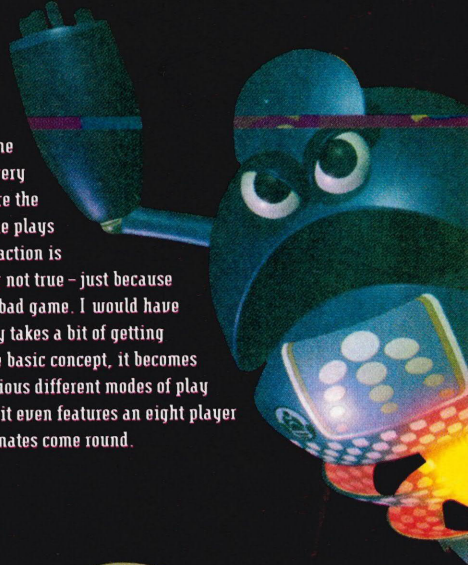
Super Mario 64

Ever since this game was first seen, it's been hyped up 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.

ISSUE ONE SCORE

96%

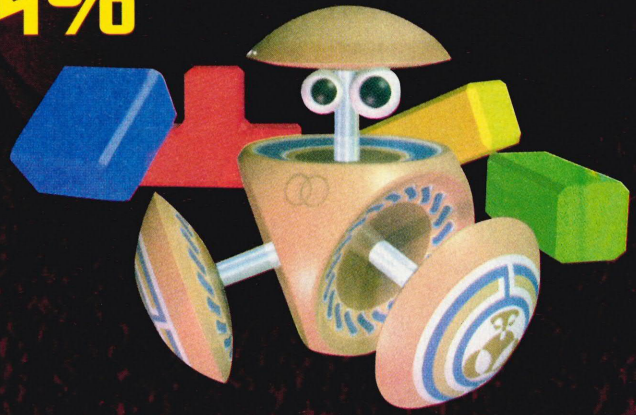
Tetrisphere



Having the *Tetris* prefix in its title, one would imagine that this would play very similarly to the original. This is where the initial confusion sets in: when anyone plays *Tetrisphere* for the first time, their reaction is that it's not very good. This is simply not true – just because it's different, that does not make it a bad game. I would have to admit though, *Tetrisphere* certainly takes a bit of getting used to, but once you've mastered the basic concept, it becomes increasingly addictive. There are various different modes of play which can only add to its longevity – it even features an eight player tournament mode, for when all your mates come round.

ISSUE EIGHT SCORE

84%

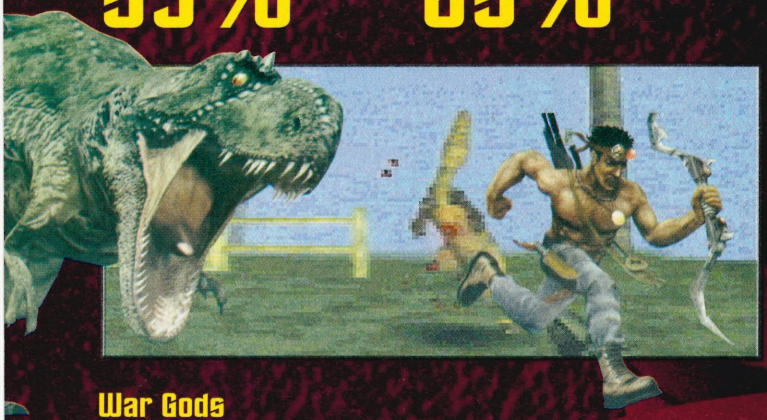


Turok: Dinosaur Hunter

Another first person shoot-'em-up gets a knock down thanks to the ground-breaking *Goldeneye*. This doesn't mean that *Turok* is a bad game, it's still one our favourites, but compared to the ingenious gameplay found in Rare's 'Bond sim', *Turok* is already looking dated. Graphically you can draw parallels between the two games with the use of polygons and excellent motion capture for characters, but *Turok* opts for lavish texture maps so it has to use misting effects to cover pop up. Where it really loses out though is in design and gameplay. The levels in *Turok* are all very similar – set in outdoors locations which promise to take you into the depths of a jungle but never do. *Goldeneye* takes you to a wide variety of familiar looking locations with the gameplay changing every time. The structure of *Goldeneye* that keeps you interested – *Turok* becomes very samey after a short space of time.

ISSUE TWO SCORE **93%**

CURRENT SCORE **89%**

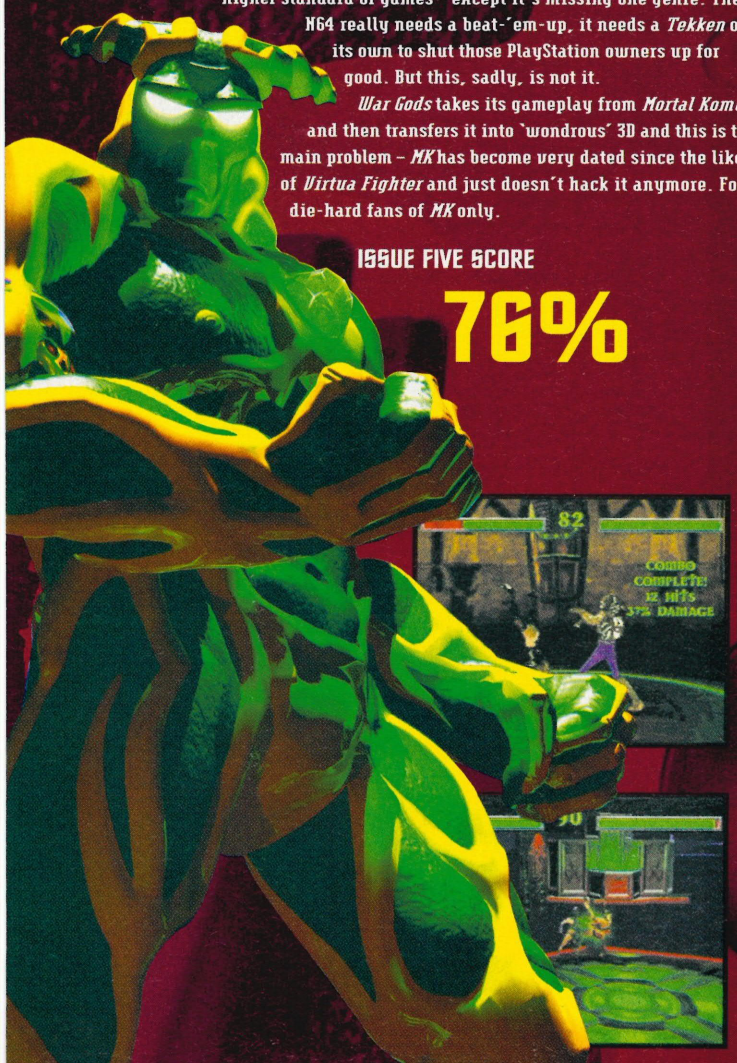


War Gods

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 really has a far higher standard of games – except it's missing one genre. The N64 really needs a beat-'em-up, it needs a *Tekken* of its own to shut those PlayStation owners up for good. But this, sadly, is not it.

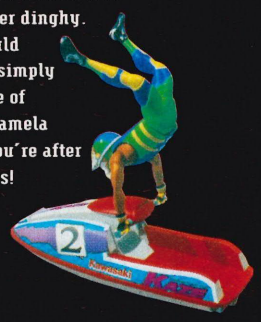
War Gods takes its gameplay from *Mortal Kombat* and then transfers it into 'wondrous' 3D and this is the main problem – *MK* has become very dated since the likes of *Virtua Fighter* and just doesn't hack it anymore. For die-hard fans of *MK* only.

ISSUE FIVE SCORE **76%**



Wave Race 64

The closest I've ever come to a real jetski 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 watersports 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 N64, avoid the traffic and take to the waves!



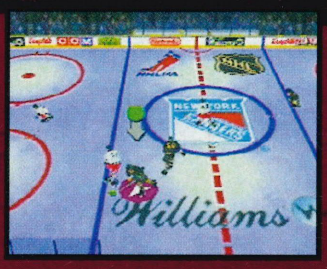
ISSUE ONE SCORE **96%**

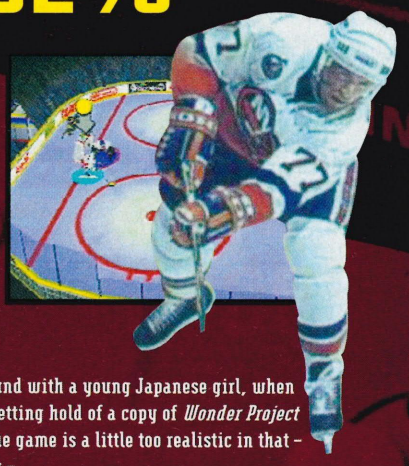
Wayne Gretzky's 3D Hockey

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'.

ISSUE TWO SCORE **90%**

CURRENT SCORE **82%**

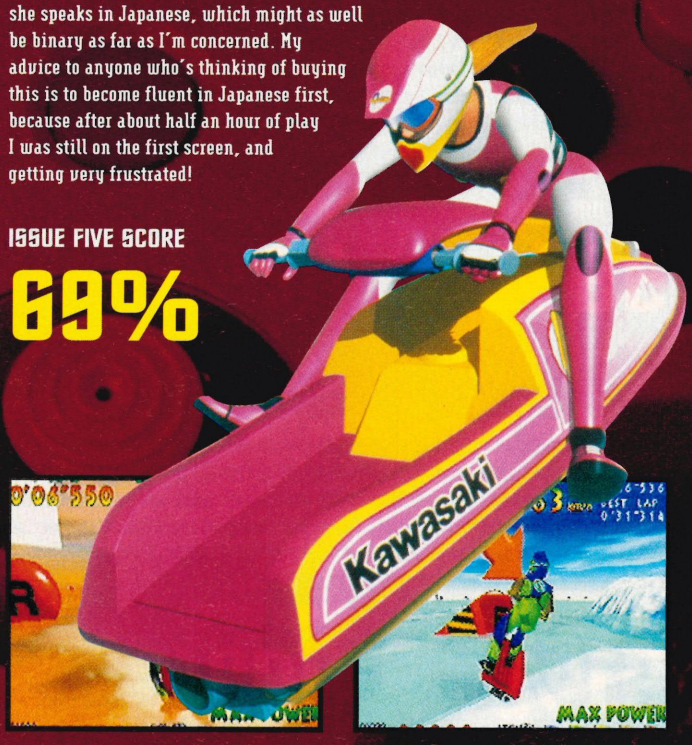


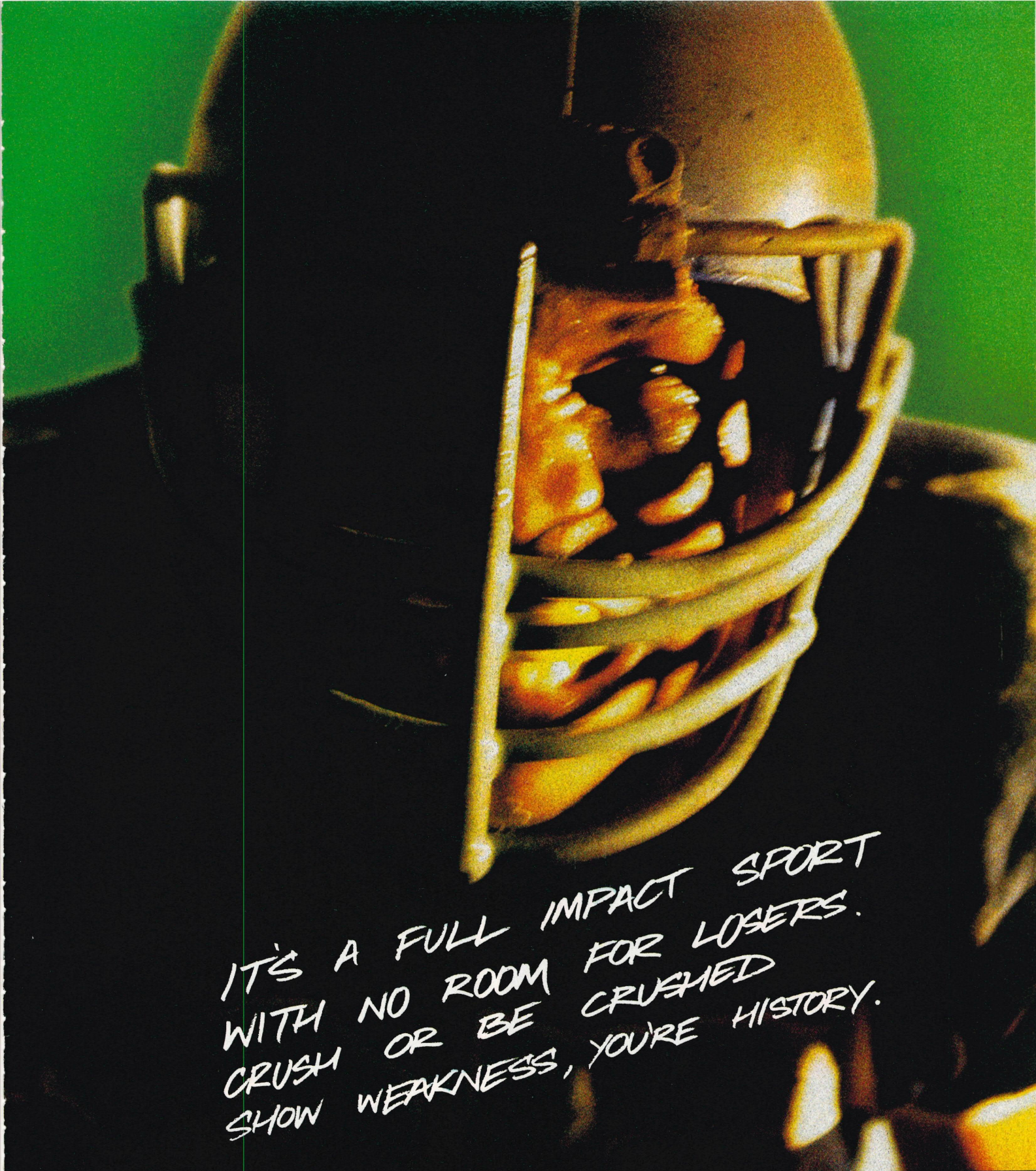


Wonder Project J2

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!

ISSUE FIVE SCORE **69%**





NFL QUARTERBACK CLUB 98™

All American NFL™ action in the most impressive game ever. The only game with all the teams, all the players and the official NFL™ license.

Acclaim®

TAKE IT TO THE EXTREME

IGUANA ENTERTAINMENT

NINTENDO64

The NFL Quarterback Club is a trademark of the National Football League. Team names, nicknames, logos and other indicia are trademarks of the teams indicated. TM / © 1997 NFLP. The PLAYERS INC Logo is an official trademark of the National Football League Players. All Rights Reserved. Cover photography © Vincent Manniello, sports-Chrome-East/West. Developed by Iguana Entertainment. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America, Inc. © 1996 Nintendo of America. All other trademarks are trademarks of Acclaim Entertainment, Inc. TM / ® & © 1997 Acclaim Entertainment, Inc. All rights reserved.

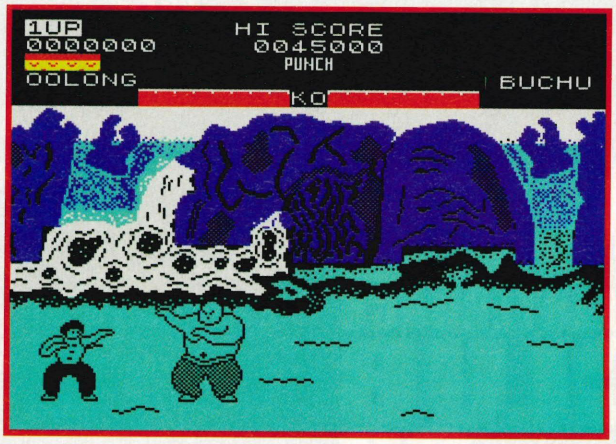
The Art o

With the fighting game just entering the three dimensional arena, we at TOTAL 64 thought that we would take a look back at fifteen years of development in what has become the most durable genre of them all — the beat-'em-up.

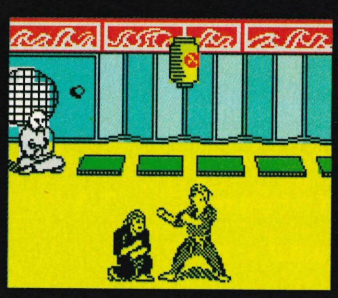
Possibly the most enduring video game genre is the fighting game, or as it's known in certain circles, the beat-'em-up. The market is now awash with one-on-one combat games and every console has a new one almost every month – but only a handful are worth talking about. And that is what this article is about – the rise and rise of the beat-'em-up.

The 'beat-'em-up' phrase was first coined back in the early Eighties when almost every video game was placed neatly into a category ending with '...'em-up'. This was a time when games technology had advanced







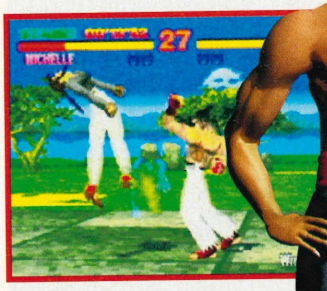


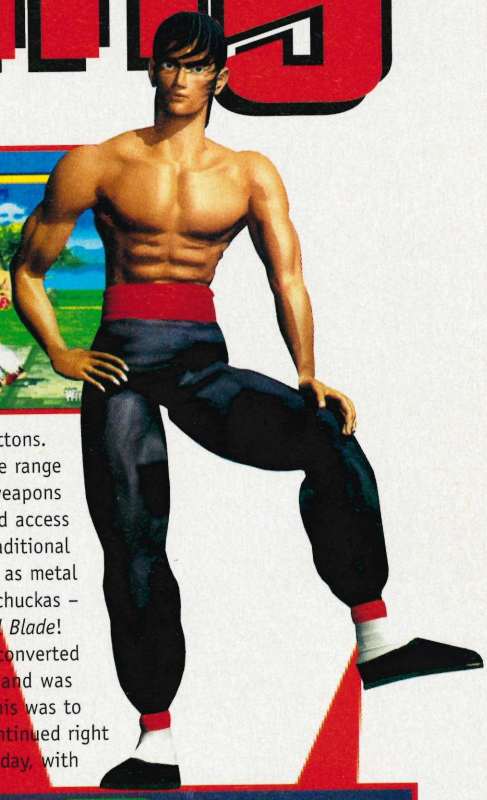
▲ The game that started it all, *Way of the Exploding Fist* on the ZX Spectrum

F Fighting









enough to enable fighting games to be made possible – and the first round of these titles appeared on the 8-bit home computers, chiefly the ZX Spectrum and the Commodore 64. The beat-'em-ups in question were instant hits and overnight this previously unknown genre managed to make its mark on the fledgling video games industry.

The game that started it all off was *Way of the Exploding Fist*, a title by the UK developers, Melbourne House, which first appeared on the Commodore 64 and Spectrum. It featured karate–style fighting with both a one and two player mode. The object of the one player mode was to fight your way up through the ranks of belts and then onto the 'Dan' level of karate, past black belt – yes, even in those days the one player mode wasn't much fun!

Winning each of the fights – in each of which your only 'choice' of opponent was another student – gained you a belt but there was no energy bar as a guide to who was winning the bout – that was an innovation which would come later. Instead, each fight was held in a series of rounds (up to a maximum of seven rounds per fight). The player with the move that would disable his opponent would be awarded with either a half or whole Yin Yang symbol, depending on the difficulty of the move: the winner would be the first one to two Yin Yang symbols. Looking back on *Way of the Exploding Fist*, you do begin to realise that the fighting game was a totally different animal back then: no special moves, no power bars and certainly no one-hit finishes.

The next great innovation took place in the arcades (the format that would come to dominate the genre) with a game called *Yie-ar Kung Fu*, coming from software giants Konami. This game set the blueprint for the next five years and even now you'll find games that follow its basic plan. The idea of the game was that your lone character had to take on an assortment of bad guys to rescue a princess, or something. (Hmm, does that sound familiar?)

The first major change seen was the invention of power bars for each of the characters, but the trouble was each of the moves still did the same amount of damage and there was absolutely no block technique, so it was really a case of getting the first hit in and then just bashing away at the buttons. The next feature was the range of 'special moves' and weapons that your opponents had access to, all of which were traditional Japanese weapons such as metal throwing stars and nunchuckas – eat your heart out, *Soul Blade*!

The game was duly converted to the home machines and was extremely successful. This was to set a trend that has continued right through to the present day, with



International Karate +

International Karate + (and its predecessor, *IK*) along with *Way of the Exploding Fist* and *Yie-ar Kung Fu* were, in their day, the biggest fighting games in the 8-bit market. *International Karate +* was a bit special though, as apart from the features found in *Exploding Fist* and *Yie-ar Kung Fu*, it had a unique option – three player fighting. This could result in some 'mad' scraps, with plenty of good possibilities for fighting scenarios: two of you could gang up on the computer or a third player, or you could just have an all out bundle to see who was the hardest! Strangely, this feature has only been seen in one video game since, *Dragon* on the SNES. Admittedly, the result of the fights was more down to luck, but it was quite a laugh nonetheless.





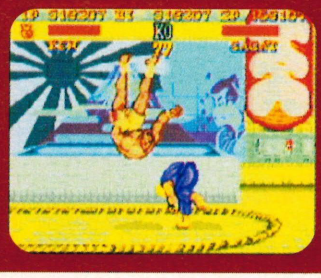




Street Fighter 2

The game that sold the SNES is arguably the ultimate '2D' fighting game. Capcom seemed to have perfected the genre with this version – the sequels were nothing more than just rehashes of the original, with extra special moves and an increasing number of ridiculous combos. Purists would argue that the *Mortal Kombat* series actually offered more realistic fighting but we are inclined to disagree. Both *Street Fighter*'s 'arcade' qualities and far more fluid control method made it head and shoulders above anything else at the time. There were many sequels: *Street Fighter 2 Turbo*, Super *Street Fighter* and the *Street Fighter Alpha* series but none of them came even slightly close to capturing the genius of the first.







arcade beat-em-'ups feeding the home software market.

The first *Street Fighter* game had only one character but the arcade cabinet featured an unusual gimmick in the form of two large buttons (one for kick and one for punch) which you physically had to hit with your fists – with the strength of the hit determining how hard your attack would be. This wasn't a particularly great idea, as machines broke down all over the country due to 'puffy jacket' types trying to impress their girlfriends with how 'hard' they were.

Not many people can remember the original *Street Fighter* games, because apart from the unusual punching buttons technique there was little to remember it by. The real advancement came with the sequel, which was to become the benchmark by which all beat-em-'ups were to be judged.

Enter the Dragon Punch

The first version of *Street Fighter 2* was not perfect – it had a glitch in the programming that allowed 'two in one' moves: in other words, one move could flow into another. This was down to the animation sequences between certain moves being cut short, resulting in a new hybrid mix of the two moves that made the world's first combo! It was a mistake by the programmers, but a mistake that led to an important development in the genre. This was where the first seeds were sown, that have since developed into the long, complex combo systems that we know and love today. Almost every fighting game now features the ability for your character to perform some spectacular combos.

Apart from this important accidental innovation, *Street Fighter 2* was also the most polished 2D beat-'em-up of the day and featured dozens of easily accessible moves, which ranged from the ordinary punches to special moves, such as fireballs and super punches. There was also strong character design, which helped to lift the game way beyond its competitors – the standard was set.

The game that took up the fighting gauntlet was Midway's *Mortal Kombat*. Released a year after the original *Street*



▲ **The Tatsu-Maki-Sen-Pu-Kyaku move: Japanese for Hurricane Kick!**



▲ **Ryu gets a good kicking from old rival, Ken. Hiyaa!**

Mortal Kombat

Released shortly after *Street Fighter*, *Mortal Kombat* went for a more realistic feel, with digitised characters – a legacy of Midway's early beat-'em-up, *Pit Fighter* (which was pretty poor). Apart from the special moves used, as found in *Street Fighter*, *MK* placed far more emphasis on combos and also added a new idea to the genre – the 'Fatality'. These moves were accessed via a secret combination of button presses, so you could impress all of your mates by tearing their heads off. Very nice. Overall, though, *Mortal Kombat* was let down by an unresponsive control method.





Fighter 2, *MK* took many of the ideas from Capcom's game – the combos and special moves – and put a new twist on them. It has to be be said that the huge popularity of the game rested heavily on the fact that there was an unfeasible amount of gore involved. The blood and the gruesome moves were really not very realistic but it was still enough for the game to cause controversy. When the title was released on the SNES, Nintendo put a stop to this and insisted that the blood and gore was taken out of the game completely.

Midway also incorporated an idea that was first seen in *Pit Fighter*: using digitised fighters. This was a bad idea from the start, just from a technical point of view. The game was limited to the number of frames of animation it could hold in memory and as a result, all the characters switched very quickly between moves, causing a jerky feel to the control. As with the *Street Fighter* series there were many sequels, but they showed little improvement – with the addition of more combos and more spectacular 'fatality' moves being the only real changes.

Shortly after the second *MK* game had reached the arcades, SEGA promptly surprised everyone by taking beat-'em-ups into the next generation, with the hugely successful *Virtua Fighter*. Building on the technology that had brought the company's other arcade smash, *Virtua Racing*, to the arcade, SEGA launched a new style of fighting game that took the world of beat-'em-ups by storm.

Graphically *Virtua Fighter* was quite unlike anything that had ever been seen before with the characters and fighting arena drawn entirely from polygons and initially this was the main attraction. But when you played the game, you realised that there was much more to *Virtua Fighter* than just revolutionary graphics. Although the gameplay still remained largely 2D, with the characters still fighting on one plain) the sheer amount of moves and realism that came with it was unheard of.

This was the first fighting game to use motion capture techniques of real fighters. The animation afforded by the use of polygons – and the lack of any ridiculous special moves – meant that this was the most realistic game yet. *Virtua Fighter* took the genre in a new direction and although there are still great 2D fighting games being made, such as Capcom's *Marvel Super Heroes*, the advent of three dimensional graphics marks the path of beat-'em-ups looking to the future.

It's impossible to write a feature on the history of the beat-'em-up without mentioning *Tekken*. The trouble is that *Tekken* hasn't added that much to the genre and takes most of its ideas from *Virtua Fighter*. One innovation that it did add was the use of four buttons to hit your opponent with – one for each limb, which helped make the fighting far more instinctive and realistic.

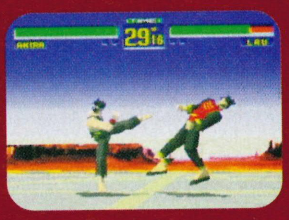
Virtua Fighter

The first fighting game ever by SEGA (surprised?) was also the first fighting game to feature polygon graphics. However, the gameplay was still very two-dimensional. The biggest change was not actually in the graphics, but in the method of fighting. It was a huge departure from the cartoon style, fireball heavy antics of *Street Fighter* and it went for a more realistic approach. *Virtua Fighter* utilised 'real' fighting moves, which were motion captured from real fighters. It may look primitive now but remember – at the time it was nothing short of breathtaking.









Mace: The Dark Age

Continuing in very much the same vein as *Virtua Fighter*, *Tekken* and *Soul Blade*, *Mace* adds a few new ideas of its own. There is a high ground, low ground thing going on, where the advantage – strangely enough – goes to the lowest person. Also, every fighting arena also features various interactive elements, which can affect the player accordingly: lava burns your character while in the dungeon, medieval instruments of torture can inflict varying amounts of damage. The first real 3D fighting game.















▲ *Bushido Blade*, from Squaresoft, is the first game that features true 3D environments



Toshinden took the emphasis away from the arcades and onto Sony's newly released PlayStation with a game that took the polygon graphics from *Virtua Fighter* and *Tekken* and combined this with the gameplay found in *Street Fighter*, with special moves and combos. The best thing about *Toshinden* was the use of 'sidestep' buttons, which meant that the game had a more three dimensional slant to it.

While all the games mentioned above have spawned many sequels, the next new direction that the beat-'em-up will take is still unclear. With the genre so arcade driven, developers are unwilling to take risks with their next fighting game and we are left with rehashes of the original. Take *Street Fighter 3* as an example: here Capcom had the perfect opportunity to take the formula to new heights, with one of the most eagerly awaited arcade games in history. Instead they opted for the safe route: another 2D version of *SF*, only with more cartoon quality animation. The imagination of the original *Virtua Fighter* has also been superseded by the quest for more lifelike graphics, as in *VF3*.



Producing a new arcade machine is now so expensive that most manufactures are unwilling to risk a flop. So where do we look to now for the future? The home market seems the obvious route, with Squaresoft's innovative *Bushido Blade*. Although this game is far from perfect, it's positively brimming with new ideas – which other developers will hopefully pick up on. *Bushido Blade* is truly 3D, set in a huge castle with interactive scenery and high and low ground, and goes for an ultra-real fighting style based on traditional Japanese sword fighting.

Side-stepping years of conventional evolution and placing the emphasis on defence rather than attack, it seems that *Bushido Blade* has come full circle, back to the days of 8-bit beat-'em-ups. 64

Bushido Blade

By side stepping ten years of 'evolution' in the beat-'em-up, Squaresoft's *Bushido Blade* takes an ultra-real approach to the genre, which harks back to the days of *Barbarian* on the 8-bit machines. Quite possibly the most innovative fighting game ever seen, it is fought with weapons and it is possible to kill your opponent with one well placed blow. You are also placed in a 3D world with complete freedom of movement, so you can gain an advantage by staying on higher ground. It does have its faults – button bashing can often win the day over hours of practice, but with so many new ideas, this could be seen as the next direction that fighting games will take.



EXCITEMENT DIRECT

THE NINTENDO SPECIALISTS

FAST DELIVERY SERVICE

Usually within 3 working days for games & accessories in stock

01993 844885

9am to 8pm Mon-Fri, 10am to 7pm Sat
11am to 4pm Sun & Bank Hols
OR FAX ORDERS TO 01993 840750

POSTAGE FREE FOR UK
ALL ITEMS GO 1ST CLASS



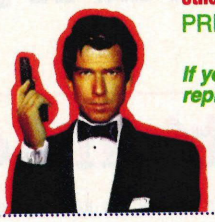
ONLY £133.99

NINTENDO & GOLDENEYE	£172.99
NINTENDO & GOLDENEYE & RUMBLE PACK	£182.99
NINTENDO & LYLAT WARS & RUMBLE PACK	£181.99
NINTENDO & DOOM 64	£181.99
NINTENDO & MARIO KART 64	CALL
NINTENDO & INT. SUPERSTAR SOCCER 64	£181.99
NINTENDO & MARIO	CALL
NINTENDO & BLAST CORPS	£177.99

Get £2.00 off every controller, and £1.50 off every game or other accessory bought at the same time as your Nintendo 64.

PRICES INCLUDE **FREE** DELIVERY WITHIN 2 DAYS
MACHINES ARE FULLY GUARANTEED FOR ONE YEAR

If your machine is faulty we will collect it from you and replace it free of charge



GOLDENEYE 007 ONLY £39.99

GOLDENEYE & TREMOR PACK ONLY £49.99

BOMBERMAN 64 ONLY £39·99

BOMBERMAN 64 & SHOCKWAVE ONLY £58·99



ONLY £47.99

LYLAT WARS & RUMBLE PACK

LYLAT WARS OFFERS

1) Buy a Tremor Pak at the same time so your opponent can feel the feedback too. Only £10.99
2) Buy an official Nintendo Coloured Controller or Sharkpad Pro 64² at the same time for just £23.99

LAMBORGHINI 64 or TOP GEAR RALLY only £39·99

1) Buy an official coloured controller at the same time as either of these games for just £23·99
2) Get £5 off a Mad Kats Steering Wheel (usually £55·99) if bought at the same time

NINTENDO 64 GAMES

BLAST CORPS & 1MB MEMORY CARD	£52.98
BLAST CORPS	£41.99
BOMBERMAN 64	£39.99
CLAYFIGHTER 63 1/3	CALL
DIDDY KONGS RACING	£39.99
DOOM	£45.99
DUKE NUKEM	CALL
EXTREME G	CALL
F1 POLE POSITION 64	CALL
FIFA ROAD TO THE WORLD CUP	CALL
GOLDENEYE	£39.99
HEAVEN 'N' HELL	£50.99
HEXEN	£49.99
INT. SUPERSTAR SOCCER	£48.99
ISS 64 & OFFICIAL CONTROLLER	£72.98
KILLER INSTINCT GOLD	£44.99
LAMBORGHINI 64	£39.99
LYLAT WARS	£47.99
MADDEN 64	CALL
MARIO 64	£39.99
MARIO KART 64	£39.99
MISCHIEF MAKERS	£39.99
MISSION IMPOSSIBLE	CALL
MRC MULTI RACING CHAMPIONSHIP	£49.99
MORTAL KOMBAT TRILOGY	£48.99
NBA HANGTIME	£49.99
NFL QUARTERBACK CLUB 98	£45.99
PILOT WINGS 64	£39.99
ROBOTRON 64	CALL
SHADOWS OF THE EMPIRE	£49.99
SPOOKIE	£50.99
STARDUST	£50.99
TONIC TROUBLE	£44.99
TOP GEAR RALLY	£39.99
TUROK: DINOSAUR HUNTER	£48.99
WAR GODS	CALL
WAVERACE	£44.99
WAYNE GRETZKY	£49.99
WETRIX	£44.99

PLAY MACE NOW!!
Buy a UNIVERSAL GAME ADAPTOR
Just £16.99 or £13.99 if bought at the same time as any game

US NINTENDO 64 GAMES

AERO FIGHTER ASSAULT	£57.99
CLAYFIGHTER 63 1/3	£57.99
CRUISIN USA	£57.99
DARK RIFT	£54.99
DOOM 64	£57.99
DOOM 64: ABOLITION	£57.99
DUKE NUKEM 64	£57.99
EXTREME G	£57.99
F1 POLE POSITION	£57.99
GRETZKY 98	£57.99
HEXEN 64	£57.99
INT. SUPERSTAR SOCCER 64	£57.99
JEOPARDY	£57.99
MACE: THE DARK AGE	£57.99
MADDEN 64	£57.99
MISSION IMPOSSIBLE	£57.99
MK MYTHOLOGIES: SUB ZERO	£57.99
MORTAL KOMBAT TRILOGY	£57.99
MULTI-RACING CHAMP'SHIP	£57.99
NBA HANGTIME	£54.99
NFL QUARTERBACK 98	£57.99
QUAKE	£57.99
ROBOTRON	£57.99
SAN FRANCISCO RUSH	£57.99
TUROK: DINOSAUR HUNTER	£57.99
TUROK & 1MB MEMORY CARD	£57.99
WAR GODS	£57.99
WAYNE GRETZKY	£57.99
WCW VS THE WORLD	£57.99
WHEEL OF FORTUNE	£57.99

SUPER NES GAMES

AKKONOIV	CALL
BATTLE CLASH	£17.99
DONALD DUCK - MAUI MALLARD	£29.99
DONKEY KONG COUNTRY 2	£29.99
DONKEY KONG COUNTRY 3	**£39.99**
EMPIRE STRIKES BACK	£27.99
FIFA 97	£36.99
F-ZERO	£17.99
INT. SUPERSTAR SOCCER DELUXE	£39.99
JUNGLE BOOK	£28.99
KILLER INSTINCT	£12.99
KIRBY'S DREAM COURSE	£19.99
KIRBY'S FUNPACK	**£28.99**
KIRBY'S GHOST TRAP	£21.99
LAMBORGHINI	£32.99
L!ON KING	£28.99
LOST VIKINGS 2	£28.99
MARIO ALL STARS	£17.99
MARVEL SUPER HEROES	£44.99
MR DO	£19.99
MS PACMAN	£27.99
NBA HANGTIME	£39.99
NHL 98	£39.99
OSCAR	£24.99
PHANTOM 2040	£17.99
PILOT WINGS	£22.99
PREHISTORIK MAN	£16.99
PRIMAL RAGE	£17.99
PRINCE OF PERSIA II	£29.99
REALM	£25.99
RETURN OF THE JEDI	£27.99
SIM CITY	£24.99
SECRET OF EVERMORE	**£28.99**
SUPER STREET FIGHTER 2	£25.99
SUPER GHOULS & GHOSTS	£23.99
SUPER INTERNATIONAL CRICKET	£22.99
SUPER MARIO KART	£24.99
SUPER MARIO WORLD	£17.99
SUPER METROID	£16.99
SUPER PUNCH OUT	£19.99
SUPER STAR WARS	£17.99
SUPER SOCCER	£17.99
SUPER TENNIS	£16.99
TERRANIGMA	£34.99
TETRIS ATTACK	£27.99
TETRIS & DR MARIO	£21.99
TIMONE & PUMBAA	£33.99
TOY STORY	£44.99
ULTIMATE MORTAL KOMBAT	**£28.99**
VORTEX	£18.99
WHIZZ	£24.99
WILLIAMS ARCADE GREATEST HITS	£27.99
WINTERS GOLD	**£27.99**
YOSHIS ISLAND	**£23.99**
ZELDA	£18.99

SUPER NES HARDWARE & ACCESSORIES

OFFICIAL NINTENDO CONTROLLER	£12.99
NINTENDO AV ADAPTOR	£12.99
NINTENDO AV CABLE	£12.99
ACTION PAD SN LOGIC 3	£7.99
SN PROPAD	£8.99
SPRINT PAD SN LOGIC 3	£9.99
SCART CABLES	£8.99
SUPER 16 CLEAR JOYPAD	£11.99

We swap

2ND HAND NINTENDO GAMES
EXCHANGE FEE FROM ONLY £7.00

Please call for details

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



only £23.99 if bought with Lylat Wars, Mario Kart, ISS64 and Wave Race

COLOURED OFFICIAL NINTENDO 64 CONTROLLERS
Available in blue, green, red, black and yellow
ONLY £25.99
OR £22.99 FOR 2 OR MORE



SHARKPAD PRO 64²
Enhanced Controller with Auto-Fire and Slow Motion functions
ONLY £25.99
OR £22.99 FOR 2 OR MORE

ARCADE SHARK STICK
Arcade-Style Joystick with Auto-Fire and Slow Motion features plus Memory Card Slot. Interchangeable Joystick
ONLY £36.99



SUPERPAD COLOURED
8 Way Digital Direction Control.
Memory Card Port
£18.99

MAKO PAD
High precision control, ideal for fighting games. Has Auto-Fire, Slow Motion and Memory Slot
£20.99



SUPERPAD 64 PLUS
Auto-Fire and Slow Motion features and Memory Slot
only £18.99
SUPERPAD 64 ONLY £14.99



ANALOGUE STEERING WHEEL WITH PEDALS
8 Digital Action Buttons plus 8 Way Directional Pad
ONLY £57.99
or £55.99 if bought with any game

SHOCKWAVE
Unique SHOCK SENSOR adds force. Feed-back to ALL GAMES.
Built in 1 Mb Memory card **£21.99**

TRIDENT PAD	£17.99	ULTRARACER 64 Hand held steering wheel, Programmable view change button and LED display	£28.99
TRIDENT PRO PAD Auto-fire, slow motion, memory slot. Rumble pack compatible	£20.99		

CABLES AND CARDS

Joypad Extension Cable	£6.99
Pair of Extension Cables	£11.99
Scart Cable - Improves picture and sound quality	£8.99
Stereo AV Cable - 3 phono plugs with scart adaptor	£8.99
S-VHS Cable - Gives better quality than a scart cable but requires SVHS compatible TV or Video	£8.99
Scart Converter Cable - Converts TV signal, to enable you to play a USA or Japanese machine	£24.99
Official Memory Card	£13.99
256kb Memory Card	£8.99
1MB Memory Card	£11.99
4MB Memory Card	£21.99
Game Killer 64 - Contains cheats for latest N64 Games including Mario 64, Mario Kart 64, Wave Race, Cruisin USA, Pilot Wings & Shadows of the Empire	£21.99

MISCELLANEOUS

N64 Cleaning Kit	£9.99
Official Carry Case	£13.99
Official Deluxe Carry Case - Adjustable shoulder strap, can store the N64, 2 game controllers, 6 game cartridges and 6 memory packs	£25.99
Official Control Pad Case	£11.99
Universal Game Adaptor (UK/USA) - Doesn't play Wave Race or Starfox	£14.99
SFX3 Adaptor (UK/USA) - Plays Starfox but not Wave Race	£16.99
Official Mario Kart 64 Players Guide	£7.99
Official Mario 64 Players Guide	£9.99
Official Turok Players Guide	£9.99
Official Rumble Pack	£14.99
Starfox Game Secrets	£9.99
Tremor Pak	£12.99
Action Replay - Hundreds of built in cheats for all the best games, fully programmable memory, Memory Manager and Smart Control Slot add fantastic expansion features	£34.99

GAMEBOY

ALLEYWAY	£11.99
ALADDIN	£18.99
ASTEROIDS & MISSILE COMMAND	£9.99
BASEBALL	£11.99
BATMAN 2	£17.99
BEST OF BEST	£16.99
BUGS BUNNY 2	£17.99
DAFFY DUCK	£17.99
DESERT STRIKE	£15.99
DONKEY KONG LAND 2	£24.99
DONKEY KONG LAND 3	£20.99
DRAGON HEART	£16.99
DR MARIO	£9.99
DUCK TALES	£18.99
F1 RACE	£11.99
FIST OF NORTHSTAR	£16.99
GOLF	£11.99
GO! GO! TANK	£16.99
GREMLINS II	£17.99
HUNCHBACK OF N. DAME (DISNEY'S)	£23.99
JAMES BOND 007	£20.99
JUNGLE BOOK	£18.99
JURASSIC PARK	£13.99
KILLER INSTINCT & CASE	£9.99
KIRBY'S BLOCKBALL	£15.99
KIRBY'S DREAMLAND	£11.99
LION KING	£18.99
LOONEY TOONS	£16.99
MARIO & YOSHI	£9.99
MARIO PICROSS	£16.99
MICRO MACHINES	£15.99
MOLE MANIA	£16.99
MORTAL KOMBAT 1 & 2	£21.99
NIGEL MANSELL	£14.99
PINBALL FANTASIES	£17.99
PINBALL DELUXE	£17.99
PRIMAL RAGE	£13.99
RETURN OF THE JEDI	£16.99
ROAD RASH	£16.99
SOCCER	£12.99
SPEEDY GONZALES	£17.99
STAR WARS	£16.99
STARGATE	£16.99
STREET RACER	£19.99
SUPER MARIOLAND 1	£16.99
SUPER MARIOLAND 2	£17.99
TARZAN	£15.99
TAZMANIA	£17.99
TENNIS	£11.99
TETRIS ATTACK	£16.99
TETRIS BLAST	£16.99
TETRIS PLUS	£17.99
TINY TOONS	£17.99
TOPSY TURVY GAME	£24.99
TOSHINDEN	£23.99
TRACK MEET	£15.99
WAVE RACE	£8.99
WARIO BLAST	£16.99
WARIOLAND	£16.99
ZELDA	£13.99
GAMEBOY DOUBLE PACKS	
DONKEY KONG & D'KONG LAND	£30.99
TETRIS & TETRIS 2	£25.99
SUPER MARIO LAND 1 & 2	£29.99

AVAILABLE IN BLUE, YELLOW, GREEN, SILVER, BLACK, RED AND CLEAR



ONLY £39.99
COLOUR GAMEBOY POCKETS
THEY'RE SLIMMER, LIGHTER, BUT THE SCREEN IS AS BIG AS THE ORIGINAL GAMEBOY SCREEN, AND IT'S EVEN BRIGHTER.

SILVER GAMEBOY POCKET & TETRIS	£47.99
CLEAR GAMEBOY POCKET & METROID II WAVERACE & TRAVEL BAG	£52.99
CLEAR GAMEBOY & STAR WARS	£41.99
BLACK GAMEBOY & GOLF TETRIS & CARRY BAG	£43.99
PSU (GB OR GBP)	£8.99
HANDY CAR PLUG PLUS	£9.99
LINK LEADS	£8.99
RED GAMEBOY & KILLER INSTINCT	£39.99
MAN UTD GAMEBOY & SOCCER	£42.99
POWER SUPPLY UNIT	£8.99
SUPER GAMEBOY & PLAYERS GUIDE	£26.99
SUPER ZOOM - MAGNIFIER	£9.99
SLIP LEATHER CARRY CASE	£7.99
SLIP NYLON CARRY CASE	£3.99

Exchange policy on new goods - if you are unhappy with your goods for any reason, simply return them in perfect condition within 3 days of receipt by recorded delivery and subject to a fee (10%, minimum £5), we will swap it for another item. We reserve the right to refuse exchange if the item is not received back in PERFECT condition.

NAME: ..... ADDRESS: .....

.....

POSTCODE: .....

TEL: .....

SIGNATURE: .....

ITEM	PRICE
	£
	£
	£
P&P	£
TOTAL	£

Postage is free for all orders shipped within the U.K. Optional NEXT DAY DELIVERY available. £5.00 for 1st item plus £1.00 for each subsequent item. Overseas postage £2.50 per software item

CASH ☐ CHEQUE *(Please allow 8 days for cheque clearance)* ☐ POSTAL ORDER ☐ CARD ☐

CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE: ☐☐☐☐ ISSUE NO: ☐☐

PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE.

CHEQUES PAYABLE TO: **EXCITEMENT DIRECT**, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON OX18 3XZ

Inevitably some items may not yet be available. Please phone to check availability.
Prices correct at time of going to press.E & OE **Ref: Total 64-9**

SWITCH Access VISA DELTA

Excitement Direct is Nintendo direct's largest Independent. All Rights Reserved. All Trademarks recognised.

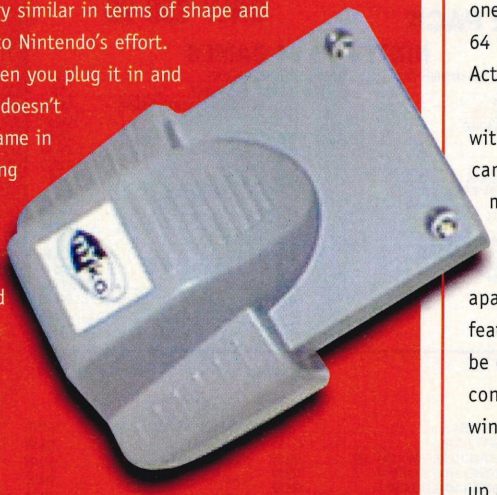
Xtras! Xtras!

It's jolt pack central this month, with two newcomers both trying to outdo the official Nintendo Rumble Pak. So get your pennies out and make your choice.

Thunder Pak

The Thunder Pak, as you will have already guessed by the name, is a copy of Nintendo's official Rumble Pak. It is very similar in terms of shape and size and in fact looks almost identical to Nintendo's effort.

The difference becomes apparent when you plug it in and begin to play a game... erm, well no it doesn't actually, because it seems exactly the same in this respect as well. This isn't a bad thing though because it perfectly emulates the official pack, so we can't complain – it's just that we were looking forward to a few new features. Overall it's a good piece of kit that does the exact job it is meant to do. 64



Available in UK:	Import
Supplied by:	Madeira Games Tel: 01485 570256
Manufacturer:	Nyko
Price:	£TBA

Tremor Pak

The Tremor Pak promises a couple of extra features over your standard rumbler, which can only be a good thing. If you look closely on the back of the pack you will find a little switch which can be used to alter the ferocity of the vibration. If you choose low power it will vibrate slightly less and will prolong the life of the batteries, while the high option gives a much faster and far more vigorous vibration. This is a nice idea, but it's probably fair to say that the majority of you would go for the high vibration option every time.



The drawback of such a feature is the size of the pack – it is a lot bigger than the official Rumble Pak and it doesn't fit as snugly in the back of the joypad. It also takes 'AA' batteries rather than the usual 'AAA', so this can give you some idea of the extra size.

All in all it's a great little device that gives an alternative to the norm, and is only slightly let down by its size. 64

Available in UK:	Out Now
Supplied by:	InterAct
Manufacturer:	InterAct
Price:	£TBA

Action Replay

The Action Replay has appeared on most consoles in one form or another and now it's time for the Nintendo 64 version. For those of you who aren't familiar with the Action Replay, a quick explanation is in order.

The Action Replay comes in the form of a cartridge with an open end, into which a proper game cartridge can be inserted. When the game is turned on a cheat menu appears and if you're lucky enough to have the code for that game, Bob's your uncle – you're away.

For any would be cheaters this is a godsend as, apart from the cheats built into the cartridge, it also features the option to add more new ones, which can be obtained from the Datel hotline. Of course we don't condone cheating in any way, shape or form, because winners don't do cheats.

An added bonus of the Action Replay is that it doubles up as a memory card manager and it is also compatible with the smart cards that are available for the previous Game Killer.

Datel have really struck gold here, with a constantly upgradeable cheat system that is very easy to use, helping you to reach parts of a game that you may not have uncovered before.



To top the whole thing off it comes in a rather attractive black plastic case with an LED display. 64

Available in UK:	Out Now
Supplied by:	Datel
Manufacturer:	Datel
Price:	£TBA

NINTENDO 64

US MACHINES IN STOCK NOW

Lowest prices - please call

Latest games available



Mario Kart, Top Gear Rally, Wave Race, Blast Corps, Mission: Impossible, Hexen 64, Clay Fighter, Go! Go! Troublemakers, Multi Racing, GoldenEye, Doom 64, StarFox 64, War Gods, Dark Rift



IMPORT SPECIALISTS

Controllers, Memory cards, RGB leads, Transformers

WE SELL THEM...

MADEIRA GAMES

Lynn Road, Heacham, Norfolk PE31 7JF

Tel: 01485 570256 **0831 444041** anytime

Email: STAINSBY@MSN.COM

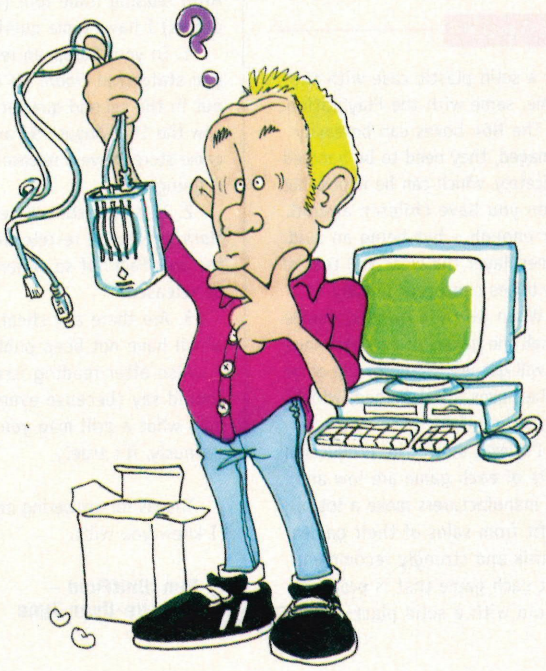
GUARANTEED

NEXT DAY DELIVERY

Official suppliers of Import software to Total 64

MasterCard VISA AMERICAN EXPRESS

TOTAL internet



The magazine which helps you get online...

Out in November

the Firing Line

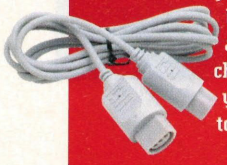
Got a problem with your N64? Feel like having a grumble? Why not get it all off your chest in the Firing Line!

FIRE

These pages are kindly 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 seen 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 yourself some top accessories.





You can write to us at:
The Firing Line
Total 64 Magazine
1, Roman Court
48, New North Road
Exeter, Devon, EX4 4EP

Or email us at:
firing_line@rapide.co.uk

DEAR LETTERS PAGE

1. I think Nintendo's policy on the lifespan of a game is all wrong. I prefer games that are a little harder, and where you're constantly playing to find new levels etc. Nintendo's idea of lifespan in a game is the 'excitement' of shaving of a tenth of a second off a fastest time. Not too exciting in my book.

2. When you reviewed *Dark Rift*, much of the criticism of the game was aimed at the fact that it wasn't very original. I'm a person who has never played *Soul Blade* or *Tekken*, so I have nothing to compare it to really – will I enjoy the game? Or is the problem that the gameplay is bad as well?

Yours Faithfully,

■ **David Waller — East Yorkshire**

The Truth...

1. To complete a Nintendo game is normally fairly easy, this is to give everybody the opportunity to witness the end sequence. In many games secrets and extra levels appear as a bonus when it's completed on the easier level, so to uncover everything in a Nintendo game can sometimes be very challenging. When at last you've finally found everything, you can return to the game to beat times or high scores of your own, of friends or the scores that appear in Total 64.

2. If, like you say in your letter, you have never played *Tekken* or *Soul Blade* then it is quite likely that you might enjoy *Dark Rift*. Although not a bad game by any means, in comparison to the two PlayStation games mentioned, *Dark Rift* just doesn't have anything new to offer.

DEAR FIRING LINE

I have recently purchased an N64, and I must say it's a pretty damn good games machine. I have never previously owned any of Nintendo's machines apart from a Gameboy, which I still own.

I enjoy playing a lot of video games – I sold my Sony PlayStation to own the most powerful games console at present. Before that I had a Sega Megadrive. At present I own two N64 games which I have no regrets in purchasing, although I do have one problem.

Okay, we the N64 owners have to fork out nearly sixty pounds for a game, but we also want value for money (game packaging wise). All we get is a thin card box with the games cartridge stuck inside. When I owned the Megadrive you would get a solid plastic case with the game, same with the PlayStation.

The N64 boxes can be easily damaged, they need to be handled delicately, which can be impossible when you have children around. Fair enough – but being an avid gamesplayer the wear and tear of the boxes can occur quickly.

When we (N64 owners) decide to sell the games or part exchange we will get less value for the game if the boxes are damaged, which is clearly unfair.

I'm well aware the production costs of each game are low and the manufacturers make a lot of profit from sales of their games. I think and strongly recommend that each game that is produced is sold with a solid plastic case as mentioned previously. If I'm going to spend sixty pounds on a game then the packaging of the games cartridge is quite essential, and I am sure it is just as essential to other N64 owners.

I hope my letter is a contender for the letter of the month competition, and I hope it is printed in the next issue of your fab mag!

This is A Karim, signing off.

■ **A Karim — Ashton-Under-Lyme**

The Truth...

We have just had a quick survey around the Total 64 office and actually it appears that nobody here is really bothered what type of packaging the games come in – they're all far more concerned with what is inside.

However, if ruining the cardboard boxes does annoy you, perhaps a good idea would be to simply remove the box as soon as you get the game. This way you can store the box in a safe place (away from children!) to keep it pristine and just keep the cartridge itself available.

If you eventually want to sell or exchange the game the box will be as good as new.

DEAR TOTAL 64

After reading issue four (and all the others) I have some queries:

1. In your European release dates you state that *Doom 64* is coming out in the second quarter '97. It is now the 19th August '97 and no video game stores have a release date! What is going on?

2. Is it true that *Wave Race* and *Mario* are to be re-released using the Jolt Pack? If so, when will they be released?

3. Are there any cheats for *Turok* which have not been published?

Also after reading issue four, I should say (because everyone else has) what a brill mag you are! (But seriously, it's true!)

Thanks for answering my questions (I know you will).

■ **Ben Whitfield — Newcastle-Upon-Tyne**

We get too many letters to fit in the magazine, so here are some snippets of the best of the rest.

Is there any chance that the publishers of Total 64 will consider moving to America, since that is where the major market for the 64 is?

The Truth...

Not a bad idea.

I know why you and everyone else slag *KI Gold* off – it's because you and they can't stand a challenge.

The Truth...

***KI Gold* is not in the least bit challenging, it is merely a test of memory.**

I was a bit disappointed when I heard about the price drop...

The Truth...

1. *Doom* should be available in your local software emporium by the time you read this.

2. Rumble Pak versions of both *Wave Race* and *Mario* have already been released in Japan at the same price as the originals, but it is very unlikely that either game will see the light of day outside of Japan.

3. Yes, try some of the following: RBNSMTH, DNCHN, NTHGDGDCRTDTRK

DEAR TOTAL 64

On August 15th (that's my birthday) I bought an N64 along with *Mario 64* and *ISS 64*. They are both great, and I have to admit that *Mario* is really the best game I have ever seen.

I have ten quick questions, so get your thinking caps on, get out your calculators and answer these...

1. When will the 64DD be coming out, and do you know any of the games to be released?
2. What is you favourite game, and if it is not out in the UK when will it be?
3. When is *Duke Nukem 64* coming out and is it worth getting?
4. What do you think is better *Tomb Raider* or *Mario 64*?
5. What do you think: Greystation, Sadtern or N64?
6. Will *Tomb Raider 64* be coming out? And if yes, when?
7. Is there any way I could get my hands on Issue 1 or Issue 3?
8. In the Cheat Zone, where it has *Mario 64*, the person playing has 182 stars, when everybody knows there are only 120 stars – how are there 182 stars?
9. Will there be any beat-'em-ups out in the next few months that are any good?
10. What's 6+6?

Yours faithfully,

■ **Luke Slater — Manchester**

The Truth...

1. For the last time – the 64DD will be out in Japan at the end of this year.

2. *Goldeneye* which should be out by the time you've read this.

3. *Duke Nukem* should be available in November.

4. Well, that question could be considered an insult.

5. Hmm, let me think.

6. Keep your fingers crossed.

7. In a word, no!

8. Unfortunately some fool erased our saved positions, so we had to use Datel's game killer which makes it look like you have collected 182 stars for some reason.

9. *Mace: The Dark Age* is a fairly good game.

10. The batteries have run out on our calculators.

DEAR TOTAL64

Well done on an excellent mag. The reviews are spot on and the tips really help. I have only played five games: *Super Mario 64* (which I own) *Wave Race 64*, *Pilot Wings 64*, *Star Wars* and *Mario Kart*. All these games are cool, especially *Pilot Wings 64*. The only one I didn't like much was *Star Wars* – it was too boring.

One thing that really annoys me is that on *Super Mario* I have 119 stars, and I have been searching for weeks to find the last star. The stars I have collected are: all the stars from the fifteen courses (including the 100 coins from the courses), the eight red coins from the cap switch levels, two from the rabbit in the basement, the eight red coins from the Bowser levels, I have been down the Princess secret slide successfully, got the eight red coins from the wing Mario over the rainbow level and four from those mushroom guys.

WHERE IS THE LAST STAR!?!?!?!?! This is really frustrating. Has the big painting of the Princess got anything to do with the stars?

When I completed *Super Mario* I liked the graphics of the end sequence. What I want to know is it possible to save your progress when you finish the game?

Also I am getting a game for Christmas, so what game do you really recommend? (Not including *Super Mario* of course).

Once again keep up the good work!

■ **Daniel Packwood — New Zealand**

The Truth...

The most common star that people seem to have trouble with is on the Princess slide. What many people don't realise is that there are actually two stars on this level. One star is gained if you complete the course, but there is also another star if you manage to get to the bottom in under 21 seconds.

Star Letter

DEAR TOTAL64

I am writing this letter for two reasons. The first is that I have just bought a PC and have never before had the opportunity to type and print a letter, so I thought I'd write to the best magazine in the entire world. Then I thought I'd write to you. (Joke). The second reason is to make a comment about the N64's risible competition; namely, of course, the PlayStation, the Sega Saturn, high-spec PCs and Sega's forthcoming effort "the Dural" (or whatever the thing's called).

First let me comment about the PC. As I mentioned, I have just bought myself a new PC, partly because I am about to start a university course which will require one, and partly to take advantage of high-specifications and low costs which recent technological advances allowed. These advances have helped to close the gap between games consoles and PCs, which are now said to be better. This surely cannot be true. I use my PC for games and even though it's very high-spec, I just don't think the PC can cut it.

As for the PlayStation, Sony's 'quantity not quality' strategy is fine for those with a short attention span, but the N64 has set a quality standard which all rivals should follow.

The Sega Saturn has paid more attention to the quality side of things but it still cannot touch Nintendo. By today's standards it's still a decent machine, with pretty good games coming out but it was doomed from the start due to Sega's poor marketing strategy. Sega are now having a second stab at the market with their 64-bit 'Dural,' and from what I've heard, it sounds promising. Oh, and condemned to an untimely demise. All of these machines have one fatal flaw: the Compact Disc.

Everyone knows piracy is on the increase. The latest figures state that pirated software to the value of £20,385,000 was seized by police in the first half of 1997, up 51% on 1996. This destructive crime, which was once only a real threat to Atari ST and Amiga owners, now presents a very real danger to those who thought CDs were the perfect media. People universally agreed that cartridges were old hat, and that compact discs were the future. This is certainly true for the pirate.

Software houses will lose money to pirates, and either withdraw from the PlayStation platform or simply spend less time and money developing games which will only be pirated. This will open the door to the Saturn to become the most popular console, which of course will then become the pirates' new principal prey and hence suffer a similar fate.

At the moment there is no device commercially available to copy cartridges, and there probably never will be. In any case the production costs are far too high for even the most professional of pirates to profit from. I don't know what media the Sega Dural will be based on, but I hope for Sega's sake it isn't round and silver. They should listen to the voice of experience and take a leaf out of Nintendo's book.

Long live Nintendo

■ **Antonino Mingoia — Egham, Surrey**

The Truth...

Although you're correct in saying piracy is rife on the PlayStation, unfortunately it would appear that the Nintendo 64 isn't as safe as you might think. A few dodgy importers sell copying devices for the N64 and are able to run games straight from CDs. Sadly it seems that these pirates are so desperate for money that they will go to any lengths.

Despite the points that you made in your letter, one of the more obvious benefits of CDs over cartridges is the loading times; it can be so frustrating to have to wait between each level on a CD game.

Cartridge rules, OK!

DEAR PEOPLE AT TOTAL64 MAGAZINE TYPE PLACE

I thought I would just write and let you all know that I'm still waiting in anticipation for the release of that wicked little number, *Goldeneye*. I've considered buying the import game, but then again, I have also sometimes considered cryogenics.

Could you please tell me what the difference between the PAL version and import version is, apart from the obvious? You may call me dumb, but I'm actually a long time gamesplayer that has never in my life bought an import game.

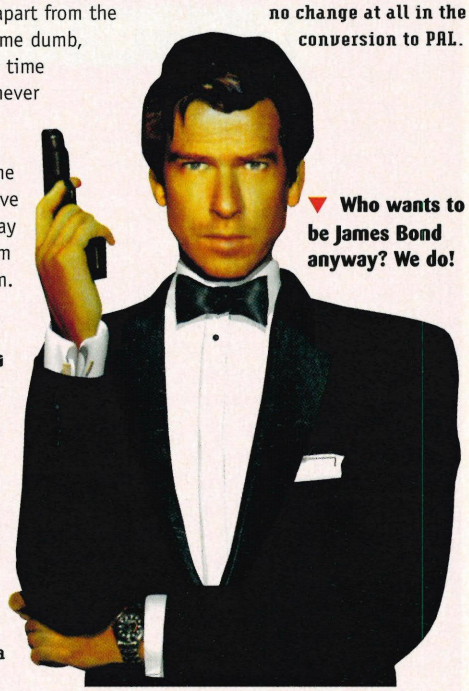
Thanks, and until the release date of the above game, I think I'll go play my PlayStation until I'm comatose with boredom.

Yours most excited,
■ **Mud Fish — Leeds**

The Truth...

If you are really impatient, like us here at Total 64, you might consider buying an import version of the game. The problem is that being first to own a game comes at a price – the import version will probably cost you £10 - £20 more than the PAL version. In this case however it is definitely worth it. *Goldeneye* is one of the best games we've ever played, and for once everybody here is in agreement.

Fortunately for you, *Goldeneye* should be available by the time you read this, hopefully with little or no change at all in the conversion to PAL.



▼ **Who wants to be James Bond anyway? We do!**

DEAR TOTAL64

Firstly I think you are doing a great job at your magazine, so keep up the good work.

I had been drooling over a Nintendo 64 for months, but alas I had no money and my birthday was not until September. I tried everything possible to convince my parents to buy me one but they just told me to wait until my birthday to get one.

Several months went by, with me still dreaming about getting an N64. When September came I knew what should be done; I got my Dad to order me a Nintendo 64 from Electronics Boutique. On my birthday, 14th September, I awoke to find that my Nintendo 64 had not come. I went through the day thinking about it. By the next morning it still had not come. I went to school as usual, but when I came home there was a large box labelled 'Stuart Mackenzie.' I quickly opened the box to reveal a Nintendo 64. It came fully equipped with *ISS64* and a blue controller. Now I am enjoying playing my Nintendo 64, accompanied by an issue of Total 64.

Yours sincerely,
■ **Stuart Mackenzie[12] — Aberdeenshire**

The Truth...

I think the moral of this story is 'all good things come to those who wait.' Seriously though, congratulations on your excellent present and well done for getting one of the best games available straight away. I suggest getting an extra controller so your Dad can enjoy the delights of *ISS64* too.

DEAR TOTAL 64

I live in a small yellow submarine a long way under the sea so I rarely get anyone to talk to, but now and then my fishy pals post a few letters for me. So I thought I might as well get them to post a few questions to your brill magazine.

My first question is:

1. Will you be putting any more fab posters in your mag, because I love having them on the walls of my submarine.

2. Thanks for the warning about *Star Wars*, I rented it out and the only half decent level was the first one.

3. My best game for my Nintendo is *Mario 64*, so I was thoroughly chuffed to hear about *Mario 64*-2, but will this game be on the Nintendo 64 and not just the 64DD?

4. And lastly, please do print my letter because I've written to you in the past and you didn't put my letter in your mag. But I'm not bitter.

PS. Sorry if this letter is a bit wet.
■ **Neil Gibbins — Sunderland**

The Truth...

What a strange letter. It seemed to have dried out by the time we got it. Here are the answers you require:

1. Yes, there will be more posters to brighten up your submarine in future issues.

2. No problem.

3. At the moment it looks as though the sequel to *Mario 64* will be coming out on the 64DD.

4. Okay then.

DEAR TOTAL64

I've recently become an N64 owner after putting the dust sheet back over the Saturn one last time, with a sigh of disappointment, as the mighty Black Box has fallen behind to last in the race.

On a lighter note, I am totally satisfied with my N64 apart from the following point:

Everybody who owns a copy of *Wave Race 64* or *Mario Kart 64* has been ripped out of the Rumble Pak (and ghost). I think they (Nintendo) should trade our non-Shindou for Shindou (that's if it's not too much bother for them).

This is a great mag, T64 crew – keep up the good work. Also, will there be a review on *Lamborghini 64* and is there a Jurassic Park game for the 64?

Thanks
■ **D. Hill [19] — Gateshead**

The Truth...

There is no Rumble Pak version of *Mario Kart 64*, and to be honest, the Rumble Pak compatible *Wave Race 64* is little or no better than the one we already have. Both Shindou games (*Wave Race 64* and *Mario 64*) were released for the Japanese market and it's unlikely they'll appear outside of Japan.

Yes, there will be a review of *Lamborghini 64*, and no there isn't a Jurassic Park game on the N64.

Feeling Hot, Hot, Hot!

We get sackfuls of mail every month, unfortunately a lot of the letters seem to cover the same topic. To try and escape from this, we have decided to give you a gauge of what the hot and cold topics are each month. Sending in a letter which covers the hot topics stands a greater chance of being featured in the mag.

Hot as toast!

1. What features would you like to see in *Mario 64: Part 2*?
2. What add-ons would you like to appear that haven't already?
3. What would you like to see in Total 64?

Cold as ice!

1. When is the 64DD coming out?
2. My console is better than yours!
3. N64 price drop moans!



DEAR TOTAL64

Congratulations for being responsible for the best N64 magazine I have come across – great stuff!

The reason for my letter is concern over *Mario Kart 64*. I have just bought issue 8 of your magazine and one section that caught my attention was the shortcuts.

I'm all for the shortcuts on Koopa Beach and Yoshi Valley, as these are a matter of driving skill and also they don't make too drastic a difference to your time. However I think it's a pity some courses in the game have been spoiled – I can no longer compare my times for courses such as D.K Jungle Parkway and Frappe Snowland to those that have been sent into magazines, as I know that the times entered will have used these cheats. I concede that some skill is required to pull off the tricks but some of the shortcuts are clearly glitches (e.g. the one on D.K. Parkway). I hope next time Nintendo take more care to make driving the deciding factor at the end of the day. I think I've made my point.

Aside from this, I have a couple of questions – please answer them:

1. In your original review of *Starfox 64* you said that two player battle mode was not available and that you need four players. I asked about this in a shop and they said that you could play two player battle mode.

Please tell me who is right as I don't want to be disappointed with a game again (I bought *Shadows of the Empire* you see).

2. You've given *Goldeneye* 98%. It's a great game, I'm sure and I'm probably going to buy it, but you haven't left Nintendo much space for improvement. In my opinion *Zelda 64* is going to be the best game ever by miles so if and when it is, what score are you going to give it?

3. So, when is the 64DD coming out? Only kidding, I know this question is 'cold as ice!'

Thanks for listening,

Chris Quayle — Canterbury

The Truth...

We would agree that some of the cheats are a bit unfair, but we still thought that our readers would like to know of them. If you're playing with friends it's a good idea to ban all shortcuts, as it can take all the fun out of the game.

1. This comment was directed at the story mode in the game not the battle mode, which can be played by two, three and four people.

2. We feel that *Goldeneye* is a better game than *ISS 64* and *Mario 64*, so it was only fair to give it more than these two games.

We too are looking forward to *Zelda 64* and we expect great things, however it is impossible to judge a game that hasn't been released yet.

3. Grrr! Don't even joke about it!

Pics Win Prizes!



Elliot Rubio [14] London.



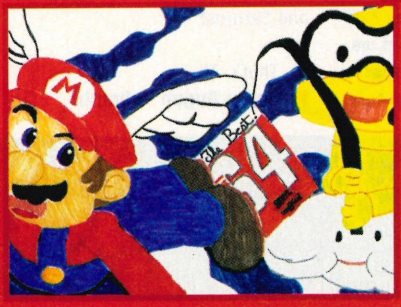
Toby Moses [13] London.



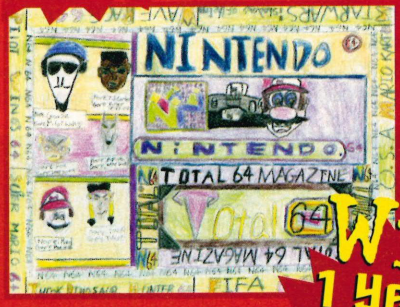
Alexander Martin (Kent) is this month's subscription winner!



Robert Jones [14] N.Wales.



Mark Myers [13] Surrey.



Christopher Balshaw [10] Beds.

We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive and award the winning artist a prize of a year's free Total 64 subscription — not bad, eh!

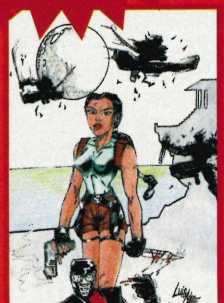
Just remember to include your name, address and age (somewhere other than written across your masterpiece) and if at all possible, try to use a large envelope, so that you don't have to fold it too much.

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 year's subscription to Total 64



Jonathan Gordon [14] London.



Martin Luis Manuel Canada.

DEAR TOTAL64 MAGAZINE

I think your mag is totally out of this world, but I don't know why you gave *Shadows of the Empire* such a slaying. I think it is one of the best games on the N64. And also, why are there so many different kinds of N64 controller – what's the point?

■ **Nick Merar - Surrey**

The Truth...

While all of us here at TOTAL 64 are huge *Star Wars* fans, the fact remains the *Shadows of the Empire* just didn't do the game license any justice, although to be fair we have also had many letters from people who have thoroughly enjoyed the game.

The reason why there are so many controllers on the market, is that there are presently several different companies producing peripherals for the Nintendo 64. Which one you choose to purchase is entirely up to you – why not try a few to see which you like

DEAR TOTAL64

I am getting an N64 for Christmas (hopefully) with *Goldeneye* and *Blast Corps*.

Anyway you've got to help me! Last week I was playing on *Super Mario Kart* on my old and decaying Super NES. I sat there happily playing away until the screen went all funny. My mum, who was in the same room doing the hoovering, asked me what was wrong with the game. I said the cartridge was probably a little dirty and I would be back in a moment to carefully blow the dust off. Big mistake! I returned, after getting a drink, to find my mother bent over my Super NES trying to vacuum clean my copy of *Mario Kart*! Now I'm afraid to get my most excellent N64 in case she tries to dry clean it!

PS Great mag, the best by far. Also, can you tell me if there's any talk of a version of *Resident Evil* on N64? I think it would be a most excellent game!



Artist: Andrew Johnson

■ **Philip Strong — Leeds**

The Truth...

That's the thing with mum's isn't it? Always being so kind and helpful. However, trying to clean your SNES with the cleaner is not such a clever idea. Make sure you keep your N64 clean, then your mum won't feel the need to hoover it.

***Resident Evil* on the N64? We'd love to see it but we haven't heard any encouraging rumours, so don't get your hopes up.**

DEAR TOTAL 64

I am writing to complain about the amount of shoddy software coming out at the moment.

About 70% is good but the other 30% is very poor and it seems to be reaching the shelves first. Before I go on about the good games I want to say that out of all of the magazines I have bought, yours is the best of the lot.

I have *Wave Race* and *Mario 64* which are great. How do you get more replay value out of them? Also – in *Mario*, once you have completed the game, in the mirror room when you do a triple jump, it does not show up in the mirror.

Any news of a decent N64 fighter? I was flicking through another mag and it had a preview of a *Street Fighter 3D*. I also heard that *Struggle Hard* or *Mace: The Dark Age* could be coming out. Can you tell me if these reports are true?

Oh, one more thing, PlayStations and Saturns are good if not great – just not as good as our N64 dream machine. I can remember when they came out and people thought that games couldn't get any better. But the truth is, consoles will get better no matter what bit they are.

The fact of the matter is that the Nintendo 64s of today will eventually be the Ataris of tomorrow. Our N64s will age too and collect dust. So shut up all those who hate PlayStations and Saturns!

That's All.

■ **Benjy Gogan — Dublin**

The Truth...

First the question of quality is something that is close to Nintendo's heart. Supposedly there is a quality control thing going on where Nintendo reserve the right to stop third party developers from releasing anything that is sub-standard. But we have seen that with releases such as *NBA Hangtime* and *Dynamite Soccer* (see this month's review) there must be something seriously wrong with this policy. The only thing we can suggest is that you pay close attention to our reviews and don't go wasting your money on lacklustre titles.

Secondly, if you want a decent fighter then we reckon that you can't go far wrong with *Mace: The Dark Age*. Although the game doesn't quite come up to the high standards of *Tekken*, it still has a lot going for it, with a lot of innovative ideas.

As for the idea of your Nintendo 64 becoming obsolete one day – of course it will be. Just as technology advances and prices come down (ten years ago it would have cost about £3 million pounds to put together the equivalent technology inside your N64) so the platforms get better. It's the same with all technology.

However, your comparison with Atari is hardly accurate, with that company having only a bit part role in the video game market at present. Nintendo is a multi-billion pound corporation and they are unlikely to suffer the same fate with a policy which means that people will always want to play their games.

DEAR TOTAL 64

Having recently been angered by playing *NBA Hangtime* I have a few things to comment on.

Firstly, how could anybody find *NBA Hangtime* an enjoyable game to play? Yes, basketball is just running back and forth on a court, but this is made all the more boring by the fact that you only control one player, the other being controlled by the computer, who you are supposed to let do all the work, because he's better than you. Great, I'll just sit back and watch the computer play itself then!

Unless you are some de-gravitised kid who thinks a wizard might make a good basketball player, then *NBA Hangtime* has the lasting enjoyment and playability of a dessert spoon. And who wants to play with a dessert spoon when the triple chocolate, cherry cream filled *Goldeneye* is about to make an appearance?

My point is, sports games – okay so we needed a basketball game to prove it would be as enjoyable as looking at a donkey's arse in donkey land. But why waste time making another one? (*NBA In The Zone* for example). Surely developers should be looking at other more playable or newer sports to make games from. We've got the classic *ISS 64*, ice hockey and just look what *Wave Race* has done to the unlikely sport of jet skiing. But where's the thrill of beating your friend at 100 metres by a split second to win the Olympics, like in *Olympic Gold* on the Megadrive? Where's *Super Tennis 64*? What about a boxing game?

There are plenty of sports for the developers to get their creative mitts on, without I hasten to add, turning them into fluffy *Mario* style trash... with the exception of *Mario Kart* of course.

So come on, let's see some more classics like *ISS 64*, because smashing my old *FIFA 64* cart with a hammer is getting just a bit boring!

■ **David Foreman — Bury St. Edmunds**

The Truth...

Unfortunately, basketball doesn't translate very well to video games, and this is particularly apparent in *NBA Hangtime*. Hopefully, *NBA In The Zone* can go some way to turn this trend around.

What we would really like to see is some other sports made into video games, such as table tennis and croquet (joke!) and perhaps even some made up sports – anyone remember *Speedball 2*? With the exception of *ISS 64*, sports games have become very boring as of late, and we think that a few new ideas would be well received. As for *Super Tennis 64*, we can only hope.

YOU CAN BEAT THE SYSTEM!!



1MB Memory Card
4x size of standard cards
Fits into Controller
Colour Versions available

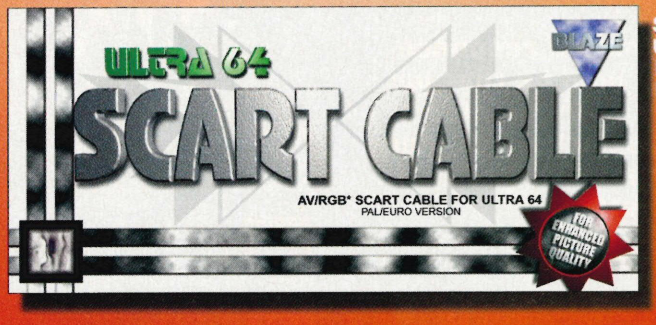
New 256K Colour Memory Card also available!



SFX 64 Game Adaptor
Play Jap-US/US-Jap
*** CALL for PAL details!!**



Controller Extension Cable
Extends cable length by over 2 metres



Scart Cable
UK Version
NTSC to Pal Version for Import systems

S-Video/S-VHS Cable
The best picture quality!
2x Stereo Phono



Stereo Audio Video Cable
Multi-out to 3x Phono



BLAZE

FIRE

Selected products from the Blaze range of accessories are available at all leading games stores.
For details of your nearest stockist or for further information, please call;

Fire International Ltd. 46-48 Silver Street, Doncaster, DN1 1HT, England
Tel: 01302 321905 Fax: 01302 322061 e-mail: fire01@globalnet.co.uk

It's all change this month, with Trevor Scannell's times being slowly whittled away and his trick scores completely obliterated by the trick master himself, Norman Obaseki. The new boy on the times listing is a young man called Jason Madigan who has taken two of Trevor's times. If you are out there Trevor, you'd better do something fast or you'll have no times left at this rate!

MAKIN WAVES

■ DOLPHIN PARK

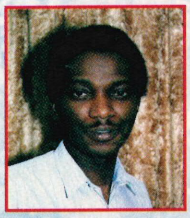
Trick Score: 38137 – Norman Obaseki, Leeds

■ SUNNY BEACH

Best Lap (US/Jap): 0'20.883 – Ian Thorley, Dyfed/Matthew Tighe, W. Sussex
Best Race (US/Jap): 1'05.410 – Ian Thorley, Dyfed
Best Lap (UK): 0'24.734 – Jason Madigan, Ireland
Best Race (UK): 1'17.693 – Trevor Scannell, Essex
Trick Score: 23401 – Norman Obaseki, Leeds

■ SUNSET BAY

Best Lap (US/Jap): 0'22.628 – Justin Calvert, TOTAL 64
Best Race (US/Jap): 1'11.238 – Ian Thorley, Dyfed
Best Lap (UK): 0'24.734 – Jason Madigan, Ireland
Best Race (UK): 1'23.308 – Trevor Scannell, Essex
Trick Score: 30667 – Norman Obaseki, Leeds

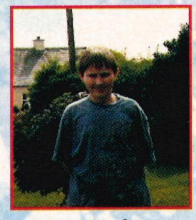


Norman Obaseki

■ DRAKE LAKE



Best Lap (US/Jap): 0,23.970 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'14.828 – Ian Thorley, Dyfed
Best Lap (UK): 0'28.553 – Trevor Scannell, Essex
Best Race (UK): 1'28.810 – Trevor Scannell, Essex
Trick Score: 28594 – Norman Obaseki, Leeds



Jason Madigan

■ MARINE FORTRESS

Best Lap (US/Jap): 0'24.275 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'21.520 – Ian Thorley, Dyfed
Best Lap (UK): 0'27.865 – Trevor Scannell, Essex
Best Race (UK): 1'30.818 – Jason Madigan, Ireland
Trick Score: 41642 – Norman Obaseki, Leeds

■ PORT BLUE

Best Lap (US/Jap): 0'28.530 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'28.278 – Ian Thorley, Dyfed
Best Lap (UK): 0'32.409 – Trevor Scannell, Essex
Best Race (UK): 1'41.505 – Trevor Scannell, Essex
Trick Score: 44910 – Norman Obaseki, Leeds

■ TWILIGHT CITY

Best Lap (US/Jap): 0'28.940 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'29.906 – Ian Thorley, Dyfed
Best Lap (UK): 0'34.952 – Trevor Scannell, Essex
Best Race (UK): 1'47.786 – Trevor Scannell, Essex
Trick Score: 41910 – Norman Obaseki, Leeds

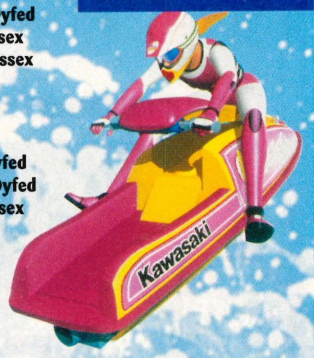
■ GLACIER COAST

Best Lap (US/Jap): 0'27.468 – Matthew Tighe, W. Sussex
Best Race (US/Jap): 1'29.345 – Matthew Tighe, W. Sussex
Best Lap (UK): 0'32.573 – Trevor Scannell, Essex
Best Race (UK): 1'41.573 – Trevor Scannell, Essex
Trick Score: 53295 – Norman Obaseki, Leeds

■ SOUTHERN ISLAND

Best Lap (US/Jap): 0'24.557 – Matthew Tighe, W. Sussex
Best Race (US/Jap):1'19.103 – Justin Calvert, TOTAL 64
Best Lap (UK): 0'29.416 – Trevor Scannell, Essex
Best Race (UK): 1'34.009 – Trevor Scannell, Essex
Trick Score: 40968 – Norman Obaseki, Leeds

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!



FOXY SCORES!



If you have any scores that can beat these listed below please let us know, and if possible please enclose/email some form of proof (or hard cash, if you're so inclined).

So Far, we have had a muted response to this table — it could well be that we have THE *StarFox/Lylat Wars* master in the office, Mr Arron Taylor! We've only got two entrants to the table so far, so get those scores in fast!

CORNERIA
Ben McBean – Wellingborough: 263

METEO
Arron Taylor – PLAYSTATION SOLUTIONS: 371

SECTOR Y
Arron Taylor – PLAYSTATION SOLUTIONS: 197

KATINA
Arron Taylor – PLAYSTATION SOLUTIONS: 215

AQUAS
Ben McBean – Wellingborough: 174

FORTUNA
Arron Taylor – PLAYSTATION SOLUTIONS: 87

SOLAR
Arron Taylor – PLAYSTATION SOLUTIONS: 124

ZONESS
Arron Taylor – PLAYSTATION SOLUTIONS: 287

SECTOR X
Arron Taylor – PLAYSTATION SOLUTIONS: 265

MACBETH
Arron Taylor – PLAYSTATION SOLUTIONS: 214

SECTOR Z
Arron Taylor – PLAYSTATION SOLUTIONS: 112

TITANIA
Arron Taylor – PLAYSTATION SOLUTIONS: 199

AREA 6
Arron Taylor – PLAYSTATION SOLUTIONS: 441

BOLSE DEFENCE STATION
Arron Taylor – PLAYSTATION SOLUTIONS: 215

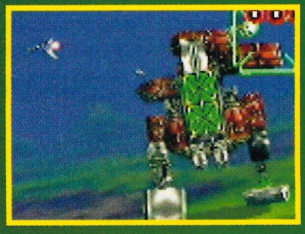
VENOM
Ben McBean – Wellingborough: 229

TOTAL SCORE
Arron Taylor – PLAYSTATION SOLUTIONS: 1936

REWARD: $123,968



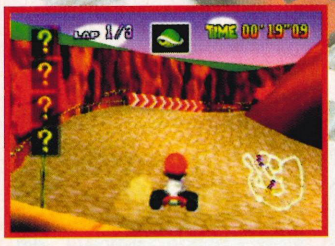




TOP KARTIN

A few of you have been sending in your *Mario Kart* times in the hope that we'd start a high scores table along the lines of our Makin' Waves section, and would you believe it? We've only gone and done exactly what you wanted us to!

As we said last month, the times that the Total 64 team had posted were all very beatable and to prove this point, along came one Bas Bionda of the Netherlands to take almost all of 'em!



LUIGI RACEWAY

UK Race	2'07.99	Ricky Pearson – N.Devon
UK Lap	0'42.55	Ricky Pearson – N.Devon
US Race	1'56.13	Bas Bionda – The Netherlands
US Lap	0'39.46	Bas Bionda – The Netherlands

MOO MOO FARM

UK Race	1'37.87	Jason King – Burgess Hill
UK Lap	0'35.20	Tristan Mcallum – Crediton
US Race	1'28.97	Bas Bionda – The Netherlands
US Lap	0'29.42	Justin Calvert – Total 64

KOOPA TROOPA BEACH

UK Race	1'50.31	Jason King – Burgess Hill
UK Lap	0'40.71	Ricky Pearson – N.Devon
US Race	1'39.17	Bas Bionda – The Netherlands
US Lap	0'32.87	Bas Bionda – The Netherlands

KALIMARI DESERT

UK Race	2'18.84	Ricky Pearson – N.Devon
UK Lap	0'46.04	Ricky Pearson – N.Devon
US Race	2'05.73	Bas Bionda – The Netherlands
US Lap	0'41.43	Bas Bionda – The Netherlands

TOADS TURNPIKE

UK Race	3'18.96	Ricky Pearson – N.Devon
UK Lap	1'04.37	Ricky Pearson – N.Devon
US Race	2'51.22	Bas Bionda – The Netherlands
US Lap	0'56.19	Bas Bionda – The Netherlands

FRAPPE SNOWLAND

UK Race	0'58.75	Ricky Pearson – N.Devon
UK Lap	0'14.21	Ricky Pearson – N.Devon
US Race	2'03.59	Bas Bionda – The Netherlands
US Lap	0'40.89	Bas Bionda – The Netherlands

CHOCO MOUNTAIN

UK Race	2'15.61	Jason King – Burgess Hill
UK Lap	0'47.18	Ricky Pearson – N.Devon
US Race	1'56.50	Bas Bionda – The Netherlands
US Lap	0'37.96	Bas Bionda – The Netherlands

MARIO RACEWAY

UK Race	1'15.98	Ricky Pearson – N.Devon
UK Lap	0'24.20	Ricky Pearson – N.Devon
US Race	1'34.12	Bas Bionda – The Netherlands
US Lap	0'31.18	Bas Bionda – The Netherlands

WARIO STADIUM

UK Race	5'01.07	Jason King – Burgess Hill
UK Lap	1'44.92	Ricky Pearson – N.Devon
US Race	3'54.08	Bas Bionda – The Netherlands
US Lap	0'51.06	Bas Bionda – The Netherlands

SHERBERT LAND

UK Race	2'22.52	Jason King – Burgess Hill
UK Lap	0'49.78	Ricky Pearson – N.Devon
US Race	2'08.45	Bas Bionda – The Netherlands
US Lap	0'42.43	Bas Bionda – The Netherlands

ROYAL RACEWAY

UK Race	3'11.77	Jason King – Burgess Hill
UK Lap	1'05.58	Ricky Pearson – N.Devon
US Race	2'47.82	Bas Bionda – The Netherlands
US Lap	0'55.47	Bas Bionda – The Netherlands

BOWSER CASTLE

UK Race	2'32.14	Jason King – Burgess Hill
UK Lap	0'55.20	Tristan Mcallum – Crediton
US Race	2'11.97	Bas Bionda – The Netherlands
US Lap	0'43.40	Bas Bionda – The Netherlands

D.K JUNGLE PARKWAY

UK Race	2'48.87	Jason King – Burgess Hill
UK Lap	0'59.83	Tristan Mcallum– Crediton
US Race	2'36.00	Bas Bionda – The Netherlands
US Lap	0'51.48	Bas Bionda – The Netherlands

YOSHI VALLEY

UK Race	2'13.54	Jason King – Burgess Hill
UK Lap	0'51.70	Ricky Pearson – N.Devon
US Race	2'09.22	Bas Bionda – The Netherlands
US Lap	0'42.77	Bas Bionda – The Netherlands

BANSHEE BOARDWALK

UK Race	2'24.41	Jason King – Burgess Hill
UK Lap	0'48.71	Ricky Pearson – N.Devon
US Race	2'05.70	Bas Bionda – The Netherlands
US Lap	0'41.58	Bas Bionda – The Netherlands

RAINBOW ROAD

UK Race	6'02.46	Ricky Pearson – N.Devon
UK Lap	1'45.05	Ricky Pearson – N.Devon
US Race	5'42.70	Bas Bionda – The Netherlands
US Lap	1'53.72	Bas Bionda – The Netherlands

GOLDEN EYES!

This month we're starting a new section to our high scores section, in anticipation of the UK release of Nintendo's stunning game, *Goldeneye*. The times printed here are our personal bests and are for the US version — no doubt the UK version will be slower so we will separate the two versions. The times are for any of the levels: Agent, Secret Agent and 00 Agent. If any of you out there have import versions of *Goldeneye* then we suggest you send them in and challenge us! As usual, times will only be accepted if accompanied with photographic evidence.

DAM
Justin Calvert, Total 64 – 2:31

FACILITY
Nick Jones, Total 64 – 11:06

RUNWAY
Justin Calvert, Total 64 – 1:37

SURFACE
Nick Jones, Total 64 – 10:42

BUNKER
Nick Jones, Total 64 – 6:34

SILO
Justin Calvert, Total 64 – 2:36

FRIGATE
Justin Calvert, Total 64 – 6:55

SURFACE
Nick Jones, Total 64 – 6:17

BUNKER
Nick Jones, Total 64 – 0:58

STATUE
Nick Jones, Total 64 – 7:58

ARCHIVES
Nick Jones, Total 64 – 5:42

STREETS
N. Jones, J. Calvert Total 64 – 1:44

DEPOT
Nick Jones, Total 64 – 8:33

TRAIN
Nick Jones, Total 64 – 6:08

JUNGLE
Justin Calvert, Total 64 – 13:41

CONTROL
Justin Calvert, Total 64 – 12:46

CAVERNS
Nick Jones, Total 64 – 6:36

CRADLE
Justin Calvert, Total 64 – 1:55

Shigeru M

A living

Shigeru Miyamoto is the most respected games designer in the world, he is the brains behind the majority of Nintendo's biggest games. Here we take a look at his glowing back catalogue of games and also take a sneak preview at what we can expect in the future.

Mr Miyamoto's popularity stems way back to the early eighties when the first of the *Donkey Kong* series appeared. Originally intended to be called Monkey Kong, that was until someone made a typing mistake and named it *Donkey Kong*, and so it stayed. This was the first game to star Mario, the little fat plumber who we all know and love. Although very basic by today's standards *Donkey Kong* proved a huge success and spawned many spin offs. The sequel was named *Donkey Kong Jr* and it was the only game in which Mario has been the bad guy; he was responsible for trapping DK in a cage.

The third in the *Donkey Kong* series never became very popular and will not be remembered so dearly as the first two in the series. The *Mario* series began next with the arrival of *Mario Bros* (which incidently also featured Mario's brother Luigi) which was a single screen game where the two brothers had to do battle with turtles. The game that almost single-handedly defined the platform genre was next. *Super Mario Brothers* was a scrolling platformer that featured many secrets and warps. No platform game worth its salt nowadays would be without the compulsory secret levels and bonuses.

Mr Miyamoto then turned his attention to Nintendo's new console the NES which had just been released, over the years this became the most popular 8-bit console in America and Japan



Mario 64

The most highly acclaimed game of all time and deservedly so, since its release over a year ago nothing has come close to matching the gameplay of this benchmark title. Only a genius could have created such compelling gameplay coupled with superb graphics – the likes of which had never been witnessed before.

It's easy to forget how blown away people were when they first saw this game, but the fact is that *Mario 64* is the best game of all time.



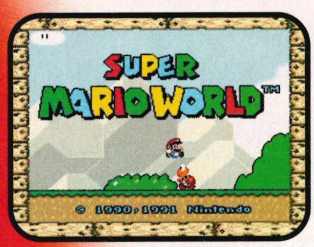
Miyamoto legend

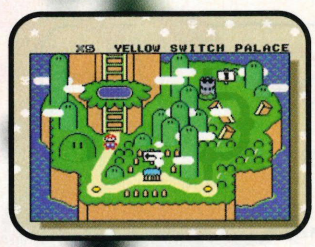


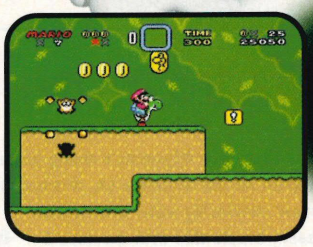
Super Mario World

Who could forget this classic? Another game that was in its heyday hailed as the best game of all time. Perfectly structured gameplay with a superb learning curve, which meant anybody could pick up and play.

The first game ever to appear on the SNES, and even at the end of the console's life it still remained the finest.





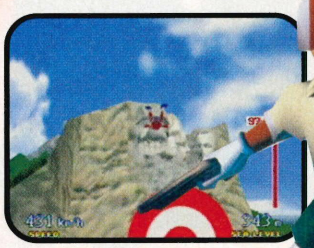


Pilotwings 64

When *Pilotwings* was first released on the SNES it blew people away with its brilliant graphics, although compared to *Pilotwings 64* it now looks a bit poor. What the first title manage to do was introduce a flying simulator to an audience which normally wouldn't be interested. For once it made a flight sim fun as opposed to the tedious computer sims that had come before it.











but unfortunately never reached a massive audience when it was released in this country. Many of Mr Miyamoto's classics began life on this 8-bit machine including, most notably, the beginning of the *Zelda* series and the continuation of the *Mario* series.

In the UK Miyamoto's brilliance was recognised with the release of *Super Mario World* on the SNES, which many people still regard as the greatest gaming achievement of all time. Once again Shigeru Miyamoto had struck gold with his near perfect design which could be enjoyed by both novice gamesplayers and die-hard video game experts alike. In fact





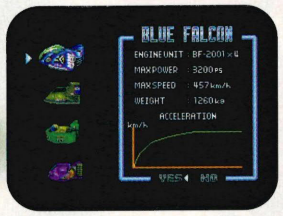






F-Zero

The original *F-Zero* is the classic racing game which was the forerunner for such titles as *Wipeout* and *Extreme G*. It managed to combine futuristic tracks with addictive, high-speed gameplay. A special note of interest should be given to the tracks which were given a 3D effect using the Mode 7 trick of the SNES.







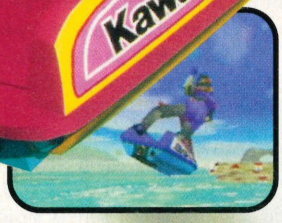


Waverace 64

The first of Mr Miyamoto's racing games to appear on the Nintendo 64, this had the most convincing water effects ever seen. Couple this with the superb courses and you have one of the best racing games ever to grace a console. If any game was going to keep you coming back time and time again to beat your fastest times, this was it. Just as much fun as real jetskiing but without having to get wet.











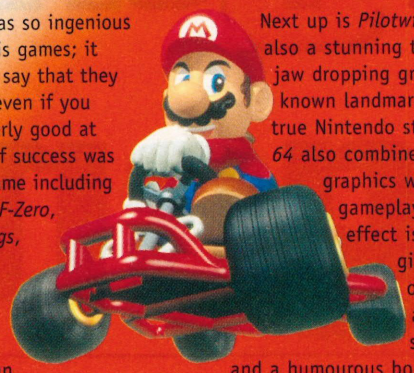








this was what was so ingenious about most of his games; it would be fair to say that they were enjoyable even if you weren't particularly good at them. A string of success was to follow this game including such classics as *F-Zero*, *Starfox*, *Pilotwings*, *Mario Kart* and *Zelda: A Link to the Past*. Even at the end of the SNES' lifespan Mr Miyamoto was still creating blockbuster titles, including the incredible *Yoshi's Island*.



A Link to the Present

The continuing success of Mr Miyamoto's games is present on the Nintendo 64, with many of his earlier games being updated for the 64-bit powerhouse. *Mario 64* is the obvious example and it has completely taken the world by storm with its lavish 3D worlds that have still yet to be bettered despite being released over a year ago in Japan. *Mario 64* is a landmark title which has inspired countless wannabes, none of which has come even close to emulating the quality of this groundbreaking video game.

Next up is *Pilotwings 64* which is also a stunning title, featuring jaw dropping graphics and well known landmarks captured in true Nintendo style. *Wave Race 64* also combines excellent graphics with superb gameplay – the water effect is perfect and gives a real feeling of being there. It also includes some great stunts and a humourous bonus stage in which you have the opportunity to ride a dolphin (probably an idea of Mr Miyamoto). An update of the SNES best seller *Mario Kart* was bound to be on the cards and sure enough it arrived. The same classic gameplay was present although it is clear that a lot of work went into make the tracks very different from its predecessor. Perhaps not as immediately addictive as some of the other games created by Mr Miyamoto, but give it a while and it becomes increasingly difficult to put down – this one is an office favourite that continues to waste away many hours after work.

More recently comes *Starfox* (*Lylat Wars* in the UK) which I'm sure will go down as a classic, a shoot-'em-up of top quality featuring Fox McCloud as the pilot of an Airwing. Aside from the regular one player mode (which once more has a whole host of secrets) an exciting four player battle

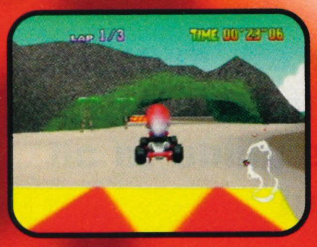






Super Mario Kart

Considered by many to be the ultimate in multiplayer gaming, and they wouldn't be far wrong. The original *Mario Kart* introduced us to some of the most innovative power ups seen, which made each race constantly challenging. The good thing about these power ups was that a player could be trailing for the whole race only to be caught out at the last minute with a stray red shell. With the four player Nintendo 64 version it just gets better and better.






mode is included which adds to the longevity. *Starfox* is also compatible with the Rumble Pak which adds to the game's great sense of atmosphere.

It's obvious that with Shigeru Miyamoto's input into these later titles that the future is looking very promising indeed.

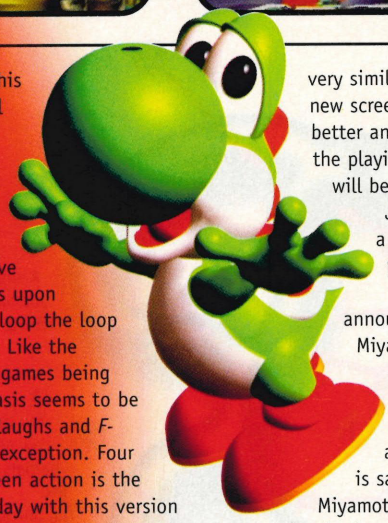
A Link to the Future

Let's take a sneak preview at what we can expect in the future from the king of game design.

In the coming months we can look forward to some more updates of past SNES games. The first one due for release will be *Yoshi's Story* which will carry on from the first game, *Yoshi's Island*. Expect some brand new ideas and quirky bonus levels; some of you may remember the unusual backgrounds in the original, well just wait until you see the backgrounds here in the 64 bit update!



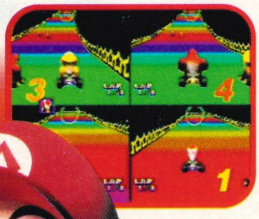
F-Zero 64 is another update of which Mr Miyamoto has had strong input, hopefully with his brilliant ideas this new version will go on to become a *Wipeout* beater. The tracks in some of the screenshots we've feasted our eyes upon can be seen to loop the loop in the distance. Like the majority of the games being released, emphasis seems to be on multiplayer laughs and *F-Zero* will be no exception. Four player split screen action is the order of the day with this version which will also include far more opponents than you've ever seen in any video game.



Zelda 64 will be Mr Miyamoto's biggest achievement yet, with the cartridge weighing in at a whopping 256 megabits, the only drawback with this is that it will be reflected in the price. Looking on the bright side, what you can expect are lavish 3D gaming worlds the likes of which you've never seen on a home console. Early screenshots looked very similar to *Mario*, but each new screenshot just gets better and better – obviously the playing area of *Zelda 64* will be a lot larger.

Jungle Emperor Leo is a game based on a popular Japanese film, it was announced by Mr Miyamoto almost a year ago and isn't due until spring '98. Not much is known about this title, but is said to be one of Mr Miyamoto's primary concerns.

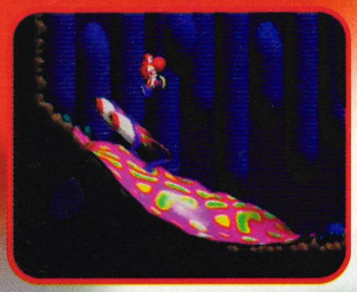


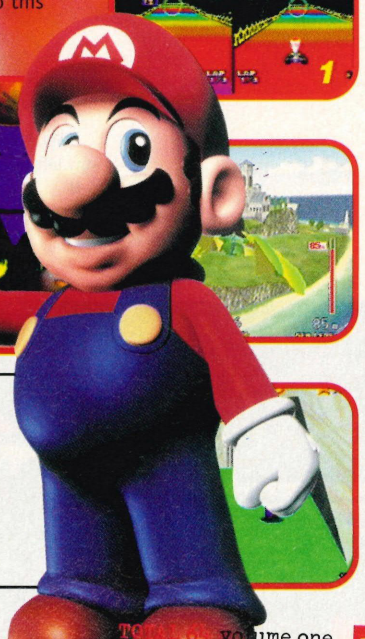
Also in development is *Super Mario RPG 2*, an adventure game based on Nintendo's most popular character. The first *Mario* RPG appeared on the SNES which was only available in America and Japan, sadly it never reached Europe.

Finally the big one due for release next year is *Mario 64 Part 2* which will feature Mario's brother Luigi. This will be Miyamoto's most ambitious project to date, it has to be really considering the acclaim the first title received. We are left with just one question.

It seems there is no end to this man's talents.







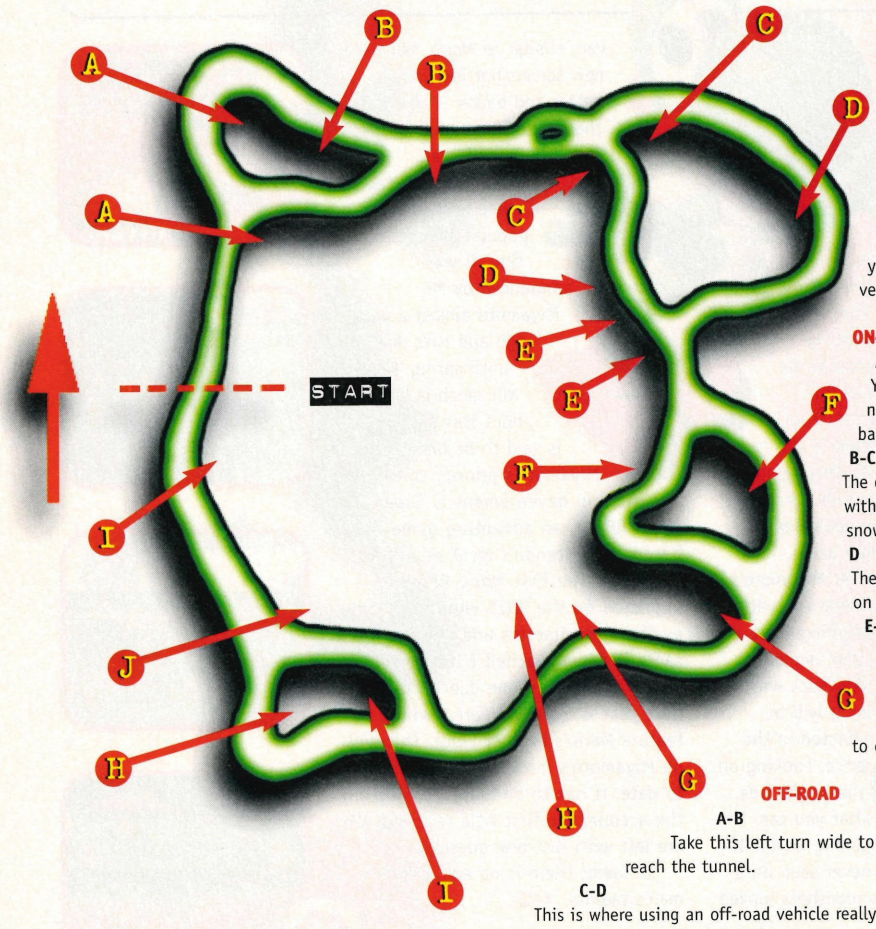
Super Mario Brothers

The game that changed the platform genre forever. Nearly every platform game after this has been noticeably influenced by this, the first scrolling platformer in the *Mario* series.

***Super Mario Brothers* was the first game to use secret bonuses and warps to such good effect. Yet again an example of a true genius.**

Multi Racing

Multi Racing Championship **offers complicated, multiple route courses. You just never know which is going to be the best route to take! Check out Total 64's guide to all three courses and find out which way to go!**



Mountains

A slippery course which, to the beginner, favours the off-road car. When you have plenty of practice, however, you will find that using an on-road vehicle can be an advantage.

ON-ROAD

A

You should definitely stay on the grass and cut the corner into the shortcut, now as soon as you see the yellow roadsign at point A, head left of the barriers and across the grass.

B-C

The on-road cars still have to live with the icy conditions, so to keep a grip with the road, stay on the pavement (B). Now keep a straight line across the snow and head right of the traffic cones.

D

The inside line is a lot quicker on this wide track but you risk skidding out on the loose gravel.

E-G

This section of the course can be quite a challenge and requires practice to learn the ideal racing line. The best way to take the corners is to steer wide and then tap the brakes and turn into the corner. When your car enters a slide, push the control stick over in the opposite direction to counter the effect.

OFF-ROAD

A-B

Take this left turn wide to keep the best racing line, then quickly straighten your car before you reach the tunnel.

C-D

This is where using an off-road vehicle really pays off, as this snowy short cut takes loads off your time. You can try and use it if you are driving an on-road car but you won't have any grip, so your speed will decrease drastically and you are highly likely to spin out. Cut across the corner at point D to maximise the cut.

E-F

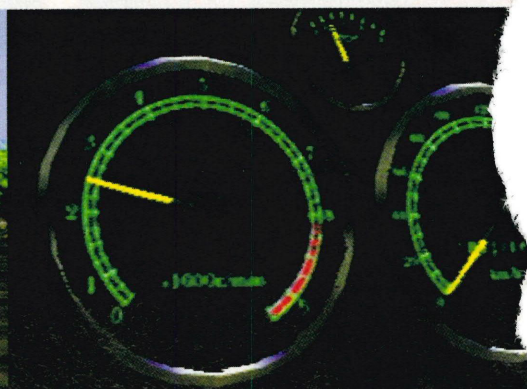
Watch the deer running across the road. You can't hit it but it will lead you to the next short cut at point E. When you are over the bridge, stay left to get to the checkpoint in less time.

G-H

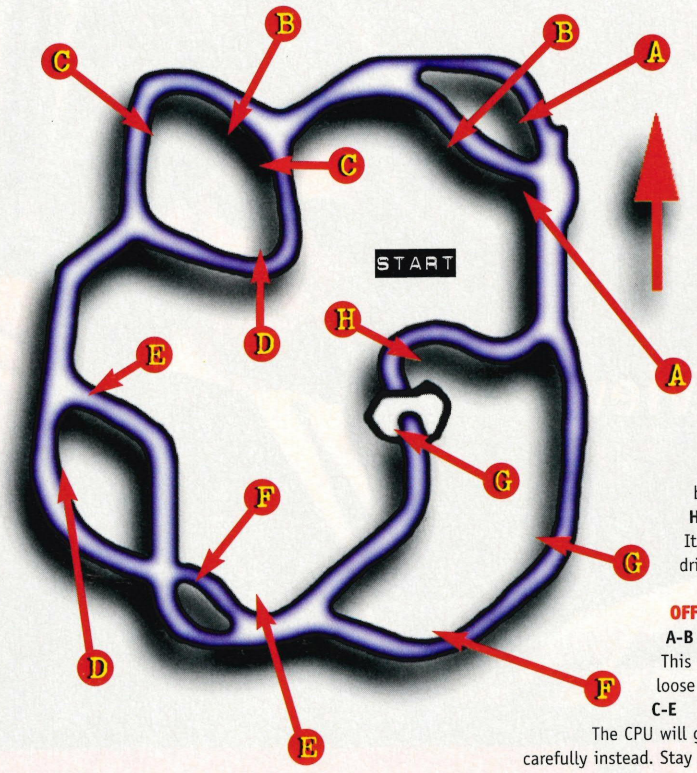
Stay as close as you can to the left hand tunnel wall at point G, but straighten your vehicle up before you reach the water hazard. Now prepare for a hard right at point H.







Championship



Downtown

The city course offers you quite a challenge – it is very long and features many complicated, twisting sections. This course also features the most shortcuts, so a vehicle which is suited to both surfaces is best.

ON-ROAD

A-B

Point A is the perfect corner to test your powerslide skills. Take the corner wide and tap the brakes – your car will start to slide. To control this slide, push the control stick in the opposite direction until you have taken the corner. Now to straighten up, just centre the stick again.

C-D

Head across the grass, following the cones at point C, and then brake sharply at point D to prevent a nasty crash.

E-G

At point E the off-road route may be tempting but don't take it – it's more trouble than it's worth. Instead, take the left route. Now clip the cones at point G to save a bit more time.

H-I

It is important that your car is lined up correctly as you approach the jump. When you drive through the city, be prepared to take your foot off the gas and use your brakes.

OFF-ROAD

A-B

This is a drastic shortcut but it can be very difficult to keep control of your car on this loose surface. Be prepared for your return to the main road, as this is a very sharp right.

C-E

The CPU will give you instructions to 'sharp turn right' but you should ignore this and turn more carefully instead. Stay as close as you can to the left tunnel wall at point D.

F

A tight corner awaits you at this point so slow down and try to slide around it.

G-H

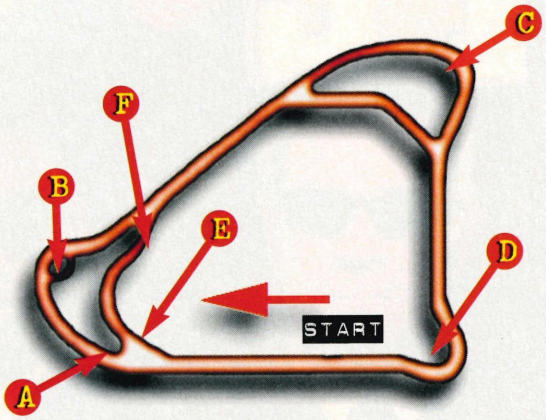
There is an opening next to the One Way sign, through a tree, which is in fact a shortcut at G. You will head under a waterfall and through a slippery tunnel. There is a blind shortcut at H, which is more likely to slow you down than save you time.

I-J

In this tunnel there is a well hidden shortcut (at point I). To find it swerve sharply to the right after you pass the red and white arrows. You will now rejoin the main road at J and you should be well clear of the field.

Seaside

The first track is easily the most basic and is best raced with an off-road vehicle, so that you can take full advantage of the shortcuts.



A-B

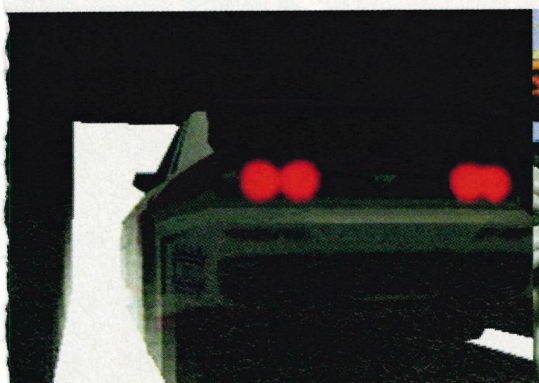
Drive straight onto the grass at point 'A' and then turn hard right when you reach point B. Drive on the grass on the left as you head into the tunnel to shave seconds off your time.

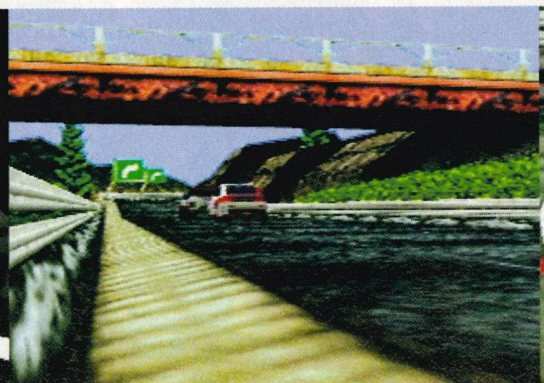
C-D

As you leave the tunnel (point C) stay on the right hand side of the track or you will risk your vehicle going into a spin on the grass. At point D be sure to hit hard on the stick to avoid crashing into the tunnel wall.

E-F

You will knock loads off your time if you take the off-road shortcut at point E. Avoid the cones by driving to the right – this should keep you ahead of the other racers.







ULTIMATE PC

New!

The Ultimate magazine for die-hard PC gamers!

MEN IN BLACK™ THE GAME

World Exclusive Review!





FREE!

TWO DEMO CDs



Over 20 Playable Demos

ULTIMATE PC

164 Pages of PC News,
Previews and Reviews!
Plus Two FREE Demo CDs

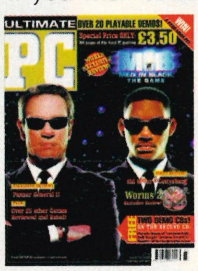
ONLY

£3.50

On Sale 31 October

DON'T MISS IT!

If you wish to receive a copy of



ULTIMATE PC, or want to place a regular order for 'The Ultimate magazine for die-hard PC gamers', then hand this form into your local newsagent.

Please reserve me a copy of:

ULTIMATE PC

Name .....

Address .....

.....

.....

Postcode ..... Tel: .....

ISSN 1368-5317
Price £3.50
including Exclusive Demo CD!

The Cheat Zone



IF you need a helping hand or just want to get more From your games, check out the TOTAL 64 cheat listing, all you cheating little monkeys!

Cruis'n USA

Some cheats to add that much needed breath oF new liFe into the rather ordinary racer. They don't help out 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.

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

Dark Rift

Play as Sonork

At the title screen hit: L, R, Top C, Bottom C, Left C, Right C.

Play As Demitron and Sonork

At the title screen hit: A, B, R, L, Bottom C, Top C.

See The Character Endings

Aaron: At the title screen hit: Up, Left C, R, Right, Down, R, R, Left C.

Demonica: At the title screen hit: Up, Left C, R, Right, Down, R, R, Top C.

Demitron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Bottom C.

Eve: At the title screen hit: Up, Left C, R, Right, Down, R, R, Right C.

Gore: At the title screen hit: Up, Left C, R, Right, Down, R, R, Bottom C.

Morphix: At the title screen hit: Up, Left C, R, Right, Down, R, R, B.

Niiki: At the title screen hit: Up, Left C, R, Right, Down, R, R, A.

Scarlet: At the title screen hit: Up, Left C, R, Right, Down, L, L, Left C.

Sonork: At the title screen hit: Up, Left C, R, Right, Down, L, L, Top C.

Zenmuron: At the title screen hit: Up, Left C, R, Right, Down, L, L, Right C. 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 up to 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 (to close the gates that spawn the monsters) and makes the laser shoot more quickly and strongly.

W93M 7H2O BCYO PSVB

Credit goes out to **Justin McWilliams** for most of the *Doom 64* stuff. Visit his website at: http://www.geocities.com/Paris/7499/index.html 64

Hexen 64

To access the Cheat menu pause the game and enter the following combination: Top C, Bottom C, Left C, Right C. The word Cheat should now appear at the bottom of the menu. By selecting this you'll see a list of cheats: each of these requires a new combination to be entered [quickly].

Invincibility

Left C, Right C, Bottom C.

Walk through walls

Top C (20 times), Bottom C.

Level select

Left C, Left C, Right C, Right C, Bottom C, Top C.

Kill all enemies

Bottom C, Top C, Left C, Left C.

Full health

Left C, Top C, Bottom C, Bottom C.

Entering the Collect sub-menu will give you another list of cheats, again requiring their own combinations.

All Keys

Bottom C, Top C, Left C, Right C.

Full health

Top C, Right C, Bottom C, Top C.

Full health

Right C, Top C, Bottom C, Bottom C.

Full health

Top C, Left C (three times), Right C, Bottom C (two times). 64







Goldeneye 007

To access the built in cheat menu in *Goldeneye* you must activate the cheats by completing each of the levels within a specified time. You cannot enter any controller codes to activate them. See below for details.

Level		Cheat	Difficulty	Time
Level 1	Dam	Paintball Mode	Secret Agent	2:40
Level 2	Facility	Invincibility	00 Agent	2:05
Level 3	Runway	DK Mode	Agent	5:00
Level 4	Surface	2x Grenade Launcher	Secret Agent	3:30
Level 5	Bunker	2x Rocket Launcher	00 Agent	4:00
Level 6	Silo	Turbo Mode	Agent	3:00
Level 7	Frigate	No Radar (Multi)	Secret Agent	4:30
Level 8	Surface2	Tiny Bond	00 Agent	4:15
Level 9	Bunker2	2x Throwing Knives	Agent	1:30
Level 10	Statue	Fast Animation	Secret Agent	3:15
Level 11	Archives	Invisibility	00 Agent	1:20
Level 12	Streets	Enemy Rockets	Agent	1:45
Level 13	Depot	Slow Animation	Secret Agent	1:30
Level 14	Train	Silver PP7	00 Agent	5:25
Level 15	Jungle	2x Hunting Knives	Agent	3:45
Level 16	Control	Infinite Ammo	Secret Agent	10:00
Level 17	Caverns	2x RC-P90s	00 Agent	9:30
Level 18	Cradle	Gold PP7	Agent	2:15
Level 19	Aztec	2x Lasers	Secret Agent	9:00
Level 20	Egyptian	All Guns	00 Agent	6:00

There are also some weapon cheats that are activated by simply completing certain levels. For completing Janus Base and Antenna Cradle on Agent level you will be given the Magnum. Complete Aztec complex on Secret Agent level to gain access to the Moonraker Laser and finish the Egyptian Temple to get the Golden Gun.

To get the extra missions on the one player game, complete the game at Secret Agent for the Aztec level and finish the game on 00 Agent level to get the Egyptian level.

To access the hidden multiplayer characters just complete the game on Agent level. The characters include Mayday (from A View to a Kill), Oddjob (from Goldfinger), Jaws (The Spy Who Loved Me) and Baron Samedi (Live and Let Die). You will also be able to choose from any of the characters from the game including some extras, like the Moonraker Scientists. 64



Killer Instinct Gold



Get all the bonus options — without having to have your scrawny 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).

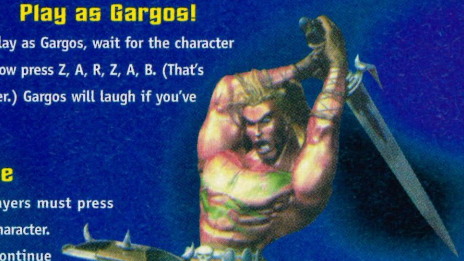
The announcer will say "Perfect" if you did it correctly.

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



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



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 some "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

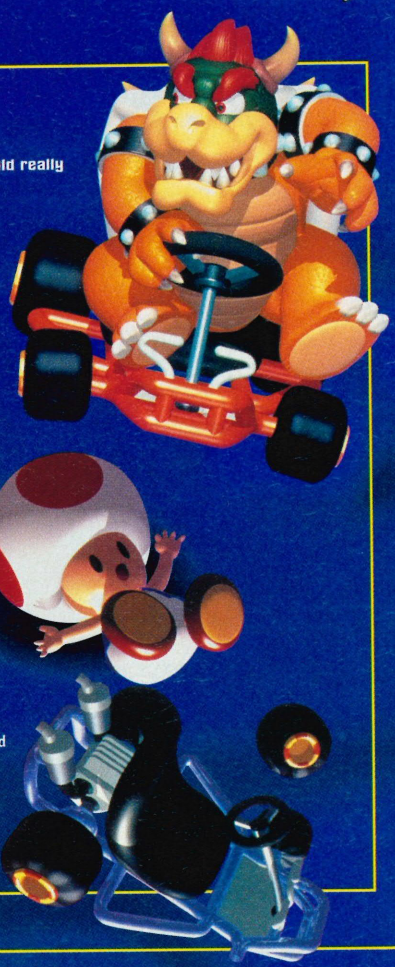
Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion and the smoke should change from yellow to red. Once the smoke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



Pilotwings 64

An excellent flying sim, with 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 – Found under the natural arch on the beach.

Crescent Island – Found 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 that you use 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 should notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. As you leave the building you will be teleported to near to the end of the level. You can get a top score of 100 every time. 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 hairdos)? 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 bold. 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.

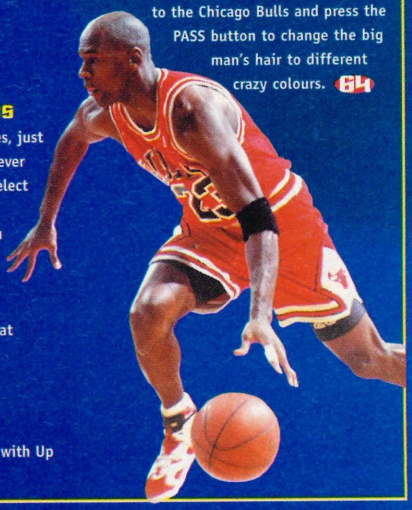
Big Heads
Hold Up, press Turbo and Pass at same time
Huge Heads
Up, Up, Pass, Turbo
Shot Percentage On
Rotate D-Pad clockwise, starting with Up
No Tag Arrow
Left, Left, Pass, Turbo
No Drift
Down, Down, Shoot, Turbo
No CPU Assistance
Hold Right (on the D-Pad) and press Pass, Pass
Rooftop Jam
Hold Left, 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 (you lazy people!) 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 big man's hair to different crazy colours. 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

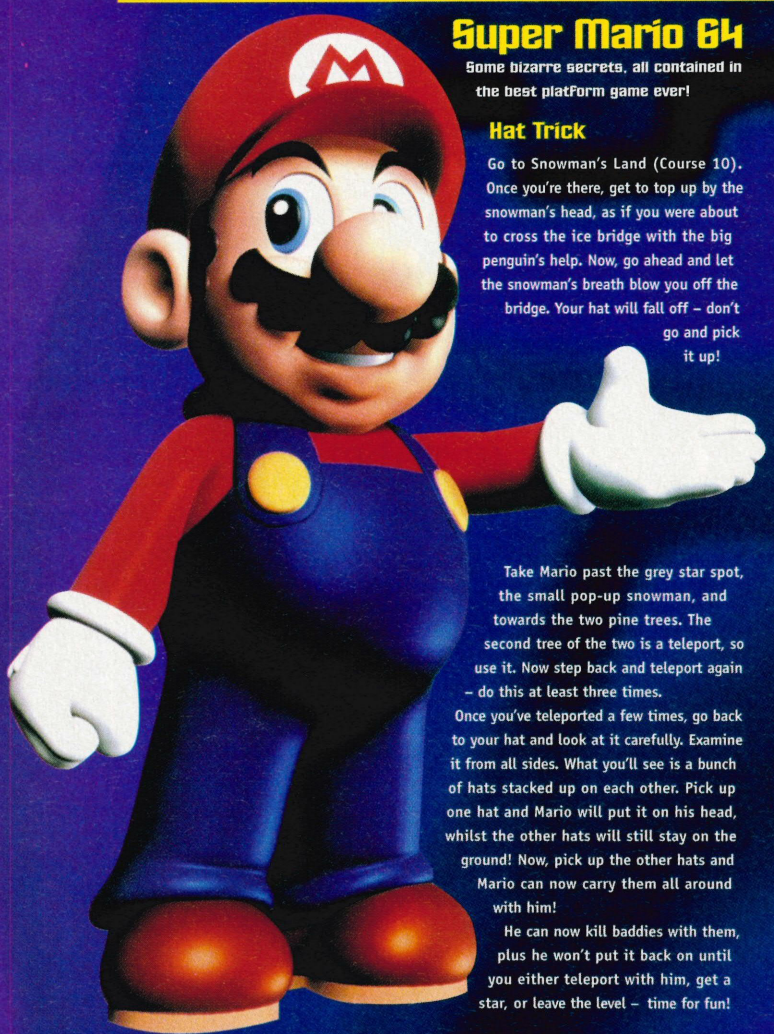
Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll go back to the Outrider.

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

Collect all challenge points on Jedi setting and the Wampas from the "Escape from Echo Base" stage will follow you and attack your enemies for you – that way at least he's on your side! 64

Super Mario 64

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



Hat Trick

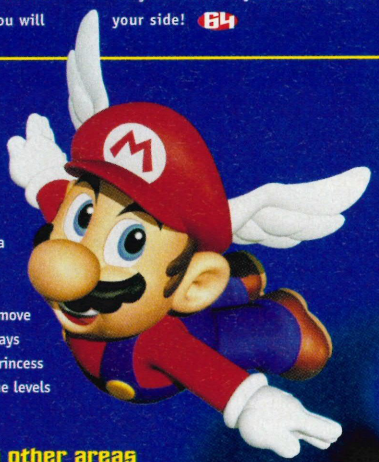
Go to Snowman's Land (Course 10). Once you're there, get to top up by the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off – don't go and pick it up!

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 still 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 – 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.

Now 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 at all though...

Turn Butterflies into One-Ups

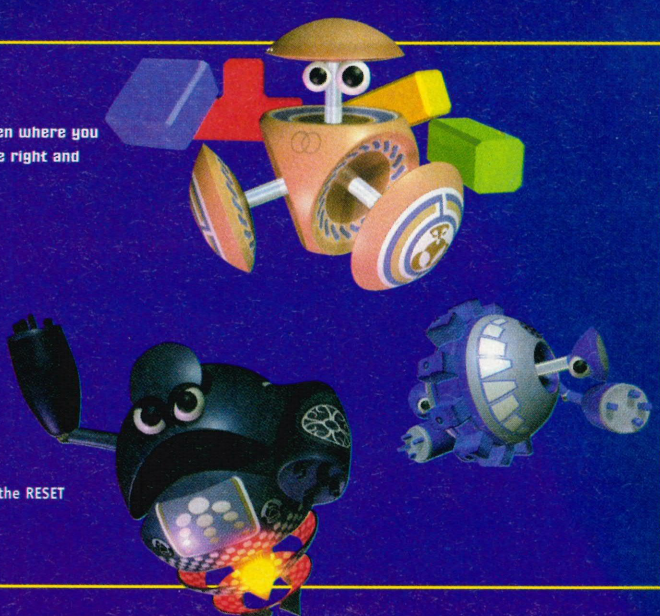
For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will then either simply explode or else turn into one-up mushrooms – which is always handy! 64





Tetrisphere

To enter these cheats you must first activate the extra 'characters' on the screen where you enter your name. To do this hold the left shoulder button, whilst holding down the right and down 'C' buttons. Now enter these following names to activate the cheats:



Extra music

G (alien's head) MEBOY

Secret Game

LINES

Level Select

Enter the bottom five characters from left to right – Saturn, Spaceship, Rocket, Skull and Heart

Vortex

Type in VORTEX then hold down the shoulder buttons and press RESET on your N64. Keep the RESET button held down in order to see the 'Vortex'. Wow! 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 disco 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 now 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

Have you ever Fancied riding on the back oF a dolphin? Well here's your chance!

Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that a new, 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 amounts 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.

Now, 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 that he does another turn. If you have done it correctly he will land perfectly and ride on without falling off.

Helicopter Stunt

This is a variation of the flip, where you spin sideways. When you are going on the ramp, turn sharply diagonal left-up or 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 do 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 (see the list 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.

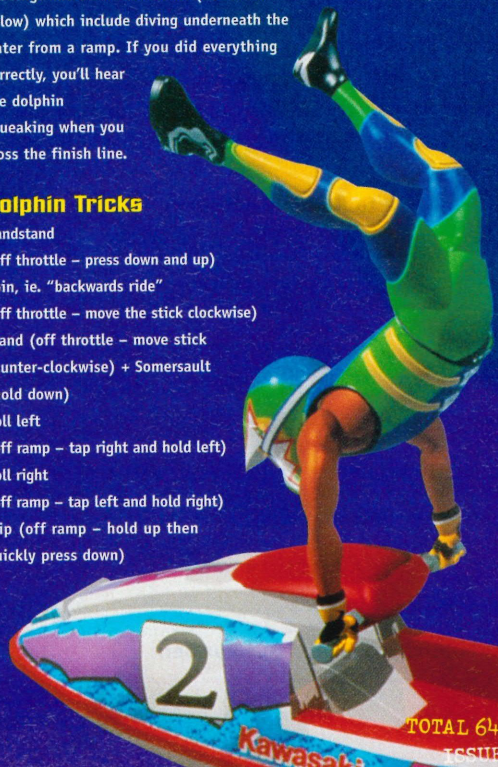
Dolphin Tricks

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 a 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 can time this correctly and hit the gas just right, you'll gain a perfect start and a valuable speed advantage. 64

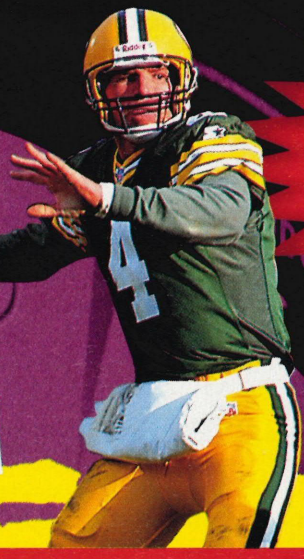


Subscribe

and receive

12 copies for the price of 9!





Save!

Subscribe now and get more magazines for less cash! Just check out the stunning prices below!

I would like to subscribe to Total 64 magazine and receive the next 12 issues

❑ £35 including delivery anywhere in the UK or ❑ £45 elsewhere in Europe. (US Only $83.40 Call: 800 233 1679)
Please make cheques payable to Rapide Publishing.
Send your payment, together with this completed form, to the following address:
Subs Department, Total 64 Magazine, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.
METHOD OF PAYMENT
❑ Cheque (made payable to Rapide Publishing) ❑ Postal Order (made payable to Rapide Publishing)
Please charge my credit card: ❑ Visa ❑ Access (UK Subscribers only)

Card No: □□□□ □□□□ □□□□ □□□□ □□□□ Expiry date.....

Please print clearly

Name:.....

Address:.....

.....

..... Postcode:.....

Telephone:.....

Signed:..... Date:.....

Please start my subscription with issue number: .....

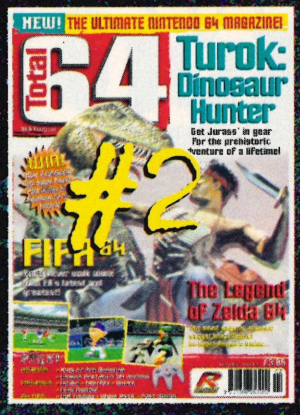
TOTAL 64 · TOTAL 64 · TOTAL 64

Total 64 back issues

£4.95 Each while stocks last!



Reviews of *Super Mario*, *Wave Race*, *Shadows of the Empire* and more...



Review of *Turok: Dinosaur Hunter*, plus players' guide to *Wave Race* and more...



Doom 64, *Blast Corps* and *FIFA 64* fully reviewed, plus a complete *Turok* solution!



In-depth reviews of *StarFox 64* and *155 Soccer 64*, plus much more...



Reviews of *Mario Kart*, *War Gods*, *Wonder Project* plus much more...



Reviews of *Hexen 64*, *Go! Go! Troublemakers* plus much more...



Reviews of *Dark Rift*, *Multi Racing Championship* plus much more...



Reviews of *Goldeneye*, *Ganbare Goemon 5* plus much more...

Back Issues Order Form

❑ Please send me ..... copy[s] of Total 64

Name: .....

Address: .....

.....

Postcode: ..... Telephone: .....

Signed: ..... Date: .....

Prices/copies ordered: Issue Two £4.95 ..... Issue Five £4.95 ..... Issue Six £4.95 ..... Issue Seven £4.95 .....

Issue Eight £4.95 ..... Total Price £ .....

Send your payment, together with the completed form below, to the following address:

Subs Department, Total 64 Magazine, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

METHOD OF PAYMENT

❑ Cheque (made payable to Rapide Publishing) ❑ Postal Order (made payable to Rapide Publishing)

Please charge my credit card: ❑ Visa ❑ Access (UK Subscribers only)

Card No: ..... Expiry date .....

ISSUE TEN

ON SALE

28 NOVEMBER

Total 64 Next Month

Work in Progress!

Silicon Valley

DMA Design have seen the Future and it's alive with nanobot evolution. Confused? We'll explain more next month

Preview!

Duke Nukem 64

The Duke is about to corrupt your N64 with bad language and unnecessary amounts of violence. Come get some!

Review!

NFL Quarterback Club

Thirty Five, twenty two, hut, hut, hut...Strap on those shoulder pads and huddle down For our Full review OF Acclaim's American Football game

Review!

Diddy Kong's Racing

Everyone's Favourite monkey is back on your Nintendo, and this time he's brought his chums. Find out what we think about Rare's answer to *Mario Kart*

SPECIAL RESERVE DISCOUNT MAIL ORDER - 01279 600204

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops
See us on the web at http://special.reserve.co.uk for masses of information and loads of prizes to win

Special Reserve
Live @ http://special.reserve.co.uk

ARE THESE BRITAIN'S BEST N64 DEALS?

If you don't fancy our Membership offers you can take a Trial Membership for just 50p

Nintendo 64
with 3D Controller
139.99 less £10 off any other item*
Official UK Nintendo 64 complete with Nintendo 3D controller and RF lead.

Nintendo 64 Fire Pack
169.99 less £10 off any other item*
Official UK Nintendo 64 with Nintendo 3D controller and RF lead **PLUS extra Nintendo 3D Controller and 1 MB Memory Card**



*Deduct £10 off the price of any one item bought at the same time as a Nintendo 64 and PAY LATER if your total purchase is over £250, subject to status

NEW



SCART LEAD - N64 to scart TV 8.99
HI-FI AUDIO LEAD - N64 to stereo 9.99
TV LEAD - N64 to SVHS TV or video 9.99

256K MEMORY CARD (12 slots) 7.99
1 MB MEMORY CARD (48 slots) 12.99
OFFICIAL 256K MEMORY CARD 123 pages (12 slots) **14.99**

NINTENDO 64 DELUXE CARRY CASE 24.99
PAIR OF EXTENDER CABLES To extend four controller leads by an additional 1.5 metres each 9.99
PACK OF FOUR EXTENDER CABLES 16.99
RUMBLE PACK Look for games marked (RUM) 12.49

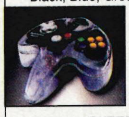
Nintendo 64 Controllers



ARCADE SHARK STICK 34.99
5 fire buttons, view control, analogue and digital directional controls, inter-changable joystick, auto-fire and slow motion



OFFICIAL 3D CONTROLLERS ...25.99
Available in many different colours: Black, Blue, Green, Grey, Red and Yellow



SHARK PAD PRO 21.99
5 fire buttons, 4 way view control, analogue and digital directional control, auto-fire function, slow motion function



SUPER PAD PLUS ...19.99
5 fire buttons, view control, analogue joystick controller, auto-fire function, slow motion function



TRIDENT PAD 16.99
8 way directional thumb controller, 3D analogue stick, 9 fire buttons, autofire & slow motion



TRIDENT PRO PAD ...19.99
8 way directional thumb controller, 3D analogue stick, 9 fire buttons, autofire, slow motion and LED display panel

Nintendo 64 Games

BLAST CORPS	40.99
DIDDY KONG RACING	39.99
DOOM	49.99
DUKE NUKEM 64	46.99
EXTREME G	48.99
F1 POLE POSITION	44.99
FIFA SOCCER	29.99
FIFA: ROAD TO THE WORLD CUP	48.99
GOLDENEYE (RUM)	39.99
HEXEN	49.99
INT'L SUPERSTAR SOCCER 64	48.99
KILLER INSTINCT GOLD	43.99
LYLAT WARS + RUMBLE PACK (RUM)	47.99



MARIO KART 64 WITH FREE 256K MEMORY CARD WORTH 7.99 **48.99**

MACE	46.99
MADDEN 64	48.99
MORTAL KOMBAT TRILOGY	48.99
MULTI RACING CHAMPIONS	44.99
NBA HANGTIME	49.99
NFL QUARTER BACK CLUB 98	45.99
PILOT WINGS 64	40.99
RAMPAGE WORLD TOUR	46.99
ROBOTRON 64	49.99
SAN FRANCISCO RUSH	46.99
SHADOWS OF THE EMPIRE	47.99
SUPER MARIO 64	47.99
TONIC TROUBLE	44.99
TUROK - DINOSAUR HUNTER	48.99
WAVE RACE 64	43.99
WAYNE GRETSKY	49.99
WCW VS NWO: WORLD TOUR	33.99
WETRIX	44.99

PlayStation Big Deal
127.99 ... less £10*
with **TWO Sony Controllers**, a **Sony Memory Card**, RF Lead and Playable Demo CD

*Deduct £10 off the price of any one item bought at the same time as a PlayStation

PlayStation Peripherals

HIGH CAPACITY MEMORY CARD	26.99
OFFICIAL MEMORY CARD	14.99
OFFICIAL ANALOGUE CONTROLLER	22.99
OFFICIAL CONTROLLER	17.99
PREDATOR LIGHT GUN	17.99
SCART LEAD - PLAYSTATION RGB	9.49

Top 5 PlayStation Games
From our range of 250 PlayStation Games

V-RALLY	34.99
ACTUA GOLF 2	29.99
ODDWORLDS: ABE'S ODDYSEE	31.99
WARCRAFT 2	35.99
MORTAL KOMBAT MYTHOLOGY	28.99

Cheat Books

AWESOME SNES SECRETS	4.99
MARIO 64 OFFICIAL PLAYERS GUIDE	9.99
MARIO KART 64 OFFICIAL PLAYERS GUIDE	9.99
MARIO KART 64 UNAUTHERISED SECRETS	9.99
NINTENDO 64 UNAUTHERISED SECRETS	9.99
SECRET CODES FOR NINTENDO 64	7.99
SUPER MARIO 64 SURVIVAL GUIDE	11.99
TUROK OFFICIAL GUIDE	10.99

Super NES Games

DONKEY KONG COUNTRY 2	29.99
DONKEY KONG COUNTRY 3	41.99
DOOM	39.99
F - ZERO	23.99
FIFA SOCCER	24.99
JOHN MADDEN NFL 93	19.99
KIRBY'S DREAMCOURSE	19.99
KIRBY'S FUN PACK	29.99
MORTAL KOMBAT 3	29.99
PGA TOUR GOLF	19.99
PILOT WINGS	23.99
SECRET OF EVERMORE	29.99
SUPER INTERNATIONAL CRICKET	17.99
SUPER MARIO KART	25.99
SUPER MARIO WORLD	19.99
SUPER STAR WARS	19.99
SUPER STREET FIGHTER 2	26.99
SUPER TENNIS	17.99
VORTEX	9.99
WEAPON LORD	29.99
YOSHI'S ISLAND	21.99
ZELDA 3 - LINK TO THE PAST	19.99



Pocket Gameboys
(AS SEEN ON TV)
New 30% smaller and 50% lighter Gameboy. Compatible with all Gameboy games

GAMEBOY POCKET	45.99
GAMEBOY POCKET (BLACK)	39.99
GAMEBOY POCKET (BLUE)	39.99
GAMEBOY POCKET (CLEAR)	39.99
GAMEBOY POCKET (GREEN)	39.99
GAMEBOY POCKET (RED)	39.99
GAMEBOY POCKET (YELLOW)	39.99

Gameboy Games

DONKEY KONG LAND	22.99
DR MARIO	12.99
GOLF	14.99
MARIO AND YOSHI	12.99
NBA ALLSTARS	14.99
SENSIBLE SOCCER	19.99
STAR WARS	14.99
SUPER MARIO LAND 1	19.99
SUPER MARIO LAND 2	19.99
TENNIS	9.99
WAVE RACE	9.99
WORMS	15.99
ZELDA	16.99

Sony KV14-M1 14" FST colour TV 169.99

- Remote control
- Trinitron picture
- Rear scart input
- Tilt & swivel stand
- Loop aerial



SAVE £30

Special Reserve ZZAP.net Pentium P200 MMX 999.99

- Complete Multimedia System
- Intel CPU & Motherboard
- Internet ready with fax/modem
- 3D Diamond Stealth
- Windows 95
- Works & Encarta
- 40 great games

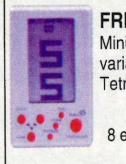


ALL FOR £6.00

It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it only costs £6.00.

1. Members receive 10 issues of our colour **Club Magazines** per year, including our full catalogue of over 2,000 discounted products and competitions to win Playstations and Nintendos.
2. The incredible **Special Reserve Book of 2001 Cheats** (all formats) will be sent to you with your Family Membership Card.
3. As a special bonus you will also receive an issue of **EDGE magazine worth £3.50**, the future of interactive entertainment. You will receive EDGE during the first month or so of your membership.
4. AND choose any one of the **FREE GIFTS** below if you buy just one item at the same time as you join. All of our gifts are worth the membership fee or much more. You can extend (renew) your membership for £5.50 just to get more gifts if you want them.





FREE MINI BOY KEYRING CONSOLE
Miniature hand-held console with 55 variations of 4 classic games. Includes a Tetris style game



OR FREE VIRTUAL MEGA PET
8 electronic virtual pets in one. Choose to look after a Chicken, Bird, Dog, Cat, Dinosaur, Crab, Fish or Butterfly. Pets may vary



OR FREE PERSONAL STEREO WITH HEADPHONES AND CARRY CASE
Personal stereo cassette player with headphones plus a padded carry case for tapes & accessories



OR EIGHT GAMES FREE FOR PC
Games include: Desert Strike, Jungle Strike, Actua Soccer semi-final edition, Normality Inc playable demo, Zool 2, Lotus 3, Toyota Celica GT Rally and Team Suzuki. ALL 8 GAMES ABSOLUTELY FREE



OR FREE FOOTBALL
Full size 82 panel stitched PVC coated football. Size 5

Other offers available. Offers subject to stock availability. Overseas members add £2 postage

PAY LATER - 0%

NEW

6 months interest free when you spend a total of over £250 on ANY goods from our entire range

Ask at our shops or phone 01279 600204 - subject to status
20% deposit. Pay the balance after 6 months or commence payments from £9 per month @ 29.8 APR. Either way there's no interest for the first 6 months - that's 0% APR.

Special Reserve
01279 600204

OR FAX YOUR ORDER ON 01279 726842 - WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

Members only - Join as you order - no obligation to buy anything
TRIAL MEMBERSHIP JUST 50P (ONE MAGAZINE, ONE ORDER)
OR ANNUAL MEMBERSHIP £6 (UK), £9 (EC) £12 (WORLD)
Annual Membership includes 10 Club Magazines, one EDGE magazine (sent later) and our Book of 2001 Cheats. AND there's a choice of fabulous free gifts if you buy just one item when you take out a £6 Membership.
All prices include VAT and carriage to MOST UK mainland addresses.

(BLOCK CAPITALS please) TOTAL 64

Name & Address _____

Postcode _____ Phone No _____ Machine _____

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK £6.00)

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE _____ SIGNATURE _____ SWITCH (ISSUE NO _____)

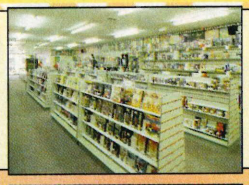
OVERSEAS CREDIT CARD ONLY, PLEASE ADD SURCHARGE £2.00 PER ITEM

Cheques payable to
Special Reserve at
PO Box 847, Harlow, CM21 9PH

SPECIAL RESERVE BIG CLUB SHOPS

Visit one of our great shops for massive selection at rock bottom prices
We guarantee the lowest price in town - by a full £2

BRISTOL
351 Gloucester Road (A38), Bristol.
1 ½ miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000



CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777

EGHAM
168 High Street, Egham, Surrey.
Near Windsor and Staines
Grand Opening 15TH November
Tel: 01784 473444



NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399



UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25. Opposite Somerfield Supermarket
Tel: 01708 225544

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. Some items carry a £1 surcharge in our shops. SAVE = Saving off full recommended price. Sent to press 10/10/97 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG

Total 64

total64@rapide.co.uk

Managing Editor
Chris Marke
chris@rapide.co.uk

Editor
Justin Calvert
justice@rapide.co.uk

Sub Editors
Sorcha Fenlon
sorcha@rapide.co.uk
Jon Aroussi
jon@rapide.co.uk

Staff Writers
Nick Jones, Alistair Felton

Designer
Antony Grace
ant@rapide.co.uk

Art Director
Ian Roxburgh
en@rapide.co.uk

Production Director
Mark Ayshford
ayshie@rapide.co.uk

Production Manager
Gary Joyce
garyjoyce@rapide.co.uk

Advertising Production
James Waddington
jay@rapide.co.uk

Proprietor
Mark Smith
marksmith@rapide.co.uk

Director of Advertising
Mark Garraty
markg@rapide.co.uk

Sales Executive
Carly Richards
Advertising Tel: 01392 495155
Advertising Fax: 01392 433505
ads@rapide.co.uk

Subs/Mail order
01392 495155
subs@rapide.co.uk

Printed by:
Duncan Web Offset Limited
Farleigh Hill, Tovil, Maidstone, Kent
ME15 6XA

Distributed by:
MMC, Octagon House,
White Heart Meadows, Ripley, Woking,
Surrey, GU12 6HR
Tel: 01483 211222
Fax: 01483 224541

American Distributors:
ADS Publisher Services Inc
3400 Dundee Road
Northbrook, IL, USA
Tel: (708) 498-5014

Published by:
Rapide Publishing
I Roman Court,
48 New North Road,
Exeter, Devon, EX4 4EP.
Tel: 01392 495155
Fax: 01392 491135

American Offices
Rapide Publishing (USA)
70 Walnut Street, Wellesley,
MA, 02181
Tel: (001) 617 239 8249
Fax: (001) 617 239 8261

Total 64
ISSN: 1366-9532

So, you made it then!

Phew!, wasn't sure if you'd make it this far with over 100 pages of the world's best selling N64 magazine to get through. You could be forgiven for getting so engrossed in our bang up to date news and reviews that you lost the ability to turn the page.

Some of you however won't have read the volume in your hands yet, but have just read our intro page where we promised you news of an exciting new opportunity in the world of Total 64. Well basically we're looking for another writer to sit between Nick and Alistair to stop them playing *ISS Soccer 64* all day – and also to do a bit of writing themselves if they get a chance!
If you're interested, and honestly believe that you've got what it takes to be a member of Team T64, then send your CV, along with a sample review or preview to show off your writing skills, to the following address:

'I was born to write for Total 64'
Total 64 Magazine
Rapide Publishing
1 Roman Court
48 New North Road
Exeter
Devon
EX4 4EP

I look forward to receiving your applications!

Justin



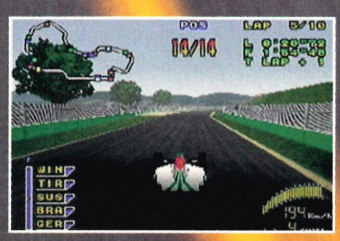
No part of this magazine may be produced or transmitted in any form or by any means, electronical or mechanical, including photocopying, recording or by any information storage or retrieval system without written permission from Rapide Publishing.
This magazine is not published, authorised by, or associated in any way with Nintendo of America Inc, Nintendo of Japan Inc, or any associate or affiliate company. This magazine is not and should not be confused with any publication that is printed or distributed by Nintendo of America Inc, Nintendo of Japan Inc, or any associate or affiliate company. Nintendo® is a registered trademark of Nintendo Inc. The following are trademarks owned by Nintendo: Nintendo 64®, Super Nintendo Entertainment System®, Super Nes®, Nintendo Entertainment System®. All copyrights and trademarks are recognised.

In racing there is only one position

F1 POLE POSITION 64









The most authentic Formula 1 game ever is lined up on the grid. F1 Pole Position, based on the 1996 season, features 16 actual Grand Prix tracks, 22 accurate racing cars and 30 famous drivers. With realistic spinouts, skid turns and radio communication with the pit, F1 puts you right in the driving seat.

FIA FORMULA 1 WORLD CHAMPIONSHIP

NINTENDO 64

Ubi Soft ENTERTAINMENT

Ubi Soft Entertainment Ltd., Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX • Tel: 0181 944 9000 • Fax: 0181 944 9400 • e-mail: general@ubisoft.co.uk • http://www.ubisoft.co.uk

Copyright 1997 Ubi Soft Entertainment Ltd. All Rights Reserved. N-Cube, ™ and ® are trademarks of Nintendo Co., Ltd. © 1997 Nintendo Co., Ltd.

MRC

MULTI-RACING CHAMPIONSHIP







"Seat-gripping high, speed tension."
"Easily the best racing game on N64."
N64 Magazine

"Multi racing brings to N64 the feel of a powerful arcade racing game."
"Very best arcade-style racer."
Computer and Video Games

"Most sought after cartridge at the 64 extreme gaming palace."
"MRC is by far the best dedicated racing game available on the N64."
64 Extreme

"....Truck loads of possible track combinations bursting to get out, and secrets to find."
"....The only "proper" Nintendo 64 racer worthy of your attention."
Nintendo Magazine

INTERNAL COMBUSTION ENGINE

Eight high performance, fully customisable vehicles
True 64 bit visual detail
On and off road terrain
Alternative routes on every course

NINTENDO 64

© 1997 Genki Co. Ltd. © Imagineer Co. Ltd. Nintendo ®, Nintendo 64, and are trademarks of Nintendo Co., Ltd.

imagineer

ocean