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Total 64

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Silicon Valley

Exclusive look at DMA's Evolutionary New Game

Nintendo Space World

UK's First report from Japan including 64DD and Zelda

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- WETRIX
- MOTHER 3
- WCW Vs nWo
- MK MYTHOLOGIES
- CHAMELEON TWIST
- FIGHTER'S DESTINY
- AUTOMOBILI LAMBORGHINI
- AERO FIGHTER'S ASSAULT

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Volume One · Issue Eleven

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REVIEWS
- FIFA '98: Road to the World Cup
- Chameleon Twist
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- 1080 Snowboarding
- Gasp
- Mortal Kombat 4

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- Diddy Kong Racing
- A-Z of Nintendo Cheats and Tips

PLUS!
- NINTENDO SPACE WORLD REPORT

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Total 64

TOTAL 64 – The Truth is in here...

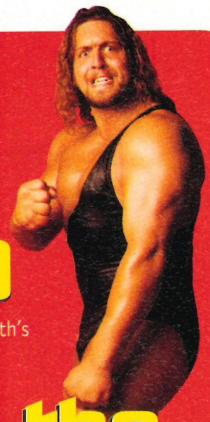
Welcome to issue eleven of the world's best selling N64 magazine. Over 100 pages of all the latest news and reviews from the world of Nintendo are now at your fingertips – including an exclusive ten page special report on the recent Nintendo Space World show (formerly known as the Shoshinkai) in Japan, where the eager crowds were being wowed by *Zelda 64*, *Yoshi's Story*, and yes... the 64DD!

And while our man in Japan was busy fighting his way through the crowds, other members of the dedicated TOTAL 64 team have spent the month tirelessly travelling around the UK to exclusively check out some forthcoming titles from Ocean and DMA Design. To find out what they uncovered, turn to page 24 for our special Work in Progress section.

See you inside...

Justin

Reviews



50 **WCW vs nWo**

The boys at TOTAL 64 have gone wrestlemania mad with this month's main review – *WCW vs NWO*. Let's get ready to rumble!

54 **FIFA: Road to the World Cup '98**

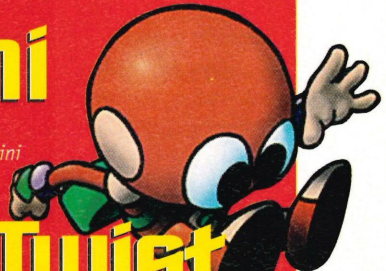
With the excitement already building for this year's World Cup, Electronic Arts' timely release offers a serious alternative to *ISS*

58 **AeroFighters Assault**

Take to the skies in Paradigm's second game for the N64. Scramble your fighter and defend the Earth from some nasty blokes

62 **Automobili Lamborghini**

More racing action on the N64. Titus' *Automobili Lamborghini* sees you... well, racing cars actually



66 **Chameleon Twist**

Lick, suck, spit and pole vault your way through this 3D platformer from Sunsoft. Lick your way over to page 66 for our full review

70 **San Francisco Rush**

Get ready for the rush in Midway's conversion of the popular arcade game, *San Francisco Rush*

Preplay

34 **Mortal Kombat Mythologies: Sub Zero**

So, you thought that sideways scrolling beat-'em-ups were dead didn't you? Well *MK Mythologies* proves you wrong, fools, with Sub Zero's quest for a powerful amulet to save the world (again)

TIPS!

96 **D.K Racing**

All you ever wanted to know about *Diddy Kong Racing* is in these four pages – all the cheats, all the secrets and all the best tips on how to defeat the boss characters

VOLUME ONE ISSUE ELEVEN

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Shanjaque the Spirit Tamer is on a quest for goodness and must stop the evil hordes from invading his kingdom in this magical RPG from Imagineer

15 Twisted Edge Snowboarding
The N64 is going snowboarding mad with four 'snow and board' titles in the works. We have a look at one of the more interesting ones with Midway's *Twisted Edge*

16 Wild Choppers
Arcade style shoot-'em-'ups are something of a rarity on the N64. Seta look to resurrect the genre with this promising title. Die alien scum!

17 1080° Snowboarding
What happens when Mr. Miyamoto and the team that brought you *Wave Race 64* turn their hands to making a snowboarding game? *1080 Snowboarding*, that's what, and it looks absolutely stunning

18 Mother 3
One of the most eagerly awaited games in the TOTAL 64 offices is almost ready and it looks mighty fine. The first RPG for the 64DD, which carries on playing even after you switch your machine off...

20 Gasp
Konami's first beat-'em-up since *Yie Ar Kung Fu* looks good, so good that we might even like it. Now that would make a nice change...

21 Mortal Kombat 4
Mortal Kombat returns in an all new polygonal world. With more fighters and more moves, it might exorcise the ghost of *MK Trilogy*

22 WWF Warzone
Get ready to rumble with the WWF in the second wrestling game to grace the N64. Now that Hulk Hogan has changed forces, can it survive the battle for wrestling supremacy?

23 Dracula 3D
Simon Belmont, from the original *Castlevania*, returns and this time he's in glorious 3D! All you fans of the *Castlevania* series should start getting excited at the prospect of this N64 update

Super Robot Spirits
More fighting (why can't we just get along?) but this time it's with Gundam Robots – Transformers, robots in disguise

Features

38 Nintendo Space World '97
If you're a Nintendo fan (and I'm assuming that you are) then you'll need to know all the latest news from the land of the rising sun. Check out our comprehensive report on the most exciting computer show of the year

80 Peripherals
With so many peripherals availible for the N64, you must have a tough time choosing which ones are worth your hard earned dosh. Well, as luck would have it, TOTAL 64 are here to give you the lowdown on what's hot and what's not!

Work in progress

24 Silicon Valley
This one's been in development for a while now, so we thought we'd go and call for DMA. 'Is *Silicon Valley* coming out to play?' we called. 'Not yet, but you can come in and have a look if you want', came its Mum's reply. In other words, TOTAL 64 goes up to Dundee to see what's going on in the world of *Silicon Valley*

30 Wetrix
Imagine *Tetris* in the wet and you'll have some idea of what *Wetrix* is all about. Well, actually it's a bit more complicated than that, so we sent our roving reporter off to Ocean to find out more...

32 Fighter's Destiny
It's about time that we had a decent beat-'em-up on the N64, and *Fighter's Destiny* is it. The game is more grapple based than fisticuffs. Intrigued? Well, you can find out more on page 32

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Total 64 NEWS

Nintendo Profits Up

Nintendo Company Ltd (Nintendo of Japan) have announced that profits are soaring. Profits have jumped by 63.5% to a massive 49 billion Yen (about $344 million/ £210 million) in the six months up to September. This is mainly due to overseas N64 console sales and a resurgence of interest in the Gameboy. Thanks to the highly successful *Pocket Monster* series (6.9 million units sold in Japan) Nintendo are predicting that sales of the Gameboy machine will top nine million units for this year. According to Nintendo there have been 4.95 million sales of the N64 console worldwide, although domestically the console has only sold 430,000 units. All figures are for the first half of the financial year (April to September). More interesting figures released were: Total Nintendo 64 Japanese sales: 2.47 million; total overseas sales: 9.03 million; total sales of N64 software in Japan: 2.89 million; total overseas sales of software: 12.44 million.

Goemon set for US launch

Those of you who thought that *Ganbare Goemon* would never be translated into English can rest assured that the game is a certainty for release in the US. The game will remain faithful to the Japanese version in that the Japanese style of the game will not be Westernised, as was the case with the *Mystical Ninja* series on the SNES. All the original character names are to be kept along with the Japanese speech, which will be subtitled in English. We gave the game a healthy score of 89 when we reviewed it back in issue eight and that was with Japanese text, so if we could understand it, who knows what mark it would receive! A likely title for the game will be *Mystical Ninja 64: The Adventures of Goemon* and it will be released in February. A PAL conversion is still being discussed.

UEFA Soccer

More football action is set for the N64 with the release of Ocean's *UEFA Soccer*. The game is already due for release on the PC and PlayStation and features 48 UEFA affiliated national teams, five non-affiliated teams and three hidden ones. All the usual motion capture techniques have been employed and the developers boast that the game will redefine the genre. Whether or not the game will surpass the wonderful *ISS Soccer* remains to be seen. A release date has been set for April '98 in Europe but there are no plans for a US released.

lowdown! European Release Dates

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

November

14 - Bomberman 64 (Nintendo/Hudson)
21 - Madden 64 (EA Sports)
21 - NFL Quarterback Club '98 (Acclaim)
21 - Top Gear Rally (Kemco)
24 - WCW vs. NWO: World Tour (THQ)
28 - Automobili Lamborghini (Titus)
28 - Duke Nukem 64 (GT Interactive)
28 - FIFA: Road to the World Cup '98 (EA Sports)

December

TBA - War Gods (GT Interactive/Midway)
01 - Diddy Kong Racing (Nintendo/Rare)
12 - Mischief Makers (Nintendo)

4th Quarter '97

TBA - Blade & Barrel (GT Interactive)
TBA - Quake 64 (GT Interactive/Midway)
TBA - Rev Limit (Nintendo/Seta)
TBA - Robotron 64 (GT Interactive/Midway)

1st Quarter '98

TBA - G.A.S.P. (Konami)
TBA - MK Mythologies: Sub-Zero (GT Interactive/Midway)

January '98
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 - Banjo-Kazooie (Nintendo/Rare)
TBA - Conker's Quest (Rare)
TBA - F-Zero 64 (Nintendo)
TBA - Mission: Impossible (Ocean)
TBA - Yoshi's Story (Nintendo)
TBA - Zelda 64 (Nintendo)
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 - NBA Courtside (Nintendo)
TBA - Unreal (GT Interactive)
TBA - Vertical Edge Snowboarding (Nintendo)

US Release Dates

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

November
22 - Automobili Lamborghini (Titus)
24 - Diddy Kong Racing (Nintendo/Rare)
25 - WCW vs. NWO: World Tour (THQ)
27 - AeroFighters Assault (Vic Tokai/Video System)

December
TBA - Wheel of Fortune (Take 2/Gametek)
01 - Bomberman 64 (Nintendo/Hudson)
02 - Wayne Gretzky's 3D Hockey '98 (Midway)
03 - Chameleon Twist (Electro Source/Sunsoft)
05 - MK Mythologies: Sub-Zero (Midway)
20 - Fighter's Destiny (Ocean)
23 - FIFA: Road to the World Cup '98 (EA Sports)

4th Quarter '97
TBA - Jeopardy! (Take 2/Gametek)

1st Quarter '98
TBA - Space Station: Silicon Valley (BMG Entertainment/DMA)
TBA - Virtual Chess 64 (Titus)

January '98
20 - Nagano Winter Olympics '98 (Konami)
27 - NBA In The Zone '98 (Konami)
27 - Olympic Hockey '98 (Midway)

February '98
TBA - Yoshi's Story (Nintendo)
20 - Forsaken (Acclaim)
TBA - Mystical Ninja 64 (Konami)
TBA - NHL Breakaway '98 (Acclaim)
TBA - Mission Impossible (Ocean)
TBA - Robotron 64 (Crave Entertainment)

March '98
16 - Banjo-Kazooie (Nintendo/Rare)
30 - MLB Featuring Ken Griffey, Jr (Nintendo/Angel)
TBA - G.A.S.P. (Konami)
TBA - Quake 64 (Midway)
TBA - Superman: The Animated Series (Titus)
TBA - Twisted Edge Snowboarding (Midway/Kemco/Boss)

April '98
TBA - Tonic Trouble (Ubi Soft)

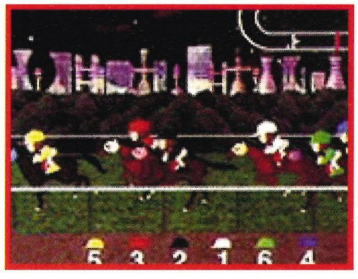
Total Recoil

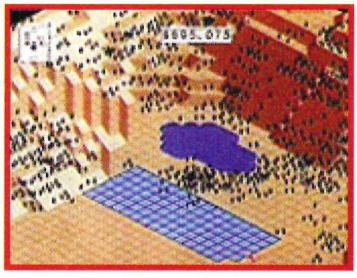
Third party hardware developer, Interact, has just announced its new lightgun for the N64. Known as The Pulsar, it is the first force-feedback gun ever to simulate the recoil action of a real gun each time the trigger is pressed.

Unlike Nintendo's Rumble Pak, The Pulsar gun will realistically simulate the feeling of recoil with a suitable force and direction to the 'jolt'. There are two other features which make this gun attractive, an 'intelligent reload' option whereby the gun will reload when you stop firing and a button which lets you reload without taking the crosshairs off the screen. You can also determine how many bullets the cartridge holds – anything from six to 33 bullets.

Although there are no gun games being planned for the near future, it looks like The Pulsar will be a welcome addition to the ever growing catalogue of third party add-ons for the N64 when someone finally decides to emulate the success of *Virtua Cop* and *Time Crisis* on the N64.

Sim City moves into outer space





More information has emerged about *Sim City 2000*. The game will use the N64's hi-res mode for the map screen and the analog stick will take the place of a mouse. Imagineer, the game's developers, have come up with a new system for controlling the game; something called a 'Circle Menu Icon'. It works by having a series of icons arranged in a circle with a central 'menu' icon which will lead you to further options. You will be able to move the Circle Menu Icon to any position on the screen to give yourself the best possible view of the game screen.

The game itself is divided up into three 'chapters'. The first takes place on Earth, where you get to build your mayor's house and appoint a secretary (his or her advice will be invaluable). Other features include a horse racing track, that you will actually be able to play with by placing bets on the horses, plus you will even be able to choose a wife(?). In the second chapter, the Earth is destroyed so you must move into space. As for the third chapter, this is still a closely guarded secret.

Sim City was a huge success on the SNES and we expect the N64 version to be just as popular. The rumour at the moment is that *Sim City 2000* will be compatible with the two other *Sim* titles planned for the 64DD, *Sim Copter* and *Sim City 64*. More news next issue.

64 lowdown!

May '98

TBA - GEX: Enter the Gecko (Midway/Crystal Dynamics)

June '98

TBA - Turok 2 (Acclaim)
TBA - WWF: War Zone (Acclaim)

2nd Quarter '98

TBA - Body Harvest (Nintendo/DMA)
TBA - Conker's Quest (Rare)
TBA - Dual Heroes (Hudson)
TBA - Earthworm Jim 3 (Interplay)
TBA - F-Zero X (Nintendo)
TBA - LastLegion UX (Mindscape/Hudson)
TBA - Quest 64 (THQ)
TBA - Robotech: Crystal Dreams (Gametek)
TBA - NBA Jam '98 (Acclaim)
TBA - Space Circus (Ocean)
TBA - Legend of Zelda: The Ocarina of Time (Nintendo)
MLB Strike Zone '98 (GT Interactive)

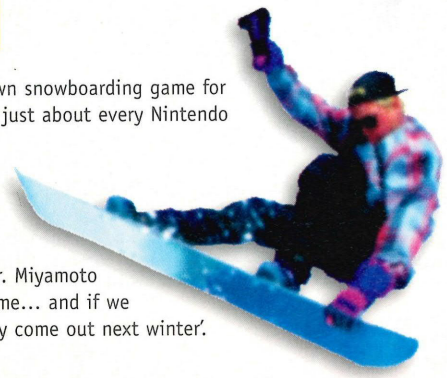
1998

TBA - Bio Freaks (Midway)
TBA - Cruis'n World (Nintendo)
TBA - Castlevania 64 (Konami)
TBA - Mortal Kombat 4 (Midway)
TBA - NBA FastBreak '98 (Midway)
TBA - Pilotwings 2 (Nintendo/Paradigm)
TBA - Quest for Camelot (Titus)
TBA - Battle Sport II (Cyclone Studios)
TBA - Bottom of the Ninth '98 (Konami)
TBA - Buggie-Boogie (Nintendo/Angel)
TBA - Earthbound 64 (64DD) (Nintendo)
TBA - Magic: The Gathering (Acclaim)
TBA - Mario Artist (64DD) (Nintendo)
TBA - Sim City 64 (64DD) (Nintendo)
TBA - Sim Copter 64 (64DD) (Maxis)
TBA - Thornado (Factor 5)
TBA - Ultra Soccer (Acclaim)

1999

TBA - Rugrats (THQ)

More Snowboard action



Shigeru Miyamoto is working on his own snowboarding game for the N64. Not content with producing just about every Nintendo game for the 64, he has turned his attention to making a *'Wave Race* in the snow' game. Apparently the game will feature many kinds of weather conditions and will be so detailed that it will be impossible to play the game in four player. Miyamoto also states that the title is a 'seasonal game... and if we miss the winter release then the game may come out next winter'. More news as we get it. 64

Mario 64 2

A few snippets of information have appeared concerning *Mario 64 2*. The game will use the 64DD's writeable feature and although there is no two player simultaneous play as yet, Miyamoto says that they now have Luigi running around in the game and are looking to add this feature in the near future. Sounds exciting. 64

We crave RPG's!

Just when you thought you would never see any Squaresoft games on the N64 ever, along comes new development team, Crave, to prove you wrong. Nearly. Composed of ex-Square employees, the team will be producing – yes you've guessed it – RPGs for the N64. This has got to be some of the most exciting news of the month and we look forward to hearing any details of their forthcoming games. Of course, we'll let you know anything we hear on the grapevine. 64

64 bits!

Pikachu Genki Dechu

Further to our news piece on this 'pocket monster' game last month, we regret to inform you that the game will not feature a Microphone Pak, so you won't be able to communicate directly with your cat. However, the game will come with something described as an 'input device'.

Acclaim have Balls

Apparently, Acclaim's Iguana Team, the guys responsible for *Turok* and *NFL QBC '98*, are working on a new cartoony platform game, with the working title *Wrecking Balls*. The only thing we know about it at this time is that the game will feature a battle option for up to four players. More news as we get it.

Argonaut back with Nintendo

The UK developers of SNES classics *StarFox* and *Stunt Race FX* are developing two games exclusively for the N64, the first of which is called *Buck Bumble*. Not a lot is known about the game at present but knowing Argonaut's track record, we're sure that this is a title to take note of.

F-Zero 64

F-Zero will be the first cartridge game to take advantage of the 64DD. There are plans to release at least one disk containing extra courses and a level designer on it. As for the game itself, it is now reaching completion, with the four player mode finished. All that is left to do now is add the music and sound effects, so the game should reach its mid-1998 release date.

Upcoming

Here are some games that do not have a specific release date yet. They could appear as early as spring 1998, as late as fall 1999, or they might not ever come out at all

TBA - Actua Golf (Interplay)
TBA - Command and Conquer (Virgin)
TBA - Creator (64DD) (Nintendo)
TBA - Daikatana 64 (ION Storm)
TBA - Deadly Honor (TecMagik)
TBA - Donkey Kong Country 64 (64DD) (Nintendo/Rare)
TBA - Flights of the U.N. (Video System USA)
TBA - Freak Boy (Virgin)
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 - Lode Runner 64 (Big Bang)
TBA - Paperboy 64(Mindscape)
TBA - NBA Courtside (Nintendo)
TBA - Rotor Gunner (TecMagik)
TBA - Super Mario 64 II (64DD) (Nintendo)
TBA - Super Mario RPG 2 (64DD) (Nintendo)
TBA - Ultra Descent (Interplay)
TBA - Unreal (64DD) (GT Interactive/DMA)
TBA - Wetrix (Ocean/Zed Two)
TBA - Vertical Edge Snowboarding (Nintendo)

Japanese Release Dates

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

November

21 - Diddy Kong Racing (Nintendo/Rare)
21- Pro Mahjong Kiwame 64 (Athena)
28 - Heiwa Pachinko World 64 (Shouei System)
28 - 64 Oozumo (Bottom-Up)
28 - Famista 64 (Namco)
28 - Hiryuu No Ken Twin (Culture Brain)
28 - Wild Choppers (Seta)

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.

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NINTENDO 64

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December

TBA - Sim City 2000 (Imagineer)
TBA - Tamagotchi 64 (Bandai/Hudson/Nintendo)
05 - Dual Heroes (Hudson)
05 - Top Gear Rally (Kemco)
12 - Snobow Kids (Atlus)
12 - Chameleon Twist (Japan System Supply)
18 - Hexen (Gamebank)
18 - Hyper Olympic in Nagano 64 (Konami)
18 - Hiryuu No Ken Twin (Culture Brain)
19 - Aero Gauge (ASCII)
19 - Denryu Iraira Bou (Hudson)
19 - Harukanaru Augusta: Masters '98 (T&E Soft)
19 - Virtual Pro Wrestling 64 (Asmik)
21 - Yoshi's Story (Nintendo)

January '98

TBA - Fighting Cup (Imagineer)
TBA - Nintama Rantaro 64 (Culture Brain)
04 - Kindaichi Shonen no Jikenbo (Hudson Soft)
04 - Toukon Road: Brave Spirits (Hudson Soft)
29 - NBA In The Zone '98 (Konami)

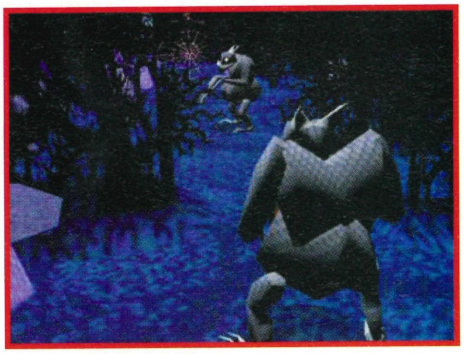
February '98

TBA - LastLegion UX (Hudson)
TBA - Legend of Zelda: The Ocarina of Time (Nintendo)
TBA - Wayne Gretzky's 3D Hockey (Gamebank/Midway)

March '98

TBA - Jikkyou Powerful Pro Baseball 5 (Konami)
TBA - Jungle Emperor Leo (Nintendo)
TBA - Kiratto Kaiketsu! 64 Tanteidan (Imagineer)
TBA - Lamborghini 64 (Taito/Titus)
TBA - Mahou Seiki Eltale (Imagineer)
TBA - Mario Artist (64DD) (Nintendo)
TBA - Mother 3 (64DD) (Nintendo)
TBA - Pocket Monster 64 (64DD) (Nintendo)

Spooky!



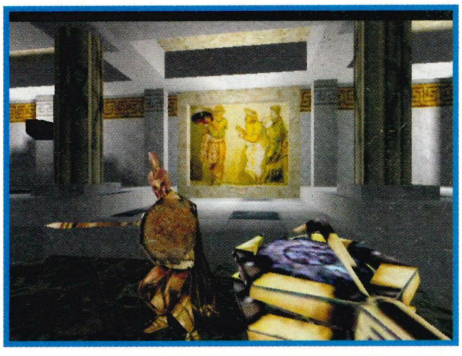
UK developers ICE (International Computer Entertainment) have announced a welcome change to the cutesy, cutesy world of Mario et al with their new title *Spooky*. This is a classic story of good versus evil. The action takes place on a faraway planet where the whole population has been sucked into a parallel dimension. Only two aliens survived this catastrophe; one good, one evil. The evil alien locked up the good guy and set about ruling his new planet with an army of synthetic slaves. Obviously the good alien is not going take all this lying down, so using his telepathic powers he calls up some help from Earth in the form of a lone teenager, YOU!

Your objective is to locate thirty pieces of a broken mirror over the game's ten massive levels in order to destroy the evil alien and free the nice guy. Your character will have the ability to metamorphose into several distinctive creatures, with differing abilities which will have to be utilised to make your way past all manner of nasty creatures.

Although no date has yet been set for release of this interesting looking game, it is unlikely to be released in the US and Japan until Christmas 1998.

▲ Why you should want to fix a broken mirror when your clothes look like this is beyond me

Daiktana



The man responsible for *Doom* and *Quake* on the PC, John Romero, is writing a new game for the N64. The game is set in a distant future where a magic daikatana (long samurai sword) has been unearthed, that can be used to travel through time. The dig for the sword was funded by a certain Dr. Tetsuo Ebihara who made his fortune from discovering a cure to the AIDS virus. Inevitably, the sword is stolen from Tetsuo by his evil assistant, who kills his boss and travels back into time to change history in order to make it look like he was the one who developed the cure for AIDS. You take on the role of Hiro Miyamoto (the Doctor's Grandson) and you must stop the evil assistant with the help of three allies. What ensues is an adventure across time, as you try to track down and kill the villain.

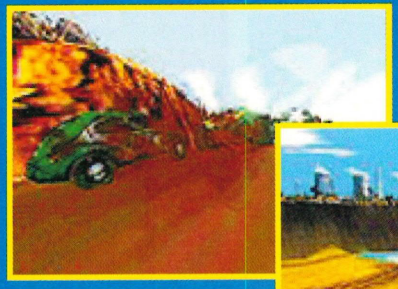
Daikatana will be somewhat different to Romero's previous games in the way that it will incorporate a 'hit point' system, more commonly associated with RPGs. In fact, more experienced players will be rewarded with more abilities and weapons.

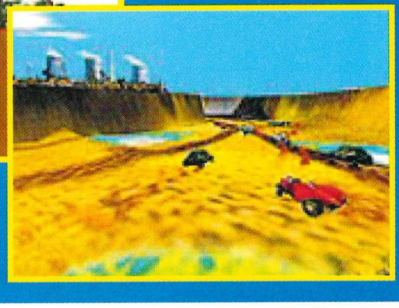
The game will feature 32 different weapons and many highly varied environments set across numerous time zones. These include Ancient Greece, The Dark Ages, San Francisco and Future Japan. Each of the time periods will have their own set of weapons. This game looks like it might be absolutely huge when it's released sometime in 1998.

James Bond — License to shop!

James Bond was seen shopping in one of Comet's electronic stores promoting his new game, *Goldeneye*. Okay, so it wasn't actually James Bond, it was Douglas James, Pierce Brosnan's stunt double in Goldeneye and he was accompanied by Jaws (or maybe that geezer on the right is the store manager). According to the press release 'James picked up one of the store's free Christmas catalogues' so that he can 'shop from the comfort of his own home'. Just the sort of thing James Bond would do.

Powerslide 64





▲ You may think another driving game would be tedious, but wait, you can drive on two wheels. Great!

Oh no! Another racing game has been announced for the N64. The game in question is a conversion of a little known PC racer, called *Powerslide*. The game mechanics are somewhat noteworthy though, allowing you to drive on two wheels, perform hand brake turns and even pull wheelies. You will be able to upgrade your car as in *Top Gear Rally* and the vehicles will be affected by the track surface in a similar way. You will race on mud, sand, gravel and ice.

Since there are million racers for the N64 at present we aren't getting too excited about this title, but the wheelie option sounds pretty cool. Expect a release sometime in late 1998.

Takara to develop for N64

Takara, the people who brought *Battle Arena Toshinden* to the PlayStation, have set their sights on the N64. They are currently working on two titles, a racing game (original idea, guys) and a fighting game (no!). Although Takara were a little coy about the fighting game, they did say it might feature some well known characters form their other games (*Toshinden, Fatal Fury, Samurai Showdown* to name but a few). Could we see something of a 'fighters megamix' for the N64? We'll just have to wait and see.

Imagineer DD

Imagineer have announced their first game for the 64DD. Code-named '*Tank*' the game is 'not a sequel to any existing title' – and that's all Imagineer will say about the game at this time. No details on the style of gameplay, no hints as to when it will released. Nothing.

TBA - Sim City 64 (64DD) (Nintendo)
TBA - Sonic Wings Assault (Video System/Paradigm)
TBA - Snow Speeder 64 (Imagineer)

April '98

TBA - F-Zero X (Nintendo)

Spring '98

TBA - King Hill (Kemco/Boss)
TBA - Let's Smash (Hudson)
TBA - Morita Shogi 64 (Seta)
TBA - Rev Limit (Seta)
TBA - Super Robot Spirits (Banpresto)
TBA - Tonic Trouble (Ubi Soft)

1998

TBA - Flights of the U.N. (Video System/Paradigm)
TBA - Grand Prix Racing (Video System/Paradigm)
TBA - NBA Courtside (Nintendo)
TBA - Pikachu Genki Dechu (Nintendo/Creatures/GameFreak)
TBA - Vertical Edge Snowboarding (Nintendo)

Upcoming

Here are some games that do not have a specific release date yet. They could appear as early as spring 1998, as late as fall 1999, or they might not ever come out at all.

TBA - Akumajou Dracula 3D (Konami)
TBA - Banjo-Kazooie (Nintendo/Rare)
TBA - Body Harvest (Nintendo)
TBA - Buggie Boogie (Nintendo)
TBA - Cabbage (64DD) (Nintendo)
TBA - Cavalry Battle 3000 (Japan System Supply)
TBA - Conker's Quest (Rare)
TBA - Creator (64DD) (Nintendo)
TBA - Fire Emblem 64 (64DD) (Nintendo)
TBA - Fushigi No Dungeon (Chun Soft)
TBA - G.A.S.P!! Fighters' NEXTream (Konami)
TBA - Golf (Nintendo/HAL)
TBA - Hashire Boku No Uma (Culture Brain)
TBA - Hybrid Heaven (Konami)
TBA - Ikazuchi No Gotoku - Chinese Chess (Seta)
TBA - Jikkyou J-League Perfect Striker 2 (Konami)

Marioangelo 64

News has surfaced that Nintendo are currently working on several titles for the 64DD that will be along the same lines as *Mario Paint*. In one of them you will be able to create characters out of polygons and map your own face onto them. The first painting title will be released with a mouse and Nintendo are also considering the possibility of a printer so that you are able to get a hard copy of your masterpieces. Obviously good news for all you budding Van Goghs out there – we know there are loads of you because you send us your crazy drawings!

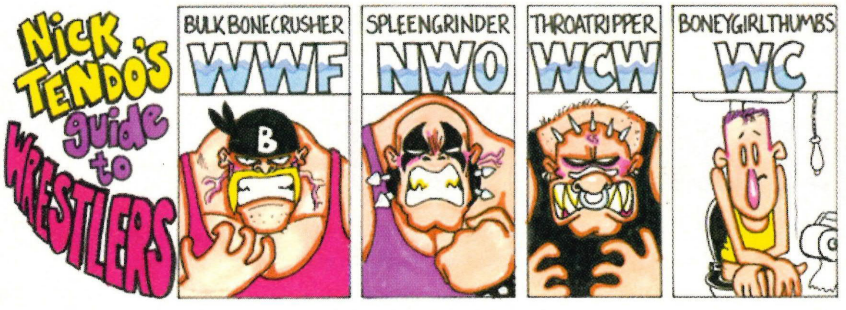
V-Rally set For N64

Ocean have just announced that an all new N64 version of their big selling PlayStation title, *V-Rally*, is already in development. Apart from the massive selling *Final Fantasy IIV*, *V-Rally* is the biggest selling game on the PlayStation, having just overtaken Psygnosis' *Formula One*. *V-Rally* is arguably the best racing game on the PlayStation and the N64 version is bound to boast all new tracks and enhanced graphics. Could this be the racer we've all been waiting for? No release date has been set yet, as the game is still very early in development but we will bring you more news as we get it.

Bond will return...

If you've completed *Goldeneye*, then you'll notice the words 'James Bond will return' at the end of the credits. This is not just a homage to the Bond films but actually refers to Rare's intention to release a sequel. It was confirmed by Chris Stamper, Rare's Co-founder that, "We're working to make some significant improvements to the engine so I'm sure we'll come up with something exciting."

Unfortunately, the sequel will not be based on Tomorrow Never Dies, as the rights to this are exclusively in MGM Interactive's hands. It is more likely that the sequel to *Goldeneye* will feature a 'best of' the Bond films.



Australian Release Dates

The latest release dates for the N64 in Australia

November

TBA - Chameleon Twist (Sunsoft)
TBA - Mace: The Dark Age (GT Interactive/Midway)
TBA - San Francisco Rush (GT Interactive/Midway)
17 - Clayfighter 63 1/3 (Acclaim/Interplay)
21 - Diddy Kong Racing (Nintendo/Rare)

December

TBA - Automobili Lamborghini (Activision/Titus)
TBA - Duke Nukem 64 (GT Interactive)
TBA - Madden 64 (EA Sports)
TBA - MK Mythologies: Sub Zero (GT Interactive/Midway)
05 - Bomberman 64 (Nintendo)
05 - NFL Quarterback Club '98 (Acclaim)

4th Quarter '97

TBA - Rumble Pak Super Mario 64 (Nintendo)
TBA - Jikkyou Powerful Pro Baseball 5 (Konami)
TBA - Jissen Pachi-Slo Hissyouhou (Sammy Kougyou)
TBA - Kirby's Air Ride (Nintendo)
TBA - Knife Edge (Kemco)
TBA - Macross: Another Dimension (Tomy)
TBA - Mission: Impossible (Victor InteractiveSoftware)
TBA - Ogre Battle Saga (64DD) (Quest)
TBA - Pilotwings 64 II (Nintendo/Paradigm)
TBA - Pocket Monster RPG (64DD) (Nintendo)
TBA - Sim Copter 64 (64DD) (Nintendo/Maxis)
TBA - Space Dynamites (Vic Tokai)
TBA - Super Mario 64 II (64DD) (Nintendo)
TBA - Super Mario RPG 2 (64DD) (Nintendo)
TBA - Ultra Donkey Kong (64DD) (Nintendo)
TBA - Zelda DD (64DD) (Nintendo)
TBA - Rumble Pak Wave Race 64 (Nintendo)
TBA - Wayne Gretzky's 3D Hockey '98 (Midway)
TBA - WCW vs. nWo: World Tour (THQ)

1st Quarter '98

TBA - Cruis'n World (Nintendo)
TBA - Kirby's Air Ride (Nintendo)
TBA - Mission Impossible (Ocean)
TBA - MLB Featuring Ken Giffey Jr. (Nintendo/Angel)
TBA - Quake 64 (GT Interactive/Midway)

January '98

TBA - Tetrisphere (Nintendo)

February '98

TBA - Mischief Makers (Nintendo)

June '98

TBA - Legend of Zelda: The Ocarina of Time (Nintendo)

2nd Quarter '98

TBA - Banjo-Kazooie (Nintendo/Rare)
TBA - Body Harvest (Nintendo/DMA)
TBA - Conker's Quest (Rare)
TBA - Yoshi's Story (Nintendo)

1998

TBA - Buggie Boogie (Nintendo)
TBA - Castlevania 64 (Konami)
TBA - F-Zero X (Nintendo)

Unknown

TBA - Attack! (GT Interactive)
TBA - Bio Freaks (GT Interactive/Midway)
TBA - Centipede X (GT Interactive/Midway)
TBA - Joust Epic (GT Interactive/Midway)
TBA - Mortal Kombat 4 (GT Interactive/Midway)
TBA - Mystical Ninja 64 (Konami)
TBA - NBA Courtside (Nintendo)
TBA - Robotech: Crystal Dreams (Gametek)
TBA - Rebel Moon Revolution (GT Interactive)
TBA - Unreal (GT Interactive)
TBA - Vertical Edge Snowboarding (Nintendo)

SIGHTINGS
INVESTIGATION ALIEN PHENOMENA
Miss It and Miss the Truth...
Top Secret CIA Project Exposed • Symbols Seen by the Abducted • Conspiracies on your Doorstep
Aliens Terrorise the Middle East • Witnesses Speak Out For First Time • Location of Alien Base
Revealed • Most Recent Crop Circles in Britain • Holidays in Space within 20 Years
Open Your Mind
Before Somebody Else Does...
Out Now!
Some will hide the truth but they can not run from it...
SIGHTINGS
We Don't Care For Secrets...

First

Quest 64

With *Zelda 64* now confirmed as a post-Christmas release, perhaps this will be the RPG to appease the role playing-mad Japanese public

The first thing that everybody should know about *Quest 64* is that it will definitely be getting a US release and therefore a UK debut is almost certain. Us N64 owners have been well and truly starved of any RPG action, right from the start, so it's nice to see that our hunger will soon be over. We lost *Final Fantasy VII* to Sony, and that was a little upsetting but now we have our pick of the very best – *Zelda 64*, *Mother 64* and now *Quest 64* are all well on the way to completion and RPG fanatics all over the world can rejoice.

Quest 64 will take place on one island that is split into three kingdoms. The hero of the game is Shanjaque, a teen adventurer who possesses the mysterious gift of being able to control nature and thus the four elements of earth, fire, air and water, and can use this power to meet his own needs (quite handy). He is also the main guardian of the inhabitants on the island – his nickname is 'the spirit tamer'. Despite this rather pansy nickname, Shanjaque is no wimp when it comes to kicking some monster butt – as well as those handy elements, he has a full arsenal of spells at his disposal.

Shanjaque is no wimp when it comes to kicking some monster butt

The action all takes place in a 3D rendered world, which will contain characters made up from 3D texture mapped polygons – a bit like those in *Earthbound 64*. The three 3D kingdoms are called Angulus, Velagoone and Stornia. The player will have the ability to explore any of the areas within each kingdom, which will include dark forests, big, big castles, townships and other people's houses.

The actual detail level on the characters and the objects is of a very high standard and the backgrounds, whilst simple in design, are jaw-dropping all the same. We're promised hundreds of people to talk to and fight in the adventure, and the battles are all directed in 'real time'.

▲ Why look, a cute little pet for us to play with

▲ Is it a hat or is it a hairdo? We can't decide

▲ A calm walk in the country – ah, lovely!

Expect the game to appear first in Japan at Christmas, with a US version then expected to appear in March '98.

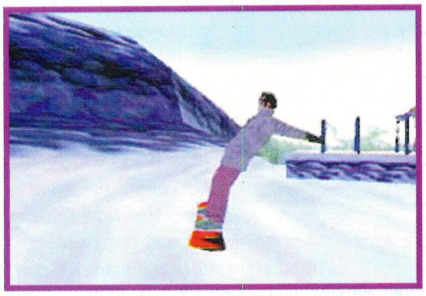
LOOK

Twisted Edge Snowboarding

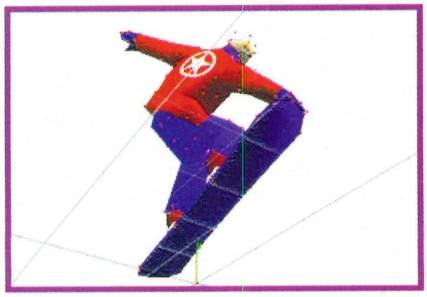
You may think that the increasingly more popular sport of snowboarding could never be realistically captured in a game — well think again, because Midway are here to prove us wrong

Here it is, the first ever snowboarding game to be released on the Nintendo 64. Brought to us from Midway and Boss Game Studios (think *Top Gear Rally*) comes *Twisted Edge*, and it looks like being nothing short of phenomenal.

The graphics in the game are all fully mapped 3D polygons, which will ensure that the animation is top notch and that the level of realism is kept at a high standard. Throughout the game, the attention to detail is nothing short of remarkable.



▲ Hang ten, dudes! Be careful you don't slam



▲ This must be what they mean by grabbing air

There will be a total of six very savage, twisty, winding courses on which you can use any of the eight characters (girls as well as lads) and each of these characters will have their own special style of boarding, background and storylines.

The thing that most of us want to know about is the range of stunts and tricks on offer. Well, there will be a wide range of different moves (more than any other snow boarding game to date) available to the player, although it's not yet known if each character will have their own custom board. On the various courses there will be many obstacles to thwart your attempts at victory; these include rickety bridges, icy caverns, tree felling areas, frozen streams and many more.

Throughout the game the attention to detail is nothing short of remarkable

▲ Watch it, mate – no speeding thank you!

There are five modes of play: stunt, practice, competition, vs and story mode (it is not known whether or not the story mode will be present in the US or UK version).

The player will have complete control over all aspects of the game's camera angles and although there is no sound added at the moment, we are assured that it will feature a thumping techno soundtrack that should put even the *Wipeout* series to shame!

Overall *Twisted Edge* looks very well polished and will almost certainly be giving the three other snowboarding games that are currently in development a run for their money. The game is due for a US release in March and a British release should follow shortly afterwards. Believe it, this game is so hot, it's cool!

Wild Choppers

Here it is, the first N64 helicopter game to make an appearance — and by all accounts it's certainly going to be a force to be reckoned with

Wild Choppers is not yet complete, but from what we can make out, it is likely to be heralded as a milestone in the simulation/shoot-'em-up genres and a benchmark title against which all other heli/plane games will be judged.

The graphics are, to say the least, impressive and the landscapes are jaw-dropping. The attention to detail is very high and it seems likely that the game will run in the N64's medium-res mode (giving a better standard of definition and far crisper images).

There is another helicopter game due for release called *Blade And Barrel*, which is from GT Interactive but there's no news or a release date for that title, so *Wild Choppers* could be set to hit the market first.

The gameplay is split between simulation, strategy and full-on shoot-'em-up action. It places the player in the middle of a warzone, very much akin to that of the *Desert Strike* series, which is currently running strong on various other formats. The objectives of the missions will also be similar to those of the *Strike* series, with a task list featuring rescues and bombings taking place over sublime 3D landscapes.

▲ Whatever that is, blow it away...

▲ ...and that - show no mercy, just kill 'em all

One of the good - but also stress inducing - features of the game is that if you don't kill all of the enemy tanks, emplacements and gun toting bad guys on any given mission, they'll come back to haunt you in the next - what a nightmare! There is also a time limit on the missions to make the player complete them, instead of just flying around, aimlessly shooting people.

Wild Choppers is likely to be heralded as a milestone in the simulation/shoot-'em-up genres, against which all others will be judged

▲ Night flying was never my strong point

▲ *Wild Choppers* features expansive landscapes, positively brimming with bad guys to blow away

It's also rumoured that you will be able to blow away the scenery and lasting damage will be caused to the landscape when you do so - but these are only rumours.

The control method promises to be both intuitive and user friendly, with both analog and digital fans catered for. The D-pad will move the 'copter, the 'stick' will help fine tune those movements and the Z-trigger will be assigned as the main weapon firing button. There is not much news on the functions of the other buttons at present, or how many missions will be included in the finished version of the game.

At the moment we can only confirm three missions, each of which, we believe, is split into three sub-missions, but more should be on the way and it's likely that *Wild Choppers* will include a variety of camera angles, and possibly different 'copters to pilot as well, with attributes to suit all players.

As you can see from the screen-shots, it all look a bit tasty and I'm awaiting a preview copy with eager anticipation.

1080° Snowboarding

Snowboarding games are quickly overtaking driving sims as the most popular genre for the N64. With four already in development, Shigeru Miyamoto recently announced his own version. This one could be a bit special...

What have the team that developed the wonderful *Wave Race 64* been up to in the last year? Well, they've been hard at work putting the finishing touches to what could be the best of a growing bunch of new snowboarding titles for the N64. The game is called *1080° Snowboarding*, and although it has only been in development for about six months, it already looks amazing.

▲ I'm gonna close in and then deck him!

Running in the N64's medium-res mode, the game features three selectable characters and three courses, which feature steep ridges, icy frozen creeks, logs and all manner of obstacles for the player to contend with. What really makes this game stand out though, is the attention given to the racing surface – the snow. Like the water in *Wave Race*, the snow will undulate just like the real thing and will vary in texture – in some places it will be frozen solid, whilst in others it will be fine and powdery.

Like the water in Wave Race, the snow will undulate and it will vary in texture – it might be frozen solid or fine and powdery

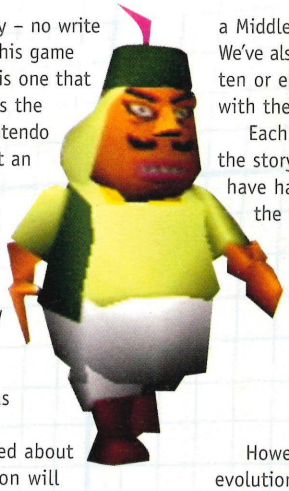
1080° will be a two player game (the realistic snow prohibits any more players) and will feature Match Races, Time Battle and Score Mode – a big emphasis will be also placed on performing stunts, adding a more realistic touch.

Look out for a release in February in the US and Japan, with a European release shortly after.

Mother 3

Here it is, the 64DD's launch title — and it's shaping up to be an absolutely awesome feat of development and programming, which will certainly give *Zelda 64* a run for its money

Well, what can I say – no write up can really do this game justice. This title is one that cannot fail. For a start it is the 64DD flagship title and Nintendo would be very foolish to let an opportunity like this slip through their fingers. Then we have the plot...



Nobody is really sure about the true storyline of *Mother 3* – or *Earthbound 64* as it will be known in the US – but it will be set sometime after the previous incarnation, *Mother 2*.

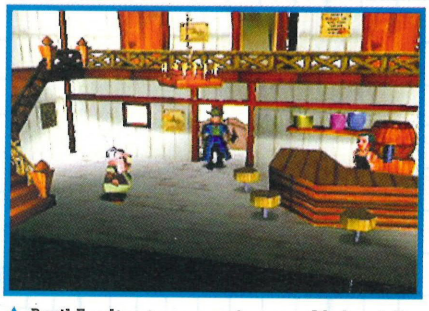
What has been confirmed about the game, is that the action will take place over a series of wacky, zany worlds (around ten) which will include a Sci-fi world, a Middle Earth world and a fantasy world. We've also learnt that the player will have around ten or eleven characters to choose from, each with their own merits and abilities.

Each character will have their own part in the storyline, and one character who may have had the main role in one chapter of the game, will probably play as side-kick for you in another.

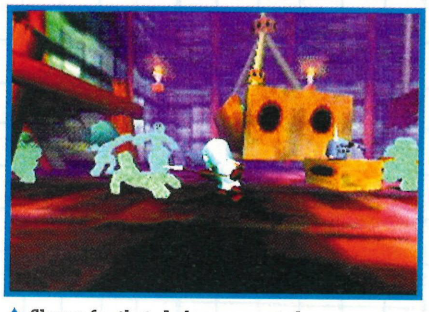
Basically, you will more than likely find you have to play the game with every one of the characters at some point in your adventure.

However the ingenuity of the new real time evolution process, that takes place somewhere between the 64DD's internal clock and the disc that the game comes on, is definitely the main 'hot topic' surrounding *Mother 3* at present.

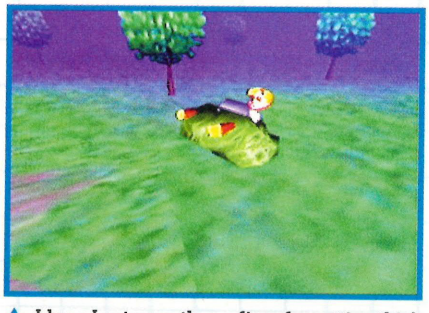
The game has a very unique feel to it Let's give an example – you could be faced with a large mountain but no path to gain access to the summit, so what do you do? Easy, you get a bean or a plant seed, plant it at the foot of the mountain, go to bed (in real time) and then when you wake up (in real time) there will be a bean stalk or a giant triffid, that will allow you to progress to the top of the mountain. All this is made possible by the 64DD's internal clock, which will obviously be a major contributor to the staggering depth and realism which we'll see in *Mother 3*.



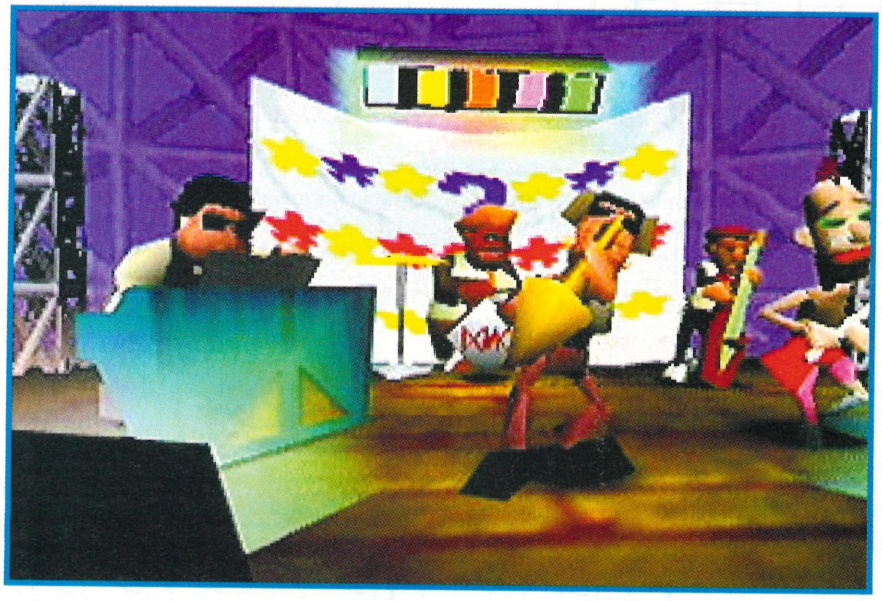
▲ Basil Faulty at your service, may I help, sir?



▲ Cheers for that, I always wanted a spear, mate



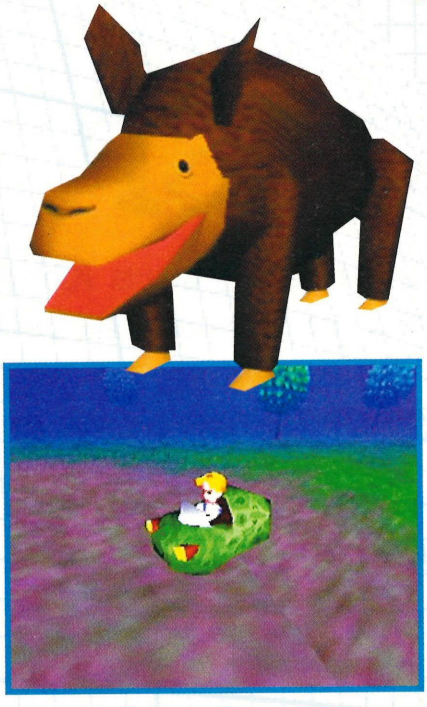
▲ I hope I get more than a fiver for cutting this!

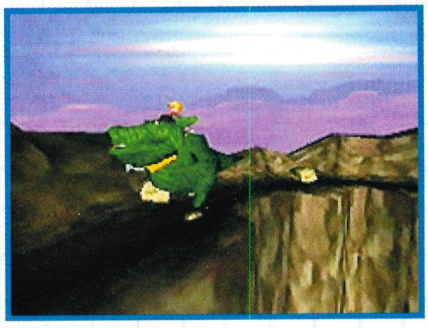


The game will also be different for each person who owns it and there is no strict path to play along, so it will depend largely on how the player interacts and sets about his quest.

The insane looking monsters and 'bad guys' in the game should act with almost shocking intelligence. For example: imagine you're wandering through a lonely, dark forest (I'm scared). You have a handy bag for your provisions, but, oh

▲ ...and the same to you mate, I can't understand what you're saying, but I totally agree with you





▲ Run little crocodile, run, before you're turned into a matching handbag and shoes set

▲ The same stuff as nightmares are made of – pigs and alligators, God I'll never sleep properly again!

no, it has a hole in it and all your food is falling out! Well, a hungry monster could come across this and act on it by following the tell-tale food trail straight to you, then mercilessly attack without warning.

And now the moment that you have all been waiting for – the graphics.

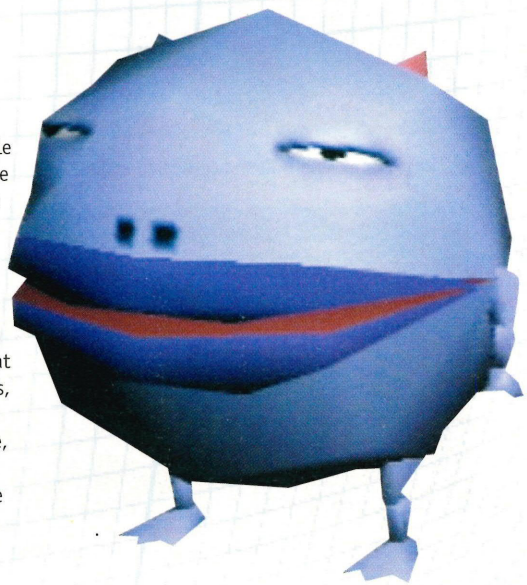
The graphics in *Mother 64* can't be described as anything other than 'Interstellarawesome-lushfunkygroovyohmygod'. Yes, they are that

This game pushes the boundaries of quality like no other and will offer gamesplayers a serious alternative to Zelda 64

and much, much more. The characters are all composed from fully texture mapped 3D polygons and the action takes place over loads of fully rendered worlds, with lush vegetation and whole villages and towns which the player will be able to explore. The sounds are equally brilliant, with well orchestrated music and sound effects that suit the action perfectly.

The development team responsible have promised that the game will take somewhere in the region of 70 hours to complete – and that is for an RPG fanatic who knows just what their doing. Since the game constantly changes, it will be all the more challenging.

Mother 3 is due for a Japanese release, to come with the 64DD, in March 1998 and an American release with the 64DD sometime in Autumn 1998 – so hopefully a UK release will follow very quickly.



GASP

Over the years Konami have built themselves a reputation for producing excellent games, both on home systems and in the arcades, so we are all waiting in eager anticipation for their latest game to hit the Nintendo 64 — *GASP*

Most people will have played a Konami game at some point in their lives – whether it was in the early days of the shoot-'em-up, a more recent title such as *Super Probotector* on the SNES, or even the classic *Track And Field* on the PlayStation. They are now a household name which people can rely on for quality games.

The last few months have seen the Nintendo 64 swamped with fighting games – that are all claiming to be truly next generation – from the rather sad *Killer Instinct Gold* to *Dark Rift* and *Mortal Kombat Trilogy*, but with the exception of *Mace: The Dark Age*, they have all failed to match up to our high expectations, one way or another.

▲ Can't we just play scissors, paper, stone?

▲ I used to be able to do the splits you know!

▲ I wonder, Is my deodourant still working?

Although Konami have produced very few fighting games – in fact the only one that I can think of is *Yie Ar Kung Fu* which is now very old (early eighties) – they have always been good at recognising and filling gaps in the market. It should come as no big surprise then, that Konami have decided that it was time to unleash another 3D fighter onto the public.

GASP is a truly awesome graphical feast, with very well animated characters and lush graphics. The use of the N64's colour palette is astounding – it already has the signs of being a true winner on this score

GASP is a truly awesome graphical feast, with very well animated characters and lush graphics. The use of the N64's colour palette is astounding and even though we understand that the game is only 30% complete, it already has the signs of being a true winner on this score.

There are eight characters to choose from at present, with each obviously having their own well thought up background and distinctive playing abilities. There is no news at this early stage of development on extra fighters or death moves, but it's safe to assume that *GASP* will most likely follow the tried and tested formula of including several bonus characters, which the player will be able to earn after spending plenty of time with their cartridge.

Several new features include the ability to knock down walls and also break the opponent's guard. The combo system makes good sense (finally, one that does) and all the characters will have the usual range of *Street Fighter*-esque special moves.

The game was originally called *Battle Dancers* but got changed to *GASP*. The reason for this, and what the initials stand for, is unknown but we understand that the game will probably undergo yet another name change before its release in the USA. The game is scheduled for an import release in March, so hopefully a UK release will follow very shortly after.

Mortal Kombat 4

No matter where you live, what you do, and what console or computer you own, you cannot avoid the screaming gore-fest that Midway periodically dish out in the form of *Mortal Kombat*

We all know the routine by now: take fifteen weird fighters, a load of hidden players, a load of gnarly stages and some very over the top 'Fatalities' and... Voila, we have another *Mortal Kombat* game. But this latest offering from Midway does not live up to the expectations that we have of them, oh no – it surpasses them in almost every sense of the word.

The game has the graphical qualities of a certain Namco fighting game called *Tekken 3* – there are no more flat 2D sprites but instead a well oiled 3D polygonal engine that blows away all comers. The characters are all coloured well and look most menacing, with good lighting effects and very good shading all helping to set the mood.

This is also the first proper 3D *Mortal Kombat* game, with players able to use weapons that are discarded on the arena floors. Characters also have the now mandatory ability to step in and out of the different playing levels, which gives a true 3D feel to the game.

To be fair to Midway, I was never a great fan of the *Mortal Kombat* series, mainly because numbers one, two and three were so samey and boring, but it is nice to see that this problem has been put right.

▲ It's a good job I was planning on redecorating

There are no more flat 2D sprites but instead a well oiled 3D polygonal engine

▲ All those ugly mugs to choose from, you're spoilt for choice aren't you – don't you know it!

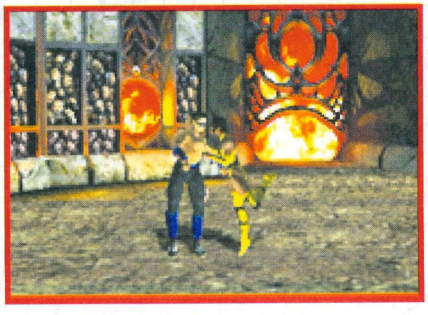
The sounds are all there too, with church organs and very eerie musical scores, and the effects are also bone crunchingly realistic. The throws are going to be a large talking point of this game, because when you grab someone you can snap their legs, back, neck or arms, which then leaves the broken limb fixed in that position until the victim puts it right. Of course, whilst he or she is doing this, the perpetrator can continue to knock seven shades out of them.

Death moves are as gory as you will ever see, the worst being Tanya's, which involves giving the opponent a kiss, which has a 'side splitting' effect, then spreads the blood all over the arena, the other player and the screen. This will obviously raise certain censorship debates but Nintendo shouldn't mind, as it doesn't contain any nudity or explicit language.

All in all, *Mortal Kombat 4* is now shaping up very nicely – the arcade machine is already wowing people up and down the country as we speak. It would seem that this could well be the game that secures Midway a reputation for top class beat-em-'ups – it should certainly outclass the series' previous N64 outing We shall all wait with baited breath.

▲ This happens all the time to me – why?

▲ All I did was spill your pint, I'll buy another!

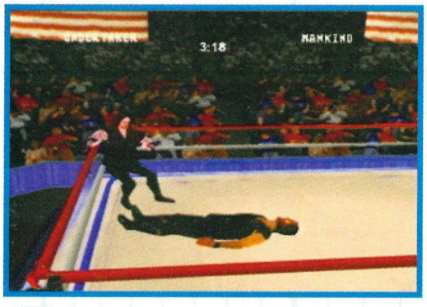


WWF Warzone

After seeing *WCW vs nWo*, I was under the impression that the wrestling game had reached its all-time peak and that the genre could not be bettered — until Acclaim stepped into the fray with a new title called *WWF Warzone*

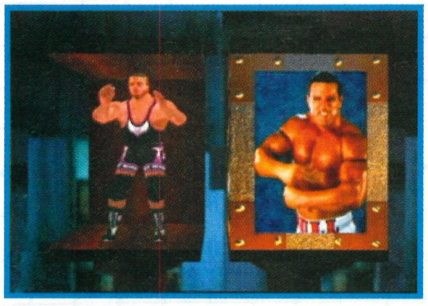
Acclaim truly are the veterans of the wrestling game market. All of the titles that were released on the Sega Megadrive and Nintendo SNES were lapped up by the WWF loving public and sold quite well. Now they are playing in a whole new ball park, but with 64 bit technology at their fingertips and a reputable track record they look set to win the championship belt once again.

There will be over twelve wrestlers to choose from, each one with a real wrestler's face that's been digitised and then texture mapped over the top of the large 3D polygonal figures. They look inspiring and very much like their real life counterparts. Wrestlers that have been confirmed for the game include Goldust, Shawn Michaels, British Bulldog, Brett Hart, Hunter, Shamrock, Ahmed Johnson, Faarooq, Rocky and Steve Austin.



▲ Kickin' a bad guy when he's down is so cool!

▲ Do not be tempted try this at home, kids



▲ Yep, eat up your broccoli and you never know!

Each of the wacky 'actors' will have their own signature moves and holds, this game will also feature finishing moves. It is likely that Acclaim will see fit to include a few hidden characters too, just to give it that 'I must find everything' factor. Most exciting of all however is the prospect of being able to create your very own tough guy wrestler from scratch, or even customising the existing characters!

The inclusion of an intelligent camera is a very welcome one and in the finished game you should be able to view the action from almost any angle imaginable. The attention to detail is quite remarkable – the crowds, the rings and even the ringside objects are all there.

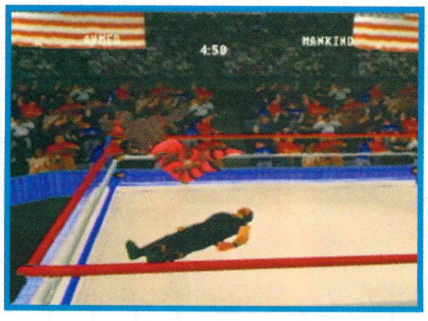
The prospect of creating your very own wrestler from scratch is most exciting

Although the game is still in the very early stages of development, it's causing quite a stir. As with most games of this ilk, you will be able to cheat, cheat, cheat until you are blue in the face – try chair smashing and pipe hitting.

The various options will include the Cage Match, Royal Rumble, Gauntlet and a training mode. Couple this with some 300 different moves that are easily available and we will be in for a real treat.

WWF Warzone is due for a release in May '98, and I can't wait!

▲ And to think that I was always lead to believe that wrestling was a good, clean, wholesome but badly acted form of sport! This doesn't look very wholesome – or suitable for family entertainment



▲ Mr. Red-pants leaps from the turnbuckle to crush his wounded opponent into submission

Dracula 3D

Yes, *Castlevania* fans across the globe can ease out a sigh of relief, because Simon Belmont and his trusty whip are back in action and about to burst onto an N64 near you.

Castlevania was originally a NES game, which drew in a massive audience due to its mixture of immediate playability and a well developed difficulty curve. Now there's a Nintendo 64 version of the game, which will be known as *Dracula 3D* (*Dracula X*, in Japan). It was first shown at the Tokyo Toy Show and was an eye opener for many people, including industry pundits.

▲ I wouldn't walk too close to that if I were you mate – you'll end up dissolving away!

> Enemies are wild and varied, with werewolves, ghosts, bats and a few other old favourites making a reappearance

The main man, Simon Belmont, is an athletic sort of chap, who moves with a similar scope of 3D movement to that of *Mario 64*: tip-toe, walk, trot, run and sprint are all available from the 3D stick. At a quick glance you'd also be forgiven for thinking that the game has a similar appearance to that of *Zelda 64* in terms of camera angles and the 3D architecture of the buildings.

The infamous whip now has a more necessary role in *Dracula 3D*: apart from the usual striking down the undead, it can and must be used for traversing pit traps and floor tiles that fall away.

This new, advanced member of the *Castlevania* series could well see the introduction of a day and night system, which would mean that only certain types of enemies would appear under certain conditions. Konami aren't certain whether this fantastic sounding addition to the *Castlevania* formula will definitely be in the final version, but we can hope.

The enemies are wild and varied, with plenty of werewolves, ghosts, bats and a few other old favourites making a reappearance. These newly enhanced monsters will also be able to cling onto walls and grab onto the ceilings, to evade and confuse you – look out for sneaky attacks.

The graphics look great too, utilising fully polygonal texture mapped characters, and since the same engine has been used to create the backgrounds, they should be quite breathtaking.

This is, no doubt, going to be a big, big release – new appeal aside, the old series had, and still has many fans, who will doubtless be eager to see *Castlevania*'s new translation into glorious N64 3D. *Dracula 3D* is undoubtedly one to watch.

Super Robot Spirits

The N64 hasn't had a very good track record when it comes to fighting games — some were sad, others just left me in awe that they got released at all

There have been none so far that have really done the machine any justice – except for *Mace: The Dark Ages* – but even that had its flaws. *Super Robot Spirits*, however, looks set to change all that. It's based on the F91 Gundam robots (a kind of Japanese version of Transformers) and a weird array of 'old skool' fighting styles, such as the 'drunken master' technique – think Jackie Chan – which basically looks as if the fighter has been at the pub all day and wants a quick uncoordinated fight, with his fists flailing and both legs waving around all over the place!

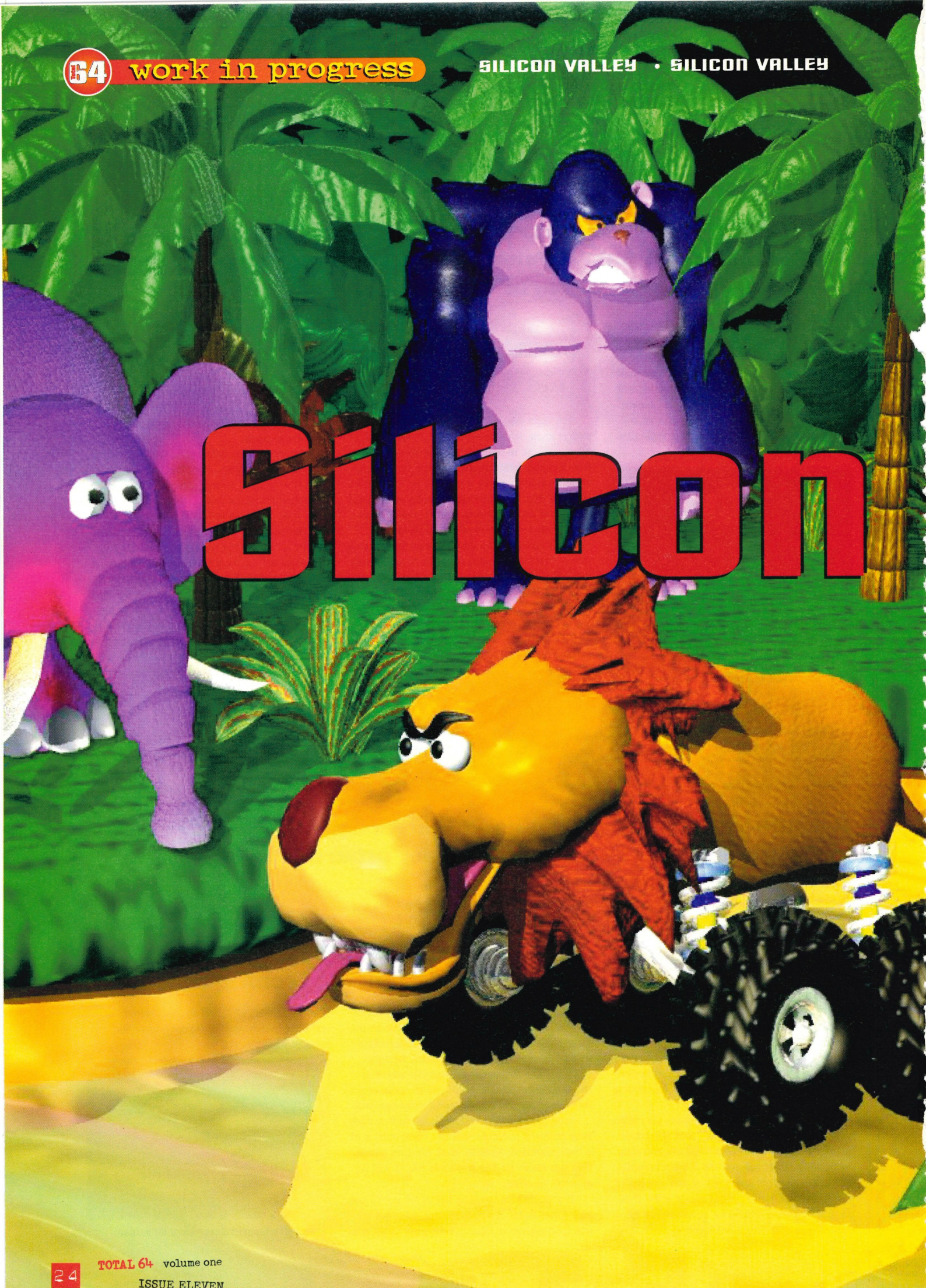
At the moment the game features six robots to choose from, but we're sure that it'll follow in the traditions of other 3D fighters and also incorporate secret players and hidden bonuses. We haven't yet had any news on the number of moves that are available but we do know that the fighting style should be quite innovative. Although it is largely a fist fighting game, the Gundam robots also have weapons. Players will be able to use these weapons alone, or at the same time as normal attacks. This will add a whole new perspective on combos, because you'll be able to punch and weapon attack at the same time, which could lead to some very interesting special attacks and combo specials.

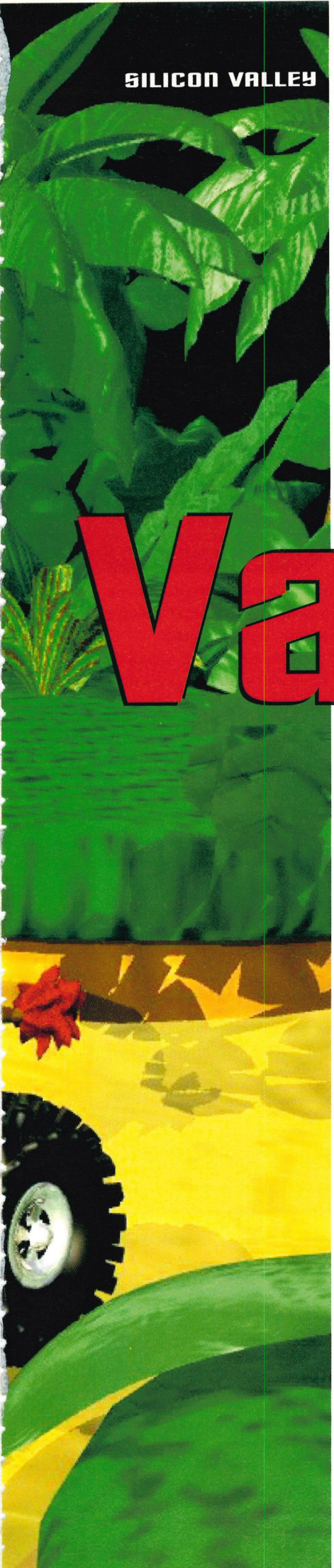
> Super Robot Spirits is based on the Gundam robots and a weird array of 'old skool' fighting techniques

Super Robot Spirits features huge sprites made from textured polygons and the frame rate is of a high standard. As with most fighting games that are made for the Nintendo 64, it will be another 3D affair.

It shouldn't be too long before we get to see how *Super Robot Spirits* turns out, because it's due for a release in Japan shortly after Christmas. It could be just what the doctor ordered – a really top-notch new 3D fighting game for our beloved machine.

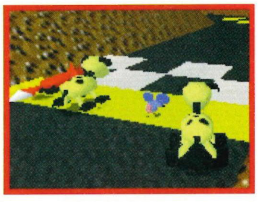
▲ Just like Transformers – but a lot harder

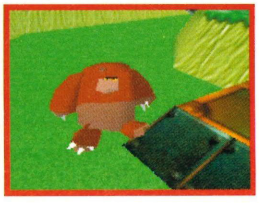

Silicon



Over the last ten years, DMA Design have established themselves as one of the world's leading software houses. With a reputation for highly original games, which stems back to *Lemmings* on the Amiga in the mid-eighties, we should deservedly expect great things from the company's first N64 offering, *Silicon Valley*. TOTAL 64 travelled all the way to deepest, darkest Scotland, to see first hand just how the game was getting along...

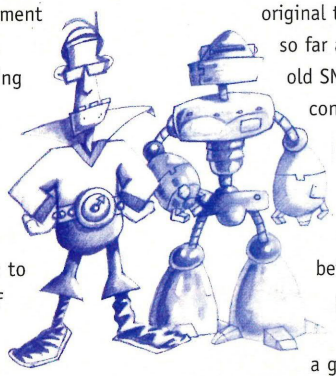
Valley





Upon entering DMA's modern headquarters you could feel an overwhelming sense of good karma. The atmosphere is one of relaxed intensity – it was calm without being quiet and you could feel that people there were at ease with what they were doing.

It's in this environment that two development teams are busily working on two of the most eagerly awaited titles for the N64: *Silicon Valley* and *Body Harvest*. Although I was also lucky enough to get a sneak preview of the latter, I was primarily there to take a good long look at *Silicon Valley*. I will say this about *Body Harvest* though, it is shaping up to be one of the best games of next year (and I'd even go as far as to say that you can include *Zelda* in that).

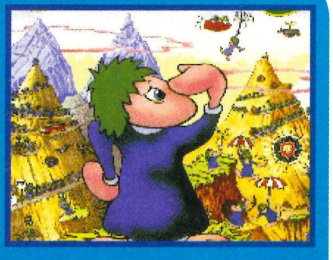


Anyway, let's get back to the game in question. As you might expect from DMA, *Silicon Valley* defies all laws of categorisation. Jamie Bryan, the leader of the project, said that, "Apart from *Blast Corps*, the N64 has seen no other original titles. All we've had so far are updates of the old SNES classics, arcade conversions and sports sims. We want to make a new game for the N64, unlike anything ever seen before." He's got a good point, I have to say that I've never seen a game that's quite like it. *Silicon Valley* does borrow a few ideas here and there but mainly it's an inspired work, which positively strives to be something new.

The development team are intent on making every one of the 40 levels a different experience and from what I saw of the game, they are well on their way to achieving this goal

Silicon Valley is part platformer, part puzzler and part adventure but the game is more than just the sum of those parts. It is the way that *Silicon Valley* cleverly combines these elements that takes it above and beyond your average N64 game. The game takes place on a space station that has been lost in the depths of space for ages. Out of the blue, and centuries later, it reappears near the Earth and two heroes, Dan Danger and his robot buddy Evo, are dispatched to find out what happened to the station, and just what happened to the scientists. It turns out that the *Silicon Valley* space station was designed for evolutionary research using nanobot technology. But you see, the thing is that the evolution has gone a bit mad.

Upon entering the space station our heroes are attacked by war droids who manage to squash Evo. All that is left of the poor robot is a microchip that contains all of Evo's knowledge. The only way for him to progress through the space station now is by being guided by Danger Dan's remote control. That's where you step in.



LEMMINGS

The game that made David Jones' name. It was quite unlike anything that had been seen before, requiring you to guide a troop of lemmings across more than a hundred increasingly challenging levels.

It was so popular that the game was seen on just about every format from the Amiga to the Gameboy, and even the ZX Spectrum!

▲ A walrus and Husky chat about life: `Arrk arrk,' says the walrus. `Woof woof,' says the Husky. Shame they can't understand a word each other says

UNI RACER

A highly original racing game that appeared on the SNES in 1994 and featured similarly rendered graphics to the *Donkey Kong Country* games. The vehicles raced were unicycles – hence the name – and races took place on roller coaster tracks which allowed you to perform all manner of tricks and stunts. Not to everyone's taste but we loved it!

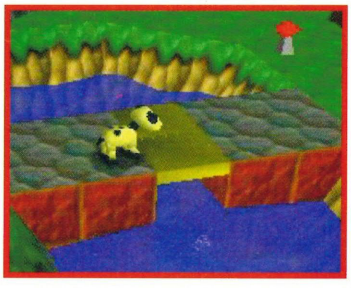
the going rather difficult. There are also objects like snowballs, which can be used to your advantage.

As you might expect, each area also comes with its own set of animals: the ice levels have polar bears, penguins and such like, while the jungle levels

Silicon Valley is part platformer, part puzzler and part adventure but the game is more than just the sum of those parts. It is the way that Silicon Valley cleverly combines these elements that takes it above and beyond your average N64 game

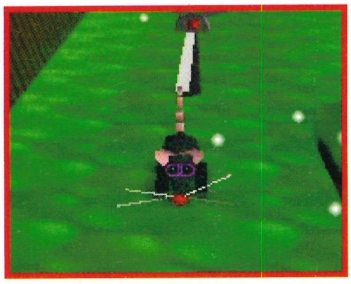
It's your task to control Evo's chip and transport him, via many different creatures that he can enter and control, to his final destination. If you have acquired enough points, then Evo will be able to regenerate himself on into something slightly better, because of what he has learned from the various creatures which he possesses on his journey through the space station.

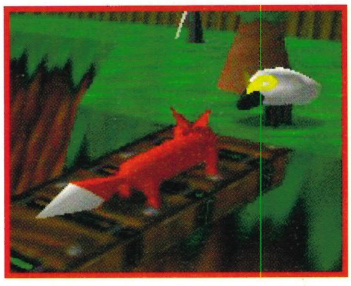
Silicon Valley's gameplay is set across five distinctively themed areas of the space station. These are all the usual areas you would expect find in a video game: ice, desert, jungle and so on. The advantage of having differently themed areas means that the puzzles can take their cue from the environment. For example, the jungle levels have puzzles which involve you swinging from vines and swimming down waterfalls and the ice levels are slippery, making

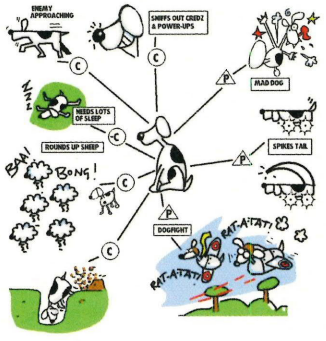


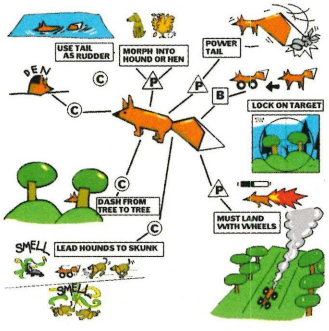
▲ Pushing the switch raises the bridge

▲ If only he could reach the ball...









▲ **These flow charts show how the designers came up with the variations**

have lions, gorillas and piranhas. There are about ten different animals to each area and the great thing here is that all of the animals has a variation.

You see the whole principal of the nanobots is that they have evolved the creatures, in a mechanical way. This

The David Jones Interview

Best known for bringing *Lemmings* to the world, David Jones is now head of his own company, DMA Design. They have become one of the most respected software houses in the world and were one of the original companies signed by Nintendo to be part of their 'Dream Team'.

T64: DMA have grown into one of the world's most respected software houses. How did it all start?

David Jones: I had an Amiga at college and I was frustrated by the lack of games for it, so while I was there I thought I would try my luck at writing games for the Amiga. That was it, I wrote one called *Menace*, which came out in the late Eighties. I followed that with a game called *Blood Money*, after that came *Lemmings* and that's when I went full time and started my own company. It wasn't until *UniRacers* on the SNES that we started working with Nintendo.

T64: How much input do you have with the projects here at DMA?

DJ: I tend to have a lot initially but then I let the teams work on it for a while, then put a lot of input towards the end. That's what I spend a lot of my time doing these days, looking after the teams and making sure the thing is really good.

T64: What is your relationship with Nintendo? You were one of the original Dream Teams weren't you?

DJ: We are effectively a first party developer, which means we can't develop directly with them but we have to release under the Nintendo label.

T64: Do Nintendo have much say with what goes on, or are you left to your own devices?

DJ: They have a huge input (laughs). Even with *Body Harvest*: initially it was just an action game and when it was nearly finished, they came along and said 'why don't you add all these exploration ideas, why don't you add all these RPG ideas?' and we were like 'urrhh!'. So even down to huge changes like that, which will take you a year, they will quite happily come along and say 'why don't you do this?'. So they get as much input as they want. They are really very, very strict on quality.

T64: What do you think of the 64DD?

DJ: I think it's a really good idea. I think it's what the N64 needs to help the price of games come down a bit. Obviously a little bit more memory helps and being able to write data onto it is a great idea. My only concern is that with it being an add-on, will it go the same way as the Mega CD? I imagine that Nintendo will put a lot behind it, so fingers crossed, let's hope it is a success.

T64: Are we ever likely to see *GTA* on the N64?

DJ: (laughs) I hope so. We are going to send a copy to Nintendo. I know that they will love to play it, they'll probably say it's a great game and depending on the mood they're in, hopefully, they will give us the OK. I think it would be a great N64 game, I really do. Sony have allowed it, so I don't see why Nintendo won't.

T64: In the last few years, we've seen a shift from 2D games to 3D games. What, in your opinion, will be the next advancement in videogames?

DJ: Hmm, that's difficult. I think that there will be a shift to multiplayer games.

T64: Will the Internet play a big part?

DJ: As soon as they get the speed thing right and as soon as people get their first taste of a good multiplayer Net game. It makes single player games look boring, because there is no substitute for playing against another person. It's the best AI in the world and we've all had our taste of exploration games. It's nice to go round and find things, but until you can actually sit down and take somebody else on, make up your own rules if you like... I think that is so much fun that you've got to give that experience to console owners – an experience that PC owners can already have. I think it will be multiplayer games, we just need the technology to catch up and allow us to do it.

T64: Did Nintendo underestimate the power of the PlayStation?

DJ: No. If you are talking power then the Nintendo 64 is definitely a lot more advanced that the PlayStation. Where they underestimated Sony is in the way they have marketed the PlayStation. I think it's a bit of shame that Nintendo have never really taken Europe very seriously: we always seem to be lagging behind. I think that the success of the PlayStation must have been greater than Nintendo envisioned.

T64: What do you think about when designing games, what is the process you go through? Is the technology a primary concern, do you think in terms of a 3D game? How do you work?

DJ: We tend to work purely from gameplay. Look at *GTA*: we could have done that in 3D but from a gameplay point of view it wouldn't have played the same. It wouldn't have been nearly as much fun. Many developers would have assumed it would have been 3D. We work from ideas and try to be original, which is really quite hard to do. We resist any ideas unless they are original and creative.

T64: What about the future, what are your plans for the N64?

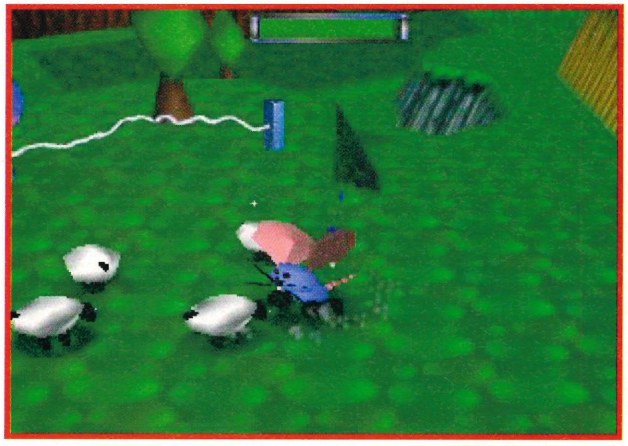
DJ: We'll always be working on several projects. As we go forwards, we'll maybe try and do something more aggressive gameplay wise. Games are usually aimed purely at the younger age group in the Nintendo market, which always does very well, but we want aim a little bit higher. I think *Body Harvest* is aiming a bit higher. We will support it quite heavily and maybe do something that is a little different from the mainstream N64 market.

T64: So, no *Lemmings 64* then...

DJ: No! No more *Lemmings* ever. But you should never say never.

Sven

Sven is the name given to the development tool which has been written for *Silicon Valley*. Running on high-end Silicon Graphics workstations, the tool was written in-house specifically for designing the game. What it basically does is make the actual design of *Silicon Valley* easier for the programmers; almost every attribute of the game can be designed, altered or modified in some way through the use of this programme. Environments, textures, hearing range of the music, paths that are taken by the animals – everything is here to make a videogame. If only I could get my hands on one!



▲ **Use the giant mouse to chase the sheep. For no reason. It's just fun!**

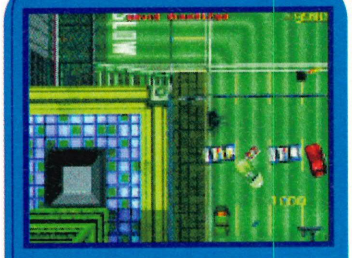
gives the programmers great freedom in what they can do with these strange 'creatures' – you will find dogs which have wheels and ones that can fly and fire rockets!

▲ **The bear reveals his juggling talents**

Probably the best way to describe *Silicon Valley* is to say that it's a kind of puzzle game with arcade elements. You'll spend a lot of your time figuring out how to use the various animals on offer to reach your goal: the end of the level and ultimately the main space station command deck. This may sound straightforward enough, and to begin with it is; the first few levels will see you solving puzzles which are no more taxing than say, using a bear to smash a boulder so that a mouse can get through a hole, that previously was obstructed by the boulder. This changes very quickly though, and you will soon find yourself trying to figure out how to kill a bear with a mouse (the answer is to lure the bear into a fight with a dog, so the dog is killed by the bear. You can then use the dog to kill the bear, using the dog's rockets!). Other puzzles involve you weighing platforms down with one kind of animal so that a more appropriate animal is able to progress.

As you might expect from DMA, Silicon Valley defies all laws of categorisation

But you won't just be faced with a cerebral challenge, there are sections and sub-games which require you to engage your trigger button in an arcade frenzy. You can expect stuff like racing with other wheel-mounted dogs for the prize



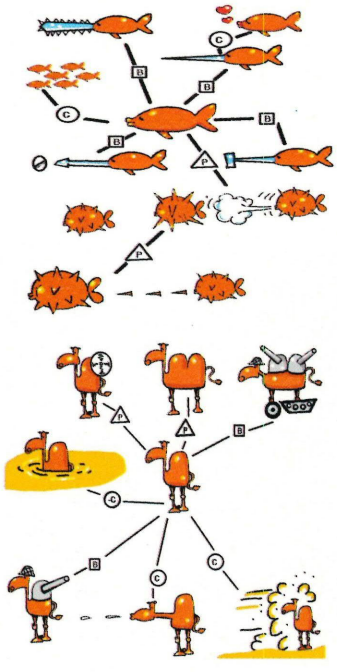
GRAND THEFT AUTO

DMA's latest – and most publicised – release to date, which is partly due to it's controversial content but mostly down to the incredible gameplay – you get to be a gangster!

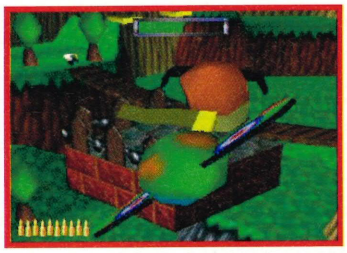
Everything goes in this adult game from shooting innocent bystanders, stealing cars and blowing up Police Stations. Currently only available on PlayStation and PC but *DMA* have high hopes that the game will soon be available on the N64

▲ What I wouldn't give for a lamppost

of progressing through the level, or just shooting sheep as a deranged sheep dog. In other words, *Silicon Valley* requires you to use both your brains and reactions if you're going to get anywhere with it – a good combination in anyone's book.



▲ The camel spits, shoots and blows



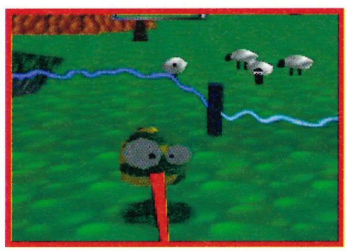
▲ Enemy sheep at 10 o'clock. Attack!

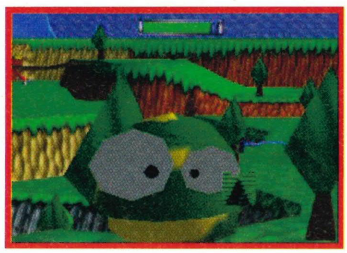
The development team are intent on making every one of the 40 levels a different experience and from what I saw of the game, they are well on their way to achieving this goal.

Before you start thinking that *Silicon Valley* looks like just another *Mario* clone, let me assure you that you couldn't be further from the truth. *Silicon Valley* IS set in a 3D environment – but that is where the similarities with *Mario 64* end. It may be true that it doesn't have the same 'Wow! Look at that!' qualities but then we've all become pretty much used to the amazing 3D capabilities of the N64 by now.

Where *Silicon Valley* wins hands down is in the intelligent puzzles, which are never so obscure as to put you off from playing the game, and the sub games, which give the game a great variety.

Anyone that found that *Mario 64* became tedious after about 40 stars or so (I include myself in this) will appreciate this game immensely. Each of the levels offers the player a whole new challenge and the sheer number of animals that inhabit the space station and that you can control gives *Silicon Valley* a quite unprecedented depth of gameplay. We just can't wait to get our hands on a finished version and start infiltrating DMA's own unique animal kingdom.





Nanobot Heaven

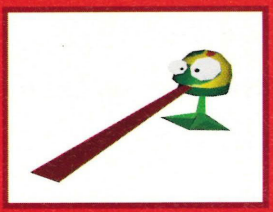
Silicon Valley has a huge variety of animals for you to control – there are something like thirty in total and each of these has a number of variations. Here are just few to whet your appetite:

CAMEL

Found on the desert levels (surprisingly enough) and comes in a variety of flavours, from straightforward spitting camel to an all out armoured tank version

DOG

A standard animal in the game which goes through three levels of evolution: from dog on wheels, to rocket firing pooch, to a flying dog with rockets (dogfight, geddit?)



FROG

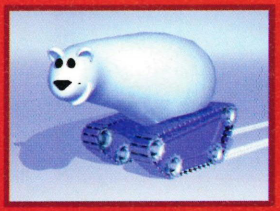
Uses his tongue as a basic attack and is good for getting to those hard to reach type places on the levels

HIPPO

By far and away my favourite animal in the game is the pink hippo. Big and strong and humourously animated. Exploding turds anyone?

PENGUIN

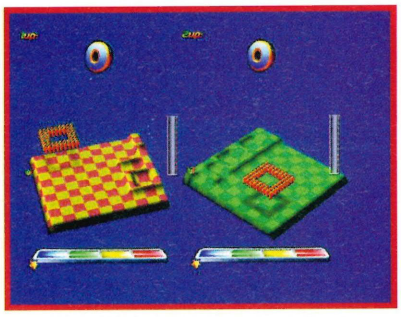
A pretty puny animal on its own but if you can get a 'king penguin', you can order the lesser ones to do your bidding for you. Strength in numbers, you see



POLAR BEAR

These come with wheels as standard, upgrade to tank tracks later on and can fire shells. You can also fall onto other animals and squash them

▲ The dog can be upgraded from your bog-standard 'on-wheels' model, to a pooch which fires rockets, to a flying dog with Spitfire wings



Wetrix

Wetrix...'Oh No! Not another _Tetris_ clone' I hear you cry. And you're right, it's not another _Tetris_ clone. TOTAL 64 went to visit Ocean to see the reason why...

Wetrix is a highly original idea, although at first it does resemble a certain block falling game that shall remain nameless. Actually, similarities can be noticed to that game, *Tetrisphere*, and even to *Populous II*. The basic idea is to stop the water that comes down from flowing off the edge of the playing area. You do this by raising or lowering land to make lakes. You start off at the lowest level, and build upwards. This sounds very simple – but in time honoured tradition the higher your score, the faster the various shaped blocks will fall. The actual concept of the water dropping was originally found by luck. As the programmers were working on something totally different, trying to get water to flow smoothly, and dropping water down to see how it flowed, someone said "hey, that'd make a great game!" – and the rest is history.

There are many different ways of playing *Wetrix*. Do you go for lots of little lakes, which will score you a huge rainbow bonus but is hard to do, or do you build one big lake and concentrate on building up the sides, using your bomb on the corners and repairing them straight away, only to get lousy bonus scores. The choice is yours.

There are also several game types on *Wetrix*. Among these are Classic, which is the original *Wetrix*, showing

▲ Don't worry, the block isn't that big!

Falling from Heaven

During the game there are various items that fall from the sky to help or hinder you. Here are the most common:

LAND SHAPES

These come made up of either orange upwards arrows, or green downwards arrows, and they raise or lower the land respectively, in the shape the arrows make up. This shape is either a square shape, a T shape, a right angle shape, or a rectangular shape

FIRE

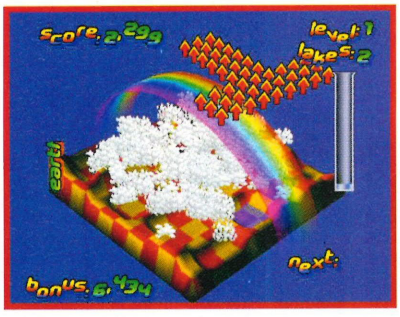
When this falls, you can use it to evaporate all the water in the lake it falls in, melt the ice in a lake, or demolish some land

BOMB

Every now and then you get a bomb to place. This totally wrecks the land on which it lands. This is handy if you are near to an earthquake.

ICE BLOCK

This falls when you are doing well, and automatically aims itself at your largest lake. You cannot change where it lands once it has started, and it freezes the lake



what the game was intended to be like. Multiplayer is what it says: although at the moment only two people can play, split screen, hopefully four will be able to participate in water dropping antics by the official release date. Next comes the Master mode (still in development) which will be normal mode, only much harder, and then Practice mode, which is the normal game but made slower and less complicated for beginners.

Other features include the rainbow that arcs over your playing area – if you evaporate some water while it's there you will get the rainbow bonus, with the size of your bonus determined by the amount of lakes you have.

The ice cube is another nice touch, as it aims itself for your biggest lake, and its path cannot be altered. It freezes your lake, meaning you cannot change it – but at the same time the water cannot overflow, which makes the ice cube a bit of a double-edged sword really. There are also lots of other little touches that don't really affect the game but look nice anyway – like the yellow duck that swims around quacking in your lake if you build one deep enough.

The game controls are very simple, and both the D-Pad and control stick players are catered for – a wise move which will suit all players.

It's already shaping up to be incredibly addictive, with that 'one more go' element well and truly in place

At the time of writing, the game was about 75% complete, but it's already shaping up to be incredibly addictive, with that all important 'one more go' element well and truly in place. The graphics are also very impressive, with the in-game rippling water looking very similar to *Wave Race*'s cool effects. The backgrounds are still to be added, as is some of the BGM, but even now this title looks like being one of the big hits of next year.

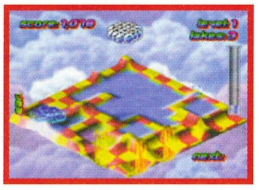
Keep 'em peeled, *Wetrix* is planned for an early '98 release.

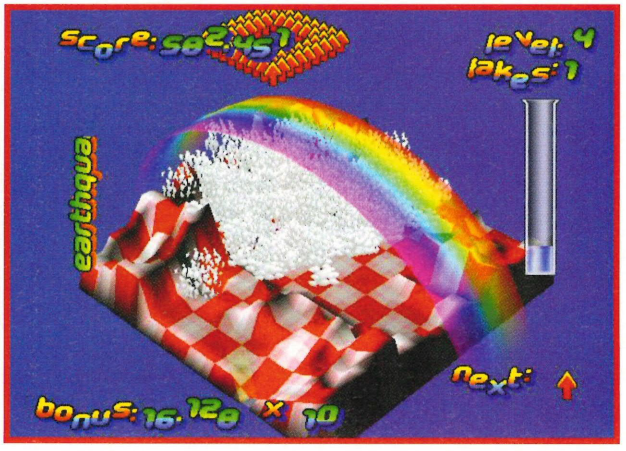
WATER

After a while spent building up your lakes, water will fall. It comes in many different sizes, the larger the water block, the more water will land. So obviously, a large block of water will flood a small lake

▲ When you break through the lowest level, sunlight bursts through

▲ This means that the blocks fall faster



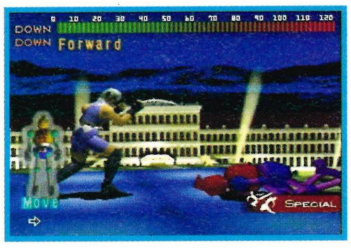


Fighters

Taking the N64 fighting genre by the scruff of the neck, Ocean burst onto the scene with the cracking *Fighters Destiny*. With many original features and new combat scoring, this far surpasses *Mace: The Dark Age* as the N64's best beat-'em-up.

Fighters Destiny may look like just another 3D beat-'em-up, but it is very different, and unique in its method of scoring. At first glance these screenshots may seem very reminiscent of *Toshinden*, but let me assure you it's actually nothing like it – and it's much better.

The producers told us that the concept of the game was to get away from the more traditional 'best of three rounds' idea, and to make things more judo-based, and the idea has worked very well. The main difference is in the scoring system, but other new features are included as well. This is very welcome, as too many games just stick to the tried and tested methods of beat-'em-ups – a sound gaming idea but it does get repetitive after a while.



▲ The fairly common training mode

▲ Two of the most popular characters

The way the scoring works is like this – each match is won by the first player to so many points (set in the options) ranging from one to eight. You get a different amount of points depending on how you defeat your opponent: one point for winning via a ring out; two points for victory by a throw; three points for a counter or a super and four points if you manage to win by a special finishing move – which is unique to each character.

> Each match is fought by points – you get a different amount of points depending on how you defeat your opponent

A ring out is just what it says, and the throws are executed by pressing A and B together. However, unlike in any other fighting game, when you're thrown you have a bar at the bottom of the screen which rapidly diminishes. This is the time you have to counteract it. If you manage it in time you will land

The Competition

The N64 beat-'em-up market is hardly flooded, especially not with good titles. This is the current crop:

MACE:THE DARK AGE

Mace was the first decent beat-'em-up for the N64, with good combo potential and executions, but was let down by some poor gameplay

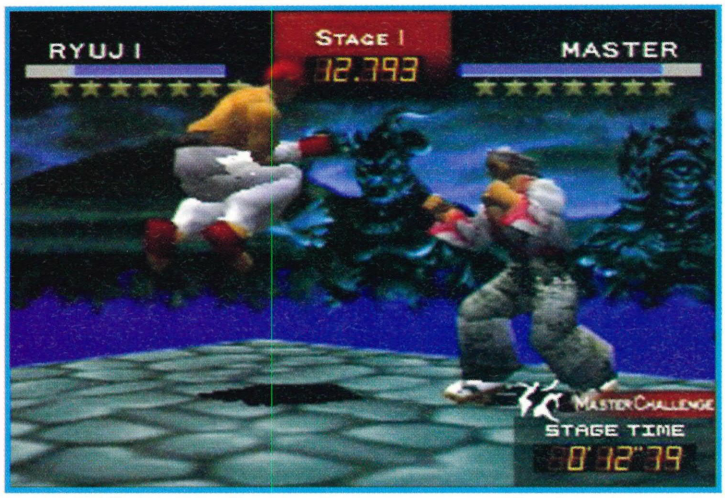
WAR GODS

The first N64 3-D beat-'em-up – and sadly the worst of a bad bunch. Our expectations were certainly not met by this poor title

DARK RIFT

Shortly after *War Gods*, *Dark Rift* came out, and had a stab at the N64 audience. Still very weak compared to the likes of *Tekken 2*

Destiny



▲ Defeat the master to learn a new skill, but lose and you lose all you have amassed

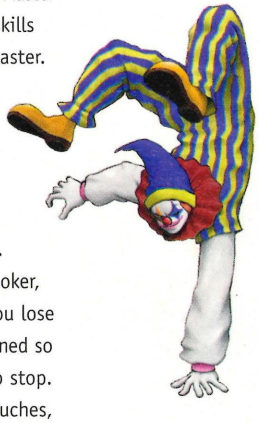
on your feet, and maybe even throw your opponent back, who then only has half the normal time to counter.

To win by a counter you have to hit your opponent just before they attack you with a super. These supers are the unblockable moves, and have a different joypad command for each character. All of these types of victory can be achieved regardless of how much energy your opponent has left. To win by a special move, you have to take off all of your opponent's energy bar, then perform your special move, which is normally different from your super. This is made harder by the fact that even though your opponent has no energy, they can still move and duck to hamper your attempts at a special, and can still counter throws.

There are going to be around ten playable characters, with five hidden ones, including a cow. Yes, that's right, a cow, which when it wins shakes its udders at you! And believe me, it wins all the time. Game types include the tried and tested Classic, Versus, Training, and Survival but also a very clever Master mode, where you can learn new skills for your fighter by beating the master. There are around ten new skills you can learn but each time you want to learn one, you have to spin a wheel. If it stops on a picture of the master, you fight him and get your skill if you win. However, you could land on the joker, which is very hard to beat – if you lose to him, you lose all new skills gained so far, so you have to know when to stop.

There are several nice new touches, including the ability to hang on to the edge of the ring, shuffle along, and even grab your opponent's leg and pull them off. The graphics are very pleasing and although it is only around 75% complete it looks set to replace *Mace* as the N64's best beat-'em-up. Everything that now comes as standard with beat-'em-ups is included – such as combos, juggle combos, cheesy tactics, sidesteps, etc. The exclusion of fatalities is the only omission from the current beat-'em-up trend and this is highly welcome. Too many games concentrate on gory graphics rather than clever gameplay.

This will take the N64 beat-'em-up market by storm. Watch the shelves in early '98!



▲ You can reverse your foe's throws

▲ The hero Vs the all American guy!

▲ This is your motley crew. Choose from a clown, a genie, or the all around 'good guy'

Mortal Komba

Mortal Kombat as an RPG? Surely not. _Mortal Kombat_ as a game only featuring Sub Zero? No way! Yes way, so without further hesitation, here it is — the first of the _Mortal Kombat Mythologies_

The old *Mortal Kombat* arcade games were never my choice when it came to coin-op fun, mainly because they simply weren't intuitive enough for a beginner to easily grasp the fatalities. It also had a block button – something which seems ludicrous on a 2D fighting game, especially when on *Street Fighter 2* all you had to do was hold 'back' to block. Yes, *Mortal Kombat* is an awkward and cumbersome beast and if it isn't the most unlikely candidate for an RPG (role playing game) makeover, I don't know what is.

I'm actually still in a state of shock as to how this idea came about, purely because of the fact that the *Mortal Kombat* series has always been a strict 2D fighting affair – with the exception of *MK 4*. In my opinion the whole *Mortal Kombat* series has always relied on blood and gore over gameplay, so as you can imagine the thought of an RPG filled me with an unnerving feeling of dread and woe. However, apparently I was wrong in my initial judgment of this game, because it's shaping up to be a healthy, albeit gory mix of the *Mortal Kombat* formula (minus all the grizzly death moves and fatalities) and some elements from a very early beat-'em-up from back in the eighties, called *Kung Fu*, which was a left to right scroller.

The main character – as I'm sure you've all worked out – is Sub-Zero; the ninja guy in the black and blue outfit, probably because in a recent arcade survey he proved to be the most popular character by far out of the whole *MK* bunch. The storyline of the game goes something like this:

▲ Precarious platforms and scary storm clouds are the norm in *MK Mythologies*

Mythologies is shaping up to be a healthy albeit gory mix of the Mortal Kombat formula and a very early beat-'em-up from the eighties called Kung Fu..

at the very beginning of time, the many worlds were all ruled by an elite group of Elder Gods, who were very wise and more than likely had long white beards, like all gods do. However, one member of this elite, called Shinnock, went just a weenie bit mad because of his love of power and made it his mission to rule the worlds on his own. To aid

▲ Use the whirlwind to good effect

▲ As ever, there is plenty of blood

t Mythologies SUB ZERO

him in this quest, Shinnock possessed a mystical amulet, which gave the wearer incredible powers.

The only thing that stood between him and total conquest was the god of thunder, Raiden. They had a fight behind the celestial school bike sheds – Shinnock got decked (and went home with scuff marks on his new trainers) and Raiden got the amulet. He hid it deep in the mountains of China, and then went and built a house on top of it (doh).

Now Scorpion (Sub-Zero's nemesis) has found out where the mystic amulet is buried, and wants to retrieve it and start a revenge mission against Sub-Zero and the world by resurrecting Shinnock. So, our ninja's quest has begun...

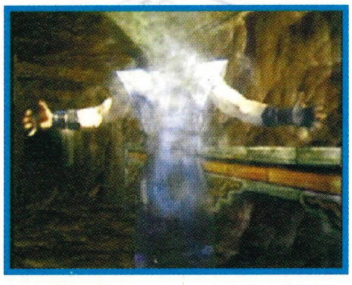
▲ The Ice Girls with their latest hit record

▲ Sub Zero meets his worst fear – BBQ Man

There was no introduction sequence on the version I saw, but I think Midway would be mad not to put some kind of storyline type intro into the finished version, so expect to see something.

The graphics for the characters in the game are well drawn and have a good level of animation but are dull in colour (well, this is *Mortal Kombat* after all) and look very reminiscent of the sprites that we saw in the second game of the *MK* series. That said, the

> If this isn't the most unlikely candidate for an RPG then I don't know what is



Stage select

TEMPLE – This level is set in China and the objective is to steal the map of the ancients

WIND – This level is high above the ground and you must defeat the element of wind to pass on to the next stage

WATER – This stage is beneath the ground and you must defeat the element of water to make progress

EARTH – This level is in a remote mine and the element of earth must be overcome before you are allowed to leave

PRISON – This is at the futuristic cyber-prison, and you must not drop the soap (or so it says)

FIRE – On this level you must defeat the element of fire

FIRE GOD ROOM – Very hard! 'Nuff said

BRIDGE – You simply have to cross the bridge. Ha, but it's not that easy...

FORTRESS - On this level you must find three gems, then activate a teleporter elsewhere in the massive building

The moves...

We all know that a proper ninja's arsenal should include some projectile attacks or magic of some kind – after all, they are supposed to be guardians of ancient knowledge and top notch assassins. Whether it's Ken or Ryu from *Street Fighter*, with their now infamous fireballs, Bruce Lee with a humble shuriken or even Monkey with his 'monkey magic' pink cloud, they all have their trademark moves. So, here's our guide on how to dish out the ninja punishment like a true ninja warrior from Dimension X!

THE UPPERCUT – Mega damaging and also produces copious amounts of blood

THE FIREBALL – Everybody knows that a real ninja should have a fireball move and Sub-Zero goes one better: Ice Ball

ICE PUDDLE – What warrior would be able to take out hordes of sword-wielding nutters without wetting himself once in a while?

ICE CLONE – An ice cold dummy that freezes the dummies who walk near it

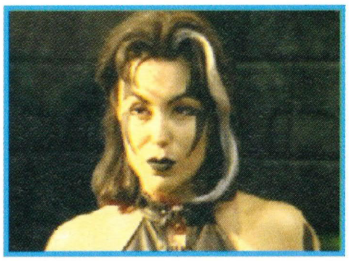
POWER SLIDE – If you can't get close enough to bop 'em on the chin, then take away their legs

JUMPING BALL/CLONE – The Ice Clone and Ball can even be performed in mid-air – how cool is that?

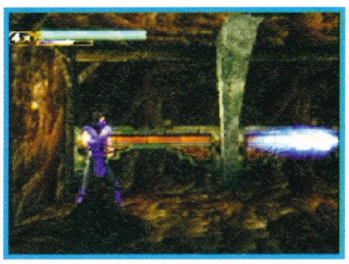
on the screen. There are also a few guest appearances by other characters in the various levels throughout the game. The backgrounds can only be described as staggering, though very morbid in both theme and colour, and thoroughly give you the impression that this is a 3D game, in the same way that *Pandemonium* managed to on the PlayStation. Although you do just walk from left to right in 2D, the backgrounds and zooming camera angles add a 3D sense of depth, whilst keeping the action on a strictly 2D plane.

The sound effects are also spot on, with each punch and kick sounding as if it genuinely made impact and hurt the recipient! Other noises, such as massive hammers thundering in at you from the background to the foreground, and making impact with panels to produce a loud clang, and the pained moans of the tortured and the dying, can all be heard in amongst the sound of the action and the background music. The music itself is similar to every *Mortal Kombat* game that has gone before, with a selection of eerie organs and howling guitars. Mind you, one of the stage's music wouldn't sound out of place on Songs Of Praise.

It has that addictive certain something with its RPG element, which makes MK Mythologies all the more intriguing...



animation has been brushed up since the previous *Mortal Kombat* outings, with the fighters now looking a lot more like people, rather than a mess of pixels



▲ As you might expect from a sideways scrolling beat-'em-up, you will have to fight end of level boss characters

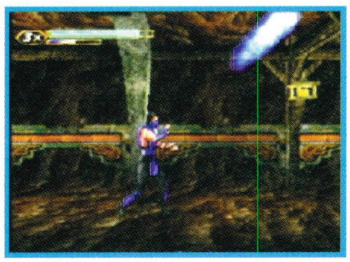
▲ Isn't he just so cool? Apparently, Sub Zero refused to appear in this game unless he was permanently lit in a moody blue light

The control method is basically the same as the previous games with the four attack buttons, run and block. To aid the RPG aspects, there is also a 'pick-up' button – which does exactly what it says, so you can collect health potions and invisibility icons – and a 'turn' button, which turns Sub-Zero to face the opposite direction. Oh yes, you get attacked from both sides now!

Although this title does admittedly borrow certain elements from *Prince Of Persia*, *Pandemonium*, *Kung Fu* and many other fighting games, it has that addictive 'certain something' with its RPG element, which makes *Mortal Kombat Mythologies* all the more intriguing. It is also noticeable that a definite effort has been made to ensure that die-hard fans of the arcade saga won't feel that *MK* has strolled too far from its roots in the 2D fighting game format.

A definite effort has been made to ensure that die-hard fans of the arcade saga won't feel that MK has strolled too far from its roots

The release date for *Mortal Kombat Mythologies* is presently pencilled in for Spring 1998, so we won't have to wait too long to find out if it was worth Midway making such an unexpected leap onto newer grounds.



▲ Sub Zero demonstrates his other talent – dancing whilst juggling sharp swords

MK History...

Here are the other *Mortal Kombat* games that have been and gone over the last six years:

MORTAL KOMBAT – The first installment was a bit of a crowd puller, largely due to the amount of blood shed

MORTAL KOMBAT 2 – The game that really set the wheels in motion and laid the blueprint for the next two games

MORTAL KOMBAT 3 – This was simply a re-hash of the *MK2* formula, but was still popular, based on the reputation of the new characters and even more silly death moves

MORTAL KOMBAT TRILOGY – A complete cash in on the previous three games. Nothing original, nothing new, just a 'compendium'

MORTAL KOMBAT 4 – Only available in the arcades, it uses a similar 3D approach to *Tekken* and *Virtua Fighter*. The best of the bunch

NINTENDO SPACE WORLD '97

NINTENDO

The Big N certainly doesn't do things by halves. While the rest of the industry are glad to show off their wares at the yearly shows at E3, ECTS and the Tokyo Game Show along with their competitors, Nintendo do it on their own. One thing's for sure though, it certainly gets their games noticed.

The newly renamed Nintendo Space World (previously known as the Shoshinkai) comprises solely of Nintendo's own new products and those of third party developers. This show was one the most eagerly anticipated of its kind this year, notably because this was to be the place where the 64DD would be formally introduced to the world.

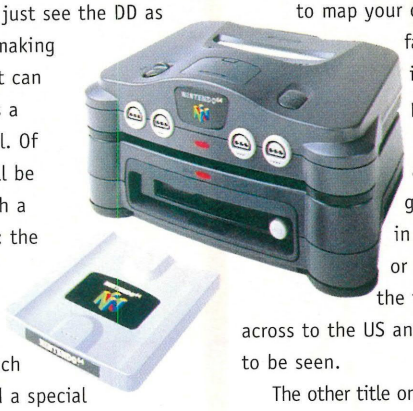
Predictably there were two stars of the show: *Zelda 64* and the 64DD. The appearance of the latter, or rather the lack of it, was something of a disappointment, due to the fact that there was no playable software available. Along with this 'bum rap' came the announcement that the device would be delayed further, to July 1998 (Japan release) because most of the software is not yet complete. Nintendo are certainly sticklers for quality.

What was on show was a twenty minute video showing three 'games'– *Picture Maker*, *Polygon Maker* and the bizarre-looking *Talent Maker*. These three titles are all part of the *Mario Artist* series and allow the user to create all manner of weird and wonderful things, you can find out more details in a boxout elsewhere in this feature.

What is quite apparent from these titles is that

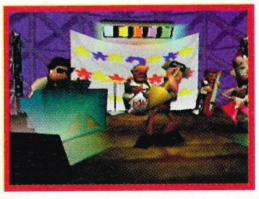
SPACE WORLD '97

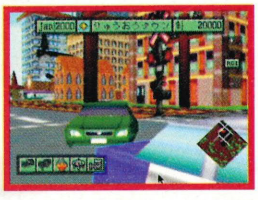
Nintendo don't just see the DD as an add-on for making games with – it can also be used as a multimedia tool. Of course, this will be multimedia with a Nintendo twist: the emphasis is on involving the user (quite literally) as much as possible and a special add-on cartridge allows you to input photographs, video and sounds into the N64 and then use this data in the packages. The obvious thing here is to map your own face onto a favourite character in a game and then play that game.



The titles look as if they will be a great success over in Japan – whether or not enthusiasm for the titles will make it across to the US and Europe remains to be seen.

The other title on show for the 64DD (only in video form) was *Pocket Monster Stadium*. This title utilises a new add on for the N64, something called 64 Gameboy Pak. You plug it into the slot underneath the N64 control pad and it allows you to take data from a Gameboy cartridge and use it on your N64. The idea is that you take your 'Monster' from the Gameboy game and use it to fight other Monsters in a battle arena. The winner of the fight then takes the power of the loser. The *Pocket Monster* series has been highly successful in Japan, with over 4 million units sold for the Gameboy over the last year – this title should be a huge success in Nintendo's home market.





Predictably there were two stars of the show: Zelda 64 and the 64DD

N64 TALK

Other peripherals were announced for the N64 in the form of a Microphone Headset and a Mouse for the 64DD. The Microphone Headset will allow users to 'talk' to their games. This is unlikely to use just the simple 'forward, left, fire' commands that a similar PC peripheral allowed, instead you should be able to directly talk to characters such as the animal in *Pikachu Genki De Chu*. We can't say for sure, but knowing Nintendo there are likely to be games specifically written to take full advantage of this device.

The only game that presently takes advantage of this Microphone headset, *Pikachu Genki De Chu*, was demonstrated for most of the day, with volunteers going up on stage and 'talking' to the pet. It can recognise several key words like 'Wake up', 'Catch the ball', Throw the ball' and you can also use various other commands such as 'You're stupid', 'Sorry', 'Hello', 'You're cute', 'Let's play', 'Here's an apple', 'Mushroom' and of course 'Pikachu!' You can't really describe this title as a game, it's more a 'virtual pet adventure'. You can walk around a virtual forest with your pet and make 'friends' with other animals.

Who else could come up with a game that adjusts itself according to your heart rate or a game that allows you to talk directly to a computer generated pet?

Little *Pikachu* has a wide variety of expressions: he can smile, laugh and

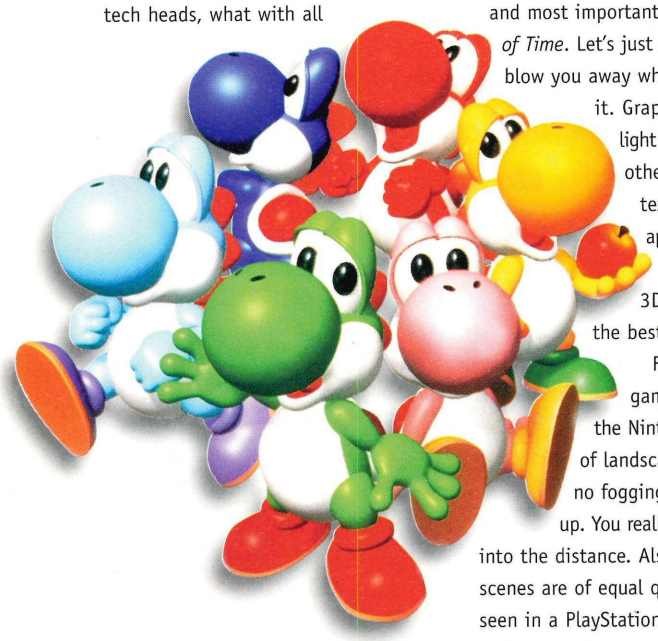
It's-a-me, Marioangelo!

POLYGON MAKER

As the name suggests, you can use this programme to make your own polygon based 3D objects and animate them. The controls make the title very user-friendly – you can use either the mouse or the control pad to make your polygons. You can also use this tool to draw textures and map them onto your 3D objects

sneeze and his brow furrows when he's cross – he'll run off into the background and sulk until you say 'Sorry!'. It has not yet been confirmed that *Pikachu Genki De Chu* will get a US release.

There was a lot at the show for tech heads, what with all the peripherals and the DD itself, but what about the games? The lack of 64DD software was an obvious disappointment, but this was made up for by the showing of, in playable form, *F-Zero X*, *Yoshi's Story*, *Banjo-Kazooie*, *1080° Snowboarding* and most importantly *Zelda: Ocarina of Time*. Let's just say that *Zelda* will blow you away when you finally see it. Graphically, *Zelda* is light years ahead of any other N64 title. The textures used all appear wonderfully detailed and the 3D environment is the best yet.



Finally we have a game that lives up to the Nintendo 64's promise of landscapes that require no fogging and have no pop up. You really can see for miles into the distance. Also the game's cut scenes are of equal quality to anything seen in a PlayStation intro.

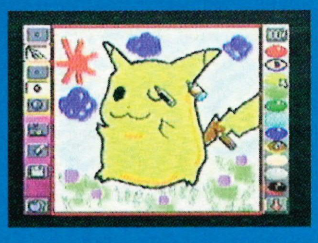
Those Japanese are CRAZY!

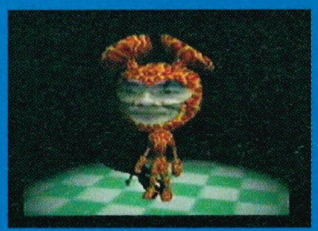
One of the most interesting products on show wasn't for the N64 but for the Gameboy. Buoyed by recent increased Gameboy sales, it seems that Nintendo are prepared to put more money into the aging machine and reinvent it somewhat. On show was a device called Pocket Camera which plugs into the GamePak slot at the back of the Gameboy and allows users to record a few seconds of low quality video footage. Stills can be taken from the footage and you can, well... judge for yourself from this Japanese commercial for the product...

Nintendo Space World '98 *Nintendo Space World '98*
Nintendo Space World '98

It became clear at the show that the 64DD is not just going to be a games machine add-on that will improve current cartridge games, it will also be a multimedia device. In some circles the name 'multimedia' might be seen as a dirty word, conjuring up images of encyclopedias and interactive movies, but you know that Nintendo will do something a bit unusual. And they have. The three 64DD titles on show were from the *Mario Artist* series and were a little strange to say the least...

NOTE: All of the *Mario Artist* titles are compatible with each other so you can take a picture that you have drawn in *Picture Maker* and map it onto a 3D object that you have created in *Polygon Maker* or even onto someone's face in *Talent Maker*. Sounds cool.





TALENT MAKER

By far the most bizarre of all the *Mario Artist* titles is *Talent Maker*. It allows you to make a person (from a selection of different body parts) and let them take part in a Talent Contest. If you don't like the preset character faces in the game, then you can map a picture of your own face onto the character's face using the Capture Cartridge

PICTURE MAKER

Very similar to *Mario Paint* on the SNES, you can use loads and loads of different drawing tools to produce your very own masterpieces. There are a variety of 'effects' available as well and you will also have the option to animate your drawings in a variety of ways

THE BEST GAME EVER

Zelda is also quite remarkable for its gameplay innovations. Miyamoto and his designers have found a way of solving that annoying problem of the camera sticking behind a wall or giving you an awkward angle at a crucial moment. It follows Link in a similar fashion to *Tomb Raider*, but when you see an object that interests you or if Link is attacked by a monster, all you have to do is press the Z button. This will bring up a target and 'lock on' to the object or monster. As long as you keep the Z button pressed down, the camera will stay in a fixed position just above the shoulder. This allows you to circle your enemies and attack

▲ A young *Zelda* put in an appearence...

Nintendo have underlined the fact that they are the world leaders when it comes to developing and innovating in the world video games market

Peripherals

At the Nintendo Space World there were a load of new peripherals announced for the 64DD and the N64:

MOUSE

Just like the mouse you got with *Mario Paint* on the SNES really. It has two buttons and is specifically designed to be used with the *Mario Artist* titles, although it is likely that companies will find other uses for it

64 GAMEBOY PAK

An interesting idea – this device plugs into the slot in the control pad where the Rumble Pak would go and allows you to use data from a Gameboy cartridge in an N64 game. The first of these titles is called *Pocket Monster Stadium* and it allows you to use *Pocket Monsters* that you have raised on your Gameboy in a fight against your friends' *Monsters*

CAPTURE CARTRIDGE

This is basically an N64 cartridge with AV inputs on the back. This allows you to plug in your video camera, VCR, digital camera or even a microphone and take images and sound into the *Mario Artist* series of titles. It is likely that this will come packaged with those titles

MICROPHONE HEADSET

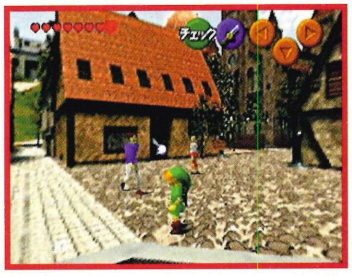
This plugs into one of the controller ports and allows players to 'talk' to their games. The only title that this device currently works with is *Pikachu Genki De Chu* as was reported in issue nine of TOTAL 64

▲ ...but he managed to lose his mum!

them while simultaneously side-stepping, back-flipping and shielding against their blows. To help you keep track of your enemy, Navie, your fairy helper will hover above their head.

Fighting enemies brings into play another innovation – the attack system. Pressing the A button once draws Link's sword, you can press it again to slash, then press it for a third time and Link will perform an attack which swings the sword around from top to bottom. From here turning the control stick will rotate the sword above Link's head and produce a more powerful hit. You can also hold down the A button to charge the sword up, as in *Zelda* on the SNES.

This method gives you a very intuitive attack system, rather similar to a simplified beat-'em-up. There are similar controls for all the other weapons

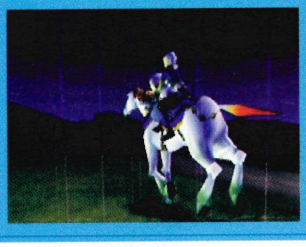


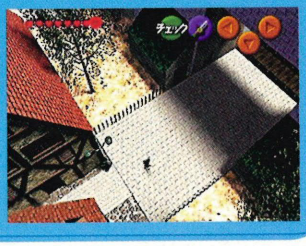
TOTAL 64 Space World Awards

Unsurprisingly, these were all games from Nintendo and Rare – who seem to be the only other development team who get the most out of the N64. These are, in TOTAL 64's opinion, the best games at the show:

Game of the Show – *Zelda: Ocarina of Time*

Never mind 'game of the show', you could describe this as being 'game of the decade'. This title made as big an impact on this year's show as *Mario 64* did when that was first shown – but about ten times more. It is hard to put into words how good this game looks and plays – it combines superlative immersive graphics with faultless gameplay, and we're talking about a game that has more than a hundred hours of play (and that's no exaggeration). You'll find more details in the main text



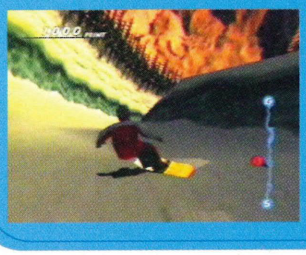


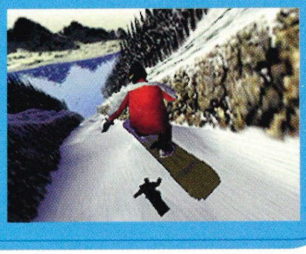
Racer of the Show – *F-Zero X*

After the brilliant *Extreme G*, we weren't expecting too much from this game – seeing as the screenshots didn't look up to much. We were wrong weren't we. The reason for the concessions made with the sparse textures is so that the game can run at an amazing 60 frames per second AND there is absolutely no pop up! The game itself plays like a dream, positively mocking the PlayStation's *Wipeout 2097*. *F-Zero* is the original futuristic racer and the BEST!

Surprise of the Show – *1080° Snowboarding*

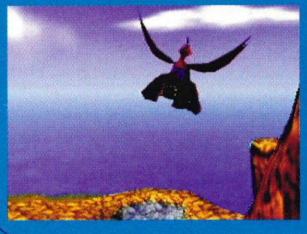
This game took everyone at the show completely by surprise. You'll find more information in this month's First Looks but all you really need to know is that it's a snowboard game which has been designed by Shigeru Miyamoto and the team that produced the groundbreaking *Wave Race 64*. Beautiful, fast graphics are only just the beginning – the snow has many different characteristics that affect the gameplay – ice and powder are just two of the types. The snow even undulates just like the real thing. This game rocks

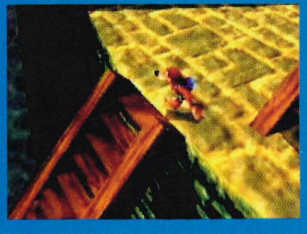


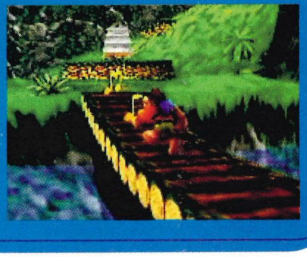


Best Western Game of the Show – *Banjo-Kazooie*

Also the most improved game of the show after its disappointing showing at the E3 this year, was Rare's *Banjo-Kazooie*. It may well be a *Mario 64* clone but it adds its own ideas. There are two main characters to control – Banjo the Bear (who walks, swims and so on) and Kazooie the Bird (with a particularly long name that we can't quite recall) who can fly. Graphically, *Banjo-Kazooie* blows *Mario 64* away







▲ **The N64 is truly entering the next phase of development. With *Zelda: Ocarina of Time* Miyamoto has shown the way forward for future developers. Just look at it!**

in *Zelda* which are given easy access by spreading them over the bottom three C-buttons.

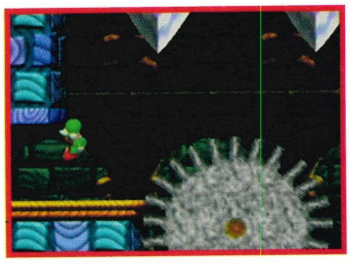
The best feature has got to be the 'action' button (B button) which will actually change according to the context in which it is used. If you are near a ladder, then Link will climb it. It can also act as a jump button and a read button. You can talk, crawl, pull, push and check. Another handy inclusion is the auto-jump feature, which stops you from falling off when trying to jump from platform to platform.

The demo on show had you riding around on Link's horse (you can name him whatever you want), wandering around a city *Final Fantasy* style, and also showed off various monsters and boss characters.

The sheer size of this game is quite simply beyond belief, which is why it comes on the biggest game cartridge

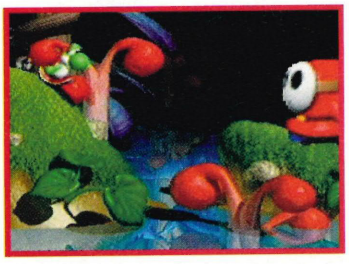
64DD Specs

- The 64DD uses three 3/4" read/writable disks with a 1 MB/sec Data Transfer Rate (DTR)
- It has an internal battery backed, real-time clock
- It has integrated fonts and audio data capabilities, eliminating the need for programmers to store this information in the games program, freeing up more space for the actual game data
- The device will come with a 4MB expansion RAM pack, which fits into the N64's expansion port (the place currently occupied by the jumper pak)
- Allows for the continuous expansion of popular cartridge games, i.e. extra courses, mission packs etc
- Offers simultaneous use of cartridge and disk games, giving developers increased storage space.
- Features networking capabilities, enabling players to download add-ons from the Internet via a modem. Will possibly allow online gaming



▲ *Yoshi's Story* harks back to the SNES

▲ It shows that the N64 can do 2D as well



▲ Beautifully realised artwork helps

in history – a massive 256 Mbits. As you may or may not have heard already, the game world is huge. If you walked from one end to the other it would take you more than a day. And that's a 24 hour day, folks!

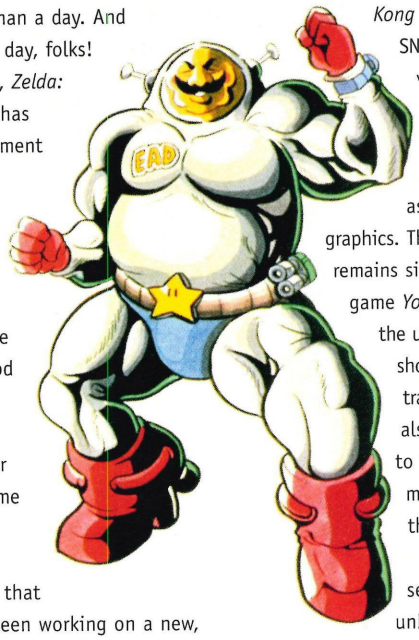
Unbelievably, *Zelda: Ocarina of Time* has been in development since the SNES version was finished back in 1990 and it shows. Those seven years have been put to good use and have produced the finest game ever seen on any game console. Ever.

It has also been confirmed that Miyamoto has been working on a new, separate *Zelda* title for the 64DD but he is still unsure whether or not you will need the original cartridge to play it. When asked if the game would be the same as *Zelda: Ocarina of Time* or if it would be a turn-based RPG similar to *Final Fantasy*, Miyamoto answered "An action RPG, definitely".

Zelda: Ocarina of Time is due to be released in Japan in April, priced at 6,800 Yen. We just can't wait for an English translation.

The other titles on show paled in comparison with *Zelda* but they were, nonetheless, still stunning by anyone's standards. *Yoshi's Story* looks to continue the highly popular and innovative platform series, started in *Super Mario* on the NES. Graphically this game is very reminiscent of *Donkey Kong Country* on the SNES only with more varied and much more colourful backgrounds in evidence, as well as much higher res graphics. The main gameplay remains similar to the SNES game *Yoshi's Island* with the usual features, egg shooting and vehicle transformations, but also allows players to take a range of multiple routes through the levels.

F-Zero X was seen running at an unbelievable frame rate – 60 fps – and was an absolute pleasure to play. There are 30 vehicles to choose from as well as 24 tracks. The game features one, two, three and four player modes. Nintendo also confirmed that there will be a 64DD add-on for the game, that will allow you to design your own tracks as well as your own vehicles.



KING OF THE JUNGLE

One of the games for the future, *Jungle Emperor Leo*, is Shigeru Miyamoto's next big project and was previewed at the Space World show. The game is based on the highly successful Japanese anime show about the exploits of a white lion, Leo.

Although still in at an early stage of development, visitors were treated to a demo video which showed Leo being superbly animated – running, jumping and swimming. The water effects were especially convincing. Graphically, the game is reminiscent of a Disney cartoon complete with bright colourful visuals and suitable characterisation. With Miyamoto at the helm, this is definitely

▼ *F-Zero X*: 60 fps and no pop up, what more do I need to say?

▲ Would you buy a Gameboy from them?

Nintendo Space World '97 Games

Below is a list of all the games on show in either playable or video form:

NINTENDO PLAYABLE GAMES:

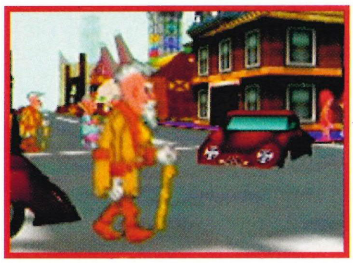
1. Zelda: Ocarina of Time
2. Yoshi's Story
3. F-Zero X
4. Diddy Kong Racing
5. Banjo-Kazooie
6. 1080° Degree Snowboarding
7. NBA Basketball

NINTENDO NOT PLAYABLE

8. Pikachu Genki De Chu
9. Mario Artist
10. Talent Maker
11. Polygon Maker
12. Picture Maker
13. Pokemonsnap
14. Pocketmonster 64
15. Pocket Monster Stadium
16. Earthbound 64
17. Super Mario RPG 2
18. Jungle Emperor Leo
19. Sim City 64

THIRD-PARTY PLAYABLE GAMES

20. Bio-Tetris (Amtex)
21. In the Zone (Konami)
22. Nagano (Konami)
23. Gasp (Konami)
25. Aero Gauge (Ascii)
26. 64 Oozumo (Bottom Up)
27. Sonic Wings Assault (Video Systems/Vic Tokai)
28. Super Robot Spirits (Banpresto)
19. Chameleon Twist (Sunsoft/Nehon System Supply)
20. Augusta Masters (T&E Soft)
21. Lamborghini 64 (Titus)
22. Top Gear Rally (Midway/Kemco)
23. Gretzky's 3D Hockey (Midway/Atari Games)
24. Hexen (GT Interactive)
25. SF Rush (Midway/Atari Games)
26. Gretzky 98 (Midway/Atari Games)
27. ClayFighter 63 1/3 (Interplay)
28. Extreme-G (Acclaim)
29. NFL QBC 97 (Acclaim)
30. FIFA Road to Victory 98 (EA)
31. Famista (Namco)
32. Dual Heroes (Hudson)
33. Denryu Iraira Bou (Hudson)
34. Pachinko 356 Days (Seta)
35. Tamagotchi World (Bandai)
36. Morita Shogi (Seta)
37. Pro Yakkyu King 2 (Imagineer)
38. Eltale (Imagineer)
39. Snow Speeder (Imagineer)
40. Sim City 2000 (Imagineer)
41. Fighting Cup (Imagineer)
42. Wild Choppers (Seta)
43. Rev Limit (Seta)
44. Space Circus (Infogrames)
45. Sim Copter (EA/Maxis)



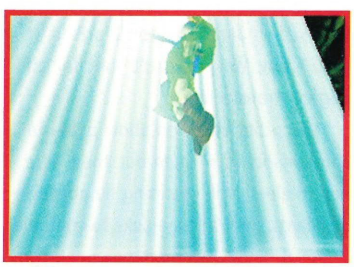
a game to look out for at the end of 1998.

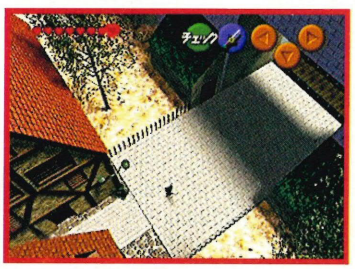
A small video clip was shown of the eagerly awaited *Super Mario RPG 2*, showing a curiously 2D Mario running around in a 3D world. The original *Mario RPG* appeared late on in the SNES' life and was developed by Nintendo's former friends, Squaresoft. Unfortunately, the game never got a release in Europe much to the loss of gamesplayers over here. The N64 version can be described as an RPG for kids, incorporating the idea of a three dimensional story book similar to the one in *Yoshi's Story*. The actual main Mario character was reminiscent of Sony's odd *PaRappa the Rapper* in a sort of homage to 2D sprites kind of way.

One of the most bizarre ideas on show was part of a game called *Bio Tetris* from Amtex. It has something called 'bio feedback' which will increase or decrease the game's difficulty level, depending on your stress level. A game pak fits into the control pad and a clip from this attaches to your earlobe. These devices measure your heart rate and adjust the difficulty accordingly. If you set the game on 'relax' mode then the more stressed out you get, the easier the game becomes. You can also set the game to an opposite mode, whereby the more stressed out you get the more difficult gameplay will become – pieces will fall faster and be more difficult to fit.

WHERE ARE THEY, THEN?

Despite all the revelations of *Zelda* and *F-Zero X*, there were still a considerable amount of games missing from the Nintendo Space World show. *Kirby's Air Ride*, one of the first games announced





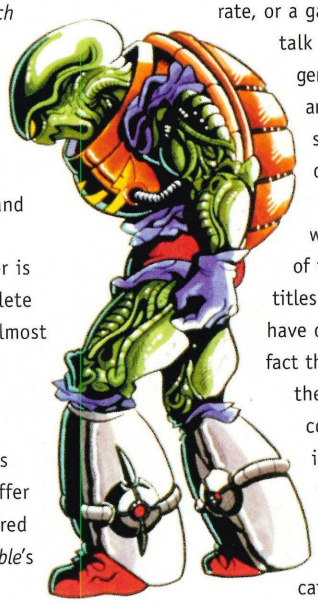
▲ *Zelda* is all rendered in realtime

▲ Link in 3D – it's a dream come true

▲ The tracks in *F-Zero* are antigrav so you can drive on any part and not fall off!

for the N64, wasn't even mentioned in any list or on any video at the show and there are suspicions that this game has been canned. There was also no sign of *Conker's Quest* at all, which was strange, seeing as the game is due out before *Banjo-Kazooie*, which was playable at the show. Oddly enough, both titles were playable at the E3 last June.

We were also waiting to see *Robotech* and *Mission: Impossible* but apparently *Robotech* has been put on hold so that all of Gametek's programmers can concentrate on *Wheel Of Fortune* and *Jeopardy*. *Mission: Impossible* however is looking at a complete rewrite, because almost all of the features have already been seen in *Goldeneye* (and *Goldeneye* has twenty levels to offer its players, compared to *Mission: Impossible*'s total of seven).



At this year's Nintendo Game Show we were served up with a plate full of delights and, as we are now becoming accustomed to with Nintendo, a lot of announcements of delays. There were the expected 'blow-your-mind' games on offer, in the form of *Zelda*, *F-Zero* and *Banjo-Kazooie*, as well as quite a few more extremely innovative and exciting surprises. Who else could ever come up with a game that will actually adjust itself according to your heart rate, or a game that allows you to talk directly to a computer generated pet? Only Nintendo and their plethora of creative software and hardware designers, of course.

Unbelievably, Zelda: Ocarina of Time has been in development since the SNES version was finished back in 1990 and it shows. Those seven years have been put to good use and have produced the finest game ever seen on any console. Ever.

With these ideas, along with the potential delights of the *Mario Artist* series of titles on the 64DD, Nintendo have once again underlined the fact that they are undoubtedly the world leaders when it comes to developing and innovating in the world video games market. Pay close attention Sega and Sony, you've got a lot of catching up to do.

Yamauchi speaks!

Long time chairman of NCL, Hiroshi Yamauchi gave a speech on the first day of the Space World to a room packed full of journalists. The speech lasted about an hour and half – below are some of the highlights of his speech.

"N64 overseas feedback (has) been highly regarded. However, in Japan, the feedback isn't as good as being anticipated because, as some say, of the limited games so far. Maybe it's because there are no role-playing games."

"The recent TV game market is losing momentum. Naturally, it's because of too many boring or too complicated software, that ordinary users can't enjoy playing. Such games are flooding the market. One TV game hardware maker decided to buy back software from the retailers (Sony buy back). The quantity, I heard, was very small. So, this is just a drop in the bucket and wouldn't make an impact in the market. There is too much trash software in the market. There is a big need to change the quality of the software. In launching N64 two years ago, I asserted the qualitative change to be brought about by it."

"The market of video games has been expanded by children. But they are getting tired of complicated games and the ones that force you just to stay in front of the TV set for a long time."

"What shall TV games do? We can hardly find new ideas. Some try to make it more like movies, and others try to depend upon popular characters or promotional tie-ins. If we can't break out of the conventional ideas, everyone will agree, it will be the end of the video game business. A few years ago, when it was said that the TV game business was invulnerable and where there were all TV games, I repeatedly said that the video game industry should perish if such things had been continued. I also said, 'Now, it may be OK as there's no alternative, but soon we have to face the big change.' I believe the games will make changes from this point on."

"The future market for games will be quite different, as we've seen a big change in the entertainment market this year. As we have seen with *Pocket Monster* and *Tamagotchi* – they saved the market and played a significant role. These two products have indicated several different aspects, but 'nurturing,' 'trading,' 'collection,' and 'addition' will be the four important elements from this point on. I cannot say I'll be 100% correct about this."

"We want to form the new entertainment market. Some of the answers are the Pocket Camera, 64DD and the new world of software created by the combination of 64DD and Game Boy. Everything is connected with each other and will expand the new horizon of the entertainment world. Nintendo should be proud of itself as it is the only company in Japan which can do this. We will do our best."

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Come get some!

Thanks to those wonderful people at GT Interactive we've got some great Duke Prizes to give away. The winner will receive a copy of Duke Nukem 64 and a righteous Duke action figure, which are completely unavailable in the UK! Ten runners up will also receive an action figure. All you have to do is answer these three simple questions:

Send in your entries on a postcard by the 30th Jan '98 to:
Come get some!
Total 64, Rapide Publishing,
1 Roman Court,
48 New North Road,
Exeter, Devon, EX4 4EP

Or you could email your entries to Total64@rapide.co.uk, putting 'Duke Compo' in the subject line.
Good luck!

1. Which of the following is a familiar Duke catchphrase?
[A] Look at the pretty flowers
[B] Is that one lump or two?
[C] I'm all for unilateral disarmament
[D] It's time to kick ass and chew bubblegum and I'm all outta gum

2. Where is Duke's hometown?
[A] Planet Kiss Kiss
[B] Chipping Sodbury
[C] Crazy Place
[D] Los Angles

3. What is Duke's favourite accessory?
[A] His matching handbag and shoes
[B] His fluffy dice in his Ford Capri
[C] His Speak and Spell educational toy
[D] His sunglasses

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

At some point everybody has had the unfortunate and unpleasant experience of buying a duff game based on a recommendation from a lesser magazine. This is the section dedicated to separating the good from the bad, the wheat from the chaff and the beautiful from the ugly.
We have also included a 'Lastability' score for the reviews [use it as a rough guide because we obviously can't play the games for months on end, although games like Chameleon Twist don't really need us to!] which should be invaluable in helping you make the right choice.

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 we can see some new games creeping into 'picks of the bunch' – some people were even lucky enough to have played Silicon Valley and Wetrix (gasp).

If any of you out in 'Readerland' would like to see your own 'picks of the bunch' in the mag, send them in with a photo to the usual address or email us at: total64@rapide.co.uk

You never know, it could be you!

Justin 'I just like Tip Tup' Calvert

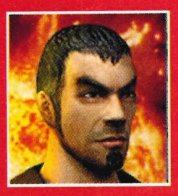
(-) 1. Top Gear Rally
(3) 2. Goldeneye
(5) 3. ISS 64
(-) 4. Mace
(R) 5. Wave Race 64
Marzipan: Dynamite Soccer

Nick 'Yellow Marigolds' Jones

(-) 1. Silicon Valley
(-) 2. Goldeneye
(N) 3. ISS 64
(-) 4. D.K Racing
(4) 5. WCW Vs nWo
Cold Shave: Aero Fighters Assault

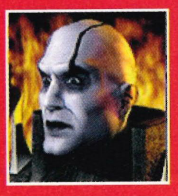
Nathan 'Several Girls' Coombe

(-) 1. Goldeneye
(N) 2. WCE Vs nWo
(-) 3. ISS 64
(N) 4. NFL Q'Back Club
(N) 5. Ganbare Goemon
Bad Mixing Technique: Chameleon Twist



Ant 'You pushed me...' Grace

(N) 1. Goldeneye
(-) 2. D.K Racing
(-) 3. Duke Nukem 64
(5) 4. ISS Soccer 64
(-) 5. WCW Vs nWo
Down the gap: Dynamite Soccer



Arron 'Just this once' Taylor

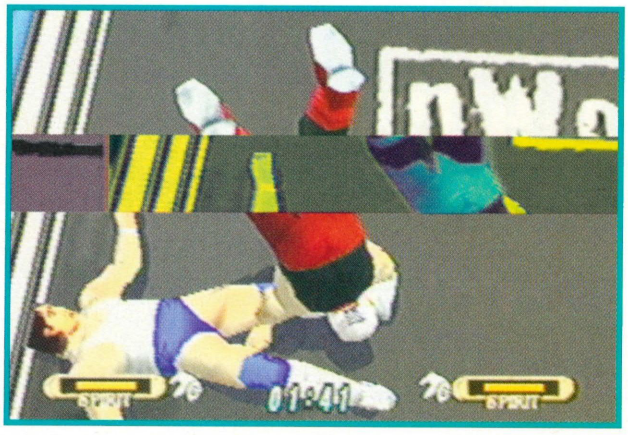
(-) 1. D.K Racing
(-) 2. Wetrix
(-) 3. ISS 64
(-) 4. Fighters Destiny
(-) 5. Starfox 64
Virtua Fighter: Wave Race 64

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.

WCW Vs.

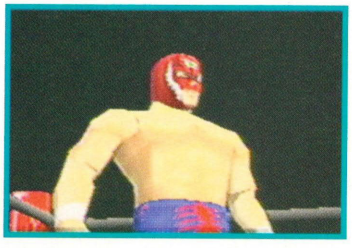
Bad acting and rippling torsos are the hallmarks of what we in the UK have come to know as American Wrestling. There have been numerous attempts in the past to produce a video game that faithfully recreates the gladiatorial main events, legendary moves and star wrestlers that partake in this soap opera of a sport...



The rules of the game are quite simple; batter your opponent within an inch of his life and then lay on top of him for three seconds to clinch victory. No gouging, biting or kicking below the belt is allowed, and you must not hit with a closed fist – although once the referee is thrown out of the ring you can do anything you like. Many matches have seen wrestlers running out from the audience or dressing room in an attempt to help a buddy who is being unfairly treated in the ring.

In all of this, there would seem to be two groups of wrestler: the goodies and the baddies. This seems to work in a way similar to that of pantomime; the crowd cheer the good and boo the bad.

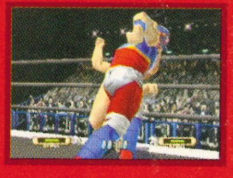
The sport of wrestling was always going to be a difficult one to turn into a video game, mainly because there are so many leagues and contests, so many fighters to choose from, so many painful, barbaric moves to perform. The other problem is the ever changing nature of the sport, with new wrestlers entering all the time. By the time a game has actually been finished, it is usually already about six months out of date.

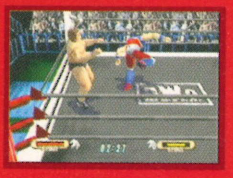


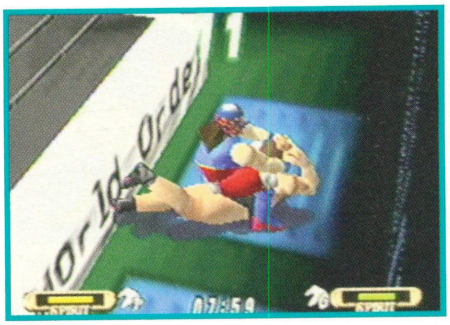
▲ Spiderman's day job – a wrestler

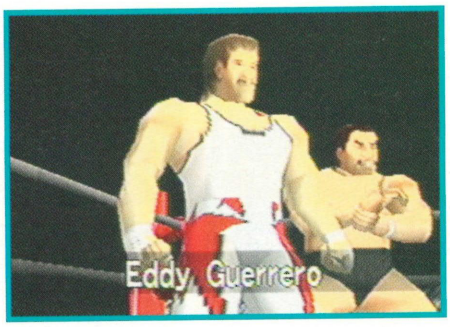
Kick him when he's down

As you would expect, an opponent who is down doesn't get any special treatment from the lads, in fact he gets even more battered. Ha, ha, ha!

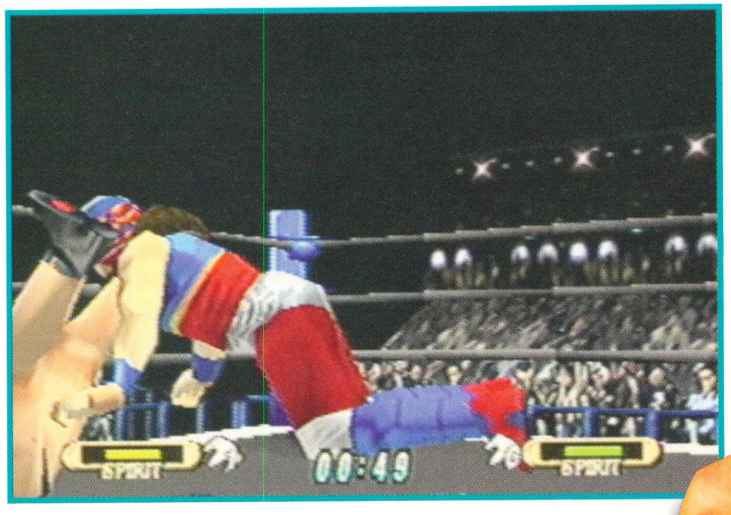








nWo

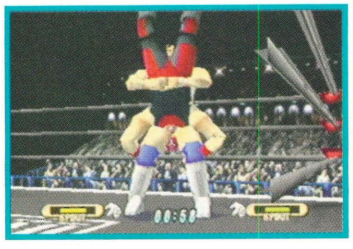


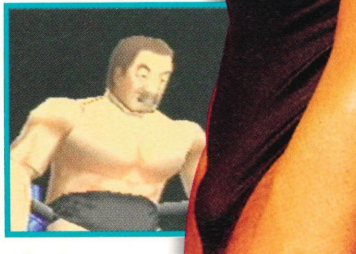
▲ A downright low down, dirty move – a headbutt to the goolies. We love it!

That's not the case here though – from the moment you click past the title screen and see the wealth of options, you just instinctively know that this game is money well spent. *WCW vs nWo*'s programmers have clearly put a lot of time and effort into the making of this title and have left the buyer wanting for nothing. Never have I seen such a wealth of options in a game – not even in *NFL Quarterback Club '98*.

Everything and anything can be tweaked or custom set in some way. The outfits that they wear, the rings they fight in, and even the rules of the sport can bent, so much that it can become an out-of-ring chairfest – if you really want it to. Fight times, submissions, TKO's (technical knock outs), rope breaks, ring out times and loads more besides can be tweaked endlessly until you are blue in the face.

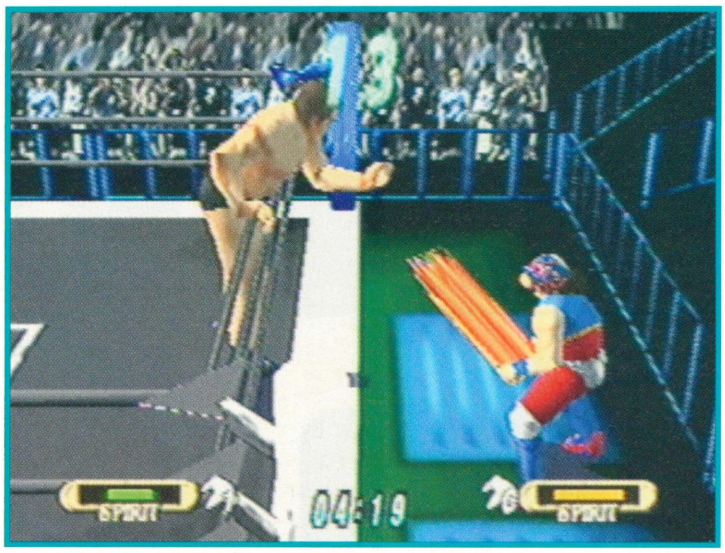
All your favourite actors (whoops)... I mean wrestlers are there in all their glory too. There are over 35 to choose from and four federations to play with – these are the WCW, nWo, IU





Nick's comment

I have to admit that I've never really played a wrestling game before – somehow the idea of taking part in a pantomime has never really appealed to me. But *WCW vs nWo* has changed my opinion of all that. The fights last ages (definitely a good thing) and are great fun. I found myself shouting abuse at Nathan whilst playing this game and whenever you get that involved in a game it can't be bad. With loads of characters and moves, this has got to be one of the best fighting games on the N64



▲ An interesting idea and a good diversion is to leave the ring and pick up various weapons from the side. You can get all sorts of things – from chairs to baseball bats

▲ Two wrestlers play rolly polly on the mat – only to see who can get the dizziest

▲ Someone should tell him that real men don't wear their nappies on the outside

WCW vs. nWo WORLD TOUR

and DOA (the four top wrestling bodies). When you skip past the introduction sequence you will be faced with a set of eight options, from which you can choose to participate in the *WCW vs nWo* championship, a league, single match, tag match, tournament and the grim, grizzly Battle Royal which is an arduous battle that pits four rock 'ard fighters in the ring, where they all, well, fight each other. In this kind of fight there aren't really any rules and anything goes.

The wrestlers themselves have been beautifully drawn from polygons and are absolutely huge. They are very well animated and actually look like their real life counterparts (there's a first time for everything). All in all, *WCW vs nWo* does stay very close to the way that you would see it on television; the crowd cheers if someone gets bludgeoned when fighters wander out of the ring to grab lead pipes, baseball bats and most importantly chairs.

Each fighter has a wide range of moves, throws, grabs, locks and holds which they can execute on the unwary opponent. There are also more moves that are only active when standing over a floored player, like knees to the head, hair pulling and dragging across the ring – you can even deliberately pull people out of the ring and onto the arena floor for a bashing. Basically any moves and gymnastics that you'd see in the real sport, you will find here in all their glory.

Each wrestler also has their own signature moves and outfits that are also 'true to life.' Ric Flair has a move called 'the figure-four leg lock', another wrestler in a mask, who looks a bit like Spiderman, has one where he jumps on the floored victim from the top rope in spectacular fashion and then goes for the pin. The animation of all of these moves is, needless to say, excellent, providing as realistic and amusing a portrayal of wrestling as you could want.

One point to note on the fighting front, is that there are only two ways that you can get out of a pin or a hold; these are kicking out (shrugging the other guy off) and rope breaks (grabbing onto a rope if you are near one).

Introducing ten of the hardest men in the world...

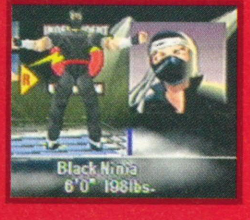
HULK HOGAN

STING

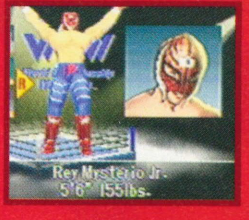
HANIBAL

THE CLAW

THE UNKNOWN



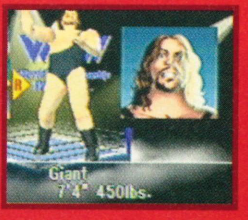
BLACK NINJA



SPIDERMAN

ULTIMO DRAGON

RIC FLAIR



GIANT

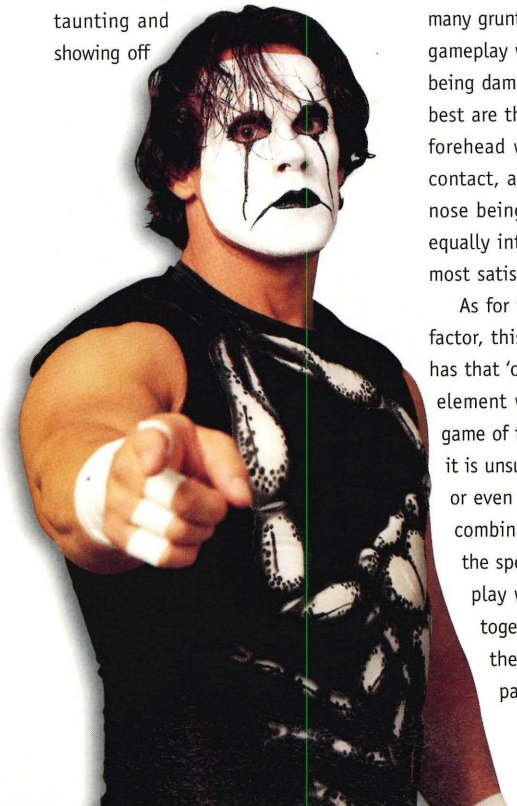
▲ You can go for a 'three count pin' or just beat the life out of someone until they give up from the sheer amount of bad acting

Summon the mighty spirits...

Each fighter also has a spirit bar in the corner of the screen. When this gets low he has little energy and will get tired and then beaten. However, when this is high he's positively full of life and doesn't take any lip from anyone. If and when the bar gets so high that it flashes 'Special', you can perform the signature move for the wrestler that you've chosen.

The spirit bars are a good idea and they help to give you a pretty accurate indication of when it is safe to pin your opponent. You can also boost the length of the bar by taunting and showing off to the crowd. If you perform a tricky move the bar increases, if you do a move and it gets counter attacked the bar will be diminished. This strategy element is a very worthwhile addition to a style of game that has been jaded in the past, and adds a tactical approach to some fights.

The background music tracks are the usual heavy rock guitars that have now become the norm for games of this ilk, but they're not offensive and if anything serve to make the action a bit more intense and get the adrenaline pumping.



Wrestling fans around the world, rejoice because finally there is a game that does your sport justice!

As far as the sound effects go, the many grunts and groans compliment the gameplay well and the sound of limbs being damaged is very good. By far the best are the 'clangs' of hard metal on forehead when a pipe or chair makes contact, and the crunch of someone's nose being smacked into a post is an equally interesting experience – and most satisfying.

As for the all-important playability factor, this game scores very highly. It has that 'one more fight before I sleep' element which can make or break a game of this kind. In playability terms it is unsurpassed on a home computer or even in the arcades. The excellent combination of the stars that make the sport and so many options to play with at length, really comes together to make a game that's the best of the best in its own particular field.

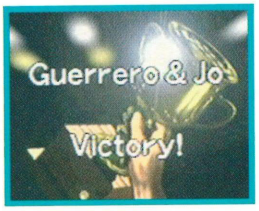
Movement is fluid and the characters respond to the controller commands very quickly. The action is fast-paced and there is never a dull moment. The only things missing are the referee and the commentator, but most of the time you won't notice this very minor niggle.

The controls are intuitive and you won't require a full degree course in button bashing to pull off a pile driver or a suplex – because of this gameplay doesn't suffer as it has in the previous incarnations of WWF on various formats.

In the various multiplayer modes this is one of the most compelling and addictive games I have played (except maybe *Goldeneye*). Up to four people can play at any one time, any league, tournament and any tag match can be played with 2 vs 2, 3 vs 1 etc. You can play with the computer or against the computer in any of these options, and it does put up quite a stiff challenge as you climb up the championship ladder. With so much to offer, the lastability of *WCW vs nWo* is guaranteed.

Royal Rumble!

Another interesting and extremely useful feature is that this game supports the Nintendo Rumble Pak, and believe me, it adds quite unparalleled depth. Every punch, kick, bump and slam can be felt with shocking intensity



verdict

Name:	WCW Vs. nWo
Publisher:	THQ
Developer:	Asmik
Players:	1-4
Released:	February '98
Game Type:	Wrestling
Version:	UK

graphics 92
The graphics are quite simply jaw dropping!

sound 85
Lots of suitably American rock-n-roll guitar tracks

playability 94
It must be played, even if you're not a fan. It's that good

lastability 93
Infinitely customisable options with tons of leagues to enjoy

overall 92

FIFA: Road to th

With the World Cup just around the corner it's time to start getting all excited about England's chances of bringing home the game's most coveted trophy. Luckily for us we can act out all of our World Cup Fantasies with EA's *FIFA Soccer: Road to the World Cup '98*. So is Football about to come home, or is it going to be consigned to the scrap heap?

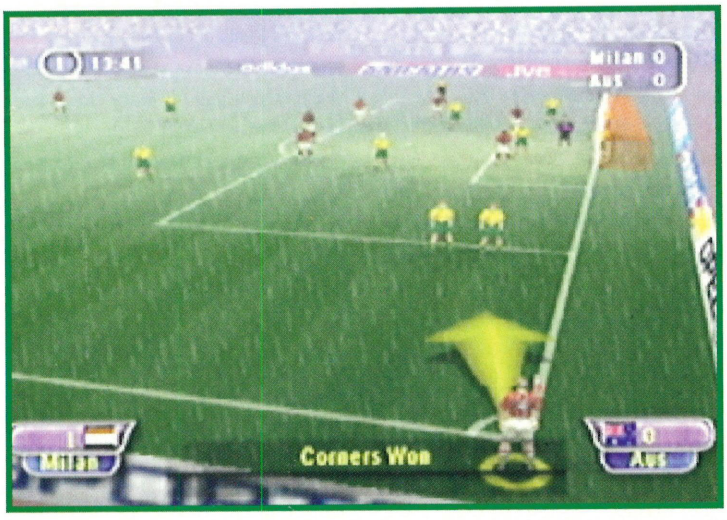
Football is the most popular game on Earth. Anyone who said that a football match is more than a matter of life and death is wrong, it far more important than that (as a particular famous ex-Liverpool manager said) and this is equally true for the world of computer sims. Churned out by huge numbers of software companies on all formats, the football game has got to be the best selling of all genres of video game. The trouble is though, that only a few have been worth shelling out your hard earned cash for.

Back in the heyday of the 16-bit consoles there really was only one choice when it came to football games – *FIFA Soccer* on the Mega Drive or SNES. This early game was considered, at the time, to be the pinnacle of computer football games; it combined wonderful graphics with an intelligent gameplay system, allowing players to perform all sorts of complex footballing type moves. The game was full of options as well – customisable formations, leagues and everything else we've come to expect from a football game, were first seen and perfected in *FIFA Soccer*. The game sold by the thousands, nay by millions around the world and this set up the reputation that the *FIFA* license still holds today. However, things soon started to go badly wrong when the series moved over onto the 32-bit platforms: controls quickly became over-complicated and suddenly there was too much emphasis placed on the graphics and presentation of the product. The low point of this was the dire *FIFA 64* which – when you bear in mind its competition (*International Superstar Soccer 64*) – has got to be seen as a dreadful waste of the N64's capabilities.

So now we have *FIFA Soccer: Road to the World Cup '98* in our laps and it

▲ The rain affects the ball mechanics

e World Cup '98



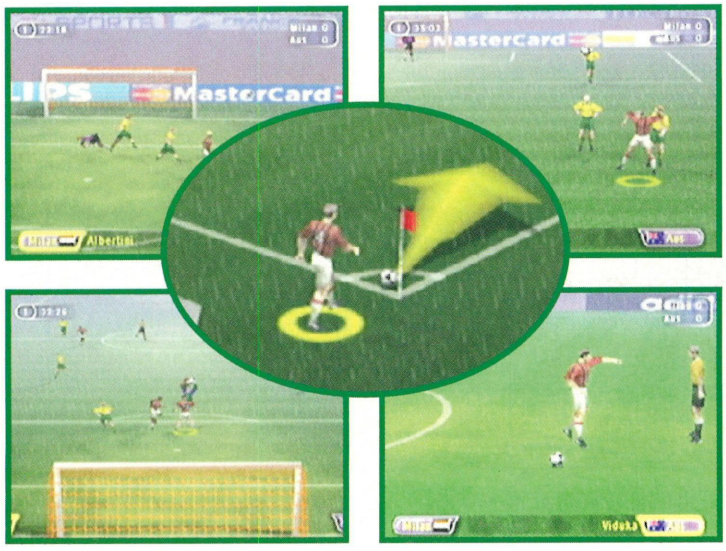
▲ The big yellow arrow is a bit of a give away – or maybe not. The ball rarely follows it

poses us with a few questions: will *FIFA '98* help restore the reputation of Electronic Arts? Will this game restore our faith in the *FIFA* series? Will England win the World Cup in France? Well the answer to all of these questions is a resounding yes!

Well, maybe not to the last question but hey, I can always dream! Anyway, *FIFA Soccer '98* has gone a long way towards restoring the credibility of the *FIFA* series.

The first thing that strikes you about *FIFA* is the sheer number of options available to you. First of all there is the 'Road to the World Cup' option, whereby you take your favourite team through the qualifying stages and into the World Cup Finals themselves. You can also play in any league from the eleven nations on offer and this then brings into play a whole load of other options. You can make transfers, change your playing strip and even edit your players' faces and hair (see boxout on next page).

FIFA '98 is a huge improvement on the previous N64 FIFA but it still lacks the intuitive feel of ISS

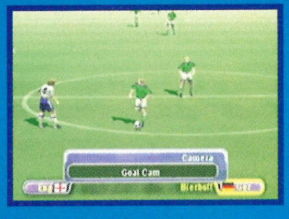


Camera angles

TELE-CAM
As the name suggests, this camera is how you would view the game on TV

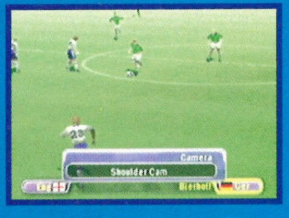
SIDELINE-CAM
A view from a similar angle to the Tele Cam but closer to the action

ACTION-CAM
The camera will change giving you the most dramatic angle to view the game. Not much use



GOAL-CAM
View the game from one end of the field – from behind the goal

STADIUM-CAM
A similar angle to the original *FIFA Soccer* – the familiar isometric view



SHOULDER-CAM
A zoomed in version of the Stadium Cam – gets you closer to the action

BALL-CAM
You will feel as if you are actually on the field with this view – gets in close to the action

TOWER-CAM
With this angle you can see the whole pitch. This is good tactically but you are bit too far away

And the weather will be...

Selectable or random, the weather can seriously affect the way you play

CLEAR

RAIN

SLEET

SNOW

NIGHT

You can customise formations, tactics, even your players' level of aggression.

Customise your players

(or how to make your team look like a member of TOTAL 64)

In *FIFA '98* you have the option of customising all of the players' attributes, their names and even their hair colour, hair type, facial features and so on. Here's how to make your team look like a member of TOTAL 64...

1. Choose a player from any of the teams

2. Edit the name, position and shirt number

3. Select appropriate hair-do

4. Choose skin type, and face

5. Finally stick on an unconvincing goatee beard – et voila! Justin Calvert, editor of TOTAL 64 and England's best striker!

6. Look, you can have the whole team!

This all has the appropriate affect on the match and specifically on the way your players act.

The computer AI is very good. Unlike in *International Superstar Soccer*, your team actually plays like it's a team and your fellow defenders will run back to cover any missed tackles. CPU controlled players will also attempt to win the ball back for you from the opposition and generally play as a unit. This gives the overall impression that you are playing as part of a team, rather than as an individual.

The actual gameplay, however, is something of a disappointment. Let me explain: first of all you must realise that this is more of a simulation than an arcade style football game (like *ISS Soccer*) and as such the controls are fairly complex. You have all the basic pass, long ball, shoot and tackle buttons and then there are combinations of these, which pull off fancy moves such as the 'Rocastle 360' or the 'Reverse Matthews' and all the rainbow banana bicycle moves. The problem with this is that *FIFA: RTWC* moves at such a pace that you never actually get time to implement them. If you are the sort of person, however, who can persevere with such a system then you might find this rewarding. Because the pass button will not always pass the ball to feet, the controls give you the ability to do things like play the ball into space (ie. a through ball) for your players to run onto.

You can even influence the crowd by pressing the C buttons – if you concede a goal, they will whistle

There are other nice touches like being able to play the ball to a computer controlled player and still keep control of your original player. The advantage

▲ The goalie punches the ball clear

▲ Hands up if you use Right Guard

The world in motion

As we have come to expect from sports sims these days, the animation of the players in *FIFA '98* is motion captured. For those of you not in the know, motion capturing involves attaching special light reflective balls to key areas of a person's body. The actions of that person are then filmed from various angles and this data is then fed into a computer to construct a 3D model. The result is that the balls capture the subtle nuances of movement that traditional animation techniques miss

of this is that you can continue running with your player until he is in a good position, then tell the CPU player to pass the ball back.

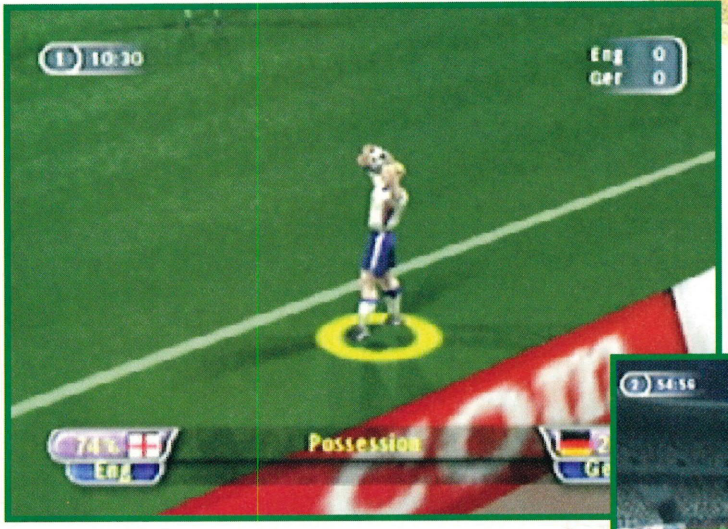
The overall feel of the controls isn't really helped by the game's sluggish graphics. It is all very well getting David Ginola in to do your motion capturing but when the frame rate of the actual game is so slow it makes your eyes go funny, then what's the point? Everything is fine if there's only one player on the screen, but as we all know, football is a game contested between 22 sweaty men.

There are some nice touches – like when a player gets sent off and then starts shouting and threatening the ref – and there are sixteen international stadiums to choose from. As far as I can tell, these are all pretty accurate to their real life counterparts. But

▲ The night matches are impressive

N64 and it's surprising just how much speech they've managed to cram into the limited sound chip in the N64. The voices of the commentators are provided by Des Lynam, John Motson and Andy Gray – three of the best know football voices on TV. Obviously this does add a great deal to the atmosphere, which is further backed up by the excellent crowd noises. You can even influence the crowd by pressing a button when someone scores – if you've scored then you can get them to chant – but the best bit is that if you concede a goal, you can even have the crowd boo and whistle in displeasure.

FIFA '98 is really a difficult game to score. On the one hand, the style of gameplay just doesn't live up to the excellence of *International Superstar Soccer*, but on the other, the game is simply brimming with options and



there you have it, the perpetual curse of the *FIFA Soccer* games – presentation over playability.

The sound is a big plus, especially the commentary. This is really leaps and bounds ahead of anything else on the

stats. If only there could be a footie game where you could have the arcade football of *ISS*, combined with all of the soccer management found in

SWOS. Ahh... the perfect game. Although *FIFA '98* has aspirations to include such options as transferring players, this doesn't really work; there's no bartering and you can just transfer any player to any team.

This game is a huge improvement over *FIFA 64* (but then that wasn't difficult) but lacks the intuitive feel of *ISS*. Somehow the gameplay just doesn't flow like you know a game of this type should, although it is by no means a disaster.

No doubt *FIFA '98* is going to sell well because: a) it has the FIFA license and b) its association with next year's World Cup. Before you buy this game however, you should be aware that the only thing that this game has over *ISS* is the wealth of options and stats. The gameplay doesn't even come close to Konami's masterpiece. Definitely a case of try before you buy.

Justin's comment

After signing Michael Owen for my Bolton Wanderers side and taking them to the top of the Premiership, I was convinced that this was the game for me. Unfortunately I soon found that the superb range of options and stunning visuals in *FIFA: Road to the World Cup* are overshadowed by poor artificial intelligence and gameplay. A great game for players who fancy managing their chosen team but not a patch on *ISS 64* in terms of pure playability. Sorry *FIFA* – better luck next time!

verdict

Name:	FIFA: Road to the World Cup '98
Publisher:	EA
Developer:	In-house
Players:	1-4
Released:	TBA
Game Type:	Sports Sim
Version:	UK

graphics 70
Sluggish at best but a few nice touches here and there

sound 86
Excellent commentary and sound effects

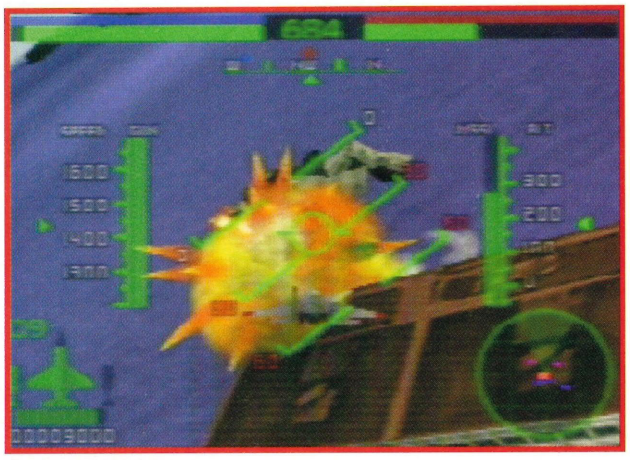
playability 73
Lacks the fluidity and intuitive nature of *ISS*

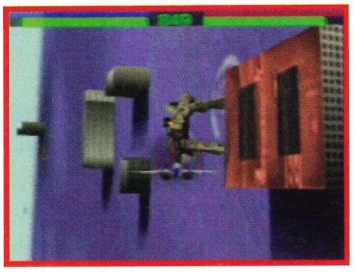
lastability 70
Loads of options don't quite make up for the game

overall 78

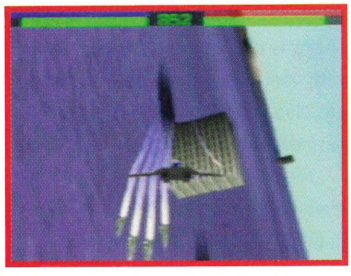
AeroFighter

What's this? A flight sim on the N64? At last, I can play out my fantasy of being Tom Cruise and fly around in a fast plane shooting down Commies. Well, not really...

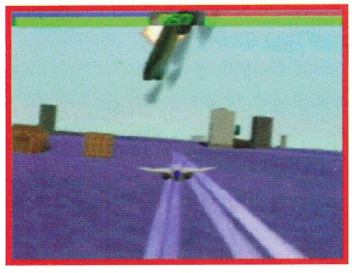




▲ Your plane zooms away from trouble



▲ Unleashing a deadly load of missiles



▲ An enemy helicopter is destroyed

The Nintendo 64 owes a lot of its existence to those top graphics whizzes at Silicon Graphics. The company that made its name producing top end military flight sims for the US government, was approached a few years ago to produce a powerful yet affordable graphics chip for Nintendo's baby. And what a chip it is. We've all seen exactly what the N64 can really do graphically if put in the right hands – just witness *Mario 64*, *Goldeneye* and *Pilotwings 64*, all games that boast immersive 3D environments, smoothly handled and with no fogging. The latter of those titles was, coincidentally, a flight sim of sorts that actually put said fancy chip to good use. Now Paradigm Systems – the company that brought us one of the most interesting flight games in recent years, *Pilot Wings 64* – has returned to the N64 with a new flight sim and one that's far more akin to Silicon Graphics' flight titles. Well, it nearly is.

Aerofighters Assault aims to bring something new to the N64, giving the player the opportunity to fly some of the world's most advanced aeroplanes in a sort of futuristic Japanese, anime type of way (although the aircraft are from the present). The story follows the Phutta Morgana – a notoriously cruel military organisation – and its quest for global domination. The bad guys have exploded a heat generating bomb over the Antarctic, which has caused the polar cap to melt and flood many major cities. Phutta Morgana has launched a major attack on Tokyo

Marvellous men in their flying machines

A-10 THUNDERBOLT

Nicknamed the 'Tankbuster' this is the schoolbus of world aircraft. It's pretty slow and sluggish but has an awesome array of weapons

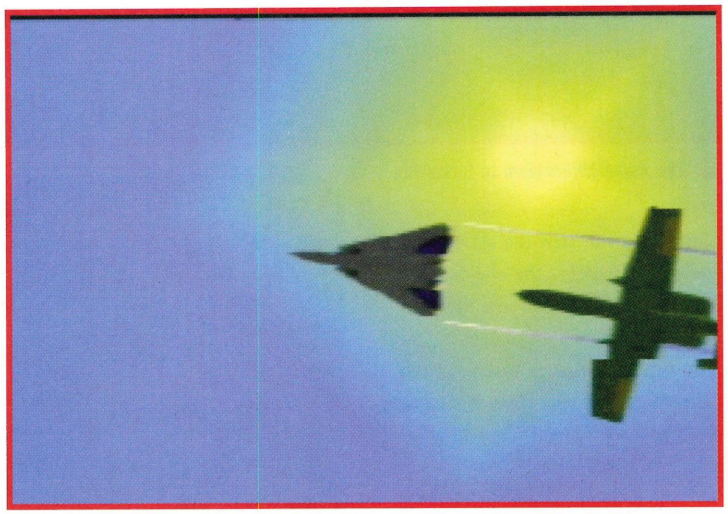
F-14 TOMCAT

The plane best known for its appearance in Top Gun. This is a pretty average plane with a medium top speed and handling. It has a good range of weaponry though

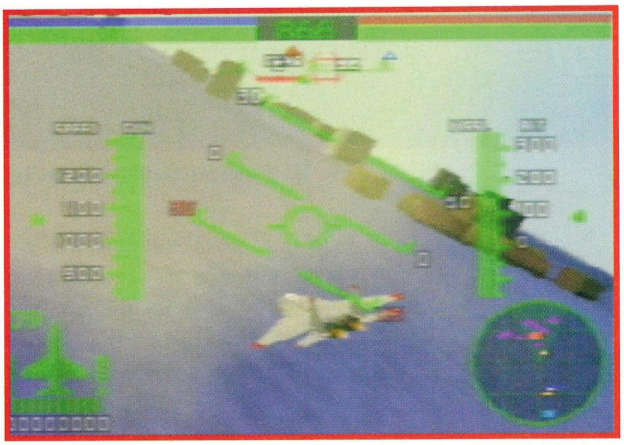
FSX

A fictional Japanese fighter, this plane is fast and highly manoeuvrable but has a poor selection of weapons. Good for winning dogfights in

s Assault



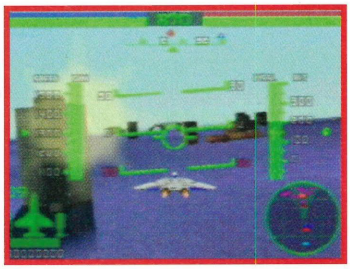
▲ While still, *Aerofighters* looks good. But as soon as it moves, the problems arise



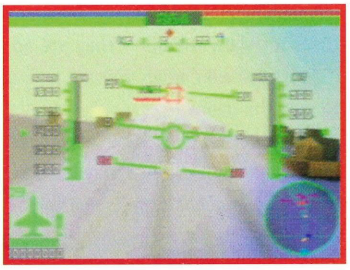
▲ Glare from the sun can be really annoying. I guess it's just part of the job

and New York in an attempt to gain control of the Planet. For some reason, unexplained by the game, the world's armies have simultaneously all been rendered inoperative, so it is up to you (isn't it always) and the three other members of *Aerofighters*, to save the world from these madmen.

Aerofighters Assault is mission based and there are ten missions in total, with the locations varying from cityscapes to aerial dogfights and sea battles.



▲ The HUD comes in really handy...



▲ When the sun glares in your eyes

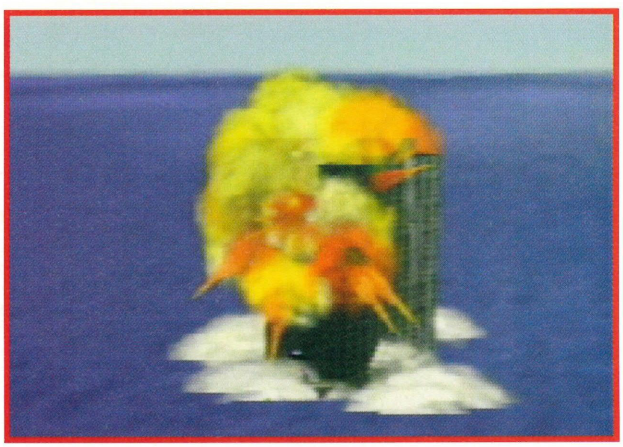
The first of these fights is situated in downtown Tokyo which, having being conveniently flooded, is surprisingly lacking in any detail whatsoever, with only a few skyscrapers rising from the water. This is when you realise that *Aerofighters* is lacking technically, as the game struggles to handle even as sparse a 3D environment as this.

To say the frame rate 'drops' would be misleading – it is never at a high enough point to start with really. To be honest, it's abysmally slow, dropping to something around 10fps when there are more than three aeroplanes on the screen. This makes trying to pilot a supposedly supersonic aircraft extremely frustrating, to say the least and, at times, nigh on impossible.

Each mission, despite the change of location, is almost the same as the last. Your objective is always the same – destroy the 'boss' before your time limit runs down – not very inspiring.

The frame rate is abysmally slow, dropping to something around 10fps when there are more than three aeroplanes on the screen

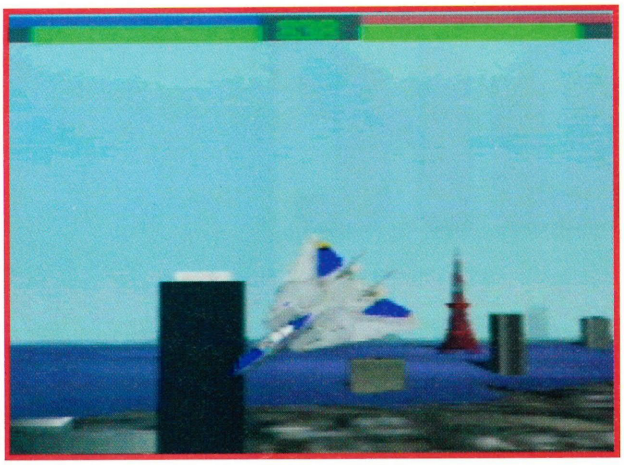
True, the big boss characters are always accompanied by loads of smaller support vehicles – helicopters, planes, frigates



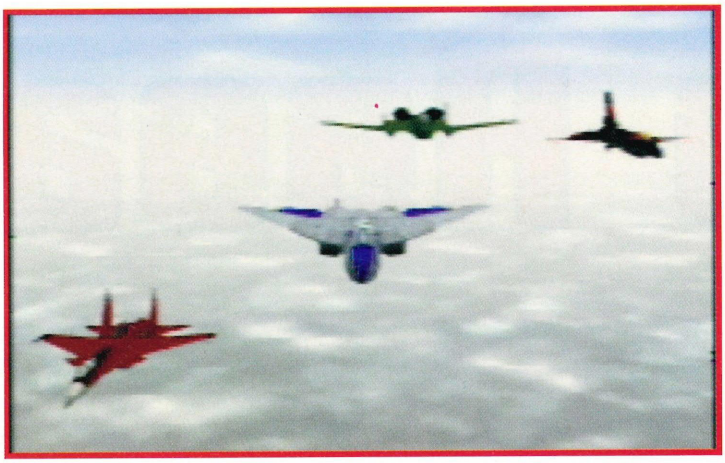
▲ Dramatic explosions abound when you smash head on into a skyscraper

SU-35 FLANKER

A Russian plane which is easily the fastest of the bunch but the downside of this, is that it turns slowly and the weapons aren't that powerful



▲ The planes react fairly realistically



▲ The *Aerofighters* team in formation

Nathan's comment

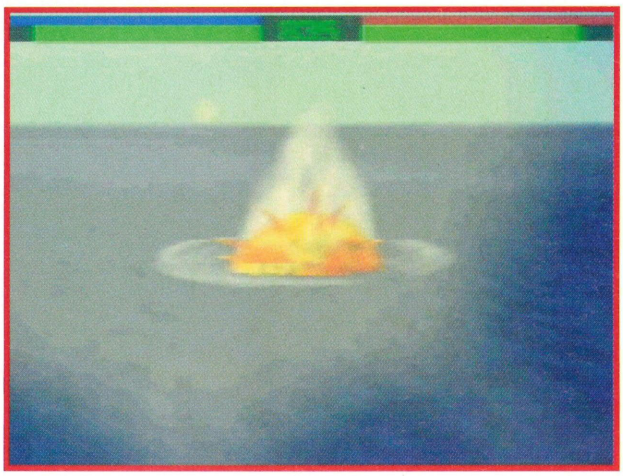
I was always a fan of *Afterburner* in the arcades, so I was as excited as the next man when this arrived in the office. The though of chasing enemies up into the stratosphere filled me with joy. How wrong I was. I was not prepared for the sad, sad, gaming experience that was about to come. The planes look shabby, the backgrounds look bland and boring – it's so very slow and instead of being fun it was dull. I had hoped for so much more, especially on a console that is the most powerful on the planet. Take heed of the words in this review as there has never been a truer word said. If you buy this you will have no friends!

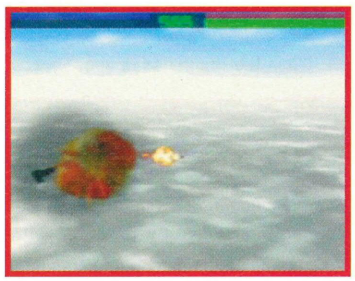
and so on, but these are more of a minor distraction and rarely cause you any trouble. Destroy the boss, move onto the next mission, then destroy the next boss... this is getting tedious. And there are only ten levels. It won't take long to complete this game – that is if you don't get bored before you get that far.

There is definitely a place in the market for a game that accurately simulates the feeling of flight and combines it with an addictive arcade element but, sadly Aerofighters Assault is not it

The actual visuals themselves do appear quite well realised, with some realistic looking polygon aircraft that don't appear too far from the real thing. The game also features some very nice explosions – and you can actually blow up the buildings on one level – but these graphical niceties are rendered insignificant, because it all plays so slowly. You can view the action from a variety of angles – the obvious 'just behind the plane' view and the usual 'in-cockpit' view are standard but you also get some strange external views: from the side of your plane and looking at it from the front. These two are just there for show though – they are no help whatsoever when you are trying to play the game.

There is, however, some redemption for this game in the two player mode. Here, as you might expect, you take





▲ The camera angles look good but offer no assistance to gameplay

The Earth's last hope!

HAWK

An American Top Gun who must model himself on Tom Cruise – just look at his eighties hair-do!

GLENDA

No, she's not an actress turned politician, she is a hardened fighter pilot bent on destroying everyone who opposes her

HIEN

The token Japanese pilot. In his spare time he likes to eat sushi and play golf

VOLK

A Russian pilot whose voice is more than a little reminiscent to that of big Arnie

Boss Attack!

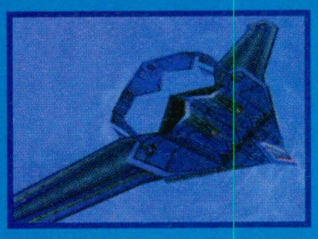
One option in *Aerofighters Assault* lets you face the boss characters in a battle to the death!

SUPER X WALKER

This is the first boss that you encounter and he's cruising the downtown area of Tokyo on a mission to blow up parliament – or something

LEVIATHAN

This is a super-futuristic battleship which, despite its size, has the ability to submerge just like a giant submarine

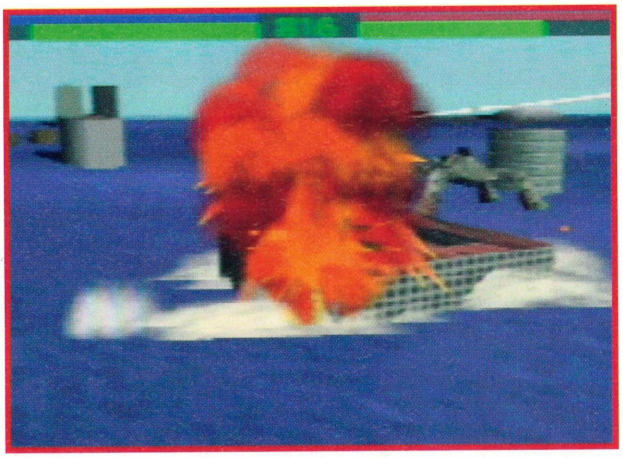


SPRIGGAN

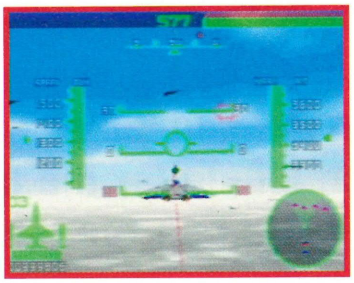
This huge aircraft is on a flight path for New York, along with an invasion army the size of something really big. It has stealth capabilities so it won't appear on your radar

BAZEEL

A desert tank that is protected by almost indestructible armour. As you would expect from a tank, it has a selection of extremely powerful weaponry to aim at you

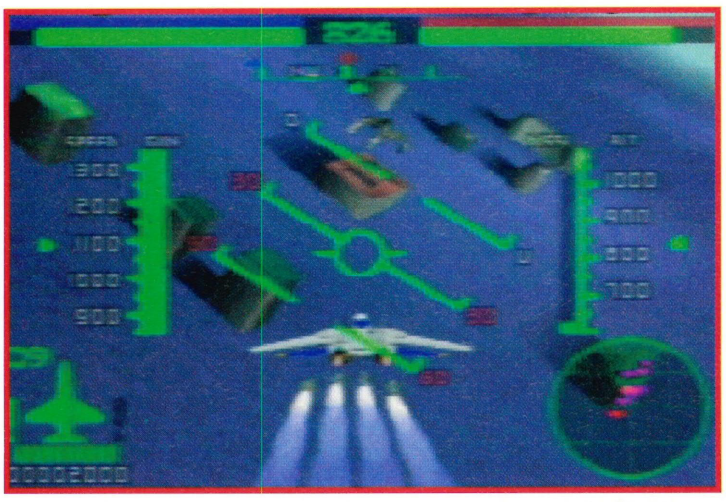


▲ A huge mushroom cloud is all that is left of the Sony building. Shame



part in a dogfight with a friend, over a choice of three environments. The backgrounds have no bearing on the game at all here, they are just that – backgrounds. Although this is a minor distraction from the tedium that is the main game, it is hardly a reason to go out and pay money for it. Anyway, the battle mode in *Lylat Wars* is a far more enjoyable experience.

With all of those Silicon Graphics-developed microchips inside the N64 it should really be the ideal machine for producing fast moving and graphically detailed flight sims. Alas, this is not the case with *Aerofighters Assault*. The abysmally slow frame rate is a complete



▲ The F-14 dives in to attack the boss. Don't be fooled it's not that exciting to play

sin – especially when you consider this is supposed to be a simulation involving aircraft that fly at twice the speed of sound.

Additionally, it makes the game completely unplayable in places – you'll try to engage an enemy in a dogfight and find yourself either over- or understeering by the time the frame catches up with you. Compare this with Paradigm Systems' other N64 title, *Pilotwings 64* and you wonder where it all went wrong.

It seems that the N64 was fine at handling a large landscape with only one object to worry about – as we saw in *Pilotwings* – but when it comes to thirty planes flying around, it seems to struggle quite noticeably. This is a real shame, because there is definitely a place in the Nintendo 64 market for a game that accurately simulates the feeling of flight, yet still manages to combine it with an addictive arcade element but, sadly, *Aerofighters Assault* is just not it.

verdict

Name:	Aerofighters Assault
Publisher:	Video System
Developer:	Paradigm Systems
Players:	1-2
Released:	Out Now
Game Type:	Flight Sim
Version:	US

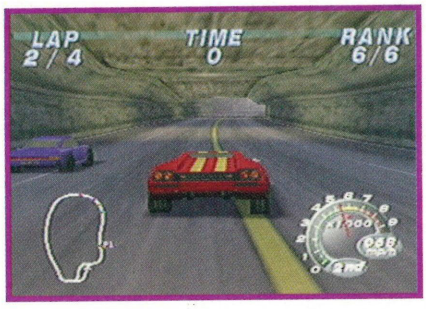
graphics 45
The terribly slow frame rate ruins it

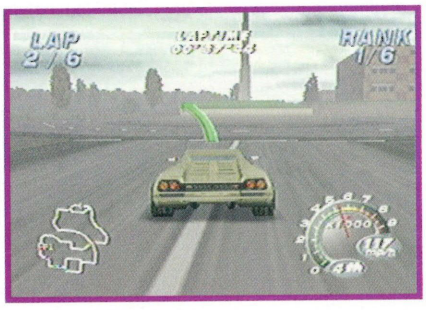
sound 50
A very annoying MIDI soundtrack throughout

playability 40
Repetitive missions made worse by difficult gameplay

lastability 55
You'll get bored after only a few goes

overall 42

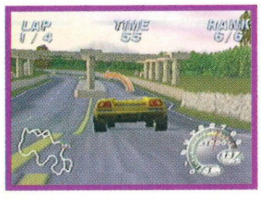




Automobili L

When I was a lad I had a dream... a car, a sleek black car with all manner of fancy aerodynamic add-ons which would let me break all known speed limits — and pull the babes.

▲ The arrow says left, so go left you fool



Now all my dreams have been realised. I haven't really got a fancy car though, because my cash box is a little short of the £85,000, I'd need to buy a Lamborghini, but Titus have kindly blessed the Nintendo buying public with *Automobili Lamborghini*, the all new arcade style racer, which is out now for Nintendo's black box.

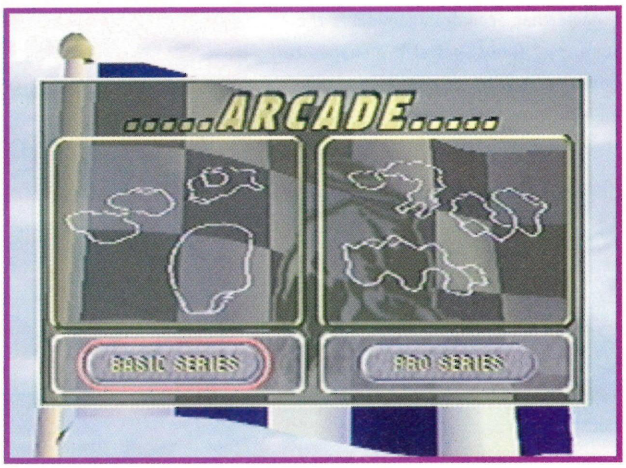
Lamborghini 64 (as it was previously known) is brought to us by Titus, who are the French development team behind other titles such as *Road Blasters* and *Titus The Fox*, both of which were good games in their day.

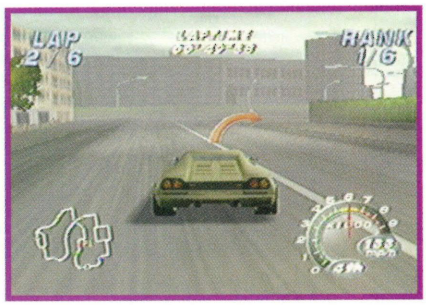
When this game was shown at the E3 show, it received a rather lukewarm reception and not many people showed interest. As a result it got taken back to the depths of their development building and they spent some extra time tweaking and refining certain aspects of the game.

What we now have is the finished, final version of *Lamborghini 64*, now called *Automobili Lamborghini*, in all its glory but – and this is a big but – it doesn't seem to look, play or sound much different than it did back then at the E3 show.

> ..at the E3 show it received a lukewarm reception and not many people showed interest

The first thing that will strike you about this game is that the opening music is totally and utterly awful: one beat, one lyric and one droning noise that sounds like noise pollution being expelled from your speakers. But it's definitely the singing that delivers that fatal blow: "go, go, go, go, go, go...". Argh... I want to scream! It's right up there with 2 Unlimited for poor quality listening value. No, in fact, they would have sounded miles better.





amborghini

▲ It looks like the roadpainters have gone a bit mad and 'striped' the roof of your car. At least no-one can park there anymore!

The introduction sequence sets the scene in a 'we haven't quite finished yet' kind of way. A red Lamborghini Countach is seen racing over a thin and remarkably clean looking mountain road, set against barren and desolate rocky background scenery. The cliff walls all appear (quite literally) to suffer from minor pop-up, the camera views are jerky and it all seems to wobble around, not quite knowing exactly where it should be moving next. Instead of setting up a good feeling for the game ahead, the only vibes that you get from this intro are angst, torment, irritation and plain depression at the thought of having actually paid for this game when you could've hired it for a fiver.

Thankfully the graphical farce of an intro doesn't follow through into the main game, which has a quite good standard of animation and a distinct reduction of the pop-up that was seen in the initial sequence.

Graphically the main game has a pretty good standard of animation and everything moves along at a high (albeit sometimes jerky) rate – although this sensation of speed would seem to vary from stage to stage the game does, on the whole, seem fast.

When in the 'view mode' or stood still, *Automobili Lamborghini* does look like it has good graphics and to be

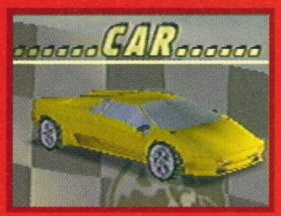
▲ On the whole, the game is glitch free and looks good

▲ The green arrow means a slight bend

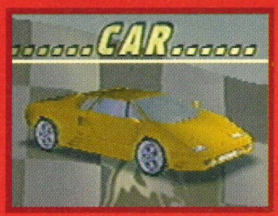
▲ A red arrow means it's a sharp turn

Driving in my car

Automobili Lamborghini features some of the world's most sought after supercars. You earn extra cars as you progress, a la *Ridge Racer*

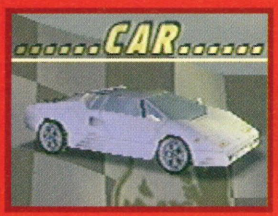


Countach
The classic lamborghini colour – a yellow car will always go fast



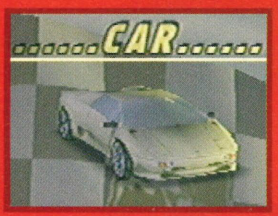
Diablo
This one is a bit slow and its name sounds like a cocktail

Diablo V3
Good top speed, good handling and can keep up with the best



Diablo V2
A perked up version of the Diablo, with a silver re-spray

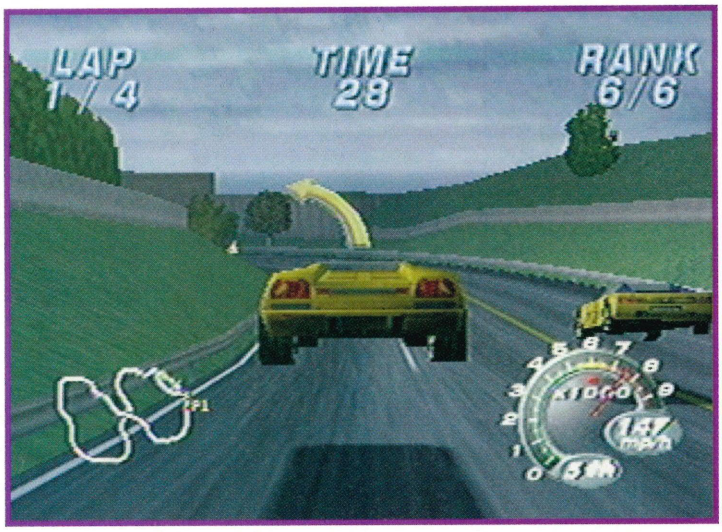
Countach M2
This version of the Countach is a lot faster than its predecessor



Countach M3
This is the fastest car of the lot, it's also a cool colour as well

Nick's comment

Not another N64 racer! It seems like the only games we get these days involve driving round and round a track in as quick a time as possible. Is this what the N64 was designed for? I think not. Anyway, *Automobili Lamborghini* is not that bad a game and if you're a fan of this genre you'll enjoy its slick graphics, realistic feel and well designed tracks. If you're not, then steer well clear



▲ *Automobili Lamborghini* has its dramatic moments. Here the cars jump through the air

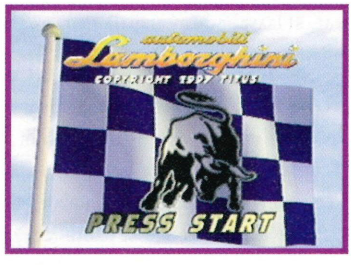
Delicate driving

Once you have mastered the very sensitive analog stick you'll be racing around like a demon – stick sensitivity is up far too high though and initially this will put you off playing. It takes time to become accustomed to edging the stump just a little bit off centre to turn and move the car around.

The game does work with all known forms of steering wheel: the Gamester LMP version is by far the best of the lot, adding a depth that you would seldom find in a racing game of this type.

Of all the courses available, my personal favourite is the Dock on the easy circuit. It has very nice scenery, a wealth of juicy corners that are just begging to be hand braked along, whilst roundabouts and split lanes all serve to heighten the realism of the game.

I must give some credit to the track designers, because for most of the game the tracks are impressive with curves,



fair, to a certain extent it does – it's just on certain stages that it gets a bit unhinged. The backgrounds have their moments of triumph - most notably the Greek style setting, complete with (balalaikas and hummous – only joking) columns and pillars, which you must steer around to stay on the track.

The Rocky Mountains are another good example of this: they look well drawn and move by at a good, steady rate but this is marred by some minor pop-up and a dodgy fog element that probably – given more development time – could have been avoided and cut from the game all together.

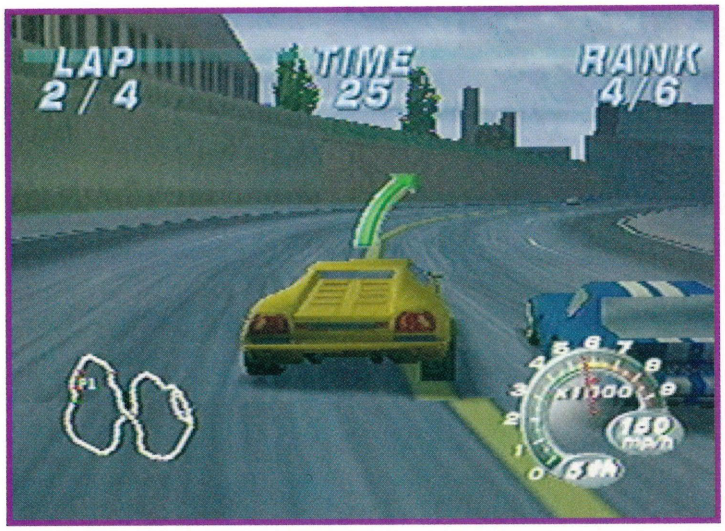
There is also a distinct lack of any interaction with roadside objects (well, there aren't any) and there are never many cars in the race, which can make it seem a bit lonely at times. Traffic to avoid would have been a classy touch, even some innocent bystanders waiting on the road side would have been nice.

Thankfully the in-game tunes bear no resemblance to the cheesy intro. They're in the same vein as those of *Wipeout* - fat drums and bass lines with synthesizers over the top. In fact this is the most pleasing aspect of the game – there are no big name artists here, but the beats are very suitable.

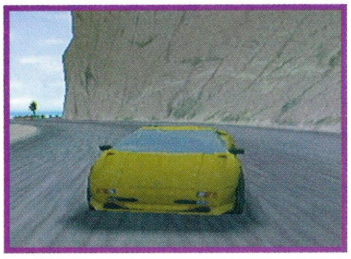
As far as sound effects go, we have all the usual car engine noises and skidding sounds coupled with scrapes and what sounds like a rush of air when you overtake someone – in short the effects are good for this kind of game and compliment the races nicely.

In playability terms, it pains me to say, but *Automobili Lamborghini* is a wee bit disappointing, because the cars all handle (or would appear to handle) in the same manner – although some are noticeably faster than others. The feeling of speed is a very convincing one though, and is further enhanced if you possess a rumble pak. This will give you a better indication of the speed that you're racing at and can be quite breathtaking at times (only at times).

> I must give credit to the track designers for compiling a selection of the most devious courses that I have raced



▲ There are plenty of tunnel sections which are uncannily like *Ridge Racer*



dips, bends, hills, tunnels, short-cuts and pit lanes all making an appearance in some of the most deviously designed courses I've ever raced in a game of this ilk.

This is where *Automobili* scores its points, with tiny things that make a big difference – for example: you can run out of fuel and would need to visit the pit lanes, plus the car tyres can be worn down and therefore the traction that you have on the road's surface is badly reduced. In fact overall *Automobili* feels more like a simulation than an arcade experience – it's not good, it's not bad, it just is.

To begin with there are six cars to choose from, which you can race on any of the initial six tracks. There are also fancy secret cars like Porsches and Ferraris and other hidden tracks buried deep within the cartridge. The race set up screen is customisable and anything from the number of laps to the amount of tracks and the pit stops can thus be adjusted to suit your own needs.

There's one thing I must mention, that's not a gripe, just my own acute observation – the programmers for some reason saw fit to include a 'View' mode, which would appear to do nothing other than let you look at your car (in mid race) from a variety of custom camera angles. How odd.

The main thing which *Automobili Lamborghini* has got going for it is the multiplayer option, which allows up to four players to take part in a race at the same time. This is much more fun than the main, one player game but it will still leave you with a nasty empty, hollow feeling. It's at this point that you'll realise that you should have listened to your conscience when it said "buy *Extreme G* instead".

Although the multiplayer mode is quite good it's really not the best – I can think of at least seven other games that have better multiplayer facilities. Like what? Well, how about *Extreme G*, *Goldeneye*, *Mario Kart 64*, *Diddy Kong*, *J-League*, *Top Gear Rally*, *Multi Racing Championship* etc... All of these games have an addictive something that works, whereas so far *Automobili Lamborghini*, well – it 'has something' alright. I just hope for all our sakes that it isn't contagious.

Automobili really has nothing new in the way of features that are likely to be an influence on other titles and does nothing to progress the racing genre any further on, either in terms of realism or playability. It does have its moments, like the 'good fun to race' tracks such as the Docks and the Greek style track, but after completing the championship and beating the arcade mode, you're not likely to let Automobili see the light of day again.

The multi-player mode does add a little more to the game – which is ultimately just a par-for-course next generation racer – but it still can't make up for the fact that *Automobili* is flawed in many ways. I guess all my dreams didn't come true, after all.

verdict

Name:	Automobili Lamborghini
Publisher:	Nintendo
Developer:	Titus
Players:	1-4
Released:	Out Now
Game Type:	Driving
Version:	US

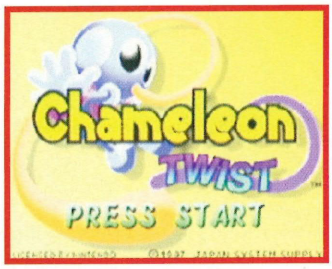
graphics 84
Well drawn cars and the tracks are well designed

sound 83
Typical bangin' tunes to suit the action

playability 79
Has it's moments of joy but others of sadness

lastability 79
Not really enough to keep you occupied for long

overall 72



Chamele

Ask yourself a question. Does the N64 really need another 3D platformer? It already has *Mario 64* (arguably the most innovative video game ever) *Bomberman 64* and *Doraemon*, so what can Sunsoft do to improve on the genre?

▲ Is there anybody out there?

▲ This is a sticky situation

Obviously most games of the present day have been influenced in some way, however small, by the titles which have gone before them. The better of these games borrow the best ideas from the past and improve upon them to create exciting new titles, whilst others seem content to rehash tired concepts. If you take *Bomberman 64*, you can see that it's definitely borrowed elements from its predecessors and tried to make them appear more advanced, up to date and 'nineties' but the only improvements were sadly superficial.

Of course, the obvious success story has to be *Mario 64*, which also took an existing character and style of gameplay but managed to improve upon it in every way imaginable – as its staggering sales figures have shown.

Then there's another category – titles which bravely try to introduce brand new ideas into what is one of the longest running genres, with varying degrees of success. The programmers of *Chameleon Twist* can easily be forgiven for borrowing elements from *Mario 64*, which is after all the greatest platform game written to date, but unfortunately many of the new ideas they've included hinder rather than improve the title's basic gameplay.

But this is jumping ahead – first let's consider just what is it that makes a great platformer so good? I have to admit to being a bit of a retro fan where platformers are concerned. The only platform games that have ever kept

You don't want to do it like that...

Here are the motley crew that did more bad than good

DYNAMITE SOCCER

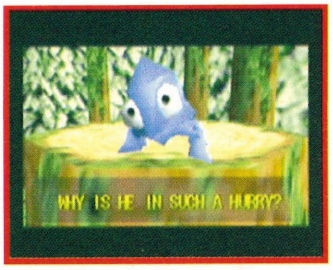
Not quite a platform game but it definitely did more bad than good

DORAEMON

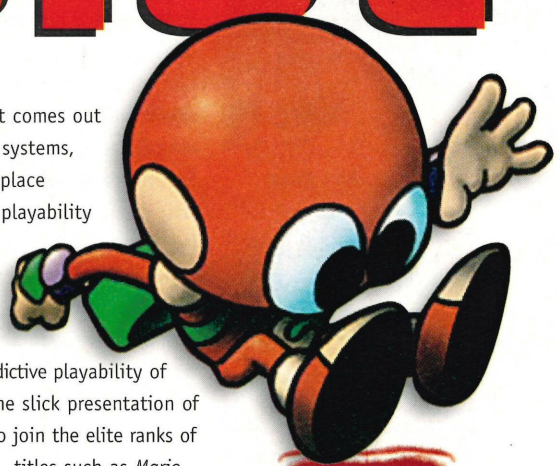
Complete *Mario 64* rip off... in every sense!

MISCHIEF MAKERS

Poor, very poor!



on Twist



my attention for very long (*Mario 64* excepted) were on the Sinclair Spectrum (those were the days etc). The likes of *Manic Miner* and *Jet Set Willy 2* used to keep me enthralled for hours, even days on end. Not only were they damn good fun, but also hard to complete.

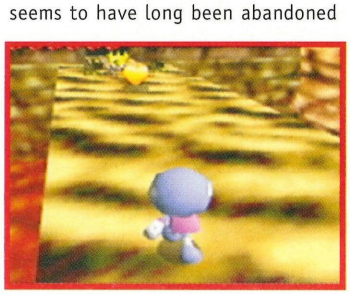
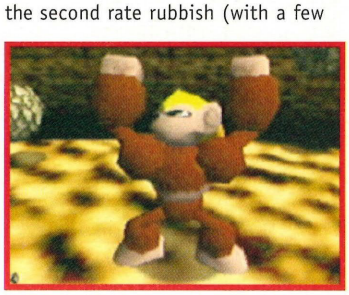
The platform games of the past were only shabby looking, 2D affairs, with four or five colours on screen at any time but the games themselves had a vital quality that today, sadly, often seems to have long been abandoned – and that's the elusive concept of good playability.

Obviously, if anybody saw one of these titles now their reaction would be "urgh, how can you play that – it's out-dated and sad!" but although the plots, sounds and graphics were kept sparse and simple, the playability and 'one more go' factor were, most times, infinitely better than the second rate rubbish (with a few exceptions) that comes out on many newer systems, which tends to place aesthetics over playability every time.

Twist is just another 3D platform game, something its new ideas can't save it from

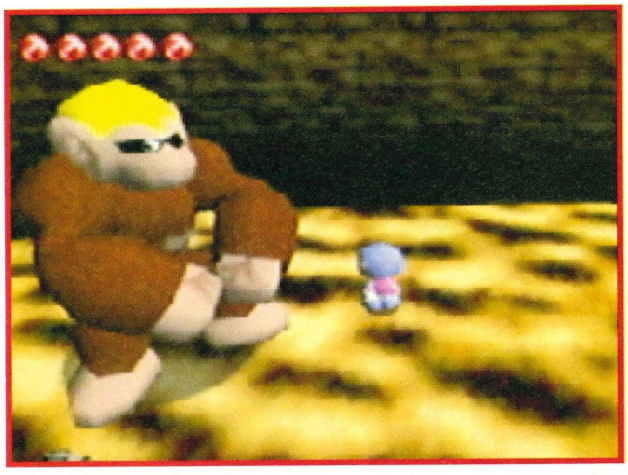
So, let's turn to *Chameleon Twist* – can it combine the addictive playability of the past with the slick presentation of today, to join the elite ranks of titles such as *Mario 64*, or is it just another new jazzed up but cliched platformer? From the moment you plug the cartridge into the machine, you know that you are about to embark on a quirky platform adventure, that's full of new ideas but is in the vein of every platform game that has been and gone before it. *Twist* is rather blatantly going to be another 3D platform game (with anti-aliased graphics and all the usual trickery that's now become the standard on the Nintendo 64) something even its new ideas can't save it from.

The cartoony introduction sequence sets the storyline for the adventure

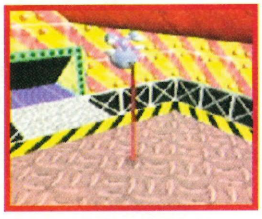



Nick's comment

The idea behind *Chameleon Twist* is actually quite clever – use your tongue to lick and spit your way through the levels. The trouble is that there just isn't enough to this game to warrant a purchase. The six levels are very reminiscent of *Mario 64*, except that they are completely linear and lack any of *Mario*'s excellent graphics, intuitive puzzles and games. Don't even consider buying this game – if you do you'll be sorely disappointed



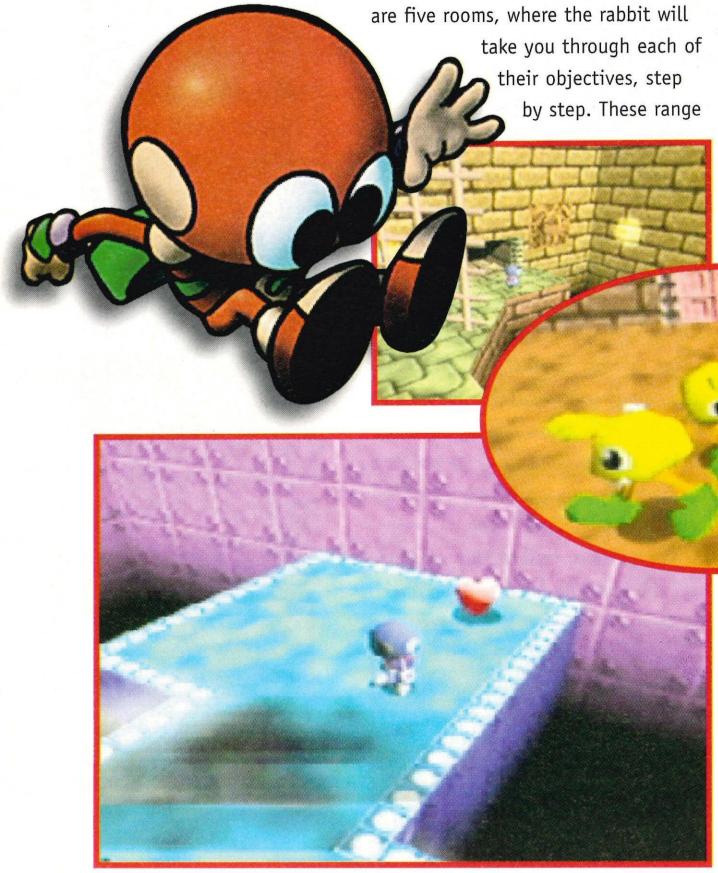
▲ Don't be such a chimp



▲ Riding the red liquorice

ahead. A lonely chameleon, sitting on a log, watches as the rabbit from Alice In Wonderland runs past. "I'm late, I'm late" he cries, runs past and then dives into what appears to be a huge jug of magic milk. The chameleon, being a bit simple, decides to follow in the rabbit's footsteps and dive in after him... One hazy colour wash later, the chameleon has morphed into a *Bomberman*-esque form and is thrust into a strange looking 3D world. So far so good – the intro is nice and gives you a vague idea of what's going on in the game.

There are numerous multiplayer modes like the time trial, battle and also a training mode in which you must practice with your primary weapon – your tongue. In the training mode there are five rooms, where the rabbit will take you through each of their objectives, step by step. These range from the strange to the tricky: in one room you must use your tongue to catch chocolate children and then spit them out, whilst in another you must use your tongue as a pole-vaulter would use a pole! In the next you must use your tongue to grab the bars, then spin around them to the other side of the room.



You want to do it like this!

Here are the elite few that got it right!

HEAD OVER HEELS

One of the earliest and best platformers that I remember!

JET SET WILLY 2

One of the sequels to *Manic Miner*, another lost classic

CHUCKIE EGG

An original and extremely playable platform romp

SUPER MARIO BROS.

The landmark NES title which went on to launch a plethora of sequels

SUPER MARIO WORLD

Still heralded by some as the best game of its kind

MARIO 64

Need I say any more?

The main game gives you a choice of four chameleons to play as (sounds promising) but they are all the same and won't alter the gameplay or make the game any different. The thought of being a chameleon and licking your enemies to death sounds like a very good one, original and fun and the idea of being able to use camouflage was also a good one, but sadly the hype that has surrounded the game has blown the facts out of proportion. But that's jumping ahead again.

▲ That ant almost looks scary, almost.

▲ Being chased by gob stoppers is fun.

Don't poke your tongue out at me!

POLE VAULT
Use this to reach the places other chameleons can't reach

STICKY TONGUE
Use this to snare multiple enemies and then...

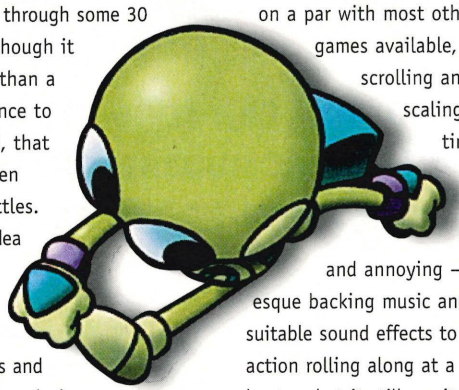
SPIT
... gob them back out! Yuck, disgraceful habit!

GRAPPLING TONGUE
Use this to grab poles from a distance then pull yourself in

TONGUE SPINNING
Rotate around a pole once you've licked onto it

When you begin on any of the six levels, you can talk to the bunny for some usually useless advice, after that you start. The object of each level is to slurp your way through collecting every golden crown and then defeat the boss character. The collection of all of the crowns is not necessary to complete the level or indeed the game, but you get bonuses if you have every crown from every level.

When *Chameleon Twist* first came into the office we were all gagging for a multiplayer game, we tried it and were instantly hooked. The humourous and zany antics of the main character had us playing through some 30 games, and although it did bear more than a little resemblance to *Bomberman 64*, that was all forgotten after a few battles.



The basic idea of the multi-player section is to collect popcorn, flames and chocolate children (using your tongue) and then spit them at your opponents to knock them outside the arena, this works very well and we were all eagerly waiting to see the main game. The task of testing the proper game in all its one player glory luckily fell to me – or at least I thought I was lucky, until my hopes were shattered when I stepped up to play.

The first level is set on a plateau high above what we can only assume is a jungle. The baddies here only consist of hedgehogs and spiders, so don't worry, they're easily dealt with. In fact, that one word carries and echoes throughout the adventure: easy.

The in-game graphics are all nice enough with all the usual trickery being present and at times they surpass those of *Mario 64*, particularly with the water,

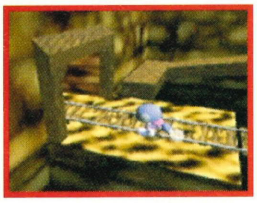
▲ Now you know where our designer lives

the baddies are pretty cute and colours are bright and bold. The animation is on a par with most other platform games available, with smooth scrolling and camera scaling most of the time. Sounds are also as you would expect – cute and annoying – with *Mario*-esque backing music and a variety of suitable sound effects to help keep the action rolling along at a steady rate of knots – but it still won't stop you from turning *Chameleon Twist* down, or off.

I would like to say that the game is overflowing with copious amounts of secrets and new things to keep you occupied and coming back for another go, sadly I can't. Why? Because there is no challenge and in the 70 minutes that it took me to complete the game, I didn't find any of the innovative ideas that have recently pushed the platform genre to a higher level, and it became more of a bore than a pleasure. The concept of playing a chameleon is new but this concept totally fails to translate into innovative gameplay, which really damages the playability of what could have been a real winner.

As I said, in the space of one hour and ten minutes the game was complete and sitting on my desk looking very sorry for itself. I've never finished a whole game so quickly before, and frankly I think the fact that *Chameleon Twist* is so easy is appaling.

Challenge was non-existent, the so called 'puzzles' and 'devious traps' that the game boasted were no more puzzling or devious than playing with Lego and the whole thing just made me want my Sinclair Spectrum back even more than ever.



verdict

Name:	Chameleon Twist
Publisher:	Ocean
Developer:	Sunsoft
Players:	1-4
Released:	Out Now
Game Type:	3D Platformer
Version:	UK

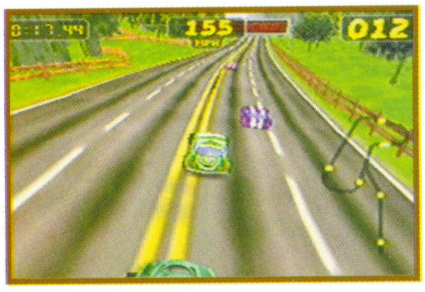
graphics 83
Nice graphics, but where's the challenge?

sound 70
Standard bouncy tunes, but where's the challenge?

playability 69
It plays like a very short, average game, but where's the challenge?

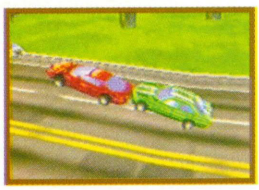
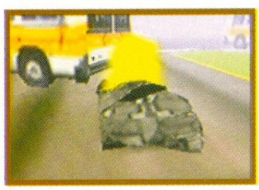
lastability 30
The lastability only got this high score because of the multiplayer mode

overall 51



San Franc

I don't know about you, but the thought of driving eight different vehicles across 24 different courses is one that makes me go all wibbly-wobbly, and now I feel happy to be a Nintendo 64 owner.

San Francisco Rush is the latest offering from Midway, who are the same people that brought you *Mace*, *Doom 64*, *NBA Hangtime*, *War Gods*, and most notably, the *Mortal Kombat* series. The game has appeared in arcades up and down the country recently and has wowed people with its non-pop-up scenery and smooth 3D game engine – but how will it fair on the N64?

Is it just me or has there been an abundance of second – no wait a minute – not even second, in fact third rate racing games suddenly appearing from nowhere and stopping what is the most powerful console in the world from having a decent arcade style racer? Okay, so we have been blessed with the game known as *Extreme G*, which was a very playable, very, very fast motorbike-fest, but other than that it's all been a bit Sega Saturny of late.

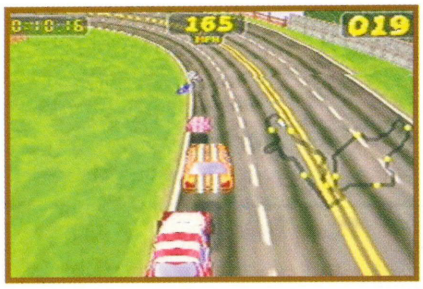
▲ We don't know what's going on with all those strange paint jobs

This game has been in the arcades for about three months now and it was an okay game, playable, quite a good looker and worth shoveling a few 50 pence pieces into the unit to have a blast with a friend for that competitive feel. The Nintendo 64 version should be available shortly after you've read this review – do not see this as a review though, see it as a warning etched in massive letters across your local computer shop window.

There are very few things that annoy me in life, the worst of them is this – an arcade game that was okay being converted on to a games machine which is the most powerful the planet has seen, but because of sloppy programming and the desperation to get it out for sale before the arcade machine goes stale, the gameplay gets long forgotten. Consequently the home conversion does the machine no justice whatsoever and the public have yet another sub-standard game on their machine, which then has people losing faith and flocking to other consoles for their entertainment.

The arcade machine was a fair game for 50 pence a throw, but this, at £60? Thanks but no thanks.

There is no real intro, just a cheesy running demo of the game utilising the four different camera angles (which may sound fair enough) but even that doesn't make up for the gaming



isco Rush

▲ Only in San Francisco would you see people driving around in pink cars. Yeuch

debacle which is yet to come. Even *Rage Racer* on the PlayStation had a short but nice introduction sequence with which the mood was set for the racing ahead. The race start and set-up screen is bland, dull, depressing and would be enough to make you take the game right back to the shop where you bought it from. It has a total of three race modes: Circuit Mode, Practice, Single Race and all of these can be played in the split-screen two player mode as well.

There are eight cars to choose from and these range from the Lamborghini to a Volkswagen camper van, Beetle, B.M.W, Pontiac Firebird and a few car shapes that aren't recognisable as makes of car that I've ever seen, but certainly have four wheels so because of this they qualify. Each car has its own merits and its own faults (allegedly), not that it will make any difference to the outcome of

▲ Realistic jumping in your car

Nick's comment

Yes, it's yet another driving game on the N64. I wish that I could tell you that this was something different from the usual hum drum that is the norm with this genre, but *San Francisco Rush* is not. This game suffers from tired gameplay and ropey graphics. Okay, there is one decent idea – collecting the rings on the courses gives you access to extra cars, so this gives you something of a challenge, but even this doesn't add much to the gameplay. It's such a big disappointment to see releases like this out on the N64 – developers have the most powerful console on Earth to develop for and they still churn out trash like this. What a waste

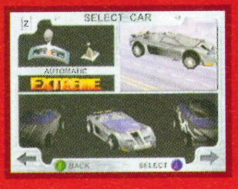
The cars

Most racing games give you a selection of cars or ships to choose from, and here are those mighty fine motors from *San Francisco Rush* (well, those that they most closely resemble)

BMW
Chic, suave and good for picking the kids up from school in

PONTIAC
Handles well but is not too good at acceleration

PORSCHE
Not especially good at anything



MCLAREN F1
Supposed to be the fastest road car, but I beg to differ

CAMPER VAN
Slow, boring and not much fun

DODGE VIPER
Faster but handles more like a Fiat Panda

VW BEETLE
Not too fast, not too slow, just cool

LAMBORGHINI
Sounds more like a 50cc motorbike or a lawnmower engine than a £85,000 set of wheels

the race. The eight cars all handle in more or less the same way, and the only noticeable contrast in the actual game is that some have a slightly higher top speed than others. There is also the choice between a manual transmission or an automatic transmission, and a selection of ten colour variations for each vehicle.

Once you actually get in to the main game and start the single race option you will be faced with the player name entry screen, then the track select, and finally the car selection screen, then you're ready to go. There are a grand total of six tracks to choose from in the single race mode, and 24 to race on from the circuit mode – these are the initial six tracks which have mirrored and turned backwards, which adds a bit more challenge and makes the game seem a lot larger than it actually is. There are of course the alternate routes and shortcuts on most of the tracks, and this is a good idea, but it still doesn't compensate for the flaws that remain. *Extreme G* had twelve courses and just used earlier tracks as well as new ones in the higher leagues to pad the game out a bit, but in that game it worked very well.

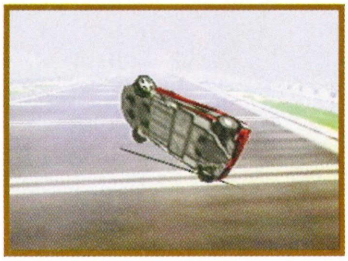
The game graphics are of a reasonable level, with some very nice scenery and some easily recognisable San Francisco landmarks like The Golden Gate Bridge, Fisherman's Wharf, The Palace Of Fine Arts and Twin Peaks. The cars are drawn and animated nicely and their tyres even leave skid and slide marks on the road when pulling away or turning too harshly – they can even get damaged or just blow up (in an unspectacular and unsatisfying manner) through too many crashes and collisions. The scenery is pleasant enough and easily beats some of the N64 driving games (except *Extreme G* and *Lamborghini 64*); everything does look solid enough although there is an unhealthy amount of fogging which is obviously hiding the pop-up. The in-game tunes are reminiscent of *Road Rash* (motorbike beat-'em-up racing), with typically American heavy rock guitar music and loud drums blaring out of the speakers. The spot effects are reasonable; each car has a different engine noise from the next and they do sound as if they're driving at high speeds, even if the graphics and the rumble pack don't ever reinforce this illusion.

...see it as a warning etched in massive letters across your local computer shop window.

Now is the moment where you will find out how well it plays, because no matter how good a game's graphics and sounds are, if it doesn't have good playability then it's not going to get much of a reception on its release. As far as playability goes I have to say that *San Francisco Rush* is an absolute

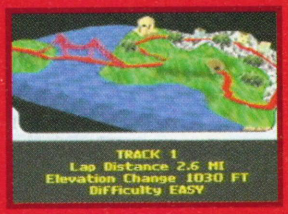
Justin's comment

It seems like every other game that's coming out on the N64 at the moment is some sort of racer – with *Extreme G*, *Top Gear Rally*, and *Diddy Kong Racing* being the genre leaders of recent weeks. *San Francisco Rush* is essentially an arcade racer, which might make some of you speed freaks think that this is just what you've been waiting for – think again! If this had been released as one of the N64 launch titles, I still would've been hard pushed to recommend it. And with the amount of quality competition around at the moment, I'm afraid that *San Francisco Rush* really doesn't get a look in!

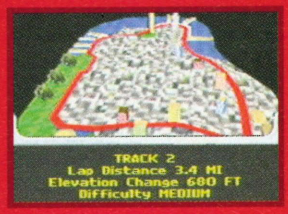


Tracks

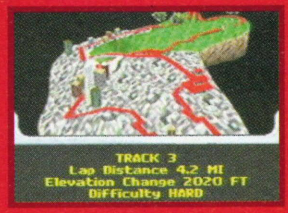
All good race games have varied courses and tracks with which the player may test their driving skills, and here are the initial six from *San Francisco Rush*:



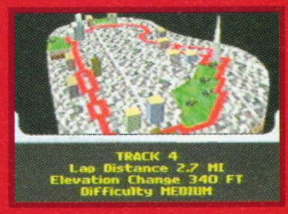
A short track running over the Golden Gate Bridge



A coastal track spanning across Highway 80



A hard, winding track running through part of Chinatown

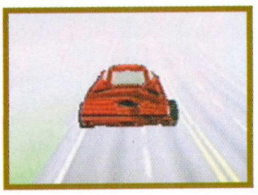


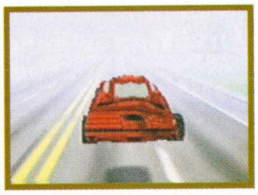
San Francisco Bay is the main attraction of this easy track

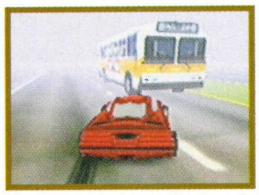
If you like cityscapes then this is the track for you

Driving right out of San Francisco and on to the Pacific Ocean is where this straight and easy track goes

▲ The in-car view provides the most dramatic viewpoint but also the most difficult





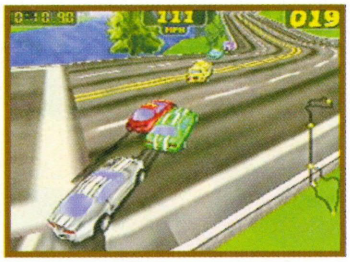


dog – in fact it's a dog with three legs. The programmers obviously thought it would be a good idea to include a jump button (why, why, why, why, why?) but all it does is hinder your lap times and make you lag even further behind the computer controlled cars. There are several major gripes about the jump button; the fact that when you take a shortcut, if you accidentally press it, you will be taken high up in the air and transported across, through and over all of the buildings in that area until you reach the main route (by which time you are in last place). Another gripe is that when you land after jumping, your car flashes for about ten seconds before returning to a normal state, by which time you are so confused that you will again be in last place. The final moan at the jump button is that you do not have to steer during any of the races at all because of this function. All you have to do when faced with a corner is press the button and you will jump, then it will jump and auto centre you into the middle of the track around the corner.

One of the most mind-melting aspects of this game is that it could spawn hundreds of sequels – one for each city – help!

At the end of the day it is an unnecessary addition to a game that is trying its best to be a mix of the *Ridge Racer* games and *Cruis 'n USA* The programmers must have thought that it would be a good idea but, I'm afraid it's not. One of the most mind-melting aspects of this game is that it could spawn hundreds of sequels – one for each city – help! I don't think that, with *Extreme G* available and *Diddy Kong Racing* and *Lamborghini 64* on their way to receiving a British release date, anybody is going to go head over heels and buy this game – there are too many other good games out there that would warrant a purchase over this (dare I say it... even *Cruis 'n USA*).

▲ Congestion – just smash through it



▲ The tracks twist and turn through SF

verdict

Name:	San Francisco Rush
Publisher:	GT Interactive
Developer:	Midway
Players:	1-2
Released:	Out Now
Game Type:	Racing
Version:	US

graphics 60
Nothing special, but adequate for the job

sound 61
Nothing to stop you playing a Spice Girls song over the top

playability 62
The playability is nothing to write home about

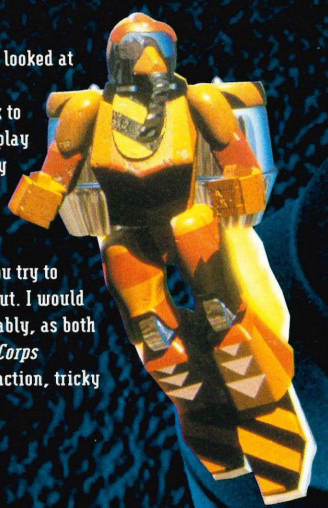
lastability 59
Six tracks and a fair few cars, but not enough variation

overall 57

Reviews round-up

Even on a console as great as the N64 there are a number of games that are best avoided. Read on to see if the game you're thinking of buying is worthy of your wallet!

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%

Bomberman 64

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 nowhere near the perfection of the old SNES incarnation. *Bomberman 64* is one of the biggest let-downs of the year.

ISSUE NINE SCORE

75%

Cruis'n USA

What on earth is this? Have I slipped through a time warp? Am I back in the late 1980s? 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 TEN SCORE

79%

Doom 64 [UK]

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.

ISSUE NINE SCORE

89%

Diddy Kong Racing

At first I thought that this was going to be a simple update of *Mario Kart 64*, but I dug a little deeper and found something very different. It relies in some ways on *Mario Kart* – which goes without saying. However, when you get a bit further into the game you realise that there is much, much more. The adventure mode is absolutley awesome fun, with loads of missions to accomplish and tasks to complete. The multiplayer modes are also very good, with players being able to choose between a plane, a hovercraft, and a kart. If you liked *Mario Kart*, you'll go ape for this!

ISSUE TEN SCORE

95%

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%

round-up 64

Duke Nukem 64

I'm one of the few people in the office who's never really got into the *Duke Nukem* on the PC, and after falling head over heels for *Goldeneye 007*, the Duke had his work cut out if he was going to impress me. I understand that a lot of the PC features such as strippers and 'dodgy' film posters have been removed from the N64 version, but if, like me, you've never experienced the *Duke* phenomenom, you won't miss these un-Nintendo like features and can concentrate on enjoying the game without having to stop every two minutes to show your mates what's changed (Miles!) In my opinion *Duke Nukem 64* could have taken the Nintendo by storm had it only been released before *Goldeneye 007*, but with the two of them more or less going head to head for Christmas, I'm afraid there can only be one winner.

ISSUE TEN SCORE

90%

Dynamite Soccer

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.

ISSUE NINE SCORE

25%

Extreme G

Ah, a breath of fresh air has wafted into the office and blown away the cobwebs of all those stale driving 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 rollercoaster 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.

ISSUE NINE SCORE

94%

F1 Pole Position

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.

ISSUE NINE SCORE

80%

FIFA 64

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

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

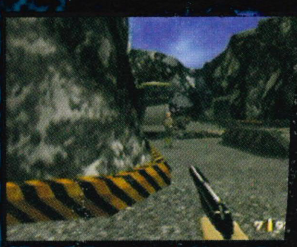
43%

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 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 multiplayer 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

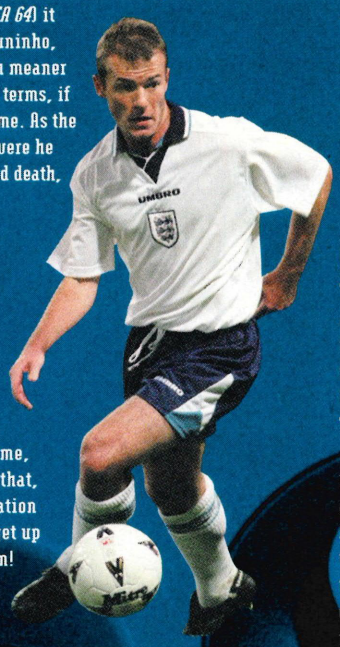
80%

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%

Jikkyou World Soccer 3

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*.

ISSUE NINE SCORE

97%

Killer Instinct Gold

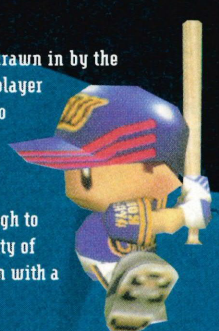
Play this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all, who can get one of the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that – but nothing that matches 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

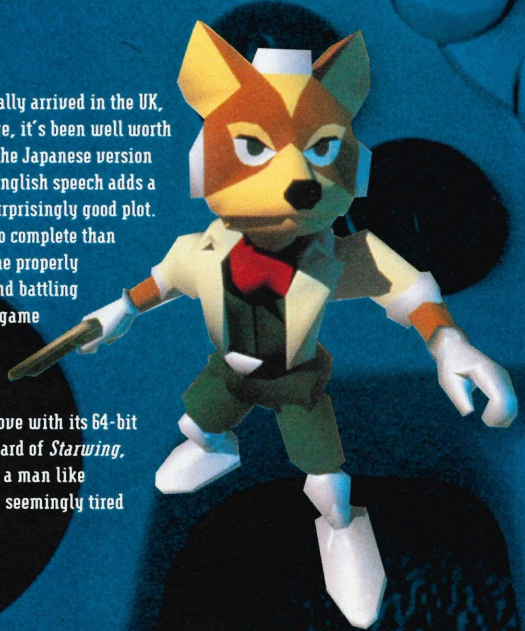
91%

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%

Mace: The Dark Age

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*.

ISSUE NINE SCORE

89%

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%

NFL Quarterback Club '98

Until American football games started appearing on consoles I would'nt have known a touchdown from a hole in the ground, but after playing *Madden* games on my SNES for hours on end I became quite a fan of the sport. *NFL Q'back Club '98* basically takes tried and tested gameplay formula of the *Madden* series, improves upon it, tarts up the graphics, adds plenty of new options, and kicks the competition for a field goal. Anybody who's ever enjoyed an American footie game will absolutley love this, but unfortunatley for Acclaim I think most N64 owners (at least in the UK) will be sticking with *ISS 64* to satisfy their ball habit.

ISSUE TEN SCORE

90%

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.

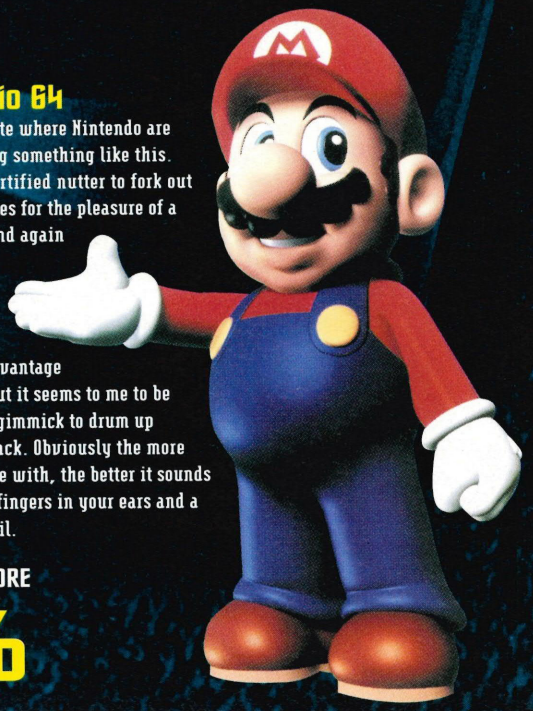
ISSUE ONE SCORE

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%

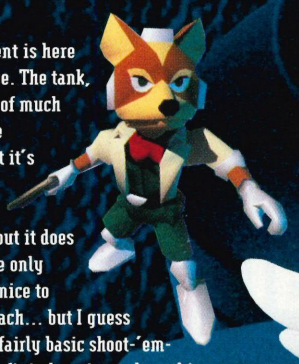
Shindou Wave Race 64

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%

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!

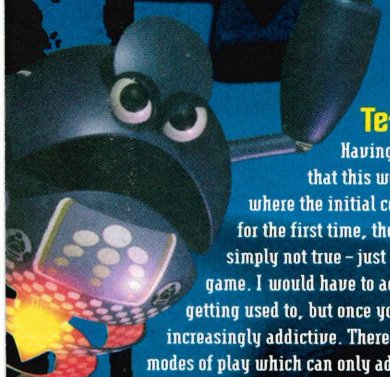
ISSUE ONE SCORE

61%

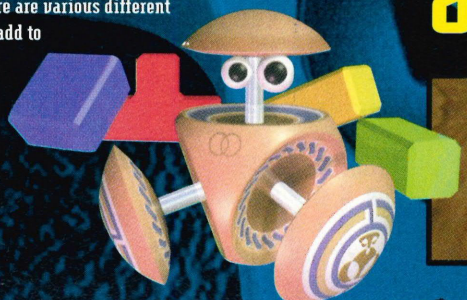
CURRENT SCORE

49%

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%

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!

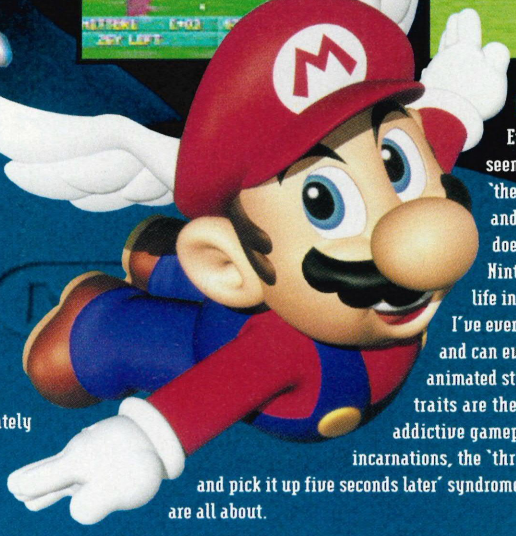
ISSUE ONE SCORE

96%

CURRENT SCORE

42%

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%

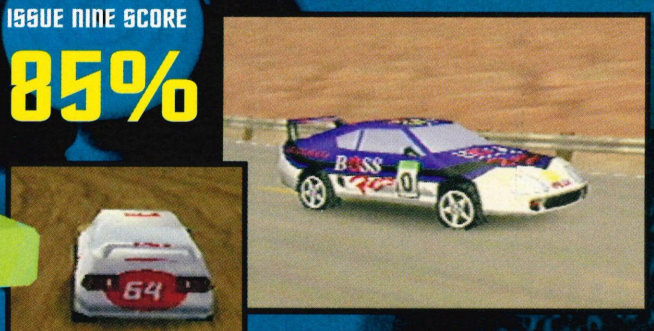
Top Gear Rally

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!

ISSUE NINE SCORE

85%

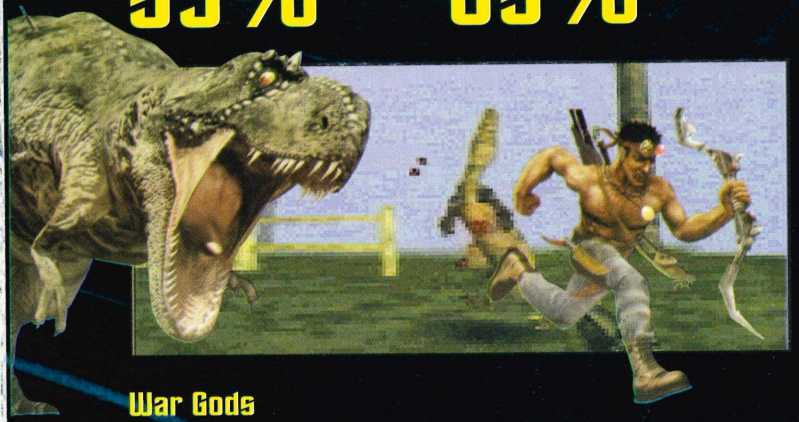


Turok: Dinosaur Hunter

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.

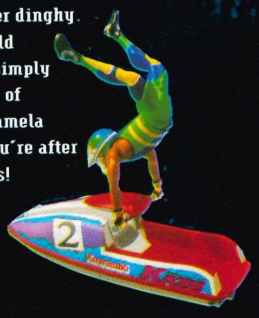
War Gods takes its gameplay from *Mortal Kombat* and then transfers it into 'wondrous' 3D and this is the main problem – *MK* has become very dated since the likes of *Virtua Fighter* and just doesn't hack it anymore. For die-hard fans of *MK* only.

ISSUE TEN SCORE **69%**

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%**

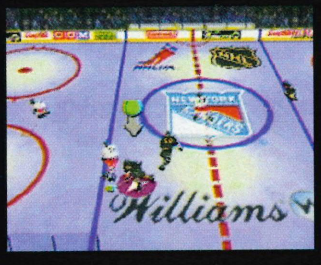


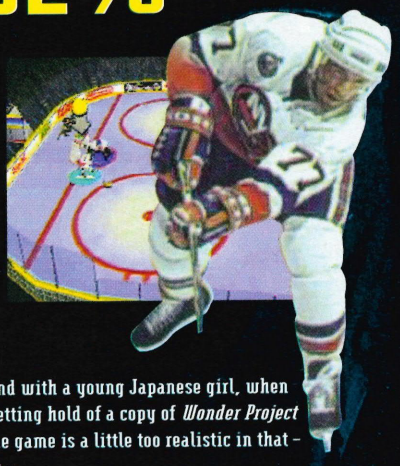
Wayne Gretzky's 3D Hockey

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%**

Extra Ext

This month we've decided that, what with Christmas over and done with, loads of new Nintendo 64 owners out there will be just gagging to know what to spend their money on in the way of joysticks and other peripherals. So, without further delay, here is the ultimate peripherals guide.

The first selection of peripherals under scrutiny are the steering wheels – what's the point in having arcade quality racing games if you can't have arcade style controls? Sometimes a device such as this can add a great deal of depth to an otherwise dull game, and even more quality to a game that is already brilliant.

Here is the first wheel to get the TOTAL treatment:

The Lx4 Steering Wheel With Foot Pedals — made by Gamester (LMP).

The overall feel of this wheel is that it's well made and can definitely take a battering (believe me, it can). The buttons are in sensible positions around the panel and not out of reach, it has a memory card slot in what would be the dashboard and a gear changer (not a stick) under the wheel's right side.

The Lx4 wheel is very responsive and features auto centring, it works with every racing game out and others that have yet to appear. It works very well for racing games like *Extreme G*, *Multi Racing Championship* (gasp) *Cruis 'n USA* and even the newly released *Diddy Kong Racing*. However, it's not so good with *F1 Pole Position* and *Mario Kart 64*, but both those games are past their sell-by date, and there are far better racers available now.

Available in UK – Out Now
Supplied by – Gamester
Manufacturer – Gamester
Price – £69.99

V3 Steering Wheel — Interact

This is the V3 steering wheel made by Interact. The idea is that to improve on the stability of the wheel you have to physically sit on the support base whilst you are playing and therefore have the whole caboodle popping up between your legs.

It feels quite fragile and also has a tendency to make you feel like you've been riding on a horse without a saddle all day. The steering shaft can be adjusted to suit the height and comfort level that the player needs, which is definitely a good idea.

This will work with most racing games but it doesn't feel as sturdy and realistic as the Lx4 Gamester Wheel and the auto centring is very wobbly. A fairly good buy, but I would try the others before making a purchase.

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

ra Extra!

VRF1 X-Cellerator — Blaze [Fire International]

The VRF1 X-Cellerator is next and last on the list of steering wheels. It has analogue buttons and digital buttons, so you are given a fair choice as to which you will use and what way you will play. The wheel itself is quite well made and feels fairly sturdy on any surface, it has the adjustable angles but no memory card slot; this may be because of the fact that you can use it on Nintendo 64, Sega Saturn and Sony PlayStation, therefore three memory slots would lead to an excessive amount of holes in the unit. The floor pedals are made to give the impression of metal and plastic, but are totally plastic and not very stable. That said though, they work to good effect and serve their purpose as well as can be expected.

The VRF1 works well with *Cruis 'n USA* and *Multi Racing Championship*, but is not recommended for high speed racers like *Extreme G*.

Available in UK – Out Now
Supplied – Blaze
Manufacturer – In House
Price – £69.95

When it comes to buying a second controller, you will find the sheer amount that are being brought out initially quite overwhelming, so here is the ultimate joypad guide.

SuperPad Plus

This pad looks suspiciously like the Shark Pads that were brought out not that long ago; one pronged design (as you should know, no developer other than Nintendo can use the original design for controller pads) and all the buttons are where they should be, even if they are a little bigger than on the official pad.

The 3D stick is quite stiff and works well with games that need precision like *Goldeneye*, *Turok* and *Wave Race*, and is also good for most of the fighting games and racers currently available.

Available in UK – Out Now
Supplied by – Interact
Manufacturer – In House
Price – £22.99

Makopad 64

This pad is more or less a kidney shape, and fits into the hand quite nicely, allowing for firm but accurate control over your actions. The 3D stick is quite well placed (although I think it should have been where the digital pad is) and is not too stiff, not too loose, so the amount of control you have is just right. The buttons are deliberately placed, with wide spacing to ensure that accidental button pressing is a very rare occurrence. It also has an auto-fire function and a slow motion button.

This pad is tops for fighting games and platform games, and all in all it's a pad that would appeal to someone who once owned a Sega Saturn or maybe a PlayStation, and likes the design of those pads over Nintendo's own.

Available in UK – Out Now
Supplied by – Interact
Manufacturer – In House
Price – £24.99

Shark Pad Pro 64 Series 2

This pad is basically the same as the first series of Shark Pads that were unleashed five months ago, but with the addition of a 'see-through' case, an auto-fire button and a slow-motion button. The strong, robust design of this Series 2 pad is much the same as it was before and nothing has been done to make a noticeable improvement over the last one.

The buttons feel comfortable and the stick is very stiff – so accuracy is guaranteed when playing *Goldeneye* or *Extreme G* – but it is not as good for fighting games as the other Interact pads that are available.

Available in UK – Out Now
Supplied by – Interact
Manufacturer – In House
Price – £29.99

The Lx4 Auto-Fire Controller

A variation on the three pronged design of the official pads - these slightly strange looking controllers are actually surprisingly comfortable (although 'Bony Girl Thumbs' Jones would disagree) with good, responsive buttons and analogue control. The d-pad is definitely not as good as that on the official Nintendo pad, but with so few games really making use of it this isn't really a problem.

Basically this won't be the pad that bucks the 'third party pads aren't as good as the official ones' trend, but with its Auto Fire, Turbo, and Slow Motion functions – and a slightly smaller asking price – it's definitely worth a look.

Available in UK – Out Now
Supplied by – Gamester LMP
Manufacturer – In House
Price – £24.99

The next lot of peripherals that we must scrutinise are the numerous rumble paks or 'jolt paks' as they are sometimes known.

You would be forgiven for thinking that all rumble paks were exactly the same, but oh no, they're not. The main reason for this is that no third party developer is allowed to emulate the same rumble effect as the Nintendo paks.

N64 Rumble pak (official version)

This pak is the one that comes free with *Lylat Wars* and is now being sold separately for those of you who didn't buy it the first time round. The batteries that come with the original lasted ages and the 'rumble' was spot on, with every bump 'n' grind being felt. All in all this pack is the one you should have a look (feel) at first.

Available in UK – Out Now
Supplied – Nintendo
Manufacturer – Nintendo
Price – £14.99

Tremor Pack — Interact

The Tremor Pack (what a scary name!) is massive, bulky, doesn't fit very well in the back of your pad and eats 'AA' or Walkman batteries like you would not imagine.

The rumble effect has to be felt to be believed; the pak has a two way switch which enables light or heavy rumbling. Rest assured that it will not ever be set on 'light' because the furious and sometimes unnerving shake that takes place on 'heavy' is nothing short of heart stopping – and also very good fun.

Available in UK – Out Now
Supplied by – Interact
Manufacturer – In House
Price – £12.99

Tremor Pack — Gamester [LMP]

This Tremor Pack is a bit smaller than the Interact rumble pack that goes by the same name, it doesn't has any new features to make it stand out from the crowd and is a case of 'what you see is what you get.' It does exactly what it's supposed to so we can't complain.

Available in UK.- Out Now
Supplied by - Gamester LMP
Manufacturer - In House
Price - TBA

Thunder Pak

This rumble pak is a fairly straightforward copy of the official paks, and the strength of the vibrations is just a tiny bit more tremulous, but you will notice it. There are no new features to be seen in this pak, no variable settings and no built in memory card.

As it stands this pak is more or less the same as the official paks and has no features that are going to make you go "ooh."

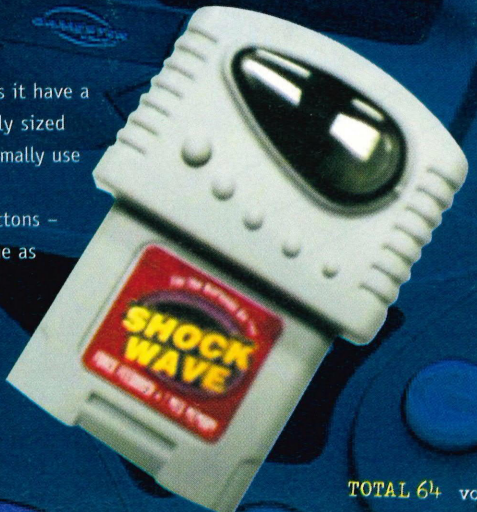
Available in UK – Import
Supplied by – Madeira Games
Manufacturer – Nyko
Price – TBA

Shock Wave

This product, in my opinion, is the best peripheral around at the moment. Not only does it have a built in 1MB memory card and a bog standard 'jolt pak' also added into the reasonably sized casing, but it also contains 'force feedback' which adds 'rumble' to games that can't normally use the packs like: *Mario 64*, *ISS 64*, *Mace*, *KI Gold* and *Mario Kart 64*.

This works by picking up the sound from the television or even from tapping the buttons – it sounds a bit suspect but it works amazingly well. Take some sound advice and buy one as soon as you can – calling it 'product of the year' still wouldn't do it justice.

Available in UK – Out Now
Supplied by – Datel
Manufacturer – Datel
Price – £24.99



I'm sure that most of you will have a game that requires a memory card to save your position, but there are so many different makes available – not to mention sizes – that it's difficult to know which ones are worthy of a purchase.

Easy – use the TOTAL 64 memory card guide!

Nintendo 64 (official) Memory Card

The Nintendo memory packs do exactly what they say, no more, no less. They enable you to save games and also make back-up copies of the data that you have saved. Given the choice, I would buy an official pack every time.

Available in UK – Out Now
Supplied by – Nintendo
Manufacturer – Nintendo
Price – £14.99

Blaze 256k and 1 MB memory packs

These memory packs are cheaper than Nintendo's own and come in variable sizes: 256k and 1 MB, as not that many games out at the moment require a memory pack (due to 'save on cartridge').

I would buy the smaller pack until you need anything bigger – they're cheaper than the others and they do the same job.

Available in UK – Out Now
Supplied by – Fire International
Manufacturer – Fire International
Price – £9.99 (256k) and £19.99 (1 mb)

Mega Memory Cartridge

This pack has an 'ickle' button on the back which enables the user to flick through the 20 different pages of the card's memory and choose a page on which to save their game. This interesting feature is made more user friendly by an LED display which lets you know what page you are currently saving to. A bit too big and bulky for my liking, but it's a big card (4 mb) – at a big price.

Available in UK – Out Now
Supplied by – Datel
Manufacturer – Datel
Price – £34.99

Lx4 Controller Pak Memory Card

This card has nothing new to offer in the way of gimmicky lights and buttons – it just saves. A good pack, fairly priced and comes in loads of different colours to match the coloured joypads that are available.

Available in UK – Out Now
Supplied by – Gamester LMP
Manufacturer – Gamester LMP
Price – TBA

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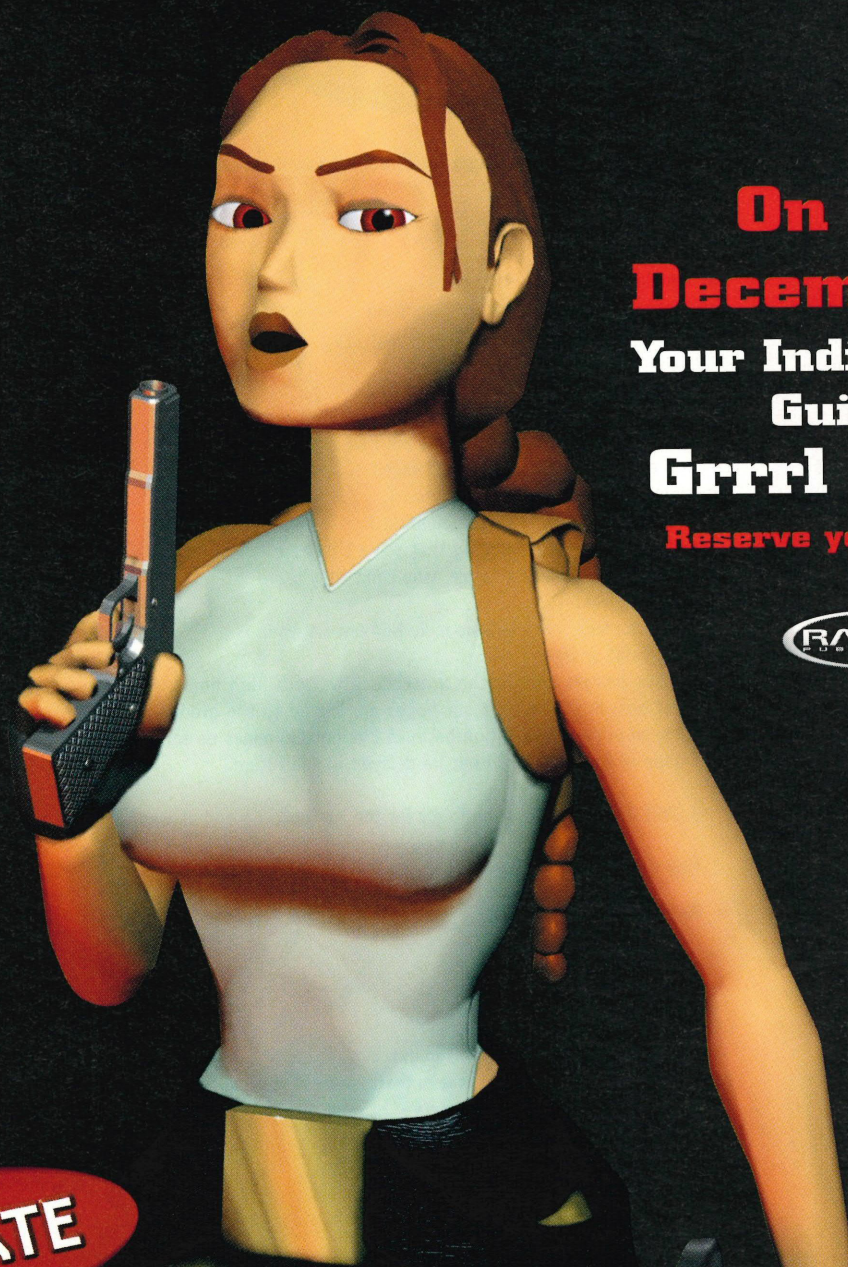

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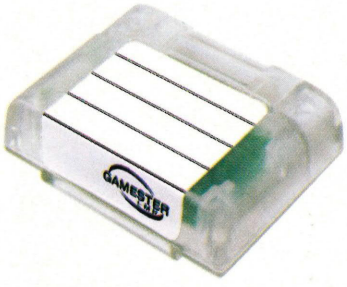
the Firing Line

Xmas has come early for the lucky readers whose letters made it into this month's Firing Line — they've all won a Gamester joypad each!

GAMESTER LMP

The Firing Line is very proud to announce that we have a new sponsor. Thanks to those lovely people at Gamester LMP, makers of fine accessories for your N64, we've got loads of joypads to give to YOU!

Every month, the lucky readers who get their letters printed in the Firing Line will receive one their LX4 joypads, pictured below. Not only that, the sender of the star letter will also receive a steering wheel worth £60! Now that's got to be worth writing in for!



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

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

YO! TOTAL64 TEAM

Let me clear my mind – I've got several N64 titles and they are very good fun, and also good on playability (phew, no loading times) but still I have problems.

I get very disappointed when I see all the reviews of N64 games in all different Nintendo mags; not that the games are bad, but too often the release date is delayed (*Mission Impossible*, *Yoshi*, *Zelda* etc...).

1: God damn, why is this happening ?

2: Also it is pretty annoying that some titles are changed, this is a waste of time, why can't they leave it the way it was?

I know for sure that there are more N64 owners who share my point of view.

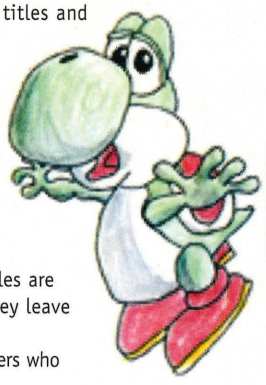
We N64 owners bought the Nintendo with both high hopes and high expectations, but bit by bit our hopes are kicked to the ground, I won't trade my N64 for a PlayStation because I've got my hopes up for the future.

I hope release dates will not be delayed in the future.

3: Will there be a version of *Croc* for the Nintendo 64 and at which time?

May the force be with you,

■ **Andre — Pore, Holland**



Artist: Robat Aled Jones

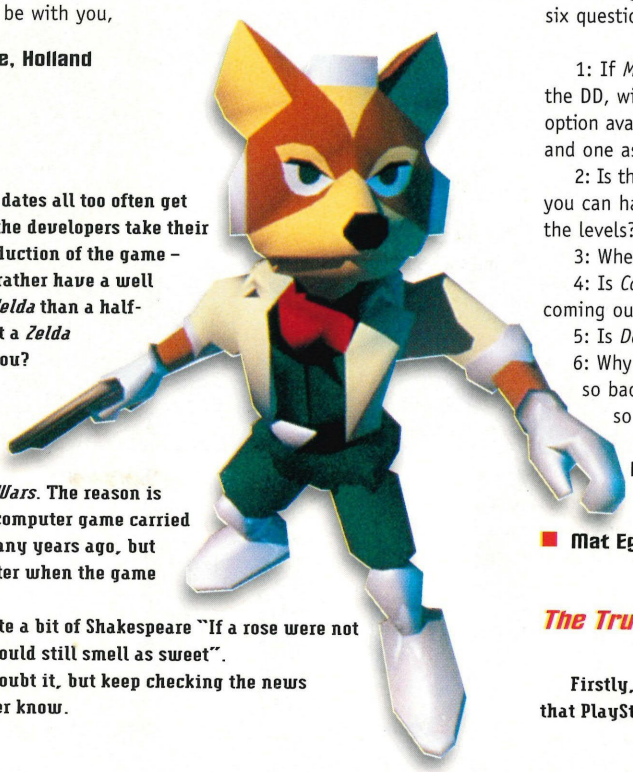
The Truth...

1: The release dates all too often get delayed because the developers take their time over the production of the game – you would much rather have a well made version of *Zelda* than a half-hearted attempt at a *Zelda* game, wouldn't you?

2: This is obviously in reference to *Star Fox* being changed to *Lylat Wars*. The reason is because an 8-bit computer game carried the same name many years ago, but does it really matter when the game is the same?

To loosely quote a bit of Shakespeare "If a rose were not called a rose, it would still smell as sweet".

3:I seriously doubt it, but keep checking the news section – you never know.



DEAR TOTAL64

I have recently sent in letters that have not been answered, please reply as I am desperate.

My friend has recently bought an N64 and he doesn't like it (God knows why) so he wants to swap it for my PlayStation. So I asked my mum and told her how superior it was to the PlayStation and she said no – you know what mums are like.

He has such good games, I might go ahead and swap it anyway and accept the consequences. On his N64 he has *Turok*, *Mario 64*, *Mario Kart 64*, *Wave Race* and a controller with a memory pack.

I have a PSX with one pad, plus *Command and Conquer*, *Ridge Racer Revolution*, *Doom* and *FIFA '97*.

Please, what do you reckon I should do?

Could you please answer these six questions:

1: If *Mario 64 2* comes out on the DD, will there be a split screen option available, one person as Mario and one as Luigi?

2: Is there a cheat for *Doom* where you can have all the weapons on all the levels?

3: When is *Duke Nukem* out?

4: Is *Command and Conquer* coming out?

5: Is *Dark Forces* coming out?

6: Why is *Shadows Of The Empire* so bad, when the movies are all so good?

PS. Great mag!

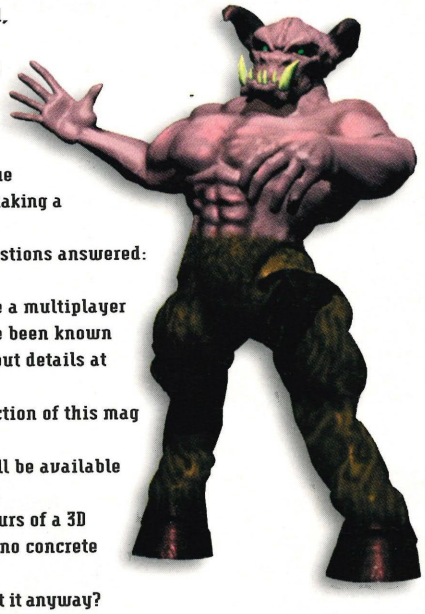
■ **Mat Eggings, Marlborough**

The Truth...

Firstly, if I were you I'd swap that PlayStation without a thought

for anything else. Second, I wouldn't worry about your Mum because the N64 has a lot more value in resale and will be more sought after than the PlayStation – hopefully she should realise that your making a shrewd business move.

Here are your six questions answered:



1: It is supposed to be a multiplayer game, but Nintendo have been known to change their mind about details at the last minute.

2: Look at the tips section of this mag for your answer.

3: *Duke Nukem 64* will be available in time for Christmas.

4: We've heard rumours of a 3D *Command & Conquer* but no concrete news yet.

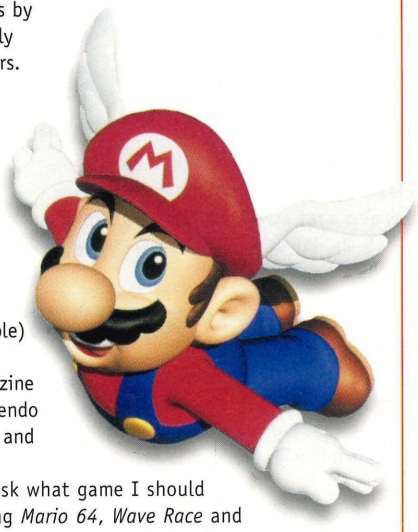
5: No, who would want it anyway?

6: *SOTE* wasn't all that good, was it? As for the reason why – your guess is as good as ours.

DEAR TOTAL64

I think that your magazine is by far the best around, especially your eye-catching front covers.

I used to own a Super Nintendo, which I traded in for my Nintendo 64 a few months ago (what an idea by me!). I am writing for four reasons.



1: Your magazine is the best, but to make it become even better (if that is possible) I think you should include a poster in your amazing magazine of some of the greatest Nintendo 64 characters, such as Mario and Fox McCloud.

2: Also I would like to ask what game I should get for Christmas – excluding *Mario 64*, *Wave Race* and *Blast Corps*, because I already have mastered all of those three fab games.

3: To finish off, which racing game do you think is best out of *Top Gear Rally*, *Multi Racing Championship* or *Extreme G*? I am a great fan of most racing games that are extremely challenging.

4: Please print this letter and if it's possible, I would love to be awarded star letter so that I can never miss a volume of your (yet again) amazing magazine.

■ **David Carwardine, Wales**

The Truth...

Yes, our front covers are supposed to do exactly that, also I think that a lot of people had the same idea as you.

1: You should look out for future issues as this could well be a dream come true.

2: Get either *Goldeneye* or *Extreme G* – or both – plus a rumble pak.

3: *Extreme G* is by far the best out of that bunch, it is also a good challenge to complete on the hardest settings.

4: Your letter gets printed but if people ask for a Star Letter, then there's no way that they can win – sorry.

Star Letter

DEAR TOTAL64

Having spent an already considerable sum on my favourite obsession, N64's, I decided to fork out a few pounds extra to assist in keeping both my carts and their boxes in pristine condition.

To be completely honest I rose to the challenge after reading the letter from A. Karim (issue 9) in regards to his comments over storage problems and the eventual wear and tear of cardboard boxes.

So A. Karim, follow these instructions and your concerns will be over,

1: Purchase one sheet of 2ft by 2ft x 1" foam.

2: Dig out a selection of old video cases (the ones with the plastic protective covers).

3: Cut the foam to a size so it fits snugly inside the open case.

4: Mark around an N64 cart with a fine felt-tipped pen.

5: Under supervision (or better still get mum or dad to do this bit) cut out the shape of the cart.

6: Again under supervision, carefully superglue the foam to the inside of the video case.

7: Scan your back copies of TOTAL 64 for suitable looking fab pictures and colour photocopy those of your choice (cutting from your mag would be insane).

8: Slip the cover into the case and hey presto – you now have a cheaply made, superb looking, durable cart case for a few bob.

Good luck to all who decide to undertake this suggestion.
Yours sincerely,

■ **Mr S. Codling, Essex**

The Truth....

This is a good enough idea but a question must be asked:

Even if those video cases are old, they would still be the home to 'old' videos and if you did this they would become homeless, so how would you then re-protect your video tapes?

DEAR TOTAL64 ENGLISH DUDES

I'd like to say that you've got an excellent mag, though it is a little too expensive but I guess that it's worth it.

I'm looking for a memory card for *Mario Kart 64* and *Wave Race*. The only decent looking one is the Blaze 256k memory card, but here in Australia it costs $69.95 (that's around £35).

In issue five you said it costs £9.99, which is about $20 over here.

Am I looking at the tag wrong, because when I first saw the price it did look like $9.95 but then my mum said to look closer to see a faint looking '6' in front. Would it really cost as much as a game?

Also, when I got my N64, I got one extra controller to kick my sister's butt with, is it worth buying another two for multiplayer modes?

Did Nintendo ever think about us mountain biking freaks? I think that they should make a 3D, realistic mountain bike game, as me and my friends have been forced to stay in our houses because we swear and carry-on a bit too loud at the local park.

P.S. Is Miles Guttery a male or female?

■ **Tom Madsen, Townsville, Australia**

Artist: Daniel Cartwright

The Truth...

Thanks for the compliments on our magazine, it's always nice to have a bit of recognition by our cousins down under.

In answer to your memory card troubles, I would advise getting a memory card made by Blaze or Nintendo, I can't understand why it was priced so highly but all I can say is shop around for the best buy.

The extra control pad would only be worth buying if you think that you are going to get enough use out of it, otherwise you could spend the money on a game – or a subscription to Total 64.

As far as I am aware, there are no plans for a 3D mountain bike sim, or even a 2D mountain bike game, but you never know.

P.S. The truth is that nobody, not even Miles, is sure about his gender or even the planet he and his fellow 'Unbelievablyuglyyakhairs' come from, but know this – their numbers are on the increase.

QUICK QUESTIONS & ANSWERS

Dear Total 64,

1: I have heard that the second PlayStation (PlayStation 2) is finished and that they aren't releasing it for two years. It is supposed to be based on the N64 with the four controller ports, do you think it will be better?

2: After reading the letters in issue nine, I found that the letter asking for more posters so he could stick them on the wall of his submarine was a bit sad, don't you think?

3: The 64DD is coming out near the end of this year – is it going to be a 128-bit console?

4: Will there be anything like *Command and Conquer* coming out on the N64?

P.S. Please, please, please could you put this letter in your mag because I'd be most grateful and I really love your mag, keep up the good work team!

■ **Mark While, Pinner**

The Truth...

1: The PlayStation 2, or Mark 2 as it may be known, is not due for a release until the year 1999 and nobody, not even Sony, really knows what it will look like, what chips it will have or what games are coming out, so there you go.

2: What do you mean sad, that letter was close to winning the coveted 'Star Letter Award'.

3: The DD64 is not a console in its own right, but just an add-on which will need the N64 to make use of it, so because of this the storage capacity will be greatly enhanced, but details of processor and chip size are unknown until the Shoshinkai show later this month.

4:We've heard rumours of a 3D *Command & Conquer* but no concrete news yet.

PS. Well since you said please.

Dear Total 64,

Could you please answer my questions,

1: Is *Clayfighter 63 1/3* any good?

2: What are the chances of *Tomb Raider* appearing on the Nintendo?

3: Is there a Nintendo Power Glove coming out for the N64?

Thanks for listening,

■ **Kevin Small, Exeter.**

The Truth...

1: NO, NO, NO, NO, NO! If you buy this game you will never walk the streets in public again.

2: Impossible, Sony have the rights to that game.

3: Yes there is a Power Glove in production but it's not coming out for a while.

DEAR TOTAL64

The name's Pollard, Colm Pollard, licensed to play the best game ever made. As you have already guessed I am in love with *Goldeneye 007* – I have *Super Mario 64* already.

In your magazine you gave the European release dates and said *Goldeneye* was coming out on the 7th of November, does this include Ireland, because I live there you see? I've had a lot of computer magazines but yours is the best easily.

I'm getting *Diddy Kong Racing*, what do you think of it? I'm also getting a game for Christmas off my dad and maybe another off my mam.

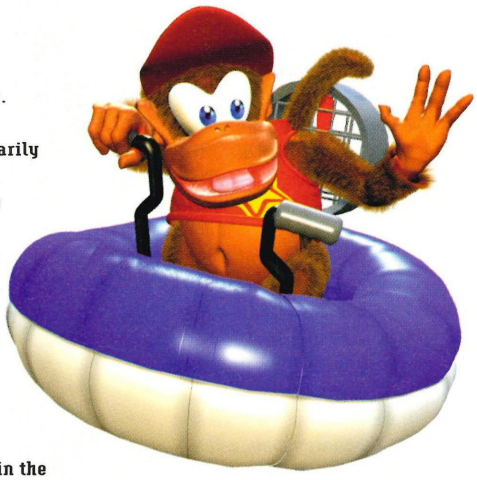
I agree with you that *Mario 64* is a great game, but it is very short, I hope that *Goldeneye* is not that easy.

Do you not think that *Conker's Quest* is a bit 'babyish'?

In the *Goldeneye* deathmatch, can you play against the computer?

■ **Colm Joseph Pollard, Ireland**

The Truth.....



Okay, loads o' questions.

1: Yes it does include Ireland, don't get unnecessarily stressed out

2: Your actually lucky to have got a magazine at all, *Diddy Kong Racing* has made us all so slack that we almost forgot about the mag.

3: *Goldeneye* is harder than a... ooh, a very hard thing. It'll take ages to find all the levels and cheats.

4: *Conker's Quest* is not in the least bit 'babyish' and anyone who says so gets a rap on the knuckles with my dummy!

5: No, the death match in *Goldeneye* is a multi-player feature only.

DEAR TOTAL64

I've just got an N64 and I've been collecting your books and I think that they are brilliant, because they have all of the latest tips and games. I've been showing my mum the books, and my dad, and they finally bought me another game.

PS. I would like to say thank you very much for bringing out such a fab magazine.

Thanks,

■ **Kirk Preece, Wolverhampton**

The Truth...

Well, thanks for those comments in regards to our magazine, I told the crew and they were chuffed to bits.

PS. I hope that you will continue to read the mag and that it helps you to make the right decisions when purchasing games in the future.

DEAR TOTAL64

Great magazine – better than any other for the N64, that's a fact. Being a great magazine, you'll be open to suggestions on how to keep it at the top.

1: When reviewing games why not give a score for lastability? I know graphics and sound are important but for sixty shekels a throw, I'm more interested in how long I'll play the game before boredom rears its ugly head.

2: Why not dedicate a few pages to games and consoles from the past – remember the CBS Coleco Vision? Ah, bliss.

3: Finally, how about a cheeky wee T-shirt for letters printed?

Anyway, thanks for a great read, N64 forever.

■ **Stewart, Clydebank**

The Truth...

Yes, we are always very open to suggestions on ways that we could improve the magazine, so your letter was much appreciated.

1: As you can probably see from the reviews in this issue, we have now seen fit to include a score for lastability – so now you know.

2: No, because this is a Nintendo 64 only magazine and we don't want to use valuable pages looking back at the past when we can can look to the future in awe.

3: Well, the T-shirt idea was nice but I fancy that we have gone about 1000 times better than that. Each letter printed now receives a brand new Gamester LX4 Joypad and the 'Star' letter will get a Gamester LX4 Steering Wheel – just a bit more useful than a T-shirt. And all this for the price of a stamp, so does that satisfy your question?

DEAR TOTAL64 DUDES

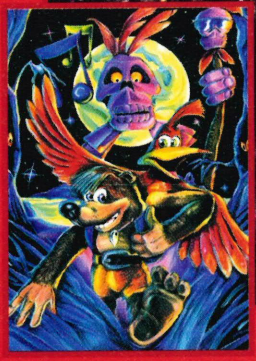
Oh my God! Have I died and gone to heaven? Since getting my new N64 in June I have been over the moon with the quality of my games (with the exception of *Shadows Of The Empire*, which I think is a real waste of space on the shelves of our shops).

When I was eventually dragged from the lounge – away from my beloved N64 – I walked down to my local newsagent and saw an amazing sight; the last copy of issue one of TOTAL 64 was sitting there, right in front of me.

Now seven issues of your excellent magazine down the track, I am just sitting, reading issue seven and I noticed that in the corner of page 62, someone from my own beloved country of Australia has managed to get a letter published in T64. I had always thought that post from here wouldn't have got to you guys but I was wrong.

So, after telling you my life story I would just like to say that YOUR MAG IS THE BEST MAG I HAVE EVER READ IN MY WHOLE ENTIRE LIFE – mainly because Australia doesn't get your mag for two months, so as you review the games that haven't come out in England, we already have them released in our country, which I find

Pics Win Prizes!



Simon Bennett (Plymouth) is this month's subscription winner!

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!

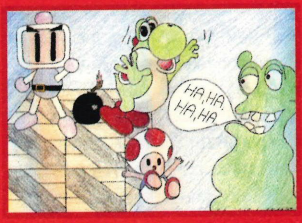
Just remember to include your name, address and age (somewhere other than written across your masterpiece) and if at all possible, try to use a large envelope, so that you don't have to fold it too much.

Pencils at the ready, steady, go! We look forward to receiving more of your entries and to awarding one of you a free subscription!

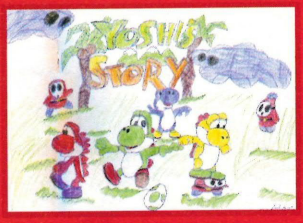
Win! 1 Year's subscription to Total 64

Jaako Kelijo [14] Finland.

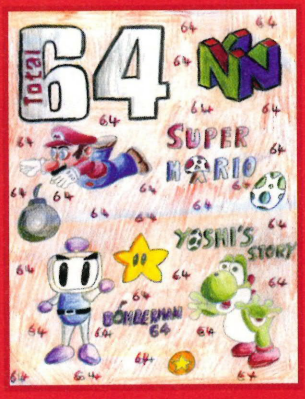
Unknown – send us your name!



Selma Schlinkert [18] Bonn



Adam



James Carr [14] Lancs.

Mark Bunting [13] Leicester.

fantastic. Also, I really love your mag because it is funny and helps me to choose the right game.

The only thing that is wrong with your mag is the price – this bugged my ex-friend so much that he is now switching to an Australian N64 magazine (traitor) but I told him he could stick that mag where the sun don't shine and buy himself a one-way ticket to Timbuktu.

Sorry for going on, I just couldn't stop.

See ya.

■ **Timothy Iredale, Australia**

The Truth...

Well, thanks for sharing the best part of your life with us, we always have an open ear for our buddies in the land of the Koala Bear.

Your letter was much appreciated and don't worry about your ex-friend, he will learn the hard way when he buys all the sad games instead of listening to us.

Artist: Robat Aled Jones

TO THE GOOD PEOPLE AT TOTAL 64

After buying the special edition (£250) N64 console way back in March, I decided to accompany this with a top quality magazine.

After buying the fifth issue I got my cheque book out and subscribed to your wonderful magazine.

By this time the N64 had had it's first price drop, which hurt – but life goes on.

Then the second price drop and finally, to add insult to injury (so to speak) TOTAL 64 follows Nintendo's lead and drops the price of the magazine, Great, but I had already subscribed to twelve issues for £35 and now, by issue ten, you can get twelve issues for £25.

Can things get any worse?

Anyway enough of that, let's get back to the good things in life, at least I've got my Nintendo, which has provided hours of fun and I could not live without it.

While I'm here can you tell me if you've got any plans to publish a hints and tips guide for *Clayfighter 63 1/3*?

And is there going to be a sequel or a game that's like this but with a four-player mode?

Keep up the good work and let's hope the price of the games come down just like everything else seems to be (I'm not bitter and twisted, honest).

■ **Ross Johns, Nottingham**

The Truth...

Obviously, if you're not bitter then you won't mind me telling you about the new, new price drop – only £95 with a second joypad!

How's that?

Only joking! Being realistic, it was a wise move on Nintendo's part because other computers were readily available, with software, for a cheaper price and they wouldn't have been able to compete.

There isn't going to be a tips guide for a game that even your granny could complete whilst feeding her budgie.

I fail to see how a Nintendo 64 with *Clayfighter 63 1/3* could amuse you, because apart from being bad, it's so sad. To be honest, I've had more fun watching bread rise.

As for a sequel to it, the answer is maybe – but let's hope not, eh!

DEAR TOTAL 64

After looking at the N64 peripherals update in issue nine, myself and my older brother came up with the idea for an adaptation for the N64 pad.

It is basically used for shoot and aim games, like *Time Crisis* on the PlayStation.

It involves the use of infra-red sensors – you can use the analog controller to run around the place and the Z-trigger to shoot.

The 'A' and 'B' buttons can be used for re-loading and changing weapons and the 'C' buttons for looking around.

We have already thought of few names: Proton Pak, Blast-'Em-Up Pak or Cosmic Pak.

I hope you like our idea and may feature this idea somewhere in your fabulous mag.

Yours faithfully,

■ **Alan Scott, Plymouth**

The Truth....

This is the kind of letter we like – short, concise and reaches some kind of point.

Your idea is pretty cool and I'm sure it won't be long before a third-party company or maybe even Nintendo themselves produce a new infra-red controller. Let's face it – every other computer/console has had the cordless treatment, so why not us?

64 Your Stuff!

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There's not been a lot in the way of record breaking times and stunts this month for *Wave Race*, except for the rather predictable battle for supremacy between Trevor Scannell and Norman Obaseki! Each month it's guaranteed that we get at least one letter from each of these *Wave Race* star players concerning their stunt and lap times — keep them coming.

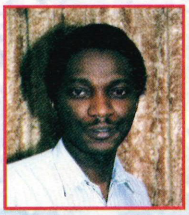
MAKIN WAVES

DOLPHIN PARK

Trick Score: 40,472 – 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: 37,770 – Norman Obaseki, Leeds



Norman Obaseki

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): 0'24.708 – Trevor Scannell, Essex
Best Race (UK): 1'23.308 – Trevor Scannell, Essex
Trick Score: 33,570 – Norman Obaseki, Leeds

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): 0'28.501 – Trevor Scannell, Essex
Best Race (UK): 1'28.327 – Trevor Scannell, Essex
Trick Score: 30,584 – Trevor Scannell, Essex

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): 0'27.406 – Trevor Scannell, Essex
Best Race (UK): 1'30.818 – Jason Madigan, Ireland
Trick Score: 45,632 – Trevor Scannell, Essex

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): 0'27.406 – Trevor Scannell, Essex
Best Race (UK): 1'39.257 – Trevor Scannell, Essex
Trick Score: 45,292 – 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): 0'28.501 – Trevor Scannell, Essex
Best Race (UK): 1'28.327 – Trevor Scannell, Essex
Trick Score: 43,390– Norman Obaseki, Leeds

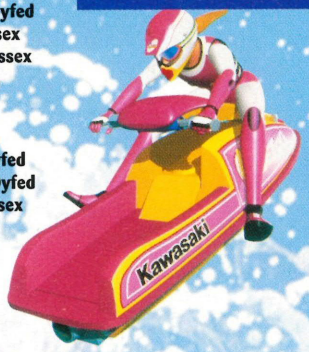
GLACIER COAST

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: 60,545 – 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: 43,747 – Trevor Scannell, Essex

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).

Arron and Ben look to have this competition all sewn up — is there nobody out there even trying to better their scores?

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

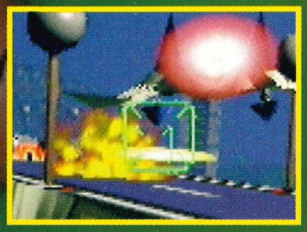
AREA 6
Arron Taylor – PLAYSTATION SOLUTIONS: 441

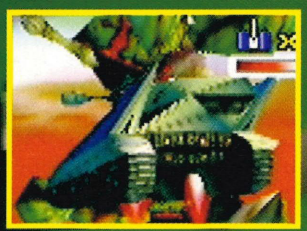
BOLSE DEFENCE STATION
Arron Taylor – PLAYSTATION SOLUTIONS: 215

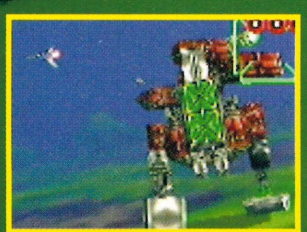
VENOM
Ben McBean – Wellingborough: 229

TOTAL SCORE
Arron Taylor – PLAYSTATION SOLUTIONS: 1936

REWARD: $123,968





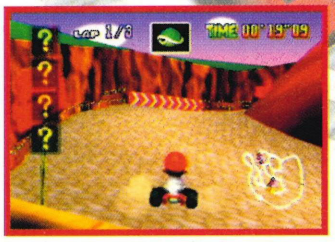


TOP KART IN

Help, help, help — Trevor Scannell has been back here again with his times! If somebody doesn't stop him he'll take over the scoreboard!

So, all those of you who like to think that you're the supreme rulers of the game and all its tracks, send your scores to the usual address.

You never know, if they're good enough it could be your name up in lights on these hallowed pages.



LUIGI RACEWAY

UK Race	1'53.07	Trevor Scannell – Essex
UK Lap	0'33.21	Trevor Scannell – Essex
US Race	1'56.13	Bas Bionda – The Netherlands
US Lap	0'39.46	Bas Bionda – The Netherlands

MOO MOO FARM

UK Race	1'35.30	Trevor Scannell – Essex
UK Lap	0'31.31	Trevor Scannell – Essex
US Race	1'28.97	Bas Bionda – The Netherlands
US Lap	0'29.42	Justin Calvert – Total 64

KOOPA TROOPA BEACH

UK Race	1'42.92	Trevor Scannell – Essex
UK Lap	0'33.92	Trevor Scannell – Essex
US Race	1'39.17	Bas Bionda – The Netherlands
US Lap	0'32.87	Bas Bionda – The Netherlands

KALIMARI DESERT

UK Race	2'14.53	Trevor Scannell – Essex
UK Lap	0'42.85	Trevor Scannell – Essex
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	0'48.29	Trevor Scannell – Essex
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	2'01.48	Trevor Scannell – Essex
UK Lap	0'36.70	Trevor Scannell – Essex
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	1'53.37	Trevor Scannell – Essex
UK Lap	0'10.74	Trevor Scannell – Essex
US Race	3'54.08	Bas Bionda – The Netherlands
US Lap	0'51.06	Bas Bionda – The Netherlands

SHERBERT LAND

UK Race	2'09.66	Trevor Scannell – Essex
UK Lap	0'43.02	Trevor Scannell – Essex
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	2'24.13	Trevor Scannell – Essex
UK Lap	0'47.93	Trevor Scannell – Essex
US Race	2'11.97	Bas Bionda – The Netherlands
US Lap	0'43.40	Bas Bionda – The Netherlands

D.K JUNGLE PARKWAY

UK Race	1'16.63	Trevor Scannell – Essex
UK Lap	0'25.20	Trevor Scannell – Essex
US Race	2'36.00	Bas Bionda – The Netherlands
US Lap	0'51.48	Bas Bionda – The Netherlands

YOSHI VALLEY

UK Race	2'02.11	Trevor Scannell – Essex
UK Lap	0'39.61	Trevor Scannell – Essex
US Race	2'09.22	Bas Bionda – The Netherlands
US Lap	0'42.77	Bas Bionda – The Netherlands

BANSHEE BOARDWALK

UK Race	2'15.20	Trevor Scannell – Essex
UK Lap	0'44.47	Trevor Scannell – Essex
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!

Not much change on the *Goldeneye* score table this month. Those of you who think that you've got what it takes to be a supreme *Goldeneye* champion, send in your best efforts — and if you're made of the same hard stuff as us Rapide boyz, you too could appear in our mag, immortalised in the High Score table For all eternity. That would be nice, wouldn't it?

DAM
Justin Calvert, Total 64 – 2:31

FACILITY
Nick Jones, Total 64 – 11:06

RUNWAY
Nathan Coombe, Total 64 – 0.34

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
Nathan Coombe, Total 64 – 4.48

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
Nathan Coombe, Total 64 – 6.58

CONTROL
Justin Calvert, Total 64 – 12:46

CAVERNS
Nick Jones, Total 64 – 6:36

CRADLE
Justin Calvert, Total 64 – 1:55

Diddy Kon

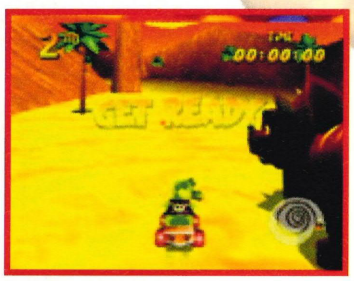
General Tips

BOOST

This is vital if you're going to win some of the later, harder races and absolutely essential for collecting those silver coins. To get a boost at the start of the race, hold down the acceleration button just after the word 'ready'. Blue is the best boost to get – an orange or red is still a boost but it's not quite as good.

SPEED BOOSTS

If you let go of the acceleration button just before you drive over or go through a speed boost, it will increase your speed even more! You'll know when this happens because the exhaust flame will briefly turn green instead of the usual purple.

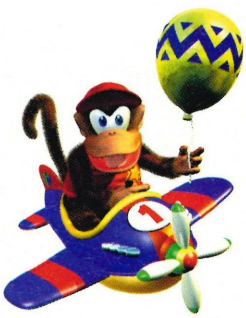


Character breakdown

The characters in *DKR* are divided into three categories:

THE LIGHTWEIGHTS

Pipsy and Tip Tup. These two both have good handling and acceleration but their top speed is not very good. Best used if you're a beginner



THE MEDIUMWEIGHTS

Diddy, Bumper, Timber and Conker. These characters are well-rounded with good speed, handling and acceleration. These are good for intermediate and advanced players

g Racing

Undeniably the most enjoyable racer on the N64, *Diddy Kong Racing* is jam packed full of bonuses and cheats. Here's how to beat the evil Wizpig and get home in time for tea!

Vehicles

CARS

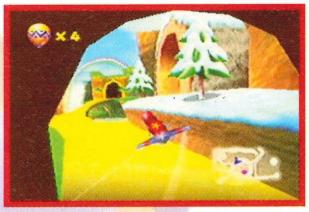
The key to using the cars is to use the R button in conjunction with the brake button. Just using the R button will make your car perform a powerslide but using it with the brake will allow you to turn on a sixpence. If you hold the brake too long, your car will come to a standstill, so it is best to repeatedly tap the brake. Mastering this technique is vital when you come to collecting the silver coins on the later levels.

HOVERCRAFT

The Hovercraft is completely different to control than the car because it is much 'looser'. There is no need to use the brake button to turn sharply, as just pressing the R button will make you do a little hop into the air. If you turn while off the ground, you will continue in the direction you are facing. Be careful not to over do it though, as if you turn too far you will face the opposite direction and come to a complete standstill.

PLANE

There are a couple of 'special' controls that are available to the plane, which can be used to collect balloons and coins that you might otherwise miss by a fraction. These are the barrel roll and the loop the loop. Pressing the R button twice in succession will cause the plane to loop the loop, do this while turning and you'll do a roll.



THE HEAVYWEIGHTS

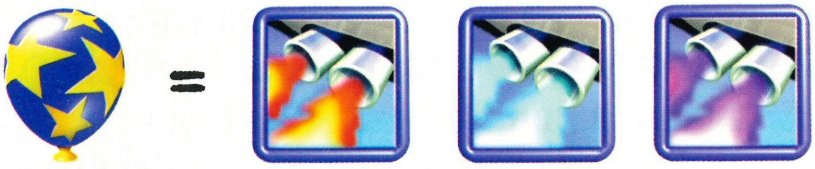
Krunch and Banjo. The big characters are understandably the hardest to control and have poor acceleration. However, they are easily the fastest, but should only be used if you reckon yourself to be an expert

Weapons

You collect weapons by driving (or flying) through the floating balloons. Collecting three of the same colour in a row will upgrade your weapon; below is a list of those upgrades:

RED BALLOONS, MISSILES:
1 - Single-shot missile
2 - Heat seeking missile
3 - Ten-shot missile

BLUE BALLOONS, BOOSTS:
1 - Short Blast
2 - Medium Blast
3 - Long Blast



GREEN BALLOONS, OIL SLICKS:
1 - Oil Slick
(makes opponent spin out)
2 - Mine
(makes opponent crash and lose two bananas)
3 - Bubble
(suspends opponent in air for several seconds)

YELLOW BALLOONS, SHIELDS
1 - Standard, red shield
2 - Medium, blue shield
3 - Maximum, green shield

Boss Characters

TRICERATOPS

This race takes place around a spiral track around a mountain, where the winner is the one to reach the top first. The obstacles to avoid are falling trees and rolling boulders and of course, the triceratops himself. It is possible to just overtake him as normal but it is a lot safer to take a shortcut tunnel towards the top of the mountain. Look for an opening on the left of the track, marked by bushes, and drive through to cut a large amount of the track off. Use red balloons to slow the triceratops down and take as many blue balloons as you can to give you boosts.

WALRUS

This race takes place on a twisting, falling track in your hovercraft. It is easy enough to win, as long as you get a speed boost and keep ahead of the walrus. The large drops will also give you more speed and collecting the balloons will give you even more of an advantage over the cheeky sea mammal.

OCTOPUS

This is arguably the most difficult of the four boss characters. The race is three laps around an island and is against a cheating octopus. He will do his best to stop you from beating him by dropping mines in his wake – if you hit two of these then you might as well start the race again. One thing that is in your advantage is that he will always drop the mines in the same place, so it is possible to learn the best route to follow. You will have to hit the octopus at least once with a rocket if you are going to beat him.

DRAGON

Racing the dragon in your plane can be a bit tricky. The way to beat him is to learn the course well – mastering the way the caverns twist and turn is vital to success. The dragon will leave fireballs behind it, so it's best not to get too close unless you have plenty of room to overtake. Your plane is actually faster than the dragon can fly, so you don't have to hit him with any rockets to overtake – but it will help if you do.

Key Locations

Finding the hidden TT keys on each of the four areas will open up the secret Battle Modes in the game – one for each key! Below you will find the locations of all of those hard to find keys.

DINO DOMAIN
This key is found on the Ancient Lake course. Just before the first turn, drive off to the right, over to a small collection of stone structures – you will see one of them has a Rare logo on the side of it. Up this ramp is the key, which will give you access to the first Battle Arena - Fire Mountain. The object of this is to fly around collecting and hatching dinosaur eggs while competing against three other characters.

SNOWFLAKE MOUNTAIN
On the Snowflake Valley stage, take a sharp right from the starting line to take you to the secret area. Just on the right is a small alcove containing the key. The Battle Arena is reminiscent of *Mario Kart* and is set inside an ice pyramid.

SHERBERT ISLAND
This key is found near the start of Crescent Island. It is easiest to get the key if you are in a hovercraft. Drive to the point where you have a choice of routes, left or right – take the left road, drive to the end and keep going left, into the water. Drive around the edge of the cliff and you will see the key in a small alcove in the side of the cliff on the right. This gives you access to Darkwater Beach – an all out fight on water.

DRAGON FOREST
The key is found in Boulder Canyon and is by far the hardest to find. Go through the castle entrance and over the drawbridge. You will see a blue balloon next to a bell; collect the balloon and stop here. Now wait for the balloon to reappear and collect two more balloons so that you have the maximum boost. Face the drawbridge and drive into the bell – this will make the drawbridge rise up, so when it reaches the top, hit your boost. You'll be taken up onto a ledge where the key is hidden. Be warned though, this is difficult, so it may take a few attempts to successfully get the key. Your reward is a Battle Mode called Smoky Mountain, which is similar to the first Battle arena, but this time you have to collect bananas instead of eggs.

Cheats

These are entered on the Magic Codes screen:

BYEBYEBALLOONS	– All the weapons are disabled for the computer
TOXICOFFENDER	– All balloons are green
BODYARMOR	– All balloons are yellow
OPPOSITESATTRACT	– All balloons are rainbow
BOMBSAWAY	– All balloons are red
VITAMINB	– No limit to bananas
BOGUSBANANAS	– Bananas reduce speed instead of increasing speed
NOYELLOWSTUFF	– Makes the bananas useless
BLABBERMOUTH	– Random noises are played instead of a horn
JOINTVENTURE	– Two player adventure mode
ZAPTHEZIPPERS	– All the zippers will disappear
FREEFORALL	– Maximum power up
FREEFRUIT	– Start with ten bananas
JUKEBOX	– Access the music menu
TIMETOLOSE	– Ultimate computer AI
TEENYWEENIES	– Small racers
DOUBLEVISION	– Select same player
WHODIDTHIS	– See game credits
OFFROAD	– Makes karts 4x4s
ARNOLD	– Big characters

How to get Drumstick

To get the game's secret character you must first obtain all of the amulet and TT pieces. When you have done this (you'll know because you'll have opened up the Wizpig face) go to the main area. Drive down to the water and look for a frog with red feathers on his head. Run him over and Drumstick should appear!

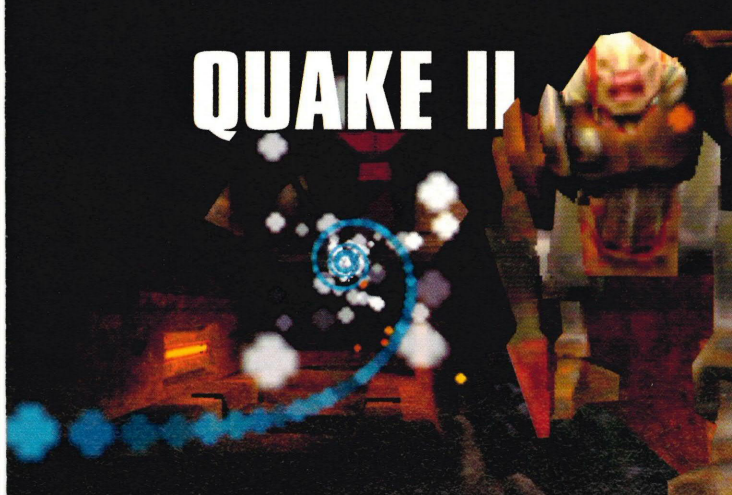
Now quit out of the game and he should appear as a selectable character. Drumstick is the best character in *Diddy Kong Racing*.

Racing Wizpig

The final boss character is easily the toughest to beat. The race takes place on the main island area and there are six boost arrows and no balloons. The trick to beating Wizpig is to hit every one of the boosts and get a green flame (release the acceleration button at the last minute). Also, stay well away from the water and the grass – they will only slow you down.

Now, once you have defeated Wizpig, you'll be shown the end credits and be presented with a 'The End?' caption. Well, the simple answer to this question is no. You'll now have to complete all the Trophy Races to access the extra course – Future Fun Land. Just drive into the sign outside the lighthouse and then into the lighthouse itself and you will be transported into space to these bonus tracks. Complete these twice (once normally and once collecting the silver coins) and you'll get to race Wizpig for the second time. Defeat Wizpig and it really is game over... Or is it?

No, as now you'll have access to 'Adventure Two', which is the same as the first Adventure, except it's much tougher. Enjoy!



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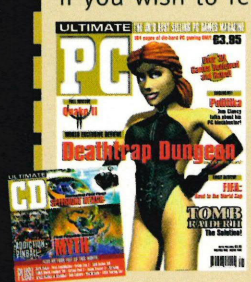

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The Cheat Zone

Welcome to the ever expanding world of Total 64's Cheat Zone. We know that you love to cheat, so we've now included a new Datel Action Replay section!

Clayfighter 63 1/3

HIDDEN CHARACTERS

PLAY AS DR. KILN
At the character selection screen, hold L and press B, Left C, Up C, Right C, Down C, A on the Control Pad

PLAY AS SUMO SANTA
At the character select screen, hold L and press A, Down C, Right C, Up C, Left C, B on the Control Pad

PLAY AS BOOGERMAN
At the character select screen, hold L and press Up, Right, Down, Left, Right, Left on the Control Pad

SECRET OPTIONS MENU
At the character select screen, hold L and press Up C, Right C, Left C, Down C, B, A, to enable a secret menu in the options screen

STAGE SELECT
In the two-player mode, when the versus screen comes up, press Right C or Left C to change the stage

RANDOM SELECT
Hold down the L and R buttons simultaneously at the character selection screen and a random *Clayfighter* will be chosen for you

DIFFERENT COLOUR
In order to choose your *Clayfighter*'s alternative colour, just press Bottom C (instead of the A button) to select your character 64

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.
Nikki: 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.

Diddy Kong Racing

The following cheats are done at the 'Magic Codes' options. After you turn the game on, just go to Options, then to Magic Codes

MAGIC CODES:

BYEBYEBALLOONS	– All the weapons are disabled for the computer
TOXICOFFENDER	– All balloons are green
BODYARMOR	– All balloons are yellow
OPPOSITESATTRACT	– All balloons are rainbow
BOMBSAWAY	– All balloons are red
VITAMINB	– No limit to bananas
BOGUSBANANAS	– Bananas reduce speed instead of increase speed
NOYELLOWSTUFF	– Makes the bananas have no effect
BLABBERMOUTH	– Random character noises are played instead of a horn
JOINTVENTURE	– Two player adventure mode
ZAPTHEZIPPERS	– All the zippers will disappear
FREEFORALL	– Maximum power-up
FREEFRUIT	– Start with ten bananas
JUKEBOX	– Access the music menu
TIMETOLOSE	– Ultimate computer AI
TEENYWEENIES	– Small racers
DOUBLEVISION	– Select same player
WHODIDTHIS	– See game credits
OFFROAD	– Makes karts 4x4s
ARNOLD	– Large characters

GETTING DRUMSTIK:

In order to get Drumstik as a selectable character, you must first get all the amulet and TT pieces. Once you've done that and opened up the Wiz Pig face, you can get him. Here's how: go to the main outer world and look at the frogs that are hopping around the water. One will have little red rooster feathers on its head. Run over it, and Drumstik will appear, then you'll be put back in the centre of the field. Immediately go to quit game, then start a new game and you'll find Drumstik is between Diddy and Bumper

Duke Nukem 64

Cheat Menu

On the Main Menu screen press Left, Left, L, L, Right, Right, Left, Left

After entering the cheat menu code above try entering this to get all items
R, Right C, Right, L, Left C, Left, Right C, Right

To get invincibility, press R button seven times then press LEFT on the D-Pad

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 9bjt683s 9vk?
Level 05: dxh8 9bjp685s 1vk?
Level 06: fdf8 9bjk687s svk?
Level 07: fxc8 9bjf689s 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 9bb669xp 2vk?
Level 18: mfp8 9bb269zp tvk?
Level 19: mym8 9bby691p kvk?
Level 20: nfk8 9bbt693n ?vk?
Level 21: nyh8 9bbp695n 2vk?
Level 22: pff8 9bbk697n tvk?
Level 23: pyc8 9bbf699n kvk?
Level 24: qf?8 9bf?6?bm ?bk?
Level 25: qy88 9bf66?dm 2bk?
Level 26: rf68 9bf26?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 9bjs6839 7vk?
Level 05: d1hr 9bjn6859 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 69x60vk?
Level 18: mkpr 9bb1 69z6rvk?
Level 19: m2mr 9bbx6916 hvk?
Level 20: nkkr 9bbs6935 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 9bf06?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 9bjv682? bvk?
Level 04: dsjr 9bjq6849 3vk?
Level 05: d9gr 9bjl 6869 vvk?
Level 06: fsdr 9bjg 6889 lvk?
Level 07: f9br 9bjb 68?9 bvk?
Level 08: gs9r 9bc769c8 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??r 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.

W93M 7H2O BCYO PSVB

The pentagram items also let you use the three switches in the last level (letting you close the gates that spawn the monsters) and makes the laser shoot more quickly and strongly.

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

Extreme G

Check out these codes for the fastest, most futuristic racer there is.

Extreme Speed

For the ultimate challenge, try the Extreme Mode. Simply enter 'xtreme' as your name at the name selection screen (Contest Mode) and it cranks up the speed even more. Combine with Fisheye for some insane action.

Extremely Ghostly

Enter the word 'ghostly' at the name entry screen (Contest Mode) and all the track polygons will be transparent. You can now see right through the walls and even the very ground you race on.

Magnify Mode

Enter the word 'magnify' at the name entry screen and your view will be strangely distorted (magnified). Your bike is now at the very bottom and everything will seem huge.

Race Upside Down

Enter the word 'antigrav' at the name entry screen (Contest Mode) and you will finally be able to race upside down without standing on your head...

Stealth Mode

Enter 'stealth' at the name select screen (Contest Mode) and you will hear a confirmation sound. Now start a race and all drivers should be invisible, but you can still see their shadows and weapons.

The Ultimate Bike: Neon

Finish the final circuit and you get Neon, the best bike in the game. All attributes are completely maxed out, including speed, shields and handling. You can also cheat your way onto it (see below).

Ugly Mode

Enter 'uglymode' at the name selection screen (Contest) and you can see what *Extreme G* would look like without mip-mapping and texture transparencies. Very PSX-ely.

WireFrame Mode

Want to know what a Colour Virtual Boy version of *Extreme-G* would look like? Start a new Contest and enter your name as 'wired'. This will eliminate all textures and only give you wireframes.

Ride the Roach

Finish *Extreme G*'s Contest Mode on Meltdown, and you receive Roach, an extremely high-performance racing machine. Use it to exterminate your enemies!

Fisheye Lens

If *Extreme G* is still not fast enough for you, how about an optical trick that makes the scenery fly by even faster? Go to the 'Contest' mode, enter your name (press R, then press R to switch to lower case) and enter the word 'fisheye.' You will hear a confirmation code to tell you that the trick worked. The screen will be distorted (like with a fisheye lens) giving an even greater feeling of speed.

Race as a Boulder

Extreme G lets you transform your bike (and everyone else's) into a rolling boulder! Start a new Contest and at the bike selection press R – this brings up the name entry mode. Press R again to switch to lower case, enter the word 'roller' (no caps) and you should hear a confirmation sound. Start the race and get ready for a different kind of *Boulder Dash*...

Quit and still win

Enter your name as 'RA50' at the name selection screen. If you quit out of a race the computer will still register you as a winner

Race as the *Extreme G* Team

Enter your name as 'XGTEAM' at the name entry screen and then go back and change it to one of the first names of the game's programmers – you'll find these in the credits in the manual. Now start a race and you'll see the faces of the development team on top of the bikes

Shoot Fergus

Enter your name as FERGUS then go to the game's shoot-'em-up mode. You will then get to shoot Fergus McGoven, director of Probe!

Ultimate Password

Enter 81GGD5 at the password screen to unlock both the hidden bikes and a special hidden track

Drive the Neon bike and open all courses

Go to the options menu and enter the password 61GGB5 to open all the tracks and ride the Neon bike

Weapons Cheat

To receive weapons whenever you want, enter you name as 'arsenal' in the name selection screen in the Contest Mode

Slippery Track

Enter your name as 'banana' at the name entry screen in Contest Mode

Unlimited Turbo Boosts

Enter your name as 'nitroid' on the name selection screen 64

F1 Pole Position

Extra Car

When you have become World Champion, reset your Nintendo and hold both the A and B buttons when the Control Pak screen comes up. Now go to the car selection screen and you will have a special Ubi Soft car 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 included in the game, including some extras such as the Moonraker Scientists. 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 all 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 (twice) 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

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 the 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

Madden 64

Hidden Team

To get the secret team enter the code TIBURON in Season Mode, Front Office, Create Player-Name. Select Continue and SAVE, then back up (B) twice. Next select Exhibition Mode and you will be able to pick a large team

Ending Sequence

Hold L, R and Z as soon as the EA logo appears. If done correctly the end sequence will then appear immediately 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
All of 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

NFL Quarterback Club '98

You must enter these cheats on the cheat menu (obviously) and you can only enter and use one cheat at a time

GLYTHMD
Makes the players huge. Strangely enough, this code also makes the commentator's voice become deeper!

RNLDSWZNGR
Will make your running backs rock hard. They will run more slowly but will also be almost impossible to bring down

SMLMDGT
Shrink mode! Makes all of the players tiny and will make the commentator's voice higher

BBMNTBL
This code stretches your players

JPNSMWR
This does the opposite of the above cheat, creating fat, squashed players

WLTRPYTN
Turns all of your running backs into Walter Payton. Apparently he was a bit good!

DWNDRV
Gives you an unlimited number of downs

MCHJNSN
Makes all of your players as fast as Michael Johnson

GTNHNDS
Gives your players butterfingers. The result: more fumbles!

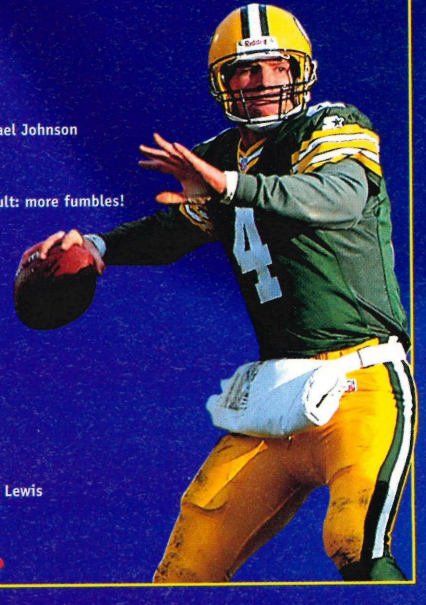
SPRSLYD
Makes the playing field rather slippery

STYCKYHNDS
Improves your players' catching skills

BRDWYNMTH
Gives you an excellent quarterback

CRLLWYS
Enables your team to jump as far as Carl Lewis

BGBFYFF
Makes players stronger and faster 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 in *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

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, down 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

San Francisco Rush

Attempt to Resurrect in Place

On the setup screen hold Z and press Left C, Right C, Right C, Left C

Auto Abort Disable

On the setup screen press Up C, Up C, Up C, Up C (quickly)

Change Rear Tyre Size

On the car select screen press Right C, Left C, Left C, Right C (keep entering to vary the tyre size)

Change Front Tyre Size

On the car select screen press Left C, Right C, Right C, Left C (keep entering to vary the tyre size)

Change Gravity

On the set-up screen hold Z and press Up, Down then let go of Z and press Up, Down, Up, Down (you can change back to normal by reentering the code)

Change Viewing Distance

Hold L and press up or down on the control stick while playing the game

Disable Car Collisions

On the setup screen press Left, Right+ Right C, Up C, Left C, Down C, Z

Foggy Night

On the options screen during gameplay select 'extreme fog' with all C buttons held down

Fog Colour

On the car select screen hold Z and press Down C, Down C, Down C

No Game Driver

On the setup screen hold Z and press Down C, Up C, Up C, Down C

Turn Car into Mine

On car select screen press Right C, Right C, Z, Down C, Up C, Z, Left C, Left C

Turn off Track Textures

On the setup screen press Right C+L, Z, Right C+L, Z

Change Car Size

On the car select screen press Down C, Up C, Up C, Down C (quickly)

Drive Cab

Get half the keys on any course to unlock the cab. There are six to eight keys on each track and the car they unlock is exclusive to that track

Drive Hot Rod

Getting all the keys on any course will unlock the hot rod

Turn Cones into Mines

On set-up screen press L, R, L, R, L, R (quickly)

Upside down tracks

On set-up screen press Up, Right, Down, Left, Down Right, Up, Left 64

Shadows of the Empire

Maybe it's worth collecting all those pesky challenge points in this awful Star Wars cash in after all!

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.

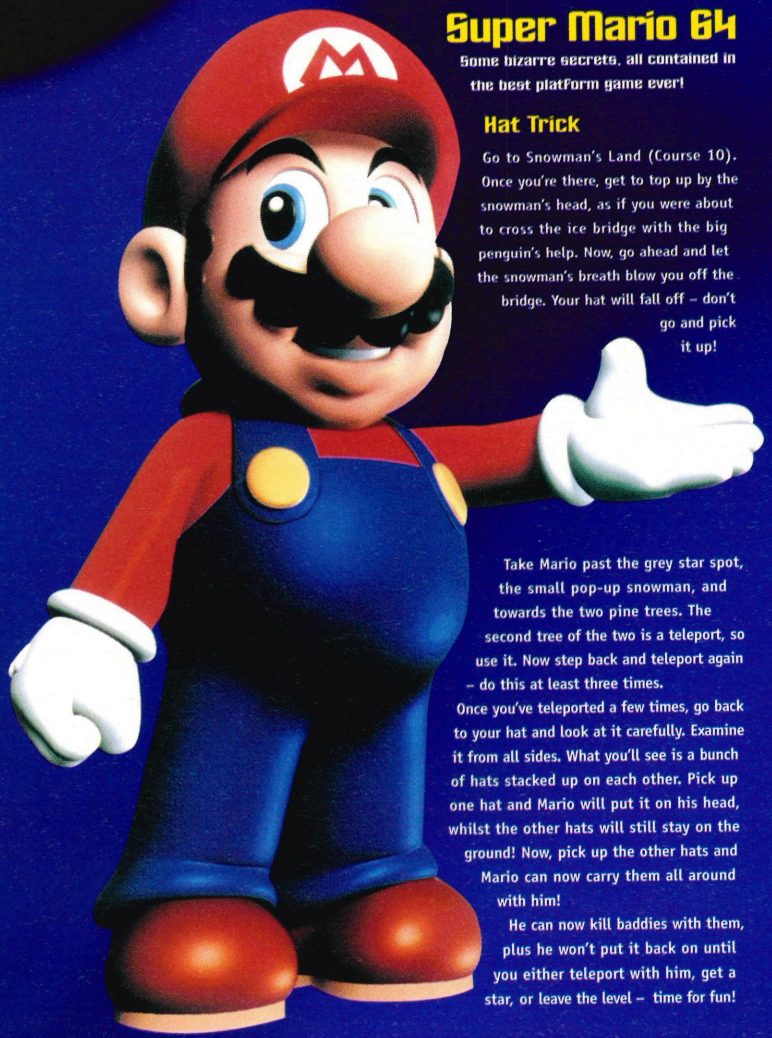
Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll 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

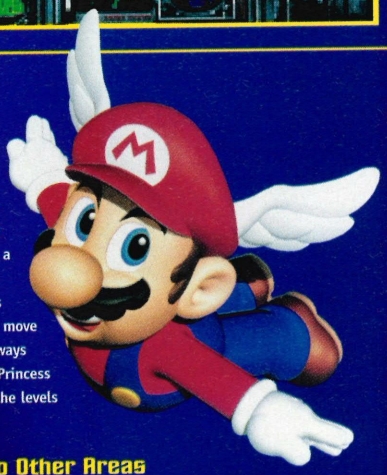
Go to Snowman's Land (Course 10). Once you're there, get to top up by the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. Your hat will fall off – don't go and pick it up!

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 the 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

Top Gear Rally

Remove Bi-linear Filtering
While playing the game press B, Left, Right, Up, Left, Z, Right

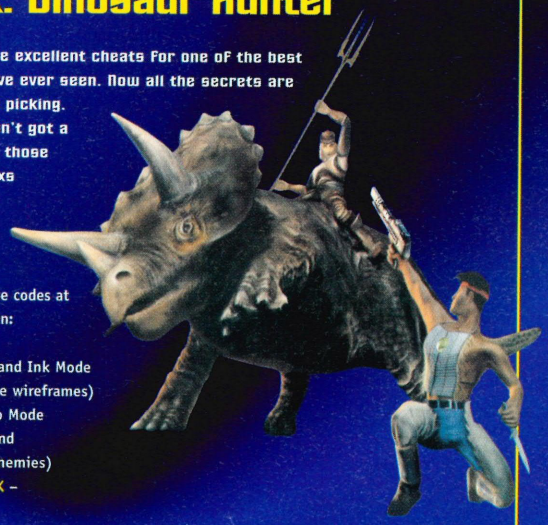
Rainbow Mode
While playing the game press Down C, Z, B, Up, Up, Right

Beachball Car
Finish the fourth year and you will receive the Beachball Car

Mirror Cars
Finish the fifth year and a new 'Easter egg' will allow you to change your car texture to mirror. Simply press the Down C button on the car selection screen to access it 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!



Enter all of these codes 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 whether to 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.

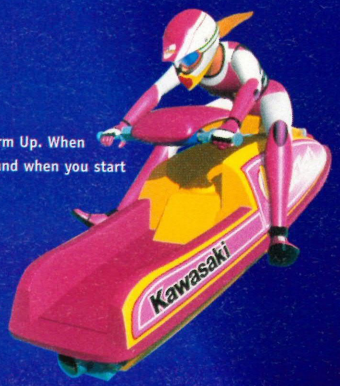
Helicopter into a Flip Stunt
Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and do another flip.

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

DATEL CODES

Ever wanted to get more out of your games or just feel the need to cheat to get all of those hidden secrets? If the answer is yes, then the Datel Action Replay Cartridge could be for you. As a new section to our Cheat Zone, we present a full listing of Datel Codes for UK games.

What Is A Datel Cartridge?

Quite simply this is a device that slots between your game cartridge and the N64. It enables you to enter the codes printed below and thus access these cheats. The Datel Action Replay Cartridge can be purchased from most good computer game stores for around £45.

UK CODES

BOMBERMAN 64

1	Infinite Lives	802AC617 0063
2	Stop Timer	802AC633 0000
3	Infinite Credits	802AC61B 0063
4	Press PAR Button For 99 Gems	882AC61F 0063

EXTREME G

1	Infinite Turbos	801651CB 0003
		801651CF 0003
2	Have 255 Race Points	80169837 00FF
3	Have Roach Bike	8016983F 0008
4	Have Neon Bike	8016983F 0009
5	Anti-Grav + Fish Eye Lens	80097687 000A
6	Anti-Gravity Mode	80097687 0008
7	Boulder Mode	80097687 0001
8	Boulder Mode + Fish Eye Lens	80097687 0003
9	Boulder Mode + Wireframe Mode	80097687 0011
10	Extreme Mode	80095F6E 0002
11	Fish Eye Lens	80097687 0002
12	Ghost Mode	80097687 0040
13	Magnify Mode	80097687 0004
14	Stealth Mode	80097687 0020

FIFA 64

1	No Of Goals Player 1	80119043 00XX
2	No Of Goals Player 2	80119047 00XX

GOLDENEYE 007

	DAM	
1	Infinite Health	810BA3DC 3F80
2	Infinite Ammo	800BAB97 0007
	FACILITY	
3	Infinite Health	8109D7DC 3F80
4	Infinite Ammo	8009DF97 0007
	RUNWAY, SURFACE a & DEPOT	
5	Infinite Health	810C07DC 3F80
6	Infinite Ammo	800C0F97 0007
	BUNKER a, b & SILO	
7	Infinite Health	8109AFDC 3F80
8	Infinite Ammo	8009B797 0007
	FRIGATE	
9	Infinite Health	810ADBDC 3F80
10	Infinite Ammo	800AE397 0007
	SURFACE b	
11	Infinite Health	810CCFDC 3F80
12	Infinite Ammo	800CD797 0007
	STATUE	
13	Infinite Health	810AC7DC 3F80
14	Infinite Ammo	800ACF97 0007
	ARCHIVES, CAVERNS & CRADLE	
15	Infinite Health	810CCC3C 3F80
16	Infinite Ammo	800B4797 0007
	STREETS	
17	Infinite Health	810BDFDC 3F80
18	Infinite Ammo	800BE797 0007
	TRAIN, JUNGLE & CONTROL CENTER	
19	Infinite Health	810A77DC 3F80
20	Infinite Ammo	800A7F97 0007

HEXEN 64

1	Invincibility	8113F11C FFFF
2	Always Have Axe/Staff/Frost Shards	8013F147 00FF
3	Always Have Hammer/Firestorm/ Arc of Death	8013F149 00FF
4	Always Have Quietus/ Wraithverge/Bloodscourge	8013F14B 00FF
5	Infinite Blue Mana	8013F14D 00CF
6	Infinite Green Mana	8013F14F 00CF
7	Have All Items And Artifacts (See Note below)	
	8013F119 0020	8013F091 0001
	8013F093 00FF	8013F095 0002
	8013F097 00FF	8013F099 0003
	8013F09B 00FF	8013F09D 0004
	8013F09F 00FF	8013F0A1 0005
	8013F0A3 00FF	8013F0A5 0006
	8013F0A7 00FF	8013F0A9 0007
	8013F0AB 00FF	8013F0AD 0008
	8013F0AF 00FF	8013F0B1 0009
	8013F0B3 00FF	8013F0B5 000A
	8013F0B7 00FF	8013F0B9 000B
	8013F0BB 00FF	8013F0BD 000C
	8013F0BF 00FF	8013F0C1 000D
	8013F0C3 00FF	8013F0C5 000E
	8013F0C7 00FF	8013F0C9 000F
	8013F0CB 00FF	8013F0CD 0010
	8013F0CF 00FF	8013F0D1 0011
	8013F0D3 00FF	8013F0D5 0012
	8013F0D7 00FF	8013F0D9 0013
	8013F0DB 00FF	8013F0DD 0014
	8013F0DF 00FF	8013F0E1 0015
	8013F0E3 00FF	8013F0E5 0016
	8013F0E7 00FF	8013F0E9 0017
	8013F0EB 00FF	8013F0ED 0018
	8013F0EF 00FF	8013F0F1 0019
	8013F0F3 00FF	8013F0F5 001B
	8013F0F7 00FF	8013F0F9 001C
	8013F0FB 00FF	8013F0FD 001D
	8013F0FF 00FF	8013F101 001E
	8013F103 00FF	8013F105 001F
	8013F107 00FF	8013F109 0020
	8013F10B 00FF	

Note: As you can see the list of codes for 'Have All Items/Artifacts' is quite long. I am a bit dubious about giving these codes out at the moment. This is because the GameShark at the moment will only activate 15 codes at a time (though a new patch is coming soon!) but as you can see, there are five times that amount of codes above. As you will know from Hexen, to select an Artifact you move along a scrolling bar until you reach the item you would like to use. From the above codes you will see the first code is 8013F119 0020. This code opens the appropriate amount of slots in the activation bar. This particular code will open 32 slots (0x20 [HEX] = 32 [Decimal]). You can adjust the value of this code to how many items you have or you can just leave it at 0x20. Looking at the next code which is, 8013F091 0001: 8013DAC1 corresponds to the slot in which the artifact will be placed (in this case it is slot 1 on the activation bar) and 0001 corresponds to which item is to be placed in the activation bar. There are 32 items in all.

MORTAL KOMBAT TRILOGY

1	Player 1 Unlimited Energy	801698AD 00A6
2	Player 2 Unlimited Energy	80169B81 00A6
3	Player 1 Aggressor Text to Energy Bar	80169941 0030
4	Player 2 Aggressor Text to Energy Bar	80169943 0030

LYLAT WARS

1	Infinite Lives	80163C09 0063
2	Infinite Bombs	80179F0B 0005

MRC

1	Infinite Time	8009498F 003C
2	Always First	800A9107 0000

PILOT WINGS 64

1	Unlimited Fuel Rocket Belt	803669A9 0081
2	Unlimited Fuel Gyrocopter	80366989 0081

SHADOWS OF THE EMPIRE

1	Unlimited Lives	800E2333 00FF
2	Unlimited Missiles	800E1265 00FF

SUPER MARIO 64

1	Press PAR button for 99 Coins	883094D9 0063
2	Unlimited Lives	803094DD 0064
3	Unlimited Energy/Breath	813094DE 08FF
4	Invisible Mario	803094E0 0020
5	Half Mario	803094E1 0000
6	Limbo Mario	8030961C 00C0
7	Mario Runs Backwards	8030961E 0080
8	Big Fist Mario	8030961B 0010
9	Unlimited Hat Usage	813094E6 FFFF
10	No Power Display	803094E3 0001
11	Mario Runs Bent Over	8030961C 0050
12	Strobe Mario	803094F0 0078
13	Rubber Walls	81309434 FFFF
14	Crazy Camera	81309263 0095
15	Flat Mario	803094E4 0078
16	Jumping Hurts You	803094EC 0078
17	Die Before You've Moved	803094E2 0078

TOP GEAR RALLY

1	Only Race 1 Lap Championship Mode	8031EBDB 0002

TUROK - DINOSAUR HUNTER

1	Have All Keys	
	80128DE3 0007	80128DE7 0007
	80128DEB 0007	80128DEF 0007
	80128DF3 0007	80128DF7 0007
	80128DFB 0007	
2	Unlimited Arrows	80128D7F 00FF
3	Unlimited Chronoscepter Ammo	80128D93 00FF
4	Unlimited Mini Gun Ammo	80128D83 00FF
5	Unlimited Pistol/Rifle Ammo	80128D63 00FF
6	Unlimited Quad Rocket Ammo	80128D8B 00FF
7	Unlimited (Auto) Shotgun Ammo	80128D67 00FF
8	Unlimited Fusion Cannon Ammo	80128D8F 00FF
9	Unlimited Rifle/Alien/ Particle Ammo	80128D6B 00FF
10	Activate Pistol	80128DA7 0001
11	Activate Shotgun	80128DAB 0001
12	Activate Automatic Shotgun	80128DAF 0001
13	Activate Assault Rifle	80128DB3 0001
14	Activate Pulse Rifle	80128DB7 0001
15	Activate Mini Gun	80128DBB 0001
16	Activate Grenade Launcher	80128DBF 0001
17	Activate Particle Accelerator	80128DC3 0001
18	Activate Quad Rocket Launcher	80128DC7 0001
19	Activate Alien Weapon	80128DCB 0001
20	Activate Fusion Cannon	80128DCF 0001
21	Activate Chronoscepter	80128DD3 0001
22	Activate Quake Mode	801195EE 0010
23	No Limits	801195EC 0008

WAVE RACE 64

1	Super Speed XX (00-FF)	801c0077 00XX
2	Misses Don't Count	801C007F 0000
3	Infinite Time Stunt Mode	801C020E 00FF

All codes are supplied by Datel Design and Development Limited. Total 64 takes no responsibility for the reliability of these codes.

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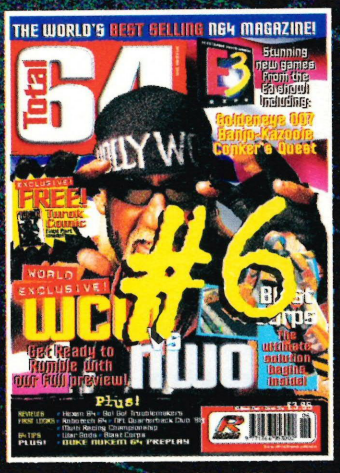

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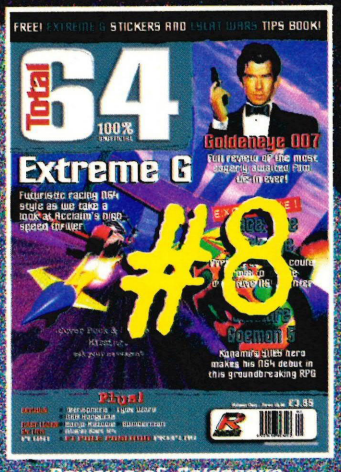

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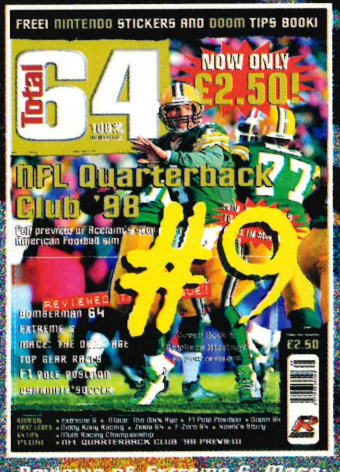

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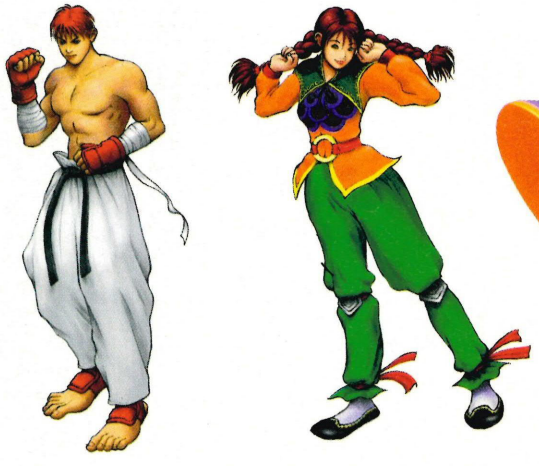

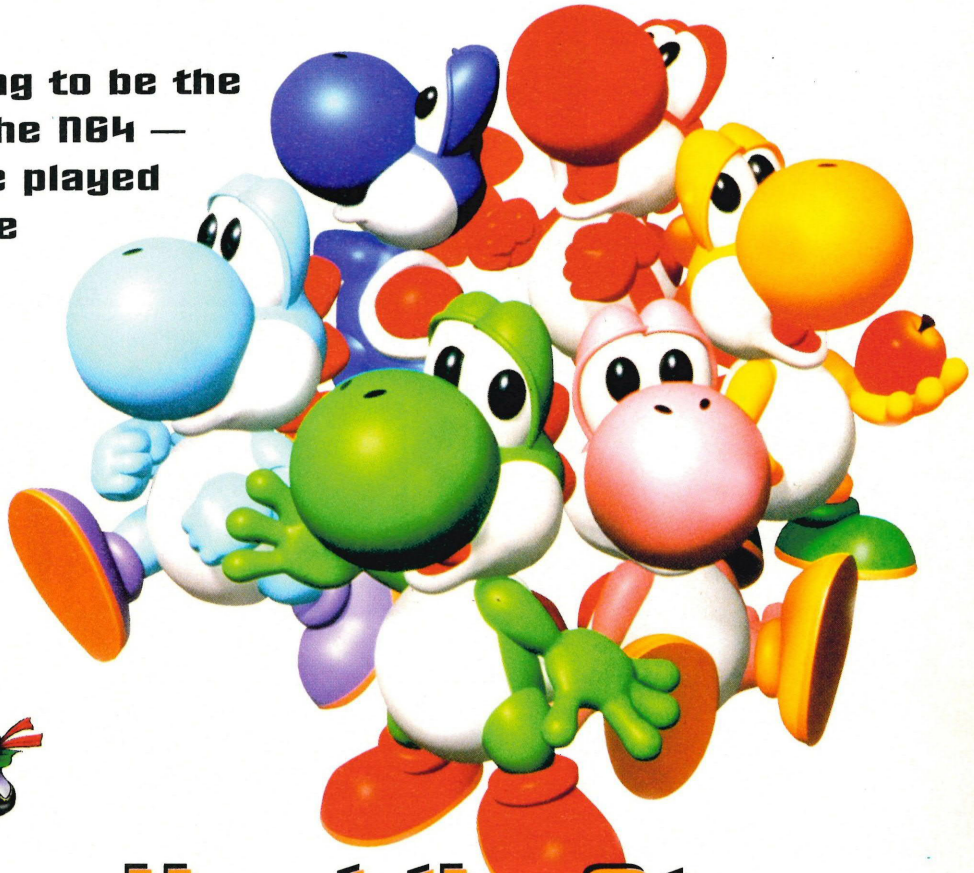

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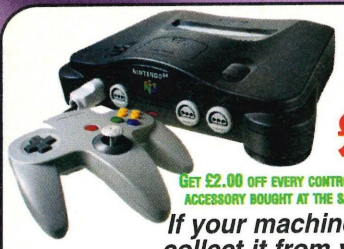

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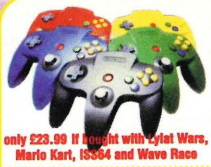

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Get ready to blow out the candles!

Or should I say candle? Yes, believe it or not Total 64 will be a whole one year old next month — and you won't believe the things we've got planned to help celebrate our birthday issue...

Obviously I can't give too much away or it won't be a surprise, but it's safe to say that you'll be enjoying and celebrating our birthday issue just as much as the Total 64 team – after all, without you we never would have reached the grand old age of one! It won't all be presents, jelly and ice-cream mind you, there'll be plenty of first looks and previews to go round, along with a healthy slice of reviews, and tips for those who want them.

So don't miss out on the birthday party of the year!

Issue twelve of Total 64 – be there!

Justino

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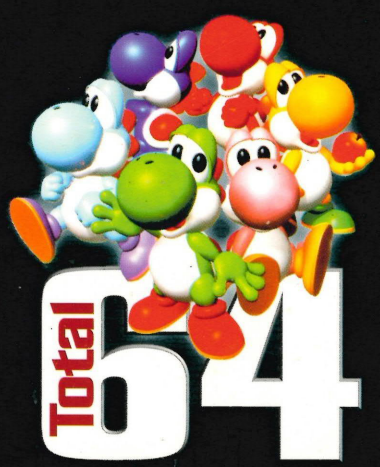

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