12 FREE! 16 PAGE WCW Vs nWo TIPS MAGAZINE

Total 64

100% UNOFFICIAL

TOTAL 64 • VOLUME ONE • ISSUE TWELVE

Fighters Destiny

Exclusive review of the N64's best Beat-'em-up

Yoshi's Story

Are you sitting comfortably? Then we'll begin!

IN THIS ISSUE:

- BODY HARVEST
- QUAKE 64
- YOSHI'S STORY
- FIGHTERS DESTINY
- MADDEN 64
- MK MYTHOLOGIES: SUB ZERO
- NAGANO WINTER OLYMPICS '98
- WILD CHOPPERS

If your FREE book is missing? Please consult your newsagent

FREE! Massive Fighters Destiny moves poster

Volume One · Issue Twelve

£2.95

9 771361 953026 12

RAPIDE PUBLISHING

REVIEWS ■ Fighters Destiny ■ Madden 64 ■ MK Mythologies: Sub Zero
FIRST LOOKS ■ Bio Freaks ■ Body Harvest ■ Art of Fighting ■ Buggy Boogie
PREPLAYS ■ Yoshi's Story ■ Quake 64 ■ Hyper Olympic Nagano
PLUS! ■ TOTAL 64 FIRST BIRTHDAY FEATURE

FIGHTERS DESTINY • YOSHI'S STORY • QUAKE 64 • MADDEN 64 • MK MYTHOLOGIES: SUB ZERO • HARVESTER 64 • JEST

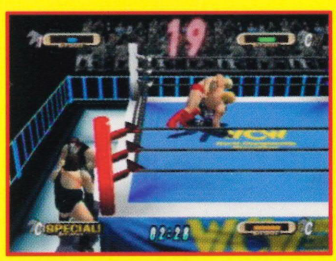
RAPIDE PUBLISHING

WCW VS. nWo
WORLD TOUR

ARE YOUR FRIENDS ALWAYS PICKING ON YOU?

UP TO 4 PLAYERS - HEAD TO HEAD

"IT MUST BE PLAYED, EVEN IF YOU'RE NOT A FAN. IT'S THAT GOOD!"
92% - TOTAL 64





THQ INC

WCW VS. THE WORLD™ ©1997 ASMIK/THQ INC. HULK HOGAN™ IS A TRADEMARK OF MARVEL ENTERTAINMENT GROUP, INC. AND IS USED UNDER LICENSE OF WORLD CHAMPIONSHIP WRESTLING. 1997 WORLD CHAMPIONSHIP WRESTLING™ ALL RIGHTS RESERVED. NINTENDO, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO CO., LTD. ©1996 NINTENDO CO., LTD. LICENSED BY NINTENDO.

NINTENDO 64

™

Total 64





Welcome to our birthday issue of Total 64!

Total 64

One year old today, enjoy the party...

I can't believe it, TOTAL 64 is a whole year old – it seems like only yesterday that issue one said its first words and quickly established itself as a must buy for all N64 enthusiasts. Where does the time go? (etc, etc).

Like the Nintendo 64 console, TOTAL 64 has gone from strength to strength, improving with every long awaited cartridge that arrives on the shelves. Perhaps two of the most eagerly awaited of these would be *Yoshi's Story* and *Quake 64* – and although neither of these games are available in the UK yet, we've been lucky enough to play both of them this month and are pleased to share our findings with you in this, our first birthday issue.

The big game of the month in my opinion though, would have to be this month's front cover game – *Fighters Destiny*, at last the gaming powerhouse that is the N64 has a beat-'em-up that's actually worthy of its cartridge port! Check out our exclusive review on page 42.

What are you waiting for?

Justin



Reviews

42 Fighters Destiny

'The N64 doesn't have any good fighting games' says a disgruntled reader, well Imagineer and Ocean say different – and so do we!

48 Madden 64

Can the latest title in this long running series make any kind of impression, after the stunning *NFL Quarterback Club '98*?

52 MK Mythologies: Sub Zero

The boy in blue goes solo in this latest *Mortal Kombat* cash-in – let's hope Midway don't decide to do sequels for every character in *MK Trilogy*!

56 Famistar 64

Namco arrive on the N64 with a Japanese baseball game that boasts that rarest of all features, originality

60 Wild Choppers

No, it's not an alternative to your BMX, it's a peculiar looking helicopter sim from Seta

64 Puyo Puyo Sun 64

It looks and plays like a SNES game, but even on the N64 its playability makes it an essential purchase for fans of the genre

66 64 Oozumo

The hot favourite in our 'will never be released in the UK' sweepstake – sumo wrestling for the N64!

68 Wheel of Fortune

If you're a fan of the show, prepare to be disappointed. If you're cleverer than that, prepare for a laugh!

VOLUME ONE ISSUE TWELVE

Contents

First Look!

14 Body Harvest
DMA's spectacular new title looks to blend action, RPG, driving elements and all manner of sub-games in one massive alien bash! This could be one of the biggest titles of the year

15 POD
More driving action on the N64 with Ubisoft's new futuristic racer. The question is, do we really need it?

16 Art of Fighting Twin
With this beat-'em-up you get to fight as either 'real' people or as manga-style characters. To what purpose? Find out on page 16

18 Spooky
With all those cutesy, cutesy games on the N64 at the moment, we could do with something to scare us. *Spooky* could be it, with its dark foreboding atmosphere and rather unpleasant monsters

19 Buggie Boogie
Driving? In a buggy? Funky tunes? Sounds good to us – find the rest of the story on page 19

20 Cruis'n World
With the original *Cruis'n USA* selling more than one million copies in the US, it is about to be released over here – just as Midway are preparing their much improved follow up.

21 Jest
RPGs are something of a rarity on the N64 right now. Ocean's *Jest* looks to redress the balance with faultless gameplay and stunning graphics

22 Bio Freaks
Imagine a futuristic world where the survivors are part flesh, part machine and spend their spare time fighting in huge 3D arenas. Now you've got a pretty good idea what *Bio Freaks* is all about



Preview

36 Wayne Gretzky's 3D Hockey '98
Mr Gretzky returns for another ice hockey extravaganza – N64 style!

Features

76 Don't look back in anger
A look back at the first year of TOTAL 64 and the console it's dedicated to

Preplay

24 Yoshi's Story
It's probably the most eagerly awaited 2D platformer since time began, and we've played it!



28 Quake 64
The smash hit PC gore fest is on its way. TOTAL 64 takes an early look at what could be the first game to really give *Goldeneye* a run for its money



32 Nagano Winter Olympics
From the creators of *ISS Soccer 64* comes a sporting title that's so cool, you'll have to wear a bobble hat to play it!

Regulars

6 News
14 First Looks
41 Reviews Intro
70 Reviews Round-up
80 The Cheat Zone
87 Datel Codes
88 The Firing Line
92 High Scores
94 Subscriptions
95 Back Issues
96 Next Month
98 Sign Off

Total 64 NEWS

Nintendo bolstered by overseas sales

According to well-respected Japanese games magazine, Famitsu, the N64's worldwide sales have gone from good to great. Surprisingly though, the N64 has yet to catch on in its native country. Sales for the rest of the world have gone from 3.4 million to 9 million in the last six months, while the Japanese have only bought 400,000 N64s in the same period, taking the total to 2.5 million. Hopefully, the anticipated launch of the 64DD will give a much needed injection of interest into the console.



TOTAL SALES OF CONSOLES:

JAPAN
Super Famicom (Super NES): 16,960,000
GameBoy: 16,850,000
Nintendo 64: 2,447,000
Saturn: 5,200,00
PlayStation: 8,600,000
PC-FX: 29,000
NeoGeo: 35,000
NeoGeo CD: 45,000

REST OF THE WORLD
Super NES: 29,740,000
GameBoy: 43,040,000
Nintendo 64: 9,030,000
Saturn: 2,960,00
PlayStation: 11,400,000
NeoGeo: 60,000
NeoGeo CD: 12,000

These figures were compiled from sales taken from independent retailers and a number of major outlet stores.

Flights of the UN

Paradigm and Video Systems are set to team up again for another flight sim game. It will be based on the Harrier Jump Jet and will probably be called *Flights of the UN*. It is due for the fourth quarter of '98, will feature Rumble Pak compatibility and will be multiplayer, possibly even four-player.

A spokesman for the company said: "It's possible (it'll be 64DD compatible). The game is a truer simulation than *AeroFighters Assault*. Think of this as *Pilotwings* with attitude."

The title will be a least a 96 Mbit game and will come with battery back-up – let's hope that they do a better job with this than *Aerofighters Assault*.

lowdown! European Release Dates

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

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)

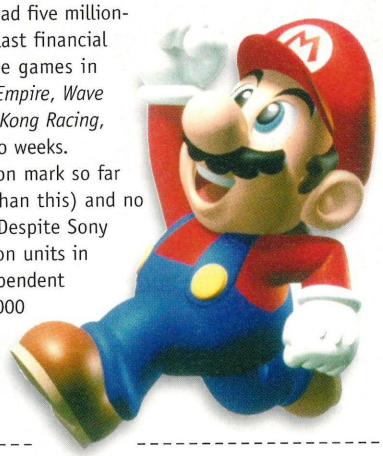
Unknown
TBA - Banjo-Kazooie (Nintendo/Rare)
TBA - Conker's Quest (Rare)
TBA - F-Zero 64 (Nintendo)
TBA - Mission: Impossible (Ocean)
TBA - Yoshi's Story (Nintendo)
TBA - Zelda 64 (Nintendo)
TBA - Attack! (GT Interactive)

NOA rolls on

Nintendo have announced that they have now had five million-selling games in the US the first half of the last financial year – more than on any other platform. The games in question are *Mario 64*, *Cruis'n USA*, *Shadows of the Empire*, *Wave Race 64*, *Goldeneye* and the recently released *Diddy Kong Racing*, which sold more than 800,000 copies in its first two weeks.

Only one title on the PC has reached the million mark so far (although it is likely that *Quake 2* will sell more than this) and no PlayStation title has achieved the magic million. Despite Sony claiming that *Final Fantasy VII* has sold one million units in North America (including Mexico and Canada) independent sales monitors (NPD group) put the number at 500,000 sold in the US.

NOA added that revenue generated by the videogames industry was up 151% and Nintendo's own retail sales were up 463% on last year.



Frogger on N64



Great news kids; that old arcade classic, *Frogger*, is set for an N64 update. The game, titled *Frogger 3D* on the PlayStation, is a polygon update featuring more than just the original style gameplay. There are at least half a dozen different levels, offering more of a 3D environment slant on the gameplay. There is also a two player battle mode.

Although the PlayStation version was not well received, it is quite possible that Hasbro will revamp the game for the N64.

Capcom's Plans





If you were reading last month's report on the Nintendo Space World, then you will be aware that one of the surprises of the show was that Capcom were nowhere to be seen. Well, we can reveal that the famous Japanese development house met with Nintendo at the show and discussed their plans for the N64. The result of this is that we will see three new Capcom games for the N64 sometime next year. These are *Ghouls 'n' Ghosts 64*, *Mega Man 64* and a 'racing game'.

Ghouls 'n' Ghosts 64 will follow a similar format to that of the original SNES title, but will take place in a 3D environment. It is unclear exactly what form the new *Mega Man* game will take but it is quite likely that it will remain true to its 2D platforming roots. As for the racing game, there are no details available at this time – let's hope it's not a *Mega Man Kart* game.

US Release Dates

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

1st Quarter '98

TBA - Space Station: Silicon Valley (BMG Entertainment/DMA)

January '98

6 - Robotron 64 (Crave Entertainment/Player 1)
18 - Fighters Destiny (Ocean/Imagineer)
20 - Jeopardy! (Take-Two/Gametek)
20 - Nagano Winter Olympics '98 (Konami/Diamond Dust)
27 - NBA In The Zone '98 (Konami)
27 - Olympic Hockey '98 (Midway/Atari Games)

February '98

15 - Snowboard Kids (Atlus)
15 - Virtual Chess 64 (Titus)
20 - Aero Gauge (ASCII)
28 - NHL Breakaway '98 (Acclaim/Iguana West)
TBA - Goemon: Adventures of the Mystical Ninja (Konami)
TBA - N64 College Basketball (Z-Axis)

March '98

9 - Yoshi's Story (Nintendo)
16 - Banjo-Kazooie (Nintendo/Rare)
30 - MLB Featuring Ken Griffey, Jr. (Nintendo/Angel Studios)
30 - 1080° Snowboarding (Nintendo)
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)
TBA - G.A.S.P. (Konami)
TBA - Quake 64 (Midway)
TBA - Superman: The Animated Series (Titus)

April '98

1 - Earthworm Jim 3D (Interplay/Vis Interactive)
1 - All-Star Baseball '98 (Acclaim)
30 - Forsaken (Acclaim/Probe)
TBA - Art of Fighting: Twin (Culture Brain)
TBA - Mission: Impossible (Ocean/Infogrammes)
TBA - Mortal Kombat 4 (Midway)
TBA - NBA Courtside (Nintendo/Left Field)
TBA - Quest 64 (THQ/Imagineer)
TBA - Tonic Trouble (Ubi Soft)
TBA - UEFA Soccer '98 (Ocean/Power & Magic)
TBA - Wetrix (Ocean/Zed Two)

May '98

2 - Wrecking Balls (Acclaim/Iguana)
TBA - Twisted Edge Snowboarding (Midway/Kemco/Boss)

June '98

1 - Ultra Soccer (Acclaim/Probe)
TBA - GEX 2 (Midway/Crystal Dynamics)

July '98

1 - WWF: Warzone (Acclaim)

August '98

30 - Turok 2 (Acclaim/Iguana)

2nd Quarter '98

TBA - Andretti Racing (EA Sports)
TBA - Body Harvest (Nintendo/DMA)
TBA - Conker's Quest (Rare)
TBA - Dual Heroes (Hudson)
TBA - Jest (Ocean/Curved Logic)
TBA - Space Circus (Ocean/Infogrammes)

1998

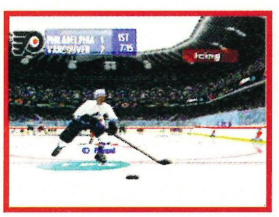
TBA - 64 Sumo (Natsume/Bottom Up)
TBA - Aeronaughts (Ocean)
TBA - BattleSport 64 (Cyclone Studios)
TBA - Bottom of the Ninth '98 (Konami)

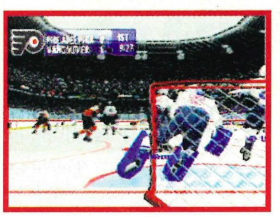
Turok 2 release date announced

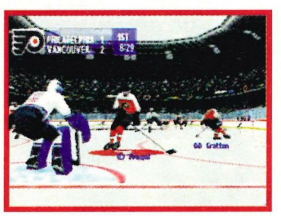
Acclaim have announced their release schedule for 1998. In February we will see *NHL Breakaway '98*, a serious hockey sim that could well challenge *Wayne Gretzky*'s position as the best hockey game on the N64. April will have two releases: *All Star Baseball '98* and Probe Software's *Forsaken* – a sort of *Descent*-style shoot-'em-up. In May we will finally see what all the fuss is about when the ultra secretive title, *Wrecking Balls* is released and June will see *Ultra Soccer* hit the shelves.



The latter, which is being developed by British developers Probe, is said to be "the game which will knock *ISS* off the top slot". *WWF Warzone* is set for a July release. Next, the one we're all waiting for, *Turok 2*, will be out at the end of August. November has been pencilled in as a release date for *Shadowman*, a game based on the comic book hero. Finally, December is the probable release time for *NFL Quarterback Club '99*, although the exact date is still unknown.







Crave mystery RPG

If you were reading this section last month, you'll already know that a group of programmers from Squaresoft have broken away and have set up their own software house, known as Crave. It is their intention to produce and release RPGs, exclusively on the N64 and they have just announced details of their first title, known only as *Project Cairo* at this stage. Crave are said to be in negotiations over the use of a major comic book license, for both the game's characters and background story, although no details about which comic book this might be have been released.

"If it was another anime RPG, I don't think we'd be making it," commented Mark Burke, Vice President of Product Acquisitions at Crave. "We think the art in the game is as good as, if not better than that in *Final Fantasy VII*."

Project Cairo, which is still a long way off from its 1999 release date, is being developed to take full advantage of the 64DD.

64 lowdown!

TBA - Bio Freaks (Midway)
TBA - Castlevania 3D (Konami)
TBA - Command and Conquer 3D (Westwood Studios)
TBA - Cruis'n World (Nintendo)
TBA - F-Zero X (Nintendo)
TBA - Freak Boy (Virgin)
TBA - GTI Club (Konami)
TBA - Harrier Jet Sim (Video Systems USA/Paradigm)
TBA - Knife Edge (Kemco)
TBA - LastLegion UX (Mindscape/Hudson)
TBA - Legend of Zelda: The Ocarina of Time (Nintendo)
TBA - Micro Machines (Midway)
TBA - MLB Strike Zone '98 (GT Interactive)
TBA - NFL Blitz '98 (Midway)
TBA - Powerslave 64 (Lobotomy)
TBA - Powerslide (Emergent)
TBA - Quest for Camelot (Titus)
TBA - Racer (Interplay)
TBA - Robotech: Crystal Dreams (Gametek)
TBA - Spooky (ICE)
TBA - Thornado (Factor 5)
TBA - WCW Nitro (THQ)

1999

TBA - 7th Legion (Epic Megagames)
TBA - Bio Tetris (Amtex)
TBA - Body Harvest (Nintendo/DMA)
TBA - Buggie-Boogie (Nintendo/Angel Studios)
TBA - Daikatana (ION Storm)
TBA - Deadly Honor (TecMagik)
TBA - Donkey Kong Country 64 (Nintendo/Rare)
TBA - Dragon Storm (MGM)
TBA - Duke Nukem Forever (GT Interactive)
TBA - Earthbound 64 (64DD) (Nintendo)
TBA - Emperor of the Jungle (Nintendo)
TBA - F1 Simulator (Video System USA/Paradigm)
TBA - F-Zero X Expansion Set (64DD) (Nintendo)
TBA - Ghouls'n'Ghosts 64 (Capcom)
TBA - Hybrid Heaven (Konami)
TBA - Kirby 64 (Nintendo)
TBA - Lego Racers (Lego/High Voltage)
TBA - Lode Runner 64 (Bandai)
TBA - Looney Tunes 64 (Ocean)
TBA - Pilotwings 2 (Nintendo/Paradigm)
TBA - Magic the Gathering: Armageddon (Acclaim)
TBA - Mario 64 2 (Nintendo)
TBA - Mario Artist: Picture Maker (Nintendo) 64DD
TBA - Mario Artist: Polygon Maker (64DD) (Nintendo/Nichimen)
TBA - Mario Artist: SoundMaker (64DD) (Nintendo)
TBA - Mario Artist: Talent Maker (64DD) (Nintendo)
TBA - Megaman 64 (Capcom)
TBA - NBA Fastbreak 64 (Midway)
TBA - NFL Quarterback Club '99 (Acclaim/Iguana)
TBA - Off-Road Challenge (Midway)
TBA - Paperboy 64 (Mindscape)
TBA - Pocket Monster: Pikachu Genki Dechu (Nintendo)
TBA - Pocket Monster Stadium (64DD) (Nintendo)
TBA - Project Cairo (64DD) (Crave Entertainment)
TBA - Return Fire II (MGM)
TBA - Rev Limit (Seta)
TBA - Rugrats (THQ)
TBA - Rush 2 (Midway/Atari Games)
TBA - SimCity 64 (Nintendo) 64DD
TBA - SimCopter 64 (Electronic Arts/Maxis) 64DD
TBA - Smurfs 64 (Infogrammes)
TBA - Star Wars (LucasArts)
TBA - Street Fighter (Capcom)
TBA - Super Mario RPG 2 (64DD) (Nintendo)
TBA - Zelda 64DD (64DD!) (Nintendo)
TBA - Ultra Descend (Interplay)
TBA - Unreal (64DD) (GT Interactive/DMA)
TBA - Wayne Gretzky's 3D Hockey '99 (Midway)
TBA - Wild Choppers (Seta)

Japanese Release Dates

Here are the latest release dates available for the N64 in Japan:

January '98

TBA - Fighting Cup (Imagineer)

64 bits!

Wheel of Fortune for Europe

We are just so excited about this one. Nintendo have granted a license to Take Two software to release games in Europe. They have not yet revealed any plans for the European market but it is likely that the first game for release will be the abysmal *Wheel of Fortune*.

In racing there is only one position

F1 POLE POSITION 64









The most authentic Formula 1 game ever is lined up on the grid. F1 Pole Position, based on the 1996 season, features 16 actual Grand Prix tracks, 22 accurate racing cars and 30 famous drivers. With realistic spinouts, skid turns and radio communication with the pit, F1 puts you right in the driving seat.

FIA FORMULA 1 WORLD CHAMPIONSHIP

NINTENDO64

Ubi Soft ENTERTAINMENT

Ubi Soft Entertainment Ltd., Vantage House, 1 Weir Road, Wimbledon, London SW19 8UX • Tel: 0181 944 9000 • Fax: 0181 944 9400 • e-mail: general@ubisoft.co.uk • http://www.ubisoft.co.uk

Copyright 1997 Ubi Soft Entertainment Ltd. All Rights Reserved. N-Cube, ™ and ® are trademarks of Nintendo Co., Ltd. © 1997 Nintendo Co., Ltd.

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)
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)

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)

What's that, then?

In an effort to improve your brains, we have decided to educate you in the world of Nintendo. This new feature will, over the next few months, bring you everything you ever wanted to know about Nintendo – the key players, the big developers and the game characters that give the big N its identity. Pay attention, I will be asking questions later!

NCL
Abbreviation for Nintendo Company Limited, the Japanese and founding arm of the Nintendo corporation. Founded by Fusajiro Yamauchi in 1889 and now run by Hiroshi Yamauchi, Nintendo has become one of the largest corporations in Japan and is hugely responsible for the present videogames boom. Responsible for many of the most significant formats over the last twenty years: Game and Watch, Gameboy, NES, SNES and (of course) the Nintendo 64.

Official Release Dates



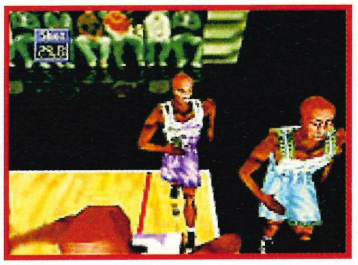
More official release dates, this time from Nintendo. The first Nintendo game to be released in the US this year will be *Yoshi's Story* on Feb 23. You'll find more details about this superb game elsewhere in this issue. Three weeks later, we will finally see the long awaited *Banjo-Kazooie*. Although this game seems almost identical to *SM64*, it is light years ahead of Miyamoto's classic in terms of visuals. Besides, who could possibly complain about another *Mario 64*?

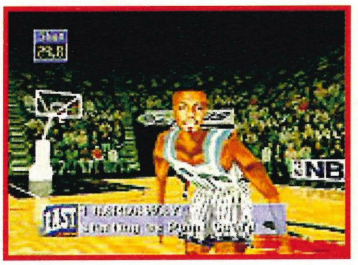
March 30th is a tentative date for the release of *1080° Snowboarding*, the snowboard game developed by the team that brought you Wave Race.

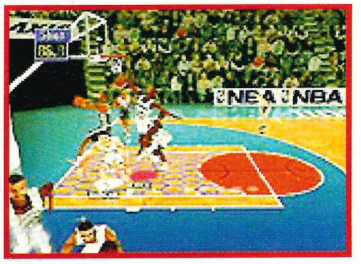
Nintendo's own basketball title, *NBA Courtside*, is looking at an April release but US gamers will have to wait until August to get their mitts on a copy of *F-Zero X*.

As for European release dates, Nintendo plan to release Atlus' cute snowboarding title *Snowbo Kids* in February, *Yoshi's Story* in March and *Mission: Impossible* sometime in Spring. It has to be said that the *Mission: Impossible* date is a tentative one – we've heard so many rumours as to the state of the game's development, that it's impossible to say.

Strangely enough, the one title that gamers want to see the most, *Zelda*, was absent from both lists. It is quite possible that this game is being lined up as the major release for next Christmas.







I heard it on the grapevine!

The section where we keep you up to date with all the gossip from the world of Nintendo. Some or all of the following may or may not be true...

Have you seen anything on Konami's *Metal Gear Solid* for the PlayStation? For those of you haven't, try to imagine a futuristic espionage game with an incredible immersive environment and you'll be half way there. Well, according to a *source inside the company, there is already an N64 version on the cards. If this is true, then you should start getting* very excited about this, because *MGS* could be the PlayStation title of the year and seeing it on N64 will bring tears to our eyes. Probably.

***Tekken* on the N64? We should be so lucky – and that's the official line from Namco. But then you should never say never and anyway we've got *Street Fighter 3* from Capcom, which can't be bad.**

HIROSHI YAMAUCHI
The top dog at Nintendo, born in 1927, inherited the company from his grandfather back in 1945 and transformed Nintendo from a playing card manufacturer to the biggest videogame company in the world. His first product for Nintendo was, bizarrely enough, instant rice – and it was a failure. He also had the idea for the 'world renowned' "love hotel" (what?). He has a reputation as a ruthless but extremely astute businessman but strangely enough, Yamauchi doesn't play videogames – he prefers to indulge in a traditional Japanese board game, called Go.

MARIO
What can we say about the videogame character that is more recognisable to American children than Mickey Mouse? The famous little plumber first appeared in the *Donkey Kong* games in the eighties, trying to rescue a certain Princess Toadstool and has since had more success than Elvis, starring in the most popular videogame series ever. Mario IS Nintendo.

Miyamoto on F-Zero X, Cabbage and Zelda DD

Shigeru Miyamoto recently gave an interview with Japanese magazine, Famitsu, which revealed some interesting facts about the 64DD, *F-Zero X* and a new virtual pet title, called *Cabbage*. The 64DD will be released in Japan in June or July, along with several key titles: the *Mario Artist* series, a *Zelda* update disk and an *F-Zero X* add-on disk. The latter will give players new courses and cars and, – more excitingly – a course designer.

Cabbage will use a combination of the 64DD and the 64 Gameboy Pak (a device that allows game data to be used on both Gameboys and the N64) and will be a virtual pet title. The idea is that you can take your pet with you on your Gameboy when you leave the house and keep an eye on him. You can then reconnect to your N64 when you get home and continue your game.

On the near future of gaming, Miyamoto had this to say: "From now on, the breadth of fun you have with the games will be greater, in ways that you can't imagine".



It's still unknown whether you'll need the cartridge version to play *Zelda* on the 64DD. Chances are, you'll have bought it already!

Ever wondered what happened to *Robotech*? Apparently, Take Two (the original publishers) have pulled out of the deal with Gametek. So, there's no one to publish the thing and after seeing an 'almost complete' version of *Robotech* at the E3, we're not at all surprised.

If you were a fan of the *Metroid* games on the NES and SNES, then you'll be disappointed to hear that there is no chance of an N64 version. This has been confirmed by Shigeru Miyamoto himself – but then who's to say we won't see a game starring Samus Aran in the not too distant future.

Still waiting on Ocean's *Mission: Impossible*? Well, don't hold your breath, because the original development team has been fired and work is continuing with French developers, Infogrammes. The game has also been put back, to tie in with the release of the second film.

According to the well respected American magazine, Gamefan, the *Zelda 64* cartridge will come in gold casing. Probably not REAL gold, but you never know.

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)
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 Interactive Software)
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)

Australian Release Dates

The latest release dates for the N64 in Australia.

1st Quarter '98

TBA - Cruis'n World (Nintendo)
TBA - Kirby's Air Ride (Nintendo)
TBA - Mission Impossible (Ocean)
TBA - MLB Featuring Ken Griffey 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)

KOEI announces games

Japanese company KOEI, best known for their strategy and RPG games, are set to release titles exclusively on the N64. They have at least one game in the works and it has been announced that it will be neither a strategy or RPG title. A spokesman for the company stated that "We are testing new kinds of games for the N64... but it is too early in development to say exactly what kind of game it is, but it is not *Dynasty Warriors* or any of the *Romance* games. It'll be an in-house game".

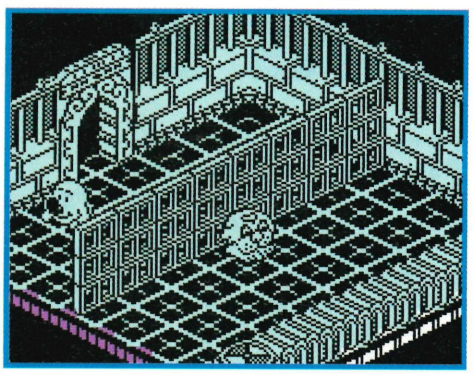
This game will definitely be published in Japan and the US, with an eye to an European release shortly after.

Cranberry Flavour

It has just been announced that British developers, Cranberry Source, are to develop for the N64. Headed by veteran progammer Jon Ritman, who was responsible for the 8-bit classics *Batman*, *Head over Heals* and *Matchday*, they are looking to "put the gameplay back into videogames".

Cranberry Source are already said to be developing a new game, which mixes the 3D adventure of *Mario* with logic based puzzles where you have to move objects, pile up blocks and line up shapes. "We want to move that kind of gameplay into 3D, with all the wonderful graphics you can do on the N64," said Ritman. More news as we get it.



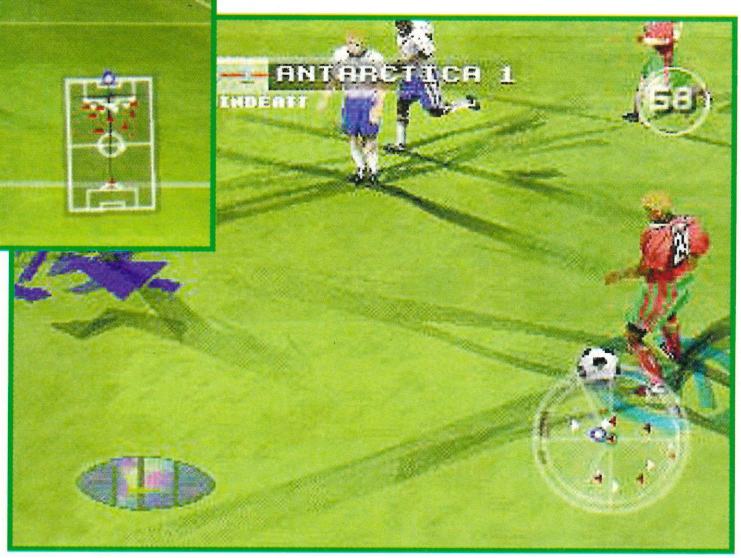


▲ *Head over Heals* on the ZX Spectrum

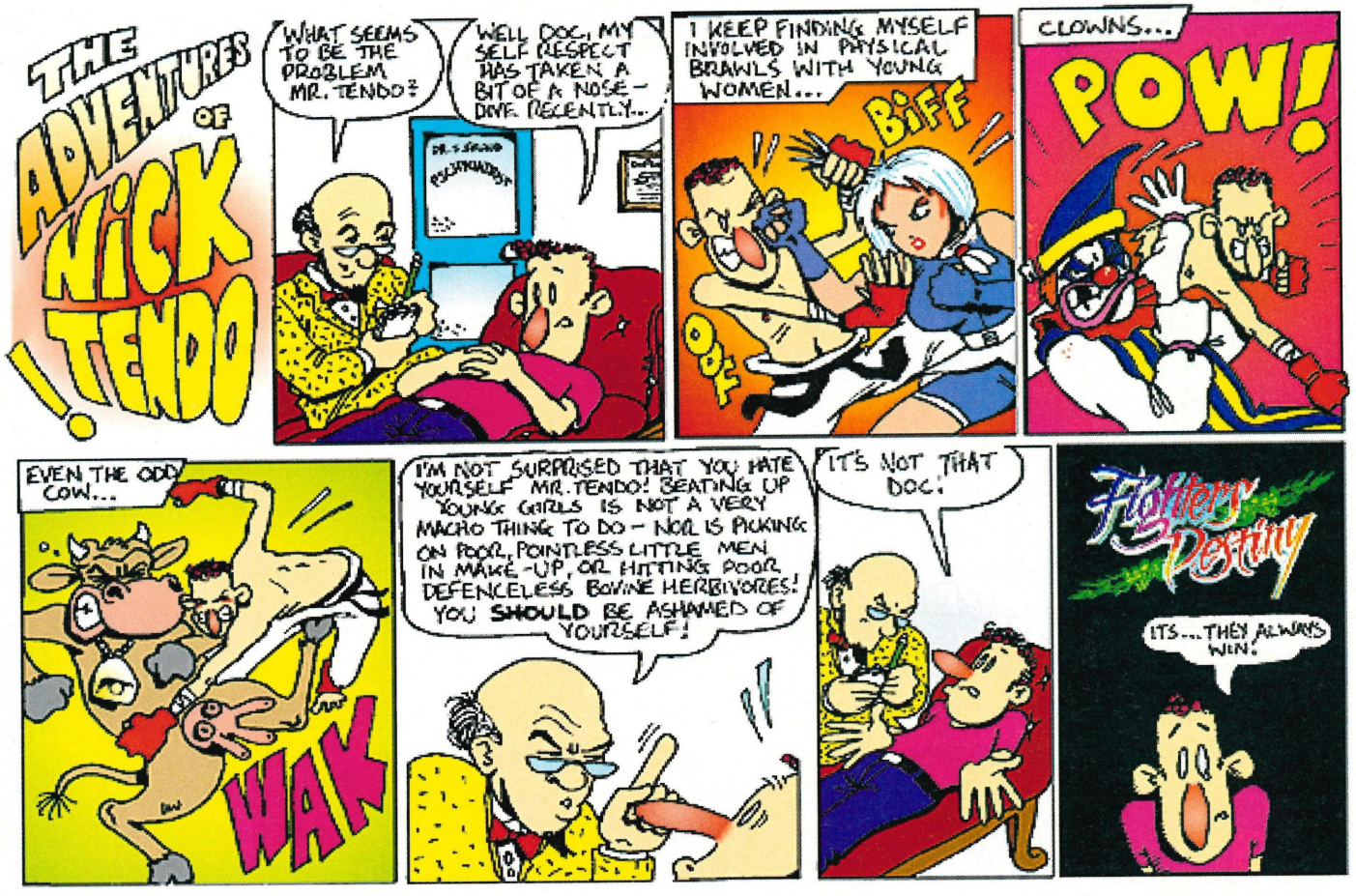
Acclaimsports Soccer







TOTAL 64 have managed to obtain some early screenshots of Acclaim's eagerly awaited *Acclaimsports Soccer*. Originally titled *Ultra Soccer*, the new game is being developed by UK based programmers Probe. The game has been pencilled in for release in late 1998 but will not be shipped until 'it surpasses *ISS* in gameplay and graphics'. Sounds promising.



MADEIRA GAMES

US N64 *Specialists* – LOWEST PRICES GUARANTEED

US N64 £149

ALL THE LATEST US GAMES – IN STOCK NOW

Diddy Kong Racing, Duke Nukem 64, Yoshi's Story, Aero Fighter's Assault, San Francisco Rush, Extreme G Games From £39.99

N64 Video CD Player – PSX Decode Chips **CALL NOW**

US PSX Final Fantasy VII £44.99 ***IMPORT SPECIALISTS***

Controllers, Memory Cards, RGB Leads, Transformers WE SELL THEM

..GUARANTEED NEXT DAY DELIVERY

PlayStation & Games Also Available

TOSHIBA DVD PLAYERS + FILMS NOW AVAILABLE

MADEIRA GAMES, Lynn Road, Heacham, Norfolk, PE31 7JF

VISA Tel 01485 570256 or 0831 444041 Any time – Fax 01485 570501 – Email stainsby@msn.com MasterCard

STOP PRESS FIRST LOOK STOP PRESS

First

Body Harvest

With five massive worlds to explore, more than 130 vehicles to drive and loads of blood thirsty aliens to kill, *Body Harvest* seems to be shaping up to be one of the best releases of 1998. It's the year 2050 and time travelling aliens seem to be a problem for you and the rest of the human race...

The story begins with a mini history lesson, all the stuff that we were taught as kids about the beginning of mankind and the like – it's all wrong! What really happened was far more sinister.

Highly intelligent aliens, who landed at the dawn of creation, decided to begin the human race as a sort of snack; a dependable source of fibre and nutrition. When they get hunger pangs they just pay us a visit and munch away – they can travel through different eras in history to claim back the food that they had grown at that particular point in time (how else?).

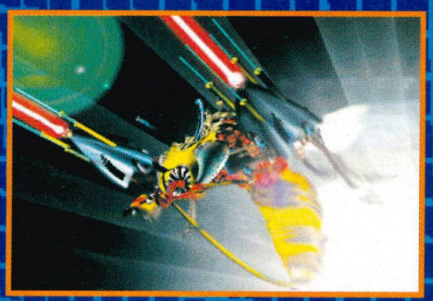
Now it is the year 2050 AD and the human race is on the verge of extinction – you are the only hope for the rest of mankind.

The game is an action-packed affair and has three main elements which make up the gameplay: shoot-'em-up, driving and war strategy. As the player you will have to travel through various time zones, wasting the aliens and their equipment in order to save the human race from extinction.

However, the aliens are not about to give up without a fight and they have plenty of nasty tricks up their sleeves (if aliens have sleeves).



and each will have their own respective pros and cons. They include boats, cars, planes, tanks, bikes and many others.





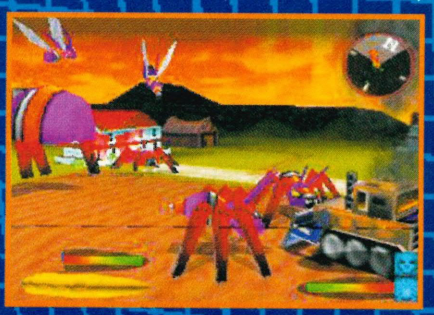
There are well over 130 different vehicles to choose from

These include the ability to beam down a giant boss-type alien onto the surface of the planet – which will then do its best to make a meal out of you.

Graphically this game is very impressive; the variety of aliens is remarkable and includes all manner of insectoids and cyber-genetic enhanced marine life. There are well over 130 different vehicles to choose from (which is a new record)

The many different worlds are split up into a large number of stages and missions, most of which are very well designed.

Body Harvest is a rare thing – a 'truly original design' game and will most likely be specifically for the N64, the only other memorable and truly original title in the past has been *Blast Corps* – so when this gets a release on these shores it is sure to cause ripples. 64





LOOK



POD

Racing games seem to be a two-a-penny thing on the N64 and sadly the bad out number the good by a long way. Maybe *POD* can help to tip the scales a little

This game originally made an appearance on the PC about a year ago, when it was an obvious rival to the PC version of *Wipeout 2097* – which was released at around the same time. Although *POD* didn't have the bangin' soundtrack that *Wipeout 2097* had, it was still a very popular game because of its good playability and difficulty curve. As if to reinforce this fact, Ubisoft have just released *POD Gold*, which is an expansion of the previous game.

The game takes place on Planet 10 (where else) where a nasty environmental disaster has produced a deadly aflatoxin, which is soon to engulf the planet in a shroud of death and pain. Everyone can't leave the planet, because there aren't enough ships to accommodate them, so the inhabitants are holding POD races to decide who will be allowed on to the ships and who must stay and die – charming, I'm sure.

As a POD pilot, you will have eight different vehicles to choose from. Each will vary greatly from the next and will have over 20 adjustable components, ranging from the aerofoil angle to the slide control. In effect, you will be able to customise your craft to a certain extent to suit your racing style (a la *Wave Race*).



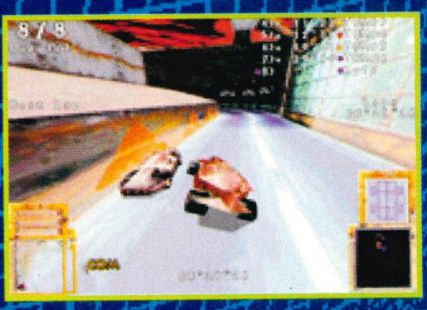
There will be over 20 adjustable components ranging from the aerofoil angle to the slide control

The graphics for the finished game will most probably use a medium or maybe even a high resolution mode, for an extra clear and crisp picture, and many special effects are going to be incorporated, including lasting skid-marks and steaming wheels. It's confirmed that *POD* will have a high level of artificial intelligence, with the computer controlled racers able to adapt to each player's racing style accordingly.

If Ubisoft can pull off a good conversion of the title and retain all the elements that made the PC version so much fun, *POD* on the N64 should be a breath of fresh air for speed freaks everywhere – and could also give *Extreme G* a run for its money.







Art of Fighting Twin

The Art of Fighting was very successful on the Neo Geo system, and now — thanks to Culture Brain — we have a brand new version of the game for the N64

This game has set tongues wagging and rumours flying from the start, mainly because it isn't strictly just one game, but two. Sounds a bit weird, maybe?

No chance, the idea is that you can play the game in what the developers have termed 'real mode' for a realistic fighting game and then – when you get a bit tired of that – you can play the game in 'super deformed mode.' This means that the players have been squished up and made all cute and cuddly – ahh!

Art of Fighting Twin should feature around 20 playable characters and will also boast the now mandatory extra hidden ones. So, there will finally be a respectable number of people to choose from in an N64 beat-'em-up (instead of the usual ten).

All the usual fighting styles are present too, with Karate and Kung-Fu being the main and most obvious ones.

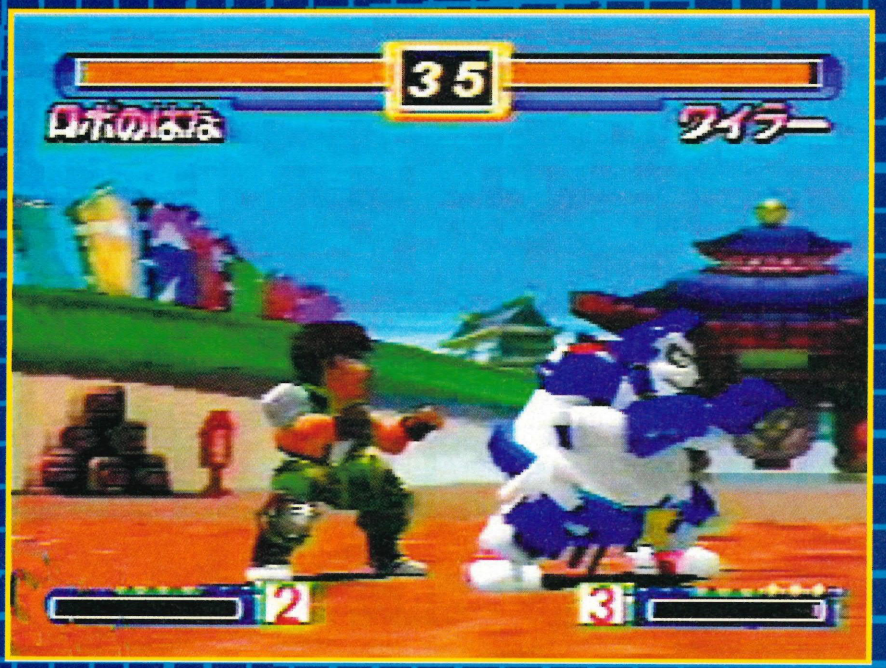
Due to the intuitive nature of the game's controls it is no longer necessary to bash the buttons, in a vain attempt to get a throw or a super move out before the other player. Instead *Art of Fighting Twin* puts the emphasis on quick reflexes and reaction times, rather than the lengthy combos and wrist fracturing specials that seem to have become the norm for other games like this.

The graphics are lush and as you'd expect, they are all made up from polygons and flashy texture maps. The backgrounds are not all that special and not very 3D, but somehow they still strangely compliment the fighters.

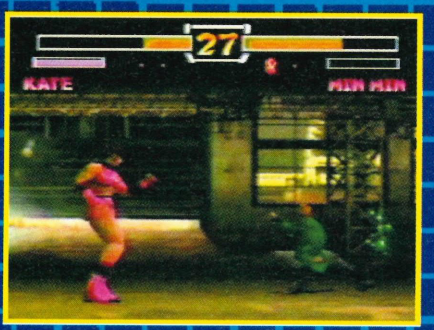
Some brilliant special effects have been included, featuring fiery glowing fists and real-time lighting on the combatants.

The control system works in a very similar way to that of the original *Art Of Fighting* series that was made by SNK for the now defunct Neo Geo console, and all the usual projectile attacks and throws have been included.

It must be said though, that the game's main appeal will come in the form of the alternative



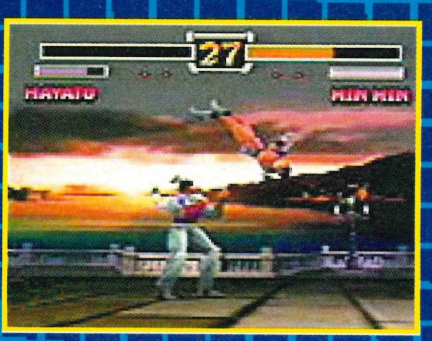
▲ Expect the game to feature typically Japanese characters and all the usual *Street Fighter* style moves



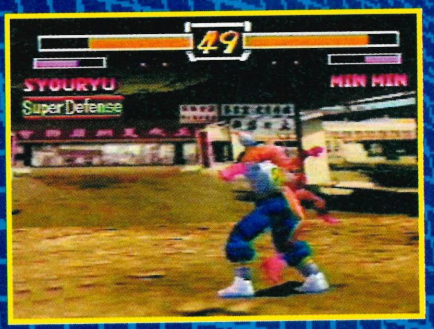


Some brilliant special effects have been included, featuring fiery glowing fists and real-time lighting on the combatants













▲ **You can make your fighters look properly proportioned, as they are above, or give them a manga-style outlook on life**

play modes – not only do they look different, they also play differently to each other.

The Super Deformed Mode will allow you to collect up to 200 items from combat and these will allow you to access new moves and power your characters up a bit. In the Realistic Mode you can choose between 2D and 3D gameplay, the latter meaning that you can sidestep your opponent and the former meaning that you play as in *Street Fighter 2* (on a 2D plain).

Each character has bundles of special moves and counter attacks. If you're punched or kicked you can grab that limb and hold it for a bit until you decide how you'd like to damage it, if a player gets put on the floor, you're even able to grab their arms to give them a good twist.

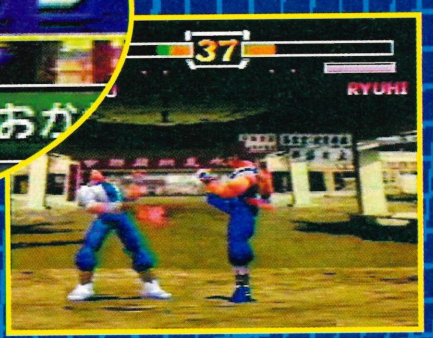
Something that would have been a good idea is if you were able to pit the 'real' fighters against the 'super deformed' fighters – but this probably won't happen.

The game will be making use of the rumble pak, and judging by the look of these shots it's going to be a top game.

Art of Fighting Twin has already been released in Japan, so we should have a full review for you very soon.





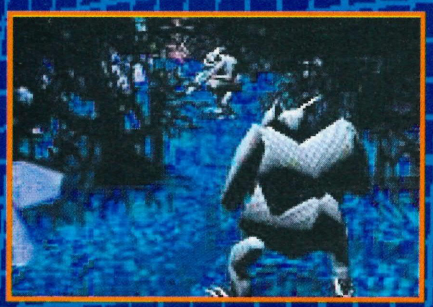






Spooky

Some of you might have wondered where all the blood, guts and violence in N64 games has disappeared to — after all, Nintendo games are all cute and cuddly, aren't they?



▲ Two aliens wait to ambush our hero



▲ The hero has unusual taste in underwear



▲ Even the plants are out to give you a hard time

Spooky is the very latest game that ICE (International Computer Entertainment) are working on, and by all accounts it's going to be a very scary specimen. ICE already have titles such as *Total Carnage* and *Akira* under their belt, so if it's blood and guts that you want, then this is the company which is most likely to deliver.

The player will take control of a character who can 'morph' and 'shapeshift' – you will need to as well, because you get thrown into a dingy, dank and downright hellish world, that has a nasty surprise around every corner and monsters in plentiful supply.

Each level is divided into sub-levels so the quest is going to be a long one



▲ Scary monsters lurk around every corner



▲ The desolate landscape works perfectly



Spooky is set on a planet many light years away from Earth, which was once populated by super advanced alien beings called Arch-Morphs. A strange and undocumented catastrophe was the cause of their demise and also put everything into a weird parallel dimension – this will all be made clear by the real-time rendered intro. There were two lone survivors, but both were severely injured, mentally and physically. One was a nice Arch-Morph and the other was a nasty Arch-Morph – unsurprisingly, the nasty one tied the nice one up in manacles and decided to rule the messed up planet on his own. The shackled nice guy then used his secret powers and sent out a cry for help, which gets answered by a modern day kid (that's you) who is blasted into the dangers of this parallel dimension.

Your quest is to find 30 shards of a mirror – which are littered around *Spooky*'s ten massive levels – and then beat the nasty Arch-Morph in order to free the nice one. Each level is divided into sub-levels, so the quest is going to be a long one, but you will have help in the form of the shapeshifting powers that you possess, which will allow you to gain entry to 'hard to reach' areas of the game.

Spooky has been in development for a long time and as you can see from these screenshots, it shows – the game looks as if it will be well worth the wait. The graphics do look rather special and, dare I say it, a little '*Zelda*-ish' but that's definitely not a bad thing. The distinctly comic-book style of *Spooky*'s graphics will be accompanied by full midi music.

Not much else is known about this new title, except that it should be available in the USA and Japan quite soon. If *Spooky* can provide all the suspense and gore that it promises, then it will certainly be one to look out for. For the moment, however, you will have to be content with what you've got and just ogle these great looking shots of the game.

Buggie Boogie

Buggie Boogie was one of the few games that I was looking forward to from last year. Unfortunately it got delayed, but here we are with more info on the 'new and improved' version of the game...

This looked like being one of the most original and innovative titles of last year. If it had been released along with *Blast Corps*, the impact on the market would've been great and sales would have sky-rocketed – both are highly original – but in the interests of fine tuning (ha, ha) the game engine, it was sadly delayed.

The previous incarnation of N64 *Buggie Boogie* was more of a simulation than a blast 'n' race game and fortunately that has changed. At the moment there are only two play modes – one is time attack, which will pit the player against the clock in order to pick up items that will help to rebuild their buggie and then complete the track. Sounds easy? Not likely, certain power-ups can nullify or weaken other power-ups and therefore you must constantly try to retain an even balance of pick-ups, instead of collecting everything in your path.



The second mode is very similar to 'battle mode,' but it doesn't pit you against another player. Instead, you must traverse the stages, taking out all the computer controlled baddies that swarm on the course to stop you in your tracks.

As it stands, *Buggie Boogie* is about 80% complete – and it is looking extremely promising. The graphics look excellent and the game will have a humourous slant. There is no news so far on what it will have in the way of music, so we can only assume that this aspect has not been programmed yet.



As it stands, *Buggie Boogie* offers players several different vehicles to choose from, each with its own attributes and characteristics – incidentally, some of the original vehicles were dropped in favour of the 'new' ones. You can trade, collect and even exchange parts in order to customise these buggies to exactly suit your own playing style.

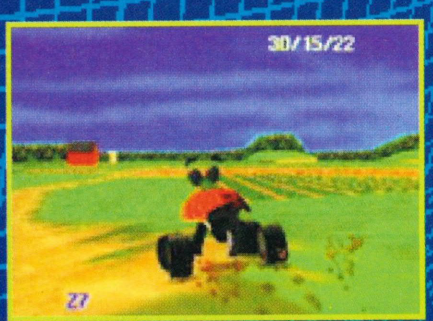
Various add-ons will include missile launchers, grappling hooks and winches, plus more features that are currently still secret. There are also rumours that the 64DD will support the game and have a 'data disk' with extra tracks and buggies, but this has not been confirmed – yet.

Buggie Boogie should be receiving a Japanese release in the early months of '98 and an American date will follow shortly afterwards.

As it stands, Buggie Boogie is about 80% complete – and it is looking extremely promising already







Cruis'n World

Cruis'n USA was one of the saddest racing games ever to grace the Nintendo 64 – despite this it still went on to sell many copies. Now, almost 18 months down the line, the sequel is set to hit the N64, hopefully in a more spectacular fashion

One of the most attractive features of the *Cruis'n* arcade machine was that you didn't have to think to play it – you could just sit down, hit the gas and drive off, colliding with anything and everything without a care in the world – plus the graphics were great and the thumping soundtrack was equally as impressive. The second installment of the series will use the same formula as the first but will also add new features, hopefully managing to capture the arcade fun the original *Cruis'n USA* on the N64 sadly lacked.

– there is also a distinct reduction in the huge amount of pop-up that was very apparent in the first game. The courses themselves will vary greatly and the roads will rise, dip, chicane, belch forth nasty corners and generally provide the full monty.

You will be faced with many nasty obstacles whilst haring along the new tracks, which will include the likes of big barricades, split-route tunnels, road blocks and even special walls that spew out flames! The collisions have also been vastly improved and there is no more of that aggravating 'spin, spin, spin' after a crash which was so annoying in the N64 original.

There will be several different cars to choose from and also a few secret ones like Hummer – a car with a bonnet mounted gun.

The arcade game of the same title was actually a good laugh, so let's hope that the N64 will get 'the works' and have an arcade perfect conversion.

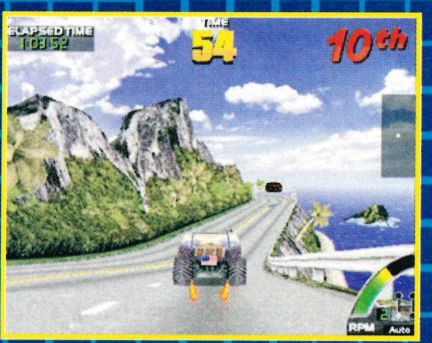
The courses themselves will vary greatly and the roads will rise, dip, chicane, belch forth nasty corners and generally provide the full monty

The graphics have been touched up and the sound is a lot less heavy metal oriented and sounds far more like pop music – cool! There are also all new driving scenarios, which include Egypt, France, Italy, China, Russia, Mexico, Australia and of course America.

As you can see from these screenshots, the background detail is vastly improved from the first game's drab, boring and uninspiring stages



▲ Here the cars race through the streets of China



▲ Mountains, jeeps and palms – it must be Torquay



▲ It looks like the graphics have been improved





▲ Where on earth is this? Some strange underwater road section, probably in Florida's Sea World!

Jest

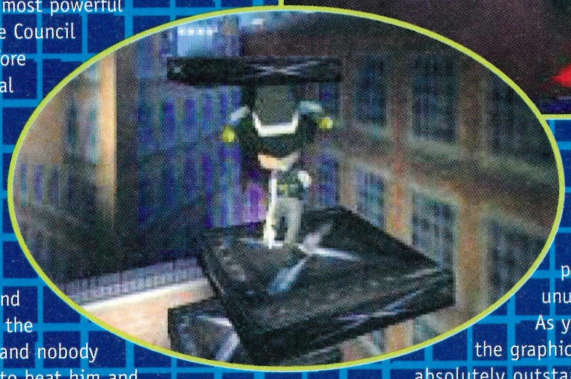
The N64 needs another platformer that's as innovative as *Mario 64* — that time may have come

Ocean have remained fairly anonymous so far when it comes to the N64 software, except for *Multi Racing Championship*. However, they were a big name company on the 8-bit and 16-bit machines of days long gone, so they are not without experience in the games industry. They now have various new N64 titles in the pipe-line, including *Fighters Destiny*, *Wetrix*, *UEFA Soccer* and *Mission: Impossible* – all are at different stages of development, but they all look equally impressive. The trump card, however, would have to be *Jest*.

The plot unfolds thus: you are cast as an intrepid young jester's apprentice, going by the name of Jax, who is sent to a freaked out world called Humourous. Here your task is to fight with other jesters, magic beings and the infamous 'Council Of Seven'. Your main objective is to become the world's most powerful jester, then beat the Council Of Seven and therefore bring about universal peace and general tranquillity – it sounds like a good plot for a Disney film. It won't be easy though – your main adversary is the age old jester and magician who leads the Council Of Seven – and nobody has ever been able to beat him and retrieve the powerful object – the 'Jest'.



▲ The game's main character is Jax the court Jester. It is your mission to become the world's most humourous jester

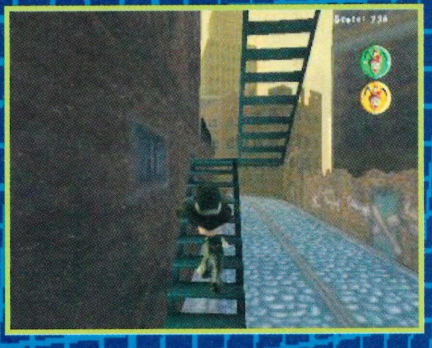


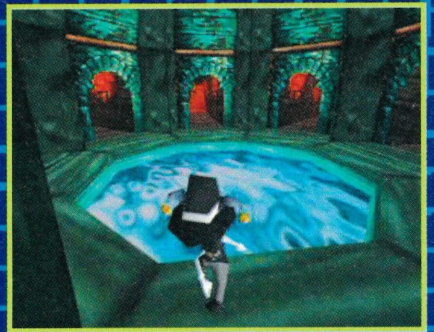
and *Jest* will have its own particular and unusual style. As you can see, the graphics already look absolutely outstanding and as the game will bear a humourous slant (as you would expect from a title starring a jester as the main character) the graphics should do too. Nothing is known of the sounds and music yet but if they can match the graphics for sheer quality, then we're in for a real treat.

The game has currently been pencilled in for a Summer '98 release over in the USA, and a British release is almost certain. The plot is original and the gameplay is sure to be both addictive and compelling – so come on, let's have a UK release soon!

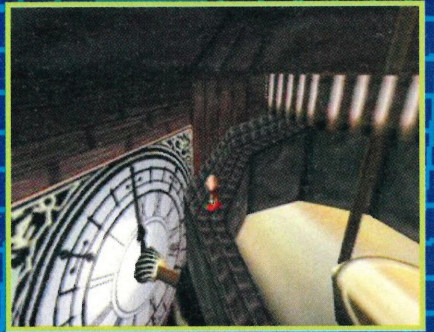
As you can see, the graphics look absolutely outstanding and the game will bear a humourous slant

The worlds in *Jest* are made up of other mini-worlds, which will include cold, snowy mountains and bright but scary fairgrounds. Each world will look far removed from any seen on other platform games which have come out on the N64 to date,





▲ The N64's graphical effects on show – check out the environment mapping on the water's surface



▲ Some of the locations are truly original. Here, our hero takes a look around inside Big Ben



▲ Graphically, *Jest* looks like it might be a worthy successor to *Mario 64*

Bio Freaks

We Nintendo 64 owners have been begging for a fighting game that finally makes use of the machine's true power. Up until *Fighters Destiny* came along we had *Mace* — which was great — but before that we had nothing.

My initial reaction to *Bio Freaks* was "Oh my God, it's going to be another *Dark Rift*, isn't it?". This was a fair comment because to date there have only been two fighting games, from a total of about ten, that have been worthy of the N64 – *Mace: The Dark Age* and *Fighters Destiny*. However my initial worries were soon quashed.

You see, where *Dark Rift*, *Killer Instinct Gold*, *Mortal Kombat Trilogy*, *War Gods* and even (giggle, giggle) *Clayfighter 63 1/3* were all giving us the impression of a 3D game by providing players with well drawn, lush 3D backdrops, the people and the field of play were kept on a 2D plane. Although in some cases you were able to perform a side-step, this didn't give you the kind of freedom of movement that players had hoped for. Ultimately a lot of people were disappointed at the fact that the Nintendo 64 was a next-gen console, which only had fighting games that could probably be done on a Sony PlayStation or even a (oh no) Sega Saturn.

Like everyone else, we knew absolutely nothing about this game's background and nothing of the control system that would be implemented in the final version – a situation which has since changed. *Bio Freaks* has been closely shrouded in secrecy until now, but we've seen it at last and can now reveal that it's going to be a proper, 'true' 3D fighting game, which will feature some of the strangest and ugliest bio-mechanical combatants around – warriors that are part flesh and part metal.



▲ The combatants are made of flesh and metal



▲ Psychosis is the norm for *Bio Freaks'* fighters

Bio Freaks is set somewhere in the future, most probably on a distant planet. In fact, judging by the extremely futuristic, spacy intro music and brief introduction sequence, it would be fair to say that it's set a long time from the present day and judging from the fighters' faces, it'd be safe to say that they're not Earthlings!

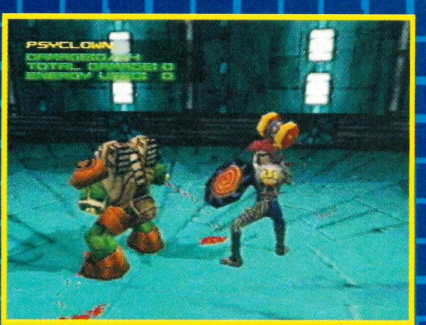
Bio Freaks has been shrouded in secrecy until now, but we've seen it at last and can now reveal that it is going to be a proper, 'true' 3D fighting game

After the rather obvious first run-in with the options screens – where you can reconfigure all the usual stuff like health, number of rounds, blood, controls etc – you will be faced with the character selection screen. Here you will find ten of the ugliest fighters around (yep, even the girls are ugly). They all possess a weapon of some kind and they all have the ability to fly! Yes, that's right – you can fly and fight at the same time, all in glorious 3D! This adds a very important element to the game and makes it very original – to my knowledge there is no other fighting game available that can provide the player with so great a sense of immersion as *Bio Freaks* has.

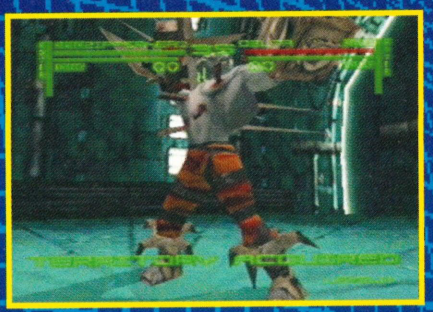
To add further variation, players even have the ability to fight in different heights on the stages – one player could be down below on the ground, shooting up at the second player, who is cowering at the top of the stage on a high platform. Such 3D tactics will give *Bio Freaks'* players a chance to re-address their strategy, giving the title that 'thinking man's fighting



▲ Bullseye, the one man killing machine with two miniguns strapped to his arms, is an awesome foe











game' feel that was so obviously present in the likes of *Tekken 2* on the PlayStation

The controls in *Bio Freaks* are actually very reminiscent of the *Mortal Kombat/Tekken* series. They promise to be easy to use and not at all counter-intuitive – like some beat-'em-ups we could mention.

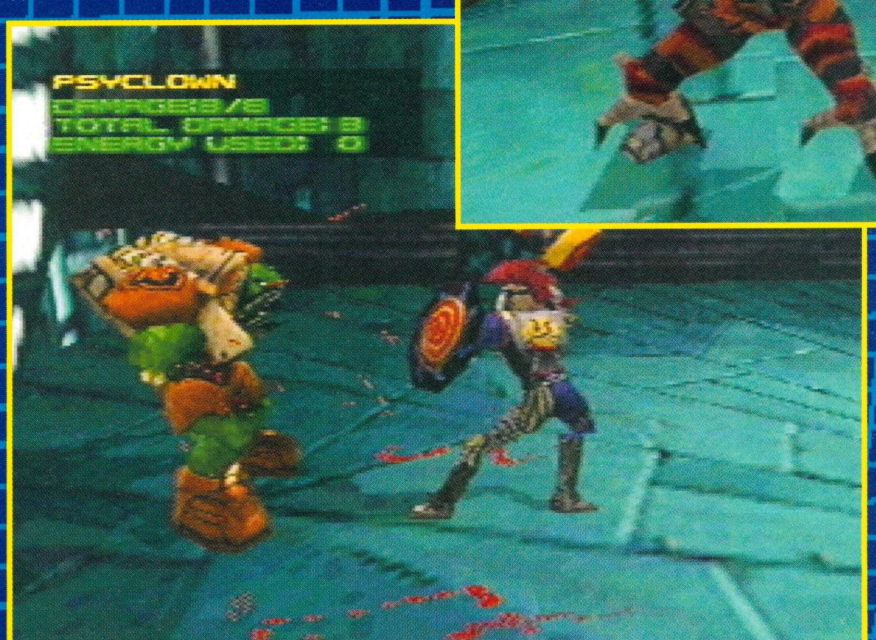
One of the best touches to *Bio Freaks* is that you can severely damage your opponents – we're not just talking about a few throws, a punch and then a simple knock out – oh no. What we're talking about is the ability to sever your opponents' limbs and therefore render some of the player's moves and buttons completely useless. When a limb is chopped off, there are huge plumes of blood that squirt out and leave a lasting mess on the arena floor. If a move is particularly savage, there will even be blood stains on the actual screen, which will stay for a while then disappear so as not to obscure your view. This is an awesome touch and if it gets the big okay from Nintendo, it looks as if it could be a real winner.

At this point in the development of *Bio Freaks* there is no news on any extra or hidden characters and we have no details on the 'boss' characters, but we can't see any reason why all of these extra elements won't be included. After all, they seem to be a recurring trend which every beat-'em-up of the last two years has employed.

We can't wait to play a later version of this potentially stunning game and as soon as we do, you'll be the first to know.



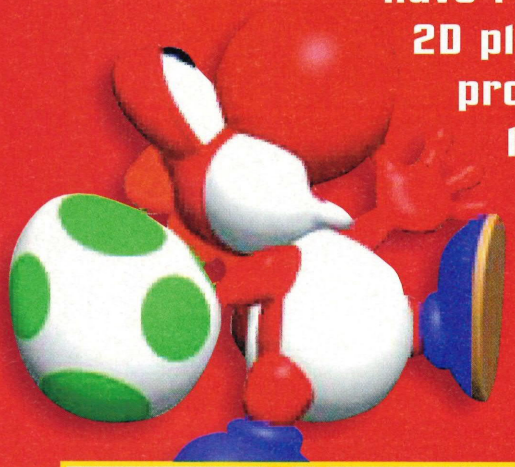
▲ Zipperhero is covered with huge metal spikes – spikes that will cause you a serious amount of damage if you get too close





Yoshi's

With all the fuss over *Super Mario 64*, everyone seems to have forgotten about the merits of the good old 2D platformer. Well, not Nintendo – and here to prove that the genre is not dead is a lovable little dinosaur called Yoshi...







My, how time flies. It feels like only yesterday that I was sat, my eyes wide open, in a darkened room in front of a TV screen, with a SNES controller grasped tightly in my hands and cramp starting to set in on my finger joints. That's how it was the day I bought my SNES and played my first *Mario* game – *Super Mario World*.

Quite a bit has changed since those heady days of 16-bit gaming; games consoles have since become a lot more powerful and as a result the emphasis has gone from 2D to 3D. Gone are the sideways scrolling levels, the rotating platforms and jumping on baddies' heads and they've been replaced by... well, all of the above, but in 3D!

Luckily for all of us who have fond memories of those original *Mario* games before they were in fancy 3D, Nintendo don't see the 2D platformer as a dead dog – far from it. Despite the emphasis being placed on the three dimensional capabilities of the N64, there is still enough hardware inside to make a 2D platformer that's quite unlike anything ever witnessed on the SNES – and *Yoshi's Story* is it.

What's the Story?

Taking its cue from *Yoshi's Island* on the SNES, the latest *Yoshi* game continues in the great Nintendo tradition of 2D platformers, by being everything the last one was but adding in some new ideas of its own and further refining the gameplay. In this case, the game has become something of a 'two and a half dimensional' platformer, with

The simple 'pick up and play' gameplay is instantly addictive and the overall charm and personality that comes across from the characterisation and luscious graphics, will have players falling instantly in love with the little dinosaur

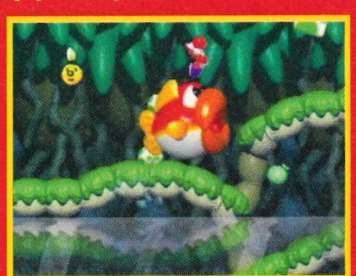


Yoshi's Story

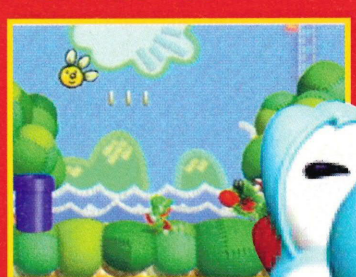




▲ Whenever you move to a different section, you are treated to this wonderful 'page turning' effect



▲ Our little red hero narrowly escapes being eaten by a hungry fish

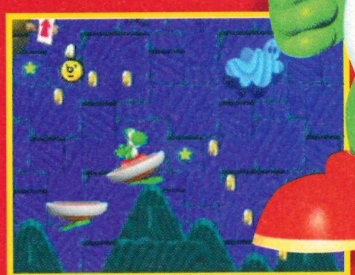


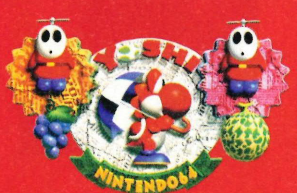


multiple routes through the levels, plus complete analogue control. Additionally the game levels themselves have become strangely non-linear. By that I mean that the object of each level is no longer just to reach the 'end' by travelling from left to right. You now have to collect a certain number of fruit for the level to be 'completed'. Collected fruit are displayed around the edge of the screen if you so wish, or can be hidden by a press of the R button.

So, Yoshi is on a quest for fruit and these tasty snacks can be found either just lying around the level in obvious places or – as is the case in the later levels – hidden in some cunningly difficult places to reach.

Once you have completed a level, a page will turn in the book (see boxout) and you will move on to a different world. Here you will get a choice of levels (just like in *Lylat Wars*) so the route that you take through the game is entirely up to you. There are, of course, secret levels to be earned. This is done by going back to the levels that have already





Just pages in a book

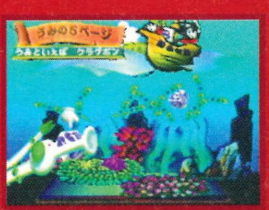
The graphics throughout *Yoshi's Story* are beautiful. Even on the level select screens, we are treated to some beautifully realised animated 3D/2D pop up books



MOUNTAIN WORLD



JUNGLE WORLD



SEA WORLD



VOLCANIC WORLD



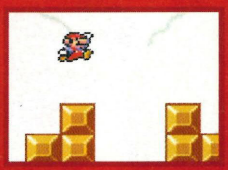
SKY WORLD



GHOST CASTLE

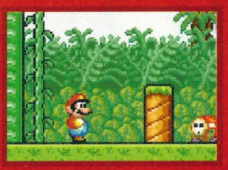
Once upon a time...

Yoshi's Story **is just the latest in a long line of video games, possibly the most famous series of video games in history: *Super Mario*. Despite Mario starring (along with his brother Luigi) in most of them, Yoshi was introduced in *Super Mario World* and took over the baton of 2D platform adventuring in *Yoshi's Island***



SUPER MARIO BROS.

The first sideways scrolling *Mario* platformer. First released in the arcades, it was quickly ported over to the NES. This game set down the blueprint for future *Mario* games and set the standard for other platform games of the time to aspire to



SUPER MARIO BROS. 2

This game was released under the *Mario* name only in the West (in Japan it featured totally different sprites) and offered some interesting new ideas. You could pick up the enemies and use them as weapons – an idea that would later resurface in *Yoshi's Island*



SUPER MARIO BROS. 3

Quite simply, this was superb. Even by today's standards it can hold its head up high. *SMB 3* introduced so many new ideas, it's impossible to name them all. Mario could change into a variety of guises, from a raccoon to a stone statue – each state giving him a new ability



SUPER MARIO WORLD

Continuing in much the same vein as *Mario 3*, this was Yoshi's first appearance as a playable character and he was an integral part of completing the game – using Yoshi you could eat enemies and spit them out as fireballs. Over one hundred levels of pure gaming genius

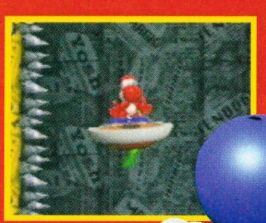


YOSHI'S ISLAND

This game appeared late on in the SNES' life, so many people may not have played it. The focus changed from Mario to Yoshi – indeed Mario was a baby passenger on Yoshi's back. Yoshi's Island helped take the Mario series to new heights of brilliance







been completed and reaching a certain high score.

The control of Yoshi is very much the same as in *Yoshi's Island*; that is to say, you have the ability to swallow your enemies, turn them into eggs and then fire these eggs. Firing the eggs is done like this: first, holding down the trigger button will cause a crosshair to appear. Now all you have to do is aim your egg and let go of the trigger button. Tossing these eggs lets little Yoshi open up new pathways, get rid of enemies, uncover items, or even break through walls to reach new areas or inaccessible objects.

The analogue stick is used to control Yoshi in a similar fashion to moving Mario in *Super Mario 64*, and as such has a very instinctive feel about it. Move the stick forward very slightly and Yoshi will tiptoe, quickly change direction on the stick and Yoshi will skid accordingly.

Animation throughout the game is superb, with your little Yoshi character clapping and singing when not on the move and there are all manner of neat little touches, too numerous to mention here. A word should be said about some of the odd enemies that you'll face, though. The imagination behind these might be described as just a little bit disturbed: creatures made out of green fluff, strange edible marshmallow characters and giant lava monsters are the norm throughout this game, and all of them are superbly drawn and animated. The overall feel these bizarre creatures give to *Yoshi's Story*, is one of being in a dream-like world.

It's not just the hi-res quality of what you can see but the imagination behind it: never before has there been such variation and richness of textures and colours in a video game

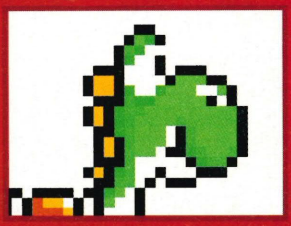




▲ When you die, you'll be taken off to the tower by these evil red flying things

Evolution of a dinosaur

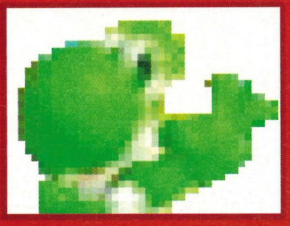
How much have graphics improved from the early days of the SNES? Well, just take a good look at the change in the Yoshi character from the first time he appeared, in *Super Mario World*, to *Yoshi's Island* and finally in his latest incarnation in *Yoshi's Story*...



SUPER MARIO BROS. (SNES)



YOSHI'S ISLAND (SNES)

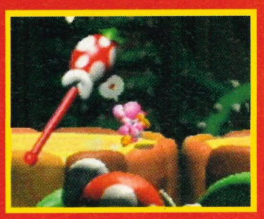


YOSHI'S STORY (N64)



















▲ You start the game with six Yoshis to choose from. You'll see them all running around inside this box, shouting at you to choose them!

Don't boss me about!

Every few levels or so, Yoshi comes up against a boss character. These have to be defeated in a variety of ways. As you might expect from the minds of those people at Nintendo, these are no 'normal' bosses...



MARSHALLOW CLOUD

This guy seems invulnerable until you realise that he is edible. Marshmallow – yum, yum!



GENIE GHOST

The only wish this weirdo will grant is that you take his place in his lamp of gloom

Little Fluffy Clouds

The graphics in *Yoshi's Story* are quite unlike anything ever seen before in a 2D platformer. Remember the Silicon Graphics drawn visuals seen in *Donkey Kong Country*? Well, *Yoshi's Story* takes these a million miles further and then some. It's not just the hi-res quality of what you can see, but the imagination behind it: never before has there been such variation and richness of textures and colours in a video game.

For example, some levels are based in the sky but the artists haven't just gone for the obvious blue sky, fluffy clouds with eyes type stuff, instead the whole level looks like it's made from denim. The background is blue denim with embroidered birds, clouds and pockets stitched on, whilst in the foreground Yoshi moves across pulsating white clouds, where the stitches make up the curves. The effect is something like playing inside a pair of jeans! Other themes include levels made from papier mache, inflatable plastic and molten lava – the effects are truly stunning.

This wouldn't be a Nintendo game without a cute soundtrack and *Yoshi's Story* doesn't disappoint. The tunes are an absolute delight, taking their musical inspiration from hip hop, ska and even the sound of children laughing – I kid you not. The music even changes to reflect the state of Yoshi's health – if he's down on petals (the amount of life Yoshi has) then the key will change and the music will sound depressed.

Although the gameplay is nothing too original, *Yoshi's Story* should offer a refreshing change from all those 3D 'hurt your eyes' games. Its simple pick up and play gameplay is instantly addictive and the overall charm and personality that comes across from the characterisation and luscious graphics will have players falling instantly in love with the little dinosaur.

Those who value pure gameplay over anything else will not be disappointed in this latest installment of the Nintendo platforming saga and we look forward to giving *Yoshi's Story* the full TOTAL 64 treatment next issue.

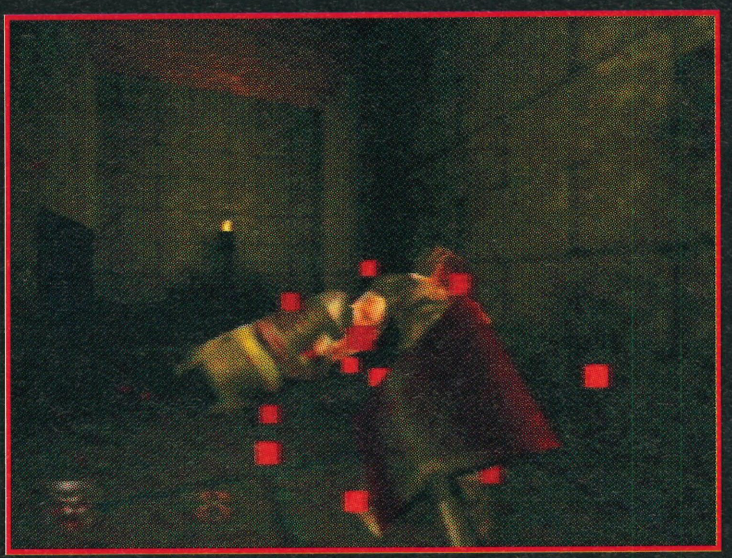


Quake 64

With all those cutesy, cutesy Nintendo games around at the moment making me sick, it's about time that we had something to get our teeth into! A real game, a game of blood and a game of terror and this is it: welcome to the dark and ever-so-scary world of *Quake 64*. . .

Be afraid, be very afraid. The phenomenon of *Quake* is about to infect an N64 near you soon, with its mix of dark and strangely addictive gameplay. You'll be scared to play it, but something will compel you to sit down and pick up that controller, just one last time. Put it this way – if you thought *Doom 64* was scary, then you ain't seen nothing yet. *Quake 64* takes the demonic ideas first seen in that classic, puts them through the mind of a psychopath and drips the resulting mess down the inside of your TV. Urrgh. This game is not for the faint hearted.

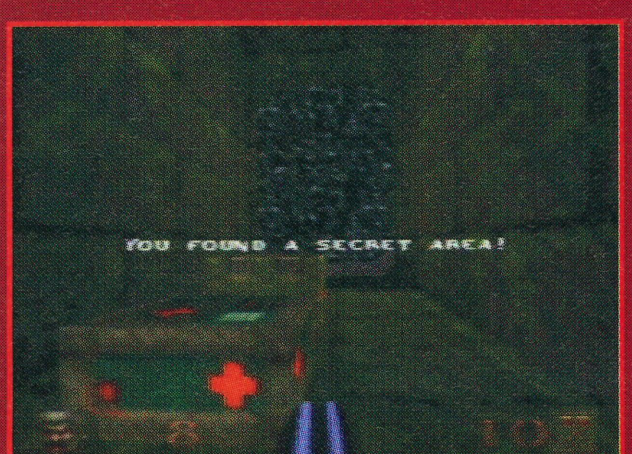
Quake was first seen on the PC a couple of years ago and became an overnight success. The combination of an immersive environment, lots of death and blood and a superb online multiplayer game meant that *Quake* was THE game to own for the PC. So now it's about to be released for the N64, what will it be like?



▲ The trooper takes an axe in the head

Demon Glow-eyes

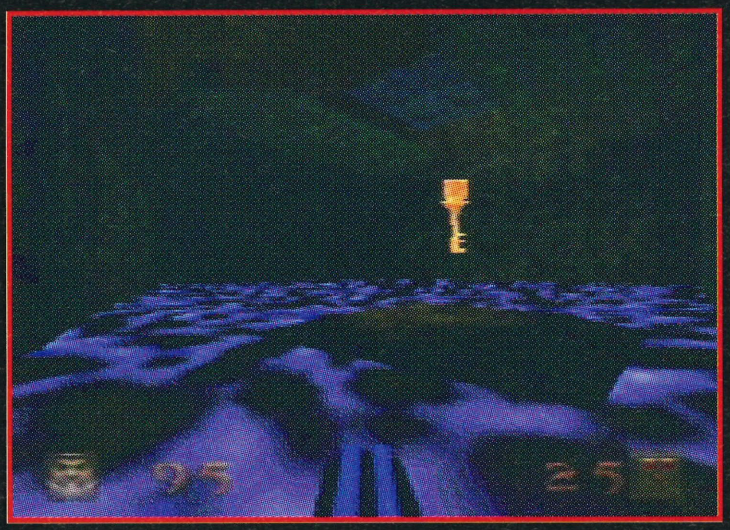
Graphically, it is safe to say that *Quake 64* easily surpasses its PC counterpart. For starters, the frame rate is about ten times smoother, the monsters are superbly animated and the developers have really gone to town with lighting effects and texture maps. The latter of these are extremely detailed and suffer from none of the PC's big problems of pixellation. But it's with the lighting effects that the N64 comes into its own. For a game that is supposedly dripping with dark atmosphere, this has got to be one of the most colourful games I've ever seen. The skies glow with a nightmarish colour, the water radiates a strange blue neon and there



▲ Finding secret areas often rewards you with a bunch of goodies





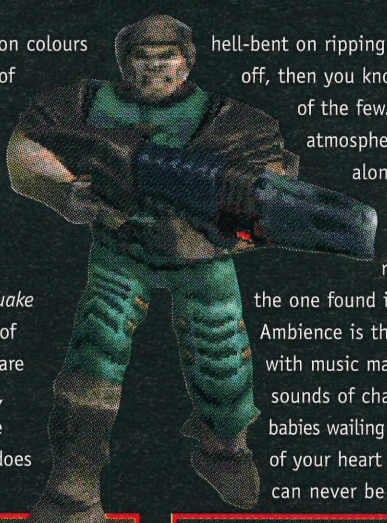


▲ Locating keys is vital to progressing through the levels

are effects everywhere you look – all of which makes *Quake 64* a complete visual delight – just walking near the lava can make you sweat when you see the heat radiating off it. The use of powerful, almost neon colours has the desired effect of unnerving you, giving the strong impression that all is not quite right with the world around you.

All of this adds immensely to giving *Quake* an immersive feel and of course, the closer you are to actually being there, the easier it is to scare you. And scare you it does – *Quake 64* is frighteningly realistic. There are very few games that can claim to give you a real adrenaline rush but when you walk into a room in *Quake 64*, and from the shadows a fiend leaps out, hell-bent on ripping your head off, then you know this is one of the few. The chilling atmosphere is helped along the way by a quite superb soundtrack – reminiscent of the one found in *Doom 64*. Ambience is the key here, with music made from the sounds of chains clanking, babies wailing and the sound of your heart beating. You can never be quite sure whether or not that evil sounding scream you just heard was a monster, lurking hidden around the corner, or just part of the music. This is one game that really does keep you on the edge of your seat.

There are very few games that can claim to give you a real adrenaline rush but when you walk into a room in Quake 64, and a Fiend leaps from the shadows, hell-bent on ripping your head off, then this is one of them





▲ The silhouette of the fiend is all you can see as he slices you to pieces



▲ As you can see from this shot, the lighting effects are truly stunning

Six million ways to DIE!

What first-person shooter would be complete without a huge array of monster destroying weapons? Well, *Quake 64* is no exception and boasts some of the most impressively destructive cannons yet seen!



AXE

I'm gonna get medieval on yo' ass! When you're out of ammo then the only thing left to protect you is this ancient tool of pain. Chop, chop!



SHOTGUN

Single-barrelled but still packs quite a punch against the weaker demons



DOUBLE SHOTGUN

Twice as powerful as the Shotgun but also uses twice as much ammo



NAIL GUN

This evil device fires nine-inch nails at a rapid rate. The result being anyone who gets in the way ends up looking like a pin cushion



SUPER NAIL GUN

Same as the Nail Gun but fires more rounds and at a much faster rate. Monster!



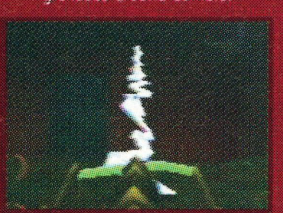
GRENADE LAUNCHER

Lock and load this beauty and the monsters will be running away from you in sheer terror. If you're really clever then you can fire grenades around corners!



ROCKET LAUNCHER

As you might expect from the name, this thing fires highly explosive rockets. If one of these hits you in the eye, it will hurt



THUNDERBOLT

This is the most powerful weapon in the game as it fires an electro bolt which will fry anything it comes into contact with. The down side is that using in the water will kill you instantly

Monster, monster!

Quake 64 is jam packed with some of the most evil beings ever seen in a video game, all hell bent on ripping out your heart and eating it in a sandwich!



TROOPER

These are your bog-standard, possessed-by-the-devil type beings. A couple of blasts from you shotgun is usually enough to see them choke on their own blood



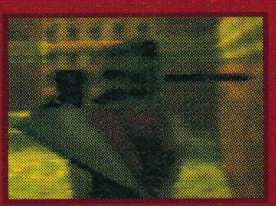
ROTWEILLER

The tabloids' favourite front page pet is made even more deadly by being undead. Not that you can't kill one – just ram a grenade down its throat and run like hell!



CHAINSAW MASSACRE

These blokes are deadly – at long range they fire a barrage of grenades at you, if you get close then they power up a chainsaw and slice you into little bits. Nasty



SAMURAI SOLDIER

With a six-foot blade and an ancient Japanese war cry, these 'chop chops' are likely to slice your puny body in two. Just don't let them get close and you'll be laughing at their pathetic shoes



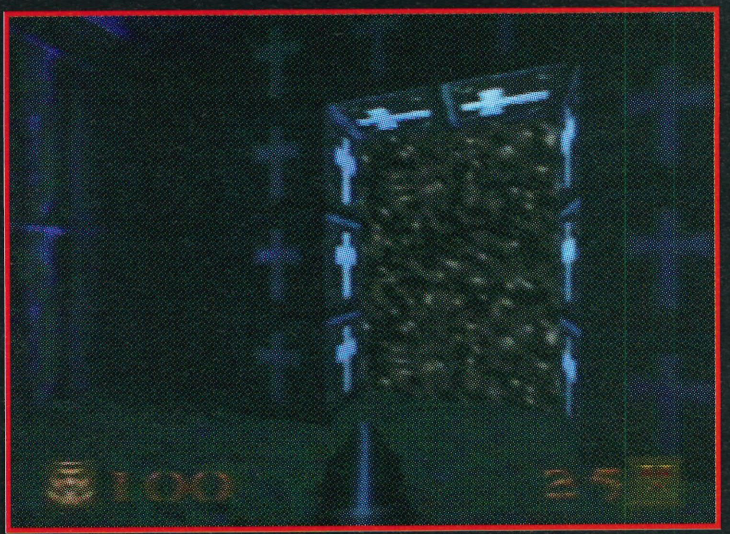
ZOMBIE

Bored of being buried under a ton of mud, these corpses are up for a bit of wrestling action. They will also eat your ears if they get too close. The only way to kill these is to blow them into little tiny pieces



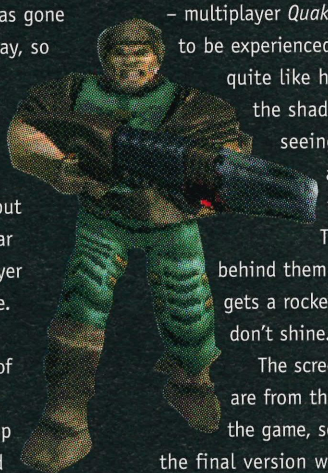
FIEND

This creature is well named, it is an übermensch, wallowing in its own pus and has the ability to jump around a lot and rip your eyes out. Lovely



▲ **The portals teleport you to another part of the level. Very useful if you need to get away from a pack of hungry monsters**

Quake 64 is also notable for the time and thought that has gone into the level design. Okay, so the gameplay is really nothing more than 'shoot the monsters, push the switch and find the key' type stuff but the levels are rarely linear and always offer the player something of a challenge. Each of the thirty or so levels has its fair share of traps and puzzles (as in, 'how on earth do I get up there?' type puzzles) and as a result, each is a pleasure to play. As in *Doom*, there are plenty of secret areas to find – the harder they are to reach, the better your reward.



Deathmatch Frenzy

Thanks to the success of *Quake*'s great multiplayer game on the Internet (and possibly because of the huge success of *Goldeneye*) there will be a multiplayer game on the N64 version, with up to twenty specially designed levels. Each of these will give participants a chance to enjoy a taste of the phenomenon that has recently gripped the Internet – multiplayer *Quake* really does have to be experienced. There is nothing quite like hiding out deep in the shadows of a room and seeing your friend run across, trying to track you down. Then, sneaking up behind them and – BANG! He gets a rocket where the sun don't shine. Lovely.

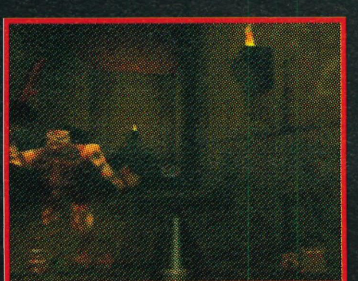
The screenshots shown here are from the Alpha version of the game, so bear in mind that the final version will be significantly different. Judging by the fact that the Alpha version is basically a port of the PC code, spruced up by the internal graphical effects of the N64, we should see a huge improvement when *Quake 64* is complete – and bear in mind that this is an enhancement to something that already looks stunning.

Both the enemy texture maps and animation will be enhanced, as well as the already superb game engine. Other graphical improvements are likely to include smoothing out any unwanted pixellation, inserting some new monster explosions and making the blood that little bit more gruesome. In short, the whole game will be tweaked until it



▲ **The level design in *Quake 64* offers wonderful multi-levelled environments**





What's your idENTITY?

Quake is just one in a long line of titles from veteran US coders, id Software. Starting off with arguably the first ever first-person shooter, *Wolfenstein 3D*, they have always been at the forefront of the development of the genre



WOLFENSTEIN 3D

The daddy of them all. Appeared as far back as 1991 and involved you, an American GI, running around a maze shooting Nazi soldiers. This game actually appeared on the SNES in 1993



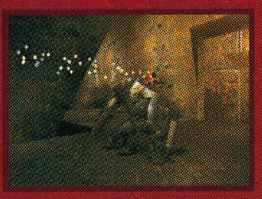
DOOM 1&2

First seen on the PC in 1993, this was far in advance of *Wolfenstein 3D* with textured walls, floors and ceilings. Also notable for its demonic theme and chilling atmosphere. Appeared on the SNES as a Super FX enhanced game in 1996



QUAKE

The gameplay in *Doom* was slightly enhanced by players being able to jump and crawl. This was mostly notable for being a graphical tour de force. Has a huge online following and was the first game to feature polygonal enemies



QUAKE 2

A recently released game on the PC, it's graphically superb with levels becoming more mission based than in the original *Quake*. Will we ever see this game on the N64? Only time will tell...







It looks like Quake 64 is set to do to the original Quake what Doom 64 did to the original Doom – give you the chance of playing the definitive version of the game

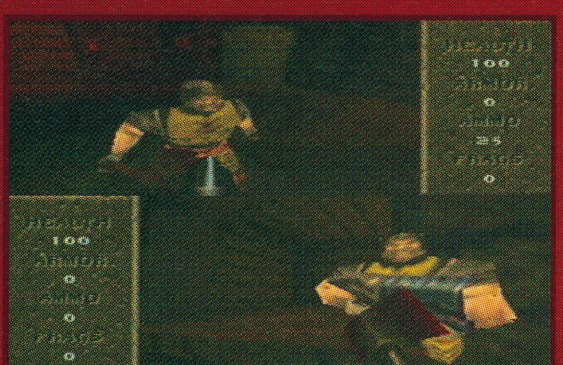
resembles something that looks better than real life. There will also be some thirty-odd levels – some taken from the PC version and some specifically designed for the N64. Add to this the addition of a four player deathmatch mode and you begin to see that *Quake 64* really could be a serious challenger to *Goldeneye*'s supremacy.

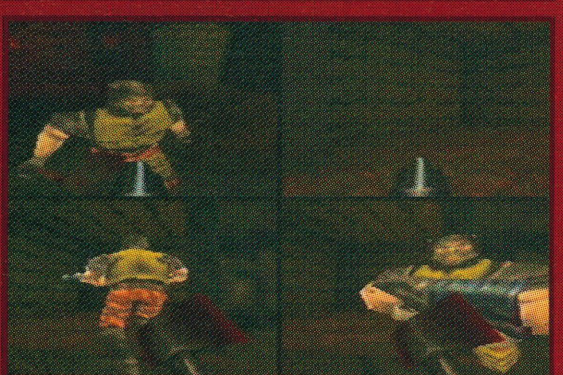
It looks like *Quake 64* is set to do to the original *Quake* what *Doom 64* did to the original *Doom* – give you the chance of playing the definitive version of that game, with superb graphics, all new, intelligently designed levels and an atmosphere that you could cut a knife with. We look forward to playing a final version soon. 64



Deathmatch Frenzy!

After the phenomenon of multiplayer *Quake* played over the Internet, programmers seem to be becoming increasingly aware of the merits of multiplayer games – especially those where you get to run around shooting your mates. *Quake 64* is no exception: a multiplayer option has now been implemented and there will be up to twenty special multiplayer levels when the game is complete. Although *Quake 64* only has a two player deathmatch at the moment, expect the programmers to take full advantage of the N64's four joypad ports in the final version





Nagano Olympi









▲ **A slight error in the downhill could mean the end of all your Olympic dreams**

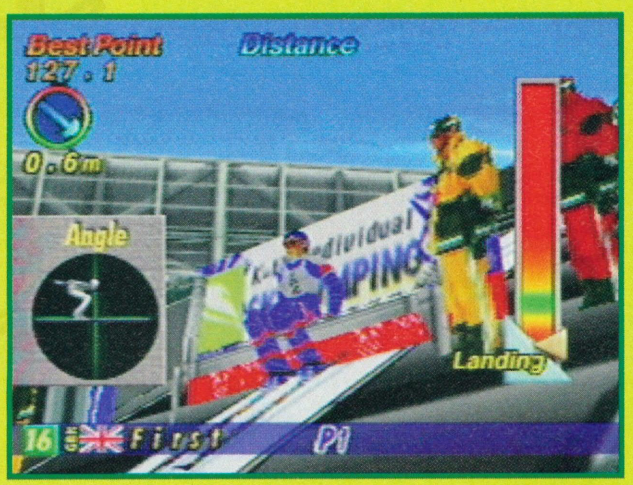


Don't you just love the Winter Olympics? What with the cold weather, the events you've never even heard of and that strange tradition of ringing cowbells as the skiers ski past, I for one have the opening date circled in my diary with a big fat highlighter. Well, Konami are about to rid you and me of our downright ignorance and open our eyes with the release of their new officially licensed game: *Nagano Winter Olympics '98*.

By the time you read this, the real Winter Olympics will almost be upon us: the fifteen highly skilled events take place over two weeks of very intense competition in the famous Nagano area of Japan. Phew – if that isn't enough to get you all sweaty and excited, then I don't know what will!

Konami, the makers of the now legendary title, *Track and Field*, have acquired the rights to the Games and they've set their sights on making the definitive Winter Olympic sports sim for N64 owners everywhere.

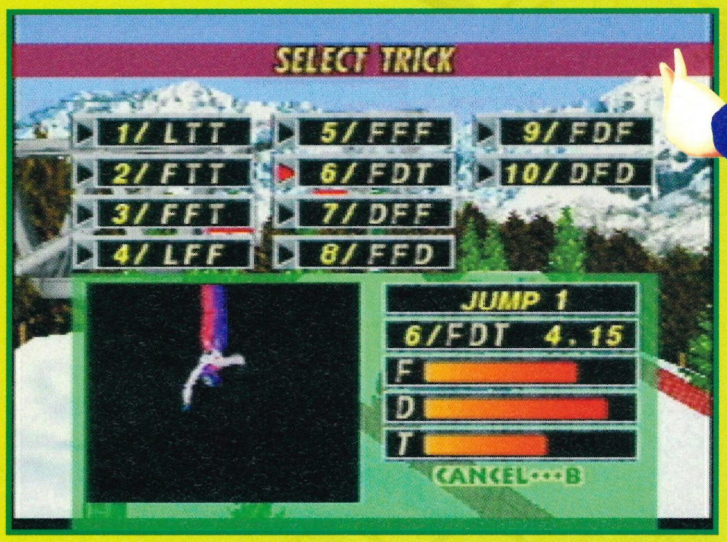
Nagano Winter Olympics '98 has been divided up into a series of events, ten different ones and two others that are variations on the others. They cover all the main sports that would be suitable for a video game, apart from ice hockey,



Motion capture techniques have been employed to ensure smooth and realistic animation of the athletes and the game uses highly detailed texture maps to full effect

Winter C's '98

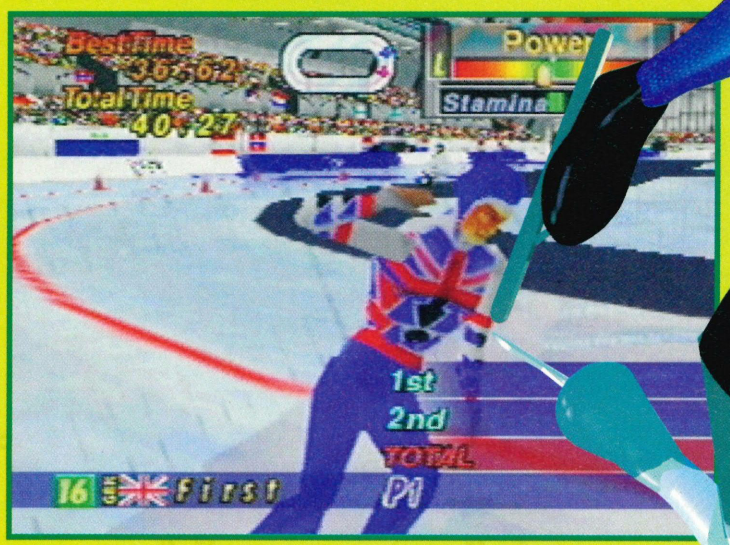
With the Winter Olympics just around the corner, you must be getting mighty excited about prospect of all that intense competition. Well, thanks to those boys at Konami, you too can take part in one of the world's premier sporting occasions. Remember the Olympic motto: Faster, higher, stronger, further!



▲ **Some tricks are more difficult that others, so they are worth more points**

which will be released as a separate Olympic tie-in game. Strangely enough though, Konami have left out the Figure Skating event... I can't imagine why.

You can choose to play in either a Championship mode, where you compete in all of the events with the aim of become an overall champion, or in the Olympic mode, where you can compete in singular events and practice for the main championship. You also have the choice of playing on your own or with up to three friends, in one mad, Winter Olympics competition.









The Events

Nagano Winter Olympics features many of the events found in this year's Games, all of which require different skills



CURLING
Involves sliding 'stones with handles' into a target area on the ice. The winner is the person who has the most stones in the target



HALF PIPE
Perform differing levels of stunts to impress judges and score points



DOWNHILL
The Winter Olympics' equivalent to the 100m sprint – race down a hill as quickly as possible



GIANT SLALOM
More racing on skis, this time through gates that are closer together



SPEED SKATING
Just as the name suggests, racing on skates. You can race at either 400 or 1500m distances



SLALOM SNOWBOARDING
Snowboard your way down the slope in as quick a time as possible



BOBSLEIGH
Four men in a bullet shaped sledge race down an ice tunnel in as quick a time as possible



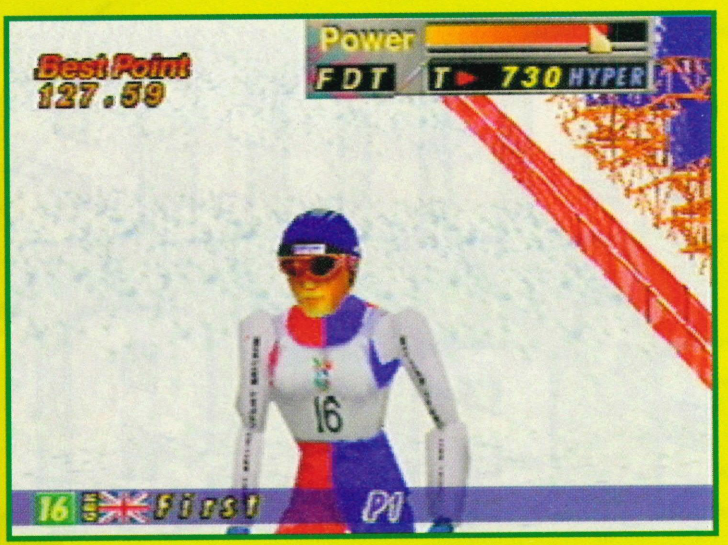
LUGE
One man (a nutter) lies on a tea tray and slides down an ice tunnel feet first



SKI JUMPING
Distance and style come into the equation when judging who is the best at jumping off a ramp on skis.



FREESTYLE SKIING
Also known as 'hot dog', this event sees you performing tricks and stunts on skis



▲ **Recognise those pink goggles? It must be Eddie the Eagle!**

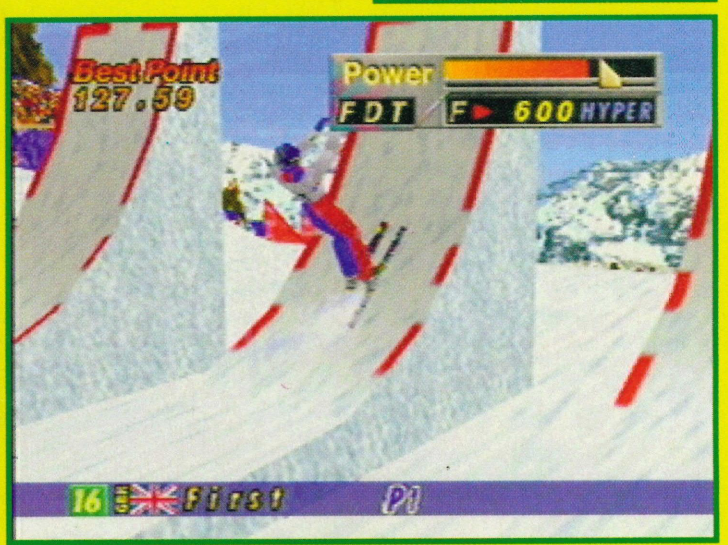
The first of the events on offer is the Downhill Skiing, where the basic premise is to ski down the full course in the quickest possible time. Skiing through gates is essential here, as not doing so will result in disqualification. The idea here is to find the best 'line' down the mountain, making use of the undulating snow and slopes to maximise your speed, to shave hundredths of a second off your time – which is often how much the gold medal is decided by. Controls are straightforward: the analogue stick is used to steer your skier and the B button can be pushed to make him turn more quickly. However, this also has a downside as this will slow you down significantly.

Next up is the Giant Slalom, which is pretty similar to the Downhill but is generally slower and the gates are far closer together. The key to success here is to get a good rhythm going to keep your speed up. Other sure fire winners are the similarly racing based Bobsleigh, Luge and Speed Skating.

With twelve exciting events and the option to play with up to three friends, this game looks like it will be a sure-fire hit this winter

If you want a bit more than 'first past the post' type events, you could







▲ Your skier takes to the air in an attempt to 'hot dog'

try your hand at a spot of Half-pipe Snowboarding. In the Snowboarding event you have to select a routine of different tricks to perform and complete them in a certain amount of time. The moves for this are accessed by a series of directional commands and button presses; obviously timing is an essential factor if you are to score well.

Another interesting *Nagano* event is something called Curling. This game is similar to bowls in many respects, except that it is played on ice and with rounded stones instead of balls. A target is frozen into the ice at the end of a lane of ice and players take it in turns to slide or 'curl' a stone as close to the target as possible. Obviously you can hit your opponent's stones out of the target, so tactics play an important part in this game.

With so many different events on offer, the gameplay will be varied. The controls differ with almost every event but remain remarkably simple – perhaps a little too simplistic for some tastes.

If there is one thing that Konami games can guarantee, it is that they will always look spot on. *Nagano* is no exception to this rule and continues the high standard of visuals that was first seen in *International Superstar Soccer*. Motion capture techniques have been employed to ensure smooth and realistic animation of the athletes and the game uses highly detailed texture maps to full effect. Great attention has also been paid to the construction of the sporting venues and arenas – the reflections in the ice are especially well done.

The game engine also looks especially smart. This is most noticeable in the 'racing' sections, where frame rate has definitely not been sacrificed in an effort to improve the speed and pop up has been kept down to a minimum: the Downhill race positively whizzes along at a rate of knots!

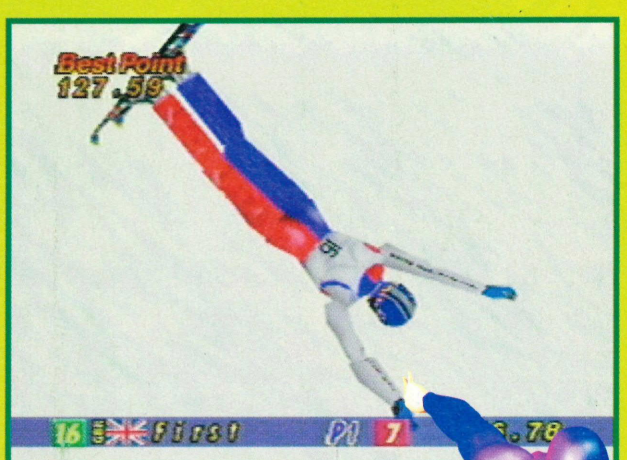




Nagano 1998

This year's Winter Olympics will take place in Nagano City and the surrounding area. Situated on the Zenkoji Plain, in the midst of a mountain range, Nagano City is at the centre of the largest ski area in Asia. The Nagano Games will mark the Winter Olympics' second stop in Japan – the northern city, Sapporo, hosted the games in 1972. Nagano City will host the opening and closing ceremonies, Figure Skating, Ice Hockey and both long track and short track Speed Skating. Bobsleigh, Luge and Freestyle Skiing will take place on Izuna Kogen – a highland area nine miles north of the city.

Shiga Kogen, site of the alpine technical events and Snowboarding, is about 30 miles from Nagano City. Catering to the young skiing crowd, it is the largest ski resort of the Olympic region and boasts 50,000 hotel rooms, 46 miles of trails and 2.6 million annual ski enthusiasts. Nozawa Onsen, host to the Biathlon, is a quiet and old-fashioned Japanese resort town, 30 miles from the city. Next, Hakuba, the preferred destination for the serious Japanese skier, will host Cross-Country Skiing, Ski Jumping, Downhill, Super-G and Nordic Combined. It is 27 miles west of Nagano City. Finally, Curling will take place in Karuizawa, 56 miles from Nagano.

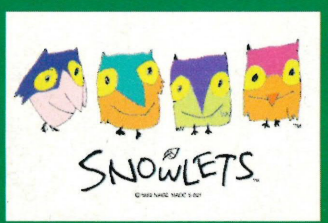


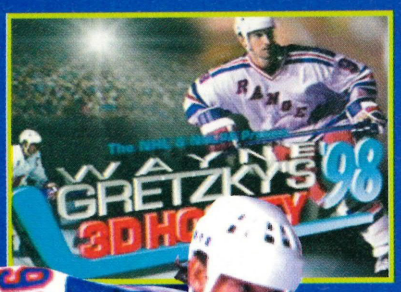
With twelve exciting events and the option to play with up to three friends, this title looks like it will be a sure-fire hit this winter. Knowing Konami's ultra high standard for games you can be sure that *Nagano* will be the definitive winter game experience – it looks set to bring all the agony and ecstasy of the 1998 Nagano Winter Olympics straight into your front room!

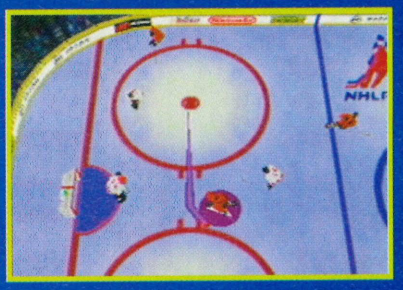


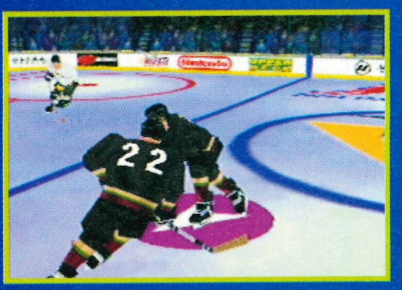
Introducing...The Snowlets

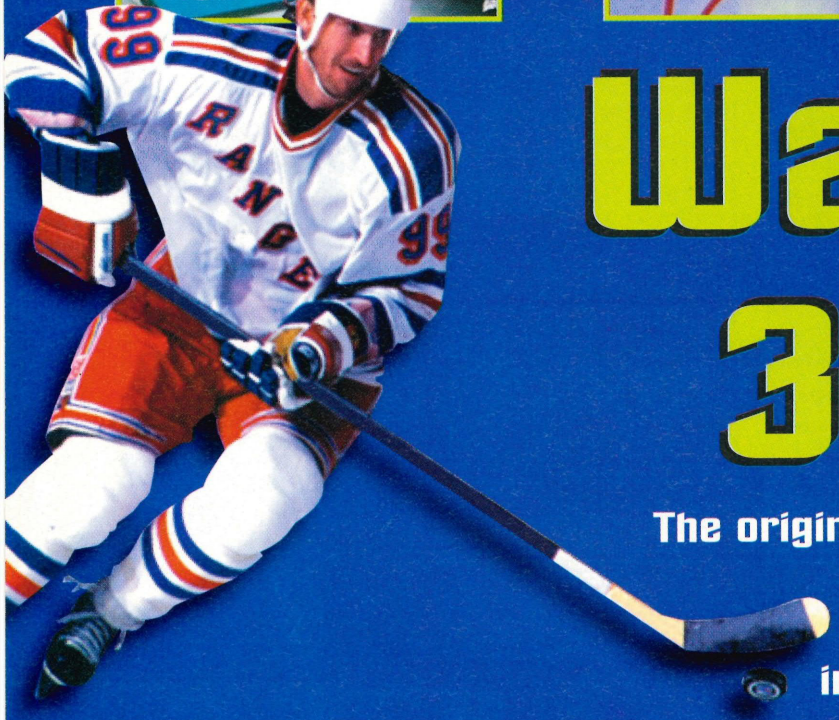
No Olympic Games, or any other major sports event for that matter, would be complete without its own special mascot. Nagano is no exception to this and features its own set of four characters known as the Snowlets. Apparently, they symbolise the vision for the Nagano Games. The official explanation of the owls goes something like this: 'Owls are cherished by people around the world as the embodiment of "the wisdom of the woods." Owls appear in Greek mythology as attendants of Athena, the goddess of wisdom. The name Snowlets has several meanings. "Snow" suggests the winter season and the Olympic Winter Games, while "-lets" calls on everyone to join in the fun. The word "owlets" is the term for young owls.' Yeah, I reckon.











Wayne Gr 3D Hock

The original *Wayne Gretzky's Hockey* was released in October of last year. Can the sequel be an improvement on the first outing?

The first ice hockey game that I ever played was *Blades Of Steel*, on the now defunct NES system, back in the eighties. The title was actually a pretty fair approximation of the sport and had some excellent punch-ups that you could start. The graphics were sparse and badly drawn and the sound was poor, but in spite of all this, it was still good fun to play.

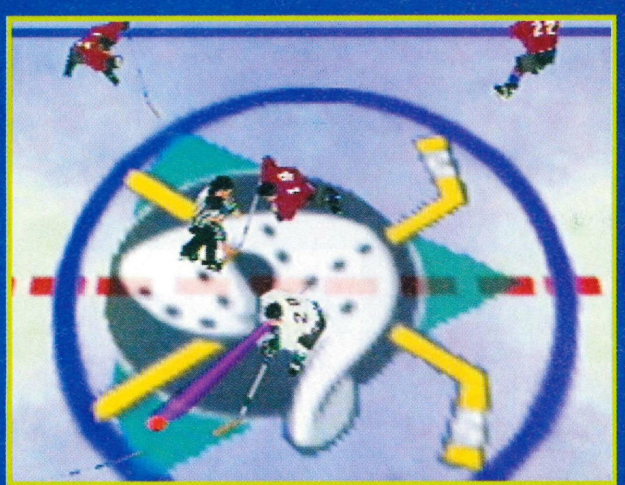
Then we reached the early nineties and saw the release of the SNES; this provided the developers with a more powerful console, with which they could realise the potential for such sport sim masterpieces as *NHLPA Hockey*. Some enhanced graphics, plus better controls and great playability, all helped to sell vast amounts of the game and brought a typically American sport over to our native shores, therefore introducing it to a wider audience.

The spread of options available is, to say the least, impressive

Now, we have almost reached the Millennium and the Nintendo 64 is running strong, so it was predictable that sooner or later a hockey game would appear. It did, in the form of *Wayne Gretzky's 3D Hockey '97* and we weren't disappointed – in fact it scored a very respectable 90%, back in issue two of TOTAL 64.

One of the best selling games in the genre has been the long running *EA Hockey* series, which has been seen in various incarnations on most formats over the years. This series was a real milestone in the process of bringing American sports that other countries rarely saw (basketball, ice hockey and American football) into video games, thus increasing their popularity.

Now Midway have taken a second leap into the fray and look sure to come up with the goods in the dazzling form of *Wayne Gretzky's 3D Hockey '98*, which (in case you hadn't guessed) is the





▲ Because the game moves incredibly fast, an icon shows you where the ball is



▲ Come on then buster – me and you outside, now



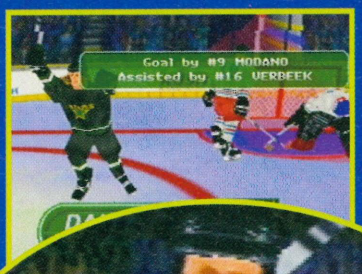




etzky's ey '98











▲ Wayne Gretzsky himself

sequel to the largely successful first *Wayne Gretzky's 3D Hockey*.

The game doesn't feature anything in the way of an introduction sequence, but if left for a short time it starts to show a 'rolling demo' from various different camera angles. Right from this very early point in the game, even before you start playing, you can tell that you are going to be in for a treat. You'll soon realise that a lot of thought and research has gone into this sequel's development, an impression which is reinforced further by the wealth of choices you are faced with when you hit the button for the options screen. Pretty much every aspect of the game can be tweaked and re-configured: match length, fouls, team size, fighting, fatigue levels, offsides – it can all be set up so that it suits your needs.

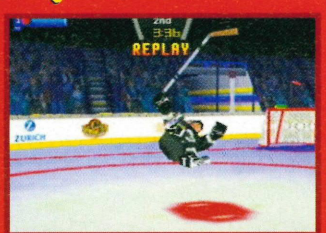
After selecting your preferences you have the choice of either a single game, a season or a practice mode – it's all pretty obvious what does what really.

Who do you rink you are?

There are lots of ways to start a punch up, here are just a few...



TRIPPING



BODY CHECKS



SLAMMING



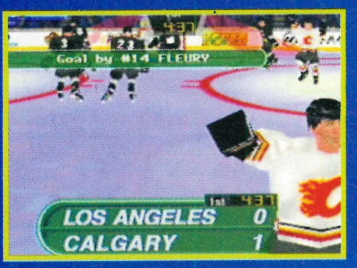
HOOKING

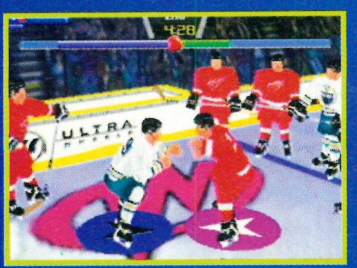


▲ Just check out the grimaces on their faces... ooh, scary!



▲ With only 1:10 remaining on the clock, Detroit pull one back

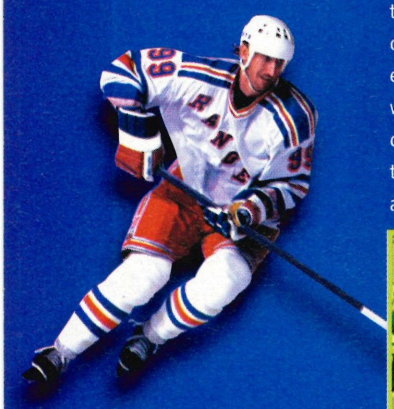


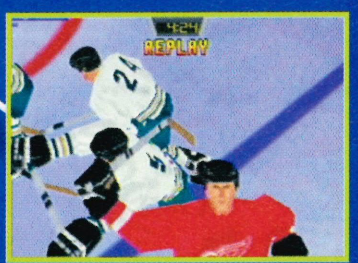


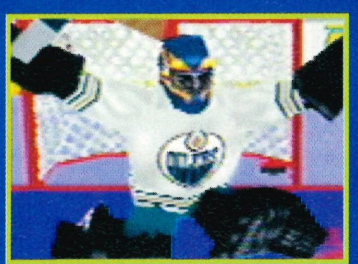
▲ The best way to finish a game off is always with a good scrap

Should you decide to choose to play the season, you will have another screen of options to wade through, which will enable you to have more control over who actually plays in your team. You can trade players and generally fine tune the team you choose so that they are practically invincible – all of these options will add a far more managerial aspect to the game, which means that everyone's taste is catered for.

The practice option will allow you to take the team of your choice onto the rink for either defensive, offensive or shooting practice, so that you can hone those skills before facing the real thing. The single game option is also straightforward enough: just pick your team, pick your opponent's team and then get to the rink for 20 minutes of fast moving action.







You'll soon realise that a lot of thought and research has gone into this sequel's development

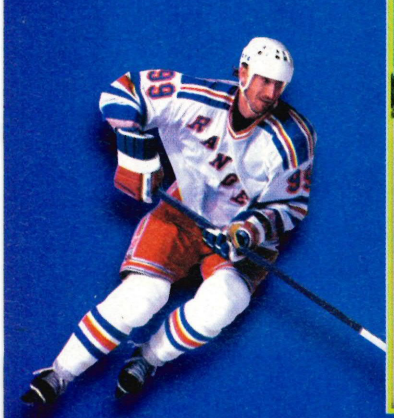


The graphics are excellent and do exceed those of the original *Gretzky* game: the detail of the players, the wrinkles in the clothing, the 'real life' numbers on the shirts, the crowds, the logos on the rink – all these seemingly cosmetic touches set the vibe and will make you feel that *Wayne Gretzky '98* was money well spent.

From these screen shots you can probably tell that the players are built with players sliding around in a very realistic fashion.

There are seven different camera angles to choose from: high, low, up, down, left, right and overhead. This is good for people that prefer to play a 'vertical' game rather than a 'horizontal' one. Playing a 'north to south' game can make the game a great deal different, because the usual brilliant 3D isn't so apparent, but if you play a match with the 'low side camera', you really will appreciate the 3D effects, as you'll be a lot closer to the action.

Musically, the developers, Midway, have seen fit to keep with the usual annoying organ noises that became the standard for all the basketball and ice hockey games of yesterday, and to add small doses of a simple but effective rock music beat for the intro and mid-match screens – plus the occasional claxon if you score. All the standard crowd cheering and booing is present too, as well as the 'not quite discernible' chanting and a very nutty commentator. This man really must be heard to be believed: he sounds like a cross between Murray Walker and Des Lynam, goes ballistic when a goal is scored and





▲ The players turn away to celebrate their goal– Edmonton take a 2 - 1 lead!





▲ That goalkeeper must be oblivious to the disc that's flying along at about 80mph towards his head

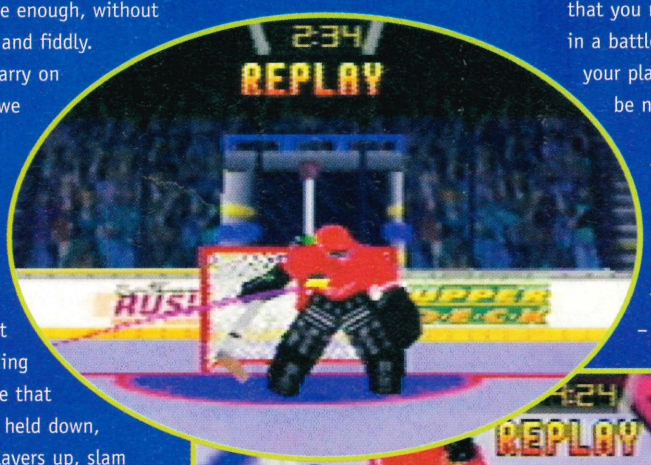
talks throughout the whole match. This may not sound that special but it helps to keep the general realism of the game at a very respectable level, heightening excitement and tension for the player.

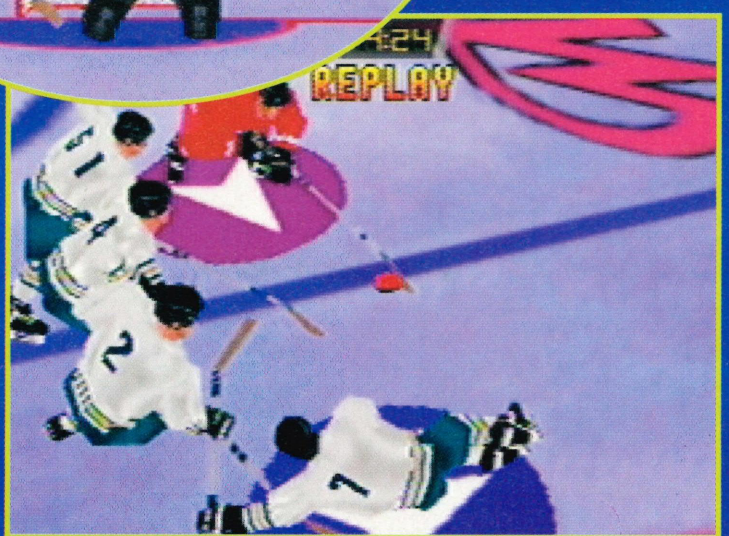
As far as playability is concerned, the first *Wayne Gretzky's 3D Hockey* is the be all and end all of ice hockey games at the moment, so as its sequel this can only be better. The movement in the original is very responsive and fluid, and you never really feel as if the computer is in control of your team members – quite the opposite in fact. The control method can be customised, but the controls that grace the joypad when you start are intuitive enough, without being overwhelming and fiddly. These controls will carry on into the sequel and we may well see the addition of a few new moves like fake shots and body checking.

You can adjust the power and height of your shot: depending on the length of time that you keep the button held down, you can trip other players up, slam them and even get into punch ups during play – yes, all of the elements that made the first game so great and many more are going to be present in *Wayne Gretzky's 3D Hockey '98*.

The punch ups are great, with the commentator shouts "and whoa, it's a punch up" and then you get down to some serious pugilism. There are several different punches to throw, including a 'Tom and Jerry' style 'rolling chin punch' which looks brilliant. Once it's over you both get booked and sent off for three minutes in the 'sin bin'. The fights can be instigated by either tripping up or bodychecking a member of the opposite team – I'd recommend getting into at least one fight per game just for that extra slice of all-American hockey culture.

There is enough here in the way of different options and play modes to keep even the most die-hard hockey fan occupied for hours and hours. Another big bonus is the fact that the sequel has a license from the NHLPA (who are the main governing body of the sport) to use real names, teams and their logos.





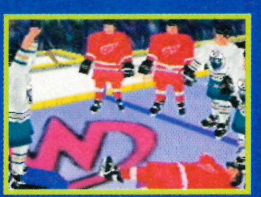
When choosing your team, you will have the choice of four different real leagues and seven teams within each league, so in total there are about 28 teams to play with. There may well be more in the finished version of the game, as well as the 'All Star' team and 'Dream team'.

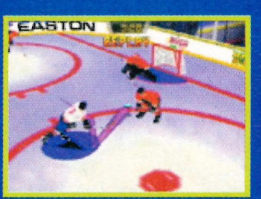
Considering that *Wayne Gretzky's 3D Hockey '98* is presently unfinished, it's amazing how polished and smoothed out it all looks. All of the tiny flaws that were present in the first game – which weren't really that noticeable anyway – have been rectified in this sequel too, most notable is the fact that you no longer have to take part in a battle with the joypad to change your player. The final version should be nothing short of amazing.

Wayne Gretzky's 3D Hockey '98 looks like it is going to be the ice hockey equivalent to *International Superstar Soccer 64*, which is by far the best football game around – so that can't be bad.

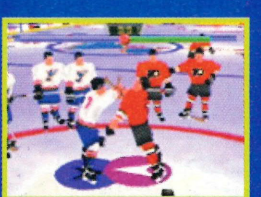








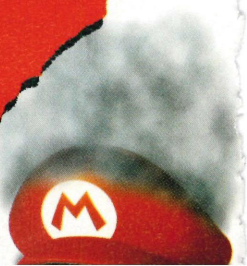




64 GAME BUSTER

On January 23rd the Fastest, Most Powerful Games Console on Earth Finally Meets its Match.

64 Game Buster delivers 132 pages of Cheats, Tips and Solutions for every N64 game ever released!



64 GAME BUSTER *Victory is in the palm of your hand!* RAPIDE PUBLISHING

Total 64- The Truth

At some point everybody has had the unfortunate and unpleasant experience of buying a duff game, maybe because of a recommendation from a lesser magazine. This is the section of Total 64 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 *Wheel of Fortune* 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 at all, but sadly some have 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

With *Fighters Destiny* sitting proudly in our laps this month, you'll notice something of a change in the chart proceedings. Also 'in our slots' this month is *WCW vs nWo*, which has been responsible for many a four-player late night session!



Justin 'Run For it!' Calvert

(N) 1. Top Gear Rally
(-) 2. Fighters Destiny
(-) 3. Yoshi's Story
(3) 4. ISS Soccer 64
(2) 5. Goldeneye
Away with it:
Clayfighter 63 ⅓



Nick 'Are you a sponge?' Jones

(-) 1. Yoshi's Story
(-) 2. Fighters Destiny
(2) 3. Goldeneye
(5) 4. WCW Vs nWo
(-) 5. Quake 64
Or are you a stone?:
Wheel of Fortune



Nathan 'London Boy' Coombe

(-) 1. Fighters Destiny
(N) 2. WCW Vs nWo
(N) 3. ISS 64
(-) 4. Yoshi's Story
(-) 5. Bio Freaks
See ya later:
Wheel of Fortune



Ant 'Chop-Socky' Grace

(-) 1. Yoshi's Story
(N) 2. DK Racing
(-) 3. WCW Vs nWo
(-) 4. Fighters Destiny
(3) 5. Goldeneye
One armed boxer:
Wheel of Fortune



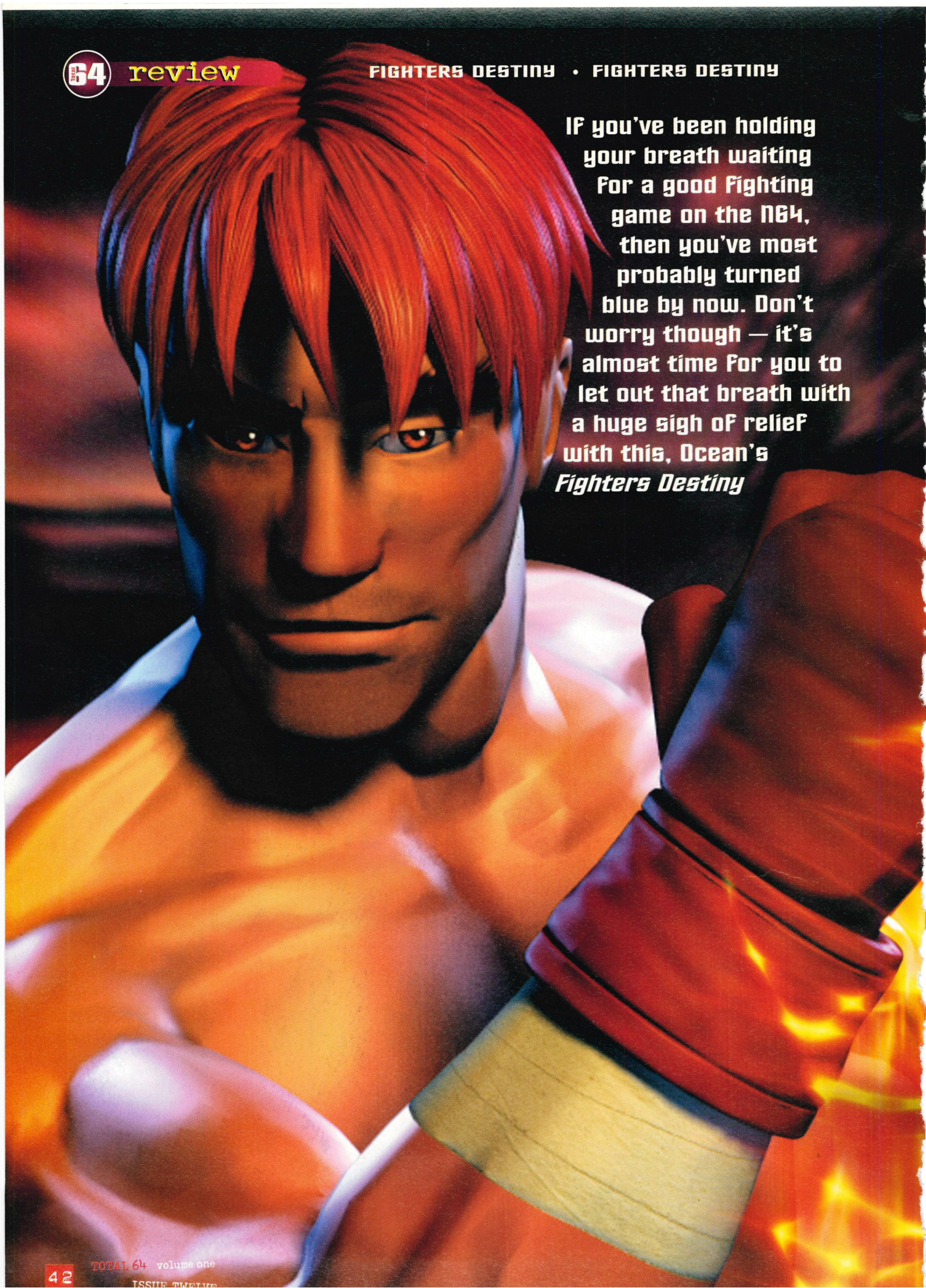
Jethro 'Stop eating my lunch' Stokes

(-) 1. Goldeneye
(-) 2. ISS 64
(-) 3. WCW Vs nWo
(-) 4. Wave Race 64
(-) 5. Fighters Destiny
Empty Plate:
MK Mythologies

LOOK!

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 90% or better to achieve such an accolade.





If you've been holding your breath waiting for a good fighting game on the N64, then you've most probably turned blue by now. Don't worry though — it's almost time for you to let out that breath with a huge sigh of relief with this, Ocean's *Fighters Destiny*

Fighters Destiny

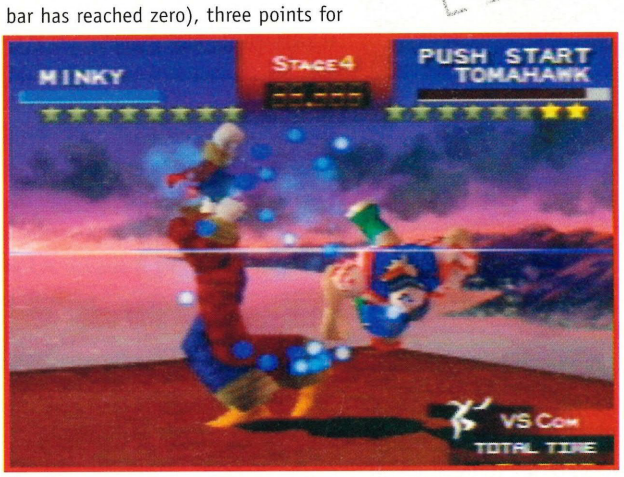
Whenever we at TOTAL 64 approach another new beat-'em-up on the N64, we always do so with a certain amount of great expectancy. No, that's what we used to do, now we approach games with hope, pleading for this one to be 'The Good One'. This is because every game that has come into the office that can be placed into the pigeonhole marked 'fighting game', has let us down in some way. With *MK Trilogy* it was just like playing the SNES version of that tired beat-'em-up, then with *Dark Rift* we thought we might finally have a *Tekken* beater, but soon realised that it was a shadow of that supreme game. Next, when *Mace: The Dark Age* came into our lives, our eyes lit up for a while but then darkened, as we struggled to get to grips with the game's unsuitable control method.

Rainbow Eyes

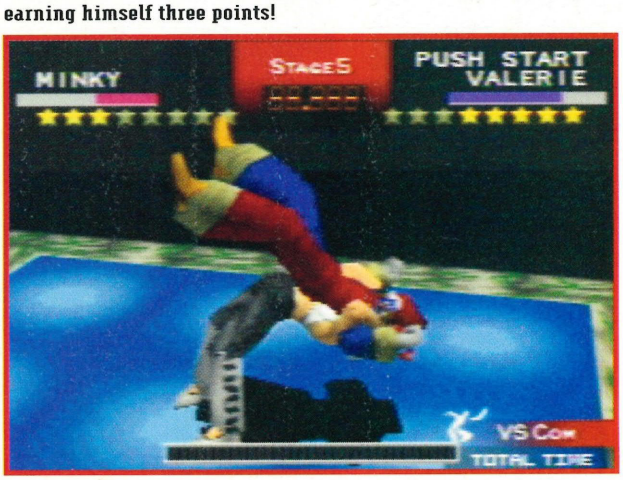
So where is it? Where is the end of the rainbow, where we might just find the crock of gold that contains a decent beat-'em-up? The answer is that it's in my eye! I can't believe I am actually saying this, but we have finally got a game that can rival *Tekken* in terms of the depth of gameplay.

Fighters Destiny sets out trying to be quite unlike any other beat-'em-up – and succeeds without question. For starters there are the actual fights themselves. Instead of the usual 'best of three rounds' fights, the winner of the fight is the one to get ten stars or 'points'. The amount of points you're awarded depends on how you defeat your opponent. You will score three points for knocking your opponent to the floor (this is done after their power bar has reached zero), three points for





▲ **The Clown successfully connects with a 'fire ball' punch – earning himself three points!**



▲ **Valerie successfully throws the clown over her shoulder**

It's your Destiny

It's a simple story of choose your character and win your way through to defeat the evil boss-man. *Fighters Destiny* features an initial nine selectable characters with another four secret ones for you to earn. For once in a beat-'em-up, the combatants are all completely different in both fighting styles and in the activation of their moves, so they'll take you ages to master!



ABDUEL

The game's obligatory 'fat bloke.' He has an extremely large belly, which is surprisingly resilient to almost any attack



BOB

The boy from Brazil who grew up in the rain forest. Another strong character, who is let down by his sluggish nature



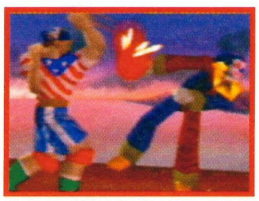
KAZE

Originating from the East, Kaze has trained in the ancient art of Ninjitsu. So he's a tough character, right?



MAYLYNN

A Chinese trickster, Maylynn is the fastest character in the game and can dodge in and out of attacks easily





Justin's comment

Praise the Lord! At last the N64 has a truly great beat-'em-up – and not only is it great, but it's innovative in a way rarely seen in this genre. The characters have a wide range of easily accessible moves, which ensure that the art of winning requires something other than the ability to memorise huge combinations of button presses. The ability to obtain new moves for your character is a master stroke, and the points system is like a breath of fresh air after the years of 'KOs' and 'Fatalities' we've had to endure. If you've ever enjoyed a beat-'em-up buy this!

executing a counter attack or fireball attack, two points for a throw (more about throws later) and one point for a ringout.

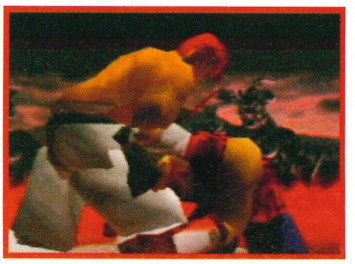
The control method is surprisingly simple to use for a game where there is such variety in the number of moves that are available. There are only two attack buttons: the A and B buttons for high and low attacks. There is also a 'dodge' button and a '3D' button which can be used to both sidestep and move around the arena. The dodge button is especially useful and if pressed at the right moment, your character will move accordingly (usually duck, jump or sway) and avoid your opponent's attack. This will then almost certainly set you up for carrying out a counter attack of some description.

One of the most interesting features of the fight system in *Fighters Destiny* are the throws. Pressing both the A and B buttons simultaneously will throw your opponent, and an ever decreasing bar will appear at the bottom of the screen. Now, if your opponent hits the A and B buttons before the bar reaches zero, then they will simply get out of your throw. But if they wait until the very end and hit the buttons on zero then they will perform a reversal. Now another, shorter bar will appear and you then have to stop it before it reaches zero to escape. Obviously hitting the buttons right at the end of this bar will reverse their reversal and you will throw them, despite their efforts to counter. It all sounds complicated, but in practice the method is extremely instinctive and works brilliantly.

Fighters Destiny offers a totally unique fighting experience. Instead of going for the obvious and copying Tekken et al, the developers have chosen to do something totally different and make a game that they can call their own

All the individual punch and kick moves are accessed in time honoured *Street Fighter* and *Tekken* fashion and include all the usual combos that you







LEON

Coming from the land of matadors, Leon is a tough character who, apparently, used to train with raging bulls. Rather you than me, mate!



PIERRE

A French clown who likes to fight in his hot air balloon (?). Probably the trickiest of all the characters and has some cunning moves up his sleeve



RYUJI

Ah, the Japanese hero type character. Has all-round good speed and strength and a jolly nice haircut



TOMAHAWK

A Native American who first took up wrestling as a young boy. He is extremely strong and powerful



VALLERIE

A German martial arts expert who has a nice collection of pyjama bottoms. She has some very powerful moves





might expect. With these you can also attach special 'fireball' moves onto the end, and if you manage to hit your opponent with one of these hot little beauties then you'll knock them down, regardless of how much energy they have left.

That's another thing, this is the first beat-'em-up that I've played where the individual fighters have differing amounts of energy, relating to their size and power. This makes for a much more realistic confrontation between slow and strong characters and quick but weak characters.

Fighters Destiny has instant playability. Anyone can pick it up and have a go but with the depth of gameplay this game has, it will take you ages to master

Reducing your opponent's power bar to zero is not the end of the round. However, once you have done this they will then start to sway as if stunned. It is at this point that they are at your mercy, and you can choose to knock them to the ground, throw them or to perform a fancy special move that your



Play me like the fool I am!

Apart from the usual beat-'em-up modes of play – vs CPU, vs human and training – *Fighters Destiny* gives you a few new ones...



SURVIVAL

Win successive fights up to 100 in order to win. Your prize is an extra fighter



FASTEST

You have to beat three boss fighters in under one minute to gain an extra character



RODEO

The object here is not to win the fight but to last as long as possible in the ring – with a cow!?



MASTER CHALLENGE

This is where you can learn new moves for your fighter. Take on and beat either the Master or the Joker and you'll learn a new one. Lose and you'll be stripped of ALL your learnt skills

Winning Ways

There are many different ways in which you can win a round and each method gives you a different amount of points



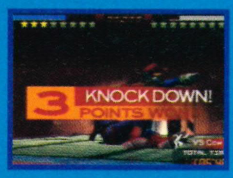
RINGOUT: 1PT

Your opponent is either knocked off or falls out of the ring



THROW: 2PTS

Your opponent is thrown to the floor



KNOCKDOWN: 3PTS

Your opponent is knocked down and out



COUNTER: 3PTS

You manage to knock down your opponent whilst countering his attack



SPECIAL: 4PTS

You use a special move to knock out your opponent



character has 'learned.' But more about that in a minute.

There are also some other very nice touches, like being able to hang off the end of the ring for a certain amount of time (stay hanging there for too long and you'll just fall off). From here you can pull your opponent out of the ring. There's really nothing quite like making someone think they've knocked you out, only for you to grab the edge and pull them out by the ankle.

You might think that by having only two attack buttons, the moves would be limited. Far from it, with all the combinations of button presses and movement on the D-pad you can pull off loads of moves. This also gives the game instant playability – anyone can pick it up and have a go, but with the depth of gameplay this game has, it will take you ages to master.

I wish to learn, Sensai

Within the game there is an option that's vital to your progression in the one player mode, and this is the ability to customise your fighter. By that I don't mean that you can change the way he or she looks (shame), rather that you can make them learn new, and more powerful moves. By taking your fighter in to challenge the Master and his sidekick, the Joker, you can earn new moves. Unfortunately, every time you face the Master you are putting these moves on the line. Lose to the Master once and he'll take back all of your hard-earned combo starters and special moves. This is a great idea and increases the lastability of the game no end – it enables you create your own character, save it to memory card and then take it round to your mate's house and give him a good bashing.

Some other sub-games include the rodeo mode, where you have to stay in the ring as long as you can against a cow (it even shakes its udders when it wins); a challenge to defeat up to 100 fighters in a row (your reward is a secret character) and a time-trial mode where you have to defeat the four toughest characters in the game in





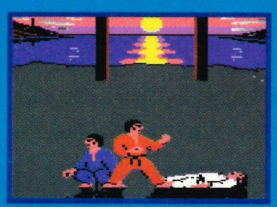
Out of the shadows

A bit of retro gaming for you. Over the last ten years the fighting genre has gone from strength to strength, and is now probably the most popular form of video game (hence the sheer number on the market). Here are what we consider to be the landmark games over the last ten years or so:



WAY OF THE EXPLODING FIST

The first real home fighting game appeared on the Spectrum and C64



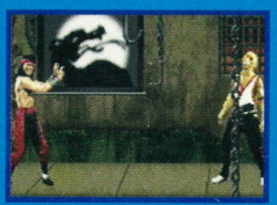
IK+

Offered the chance of three player simultaneous play. Now why hasn't anyone done that since?



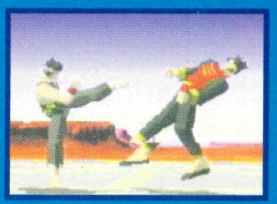
STREET FIGHTER 2

THE fighting game on the SNES and just about every other format for a long time. First to feature combos



MORTAL KOMBAT

Mostly memorable for the blood and digitised characters, but also featured a good fighting system



VIRTUA FIGHTER

The first game to feature polygon graphics. Was still really a 2D game but the realistic fight system made it the best in the arcades



TEKKEN

Took the best ideas in *Virtua Fighter* and them gave a good polish so they sparkled in the mid-day sun



▲ The Clown possesses a strange evade manoeuvre

▼ Clinging on for dear life... the only option is to pull her out of the ring!







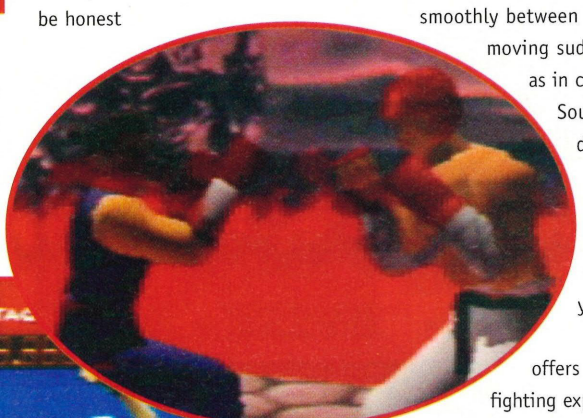
under a minute – again your reward for completing this is another secret character. All this adds to the game's lastability, so you shouldn't get bored with this one too quickly.

There are only nine characters to choose from initially in *Fighters Destiny*, but each of these characters offers a totally different fighting style for you to master. A great deal of time and effort has gone into making each one a completely different fighter – and it shows. None of the characters possess 'similar' moves, whereby you can access a related move by simply using the same combination of commands.

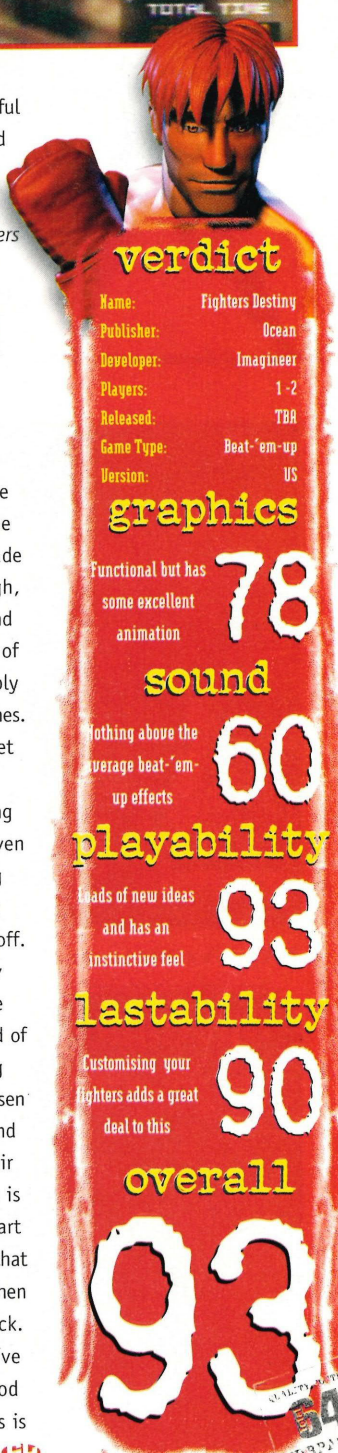
Graphically and sonically, *Fighters Destiny* leaves a lot to be desired. Let's be honest about this, with a machine as powerful as the N64 is graphically, you would expect games to look sharper, more detailed and smoother than their PlayStation counterparts. But *Fighters Destiny* does not.

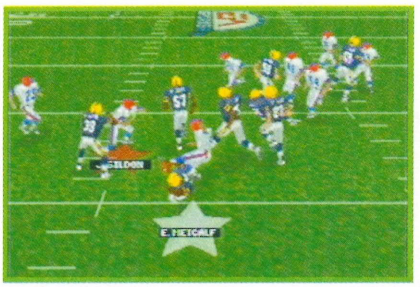
If you've been waiting for a decent beat-'em-up then this is your moment... this is your destiny!

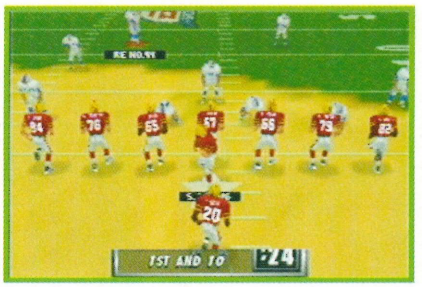
The character polygons aren't the best I've seen and are lacking in the texture map department. This is made up for by excellent animation though, and the fighters move gracefully and smoothly between moves, instead of moving suddenly and sharply as in certain other games. Sound is another let down with some REALLY annoying samples and even more annoying music. At least you can turn it off. *Fighters Destiny* offers a totally unique fighting experience. Instead of going for the obvious and copying *Tekken* et al, the developers have chosen to do something totally different and make a game that they can call their own. What they have come up with is an instantly playable title. You'll start off button bashing and then realise that there is so much more to this title, then become hooked and never look back. If you're one of those people who've been waiting a long time for a good fighting game on the N64, then this is your moment... this is your destiny!

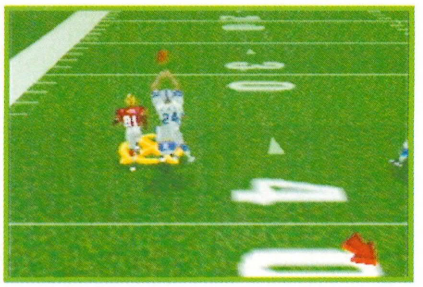




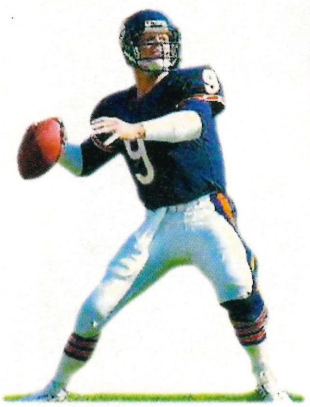








Madde



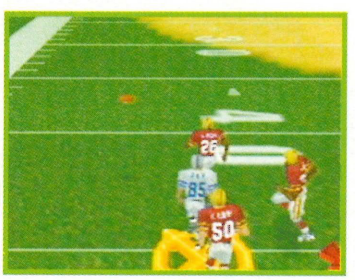
Acclaim's release of *NFL Quarterback Club '98* has stolen the American football limelight with its hi-res graphics and NFL license. Can *John Madden 64* really hope to hold a torch to this superlative title?

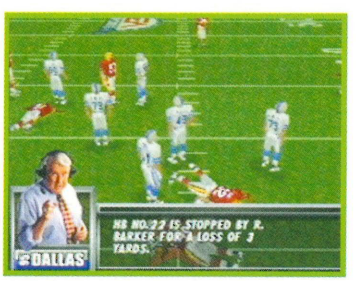


▲ There's nothing quite like the feeling of scoring a touchdown

We love the good old game of American football. We love the cheerleaders and the way that there are adverts every five minutes, but most of all we love the men dressed in bear suits and those blokes flying around in their fancy jet pack things. Apparently, there is also some kind of game in amongst that lot, but I've never really seen enough of it to fully appreciate it. Lucky for me and the rest of you who don't understand 'grid iron', John Madden is hear to enlighten you.

The basic premise, for those of you not in the know, is to get the ball into your opponent's end of the field





Options as far as the eye can see



CHAMPIONSHIP

Just like the 'real' NFL championship, but without all the names of the leagues and without the Superbowl



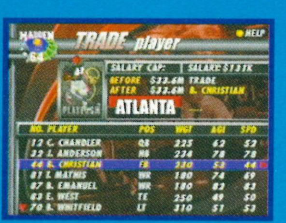
CUSTOMISE CHAMPIONSHIP

Make up your own championship by placing the teams of your choice into different leagues



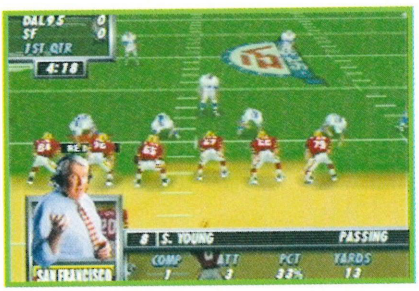
CREATE PLAYER

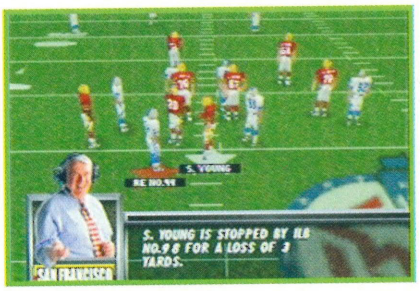
If you can't afford to pay for an expensive star player, then why not have a go at making your own

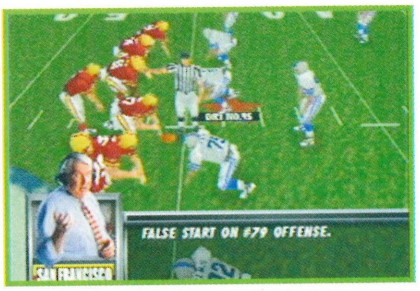


TRADE PLAYERS

Trading players will allow you to build a team of your dreams. You'll have to take into account the player's demands for wages



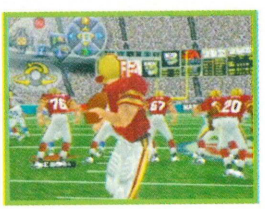


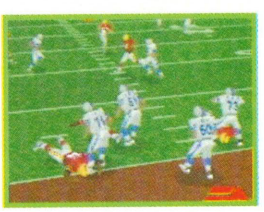


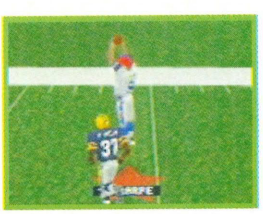
n 64



▲ **The comprehensive replay option allows you to view the action from any angle**







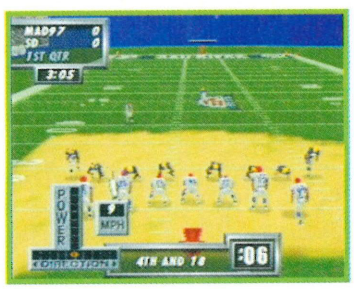
and score a touchdown. The attacking team has four downs to move the ball ten yards, if they do this then they get another four downs to go another ten yards and so on until they score.

But if they don't manage to do this then the ball is turned over to the defending side and they have a go. There are passing moves and running moves and every time the ball is not in play, the clock stops. Each game is timed to last an hour (divided into four quarters) but with the clock stopping so much it usually lasts about three hours. Okay this bit I like, the actual game, it's the barrage of adverts and cheerleaders that really wind me up. Luckily that's where John Madden comes in – he cuts out all the nonsense and let's us get down to the real business of playing American football.

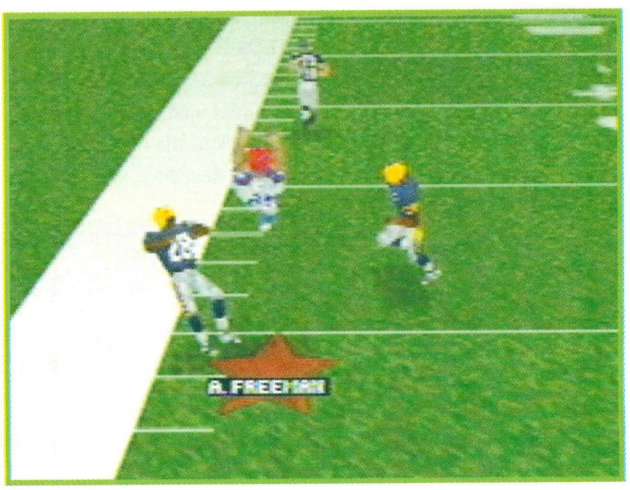
> What really makes Madden 64 a better game than NFL QBC is the artificial intelligence. Instead of the computer players standing around twiddling their thumbs, they actually cover, block, form patterns and intercept throw-away passes with an intelligence that simply isn't found in most football games

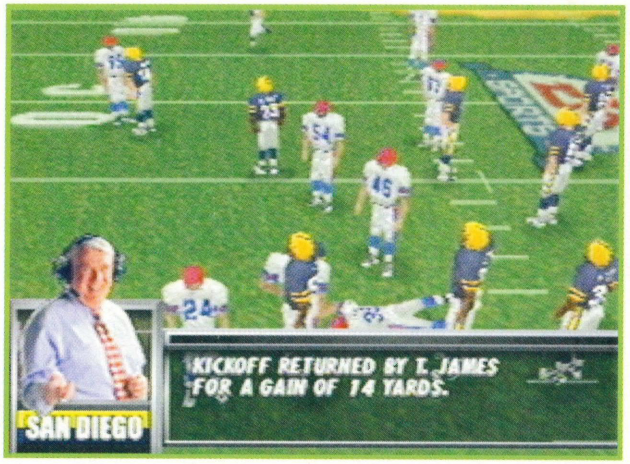
If you've ever owned a Megadrive, or a SNES for that matter, you will have no doubt have heard of the *John Madden* football series and know that it was, for years, the definitive American football sim. Many have tried to emulate the easy-to-use control method and wealth of options, but few (if any) have succeeded. But now there's a new kid in school and he's looking for a fight...

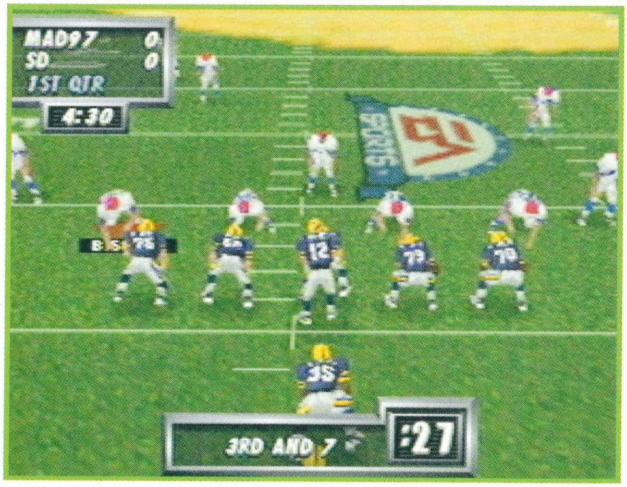
Obviously, *John Madden 64* has only one competitor in the N64 market, Acclaim's superlative *NFL Quarterback Club '98*. So it would be unfair to review this game without direct comparison, and on the surface it looks bad for *Madden*. To start with, *NFL QBC* acquired the exclusive rights to all the NFL teams and stadiums a while back, so what is Madden left with? After some battles in the US legal courts it was decided that the

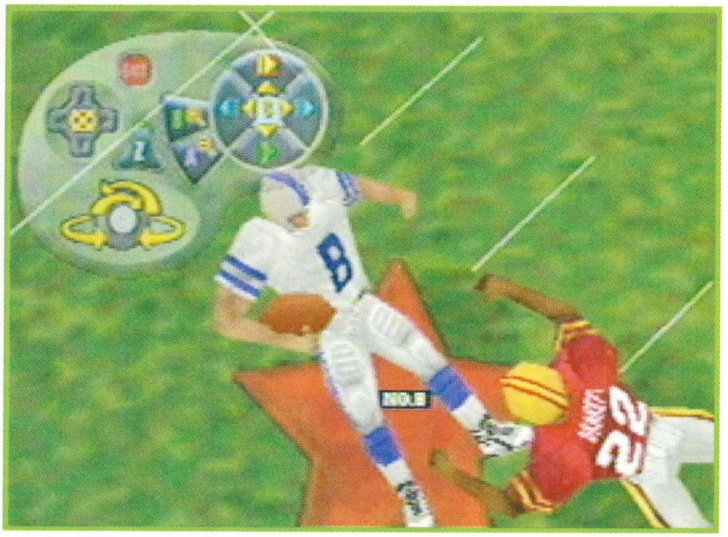












▲ The Dallas Cowboys' quarterback is sacked by an invading 49ers player

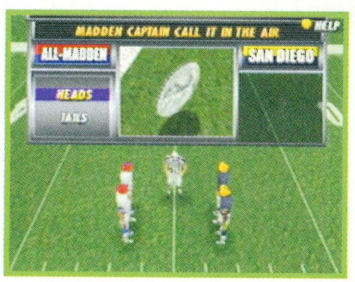
rights to the player's names were open and that both games could use them. So no stadiums, no team names and no official NFL license. It just doesn't seem right to see a John Madden game without them. Okay, what else? *NFL QBC '98* has beautiful hi-res, motion captured graphics and *Madden*... does not. Hmm, we're beginning to see a trend developing here.

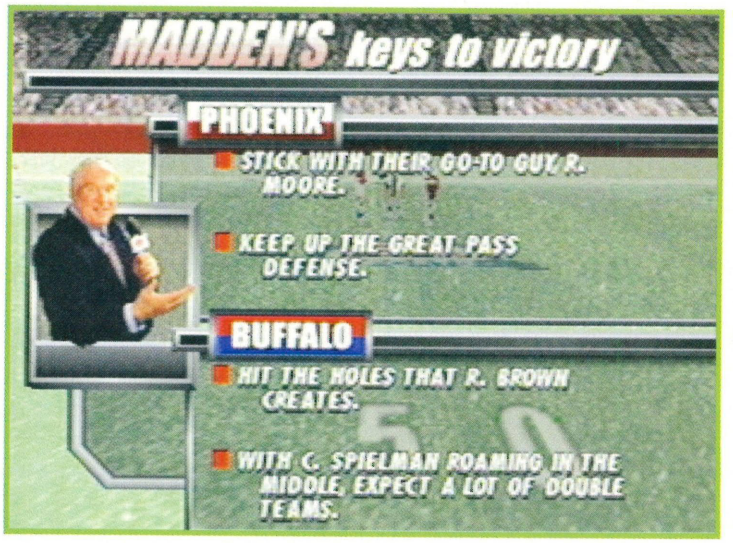
Hang on a minute though, that's not quite the end of the story. When you get past the lack of official NFL stuff and the obvious lack of fancy hi-res graphics, *Madden 64* is actually a very good game. Perhaps even better than *NFL QBC*.

Madden 64 uses the tried and trusted control method that was first seen way back in the first *Madden* game on the Megadrive (*NFL QBC*'s control method was also 'inspired' by this). Using pull down menus you select your various plays. This must be done within a certain amount of time, so choose well and choose quickly or the CPU will choose for you. From here the players line up at the line of scrimmage and the play begins. Direct control of the players is then handed over to you and then the fun really begins.

Using the quarterback you set off the play, and then when a completed pass has been made (either to a wide receiver or a running back) you take control of these players. You can then run, spin and dive your way towards the opposition's goal line and hopefully get a first down or even a touchdown. The controls are very easy to use and even the complicated American football plays will become second nature to you after only a short time. On the whole, the control of the players works better than, just for example,

So which to buy, I hear you shout. Well, NFL QBC has the fancy graphics, the NFL license and the best presentation, Madden 64 will offer you more of a challenge in the one player game and has faster, more instinctive gameplay



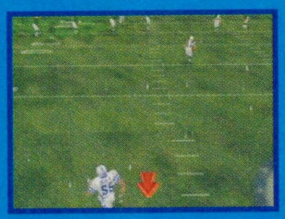


Justin's comment

I'm sorry to confuse you readers, but I'm afraid I have to disagree with Nick on the *Madden* Vs. *NFL QBC* debate. I feel that both games are equally playable, and although *Madden* might be slightly easier to pick up and play – *NFL QBC* is every bit as good once you've mastered the controls, and surpasses *Madden* by a long way in terms of graphics, presentation, and simply by having the official license

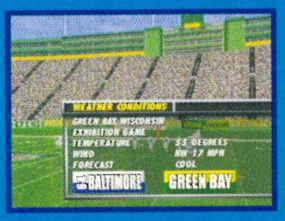
Always take the weather with you

As with *NFL QBC*, you can change the weather conditions, and this will affect the way your players react



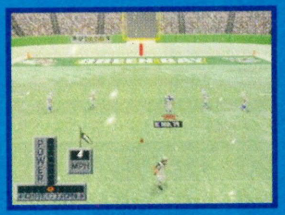
RAIN

Makes the surface slippery and your players fall over and fumble more often



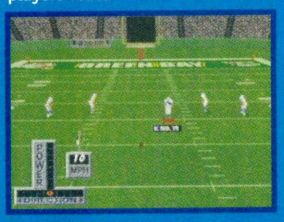
SUN

The perfect conditions for playing American football



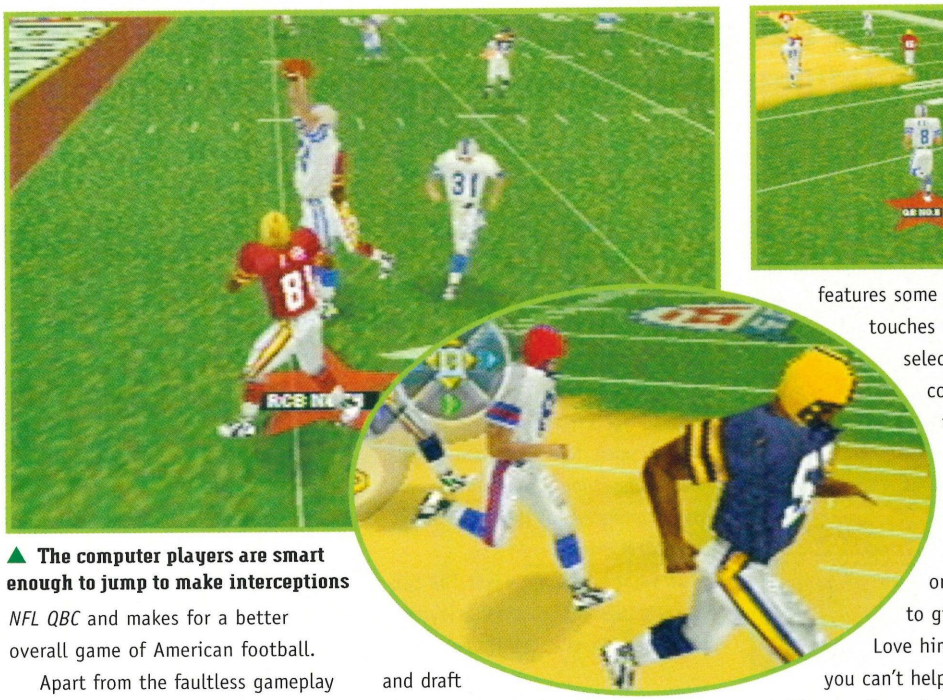
SNOW

The cold weather means that your players are more likely to sustain injuries



NIGHT TIME

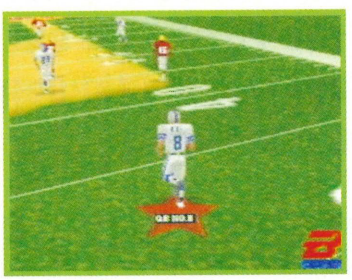
Nothing special here, it just looks nice under the floodlights!



▲ **The computer players are smart enough to jump to make interceptions**

NFL QBC and makes for a better overall game of American football.

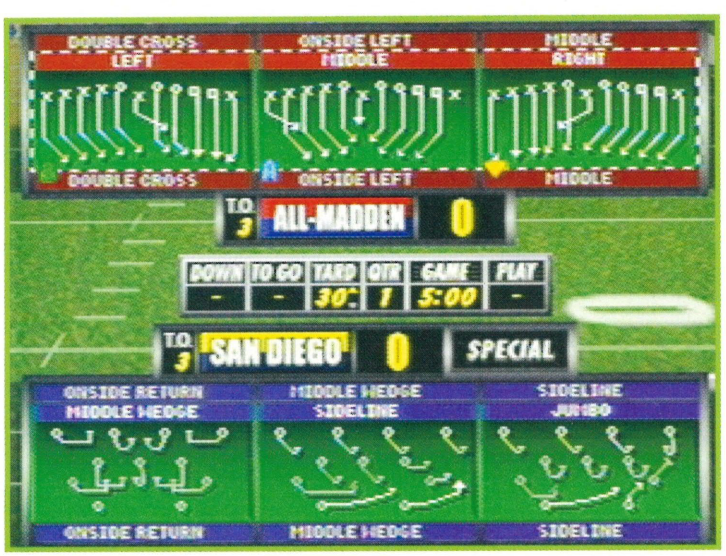
Apart from the faultless gameplay there are also a wealth of options to keep you grid iron freaks happy. You can play the game in a championship mode (set up just like the real NFL leagues) or you can customise this in any way you want. You can also trade and draft players and there is an option to create your own player. Unfortunately, you can't decide on their looks, but it's always fun to have yourself as the Dallas Cowboys' star quarterback. The game also features some other neat touches like the selectable weather conditions, injuries to players and the 'Maddenisms,' where John Madden comes on every so often to give his opinion. Love him or hate him, you can't help but laugh!



What really makes *Madden 64* a better game than *NFL QBC* is the artificial intelligence. Instead of the computer players standing around twiddling their thumbs, they actually cover, block, form patterns and intercept throw-away passes with an intelligence that simply isn't found in most football games. Choosing the wrong formation can really lead to a computer touchdown, so there is a serious challenge to be had.

So which to buy, I hear you shout? Well, while *NFL QBC* has the fancy graphics, the NFL license and the best presentation, *Madden 64* will offer you more of a challenge in the one player game and has faster, more instinctive gameplay. The decision is really yours, but we would go for the gameplay over graphics every time. Both are good games, but *Madden* just pips *NFL QBC* to the post.





▲ **At first, the plays seem complicated. Don't worry, you'll soon get the hang of them**

verdict

Name:	John Madden 64
Publisher:	EA
Developer:	In-house
Players:	1-2
Released:	TBA
Game Type:	Sports sim
Version:	US

graphics 68
Compared to *NFL QBC* the low-res doesn't cut it

sound 75
Nothing out of the ordinary. The commentary's not bad

playability 92
The intuitive control method is still the best

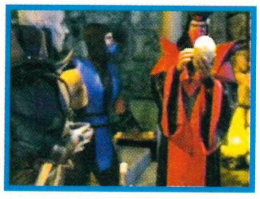
lastability 85
Plenty of options to keep you interested

overall 89

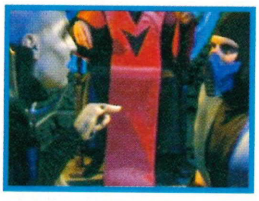
MK Myth

Midway's latest *MK* addition is the long awaited RPG, *MK Mythologies: Sub Zero*. As the first RPG out on the N64, fans of the genre must be eager to find out if Midway have unveiled a classic masterpiece or just a lame cash-in...











Once upon a time, a long, long time ago, in an arcade not so far away, a strange new machine was introduced. It bore an unusual red logo on the side and boasted that it contained the best ever fighting game yet – the world waited with baited breath. Very gingerly two players inserted their first coins, the 'Insert coin' sign vanished from sight and a new character select screen appeared. A small crowd of keen people gathered, all of them holding their collective breath without even realising that they were.

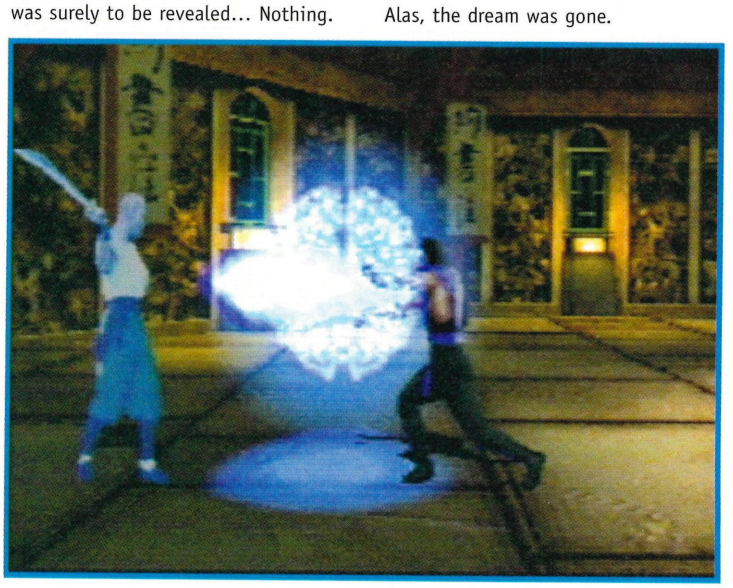
The players chose their characters, palms sweating as anticipation rose almost to the point of overload. The fighters took their places and faced each other, as the 'Fight!' command rang in the air. The two eager players acknowledged one another and then focused their whole mind, soul and being on what was sure to be the biggest legal sensory stimulant available. By now the crowd had grown and people were jostling for position to see what this long-awaited, hyped and promoted masterpiece would have to offer. The players became one with the machine, felt the energy, felt the joystick and buttons – for a moment it felt as if the world stopped. Now they were focused on only one thing – the complete and utter annihilation of their opposition in *Mortal Kombat*...

So what happened next? The two players battled it out valiantly, joysticks moved quickly and smoothly, the buttons were bashed frantically and then, after the tension, the waiting, the glory that was surely to be revealed... Nothing.

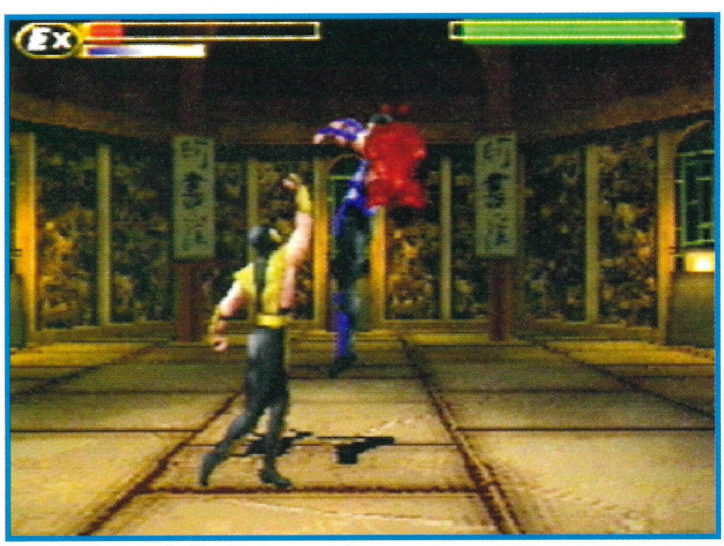


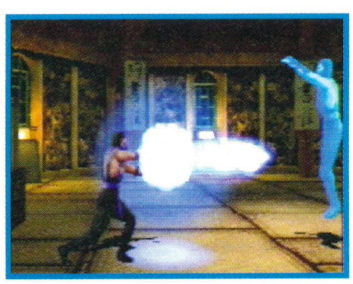
The crowd quickly dispersed, eager to be seen elsewhere in the arcade – if not anywhere else in town that was far away. The players left, dejected and disheartened, and headed to the nearest *Street Fighter* game for some tried and trusted beat-'em-up action. Alas, the dream was gone.

The kind of damage this title does to one of the most respected 2D fighting games around is, at best, horrific



nologies Sub Zero







▲ A fight with Sub Zero's arch enemy, Scorpion. It's not going too well for the 'frozen one', though!

The reason for this initial massive disappointment became clear: *Mortal Kombat* simply wasn't gory enough. The distributors were quick to pick up on this problem before it got out of hand. They recalled all the machines, overhauled the programme – adding in more blood and guts – then added the one thing that really swung public opinion: the Fatalities. The ability not only to beat your opponent to a pulp but to kill them as well was a surefire selling point. *Mortal Kombat* was then re-released in another media frenzy – only this time Midway had got it right. Once more all was well – and very, very violent – in the arcade.

Since those best forgotten days, the *Mortal Kombat* game has had a few new incarnations. These proved popular, as the chances to humiliate other people and prove your prowess increased with such things as Babalities – there was even an injection of humour with the Friendship moves. All of these things helped to provide the *Mortal Kombat* machines with a lasting, dedicated cult following. So, when word reached the collective ears of TOTAL 64 that there was to be a RPG adventure featuring Sub Zero, we were all expecting great things, to say the least.

Mortal Kombat: the advert

To promote the release of *MK Mythologies*, Midway have prepared a rather swanky commercial. This is our interpretation of what's really going on...



'Sub Zeeeroo, your breakfast is ready'



Sub Zero awakens from his Electrolux bed



'Yum yum, I love the taste of cockroach in the morning'



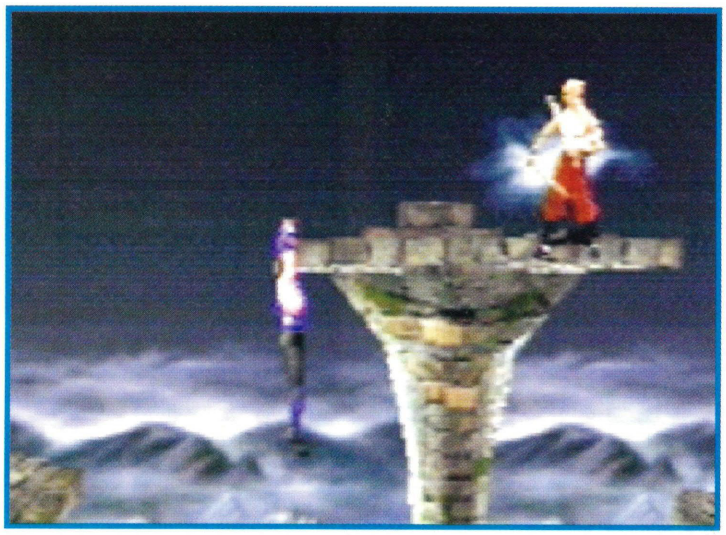
'Oh no, mum, not bugs for breakfast – again!'



'Sub Zero – the best way to start your day'

Nick's comment

I've never been a fan of the *Mortal Kombat* series so when I heard that there was going to be a new *MK*-based RPG, I was more than a little unimpressed. It seems that my fears were well founded – no care has been taken to make a real attempt at a proper RPG, it's simply a sideways scrolling beat-'em-up and a poor one at that. Just imagine *Mortal Kombat Trilogy* with jumping bits but with only one character to choose from and you'll have a pretty good idea of what this game is all about. This really has nothing going for it – the graphics are poor and the gameplay is tired and unimaginative. Don't buy this



▲ Clinging on for dear life, Sub Zero prepares to fight for the right to progress

When the package finally arrived in the office it was a bit like the scene described earlier: we came, we expected, we saw – we left rapidly. The kind of damage this title does to one of the most respected 2D fighting games around is, at best, horrific.

The whole sordid affair that is *MK Mythologies: Sub Zero* begins with a few words and a not unpleasant picture of a house. Not just any house though; this one is built on top of a big hill, which in turn is on top of a valuable and powerful amulet, which two gods once had a bit of a scuffle over. Now Shinnock (the bad god) would really, really like to have the amulet back, so he can use its mighty powers to take over a world or two. Unsurprisingly, it's down to Sub Zero to save the day by fighting everyone he happens to meet in the house-on-the-hill-on-the-amulet (surely a secure safety deposit box would have been a far more practical resting place?).

Now I can imagine that you might be thinking that this is all just sour grapes on my part, because I was expecting a really top game and didn't get just what I wanted. You might even be asking whether *MK Mythologies* is really that bad. Well yes, it is. From the top, here are the things that turn what could have been the greatest RPG of all time into possibly the worst ever.

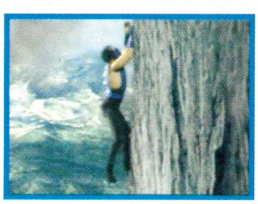
If you really loved MK Trilogy then maybe, just maybe, you will find something here to hold you

You start *MK Mythologies* with a brief explanation as to why you are about to kill everyone you meet, which is then followed by a scene showing Scorpion jumping through a window and then running away from you in true girlie style. That's it: no animated intro, not even a deep gravelly voice reading the words to you – nothing. Still, you now have control of your very own Sub Zero but unfortunately, whoever had him before you overworked him, leaving him with cramp in his leg (or something) which causes him to walk around in a permanently awkward position. Okay, so he's a fighter and he needs to take up a stance when he's scrapping but did you ever see Bruce Lee go everywhere in a fighting stance? No.

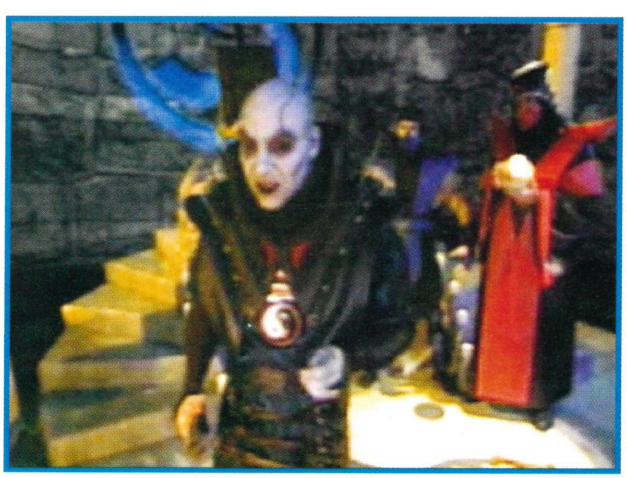
In spite of his perpetually 'battle ready' appearance, Sub Zero's first fight will leave you feeling more than a little concerned. Not only does Sub Zero not yet have any special moves, he also has no Fatalities.

Undetered you move on to the next room, pluck a floating lantern out of the air, and move on again. Then – after fighting an exact copy of the previous fighter – you come up against the next major flaw in the game, the evil collision damage. It would seem that when the house was built, whoever did it saw fit to include large falling hammers that smack you as soon as you get close. This could be a welcome addition – if the hammers didn't hit you no matter where you are in the room, then knock you underneath the next hammer to your imminent death.

Another fundamental problem with *MK Mythologies* is the way the main character responds to your commands. In an attempt to win over the fighting freaks amongst us, Sub Zero's animation is a very jerky affair and also not very accurate. It's hard to move a small distance and all too easy to suddenly













▲ Sub Zero makes a leap of faith into the bottomless pit of Hades

jump to your instant peril, either into a trap or down a hole. Add this to the dodgy collision detection and you've got a bad game recipe already.

Moving on to the other characters, the guards all look like one another – with only an occasional weapon adding any kind of variation in the fighting technique required to defeat them. Then there's the boss characters, which are no harder to defeat than any of their previous incarnations in the original *MK* games.

But enough moaning (for now at least). What did Midway get right? To be fair they did give it a shot, not a particularly good shot but all efforts should be commended – even if they fail miserably. Now let me see... well, there's the music, which is all very *MK*. Guitars and organs add to the tension of the game, and all the punching and kicking effects sound real enough.

Moving on, as far as graphics go, the drawn real-time backgrounds do give *MK Mythologies* a sense of depth and vary enough to avoid being tedious. They range from the stereotypical 'rich and powerful Chinese house' look, to the vast and foreboding mountain ranges of the later levels. Sadly the digitised sprite of Sub Zero is less impressive. It looks like, well, a digitised sprite. This is all well and good in a fast paced, sadistic beat-em-'up, where the bouts are over before you have time to inspect your character, but in an RPG people are expecting that little bit extra. There are some nice lighting effects on show throughout though, which add a dark and meaningful feel to the game and give Sub Zero an eerie blue glow.

The initial shock of the limited moves list is relieved a little bit by the news that you do get to learn Sub Zero's skills. As the game progresses you can earn experience points and maps that teach you how to do more and more powerful moves. However, for some reason Midway didn't see fit to include the signature moves of the *MK* games, the Fatalities, although there is still is a lot of blood flying around – small mercy.

These extra moves can be reviewed via the in-game options screen, which also displays the selection of potions and pickups you've found throughout the levels. This does help a bit when you have been smacked by a particularly lucky enemy or a large falling object, allowing you to heal yourself or check those hard won special moves.

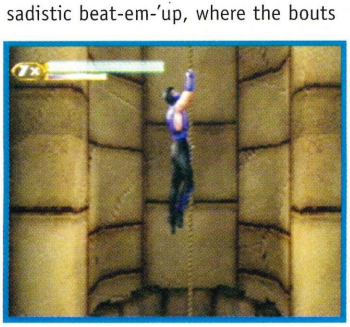
Although this options screen does attempt to add another level of skill to *MK Mythologies*, it really doesn't achieve its intended goal of adding depth and lastability to the game. In fact its the only thing that remotely moves the game in the direction of being an actual RPG – which is what we were expecting – rather than just a simple, outdated sideways-scrolling beat-'em-up.

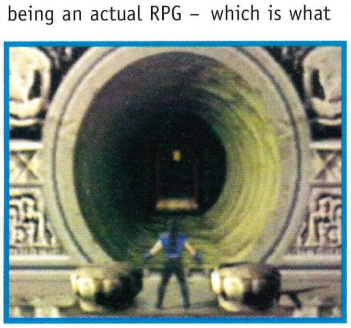
Finally, the last and probably the best addition is the turn button, which allows you to attack or block anyone fancying their chances at attacking you from behind.

These 'good' points aside, this game just isn't what it could have been. The *Mortal Kombat* licence promises so much and those in charge of development seem to have thought that the licence alone would be enough to carry it. This is a real shame, as the N64 does really lack a good RPG at the moment – and indeed still will after the release of *MK Mythologies*. It is also a step in a very worrying direction: we are all familiar with poor games being associated with movie and TV licences, but now we have bad games associated with game licences! Now that's a really nasty state of affairs.

If you really loved the *Mortal Kombat Trilogy* game then maybe, just maybe, you will find something here to hold you. If you like RPG games, it is my sad duty to tell you steer well clear of *MK Mythologies: Sub Zero*, or face agonising hours of sheer frustration and irritation from a game that should have been the defining point of the *MK* culture's long history.

I know that we've been pretty tough on this game, but at the end of the day, *MK Mythologies* deserves all it gets – as do any bad games. After all, when the only truly good things to be found in a new title are the backgrounds and the soundtrack, it hardly warrants much praise. At the end of the day, *MK Mythologies* isn't so much Sub Zero as below zero.





verdict

Name:	MK Mythologies: Sub Zero
Publisher:	GT Interactive
Developer:	Midway
Players:	One
Released:	Out Now
Game Type:	RPG
Version:	US

graphics 51
The game's one and only saving grace

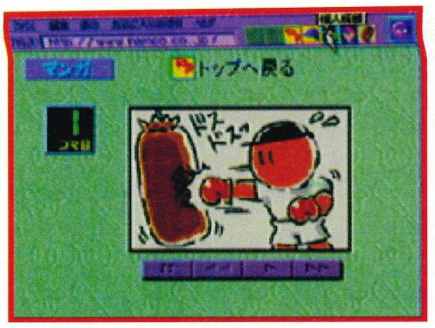
sound 60
Very atmospheric but hardly ground breaking stuff

playability 21
Can only be described as 'very poor'

lastability 24
And that's only 'cos I'm feeling generous

overall 31







Famist

The Japanese love their cute baseball sims — just when the market was looking a bit overcrowded, Namco come along with their attempt. So will the Namco name ensure quality, or will *Famistar 64* simply meld in with all the other baseball games?

When I first heard about *Famistar 64*, my initial reaction was just one of boredom – another baseball game, ho-hum. It seemed the mould for baseball games had already been set with the current crop but Namco, as ever, didn't pay any attention to current trends, and have done things their own way. Good thing too – although the fact that Namco were behind this title didn't really hit home until I started playing it.

The first thing that strikes you when you turn it on will be the massive amount of options. They haven't just put together a baseball game. Oh no, not Namco. First of all, you have your sub games, which at first glance will seem to be little more than packaging but on closer inspection are revealed as training modes for the real game. These include snowball fights, which help you practice your pitching, curling, dipping and swerving and a target shooting game, where the targets are little *Pac Man* icons – this helps you get the right angle of hitting to avoid the fielders. There's also what appears to be a pretty straightforward "who can hit the ball furthest" game, but this actually helps you find just the right angle and timing for those all-important home runs.

Okay, you've done the sub games – now you're ready for some action. There is the usual choice of games: single game, league, multiplayer, etc. Normally in games like this, the one player mode is good on its own, but it's the multiplayer mode which really



Nick's comment

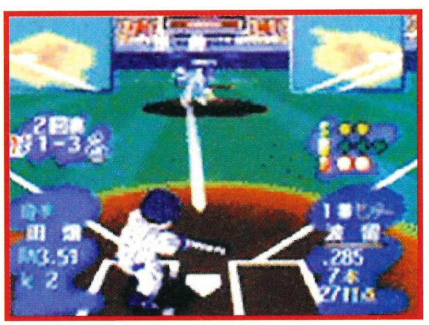
I must admit that I was surprised to see that Namco were developing for Nintendo again, now that they've become such buddies with Sony but it seems from their first title that we should be happy. Strangely enough, *Famistar 64* reminds me of *Smash Tennis* on the SNES. The cute characters, the user friendly gameplay and weird but wonderful 'Japanese-ness' of this game don't hide the fact that this is a 'serious' baseball game underneath. All the subtleties of a more serious title are there – player stats and clever controls, and the sub-training games are a delight to play in themselves. If you're a fan of baseball and can put up with Japanese text, this is definitely worth the import price.







ar 64





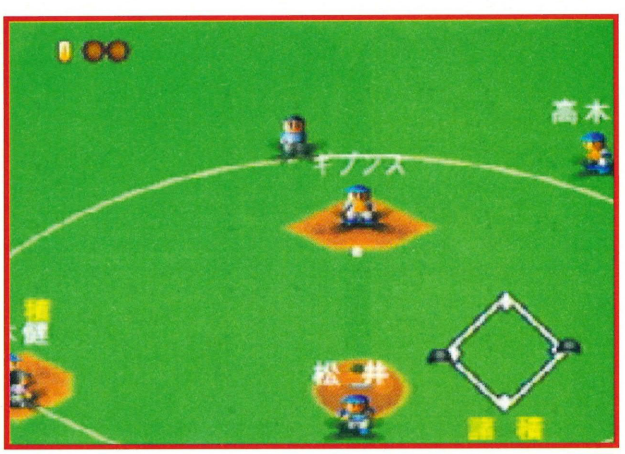


This may seem a fairly standard game, but there is a depth previously unknown in baseball games

stands out in terms of playability and fun and *Famistar 64* is no exception.

There are some nice touches before you start: you can choose to have one player as the outfield and the other on the diamond, or split the field up half and half, or have player one pitching and controlling the outfield, with player two acting as catcher and controlling the bases. Once you've decided who'll be responsible for what, it's onto the team screen. This is similar to *ISS 64*, in that you're given each player's energy, morale (indicated by faces again) and





▲ When the ball is hit, the display changes to 2D, allowing precise control

Wind 'em up!

By pressing the C buttons both the batter and the pitcher can try to out-psych the other by a variety of different actions:



BATTING

LEFT C – Loosen up your batting arm
DOWN C – Dust your plate.
RIGHT C - Incite the crowd
UP C – This ball's going right over there!



PITCHING

LEFT C – Hold up the ball for a flash ball, which leaves a trail behind it.
DOWN C – Dust your plate
RIGHT C – Pick some dirt up: may aid curveballs.
UP C – Not Used







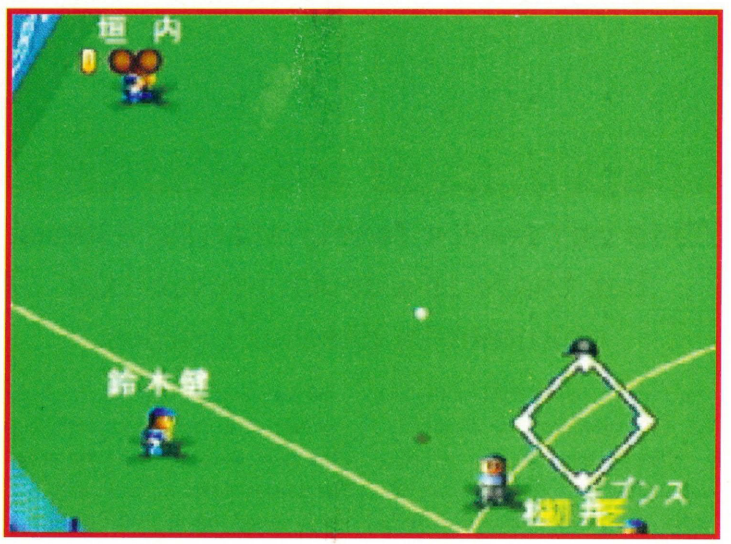
attributes. These attributes are often overlooked but are very important to consider, especially speed and stamina – as the players tire, their batting will become weaker, they end up trundling around the diamond and their throwing becomes slower.

Let the game begin!

So now you're ready to begin in earnest. It's relatively simple to grasp the basics of batting, but it can take a while to master properly. The basic premise is to angle the control stick to determine the trajectory of the ball, so holding the stick fully down will mean the ball will be hit straight up, and holding it fully up will result in a lower 'grounder'.

Then when the ball is pitched, you must press the A button at the right time to hit it. However, where the ball goes when hit is also dependent on your timing. If you are slightly early, the ball with go to the right; if you are late, to the left – provided you are a right handed batsman. You have the facility to lunge for it if you see a wide one curving away – plus you can also perform a sneaky bunt, which stops the ball dead.

Pitching is also easy to learn, but tricky to master. The basic curve ball is performed by holding left or right as you throw, but when you start getting good you can employ fast balls, banana





▲ In spite of the Japanese text, *Famistar 64* still remains a highly accessible game

Not your usual baseball sim

This game wouldn't be worthy of Namco if it didn't have lots of extra bits 'n' bobs and sure enough, there are stacks of them...



TARGET PRACTICE

You have six hits to score the most points you can by hitting targets in the shape of *Pac-man* characters. This helps with your timing



SNOWBALL FIGHT

On this, you have to hit your opponents with snowballs to drain their energy. This helps you learn pitching



PAINTING

This seems to be just for fun. You have to draw the pattern given to you at the start with your painting machine. The closest to the actual pattern wins



DISTANCE HITTING

You have five attempts to hit the ball as far as you can, and then your best three are added together for your total. This helps you find the Home Run angle when batting



DIAMOND RUNNING

Tap A as fast as you can to run around the diamond. This applies in fielding in a proper game



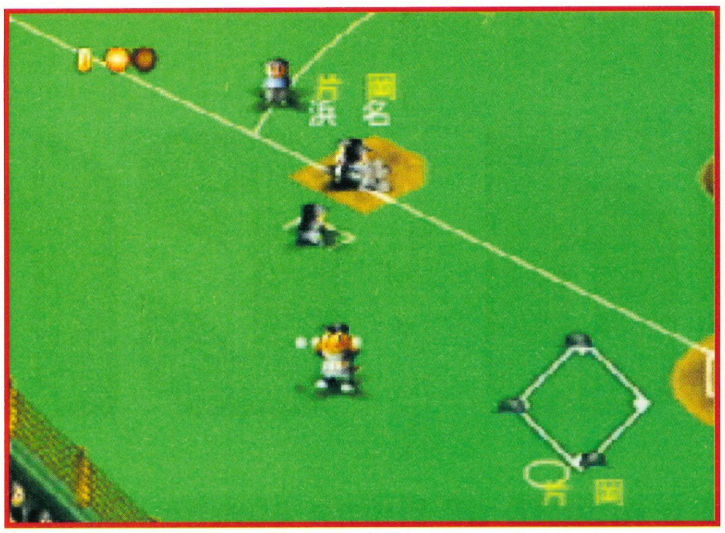
PUMPING PUMP

Another fun but pointless game. The idea on this is to rotate the control stick to blow up your *Dig Dug* character before your opponent can do the same



FIELDING PRACTICE

Use this to practice throwing to bases, catching, etc. Very handy when you first start



▲ The sprites hark back to the good old days of 16-bit gaming, *Smash Tennis* anyone?

balls and low dippers – not to mention actually clobbering the batsman with the ball! In the early stages of the match the pitcher has the advantage, but as the game wears on, he starts to tire and the batter has control, being able to spot a curve ball a mile away. Luckily substitutions are included for both sides and these are very important towards the end of a tight match.

If you have played any other baseball game on the N64, you will find the fielding very strange, and annoying at first. Unlike the other titles around, Namco have rejected the idea of using the four C buttons to represent the four bases, opting for a more straightforward approach. If you want to throw to first base, hold right on the control stick and throw. Hold up for second base, left for third, and down for fourth. Once you get the hang of the system, it does work surprisingly well.

One annoying thing though, is that the basemen cannot move from their bases to catch or field and as they run to their bases when the ball has been hit, this can make moving the right man slightly confusing.

It really is baseball!

Despite the game's cute image, all the rules of real baseball are in here. If you don't know them you may find the game confusing at first, but it's nothing that a bit of practice and patience can't solve. Everything is in here – including the batter and pitcher trying to psych each other out: pressing various C buttons while on the plate makes your batter/pitcher perform various amazing acts!

This game is quintessentially Namco. The time and effort that have gone into the little aspects are what sets this aside from the rest

Famistar 64 may seem like a fairly standard title but touches like this show that it has a depth previously unknown in baseball games. Other features such as the diving catch, stealing bases, dropping catches and the players' energy depleting if they get hit by a fast ball, all add to the authenticity. It doesn't end there either – hitting the ball into the crowd behind you will result in a strange outburst of Japanese from a startled spectator, whilst the two teams' mascots cheer everything. Perhaps most amusing of all, when you hit a home run you get to control, move and rotate a strange object, which is unique to each stadium and ranges from a duck to a bowl of sushi!





ファミスタ64

Once the game is over, you go to what looks like Namco's Website for a full report on the game, with batting averages, who scored what and tons of options. *Famistar 64* is quintessentially Namco and the time and effort that have gone into these little aspects are what sets this aside.

Probably the most bizarre feature, and something next to impossible to figure out in Japanese, is the story mode. This takes place on a world map similar to *Super Mario World*, and it appears that you travel around the map, meeting people, talking to them, taking up challenges and building a new team up, which can then be saved onto a memory pak for use in a full game.

The graphics on *Famistar 64* are very good and are clearly aimed at a Japanese audience with their cute feel. The sounds are very clear and although most of the speech is in Japanese, it still adds to the game's feel of quality. There are a few, well, to call them bad points would be too harsh, as they're more like minor niggles. Not being sure who you are controlling in the outfield is probably the biggest of these, and for people who've played other baseball games, throwing to the bases is at first frustrating. However, your patience will be rewarded.

The obvious problem of playing a game in Japanese is very evident, so you may be better advised to wait for the US release. On the whole though this is a classic Namco title: quality, longevity, and sheer playability.

verdict

Name:	Famistar 64
Publisher:	Namco
Developer:	Namco
Players:	1-4
Released:	Out Now
Game Type:	Sports Sim
Version:	Jap

graphics 75
Graphics aren't what this game is about

sound 84
Lovely ditties, shame about the Japanese speech

playability 90
Strange at first, excellent once you get into it

lastability 85
The multiplayer mode will keep you swinging!

overall 86

Wild Ch



The N64 hasn't had a wealth of flying games, so it was clear that someone would have to make amends and produce a game worthy of taking on the *Desert Strike* series — here it is













First of all, just a brief word of explanation: a game with the name *Wild Choppers* is just begging for innuendo and the use of many dodgy puns. I've tried to avoid this, but there were a few irresistible ones that I just couldn't leave out! Now, on with the review...

Flight simulations have never really had a chance to (ho, ho) take off on any format other than the PC. This is because there aren't really any consoles or lesser home computers that are well equipped enough, to be able to deal with the intense realism that's needed to produce a decent representation of the advanced control systems and all the little nuances of a real helicopter or aeroplane. Up until now we've only really had the Electronic Arts *Strike* series, which has been available for a long time now on most formats (except for the N64) and is an 'arcade style' stab at a helicopter game. As good as these titles are, they still don't have all the advanced manoeuvring systems that you'd find present on a 'proper sim'. This may be because of the limited number of buttons available on console controllers, or it could be because a lot of people think that flight sims are for 'proper' computers only and wouldn't provide enough instant entertainment for the console fan – who knows?

Now here to try and prove everyone wrong are Seta, with their stab at a helicopter game. It's aptly called *Wild Choppers* and has been causing quite a stir since it was first shown at the E3 show, some time ago.

Wild Choppers starts with a sparse title screen and little else – no intro,





oppers



▲ The dramatic explosions are very reminiscent of those seen in *Blast Corps*



no cool demo sequence which shows off what you are about to indulge in. Instead there's just a simple screen with '*Wild Choppers*' tattooed across it in large letters and a noisy American shouting "*Wild Choppers*!", in amongst some thrashy heavy metal background music. The lack of a slick intro is always a bummer but you can't judge a book by its cover.

From here you next progress to the options screen, which will allow you to custom configure the controls, a few aspects of the actual game and the difficulty settings. After this you must choose which machine to pilot. There quite few to choose from, eight in total, and this is no bad thing, because in most games of this ilk you have just one craft to play in, which can get a bit dull. Seta obviously appear to have put a bit of thought into things.

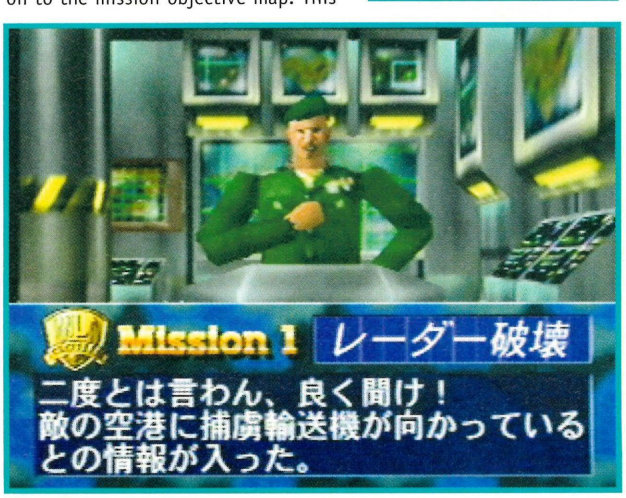
> This game has been causing quite a stir since it was first shown at the E3 show some time ago.

Each helicopter looks, handles and plays very differently from the next and it's nice to see that, for once, everybody is being catered for. Each 'copter can carry different loads and comes with a different amount of spending money, with which you must purchase a nice healthy supply of missiles, bombs, shells and decoys. This choice is a bonus for strategy freaks, because it allows you to articulate your attack in any manner that you see fit, rather than taking it from a set route.





After the equipment and supplies screen, you undertake your mission briefing from a top American commander (yeah, right!) and then head straight on to the mission objective map. This



▲ This 'wooden dummy' is your commanding officer – speak English, boy





That's a nice chopper

Here are the various types of 'copter you can pilot, in all their glory



HARD BULL



FIRE CAT



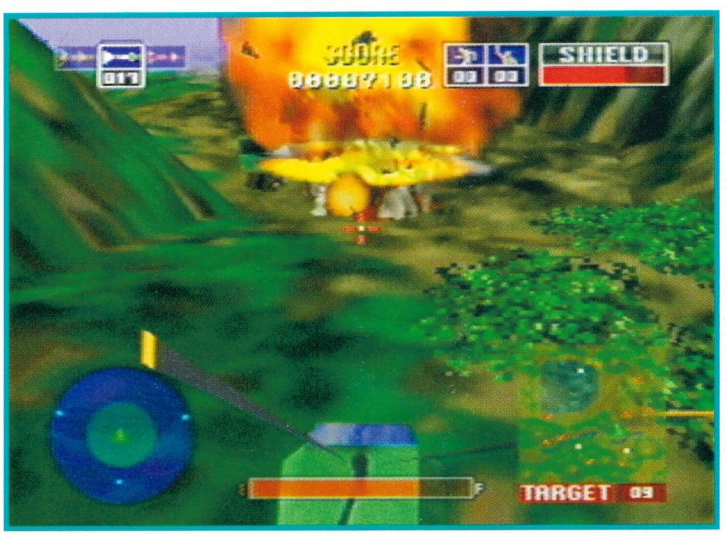
WHALE-32



WASP



▲ The distinctive control method takes a while to get used to



Nick's comment

After the disappointment of *Aerofighters Assault*, this comes as a nice surprise. The mission based gameplay works well, the graphics are sharp and manage to keep the frame rate high, and the overall feel is that of a well polished and well thought out title. If you're a fan of shooting games then this is worth a look

outlines all the targets, your primary objectives, secondary objectives and your starting point. After all that time consuming palaver is over with, you are ready to fly over the enemy lines and finally get down to some seriously hardcore fighting.

The graphics for the helicopters that you pilot are excellent – big polygons and lots of them, coupled with some nice texture mapping that really makes everything sparkle.

The detailing also fits in nicely – all of the extra cosmetic touches, like the shoot-down stickers on the sides of the craft and the signs of scarring on the choppers from previous battles, help to add that sense of "I'm there, that's me and I'm really flying this big metal thing, God damn it!".

> The sounds are a little disappointing to say the least...

The explosions also look brilliant and nothing can quite match the sheer adrenaline you feel when you let lose with an ATGM (air to ground missile) and watch it, following its flight path carefully until... kaboom! It's a very similar story for the enemy vehicles and the backgrounds and land detail – all are beautifully laid out, with texture maps and polygons and amazingly, the closer you get to the action, the more realistic it looks. There is a suspicious element of fogging but this could have been put in intentionally – after all, you are flying around in a jungle/rain forest area.

Sounds a bit fishy to me

Sadly the sounds in *Wild Choppers* are a little disappointing to say the least, mainly because you can't hear any of the speech and action related noise properly because of the really abysmal Steve Vai style over-indulgent guitar solos. These metal anthems whine on through all the missions, blotting out the atmospheric chopper noises. After a while you will find that every slice of background music will just blend endlessly into the next bit, until you decide to scream and shout "enough



▲ This is the first game that we've come across that uses this method







GA-GA



RETSU



KOLINSKY



SKY TURBO



▲ Choosing the right combinations of weapons can be vital to success in your mission

is enough" whilst reaching quickly for the volume mute button.

Let's go out and play with your chopper

Still, as we all know, sounds don't make a game – they can help to add to the overall feel, but they don't by any means make it. At the end of the day it all comes down to playability and that is where *Wild Choppers* should be aiming to pick up most points. It definitely has its moments of joy, such as the way you can strafe around a tank with your last rocket, just waiting patiently for that all important 'lock on' signal from your wingman. Stealthily manoeuvring around a collection of your enemy's gun turrets and then sneakily dropping off a massive cluster bomb can also be an especially satisfying experience.



main failure lies with the damaging screen update and potentially fatal slow down when there are too many enemies on screen. Yes, the same curse of too many moving objects (which plagued *Aerofighters* to a greater extent) strikes again. For the first few levels it isn't actually that bad, it's just when you reach missions four, five and upwards – where there are lots of targets and moving objects – that it can get a bit dizzying. Consequently the gameplay suffers a great deal, which is a real shame. Apart from *Aerofighters Assault* the Nintendo 64 hasn't got any other games of this genre available for it – and we all know *Aerofighters Assault* was absolutely horrific to play as well as to watch.

This is, all said and done, a missed opportunity for a really accurate and intense helicopter game. Given some more development time *Wild Choppers* could have been so much more than 'just another missed attempt' at a genre which is, after all, probably not well suited to consoles.

> This is, all said and done, a missed opportunity...

Sadly *Wild Choppers* also has some moments which induce the dreaded 'Or should I have bought something else?' syndrome – which is not so good. Its



verdict

Name:	Wild Choppers
Publisher:	Seta
Developer:	In House
Players:	One
Released:	TBA
Game Type:	Helicopter Sim
Version:	Jap

graphics 81
The graphics are big, bold and look cool

sound 43
Mostly irritating rock guitar solo stuff

playability 76
Playability is only really marred by the slow down

lastability 79
Lastability is assured; loads of missions and lots to kill

overall 72

Puyo Puy

Following in the footsteps of such puzzling greats as *Tetris*, *Super Puzzle Fighter*, *Dr Mario* and *Tetrisphere*, comes a new player. Enter *Puyo Puyo Sun* — can it fulfil all your puzzle fighting needs?



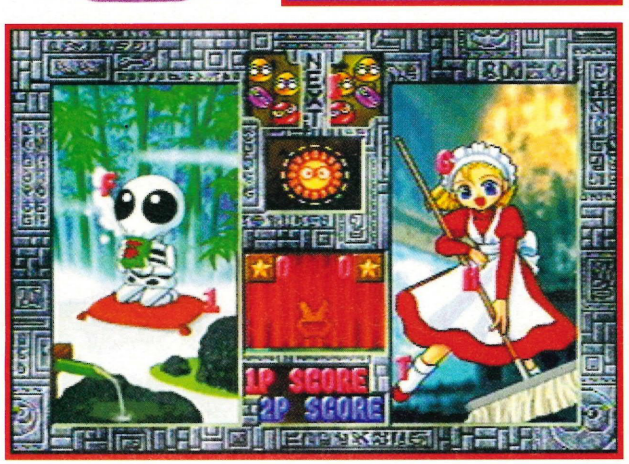
Justin's comment

I have to admit that I am a little surprised to see this on the N64. The trouble is that it is nothing that a SNES could not do – and has done in the past. It is still a top game, however, and will no doubt sell well in Japan. Whether or not it will see the light of day over here, remains to be seen

Puzzle combat games have been around since the first cavemen scratched a game of noughts and crosses into the dirt with a stick, fell out over the score, and proceeded to club each other to death with very large rocks (a practice still carried out in school yards across the country, although it's rumoured that the rocks are smaller).

It would seem that pitting your wits against an opponent and winning fair and square just isn't enough, and rightly so – just ask anyone who's ever played *Super Puzzle Fighter*. However, until now there has only really been *Tetrisphere* on the N64 to help alleviate this situation. With its combination of superb graphics, catchy soundtrack and addictive gameplay, it has so far held the puzzle fighting crown.







This is where *Puyo Puyo Sun* comes onto the scene. Despite its very Japanese name and characters, it's a really great game to play. The object of the game is very simple: match up the falling coloured blocks with the appropriate coloured blocks on screen to make the blocks disappear – but it doesn't stop there. If you do a combo by causing a chain reaction, it will not only clear your zone of a lot of unwanted blocks but also have the adverse affect of filling up your opponent's zone with unusable clear blocks, which will only disappear when a combo happens on top of them.

If you're quick enough, you can pull off a reversal by doing the same as the opposition, and both characters are rewarded with a power-up which boosts the amount of blocks you give to your opposition. All of this can thankfully be rehearsed in the practice mode. There is also a matching mode that gets you to match falling blocks with the blocks on screen – a great way to practice setting up chain combos.

The characters in the game vary from the usual mixture of Japanese girls with odd coloured hair and warriors with little more to do then bust blocks, to mutated fish with legs, a bee with a syringe, a little guy on a lizard and an elephant in a hat. The character you choose doesn't really affect the game, as both players get exactly the same blocks at the same





o Sun 64









time. The only noticeable differences in gameplay come in the story mode, where the people you encounter will be easier or harder depending on which of the three characters you choose, and in two player when your blocks turn into different objects like money, butterflies or treasure chests before they disappear, depending on who you're playing as.

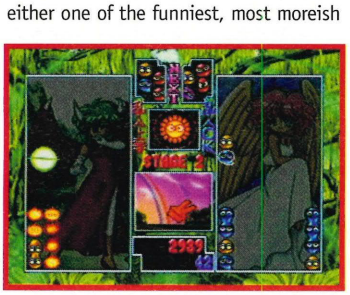
games you've ever played, or the most downright irritating game in the world – depending on whether you're winning or losing at the time.

The game screen is set out in a Manga cartoon style with the fifteen characters being distinctly 2D and hand drawn. The actual playing zones sport a picture of your chosen character, and occasionally

The vaguely Caribbean vibes floating from your TV set may relax you and set you up for some controlled block blasting fun

In two player, *Puyo Puyo* also sports a difficulty mode, which allows you to incorporate handicaps, if you so desire. These come in the shape of extra power ups and different rates of blocks.

In two player mode *Puyo Puyo* is either one of the funniest, most moreish a short piece of animation – depending on how well you or your opponent are doing. The playing blocks are colourful and have small faces that get happier when they are joined by other blocks their own colour, but sadder if isolated (as all good blocks should).





Sadly the in-game music is a bit of a let down. At first the odd, vaguely Caribbean vibes floating from your TV set may relax you and set you up for some controlled block blasting fun. After about five minutes you will almost definitely be reaching for the remote control before the simplistic tunes drain your brain of any scraps of sanity left after extensive *Puyo Puyo* playing.

However, despite all that has been said so far, the question of the moment still has to be this: why did they bother? The Nintendo 64 is the most powerful games console in the world. With its 64-bit technology and superior sound and graphics, why has a game like *Puyo Puyo* even got a look in? After all, it is really only a straight conversion of the 16-bit SNES machine. Granted, it has a large following in Japan's arcade circuit which will probably boost sales, but in this day and age and given a 64-bit opportunity, why didn't Compile do something a bit more like *Tetrisphere*?

That aside, *Puyo Puyo Sun* is still a highly enjoyable game, most notably in the two player battle mode. And even if Compile didn't realise its full potential, it's worth a look in, if only to show the kids how great games used to be.

verdict

Name:	Puyo Puyo Sun 64
Publisher:	Compile
Developer:	Compile
Players:	1-2
Released:	Out Now
Game Type:	Puzzler
Version:	Jap

graphics 42
Adequate but pretty dated

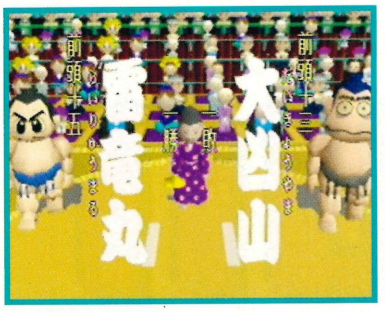
sound 39
Cheesy Caribbean cuts throughout

playability 79
It's great in multiplayer

lastability 69
Simplistic one player mode lets it down

overall 71









64 Oo

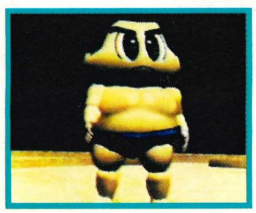


With sumo wrestling being so massively popular in the Far East, it was only a matter of time before a game featuring this strange sport appeared on the Nintendo 64. And although there is very little chance of it ever appearing in this sceptred isle, we thought we would give you a look at this strange little game. After all, seeing is believing!









Upon loading up *64 Oozumo*, I was immediately greeted with an options screen, which was unfortunately (though not surprisingly) all written in Japanese. I then spent about half an hour of trial and error button pushing until I finally reached the fighter select screen. This in itself was enough to have me rolling around on the floor in tears, as I scrolled through the various sumo fighters, each with their own strange facial expressions and more importantly, strength and stamina bars. There are apparently five different types of fighter but as all of the writing is in Japanese and I couldn't tell the difference, I just choose the one which looked suitably powerful and proceeded on, and into the arena to have my first proper taste of sumo, N64 style.

For those of you who are unfamiliar with the rules of sumo, the basic idea is to eject your opponent out of the ring and onto some members of the crowd (well, maybe you're not supposed to do the last bit, but it regularly happens – much to the annoyance of said spectator, which is understandable as the wrestlers weigh somewhere in the region of 200kg and are usually sweating profusely). Anyway, for doing this the wrestlers receive a token sum of money and huge amounts of respect and admiration from their army of loyal fans.

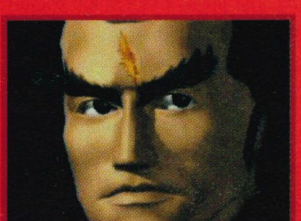
Thankfully the control method during the bouts is far easier to get to grips with than the options screen. The basic controls involve the four yellow 3D

Famous sumo wrestlers...



EDMOND HONDA

The infamous sumo wrestler from the *Street Fighter* games had some amazing moves, like Many Hands, a veritable blur of fists, and a flying 'Oink' move



GANRYU

From the *Tekken* games, the best move this guy had involved an involuntary grunt which sounded a lot like 'no swede!'



ARRON TAYLOR

Okay, not exactly true, but this occasional TOTAL 64 writer has been known to parade around in a nappy from time to time







ZUMO









buttons. These control your movements up and down and your attack to the left and right, whilst the Z trigger adds big slaps and special moves when combined with the analogue stick, which is also used to point you in the right direction.

The best method was to slap him until he was unconscious

After all the ceremonial stuff it was a case of on your marks, get set, slap. There are probably lots of different moves that you could use to get your opponent out of the ring, but I found the best method was just to slap him until he was nearly unconscious and then chuck him out, this seemed to work in nearly every fight, except the one where my opponent jumped over my head and shoved me out from behind (I'd like to see that in real life).



▲ The character select screen features a colourful selection of nappies to choose from

This 'style' of fighting also carried over to the two player mode, where lots of frantic button bashing was observed. This mode is slightly better fun than the one player mode but only for about ten minutes. Apart from the one and two player modes there is also a training mode and a story mode (all in Japanese of course) where you must work your way up through the ranks to be top sumo wrestler.

The in-game graphics are simple, but look fairly accurate and do the job intended, whilst the animation of the fighters and other characters is quite nice.

The sound in *Oozumo 64* is basically a series of grunts and groans during the fights, along with the crowd noise and commentary from the announcer. The announcer also calls the name, rank and tournament record of each wrestler in Japanese before the bout begins, which adds an authentic touch.

Those of you who are into sumo and can read Japanese will probably find *64 Oozumo* good fun, but the majority of the English gameplaying public, myself included, will find it goes way over their heads, quickly falling into the 'quirky Japanese game' category.

verdict

Name:	64 Oozumo
Publisher:	Ocean
Developer:	Sunsoft
Players:	1-4
Released:	Out Now
Game Type:	3D Platformer
Version:	UK

graphics 35
Does the job but nothing special

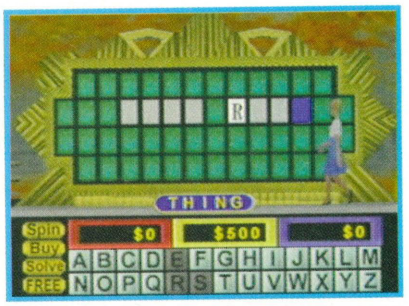
sound 40
Again, nothing that flash on offer

playability 45
Okay for a short time but wears thin

lastability 44
Soon becomes too repetitive

overall 39







Wheel of

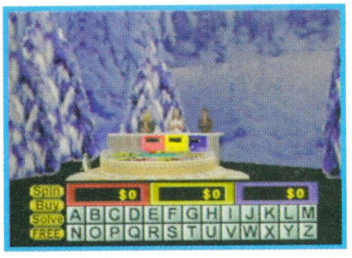
As the advert says, 'Nintendo 64 — the most powerful games console in the world'. If that's the case, then what's this *Wheel of Fortune* malarkey then?

Justin's comment

It is difficult to know where to start slating this game. Whoever came up with the idea of porting the Wheel of Fortune show to the N64 should be hurt. It's not just the fact that we don't want to play rubbish like this, but releasing games like this will surely damage Nintendo's reputation. With games coming out extremely slowly and Nintendo citing quality over quantity, *WOF* will do more damage than good

I can see it now. All the top bods at Nintendo are sat round a long table in a meeting to discuss the design of the N64; 'What shall the specifications be?' asks the man at the head of the table.

'Well, it needs to be at the cutting edge of technology. We need the most powerful graphics chips available too, because the machine needs to be able to create sophisticated three dimensional worlds for some of our most innovative software yet.' comes a reply from one of the suits.



'Just what sort of software are we talking about?' demands the man at the head of the table.

'We want *Mario* in 3D, and a James Bond game that feels real and most of all, we want to be able to play Wheel of Fortune from the comfort of our own living rooms'. The room goes silent and all eyes turn to that man.

'Yes, yes! You're a genius. That is exactly the sort of game I want to see on the N64. Forget *Mario*, forget James Bond, I want Wheel of Fortune!' The man at the end of the table erupts into a fit of joy and everyone begins to cheer and jump around.

Okay, so I believe in an alternative universe, where anything is possible, even Nintendo making a game based on the hit TV show, Wheel of Fortune, but it's not this universe and I'm glad of it. But then, what's this? Oh no, they've only gone and done it – they've actually made a game based on Wheel of Fortune! Okay, so this title is not from Nintendo themselves but it IS on the N64; what is going on? Am I dreaming or have I entered that parallel universe?

This game has actually been dreamt up by the boffins at Gametek and – surprisingly enough – it isn't very good. For those of you who have never seen the TV show, let me explain the rules. There are three contestants and they each take it in turns to guess a letter in a mystery word or phrase displayed on a huge screen. When enough of the letters are revealed, a contestant gets the chance to guess the word or phrase or whatever it is. If he or she gets it right they then win money. Now that's what I call a great concept for a video game.

Now you, too, can experience that wonderful feeling of taking part on a hit TV show and winning yourself loads of (virtual) money. First of all you get to choose your contestant. There are six to choose from – each one as stupid looking as the last. All the characters themselves are digitised and look very poor quality indeed: they have no detail whatsoever, so they could be Mr and Miss Average American. Up to three people can play (as long as you've got the controllers) but the chances of you having two friends to play with you if you're the type to buy this game are slim.

So, it's onto the show itself, which is introduced by (in all her very poorly displayed video) some American woman



▲ A typically 'taxing' word puzzle for you to solve









Fortune



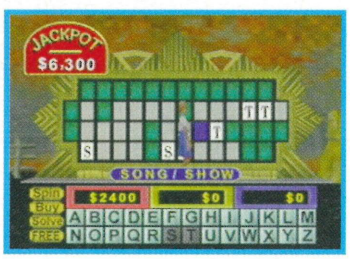
▲ Every now and again this strange woman pops up to tell you what's going on

that I've never heard of. She's probably quite famous in the world of game shows but there you go.

Each player now takes it in turn to spin the wheel to see how much money their guess will be worth and then they choose a letter. While the wheel is spinning the camera alternates between the contestants, the wheel and the letters board. This can get especially tedious if you make an long spin – so 'keep spins short at all times'. If you get a letter right you then get another go. Great.

I beg you do not, under any circumstances, buy this game or you will be haunted by the sound of canned applause for the rest of your living days

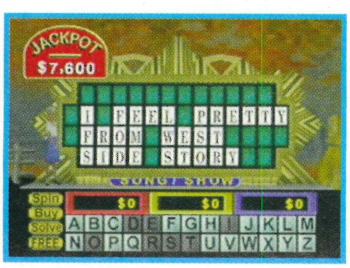
I can hear what you're saying: 'All you have to do is choose vowels, as virtually every word in the English language contains one of these'. Aha, that's where you're wrong! You can't just choose vowels, these have to be bought from your 'money pot'.



Anyway, the person who guesses the phrase correctly wins the cash and it all starts over again. Eventually you'll run out of time and the person with the most money gets to take part in a final bonus game to win a jackpot.

All of this is accompanied by the usual showbiz stuff – after everything you do there is a round of applause. Spin the wheel – round of applause. Guess an incorrect letter – round of applause. Pull out a gun and start to fire it randomly into the audience... well, no – I made that last bit up, but it might make the game a bit more interesting. What I'm trying to say is that the applause goes on and on and on. It's inside my head, it's driving me insane. Argh! Stop applauding me!

And that's it. That is all the game has to offer. No more, no less – and it's on the N64, which I still really can't quite believe. This is easily the worst game on the N64, and frankly Nintendo themselves should be embarrassed by that fact. I beg you do not, under any circumstances, buy this game, or you will be haunted by the terrible sound of canned applause for the rest of your living days.





verdict

Name:	Wheel of Fortune
Publisher:	Gametek
Developer:	Gametek
Players:	1-3
Released:	TBA
Game Type:	Quiz Show
Version:	US

graphics 15
An accurate WOF TV set, but the characters are poor

sound 10
Stop the canned applause. Stop it. STOP IT!

playability 18
A game show on the N64? You've got to be joking

lastability 5
You'll play it once, laugh and throw it away (hopefully)

overall 13

Reviews ROUND-UP

Thinking about buying a game? Well, before you do, it's best to check out the most up to date scores in the T64 Reviews Round-up

AeroFighters Assault

I was always a fan of Afterburner in the acracdes, so I was as excited as the next man when this arrived in the office. The thought 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 these words – buy this and you will have no friends!

ISSUE ELEVEN SCORE

42%

Automobili Lamborghini

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 your 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.

ISSUE ELEVEN SCORE

72%



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 favourably to *Pilot Wings*, 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 don'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 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 this 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%

Chameleon Twist

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 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.

ISSUE ELEVEN SCORE

51%

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 of N64 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* in the office, *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 become 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 become 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 absolutely 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%



round-up 64

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%

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* phenomenon, 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%

CURRENT SCORE

88%

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.

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've 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%

QUALITY CONTROL 64 SURPASSED

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 new 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're 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%

FIFA: Road to the World Cup '98

After signing Michael Owen for my Bolton Wanderers side and taking them to the top of the Premiership, I was convinced 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* were 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.

ISSUE ELEVEN SCORE

78%

Ganbare Goemon 5

Ganbare Goemon is quite unique in many of its gameplay styles and offers the first real RPG experience on the N64 but an essential part of all RPGs is understanding the plot. Unfortunately for us, *Ganbare Goemon* is completely in Japanese and so the story is completely incomprehensible, though luckily this doesn't interfere too much with the gameplay and the game is still very playable. It is a testament to the game's brilliance that it was able to score such a high mark judged purely on gameplay – just imagine how good it will be in English, as it will be when it is released in the US and Europe very soon. Of course, we will be re-reviewing it as soon as a copy comes into the office – expect a very high score for this one!

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%

QUALITY CONTROL Total 64 SURPASSED

Hexen 64

What is this doing on the N64? In the past few months we've been treated to two of the most excellent,enjoyable first person perspective games ever, *Doom* and *Turok*, then all of a sudden *Hexen* comes along. What do GT think they're up to? Do they think people won't see past this facade, this cheap attempt at a cash-in? The game 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 and go out and buy *Goldeneye* or *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). We are grateful that the US/UK version, *F1 Pole Position* has been much improved!

ISSUE THREE SCORE **80%** CURRENT SCORE **72%**

International Superstar Soccer 64

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%

QUALITY CONTROL Total 64 SURPASSED

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%

QUALITY CONTROL Total 64 SURPASSED

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. Now there are also smoother graphics, plus 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%

QUALITY CONTROL Total 64 SURPASSED

Killer Instinct Gold

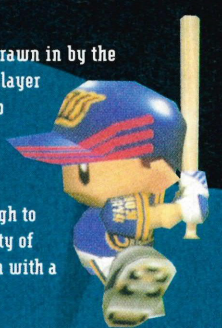
Play this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all, who can get one of the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that – but nothing that matches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

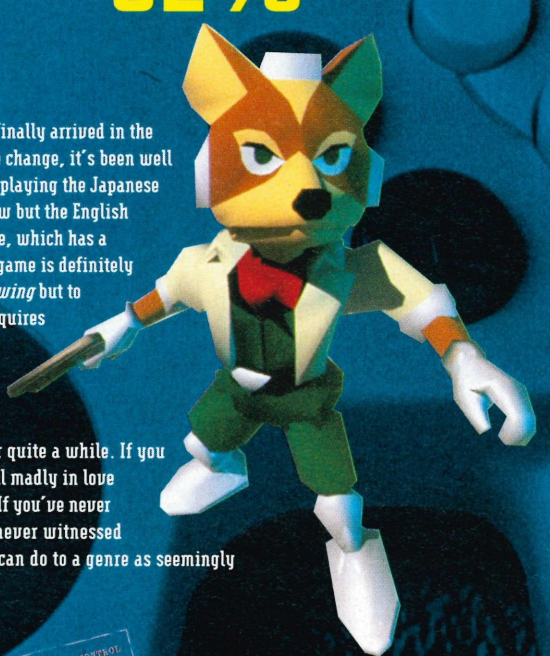
When we reviewed this back in issue two we were drawn in by the cutesy amusing graphics and the quality of the two player mode. Since then it's become increasingly difficult to find a human opponent, as more and better games arrive in the office, forcing whoever wants to play it to do so against the 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.

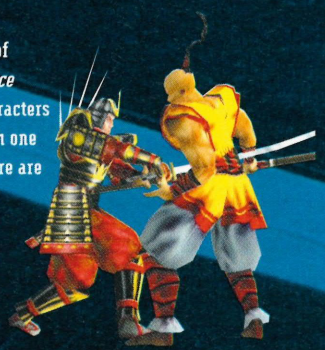


ISSUE EIGHT SCORE

94%

QUALITY CONTROL Total 64 SURPASSED

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 – with 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. Just give it an hour or so though 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* on the shelves 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 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, this repetitive and dull left-to-right, right-to-left, left-to-right style of gameplay might appeal.

ISSUE EIGHT SCORE

51%

NFL Quarterback Club '98

Until American football games started appearing on consoles I wouldn't 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 absolutely love this, but unfortunately 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%

CURRENT SCORE

89%

Pilot Wings 64

This is still a classic game but the truth is that it's not often taken 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 a must buy, as an all time classic piece of software.

ISSUE ONE SCORE

95%

CURRENT SCORE

91%



San Francisco Rush

Yes, it's 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.

ISSUE ELEVEN SCORE

57%

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%

QUALITY CONTROL 64 SURPASSED

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%

CURRENT SCORE

94%

QUALITY CONTROL 64 SURPASSED

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

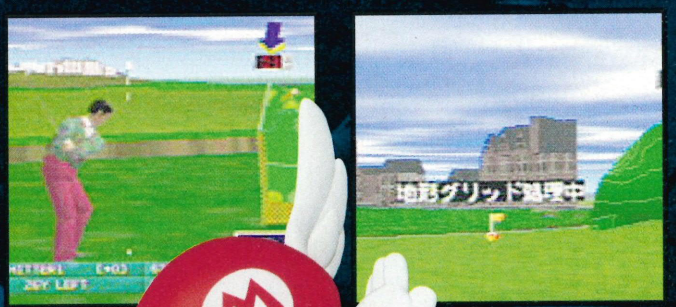
Most of us in the TOTAL 64 office are pretty big fans of golf games such as *Actua Golf* on the PlayStation, so the fact that this has NEVER left the shelf since it was reviewed back in issue one must mean that there's something very wrong with it. If this game had been released on the Commodore 64 ten 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 really 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 – and all in superbly animated style. All the familiar *Mario* traits are there as well – the infuriatingly addictive gameplay from his earlier 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%

QUALITY CONTROL 64 SURPASSED

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 then 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 all gorgeously smooth and the cars move with realistic handling. The only disappointment lies with the computer controlled cars – they just aren't up for it!

ISSUE NINE SCORE

85%

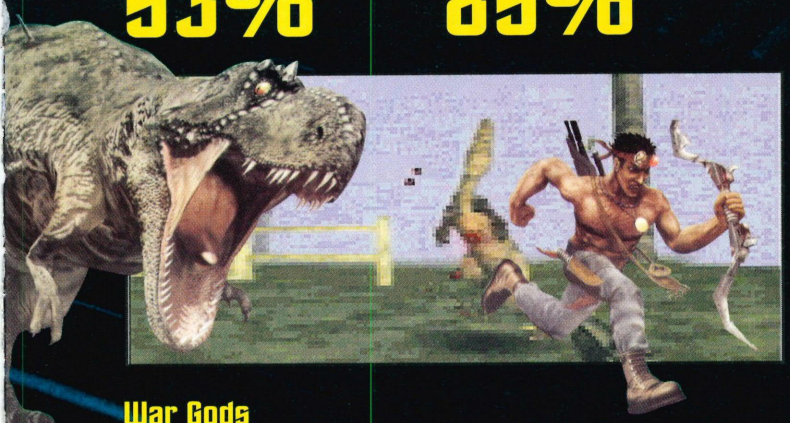


Turok: Dinosaur Hunter

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 outdoor 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. It's 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%**

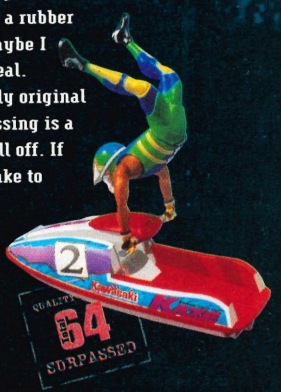


Wave Race 64

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%**

CURRENT SCORE **93%**



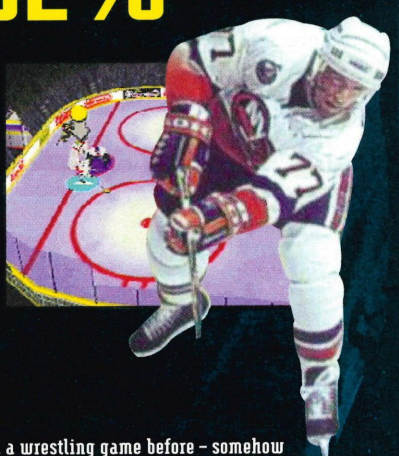
Wayne Gretzky's 3D Hockey

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%**





WCW Vs. nWo

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 to be one of the best fighting games on the N64.

ISSUE ELEVEN SCORE **92%**

QUALITY CONTROL TOTAL 64 SURPASSED

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%**

Total 64 is a whole year old today! For those of you who've been with us since the beginning, here's a quick trip down memory lane and for those of you who are new to the world of Total 64 – where were you? Here's a look at just some of the things you've missed...



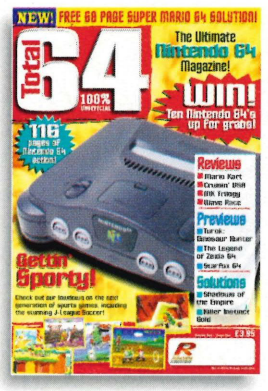
#2 Turok: Dinosaur Hunter

Don't look b

Issue One

A free 68 page *Super Mario 64* solution, along with a competition to win one of 10 N64s, ensured that the launch issue of Total 64 was a great success. With well over 100 pages packed full of news, previews and tips, plus a reviews section containing the lowdown on ten exciting releases, issue one of Total 64 was a magazine not to be missed.

Perhaps one of the most surprising facts about Total 64 at this point in its history, was that there weren't any dedicated writers for the magazine – the entire thing was put together by members of the Total PlayStation, PlayStation Solutions and PC Power teams.



FRONT COVER
The N64 console in all its glory

LAUNCH EDITOR
Chris Marke

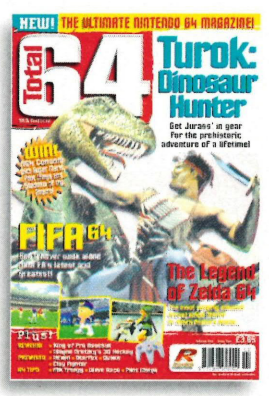
PRICE
£3.95

PAGES
116

HIGHEST REVIEW SCORE
96% – *Super Mario 64*

Issue Two

By the second issue, N64 games were starting to get a little thin on the ground. The ten reviews of issue one had become a disappointing three, and although we had plenty of great titles to look forward to – such as *Zelda 64*, *Hexen 64*, *Clay Fighter 63 1/3*, *Quake 64* and *Starfox 64* – it was obvious that none of these games were going to see the light of day for quite some time. Filling the magazine from month to month – without resorting to tactics still favoured by certain other N64 publications – was clearly going to become an increasingly difficult task.



FRONT COVER
Turok: Dinosaur Hunter

EDITOR
Chris Marke

PRICE
£3.95

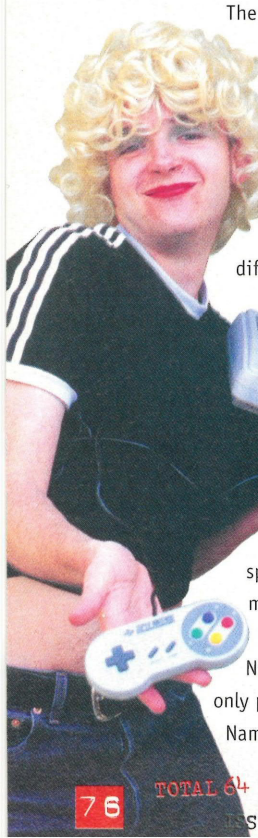
PAGES
100

HIGHEST REVIEW SCORE
93% – *Turok: Dinosaur Hunter*

Issue Three

The third issue of Total 64 saw Justin Calvert, a staff writer from PlayStation Solutions who had become obsessed with all things N64, taking over the reigns of editorship. What Justin didn't realise was that for the next four months he would be the only full time member of staff working on Total 64, and would spend much of his time attempting to convince writers from other magazines to do freelance work for him.

Issue three also saw the first appearance of the now deputy editor, Nick Jones, a staff writer on PlayStation Solutions at the time – the only person in the office willing to dress up in drag for the 'New Name! Same Game?' feature which Justin was working on.





FRONT COVER
Blast Corps

EDITOR
Justin Calvert

PRICE
£3.95

PAGES
100

HIGHEST REVIEW SCORE
92% – *Doom 64*


#3 Blast Corps


#3 Doom 64


#4 Starfox 64


#5 Mario Kart 64

ack in anger

Issue Four

At last, N64 owners really had something to shout about. Issue four might only have contained three reviews, but when that number was comprised of *Wave Race 64*, *ISS Soccer 64* and *Starfox 64*, we were far too busy playing with the quality to complain about the quantity.

Issue four also saw the arrival of the much hyped Jolt Pak, which in turn saw almost everybody at Rapide Publishing (and especially the females) suddenly becoming interested in the Nintendo 64 and its new vibrating peripheral. 'My girlfriend certainly seems keen!' stated managing editor, Chris Marke, when asked to comment on Nintendo's new *Starfox 64* enhancing gadget.

An American comic featuring the now well-known *Turok: Dinosaur Hunter* also put in the first of three appearances, which saw Total 64 readers enjoying an exclusive glimpse into the history of what most gameplayers had previously thought was a new character.



FRONT COVER
Starfox 64

EDITOR
Justin Calvert

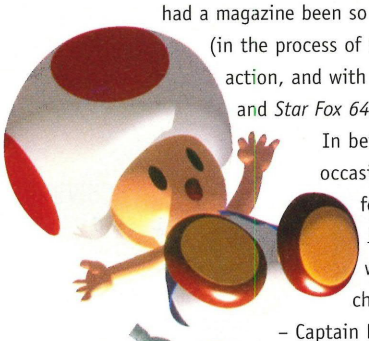
PRICE
£3.95

PAGES
100

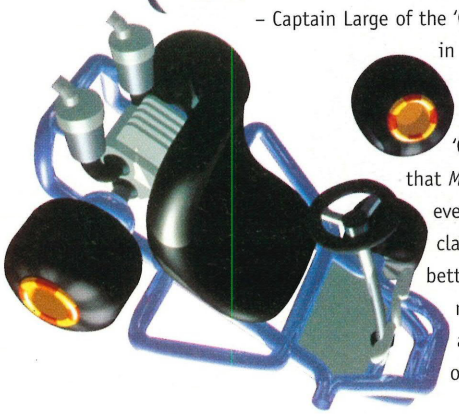
HIGHEST REVIEW SCORE
97% – *ISS Soccer 64*

Issue Five

Rapide Publishing arrive in Exeter and *Mario Kart 64* arrives in the UK! Never before had a magazine been so difficult to put together – the entire office (in the process of moving) became obsessed with four player action, and with the stunning battle modes in *Mario Kart 64* and *Star Fox 64*, the days were long and work free!



In between lengthy four player sessions and the occasional hour spent writing editorial, we also found the time to play an entire season of *ISS 64*, which saw Chris Marke walking off with an especially handsome (and extremely cheap looking) trophy, courtesy of our sponsor – Captain Large of the 'Game On' software emporium in Newton Abbot.



Perhaps most memorable of all though, was young James 'Controversial' Gale's admission that *Mario 64* wasn't the worst game ever created – as he had previously claimed – but instead was far better than any of the PlayStation nonsense he'd been rambling about during our 'discussions' on the subject.



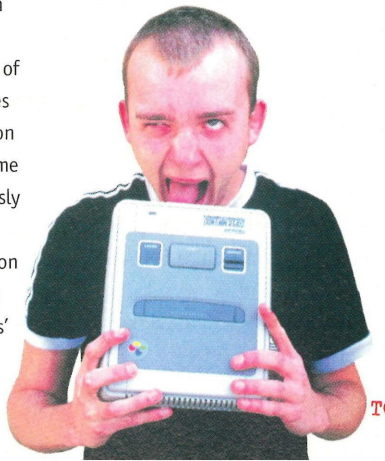
FRONT COVER
Mario Kart 64

EDITOR
Justin Calvert

PRICE
£3.95

PAGES
100

HIGHEST REVIEW SCORE
95% – *Mario Kart 64*







*6 WCW Vs. nWo



*1 Dark Rift



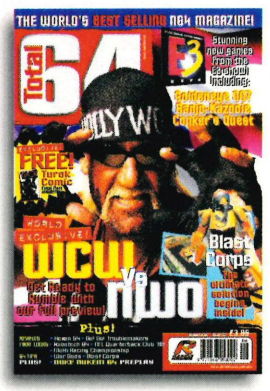
*8 Goldeneye 007

Issue Six

An issue with only two reviews was always going to be tricky but after visiting the E3 show in Atlanta and spending almost a week sorting through the various press kits and freebies we'd acquired there, we found ourselves armed to the teeth with exciting new screenshots and information on a multitude of future releases – plus enough free jelly worms, fortune cookies and tales of drinking exploits to see us through until the deadline.

The trip to America also gave those of us lucky enough to attend a chance to get away from James, who was by now totally addicted to *Mario 64* and spending the first half hour of every working day boring us with stories of how he and *Mario* had managed to get a few more stars the previous evening.

Also worth noting is that we were the first magazine to get excited about and preview *WCW Vs. nWo*, which went on to score a very respectable 92% in issue 11.



FRONT COVER
WCW Vs. nWo

EDITOR
Justin Calvert

PRICE
£3.95

PAGES
100

HIGHEST REVIEW SCORE
63% – *Hexen 64*

Issue Seven

With the arrival of *Dark Rift* and *Multi Racing Championship*, N64 owners could at last join in (and unfortunately lose) arguments with PlayStation owners about beat-'em-ups and racing games.

Nintendo devotee and sometime nude model (you might have seen his bum on the cover of Time Out magazine and in many Body Shop window displays) Nick Jones was at last allowed to follow his heart's desire, as he opted to leave PLAYSTATION SOLUTIONS and his part time career as a bum, in favour of TOTAL 64 and a better life (not to mention better games!).

Issue seven also saw the arrival of a new staff writer, a local fanzine producer by the name of Alistair Felton, who made the mistake of starting work about three days before a deadline and so didn't see the outside of the office for his first 72 hours at the company.



FRONT COVER
Dark Rift

EDITOR
Justin Calvert

PRICE
£3.95

PAGES
100

HIGHEST REVIEW SCORE
96% – *Shindou Super Mario 64*

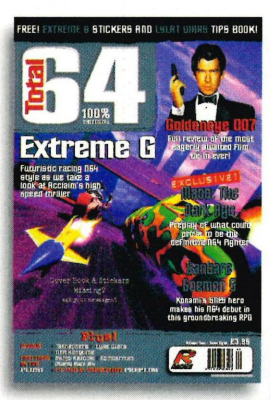
Issue Eight



After being spotted leaving work on time for two nights running, it was decided by the powers that be that TOTAL 64 editor, Justin Calvert, was obviously not being kept busy enough. So, following Nick's promotion to deputy editor, the supposedly under-worked Justin was given a second magazine to look after – *PlayStation Solutions*. The bags under Justin's eyes would never be the same again!

The big news of the month was that Rare had been secretly developing a *Mario Kart* style game called *Diddy Kong Racing* – could this really be as good as *Mario Kart 64*? We'd find out in a few months time!

Issue eight also saw the long awaited arrival of *Goldeneye 007*, which Justin hadn't stopped raving about, ever since the E3 show in Atlanta. After listening to him say how amazing this game was for over two months, nobody in the office believed it could live up to the Calvert hype but it did, and it was awarded our highest ever rating of 98% – which incidentally still stands, unlike some of the higher scores we've awarded.



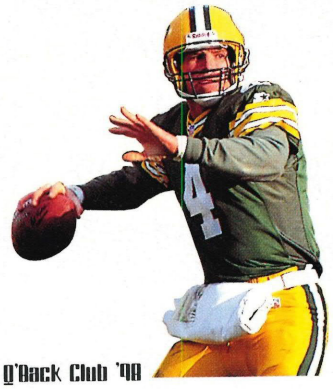
FRONT COVER
Extreme G

EDITOR
Justin Calvert

PRICE
£3.95

PAGES
100

HIGHEST REVIEW SCORE
98% – *Goldeneye 007*



#1 NFL Q'Back Club '98



#10 Diddy Kong Racing

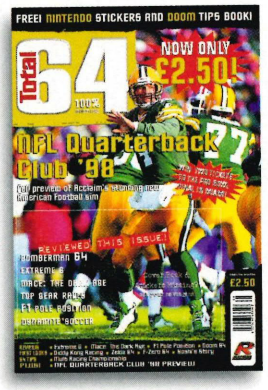


#11 Nintendo Space World '97

Issue Nine

A report from the ECTS show in London and a respectable eight reviews meant that issue nine was never going to be a problem to fill – in fact we had to add 16 extra pages to the magazine to fit it all in. This month also saw the arrival of our new price; more TOTAL 64 for less money – you never had it so good! But it wasn't just TOTAL 64 that was improving with every month. Nintendo 64 software was also getting better all the time, with the arrival of *Extreme G*, *Jikkyou World Soccer 3*, *Mace: The Dark Age* and the surprisingly impressive *Top Gear Rally*. Our local Chinese takeaway's profits doubled as more and more staff who'd been told they couldn't take an N64 home with them decided to 'work late', in the hope that the TOTAL 64 boys would invite them over for a quick session.

The office PlayStations were gathering dust...



FRONT COVER
NFL Quarterback Club '98

EDITOR
Justin Calvert

PRICE
£2.50

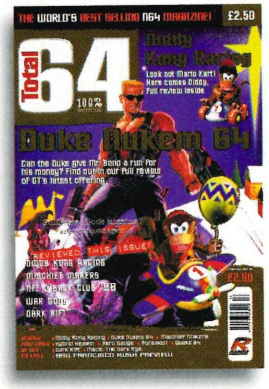
PAGES
116

HIGHEST REVIEW SCORE
97% – *Jikkyou World Soccer*

Issue Ten

Christmas was upon us and as expected, we saw a healthy number of high quality titles arriving in the UK – including the superb *Diddy Kong Racing*, the first game in history to provoke an animated response from Nick. He could often be seen singing and dancing whilst playing, before the inevitable throwing to the floor of his control pad whenever a laughing, cute character overtook him on the last lap.

Rapide Publishing also welcomed Dave 'Games Animal' Perry, *Duke Nukem* and, following the mysterious disappearance of Alistair Felton, Nathan 'What do you mean I'm not a God?' Coombe aboard the good ship TOTAL 64.



FRONT COVER
Duke Nukem 64 (Xmas Edition)

EDITOR
Justin Calvert

PRICE
£2.50

PAGES
100

HIGHEST REVIEW SCORE
95% – *Diddy Kong Racing*

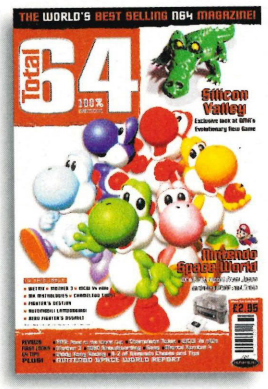
Issue Eleven

Nintendo Space World 97 sees the unveiling of *Zelda: Ocarina of Time*, *Yoshi's Story*, and the much hyped 64DD (albeit running some very strange japanese software) and of course, TOTAL 64 is among the first magazines to report on these exciting new events from the wonderful world of Nintendo.



This month also saw intrepid reporter Nick Jones enduring a ten hour long train journey up to the offices of DMA Design in Scotland, to check out their forthcoming *Silicon Valley* – another top exclusive brought to you by the T64 team that never sleeps!

Unsurprisingly, this was the last issue before issue twelve –which you're reading right now, so I'm sure I don't need to say too much about it, except that I hope you all continue to enjoy reading TOTAL 64, as much as we enjoy putting it together. And you're all invited to our second birthday issue in twelve months time!



FRONT COVER
Yoshi's Story

EDITOR
Justin Calvert

PRICE
£2.95

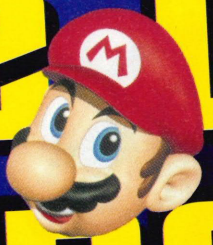
PAGES
116

HIGHEST REVIEW SCORE
92% – *WCW Vs. nWo*



Happy New Year!

The Cheat Zone



All your gaming worries are over! Total 64's world reknowned Cheat Zone comes to your rescue yet again, with the definitive N64 cheats listing

AeroFighters Assault

Change Colours

On the plane select screen press the R button to change the colour scheme of your plane

Extra Pilot and F-15

On the title screen (where it says "press start") press Left C, Down C, Right C, Up C, Left C, Right C, Down C to access a secret plane

Bomberman 64

Extra battle arenas

Go to the game selection screen and quickly press the Start button repeatedly. Do this until you hear a chime. You will now have access to these extra levels:
In the Gutter, Sea Sick, Blizzard Battle and Lost at Sea

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

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.

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

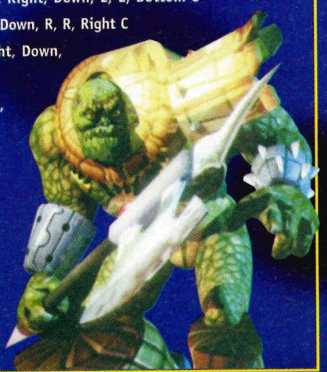
Morphix: At the title screen hit: Up, Left C, R, Right, Down, R, R, B

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 entered 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 64

Duke Nukem 64 - US Version Only

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 the R button seven times then press Left on the D-Pad

To switch all monsters off, enter the code to bring up the cheat menu (see above for details) and press: L, Left C, Left, R, Right C, Right, Left, Left, Right. You will hear a noise if the code has been entered correctly and you will now be able to turn the monsters on and off 64

Doom 64

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

Skill Level — Be gentle!

Level 02: cdp8 9bj2 68zt svk?
Level 03: cxm8 9bjy 681t jvk?
Level 04: ddk8 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?7r 9bf3 6?f4 wbk?
Level 26: rt5r 9bfz 6?h4 mbk?
Level 27: r?3r 9bfv 6?k4 cbk?
Level 28: st1r 9bfq 6?m3 4bk?
Level 29: s?zr 9bfl 6?p3 wbk?
Level 30: ttxr 9bfg 6?r3 mbk?
Level 31: t?vr 9bfb 6?t3 cbk?
Level 32: vqsr 9bd7 6?w2 3vk?

Super Password

Entering this code on the password screen will start you on the very last level with 100 health, 200 armour, all weapons, full ammo, backpack and the three pentagram items that enhance your laser gun, making it up to three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds.

W93M 7H20 BCYO PSVB

The pentagram items also let you use the three switches in the last level (letting you close all the gates that spawn the monsters) and make 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 through 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 of the screen 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 entry screen (Contest Mode) and you will hear a confirmation sound. Now start a race and all drivers should be invisible, though 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 'RA5O' 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 your 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

F1 Pole Position

Extra Car

When you have become World Champion, reset your Nintendo and hold down 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

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.

Hexen 64

To access the cheat menu, pause the game and enter the following combination: Up C, Down 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 which requires a new combination to be quickly entered:

Invincibility
Left C, Right C, Down C

Walk Through Walls
Up C (20 times), Down C

Level Select
Left C, Left C, Right C, Right C, Down C, Up C

Kill All Enemies
Down C, Up C, Left C, Left C

Full Health
Left C, Up C, Down C, Down C

Entering the Collect sub-menu will give you another list of cheats, again all requiring their own combinations:

All Keys
Down C, Up C, Left C, Right C

Full Health
Up C, Right C, Down C, Up C

Full Health
Right C, Up C, Down C, Down C

Full Health
Up C, Left C (three times), Right C, Down C (twice)

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: Up C, Up C, Down C, Down 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 first!

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.

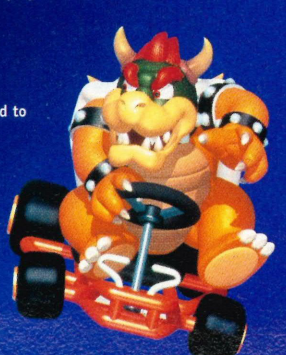
First go into the Time Trial mode and pick your player. Next, choose one of the levels below and get a time better than listed.

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

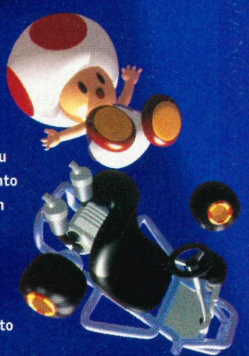
Hold down the R button to slide around a corner and, continuing to hold down the button, 'steer' the joystick to the opposite direction and back. If done correctly, the smoke will change from white to yellow. Repeat the 'steering' motion and the smoke should change from yellow to red. Once the smoke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

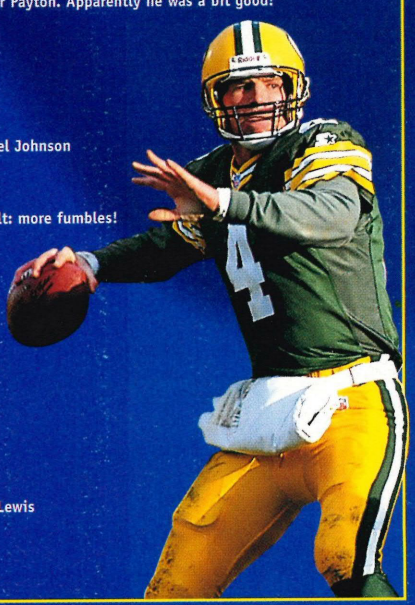
SPRSLYD
Makes the playing field rather slippery

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 that's 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 (enter again to vary 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

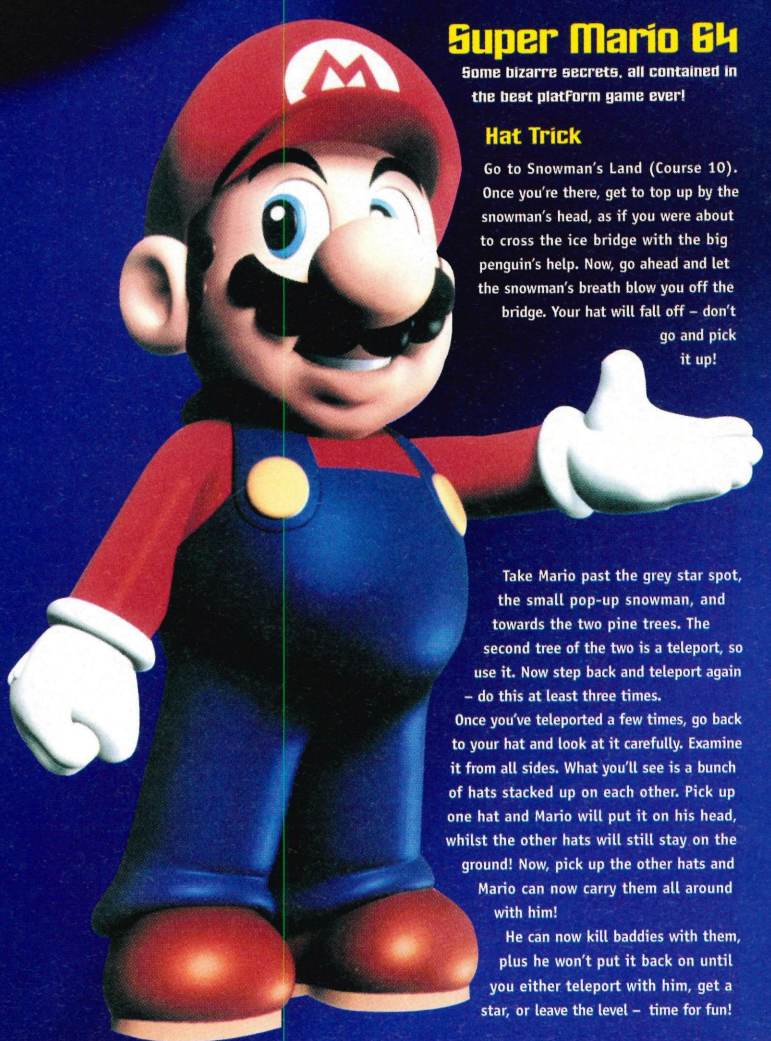






Super Mario 64

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

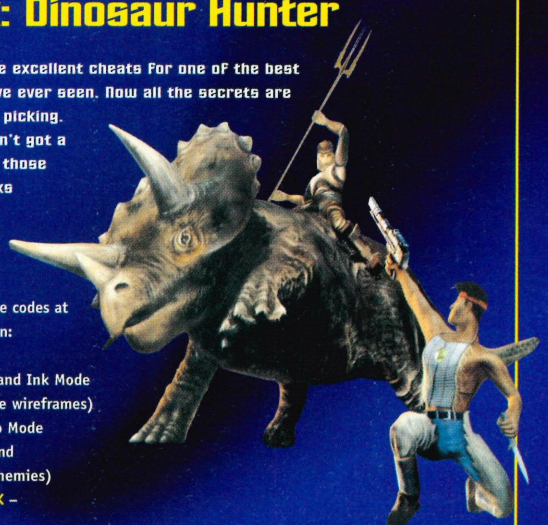
Rainbow Mode
While playing the game press Down C, Z, B, Up, Up, Right

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.

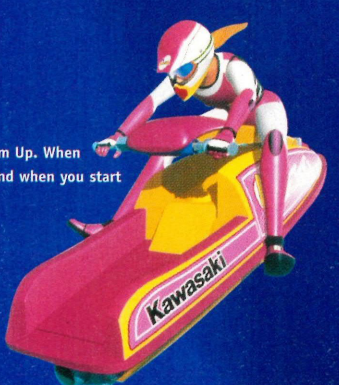
Helicopter into a Flip Stunt
Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and do another flip.

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.

the Firing Line

Look, letters as far as the eye can see! We love to answer your N64 related questions, so keep writing in and you could win yourself a very special prize — a Gamester LX4 joypad of your very own!

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

DEAR FIRING LINE

I am a huge *Doom* fan/addict, right from the days of it being fairly new on the PC, up until *Final Doom* on the PlayStation. I read your review of *Doom 64* in issue nine: the review was of a good quality and better than some of the ones I've read in other mags – keep it up. I have a few comments to make:

1: Okay, sprites don't turn very well, but when they're facing you straight on, they animate better than any polygons I've seen so far – yes, even those in *Goldeneye*. To be honest, neither method is perfect and until bad guys are defined out of curved objects or very detailed contour maps, these games won't look perfect.

2: How many guns has the reviewer actually used? Normally people do hold their guns in the middle of their view because they see along the barrel. I think this approach is far more realistic than having a little sight wandering around the screen.

3: Another thing, not about *Doom* but games in general: most PC games use VGA resolution (640 x 480) but very few N64 games use this screen mode, so come on games writers – get with it!

■ **Kester Harding, North Yorkshire**

The Truth...

1: It's true, sprites do not turn very well but there is no way that they can be animated better than polygons. Can you imagine *Turok*, *Mario 64*, *Tekken 2* or even *Goldeneye* with sprites instead of polygons? No, I didn't think so!

2: How many real guns have you ever fired? I didn't think so! Maybe people with a hand pistol would hold the gun in a central position, but with a shotgun and any other large side-arm, the 'kick back' is so great that it would seriously damage your ribs and chest, so a side holding position against the shoulder is the more commonly used method.

3: The VGA question is easily answered. Only rubbish or old PC games use VGA, because SVGA (Super VGA) has been available for the past five years and is now used as 'standard' as it's far better.

It doesn't matter what the resolution is unless you're running it on a monitor. How many people out there who own N64s play their games through a monitor instead of a TV? Not many.



DEAR TOTAL64

First of all, congratulations on the brilliant magazine – it is definitely the best Nintendo 64 mag in the world!

Your reviews and work are just amazing and I would not swap it for any other Nintendo magazine in the world.

Anyway, I have a few questions to ask you, please answer them.

1: I have already got *Mario Kart 64* but your review of *Diddy Kong Racing* was so good, I wanted to go out and buy it straight away. Should I buy it even though I have *Mario Kart 64*?

2: I see that Nintendo have now dropped the console's price again. Are games going to be cheaper as well and are Nintendo going to do a Platinum range, like PlayStation, in the future?

3: Is it true that a Nintendo 128 is coming out in the future and if so, when? Is it going to be a lot better than the N64? Why haven't you told your readers before – or have you?

4: Why aren't there enough pages to save *ISS 64* and *Mario Kart 64* on the same memory card, or am I just going bonkers?

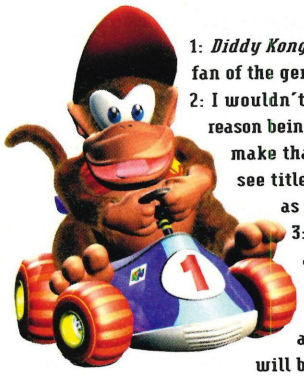
Thanks very much for answering all of my questions. Keep up the great reviews and work!

Thanks again,

■ **Alex Smith [13], Surrey.**

The Truth...

Being the lovely people we are, here at Total 64, we are always willing to help a reader in need – so here are your answers to those most perplexing questions:



1: *Diddy Kong Racing* is a very good game – if you are a fan of the genre I would buy it straight away.
2: I wouldn't get your hopes up too much – the main reason being that cartridges are much more expensive to make than CDs. Maybe in the years to come we will see titles like *Mario 64* and *Shadows Of The Empire* as cheaper 'budget' games, but not for a while.
3: You must be joking! Anyway, if there was anything planned for a 128-bit Nintendo you wouldn't see it arrive until well into the Millennium. Besides, the 64DD is coming and the power that you can wield with that will be remarkable.
4: The only reason that I can think of is that you have a 256k memory card – buy a 1Mb card and you will be able to save more games.

DEAR EVERYBODY AT TOTAL64

I was wondering if you could pass a message to Shigeru Miyamoto for me. In *Super Mario 64 2*, please tell us Luigi will appear – not just at the end of the game like Yoshi did in *Mario 64* but as one of the players, perhaps in a two player mode.

Even more importantly, will Yoshi appear? He just has to, he's the coolest dino there is! Just imagine riding around on Yoshi, shooting out your tongue, sucking in enemies and spitting them out as fireballs! Okay, This may sound a bit childish but hey, that's what Yoshi did in *Super Mario World* and we all loved that. So, Shigeru Miyamoto, WE WANT YOSHI! Please!

Is there going to be a *Duck Hunt 64*? Because I've got a really good idea for a gun. It's an add-on light gun with a jolt pack at the same time so that when you fire, the controller 'jolts' and the light gun works as expected - as a light gun.

Nintendo rules!

■ **Asmund Torgersbraaten, Norway**

The Truth....

The ideas about *Mario 2* are good and we would dearly love to see them put into the final version of the game. Unfortunately we are not a direct link to Nintendo or Shigeru Miyamoto, so we can only hope that either he reads this or he has already incorporated those ideas into the game. The only thing we can assure you of is that Luigi will be making an appearance in the game – but as for Yoshi, it's hard to say. The game may well feature a two player option but this hasn't been confirmed.

The idea about *Duck Hunt 64* is another good one, but it's extremely unlikely to be put into action.

DEAR TOTAL64

I bought the N64 soon after the price drop and it was well worth it. I have *Shadow Of The Empire*, *Mario 64*, *Mario Kart 64* and *Starfox* (oops... *Lylat Wars*).

At Easter I am going to America and I wondered if it is worth buying a universal adaptor and games. I know that it's a lot cheaper and I think the games come out at least a month earlier than England, but is it worth it?

As I said earlier, I have *SotE* and I have almost completed it, except for about six challenge points. Can you tell me if there are any really cool cheats (not the Wampa Stompa cheat).

PS. I think your mag is a lot better than any other and I especially like the reviews and top scores section.

PPS. What universal adaptor should I get?

Yours thankfully,

■ **Ben Howe, Kent.**

The Truth...

It probably would be worth picking up a few games, but I wouldn't buy too many because of the Duty Free charges that will be enforced on you. We at Total 64 however, do not accept any responsibility for any faulty carts or long term damage that these games may incur on your machine.

The best universal adaptor to get would be the Blaze SFX64 v.3.0.

Star Letter

DEAR TOTAL64 GUYS

I'm writing to complain about everybody who's complaining about Nintendo! I think it's nuts to complain about the lack of software, the price drops, the black borders on the games and bad conversions. I still love *Mario Kart 64*, even though there's a lot of speed loss, borders and so on.

Oh no, I'm having one of my attacks again... now I can't think of anything other than *Zelda* and *Diddy Kong Racing*. *Zelda* is going to be so cool! Link grows up during the game, the dark mysterious dungeons are full of traps and puzzles, all in glorious 3D! I can't wait. And then *Diddy Kong Racing*; 25 tracks! Man is that awesome or what? I need to play them now. Oh yes, it's ending...

Hey, have you thought of the 98% you gave *Goldeneye* yet? How are you going to give *Zelda* and *Diddy Kong Racing* a fair score without passing 100%? Another thing: thanks for lowering the price. And another: why hasn't the price for the subscription been changed?

And finally (at last) here are a few ideas that you asked for in your 'hot as toast' section:

How about including a poster of every game that gets a score of 95% or higher, because they've surpassed your quality control?

I've also noticed that there's a lack of entries in the 'Top Kartin' section, here is the solution: How about giving away free subscriptions for people who've managed to get their name in the high scores four times in total?

As you will understand, I'm saving money to buy *Diddy Kong Racing* so, with your mag being much more expensive in Holland, I don't have enough money to subscribe. I would like to, as it's perfect in every way:

Graphics:	99% The layout is unbeatable
Sound:	97% It sounds great when you flip the pages
Playability:	99% It's easy to read
Remarks:	Great features!
Total:	99%

So, if my ideas are used by you guys, I'll be able to get a free subscription!

PS I like the guides and stickers.

Yours truly,

■ **Kevin Laumen, Holland**

The Truth...

On the subject of people moaning about prices, don't bother – it's dull, boring and not at all big and clever , so I firmly agree with you there.

The subscription is being rectified as we speak.

Yes, *Diddy Kong Racing* is very good and you should buy it the second it hits the shelves.

Posters – hopefully you've already found one tucked in this very issue.

***Goldeneye* may well have had a score drop by the time *Zelda* becomes available for review, because it will be suitably old by then. That's the idea behind our Reviews Round Up: if a game is dated or a newer version comes out, we reassess the score that it got and adjust it accordingly, to keep it in a fair perspective with the newer releases.**

The high scores table isn't about prizes but about proving yourself as a gameplayer and the fun of the competition. Besides, isn't it enough to have your name in the magazine?

Cheers for the 'review' on our magazine's quality and we appreciate the marks that you gave us!

DEAR TOTAL64

In issue nine a reader was concerned about their boxes (A. Karim). Well my friend, your worries about your N64 boxes might be over...

A couple of months ago I requested a pack from International Technology Exchange, who are a company who take consideration in people's invention ideas. So, when I saw your problem I immediately filled out a form for an idea for N64 carts to keep in a storage box, I can't (unfortunately) reveal too much about it because it is a patent at this stage. If the idea is a success though, I think many N64 owners will want to shake my hand!

Anyway, back to business: I wrote to ask a couple of questions, if that's okay with you kind peeps at TOTAL 64.

1: When is *Mace: The Dark Age* out in the UK.?
2: I've bought *Goldeneye 007*, how about some cheats?
3: How do I make the cable shorter on my controller?
4: Will there be a *Street Fighter* game for the N64 and if so, when can we see a release?
5: Is it worth getting a converter for the N64, as import games come out quicker than the UK versions?
6: Are import games cheaper via mail order?
7: Will there be sequels for *Goldeneye 007*, *KI Gold*, *Mario 64*, *Mario Kart 64* and *Lylat Wars* – or is it too early to say?
8: In the future do you think that demos of games will be available for the N64, like on the PlayStation, but in a cart format?

Anyway, I hope that you will print and answer my questions and letters. Keep up the good work.

■ **Khamisa Juneja, Bolton**

The Truth...

You don't want to know much do you? Okay, here we go:

1: Should be out by now.
2: There are loads of cheats but you have to earn them by being a bit good at the game. Check out our Cheat Zone section for more details.
3: I don't quite understand why you should wish for a shorter cable – if people complain it's usually the other way round. Perhaps tying a knot in the cable will solve your dubious problem.
4: Yes, there will be – either *Street Fighter 3* or a 'best of' edition – but you will have to wait a while.
5: It all depends on how much you want the latest games. However we do not accept responsibility if a game will not play through a converter, as some games just won't work.
6: Import games are generally more expensive because there are always people who will pay the high prices to get a game a few months before the official release date.
7: Yes, let's hope not or I'll kill myself, yes, doubtful, unlikely.
8: In the future, when the 64DD gets released, you will be able to download demos and similar stuff from the Internet via the 64DD's modem. However, until that day you must wait. There is no way you would find a games cartridge on the front of a magazine, because they are so expensive to make.

DEAR TOTAL64 TEAM

I live in lil' ole New Zealand, below Australia and I got my Nintendo 64 the second day it came out, with *Wave Race* and *Pilot Wings*. Up until that point my life had not been complete, but when I plugged the machine with *Wave Race* in and turned it on, I was amazed – everything had amazing detail, especially the water.

When I went to Drake Lake (or Milky Lake to you) I was frustrated with the fog, as I kept crashing, but when it lifted I was breathless at the beauty of the reflection in the water, the drakes skimming past, the ripples made by the wind – heaven!

That weekend I rented out *Super Mario 64* and loved it, so I bought it.

Two months later in the electronic store, I saw *Killer Instinct Gold* and – loving it from the arcades – I promptly bought that as well. I can't see why everyone thinks it is so crap. If you are willing to put in enough time, it becomes enjoyable. I didn't have the cheats so I had to open up the five levels of options the hard way – I can now do and 82 hit combo with Sabre Wulf.

Then there's *Lylat Wars* – amazing, what a beauty of a game. The rumble pack adds heaps of depth and I have opened up all the options.

I was desperate for more, so I rented *MRC* (Multi Racing Crap) which sucked, so I swapped it for *Goldeneye*. Now that's amazing, especially when I had the sniper rifle (great fun on the dam) and I eventually opened up all levels on agent difficulty until the Jungle, where I got killed by Onatopp.

This game is as good as *Mario 64*; from driving the tank and fighting in the train, to using the sniper rifle and pushing Trevellyan off the antenna, it's beautiful.

This letter really serves no purpose other than to boast about the power and beauty of Nintendo and it's games. I am now off to rent *Extreme G* – but first some questions:



1: *Tomb Raider 64*?
2: Internet capabilities in the 64DD?
3: *Super Mario 64 2?*
4: How do you get Hobo Cop in *Clayfighter 63 1/3*?
5: When is *Zelda 64* due out?
6: When is *64 Oozumo* due out (big fat men!)?

■ **Anon, New Zealand**

The Truth...

Sorry to call you Anon – you didn't sign your letter – but whoever you are, all of us here would join you in singing Nintendo's praise. Don't worry, I'm sure that in about a month you'll have got over the initial state of euphoric bliss that owning an N64 can put you in! Here are your answers:

1: No chance matey.
2: Yes, yes – it has already been confirmed.
3: What about it? If you mean is it on it's way, then yes. If you mean does it have a two player mode, the answer is possibly.
4: To be honest, I don't know (I hate it) but there must be someone who does
5: *Zelda* is due for release in Japan in February '98 and in the summer the US.
6: *Oozumo 64* is not likely to ever see the light of day outside Japan, as it is too typically Japanese. It wouldn't be deemed as suitable for release in a country which is football crazy.

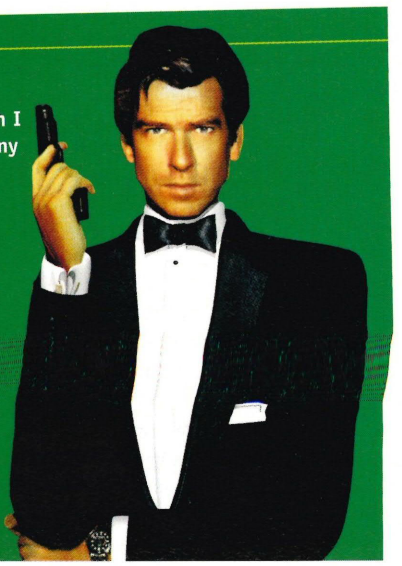
DEAR TOTAL64

I think that your magazine is the best N64 magazine around.

Now, my letter is this: I love games based on films, especially action films such as *Goldeneye* (which I think is great) and *Mission: Impossible*, which is coming out for the N64. Can you tell me if there are any more of these games coming out for the N64?

PS. I think that your ultimate player's guide for *Goldeneye* was great!

Thanks,



■ **Andrew McBride, Glasgow**

The Truth...

Thanks for those encouraging comments about TOTAL 64. I can't think of any more action based films that are likely to get an N64 game conversion. It would be nice to see Alien Resurrection, Batman And Robin, Trainspotting (joke) and maybe an X-Files game though. The only title that might qualify for now is *Superman 64* – but that's based on the comic book and not on any of the films.

DEAR TOTAL64

I am just appalled at the silly and childish games for the N64 – maybe Mario is the Nintendo trademark but are you sure it should be?

When *Mortal Kombat* came out for the SNES it was just a silly game; like when someone chucks a knife at you, water comes out instead of blood! Okay, it was a long time ago and you may have *Doom 64*, *Killer Instinct* and *Hexen 64* but where are the 18 rated games?

Better gameplay is a must and VR is in! The N64 pad is great in *Doom* but for me it's *Duke Nukem PC* every time. I love VR – it's great: if N64 could make a VR pack I'd be happier, as games like *Doom* and *Hexen* would be better sellers for us adults.

Back to violence: how come I haven't seen Core Design's *Tomb Raider* for the N64, as it's the best selling game on other formats and it could do the N64 justice.

As for me, well I have a great design for a game. If you can help, I'd like to know how to get it out on a format. Like most wannabe game designers, I have no money and no way of getting it off the ground, so I'd like some help.

■ Daniel-Boden Bayfield, London

The Truth...

The reason that you haven't seen *Tomb Raider* on the Nintendo 64 is that it's not coming out. If you have a good idea for a game, but have no money and want to make it 'real', then it would be a very good idea to either:

A: Get a huge bank loan to help with production of the game which you could develop yourself, or...

B: Buy a guitar and go busking for a while to raise funds, or...

C: Write to some development companies and suggest your idea to them, but I wouldn't expect miracles. Though you never know, they may take you seriously.

DEAR TOTAL64

Hi! I just got a Nintendo 64 for an early Christmas present (without a game) so I rented *Wave Race 64* and I was not disappointed. The graphics are spectacular and your magazine really helped me learn new stunts.

Your magazine doesn't come until about months later here though, but it's still better than other mags for the N64.

In response to Luke Moody (in issue eight) as far as I can tell, the announcer says: "What a cool move", "How'd he do that"? and "Cool Stunt!".

I just cracked into dolphin mode (it wasn't easy) and when I saw the Introduction Demo, all the riders were on dolphins. Now I am convinced there is a code to ride on a dolphin in Championship mode. Are you sure there isn't?

Now, if you could please answer some questions for me:

1. How do you get to Glacier Coast and Twilight City in *Wave Race 64*?
2. I don't understand anything about the 64DD. It is just an add on for games originally for the N64, or will it have full games of its own? How much will it cost? (US dollars)
3. Just what is the AI? It was mentioned in page 38, column three last paragraph.

The things I want to see the most in *Mario 64 2* are the ability to use different characters and Fireflower power. Another thing that would be really cool might be a tank or truck – whatever, just some vehicle that Mario can ride in.

Another thing I'd like to see for the N64 itself would be a Virtual Reality headset, compatible for all N64 and 64DD games, that would be cool! (If it was possible).

I think your mag is totally cool, and keep up the good work!

■ Alex Herzog, USA.

The Truth...

Those ideas for *Mario 64 2* are good, we'd like to see them in the finished version of the game – the tank idea was cool as well!

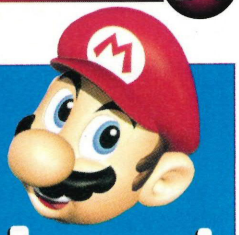
The VR unit you mentioned is not being made by anybody as yet, but there is a company that intends to produce some form of visual adaptor for the N64. Don't start getting too excited though, as it won't be VR.

1: You simply have to play the game on both Normal and Expert difficulty settings and they should be available as extra courses.

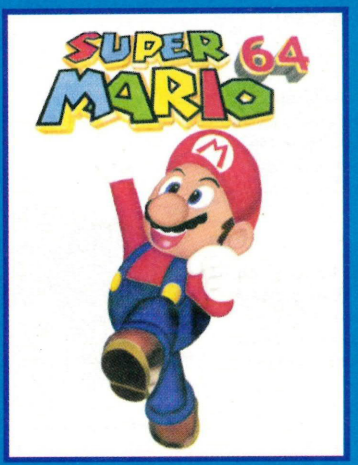
2: The 64DD is an add-on for the N64 that will be used for expanding some existing games via data disks. It will also have games specifically designed to use the combined power of both units and will feature a modem for use of the Internet. When it is finally available in the USA, it should retail for less than the N64 – that's all we know at present.

3: AI actually stands for Artificial Intelligence – but it's not as intelligent as some people think and certainly can't think for itself. Basically it's the way in which the 'bad guys' in a game are made to appear intelligent and responsive to what you do. By following a list of pre-set orders made by the programmer, game characters can shoot you, chase you and so on.

Pics WIN Prizes!



ONE YEAR'S SUBSCRIPTION UP FOR GRABS!



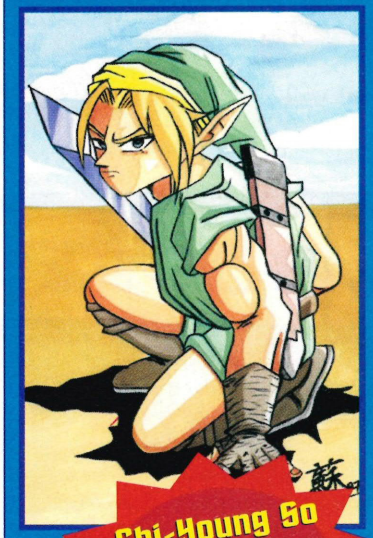
■ Paul McDonald [13] New Zealand



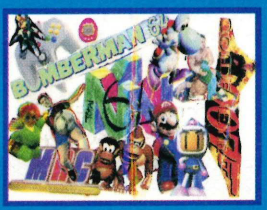
■ Robat Aled Jones [14] N. Wales



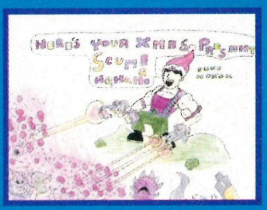
■ Oliver Pooley [14] Colchester



Chi-Young So (Holland) is this month's subscription winner!



■ Amy Walford [11] Nuneaton



■ Send us your name and we'll credit you!

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!

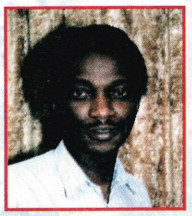
No matter what else might happen, I knew that one thing was certain this month. I knew that Norman Obaseki would send us yet more stunt scores for *Wave Race 64*. The guy is obsessed — but congratulations to him, because he now holds every stunt record on the table.

MAKIN WAVES

DOLPHIN PARK
Trick Score: 41,132 – Norman Obaseki, Leeds

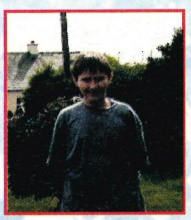
SUNNY BEACH
Best Lap (US/Jap): 0'20.643 – Herman Sheilds, Manchester
Best Race (US/Jap): 1'05.410 – Ian Thorley, Dyfed
Best Lap (UK): 0'24.734 – Jason Madigan, Ireland
Best Race (UK): 1'17.693 – Trevor Scannell, Essex
Trick Score: 37,770 – Norman Obaseki, Leeds

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): 1'21.087 – Trevor Scannell, Essex
Trick Score: 33,660 – Norman Obaseki, Leeds


Norman Obaseki

DRAKE LAKE
Best Lap (US/Jap): 0,23.970 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'14.828 – Ian Thorley, Dyfed
Best Lap (UK): 0'28.501 – Trevor Scannell, Essex
Best Race (UK): 1'28.327 – Trevor Scannell, Essex
Trick Score: 31,340 – Norman Obaseki, Leeds




Jason Madigan

MARINE FORTRESS
Best Lap (US/Jap): 0'24.275 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'21.520 – Ian Thorley, Dyfed
Best Lap (UK): 0'27.406 – Trevor Scannell, Essex
Best Race (UK): 1'30.818 – Jason Madigan, Ireland
Trick Score: 46,392 – Norman Obaseki, Leeds

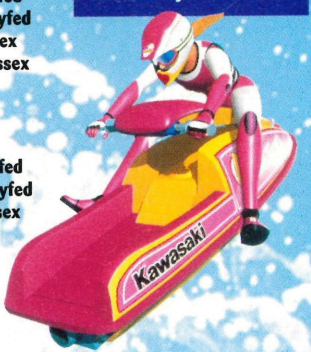
PORT BLUE
Best Lap (US/Jap): 0'28.530 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'28.278 – Ian Thorley, Dyfed
Best Lap (UK): 0'27.406 – Trevor Scannell, Essex
Best Race (UK): 1'39.505 – Trevor Scannell, Essex
Trick Score: 46,982 – Norman Obaseki, Leeds

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: 44,822 – Norman Obaseki, Leeds

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



FOXY SCORES!

There has been a sudden surge of scores for *Starfox/Lylat Wars* this month — a German mastermind by the name of Dimitri Jarazraj has blown most of Arron Taylor's scores off the board. We knew it would happen eventually, so congratulations — and thank you!



If you have any scores that can beat those listed below, please let us know, and if possible please enclose/email some form of proof (or hard cash, if you're so inclined).

CORNERIA
Ben McBean – Wellingborough: 267

METEO
Dimitri Jarazraj – Germany: 414

SECTOR Y
Dimitri Jarazraj – Germany: 205

KATINA
Dimitri Jarazraj – Germany: 225

AQUAS
Dimitri Jarazraj – Germany: 185

FORTUNA
Arron Taylor – PlayStation Solutions: 87

SOLAR
Dimitri Jarazraj – Germany: 127

ZONESS
Dimitri Jarazraj – Germany: 297

SECTOR X
Arron Taylor – PlayStation Solutions: 265

MACBETH
Arron Taylor – PlayStation Solutions: 214

SECTOR Z
Dimitri Jarazraj – Germany: 122

TITANIA
Dimitri Jarazraj – Germany: 229

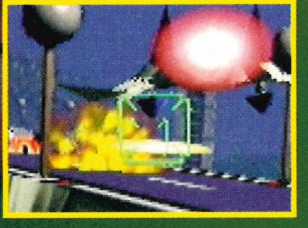
AREA 6
Dimitri Jarazraj – Germany: 488

BOLSE DEFENCE STATION
Dimitri Jarazraj – Germany: 269

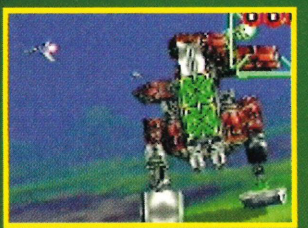
VENOM
Dimitri Jarazraj – Germany: 242

TOTAL SCORE
Dimitri Jarazraj – Germany: 2090

REWARD: $125,184



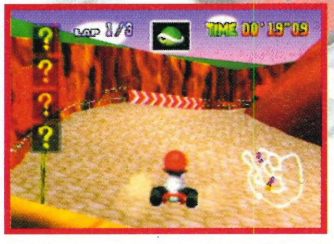




TOP KARTIN

We have been quite flooded with entries for the Top Kartin' score table over the Christmas period but unfortunately, only a few were actually good enough to go into this hallowed hall of fame.

An intrepid young Swede by the name of Patrick Laasko has sprung from nowhere to invade the scores set by Trevor Scannell — good luck to him!



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	1'35.26	Patrick Laasko – Sweden
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	0'09.97	Kieran Grundy – Leicester
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	3'09.40	Patrick Laasko – Sweden
UK Lap	1'02.56	Patrick Laasko – Sweden
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	5'08.61	Patrick Laasko – Sweden
UK Lap	1'40.94	Patrick Laasko – Sweden
US Race	5'42.70	Bas Bionda – The Netherlands
US Lap	1'53.72	Bas Bionda – The Netherlands

GOLDEN EYES!

There would seem to be a recurring problem with the high scores this month. We can not stress enough how important it is to enclose a photo of the scores that you achieve when playing the games, otherwise your entry can not be considered as a legitimate one.

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 – 4.15

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

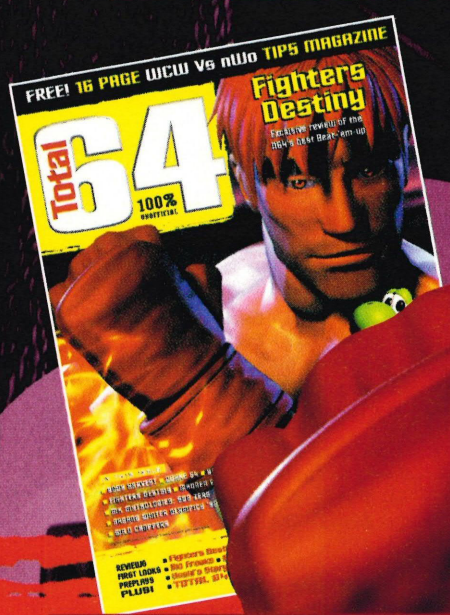
Takin' It To The Extreme
Since *Extreme G* is the fastest racer available on the N64, we thought it would be a good idea to include it in our high scores section, so send us in your *Extreme* times as soon as possible and we'll try to get them in the next issue.

***Diddy Kong's* Triumphant Times.**
If you think you're a bit of a *Diddy Kong* master, now is the time to prove it. Send us in your best times and give us an excuse to use some more of that amazing *Diddy Kong* artwork in our next issue.

Subscribe

12 copies for the price of 10!

Subscribe today and get more magazines for less cash! Just check out the stunning prices below...



I would like to subscribe to Total 64 magazine and receive the next 12 issues

❑ £25 including delivery anywhere in the UK or ❑ £45 elsewhere in Europe. (US Only $83.40 Call: 800 233 1679)
Please make cheques payable to Rapide Publishing.
Send your payment, together with this completed form, to the following address:
Subs Department, Total 64 Magazine, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.
METHOD OF PAYMENT
❑ Cheque (made payable to Rapide Publishing) ❑ Postal Order (made payable to Rapide Publishing)
Please charge my credit card: ❑ Visa ❑ Access (UK Subscribers only)

Card No: □□□□ □□□□ □□□□ □□□□ □□□□ Expiry date.....

Please print clearly

Name:.....

Address:.....

.....

..... Postcode:.....

Telephone:.....

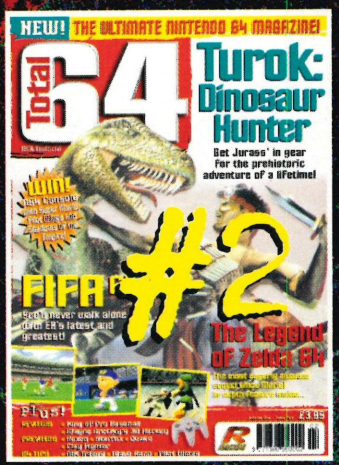
Signed:..... Date:.....

Please start my subscription with issue number:.....

TOTAL 64 · TOTAL 64 · TOTAL 64

Total 64 Back Issues

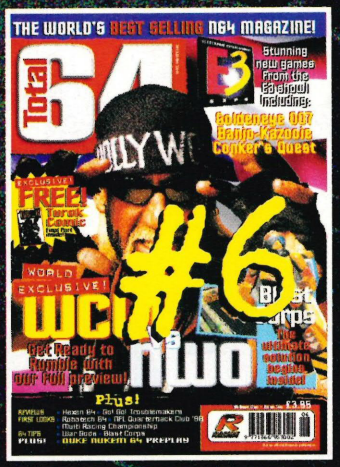
£4.95
Each while stocks last!



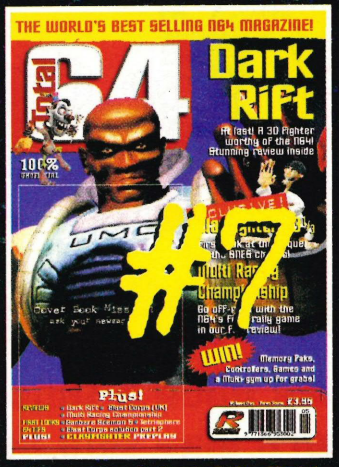
Review of *Turok: Dinosaur Hunter*, plus players' guide to *Wave Race* and more...



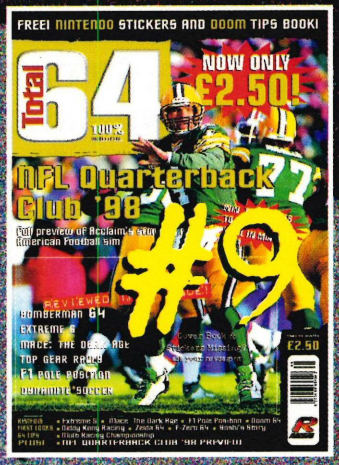
Reviews of *Mario Kart*, *War Gods*, *Wonder Project*, plus much, much more...



Preview of *WCW Vs. nWo*, plus *Hexen 64*, *Go Go Troublemakers*, and much, much more...



Reviews of *Dark Rift*, *Multi Racing Championship*, plus much, much more...



Reviews of *Extreme G*, *Mace: The Dark Age*, *Bomberman 64*, plus much, much more...



Reviews of *Duke Nukem 64*, *Diddy Kong Racing*, *Mischief Makers* plus much, much more...



Reviews of *WCW Vs. nWo*, *Automobili Lamborghini*, plus much, much more...

Back Issues Order Form

❑ Please send me ..... copy[s] of Total 64

Name: .....

Address: .....

.....

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

Signed: ..... Date: .....

Prices/copies ordered: Issue Two £4.95 ..... Issue Five £4.95 ..... Issue Six £4.95 ..... Issue Seven £4.95 .....

Issue Nine £4.95 ..... Issue Ten £4.95 ..... Issue Eleven £4.95..... Total Price £ .....

Send your payment, together with the completed form below, to the following address:

Subs Department, Total 64 Magazine, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

METHOD OF PAYMENT

❑ Cheque (made payable to Rapide Publishing) ❑ Postal Order (made payable to Rapide Publishing)

Please charge my credit card: ❑ Visa ❑ Access (UK Subscribers only)

Card No:..... Expiry date.....

Total 64

ISSUE THIRTEEN

ON SA

27 FEBRUARY

NEXT MONTH

Total 64



Yoshi's Story

Once upon a time, there was this little green dinosaur called Yoshi... make sure you're sitting comfortably and we'll tell you all about it

FREE!

64 page Fighter's Compendium — including all the moves from every N64 beat-'em-up title around!

NBA in the Zone '98

Hoop dreams with the first basketball sim for the N64, as it slamdunks its way into Total 64's 'basket'

Nagano Winter Olympics '98

Get ready for a feast of winter sports in Konami's adrenaline pumping sports game

TOTAL PlayStation

THE ONE RESOLUTION WORTH KEEPING

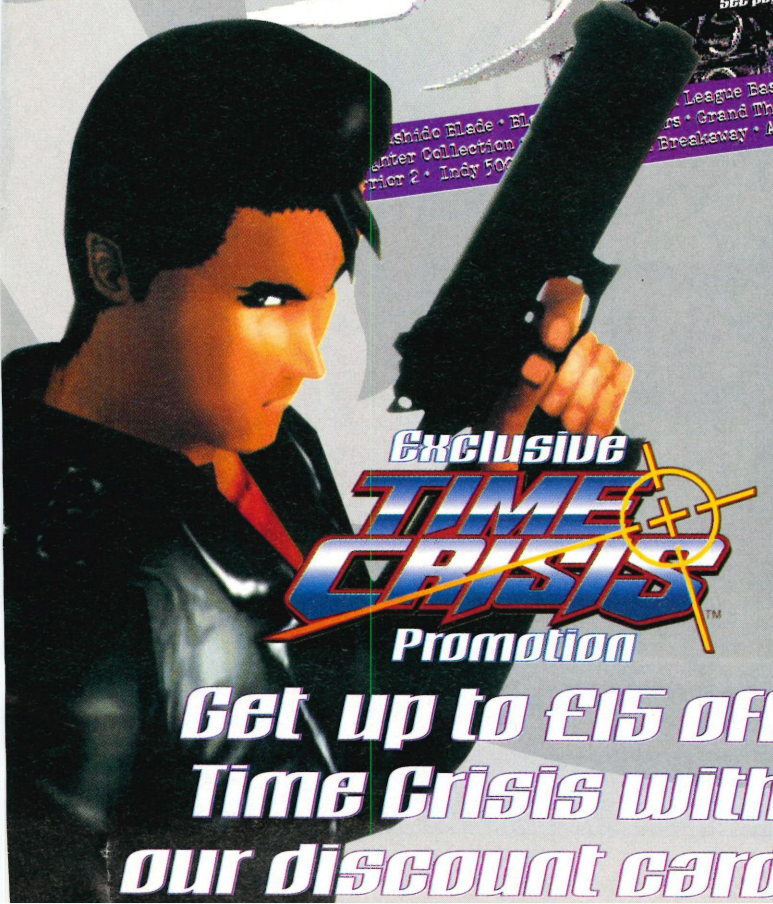




Exclusive Reports on...
MORTAL KOMBAT 4 & RASCAL
PLUS:
RESIDENT EVIL 2
BUSHIDO BLADE
GRAND THEFT AUTO
TEKKEN 3
TOMB RAIDER II COMPLETE SOLUTION
Also
Free Membership to

Special Reserve
Live @ http://special.reserve.co.uk
and a whole lot more!

Free 32 page Red Alert Solution Book



Exclusive TIME CRISIS™ Promotion

Get up to £15 off Time Crisis with our discount card

On Sale 22nd January

All this for only £2.95!

If you wish to receive a copy of ... TOTAL PlayStation

or want a regular order for 'Britain's Fastest Growing Unofficial PlayStation Magazine', then hand this form in to your local newsagent.

Name:.....

Address.....

.....

Postcode:.....

Tel:.....

ISSN 1361-7036
Price £2.50 including Free Gifts!

Total 64
total64@rapide.co.uk
Managing Editor
Dave Perry
gamesanimal@rapide.co.uk
Editor
Justin Calvert
justice@rapide.co.uk
Deputy Editor
Nick Jones
nick@rapide.co.uk
Sub Editors
Sorcha Fenlon
sorcha@rapide.co.uk
Jon Aroussi
jon@rapide.co.uk
Staff Writer
Nathan Coombe
Designer
Antony Grace
ant@rapide.co.uk
Art Director
Ian Roxburgh
en@rapide.co.uk
Production Director
Mark Ayshford
ayshie@rapide.co.uk
IT Manager/
Advertising Production
Gary Joyce
garyjoyce@rapide.co.uk
Production Manager
Steve Michaels
steve@rapide.co.uk
Production Assistant
James Waddington
jay@rapide.co.uk
Proprietor
Mark Smith
marksmith@rapide.co.uk
Director of Advertising
Mark Garraty
markg@rapide.co.uk
Sales Executive
Helen Johns
Advertising Tel: 01392 495155
Advertising Fax: 01392 433505
ads@rapide.co.uk
Subs/Mail order
01392 495155 subs@rapide.co.uk
Printed by:
Duncan Web Offset Limited
Farleigh Hill, Tovil, Maidstone, Kent
ME15 6XA
Distributed by:
MMC, Octagon House,
White Heart Meadows, Ripley, Woking,
Surrey, GU12 6HR
Tel: 01483 211222 Fax: 01483 224541
American Distributors:
ADS Publisher Services Inc
3400 Dundee Road
Northbrook, IL, USA
Tel: (708) 498-5014
Published by:
Rapide Publishing
1 Roman Court,
48 New North Road,
Exeter, Devon, EX4 4EP.
Tel: 01392 495155 Fax: 01392 491135
American Offices
Rapide Publishing (USA)
70 Walnut Street, Wellesley, MA, 02181
Tel: (001) 617 239 8249
Fax: (001) 617 239 8261
Total 64 ISSN: 1366-9532

Oh well... party's over!

But what a session it was eh? *Yoshi's Story*, *Quake 64* and *Fighters Destiny* — all in the same issue. Working for a games magazine doesn't get much better than this!

So it is with a heavy heart that I must say my farewells to you, the most discerning of N64 owners. As soon as I finish writing this piece I'll be switching off my office N64 for the last time, clearing off my desk with a shovel, and moving to the office downstairs to begin work on an exciting new games magazine, by the name of PC Force. Sure, I'll be popping into Total 64 from time to time to write a comment or two, I might even manage to get my face in the mag occasionally, but I'm afraid that from now on I'll only get to play my N64 at home – and worse still I'll have to start paying for the privilege... nightmare!

Next month (when I won't be here – sniff, sniff) we've, I mean they've, got a great issue lined up – amongst other things, you can expect to see Total 64's long awaited full review of *Yoshi's Story*.

By the way, any of you who are lucky enough to own a PC as well as your N64, should feel free to pop in and see me at my new address: PC Force, Computer Section, Magazine Stand, Your Local Newsagent.

Signing off for the last time

Justin



No part of this magazine may be produced or transmitted in any form or by any means, electronical or mechanical, including photocopying, recording or by any information storage or retrieval system without written permission from Rapide Publishing.
This magazine is not published, authorised by, or associated in any way with Nintendo of America Inc, Nintendo of Japan Inc, or any associate or affiliate company. This magazine is not and should not be confused with any publication that is printed or distributed by Nintendo of America Inc, Nintendo of Japan Inc, or any associate or affiliate company. Nintendo® is a registered trademark of Nintendo Inc.
The following are trademarks owned by Nintendo: Nintendo 64®, Super Nintendo Entertainment System®, Super Nes®, Nintendo Entertainment System®. All copyrights and trademarks are recognised.


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...

Total 64

RAPIDE PUBLISHING

1 Roman Court 48 New North Road Exeter EX4 4EP