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The No.1 Unofficial N64 Magazine!

EXCLUSIVE

Quake

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IN THIS ISSUE:

- QUAKE
- SIM CITY 2000
- TONIC TROUBLE
- BUCK BUMBLE
- TUROK 2
- SNOWBOARD KIDS
- CASTLEVANIA 64
- WETRIX

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FIRST LOOKS ■ Turok 2 ■ Shadowman ■ Banjo-Kazooie ■ Tamagotchi World

PREPLAYS ■ Forsaken ■ Wetrix PLAYER'S GUIDE ■ Snowboard Kids

PLUS! ■ THE WORLD OF NINTENDO: IN DEVELOPMENT

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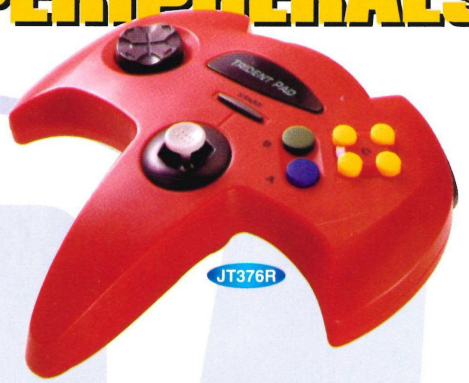


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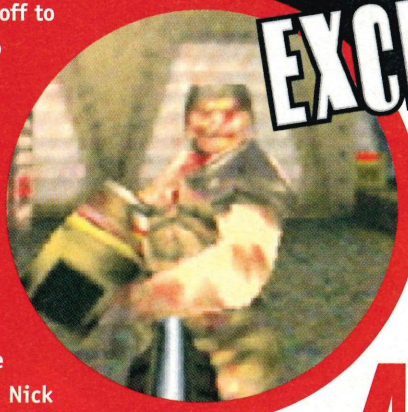

Get ready for...
QUAKE
QUAKE

Total 64

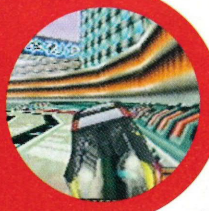
They say that a change is as good as a rest..

If that's the case, then why are we so tired? Well, it could have something to do with the fact that we've had *Quake* in the office!

There've been some major changes this month – what with Justin off to pastures new (he's gone to seek his fortune in PC land) and us welcoming our newest and most theatrical, staff member yet, the 'Jazz loving' Simon Phillips. Great. There has also been the small matter of a promotion to Editor for the long suffering Deputy Ed – Nick Jones. So please forward all abusive phone calls and emails to him (only joking).



We've also had the great news of our first ABC figures. They show that TOTAL 64 is now the best selling unofficial N64 mag in the market, with average sales of 60,003 magazines per month. Okay – so you may not be excited but we're well happy! If you want to find out more, check out this month's news.



Despite all of this going on, we've still managed to put together a top magazine – as you've come to expect from TOTAL 64 – packed full of news, previews and reviews, not least our exclusive review of the excellent *Quake*. So what are you still reading this drivel for? Dive in!

Nick





40. Quake

Oh no! The walls are shaking and the roof's about to cave in! It can only mean one thing – *Quake* has arrived and it might just be 'the big one'

48. Sim City 2000

If you've ever fancied playing at being mayor of a bustling metropolis, then now's your chance. It's time to act out all of those megalomanic fantasies with *Sim City 2000*

52. Aero Gauge

The future, hovercars and techno. Smacks of *Wipeout* if you ask us – but then that would be a good thing... See how *Aero Gauge* stands up to the egg sandwich test

56. NBA Pro '98

The first serious basketball game slam dunks onto the N64 and it's by the people who brought you *ISS*. Will it be any good? Find out in our *All Star* review on page 56

60. AOFT vs Duel Heroes

Two of the hottest Japanese fighting games – *Art of Fighting Twin* and *Duel Heroes* go head-to-head in this import special. Who'll be the winner in this fight to the death? Catch up with our beat-'em-up specialist down at the ringside



VOLUME TWO • ISSUE TWO

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Preview

28. Wetrix

Water, water everywhere but not a drop to drink – thanks to some clever programming by the boys at Ocean. Check out our preview on this puzzle game that's positively dripping with fun!

Preplay

24. Forsaken

Get ready to be consumed by a dark, future world of death and money. The TOTAL 64 boys take to our cyberbikes in a quest for blood and money!

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18. Shadowman

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22. Tamagotchi World

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32. The World of Nintendo

The first in an occasional series that takes a look at what's happening around the World of Nintendo

Guide

71. Snowboard Kids

What happens when *Mario Kart* goes for a holiday in Andorra? You get some crazy snowboarding action, that's what! Check out our in depth guide to all the runners and riders

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Total 64 NEWS

US Release Dates

March 1998

Snowboard Kids (Atlus)
Yoshi's Story (Nintendo)
Aero Gauge (ASCII)
Quake 64 (Midway)
Rampage World Tour 64 (Midway/Saffire)
Space Station: Silicon Valley (DMA)

April 1998

1080° Snowboarding (Nintendo)
NBA Courtside (Nintendo/Left Field)
Mystical Ninja Starring Goemon (Konami/KCEO)
UEFA Soccer '98 (Ocean/Power & Magic)
Virtual Chess 64 (Titus)
Wetrix (Ocean/Zed Two)

May 1998

Reckin' Balls (Acclaim/Iguana)
Mike Piazza's StrikeZone (GT Interactive/Devil's Thumb)
Forsaken (Acclaim/Iguana UK)
MLB Featuring Ken Griffey, Jr. (Nintendo/Angel Studios)
All-Star Baseball '99 (Acclaim/Iguana)
Deadly Arts (Konami)

June 1998

AcclaimSports Soccer (Acclaim/Probe)
Bust-A-Move 64 (Acclaim)
Quest 64 (THQ/Imagineer)
Mortal Kombat 4 (Midway/Eurocom)

It's official! Total 64 is the best selling unofficial N64 mag!

Total 64 is proud to announce that we are now OFFICIALLY the best selling unofficial N64 magazine in the UK! Not that we like to brag or anything. We've just received our ABC figures for the period over the last six months and they show that we're second only to the official mag (which is not N64 specific – they cover Gameboy and SNES as well) by only a few thousand sales.

The Audit Bureau of Circulation is an organisation that counts the total average sales of publications over a period of time. This is the best way of establishing exactly how many copies of magazines and newspapers are sold and the only figures accepted by their respective industries.

So a big thank you goes out to all of our readers, for making our magazine the most popular unofficial N64 mag

Just to put things into context, we've decided to print a chart of all the N64 mags on the market, to show you exactly where Total 64 lies in order of merit.



MAGAZINE	TOTAL AVERAGE NET SALES PER ISSUE
Official Nintendo Magazine	63173
Total 64	**60003**
N64 Magazine	43576
64 Magazine	28084
N64 Pro	22791

Source: Audit Bureau of Circulation

64 Bits!

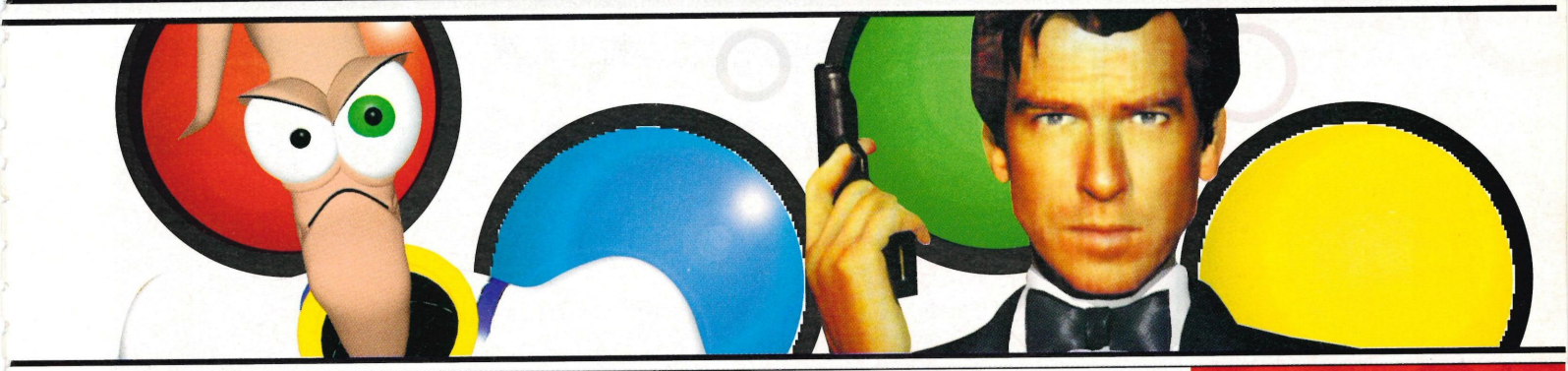
RUSH 2 SET FOR NOVEMBER RELEASE

We've heard that the sequel to the slightly disappointing *San Francisco Rush* is in the pipeline and as is usual, it promises to be a major improvement on the original. This time the game is not solely based in San Francisco but rather in a number of different locations around the US With a number of improvements promised, we're hoping that when the game will easily surpass its predecessor.

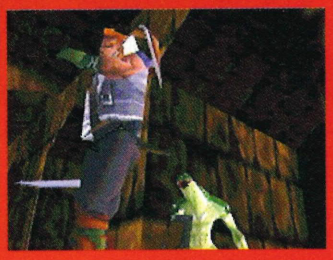
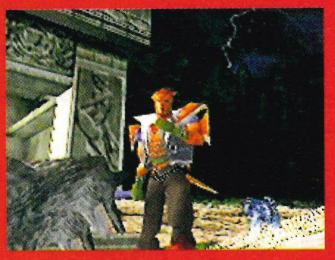


I FEEL THE NEED, THE NEED FOR...CALIFORNIA SPEED

Having only recently graced the arcades, Atari Games have now announced that they're to develop the title for your favourite console. The arcade game has a total of sixteen courses and automobiles, with the races taking place anywhere from an underground volcano to a train-track. Hopefully the N64 version will be able to replicate the arcade game – it's due for release early next year.



Drac's back





Watch out, there's vampires about! No, it's not another repeat of those Hammer horror films, it's *Castlevania 64* and it looks like it could be the perfect antidote for those *Resident Evil* blues.

After a long wait, Konami has finally given us more information and a whole new batch of rather gorgeous looking screen-shots from the eagerly awaited *Castlevania 64*. It was a year ago (back in issue four) that we first reported that one of the longest running series of games was to receive that special, N64 treatment and the results at this point look nothing short of spectacular. Previous incarnations of the game have graced several systems, including the NES and the SNES and naturally they have all been confined to the realms of 2D.

However, thanks to the power of the N64, the game has been brought right up to date in glorious 3D. At this point *Castlevania 64* looks nothing short of spectacular. The attention to detail is incredible: in the scenes that occur in the hallways curtains will blow in the wind and lightning will light up the corridors, nice. A lot of work has gone into making the humans and creatures move as realistically as possible and as the game has been in development for what seems like eons, you can bet your life that it promises to be something really special.

In a world where the N64 is too often regarded as being a toy, producing merely cute games such as *Mario 64*, this title looks set to redress that mis-informed point of view. The game is nearing completion and should be shown off at the Tokyo games show next month. Rest assured that as soon as we get any more information about what will hopefully be one of the biggest N64 titles of the year, we'll let you know. Watch this space...you have been warned. 64

Banjo-Kazooie (Nintendo/Rare)
FIFA World Cup '98
Flying Dragon (Natsume/Culture Brain)
GEX 2 (Midway/Crystal Dynamics)
International Superstar Soccer 2 (Konami/Major A)
Mission: Impossible (Ocean/Infogrammes)
Superman: The Animated Series (Titus)

Q2 1998

Buck Bumble (Argonaut)
Conker's Quest (Rare)
Earthworm Jim 3D (Interplay/Vis Interactive)
Jest (Ocean/Curved Logic)
Rev Limit (Seta)
Space Circus (Ocean/Infogrammes)
Tonic Trouble (Ubi Soft)
VR 3000 (Ubi Soft/Vivid Image)
WCW Wrestling (THQ)

July 1998

WWF: Warzone (Acclaim/Iguana West)
Cruis'n World (Nintendo/Eurocom)
Bio F.R.E.A.K.S. (Midway/Saffire)

August 1998

Caesar's Palace (Crave/Player 1)

September 1998

SimCopter 64 (Maxis)
Turok 2 (Acclaim/Iguana)
Twisted Edge Snowboarding (Midway/Boss)

Q3 1998

64DD (Disk Drive) (Nintendo)
Castlevania 3D (Konami)
F-Zero X (Nintendo)

CHEAP AS CHIPS!

Rumours are circulating that the price of 64DD games could well be cheaper than PlayStation games – well, at least in Japan. Although there's been no word on the price of the Disk Drive itself, those in the know reckon that 64DD games could cost as little as 3800 Yen, which means that the games could cost around £30 in the UK.

ACCLAIM'S BUBBLE BURSTS ONTO THE N64

Great news for all lovers of *Bust-A-Move* in the land, oh yes indeed! Acclaim' top title is coming to the N64. This is especially good news for all those addicts who've missed the opportunity of hearing the appalling music and sound effects on the world's most powerful games system. Look out for much cuteness and two-player mayhem later in the year.



Knife Edge (Kemco)
Konami Hockey '98 (Konami/KCEO)
LastLegion UX (Mindscape/Hudson)
Legend of Zelda: The Ocarina of Time (Nintendo)
Milo's Bowl-a-rama (Crave/Player 1)

October 1998

N64 College Basketball (Z-Axis)

November 1998

VR Pool 64 (Crave Entertainment)
Rats: Operation Scratch (Mindscape/Pure)
Rush 2 (Midway/Atari Games)

December 1998

In-Fisherman Bass Hunter 64 (Take 2)

Q4 1998

Dual Heroes (Hudson)
Duke: Time to Kill (GT Interactive/Eurocom)
Groundwave (Cyclone Studios)
Harrier Jet Sim (Video Systems USA/Paradigm)
Legend of the River King (Natsume)
Lode Runner 64 (Bandai)
NBA In the Zone '99 (Konami)
NBA Jam '99 (Acclaim/Iguana West)
NBA Live '99 (EA Sports)
NFL Blitz '98 (Midway)
Quest for Camelot (Titus)
Racer (Interplay)
Rugrats (THQ)
Shadow Man (Acclaim/Iguana UK)

TBA 1998

Body Harvest (DMA Design)
Bottom of the Ninth '98 (Konami)
Carmageddon 2 (Stainless)
Command and Conquer 3D (Westwood Studios)
Dragon Storm (MGM)
Micro Machines (Midway/Codemasters)
NFL Quarterback Club '99 (Acclaim/Iguana)
Powerslave 64 (Lobotomy)
Powerslide (Emergent)
Robotech: Crystal Dreams (Gametek)

The truth is out there...maybe

Here at TOTAL 64 we've been busily sifting through the Internet to bring you the most interesting rumours and information we can find. This month we've chanced upon what could possibly be the opening sequence of the long awaited Nintendo 64DD.

With the N64 Disc Drive looking as though it may arrive just in time for Santa to pop one down the chimney and under your tree, we thought that you might like to see these images that we've managed to get hold of.

As you can see from this picture, the 64DD has a new intro sequence that involves the familiar 'N' logo. Apparently, if you don't insert a disc within a given time, ol' *Mario* makes an appearance, interacting with the logo, which changes shape and size until it eventually turns first to stone and then into leaves when *Mario* climbs upon it. This intro sequence looks nothing short of impressive, with the 3D logo rising up through what looks like water, until it reaches the centre of the screen. When a disc is placed in the drive unit, the colours fade away and the game loads as normal.

We've also obtained a picture of the packaging that will soon be very familiar to a lot of happy Japanese N64 owners. 64



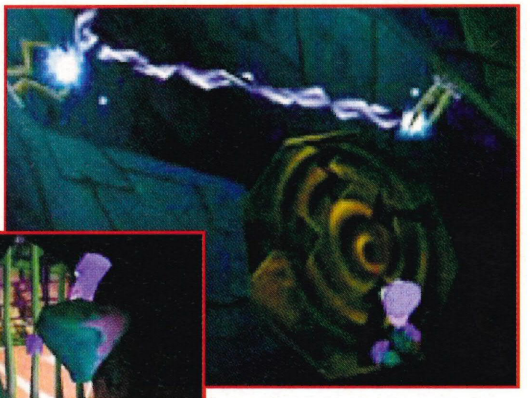
Just the Tonic?

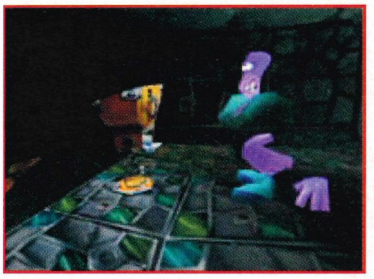
This summer sees the release of one of the most anticipated platformers of the year, *Tonic Trouble*. We first reported this title back in issue nine when we showed you some preliminary sketches for the design of the backgrounds and some of the characters. Now we have some of the latest screenshots and can happily report that they're looking every bit as excellent as those initial designs.

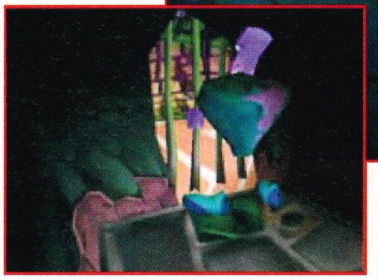
In the game you play Ed, an unfortunate alien who, whilst on an exploratory scientific mission across the galaxy, accidentally drops a can which falls to Earth (quite what the can is or how it is dropped remains a mystery).

Whatever it is in the can, the contents unleash a series of mutations that affect humans, plants and animals (a bit like Special Brew, only nicer, methinks). Ed is ordered to put right his wrongs, by retrieving the can from the evil clutches of Grogh the Hellish who, after discovering the can on Earth, has managed to harness the can's power (it was definitely an alcoholic beverage) and declare himself Master of the Earth.

Obviously such situations require a hero who can cope with a variety of tricky situations and luckily enough our Ed is a man of many talents. He has the ability to run, jump, swim, glide through the air, hang on to the edge of walls, climb up and down ropes, carry, push or pull a variety of







Why can you never find your pocket lock-pick when you need it?

NINTENDO GO FISHING

Despite busying themselves with the pending release of the 64DD, Nintendo have also been working on their next batch of games releases. The details are somewhat scant but it is known that they're planning to release a number of *Pocket Monster* titles, RPGs and some popular Japanese titles such as *Derby Stallion*, as well as fishing, soccer and baseball titles.

TOMB RAIDER ON THE N64?

Well, maybe not but it looks like Eidos are working on a game that is influenced by the shapely tomb dweller. Of course, Eidos are contractually obligated not use Lara for any console that doesn't bear the Sony logo. However, with all their knowledge and the N64's top technical capabilities, we might soon see a title that will rival even the great *Tomb Raider*.

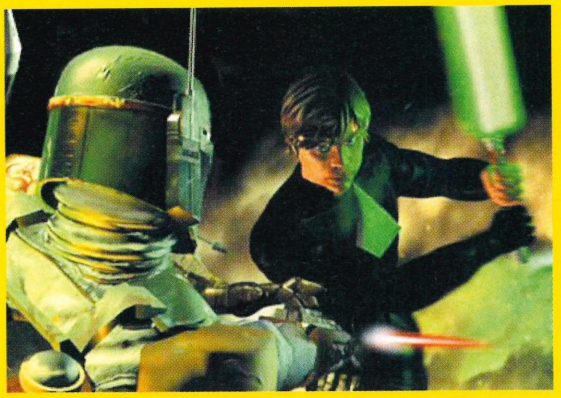


The Empire Strikes Back?

LucasArts are set to show off five new titles at this year's E3 – however they're remaining very tight-lipped about the prospect of a sequel to *Shadows of the Empire*.

Despite the fact that the game was largely slated by reviewers across the board, N64 owners who were longing to see if the Force was strong within them bought it by the truckload – which may well be the deciding factor for LucasArts, if and when they make a decision regarding the future of Star Wars licenses on the N64.

Hopefully, if *Shadows of the Empire 2* is developed for the N64 we can expect greater variety of gameplay, better graphics and another chance to hear that great musical score by John Williams.





objects and when necessary can cunningly disguise himself. As you can imagine, with such an array of moves the possibilities for gameplay are almost endless. Considering the variety of distinctly odd challenges that Ed has to face – such as the CD-worshipping village and the unforgettable killer vegetables – he will certainly need all the help he can get.

However, Ed is not without friends and along the way a number of kindly souls will help Ed with his task, including an injured mammoth with a pilot's license and a flower-loving samurai, amongst others.

With total freedom of movement in each of the fifteen worlds, a number of bonus levels and zany visuals and humour, this game looks set to appeal to all ages. Hopefully we'll have more information on this promising title next month.

Psygnosis for 64?

Speculation grows that Psygnosis are just about to announce the development of an N64 title. Yes indeed, you did read that correctly – one of the most innovative and exciting software development companies is currently working on an N64 title.



Despite the fact that Psygnosis seem to have been pretty much shackled to Sony, our sources tell us that by the end of the year we'll be seeing a new N64 title from those splendid chaps up in Liverpool.

Rumours abound that the game under development will be an N64 version of Psygnosis' seminal PlayStation future racing game, *Wipeout 2097*, and that it will be a departure from, rather than an update of the original – which is no bad thing. However this is mere rumour, which has yet to be substantiated, so we shall hold back our excitement.

Spooky (ICE)
Wayne Gretzky 3D Hockey '99 (Midway)
Wild Choppers (Seta)

Q1 1999

Harvest Moon 64 (Natsume)

1999 Releases

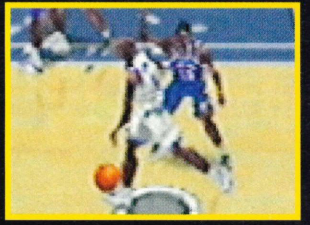
Emperor of the Jungle (Nintendo)
Gauntlet 64 (Midway/Atari)
Nuclear Strike (THQ)
Project Cairo (Crave Entertainment) 64DD
Road Rash 64 (THQ)
Star Wars Game (LucasArts)
Thornado (Factor 5)

TBA Releases

64 GB Pak (Nintendo)
7th Legion (Epic Megagames)
Bio Tetris (Amtex)
Buggie-Boogie (Nintendo/Angel Studios)
California Speed (Midway/Atari)
Daikatana (ION Storm)
Deadly Honor (TecMagik)
Dear Blue (Konami)
Donkey Kong 64 (Nintendo/Rare) 64DD
Earthbound 64 (Nintendo) 64DD
Extreme-G 2 (Acclaim/Probe)
F1 Simulator (Video System USA/Paradigm)
F-Zero X Expansion Set (Nintendo) 64DD
Ghouls'n'Ghosts 64 (Capcom)
Golden Nugget 64 (Virgin)
Hybrid Heaven (Konami)
Kirby 64 (Nintendo)
Legend of Zelda DD (Nintendo) 64DD
Lego Racers (Lego/High Voltage)
Looney Tunes 64 (Ocean)
Pilotwings 2 (Nintendo/Paradigm)
Magic the Gathering: Armageddon (Acclaim)
Mario 64 2 (Nintendo) 64DD
Mario Artist: Picture Maker (Nintendo) 64DD
Mario Artist: Polygon Maker (Nintendo) 64DD
Mario Artist: Sound Maker (Nintendo) 64DD
Mario Artist: Talent Maker (Nintendo) 64DD

EA HANG OUT WITH THE BIG BOYS!

Electronic Arts are to release a basketball title called *NBA Live '99* in direct competition with Acclaim's *NBA Jam '99*. Of course, this has got absolutely nothing to do with the fact that Acclaim's *NFL Quarterback Club* outsold EA's *Madden 64* last year.



ROLLERSKATING GETS NASTY

Remember that dire 1975 film, starring James Caan, called Rollerball? You don't? Well, it's become a bit of a cult film but more importantly, EA reckon that it could serve as a great premise for an N64 title. It promises to be a mixture of sport and violence – if it's going to be anything like the old Amiga title *Speedball II*, I'm certainly looking forward to it. We have no pictures yet but when we have them, you'll see them.

Mega Man 64 (Capcom)
Mission Impossible 2 (Ocean/Infogrammes)
NBA Fastbreak 64 (Midway)
Off-Road Challenge (Midway)
Paperboy 64 (Mindscape)
Pocket Monster: Pikachu Genki Dechu (Nintendo)
Pocket Monster Stadium (Nintendo) 64DD
Puzzle Game (Cranberry Source)
SimCity 64 (Nintendo) 64DD
Smurfs 64 (Infogrammes)
Street Fighter (Capcom)
Super Mario RPG 2 (Nintendo) 64DD
Ultra Descent (Interplay)
Voice Recognition Headset (Nintendo)

European Release Dates

March 1998
Snowbo Kids (THE Games)
Quake 64 (GT)
Yoshi's Story (Nintendo)

April 1998
Mystical Ninja 64 (Konami)

May 1998
Tonic Trouble (Ubi Soft)

June 1998
FIFA:World Cup (EA Sport)
Silicon Valley (BMG)
Forsaken (Acclaim)
ISS Pro '98 (Konami)
UEFA Soccer (Ocean)

July 1998
Twisted Edge Snowboarding (Kemco)
G.A.S.P Fighters (Konami)
Banjo-Kazooie (Nintendo)
1080° Snowboarding (Nintendo)

August 1998
Knife Edge (Kemco)

Let's get ready to (Buck) Bumble!








When you think of the name Buck, you'll probably immediately recall a man with a slightly dodgy haircut (and an even more ridiculous chest-wig) who helped protect the earth from lots of late 1970s-styled alien beings. Likewise, when you think of the word 'bumble' images of ferocious buzzing things spring to mind. So, if you place the two together, what do you get? The latest shoot-'em-up from Ubi Soft.

If you've read the report about *Tonic Trouble*, another Ubi Soft release, it should come as no surprise that in the case of *Buck Bumble*, Ubi Soft are yet again striving to create innovative and unique software, that's both original and exciting.

You may think that being a bee is not exactly the most interesting premise for a shoot-'em-up but then, although *Aero Fighters Assault* had every reason to be the ultimate shoot-'em-up title, it sadly failed to hit the mark. Initial appearances can be deceptive and *Buck Bumble* promises to be the last word in aerial combat for the N64.

Developed by Argonaut, the chaps that brought you *Starfox*, *Buck Bumble* pits you against a series of deadly insect foe, all of whom are armed to the teeth with lethal weapons. Fortunately, Buck is no stranger to the world of hi-tech gadgets and just like James Bond, he has more than enough of his own weapons to help him battle the enemy swarms.

When released, *Buck Bumble* will certainly present the gamesplayer with a pretty hard challenge. There are three distinct worlds, each with their own environments, which will require you to perform a series of challenges specific to that world and of course, for each world there'll also be a new set of deadly mutant insects. There's little doubt from what we've seen of the game, that it should take you a long time to complete, giving you hours of gameplay. Additionally, when you complete all of the game's missions there's one final task to complete – a battle to the death with the giant hornet queen.

As you can imagine, here at TOTAL 64 we're certainly looking forward to playing *Buck Bumble*: as these images show, it looks like it could be a very exciting title. *Buck Bumble* is due to be released in September, so expect a preview very soon.

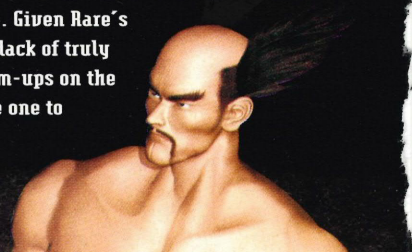
PILOTWINGS 2 GETS GROUNDED

The sequel to the classic game Pilotwings 64 looks as though it's been delayed indefinitely. Paradigm Entertainment were developing the follow-up for Nintendo, but due to Nintendo's commitment to the 64DD, the project has had to be postponed. However, the game was apparently looking pretty smart, so no doubt when time allows it will be finished – just not as soon as we'd have liked.



RARE HAVE TEKKEN UP THE CHALLENGE

Those clever bods at Rare are apparently working on what has been referred to as a *Tekken* clone. Given Rare's pedigree and the lack of truly awesome beat-'em-ups on the N64, this could be one to watch out for.



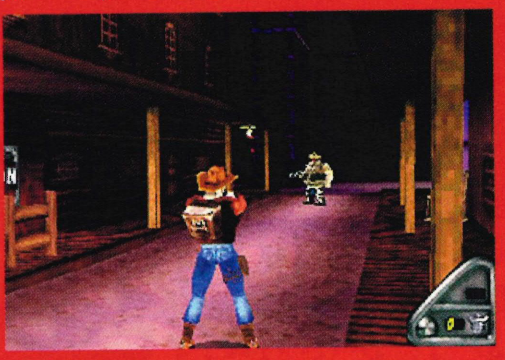
Time to get some!

Details and pictures are slowly filtering through the grapevine of a new *Duke Nukem* game. The two screenshots shown here are from the PlayStation, so you can expect the N64 version to look even better. The original pretty much took the gamesplaying world by storm on every format, with its mix of violence and sex in a *Doom*-like first-person perspective. However, the new *Duke Nukem* game, *Time to Kill*, will be an entirely original game and marks a major departure from previous *Duke* games.

The first thing that you'll notice is that the game features a third-person view, more akin to *Tomb Raider* than previous *Duke Nukem* games. More exciting than the prospect of finally seeing *Duke* on-screen, is the fact that as the title suggests, our boy *Duke Nukem* will be travelling the tunnels of time and no doubt shooting and blowing up a few past and future bad guys.

Apparently Duke will dress in accordance with the period fashions which leads to a number of interesting possibilities: *Duke* the caveman, *Duke* the cowboy – or perhaps even Duke the spaceman. As yet there are no details of the release date but it seems likely that *Duke Nukem: Time to Kill* will arrive towards the end of this year or early in '99.





Get hooked on the N64!

There are many sports that have been converted with relative ease onto games systems around the globe. Who can deny the thrill of snowboarding down a mountain in *1080° Snowboarding*? Who wouldn't relish the chance to take a football team to the World Cup in *FIFA: RTWC '98*? However, all these titles become insignificant when compared to Take Two's amazing up-and-coming release, *Bass Hunter 64*.

For those of you who love fishing but live nowhere near a suitable stretch of water, this game will be the answer to your prayers – imagine the opportunity of catching some lovely freshwater fish!

To be fair, the game offers the player a great deal of options to try to simulate its real-life counterpart, such as having to go out in a boat and searching for shoals of fish with a radar. As the game is Rumble Pak compatible, you'll even be able to feel the fish 'biting'.

All of this is packaged in a series of fishing tournaments where you start at the bottom of the league of fishermen and work up, gaining more experience and better and better equipment. Obviously this is not your run of the mill arcade game but more of a simulation, that will require a great deal of time and effort put into it, if you're to master its many subtleties and intricacies.



The graphics are looking pretty good in all their 3D glory, with transparency effects, polygonal fish and all the types of weather conditions that you're ever likely to face.

The big question is whether a fishing title will appeal to many people – especially in this country, where fishing as a sport is becoming increasingly unpopular.

September 1998

F-Zero X (Nintendo)
Kemco Puzzle Game (Kemco)

October 1998

Body Harvest (DMA)

November 1998

Zelda: Ocarina of Time (Nintendo)

TBA

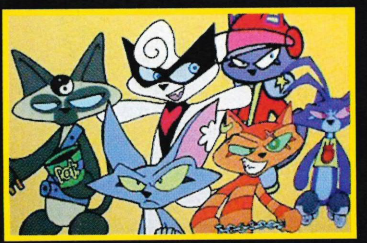
Aeronaughts (Ocean)
All-Star Baseball '99 (Acclaim)
Andretti Racing (EA Sports)
Bio Tetris (Amtex)
Body Harvest (DMA)
Bottom of the Ninth (Konami)
Buggie-Boogie (Nintendo/Angel)
Command and Conquer (Virgin)
Conker's Quest (Nintendo/Rare)
Cruis'n World (Nintendo)
Daikatana (ION Storm)
Dear Blue (Konami)
Donkey Kong Country 64 (Nintendo/Rare)
Dragon Storm (MGM)
Duke: Time to Kill (GT Interactive/Eurocom)
Earthbound 64 (Nintendo)
F1 Simulator (Video System USA/Paradigm)
Flights of the U.N. (Video System USA)
F-Zero X Expansion Set (Nintendo)
Ghouls'n'Ghosts 64 (Capcom)
Hybrid Heaven (Konami)
Kirby's Air Ride (Nintendo)
Konami Baseball (Konami)
Legend of Zelda 64DD (Nintendo)
Looney Tunes 64 (Ocean)
Magic: The Gathering (Acclaim)
Mario 64 II (Nintendo)
Mario Artist: Picture Maker (Nintendo)
Mario Artist: Polygon Maker (Nintendo/Nichimen)
Mario Artist: SoundMaker (Nintendo)
Mario Artist: Talent Maker (Nintendo)
Mega Man 64 (Capcom)

SNES CLASSIC TO COME TO THE N64

Konami announced that they're working on an update of their classic ice hockey game *Blades of Steel*. *Blades of Steel II* should be released in Japan later this year, so it's unlikely that we'll get to see it in the UK before next year.

MOVE OVER TOM & JERRY, THE N64'S HERE

More cartoon action, this time from Mindscape (yet another company to start developing software for the N64). Mindscape are working on a game called *Rats!*, which is being touted by Mindscape as a "fast-paced arcade adventure game, cartoon style" – which sounds very promising indeed.



HARDWARE

It seems that every month there are yet more and more ways to play your games, with new and impressive peripherals – here are three of the latest (potential) must-buys for your trusty Nintendo 64

Not so long ago, peripherals were joysticks – plain and simple. The whole notion of ergonomics and durability was a good ten years away, and if you didn't get a blister within two seconds of using a joystick, then you weren't doing it right. Nowadays it's all changed – thanks in part to the advent of the steering wheel, which first graced the arcades around the globe attached to the now laughably inept *Pole Position*. More recently with witnessed Nintendo's commitment to take the peripheral into the 21st century, with the (much copied) analogue joypad for pixel perfect control. They were also the first people to give the home console user the Rumble Pak, which takes gameplay into another dimension. Who could have imagined that home console users would not only able to see and hear the action but also be able to feel it as well?

TREMOR PAK WITH 1MB MEMORY



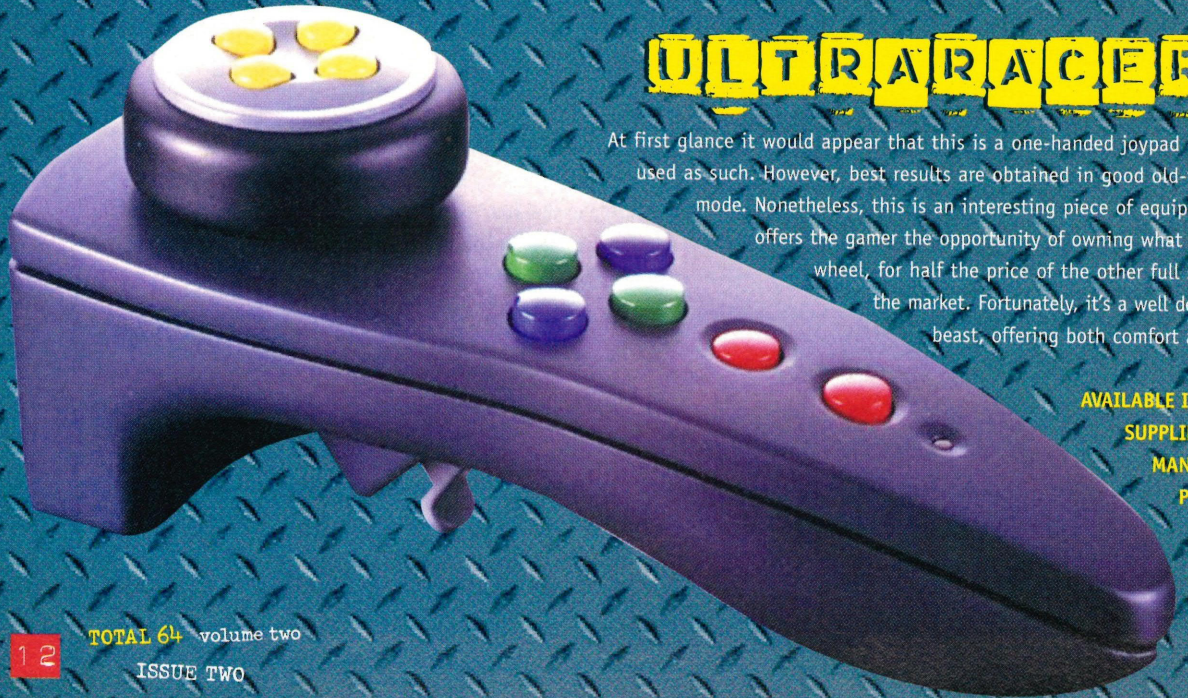
At last, a really good innovative idea, combining all the effects of the Rumble Pak, with the added bonus of built-in memory that needs no battery.

This gem of a device is small and compliments the official joypads extremely well. There are five LEDs; one green, which tells you that the Rumble effect is switched on and four red ones that denote the separate blocks of memory available to you.

In a nutshell, this is a pretty sound device. The fact that it rumbles and saves for a little over the price of an ordinary Rumble Pak makes this definitely worth a look.

AVAILABLE IN THE UK – OUT NOW
SUPPLIED BY – GAMESTER
MANUFACTURER – GAMESTER
PRICE – £19.99

ULTRARACER 64



At first glance it would appear that this is a one-handed joypad – and indeed in can be used as such. However, best results are obtained in good old-fashioned two-handed mode. Nonetheless, this is an interesting piece of equipment, in as much as it offers the gamer the opportunity of owning what is very nearly a steering wheel, for half the price of the other full size steering wheels on the market. Fortunately, it's a well designed and sturdy little beast, offering both comfort and lastability.

AVAILABLE IN THE UK – OUT NOW
SUPPLIED BY – INTERACT
MANUFACTURED – INTERACT
PRICE – £29.99

ARENA



THE RESULTS

We put the two steering wheels to the test with three top N64 racers. Neither stand out as must-buys, with both having their strengths and weaknesses. Personally I'd choose the LX4, if only because it looks like a steering wheel and makes you feel like you could be really driving. However, the Ultraracer 64 is perfectly adequate and proved to be a better all-rounder than the LX4. It also excels with karting games and less sim-based racers. I recommend that you win the lottery so you can buy both!

F1 POLE POSITION 64

UltraRacer 64 – The UltraRacer 64 didn't seem to be compatible with the game... 0/5

LX4 – This is what this steering wheel was made for, especially when you choose the cockpit mode. Great fun and definitely added an extra dimension to the overall gameplay. 5/5

DIDDY KONG RACING

UltraRacer 64 – This was, without a doubt, the best game for this pad – somehow the game and the pad seemed to work together like a dream, offering great control and responsiveness. Definitely a winner. 5/5

LX4 – Seemed rather ungainly when compared to the Ultraracer 64. It still worked fine but was certainly nothing special. 2/5

TOP GEAR RALLY

UltraRacer 64 – Fine and smooth – ideally suited to the N64's premier racing title. 3/5

LX4 – As you might expect, the LX4 certainly coped admirably with this game and in a similar fashion to its response with *F1 Pole Position 64*, it proved to be a very satisfying experience.

LK4 STEERING WHEEL WITH FOOTPEDALS AND RUMBLE EFFECT

Now we're talking – a proper steering wheel. Personally, I think that the only way to fully appreciate racing games is with a device such as this. We reviewed this wheel back in Issue 11 of Total 64, where we said that this was a pretty sturdy device that would withstand just about any abuse you could throw at it. Now, however, Gamester have added the Rumble effect, to give that extra bit of realism which you all crave. All in all it's well laid out, easy to use and if you have the money, is well worth the investment.

AVAILABLE IN THE UK – OUT NOW
SUPPLIED BY – LMP
MANUFACTURED – GAMESTER
PRICE – £69.99



First

Turok 2

When Turok finally defeated Campaigner in the original game, Turok the comic book hero didn't hang up his guns and neither did Acclaim. Working together with Iguana, they're currently working on a *Turok*-beater called, oddly enough, *Turok 2*...

Okay, the story so far goes something like this: once upon a time, a long time ago, when this was all fields and dinosaurs roamed free, a spaceship crashed to Earth with a hold full of nasty warriors, hell-bent on destroying all life on the planet.

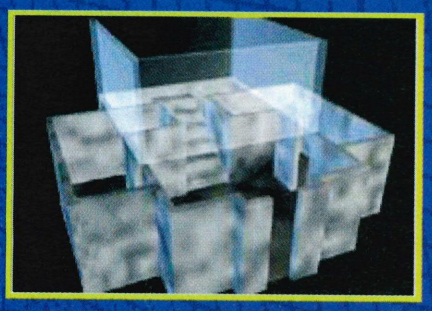
They intended doing this by using Biosaurs and turning the regular dinos into nasty blood-thirsty killing machines. Anyway, the comic book hero, Turok, sorted all this out quite nicely last year in his debut into the console market, by defeating the Campaigner. Unfortunately for Turok though, his work is not yet done, as the guy who is really behind all this is still alive! Amazingly, despite the fact he's trapped in his fallen spaceship, he's still managing to get the bulk of his unholy army mobile and on various killing sprees.

So, after the epic game that was and indeed still is *Turok*, where do Acclaim go now? The first game was definitely not flawless but it was one of the best titles to come out on the N64; it held the first person shoot-'em-up crown right up until *Goldeneye* appeared.

For a start this game is going to be bigger – in fact about 50% bigger than the original. *Turok 2* continues to be a first person perspective shoot-'em-up, so Acclaim have really had to pull the stops out to make a new game out of *Turok 2* – and indeed they have, with the emphasis

The final major change in Turok 2 is an exciting inclusion – Rumble Pak compatibility, which will allow you to feel every single earth-tremoring footstep the T-Rex makes, as well as the kick-back when you unload large amounts of lead and explosives in the direction of any would-be attackers







LOOK









seeming to be along the lines of bigger, better and more. This game has got us quite excited in the TOTAL 64 offices!

As has already been reported, due to new compression techniques, the sequel is bigger, offering about half as much dino-blasting fun again as before! There will also be bigger and better adversaries for you to meet and defeat, in true *Turok* dinosaur-spanking style. With all of these bigger adversaries, you're gonna need something bigger to take them out with and although details are still quite sketchy, we're confident that you'll have access to a considerably enhanced arsenal.

Major improvements will be seen all round – with enhanced real time graphics, you'll really be able to bask in the wonderful lighting effects, while kicking alien-infested dinosaur butt. As you set about tackling your missions, you'll marvel at the superior settings that Turok finds himself wandering about in.

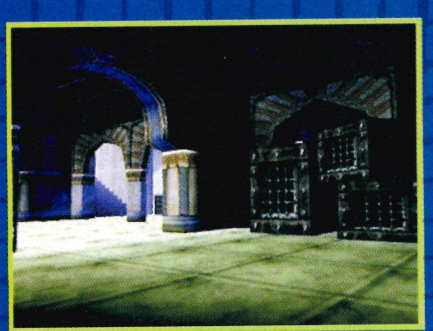
The dinosaurs themselves have had a complete overhaul – instead of the chunky polygons of their predecessors, all the new dinosaurs and biosaurs will have what's called 'soft skin'. Soft skin is a new technology that allows a 'skin' to be mapped over polygons, hiding any joins. This technique was first used, to great effect, in *NFL Quarterback Club*.

It seems that Acclaim haven't overlooked a thing, including the music that accompanies this fine game. All the sound has been re-written from scratch, to provide great effects in the background and an excellent soundtrack.

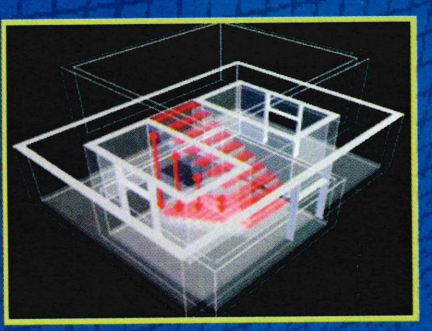
Apparently, there are going to be in the region of 40 all-new characters and most of them will have the sole intention of moving your head as far away from your body as possible.

The final major change in *Turok 2* is an exciting inclusion – Rumble Pak compatibility, which will allow you to feel every single earth-tremoring footstep the T-Rex makes, as well as the kick-back when you unload large amounts of lead and explosives in the direction of any would-be attackers.

At the time of going to print there's no word of a *Goldeneye*-style multiplayer option, although we can only wait and see what will be in the final version. We'll keep you posted as we learn more – watch this space...







All Star Baseball '99

If you know what a hit and run is, or get excited at the thought of a squeeze and suicide bunt then you're probably a fan of the oh-so-American sport of baseball. If that's the case, get yourself ready for what is possibly the most accomplished baseball sim on any home system...





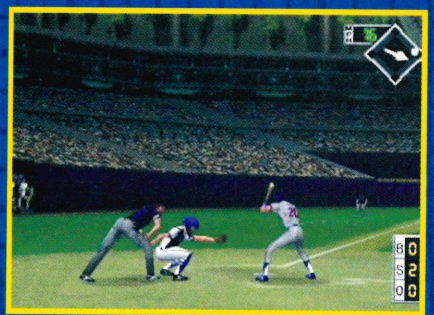


All Star Baseball '99 is in development at this very moment with Iguana, the same people who brought you *Turok* and, more importantly, *NFL Quarterback Club*. This pedigree bodes well for the game and from the screen shots shown, you can certainly see that the hi-res that made *NFL* look so nice is well in place here.

All Star Baseball '99 features all of the 30 major league teams and over 700 MLB players, as well as all of the major league stadiums, in beautifully rendered detail. The individual player animation is also very nice, with each player's movements made up of hundreds of different frames, giving unparalleled smoothness and lifelike mannerisms.

The game has seven game modes; Spring training, Season, Playoff, World Series, All Star game, Home Run Derby and Trivia Game – more than enough to keep you glued to your N64 for quite some time.

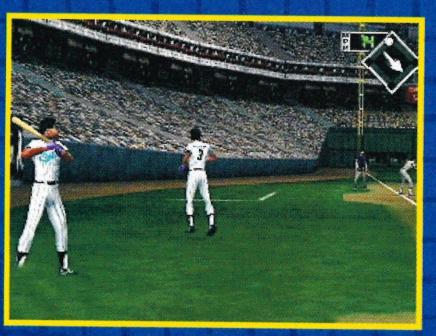
Saying that, the game isn't without some competition as both Nintendo and GT Interactive are currently working on baseball sims, to be released at roughly the same time, but as far as eye candy goes, *All Star Baseball* is leagues ahead. Running in the 640 x 480 hi-res mode, the game is as smooth as you like and although the speed is suffering at the moment, we're sure it will be sorted out in time for its release in the Spring.



All Star Baseball '99 features over 700 MLB players and the major league stadiums. The individual player animation is very nice, with each player's movements made up of hundreds of frames, giving unparalleled smoothness and lifelike mannerisms



Iguana are certainly busy at the moment with *All Star Baseball, Shadowman, Turok 2, Recking Balls* and *NFL Quarterback Club '99* all currently in production. Looking at this list, it seems Iguana aim to be one of the top third party developers for the N64 – and good luck to them.



Snowspeeder

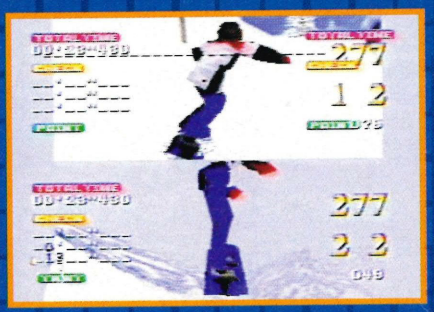
Hurtling down the side of a mountain, with only a plank of carbon fibre strapped to your feet — why, what a cool and crazy sport snowboarding is. If that's what the public wants, that's what the public will get. Well, a simulation of it anyway

Indeed, it seems that almost every major developer in the world is working on a snowboarding game and Imagineer are no exception. *Snow Speeder* is a run-of-the-mill snowboarding game running on the *Multi Racing Championship* engine – which as you can imagine, makes it about the least impressive snowboarder around at the moment.

The game features all the usual track and board options, as well different outfits for each of the characters. There is also a two player split screen mode, allowing both vertical and horizontal splits. As well as these options you also get the option to ski down the mountain slopes, rather than snowboard, if you so wish but even this has, so far, failed to draw any interest from US publishers, so the title is as yet unsigned for an American release.

From the screen shots provided, you can see that the look of the game is not revolutionary and indeed appears very blurred. The fact that the boarder continually bounces off invisible barriers doesn't bode well for the success of this title either. That said the game is still in the late stages of development, so all of these problems could be sorted out, but with a release in Japan scheduled for next month, we very much doubt it.





Add the fact that the brilliant looking *1080° Snowboarding* is just around the proverbial corner and things don't look too good for *Snowspeeder*. We'll have to wait and see. 64

With the brilliant 1080° Snowboarding just around the proverbial corner, things don't look too good for Snowspeeder

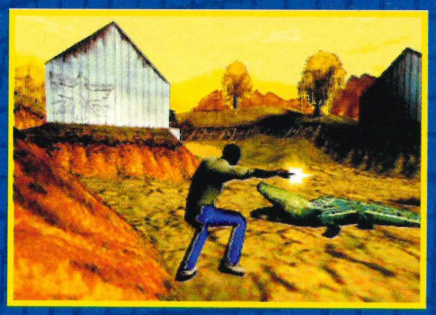


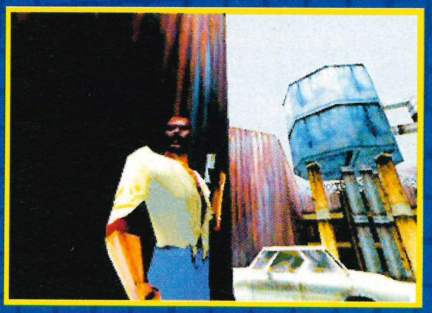


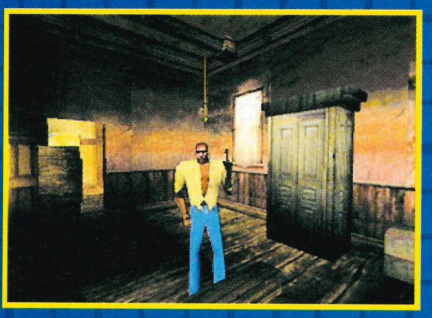


Shadowman

From the pages of yet another comic book comes the tale of Shadowman, a mysterious figure bent on revenge, with the ability to travel between dimensions



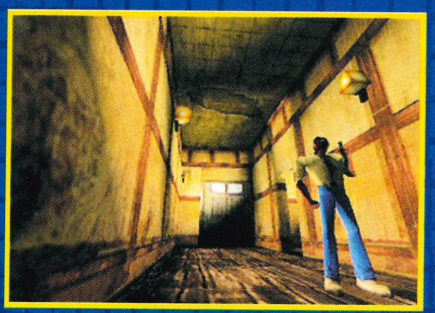




When news reached us of a new game in development by the creators of *Turok*, Iguana UK, we got pretty excited.

Shadowman is the story of Michael LeRoi, a man who possesses the ability to travel back and forth between the world of the living and the world of the dead. It's in this shadow world that he becomes Shadowman.

As with Iguana's previous title *Turok: Dinosaur Hunter*, *Shadowman* also started life as a comic book, before being snapped up by the developers to possibly become their next big selling title. The main plot of the story revolves around LeRoi seeking out the sadistic cult of murderers who slaughtered his brother. Not happy with simply killing them, LeRoi follows them into the world of the dead to finish them off.



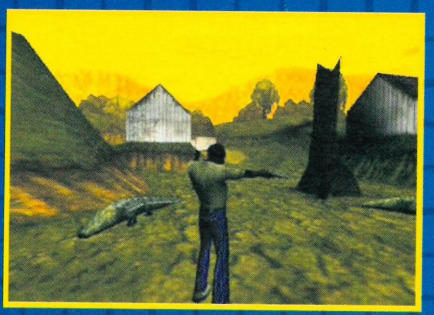
The game is said to be very reminiscent of *Tomb Raider* as far as controls go, although Iguana have expanded on this immensely, giving players the opportunity to fire two different weapons in different directions at the same time, or bend down to pick up a key, whilst shooting at an enemy. This versatility, combined with the fact that the Shadowman is made up of a single skin texture map (with no seams where his arms and legs meet his body) means that the Shadowman is one of the most realistic game characters yet seen, on any system.

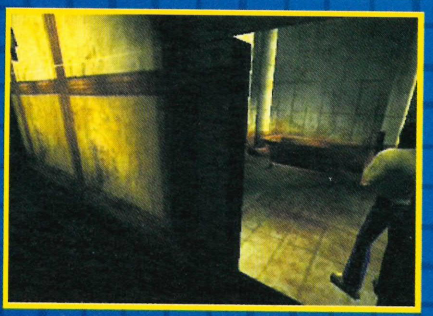
Iguana have created a very dark feel with their use of graphics, which are similar to those seen in Capcom's *Resident Evil*. The developers themselves claim the game looks more like a cross between the films Seven, Silence of the Lambs and Jacob's Ladder than a game, so this should give you an idea just how dark and macabre *Shadowman* will be.

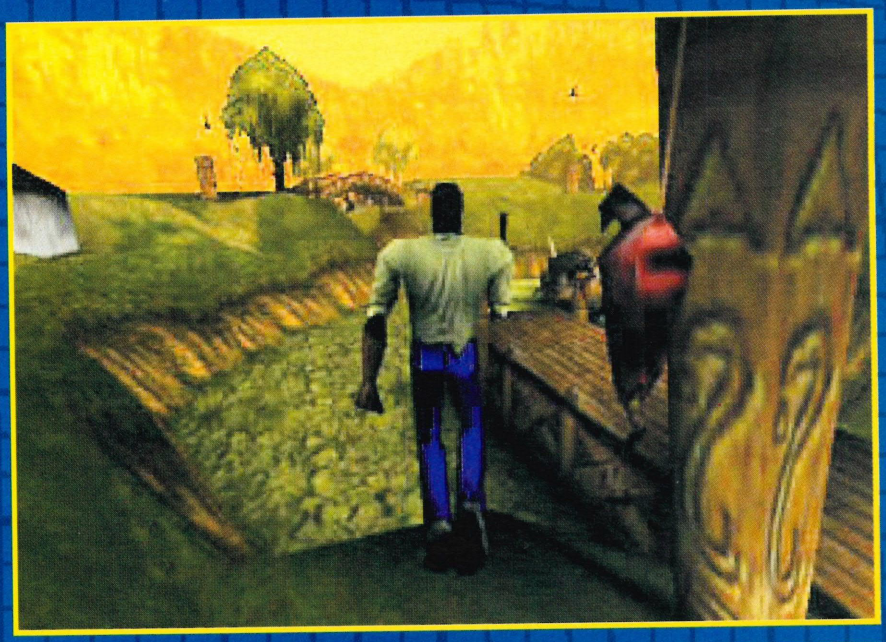
Shadowman takes place over more than 25 levels, which range from swamps to asylums, and includes many different types of scenery and terrain, all beautifully texture mapped. Iguana's development team are also toying with the idea of using soft-skin textures to enhance some of the environments. This may not sound impressive until you realise that this would allow them to, for example, make a grotesque face form next to you from a flat wall or make the floor and walls

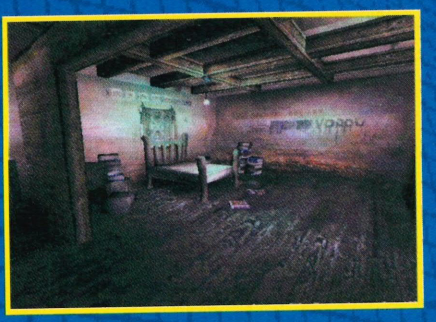
Almost all of the environments will be interactive and fully light sourced

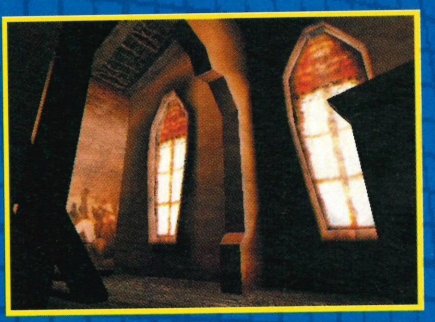




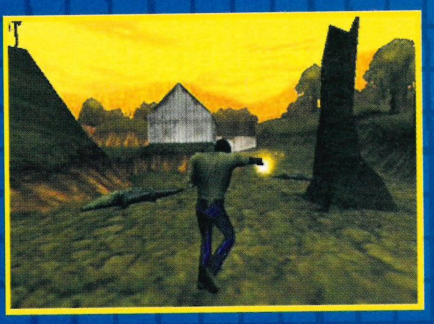


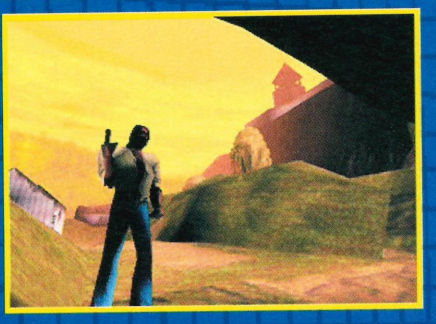












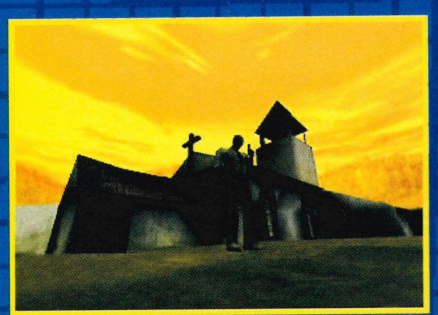
The game takes place over 25 levels, which range from swamps to asylums

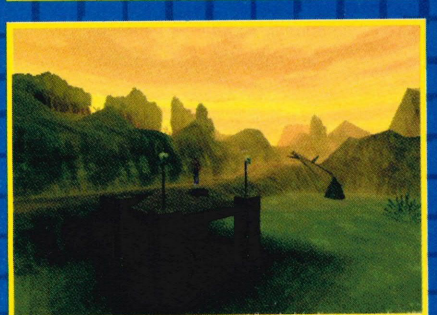
ripple like water. Combine this with the fact that most of the environments will be interactive and fully light sourced and you're looking at a very visually impressive game.

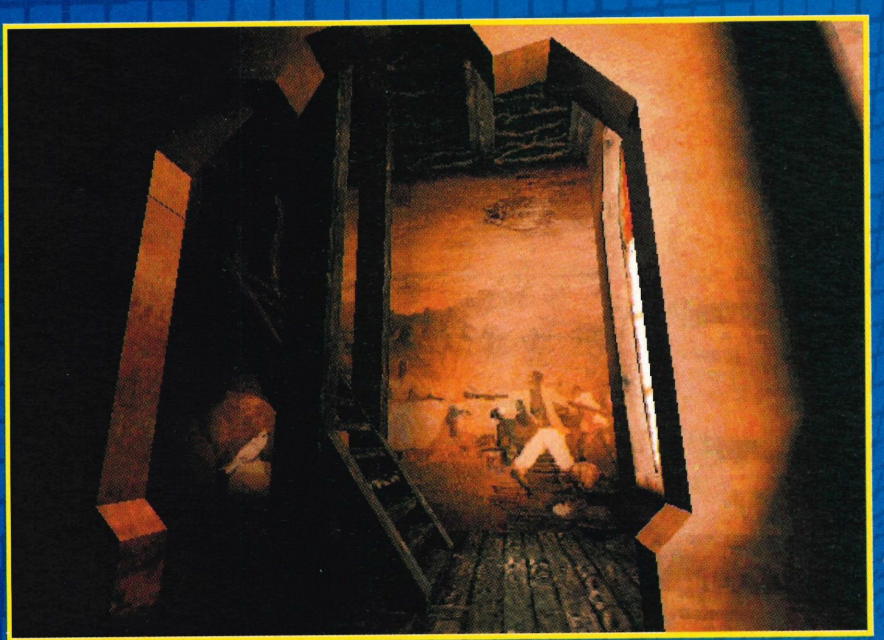
For example, if you were to shoot a wall in the normal world, bullet holes would appear. Shoot a wall in the dead world and not only will holes appear but blood will pour out and run down the walls.

In each of the worlds that LeRoi occupies, he can call upon various abilities and skills to help him in his mission to track down and then kill his brothers' evil murderers – these vary from his skill in the cunning art of assassination to using the uncanny powers of voodoo magic. The Shadowman also has the chance to use many different types of weapons; in the normal world these will be a range of guns, but over in the Shadowworld, his guns morph into mysterious 'shadow guns'.

You can see just how impressive *Shadowman* is looking from the images shown here and even though the screen shots seen here are from the PC version, Iguana say there will be very little difference in the N64 version when it arrives, sometime in early '99. Look out for more news on this exciting title as we get it.













Banjo-Kazooie

Rare are fast gaining a reputation for being the best developers on the N64. With three brilliant titles behind them, they now turn their attention to the 3D platformer. We ask the question: what will this game do for you that *Mario 64* didn't?

It has to be said that on first looks, *Banjo-Kazooie* is really little more than a *Mario 64* clone, albeit a pretty one at that. Take a closer look, however, and you'll see that there is more to this game than fancy graphics and '*Mario*-style' gameplay.

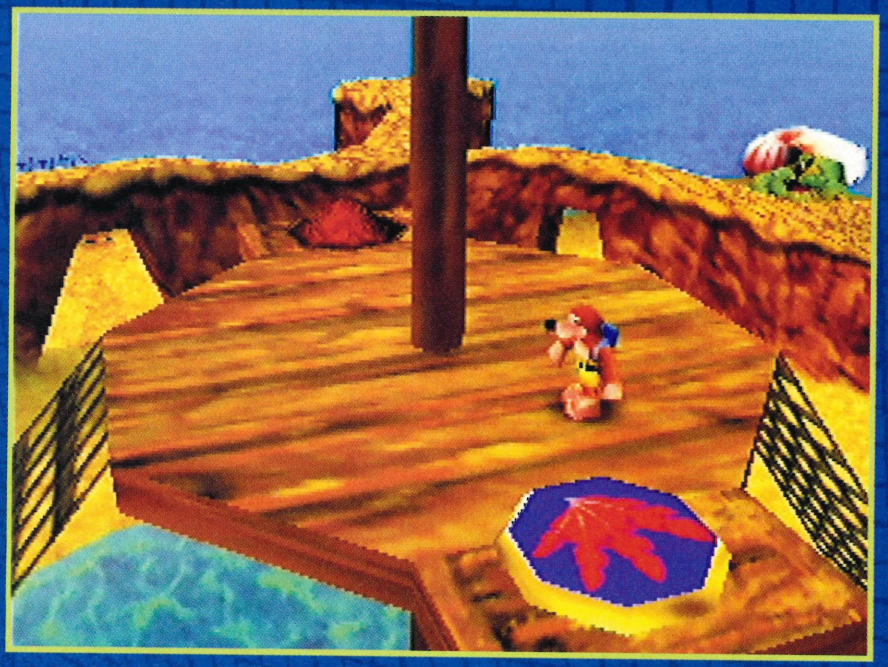
For starters there are two main characters: Banjo the bear and a bird type character who goes by the name of Kazooie. When not being used by the player, Kazooie sits in Banjo's backpack and together the two characters are able to perform at least 24 different moves. Both characters are able to fire a blue 'egg' type projectile and can tumble, punch and kick. Kazooie even has his own special vertical beak dive and there are many, many more special moves too.

Also, on their travels, Banjo and Kazooie will encounter a witch doctor who will kindly agree to transform our heroes into a variety of different forms. This will allow the player to gain access to previously inaccessible areas of the levels – it works in a similar way to the switch palaces in *Mario 64* – if you remember, the coloured boxes gave *Mario* new powers and allowed him to reach more stars!

And now a word about the graphics. Although *Mario 64* was commended for the way it looked as much for the way it played, there are those who criticised it for lacking detail. Well this isn't true of *Banjo-Kazooie*! You can probably tell from these screenshots that this easily surpasses anything



The attention to detail is, as you would expect from the developers of Goldeneye, quite simply stunning







▲ Thanks to the parrot in his backpack, Banjo is able to take to the air and reach new areas









▲ Banjo comes face to face with a huge monkey – is he friend or foe? If only we could read Japanese!





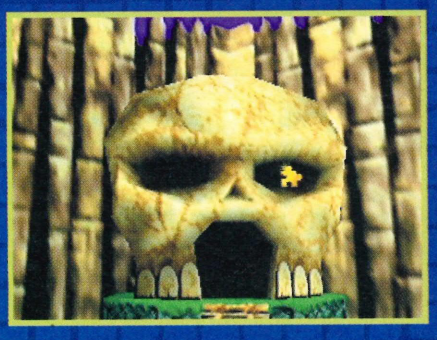
▲ The key to the game is finding the magic chests

you've ever seen in your life. Well, nearly! The game is lavishly texture mapped and uses some excellent lighting and transparency effects to produce arguably the most immersive environment yet seen on the N64. The attention to detail is, as you'd expect from the developers of *Goldeneye*, quite simply stunning. Water ripples beautifully, torches radiate fiery glows of colour and the character animation is superb.

The game is chock-a-block full of weird and wonderful characters and not all of them want to be friends. Characters like giant bulls, gargantuan crabs and large ants are all encountered on the first level and are all out to harm our heroes in any way that they can.

The main problem we can see that we'll have with the game is Rare's tendency to design game characters that are sweet as sugar. Remember *DKR*? Well, our Deputy Editor had quite few problems 'coming to terms' with the 'sweet' nature of the participants and was regularly heard screaming the catchphrases as insanity 'came a-knocking' on his head. *Banjo-Kazooie*'s crew look equally cheeky but this shouldn't distract too much – especially for younger players and the insane amongst you.

Anyway, whether or not the characterisation will make you sick, you can be sure that *Banjo-Kazooie* will be a top-notch game, a most worthy successor to *Mario 64* and an equal of any title to come from Rare's thoroughbred stable. We wait in anticipation for the game's release in July.

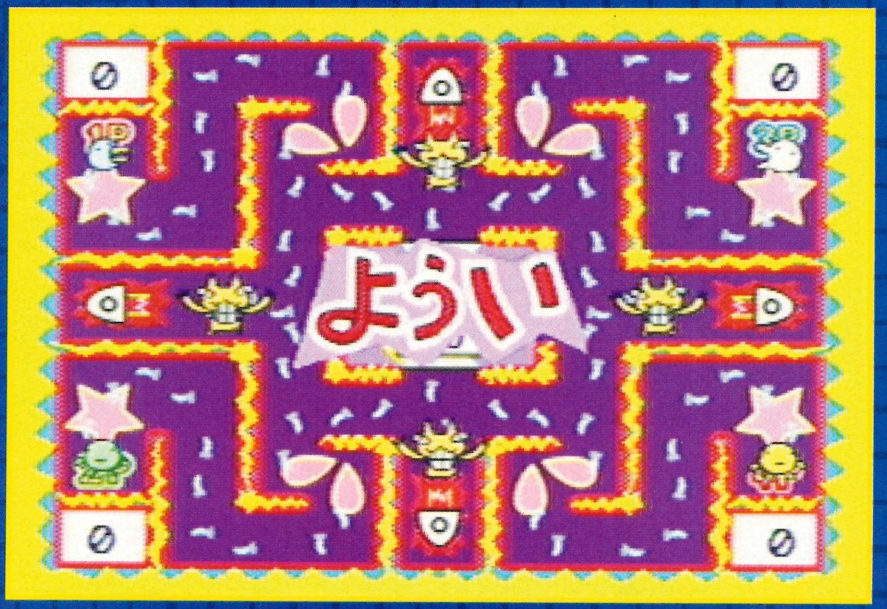




Tamagotchi World

Just when you though it was safe to assume you'd seen the last of the Tamagotchi 'craze', along comes Bandai with a version for your N64!



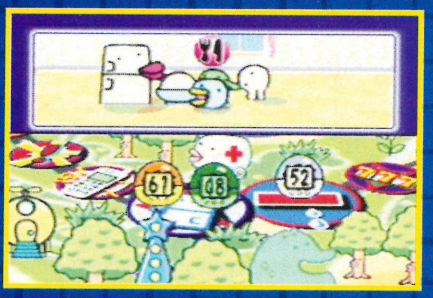


Tamagotchis. You either love them or hate them. Personally, I've had a love-hate relationship with the pesky little blighters. A week after the keyring pets were released into UK stores, the TOTAL 64 offices were a chorus of bleepy noises and discussions and comparisons of each other's virtual pets were commonplace. In fact, it was soon a fad that was bordering on obsession – how else can you explain grown men waking up in the middle of the night to care for their little 'friend' and visits to the local public house being interrupted by cleaning the pets of their tiny digital poos?

However, this was a fad that was short-lived. It wasn't long before people were mercilessly tormenting their Tamagotchis and competing to see who could kill their pet the quickest. After only two weeks of ownership, all the eggs had either been given away to unsuspecting individuals or smashed into a million tiny pieces, never to beep again!

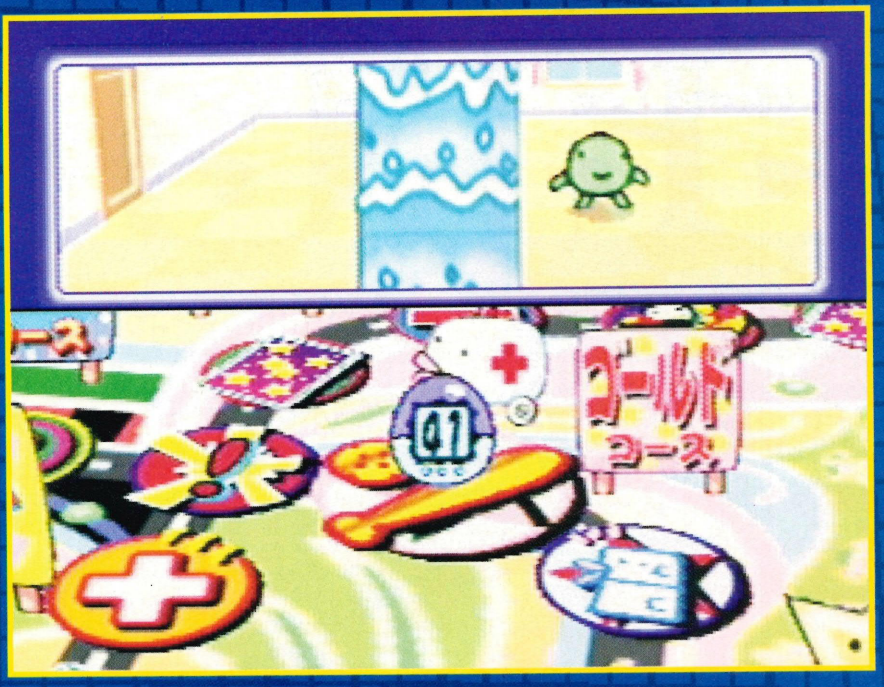
With virtual pet ownership reaching hysterical levels in Japan, Bandai and Nintendo have seen fit to release a version of this 'pet' for the N64. The Gameboy version of Tamagotchi was little more than a graphically enhanced version of the 'little egg', but with a 64-bit version we should expect more. And that's what we've got – a full colour version with a lot more to it than simply











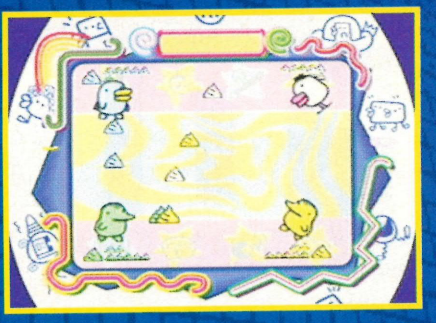
What the game boils down to basically is a board game, where the objective is to raise a small alien egg that crash landed on some bloke's head. Or something



caring for a little alien being by poking a few buttons now and then.

What the game boils down to, basically, is a board game that has the objective of raising a small alien egg that crash landed on some bloke's head. Or something. The idea is to throw the dice and move your egg around a board, playing games, competing in challenges and beating the three other players taking part in the race for Tamagotchi evolution.

As you may or may not know, the growth of your Tamagotchi depends greatly on the type of food he/she eats, the way it is disciplined and generally how it is treated. But here there are other influences. Other players can hinder your Tamagotchi's development by playing special cards to upset all the good work you've done. For example, playing a 'poo' card will cause an opponent's pet to be chased around the board by three lumps of excrement until their owner is able to clean their little baby.

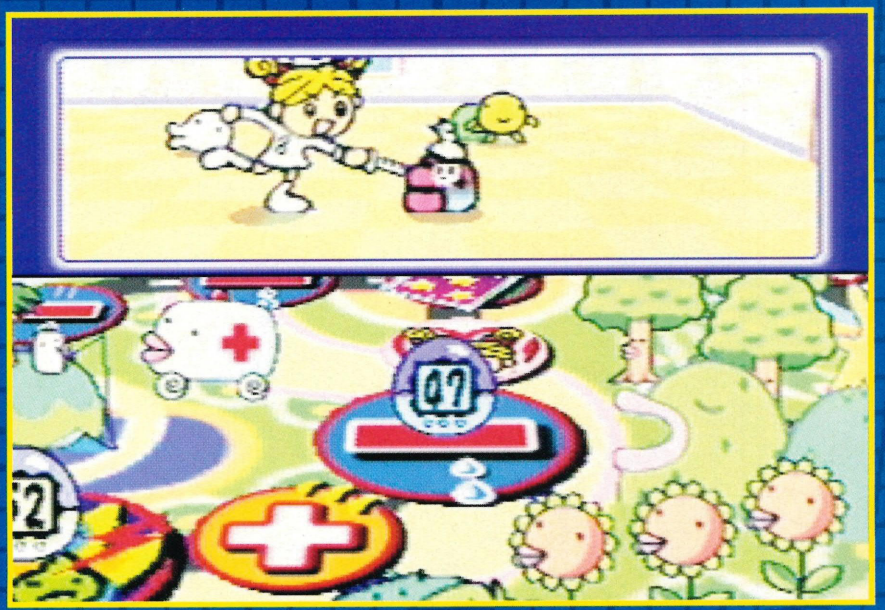


▲ The infamous poo fight: throw your 'doings' at the other pets – the least amount of poo wins!

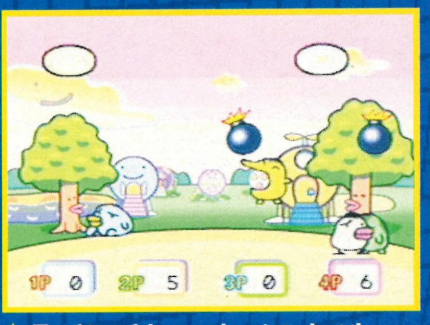
As you might have guessed from this, the game is VERY Japanese in both its content and graphical style. Other games include running along a conveyor belt/diving board for as long as possible (failure to do so results in a splash in the pool), being the first to pop a balloon and a four-way poo fight (the winner is the one is hit by the least amount of poo).

Graphically, *Tamagotchi World* will definitely not win any awards for technical achievement, but the style of the visuals is truly original and a such, quite brilliant. Keeping in the same vein as the hand held version, the graphics are 2D but here they are in a 3D world and are basically 2D sprites that that bend and stretch and fold – and are completely crazy!

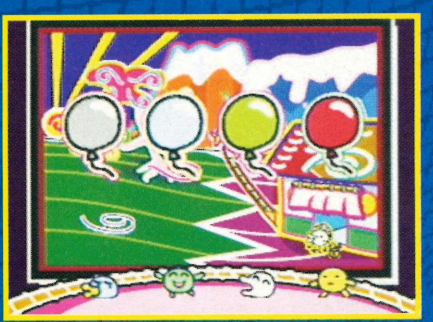
Apart from the Tamagotchis themselves, there are many, many weird and wonderful characters to meet such as the fridge with lips, ambulance with lips and flowers with lips. There seems to be a theme developing here. Anyway, if you're partial to crazy Japanese humour, you'll love *Tamagotchi World* when it's released this summer.



▲ Oh no! One of the 'Little Eggs' has been taken ill! Luckily there's a nurse on hand to give him a shot

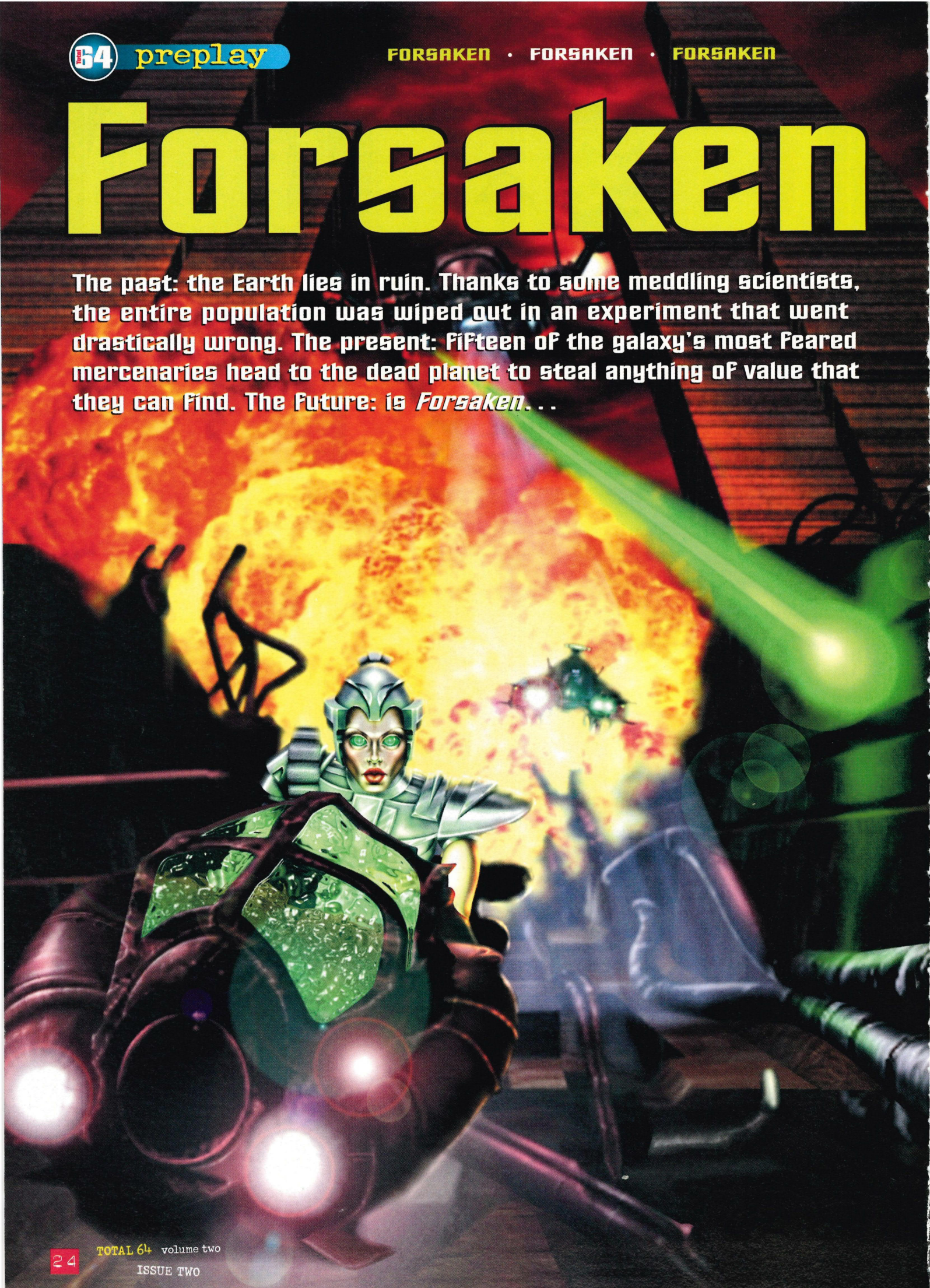


▲ The object of the game here is to shoot the eggs



Forsaken

The past: the Earth lies in ruin. Thanks to some meddling scientists, the entire population was wiped out in an experiment that went drastically wrong. The present: fifteen of the galaxy's most feared mercenaries head to the dead planet to steal anything of value that they can find. The future: is *Forsaken*...







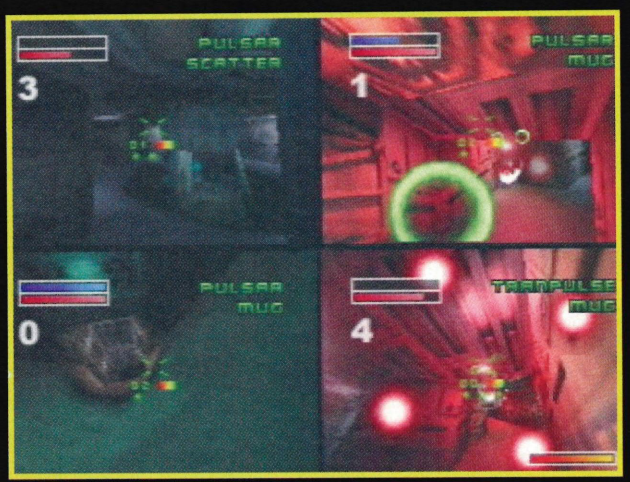


When will those pesky scientists ever learn? Playing around with matter at its subatomic level is really just not on, especially when the experiments go catastrophically wrong and you trigger off an uncontrollable fusion reaction – a reaction that wipes out the entire human race.

Forsaken takes place some years after this terrible accident, when the Earth lies in ruins and not a soul is left alive – the inhabitants burnt to a crisp by solar radiation. Now the planet is left to the scavengers and everything is up for grabs by mercenaries from all over the galaxy – which is where you come in.

You must take control of one of fifteen biker mercenaries and head to Earth. Your aim? To get aboard your cyberbike and loot as much as you can, to make yourself a fortune and make a name for yourself.

But it won't be easy. You're not the only one who's had the idea of heading to the abandoned planet – there'll be many other mercenaries to contend with and none of them will think twice about shooting you in the back, if it means financial gain. There'll also be all the deadly mechanoid droids that were left behind by the high council of Earth to contend with. This is not a mission for the faint hearted.



Even at this stage of development (Forsaken is due for release in the summer) the game is looking remarkably well put together but then what else would you expect from the boys who brought you Extreme G?



Forsaken takes its cue from the old classic PC and PlayStation shoot-'em-up *Descent*. It presents players with a fully realised and very believable 3D environment, which allows you to move in any direction: up, down, left, right – anywhere you can see, you can go. The three dimensional environment is remarkable, often dragging the player into the dizzying and exciting situation of dealing with simultaneous flying and fighting.

The developers have put the graphical capabilities of the N64 to good





Hell's Angels



BEARD

This guy is the bad rocker of the game. He lives life by "bikers' ethics" and is a loyal dude who never blows out on his buddies



SPECTRE

Spectre is the victim of a debilitating genetic disease. As a result, his body is bloated with fat and his skin is white and flaky



REX HARDY

Born on the back of an old 18-wheeler, Rex has spent all of his life on the road. He's prone to acts of extreme violence and is despised and feared by all



DR NEPENTHE

Dr. Nepenthe was a model citizen and an eminent physician. But that was before the manic depression and homicidal transvestite tendencies set in. He's now became something of a Jeckyl and Hyde character: doctor by day and monster at night!



NIM SOO SUN

Nim Soo Sun is a wild and violent psychopath with a taste for knives. Nim used to work for a circus until she went mad one day and started carving up innocent spectators



LOKASENNA

Lokasenna is a native of the Martian settlements. Here she became involved with a group of people dedicated to evolving mankind by integrating flesh with machine. She is now the proud owner of a prosthetic body



MEPHISTOFUN

Mephistofun is a veteran of a dozen droid combat wars but when he heard that he was about to be decommissioned, he went berserk and promised to destroy all known carbon lifeforms



use. The environment is completely believable, with its gorgeously detailed texture maps and clever use of real-time lighting effects. The latter make it possible to light up a hallway with a shot of a missile or laser – the walls will be illuminated in sync with the laser shot, as it travels at speed down the hallway. The effect really is quite remarkable and is reminiscent of the effects seen in the PC shooter, *Quake 2*.

The enemies, which take the form of either your fellow mercenaries or the robot drones (left by the High Council to guard the booty) are all wonderfully detailed and have a significantly high level of AI. Some will hunt in packs, while others will go head-to-head – dodging in and out of view in an attempt to stay out of your laser sights. It's no good just hiding round a corner and waiting for the robots to come round after you, either – they're wise to such tactics and will often wait for you to attack or, if they're working in packs, will send a robot in to lure you into a battle. It's this feature which stops *Forsaken* from becoming 'just another 3D shooter', the 'intelligence' of the enemies means that you'll have to be on your toes every time you play a level.

Another cool feature of *Forsaken* is the interaction with the backgrounds. The effect is something along the same lines as *Goldeneye* – as in that game, you can shoot windows, air vents and debris, all of which explode. But here it's possible to shoot doors down (if you







Bang, bang – you're dead!



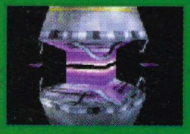
PURGE MINE

These are the standard mines – they detonate on contact



PINE MINE

These hang around and fire missiles at any enemy craft that strays too close



QUANTUM MINE

Highly explosive mine that will destroy any ship it comes into contact with



GRAVAGONS

These missiles create an orb of energy that traps anything entering it



SOLARIS

Heat seeking missiles



MUGS

The standard rocket in the game



SCATTER MISSILE

Homes in on an enemy and scatters their weapons when it hits



LA JAY

LA Jay's over-the-top attitude is only matched by the brightness of his shirt. By nature he's a solar surfer, determined to 'live life to the MAX'



JO

Jo is the archetypal computer nerd, obsessed with gadgets and techno. He's only out for one thing and that's to rob the barren Earth of all of its usable technology



HK-5

HK-5 was intended as the ultimate cyber-controlled attack craft but something went very wrong with his programming. He has a warped cybermind which is now infected with megalomania, greed and loathing for all humans



FOETOID

Foetoid is a hideous genetic mutation, contained within a life-sustaining steel womb. He was abandoned by his creators and lay in a pool of nutrient enriched syrup for ten years until, one day, he learned how to move. Revenge is Foetoid's main aim in life...



EX-COP

Ex-Cop lost his badge one day, when he shot three of his fellow officers in a blood-frenzied drugs bust. He now roams the galaxy, looking for perps to blow away



EARL SLEEK

Earl Sleek is something of a strange breed – a DJ with a taste for blood and gang warfare. He likes to murder whilst playing the latest P-funk grooves



CUVEL CLARK

Cuvel Clark is addicted to gambling in a big way. There's nothing he enjoys more than the spin of the roulette wheel, especially if the ball is a highly explosive grenade!

have the correct weapon) and these will either melt away, explode or regenerate, depending on which weapon you use. Obviously, something like this makes the feeling of being 'inside' an environment all the more real – something that is lacking in most 3D shooters.

There are fifteen characters and bikes to choose from (you'll find more details in the 'Hell's Angels' boxout) and each of these has its own unique performance attributes: some are quick but have weak armour while others are slow but have much better armour – the choice, as they say, is yours. There are also a wide variety of weapons to collect on your travels. You start with a fairly standard laser gun but this can be replaced by any number of increasingly powerful weapons. They range from lasers, right up to heat seeking missiles and you can even collect mines that'll keep guard, then fire missiles at any enemy robots or mercenaries. The missiles even come equipped with a camera, so you can guide them right up to their target.

Possibly the best feature of *Forsaken* though is the four-way multiplayer mode. Here you can fight on any of the fifteen levels, in a deathmatch which ranks up there with *Goldeneye*. Even in this four player mode the frame rate never drops below 30 fps, so you're guaranteed a fast and often frenzied fight.

Even at this stage of development *(Forsaken* is not due for release until the summer) the game is already looking remarkably well put together but then what else would you expect from the boys who brought you *Extreme G*? We can't wait to get our hands on the final version, which promises to be an extremely playable and well-polished title indeed. Watch this space for more cyberbike action soon!



The developers have put the graphical capabilities of the N64 to good use. The environment is completely believable, with its gorgeously detailed texture maps and clever use of real time lighting effects









TITAN MISSILE

Very power missile that sprays shrapnel on detonation



POWER POD

Collecting these increases the power of your weapons



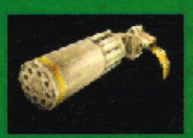
PULSAR

This is the standard laser weapon used in the game



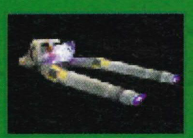
TROJAX

Needs to be charged up but is very powerful when unleashed



SUSS GUN

Rapid firing machine gun-type weapon



LASER

Powerful long distance weapon

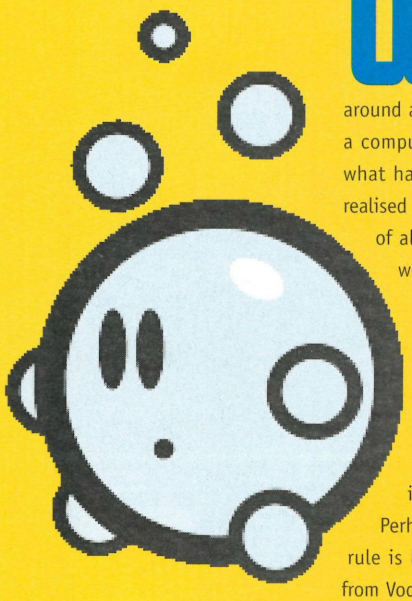


PYROLITE

A short range flamethrower

Wetrix

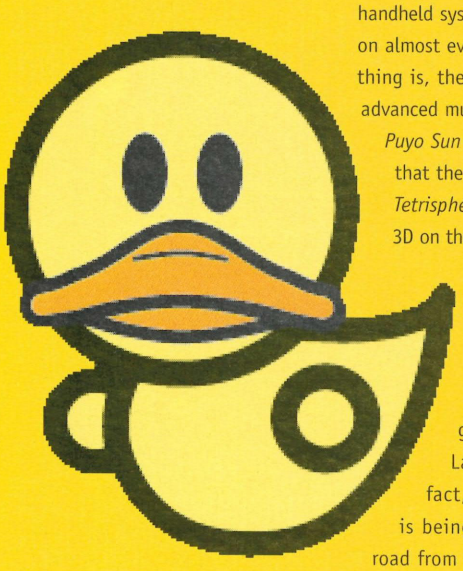
'Exposing your Nintendo 64 to water will seriously damage the internal components'. Thank goodness the boys from Zed Two didn't read the N64's manual, otherwise we wouldn't have the wonderful *Wetrix*!



Wetrix started out life as one of those concept game type thingies. You know what I mean, it's when programmers sit around and decide to emulate water in a computer or something. Well, that's what happened, all of a sudden they realised that a game could be made out of all that mathematics and that's when *Wetrix* was born.

Puzzle games are usually the preserve of the Japanese – just look at *Puyo Puyo Sun*, look at *Puzzle Fighter*; those Japanese are mad for anything that involves dropping blocks in combinations of colours.

Perhaps the only exception to this rule is Russia's greatest export (apart from Vodka and that dog that went into space) a little known Gameboy title, *Tetris*. That game was the first, and arguably also the best on Nintendo's handheld system and sold in its millions on almost every imaginable format. The thing is, the puzzle genre hasn't really advanced much since those days – *Puyo Puyo Sun 64* was, frankly, something that the SNES could have done and *Tetrisphere* – although appearing 3D on the surface – still had its roots in fewer dimensions.



Wetrix manages to contradict two of these statements: it offers a new twist on the puzzle genre and is not from the Land of the Rising Sun. In fact, this exciting new title is being developed just up the road from here (well, 300 miles or so – which is close enough) at Zed Two's very own Manchester offices, where the boys have been rising to the challenge of showing the Japanese a thing or two about making addictive puzzle games.

How to play



You start off with a flat landscape



Quickly set up your blocks in order to contain the first inevitable water droplets



Sooner, rather than later, the water droplets will begin to fall...



The arrows show where the water is spilling out



Using the fireball (should) evaporate all of the water



Don't let the bomb fall into your lake, or you'll lose all of your water. Instead detonate in a safe area



If too much water escapes then it's game over!



Continue and set up a high scoring game!



▲ Loads of really fancy stars to the winner, rocks and water bubbles to the loser



▲ Handicap mode begins with a hilly landscape instead of the usual flat one





Duck Feet

The idea behind *Wetrix* is a simple one – well, the best ones always are as they say – but that's not to say that *Wetrix* is a simplistic game. It has a variety and depth to its gameplay that has rarely been seen before in a formulaic genre. Let me explain: the general idea is to trap all the falling water onto the landscape and then evaporate it to score points. The more points you score, the better you are – this aspect is essentially a throwback to the days of *Pac Man*.

You start off with a flat landscape, which can hold as much water as a sieve – so how do you prevent all the blue stuff from disappearing down the drain? By using special 'upper' blocks you can raise the level of an area of the landscape and form lakes. You can then safely drop the water bubbles into these (in theory) until you get a fireball to evaporate the stuff. That, however, is not the end of the story. The game also throws 'bad' blocks at you, which will cause you problems and disrupt your collection and evaporation of water. By far the most dangerous is the bomb – which









What's going on here then?



EARTHQUAKE METER
If you build your land up too much, this will eventually spell out the word 'earthquake'. If that happens then your landmass will be devastated by – yes, you've guessed it, an earthquake. This has the effect of levelling your hills and you'll probably lose all of your water

FROZEN WATER
From time to time you'll get an Ice Cube Attack which, if the cube hits a lake, will freeze all of the water

RAINBOW MULTIPLAYER
Evaporating water while this is in effect will boost your score no end

TEST TUBE
An indication of just how much water you've lost off your island. If the level reaches the top then it's game over!

NEXT ITEM
As with most puzzle games, *Wetrix* shows you what the next item will be; in this case a fireball

Option, option



CLASSIC

As the name suggests this is the original form of *Wetrix* – the object of the game is to score as many points as possible



CHALLENGE

Set yourself a challenge, such as score so many points in five or ten minutes, or by using 50 or 100 blocks



PRACTICE

This is the err...practice mode



PRO

You've guess it, only the most experienced *Wetrix* players need enter this game. The blocks fall at an alarming rate and...



MULTIPLAYER

Take on a friend (or enemy) in a battle to the soggy end. Includes special attacks which can be used to upset your opponent



HANDICAP

This is where you can test your *Wetrix* skills by giving yourself a handicap. These include Random Land levels, where your starting land mass is covered in hills and Ice Mode, where you have a certain (short) amount of time to prevent a quickly melting block of ice from escaping your island

will blow a hole in your landscape and – if detonated in the wrong place, allow your precious blue stuff to run away. If too much vanishes, it's game over.





In fact there's no such thing as a specifically 'bad' block in *Wetrix* – sometimes even a bomb has its uses – and this is the clever bit which makes you play for hours and hours.

To prevent you from building up the sides of your landscape too high and making the game too easy, there's always the threat of earthquakes to take into consideration. This only happens if you build too high (handily represented by an earthquake meter on the left hand side of the screen) and if it does, then you might as well call it game over. This is where the bomb comes in handy. By blowing away sections of unnecessary hills and mountains, your earthquake meter will decline and you'll be saved from certain doom. There are also some specific blocks which lower the level of the land, which will also deplete the earthquake meter. As you can see from this, upper blocks can also be bad as they raise the earthquake meter.

Another block which is good/bad is the 'ice cube attack' block – this has the effect of freezing any water that it comes into contact with and prevents you from evaporating it. However, if you have a leak in your landscape, then this will stop the water from escaping until you plug the gap. You get the idea.

Electric Umbrella

Wetrix offers many other modes of play: there's an expert's level, where the blocks fall at ludicrous speeds and there are scenarios to tackle where you're given a predetermined landscape to start on. This is either an undulating landscape or a flat landscape with a huge lump of ice, that melts after a short amount of time.

But, arguably, the best feature of *Wetrix* is the versus option. As you might expect, you can play one of your mates (or enemies) in a water fight (joke) and this has one or two things that are not















attack. These all have to be earned by evaporating large amounts of water. Basically, the longer the battle goes on, the more intense it becomes.

Tears in my eyes

Graphically, *Wetrix* looks good enough; functional without being overly fussy or with flashy effects. Where the game is stunning is in the water itself. It actually looks and behaves exactly how you would imagine water to do so. There are wonderful ripples, dripping and evaporation effects that make the water in *Wave Race* look like sticky treacle. There are also some rather spectacular lighting effects on the water, which prove that when it comes to pure visual delights, the N64 is in a league of its own.

in the one player mode. For starters there are no points awarded – instead, your reward for evaporating water is to send it over to your opponent in the form of rain. If they haven't built their landscape up sufficiently, before they know it the water will be running away and you'll be the winner. There are also different attacks that can be sent over to the other side: a simple water bubble attack which throws down some random droplets; an ice attack; a bomb attack and, the deadliest of all, an earthquake

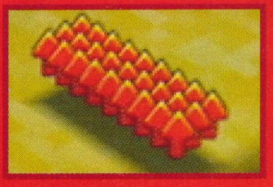
> Wetrix looks to do for the puzzle genre what the N64 was designed for – to take games into the next generation

Wetrix looks set to do for the puzzle genre what the N64 was designed for – to take games into the next generation. This game just could not exist in two dimensions and the maths involved in emulating water could only be done in a top end PC (or your N64, of course).

Anyone who has an appetite for pure videogame playability will love this game and play it for hours – as we have already. Be sure that when our Japanese friends get hold of this, they will die of jealousy!



Choc-a-blocks



UPPERS
These are the building blocks of your land – they make the land raise by one level in the shape of the block



DOWNERS
Same as the Upper blocks but have the opposite effect of lowering the land



WATER BUBBLES
Surprisingly enough, these contain the precious water that you have to prevent from running away



FIREBALL
If this falls into one of your lakes it will evaporate all of the water and you'll score points!



BOMB
Nasty. Will blow a hole into your landscape, however built up it is. Useful for reducing the Earthquake meter though



ICE CUBES
Fall randomly and you have no control over where they go. These freeze all water they come into contact with

DMA Design – DUNDEE

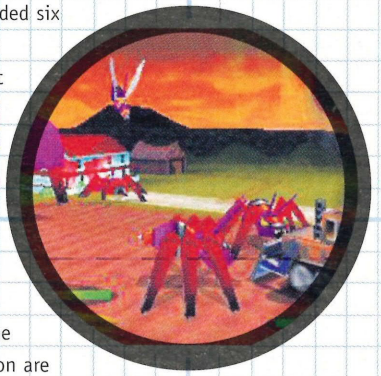


SILICON VALLEY

With a reputation for original and innovative games, DMA Design will not disappoint with this one. This release is perhaps best described as a 3D adventure puzzler where you must take your 'microchip' through the many areas of a space station to reach the ubiquitous bad guy, bent on world domination. Being a microchip, your character can enter the bodies of 'dead' nanobot animals and control them. The story, you see, centres around a lost space station that was fitted out with the latest nanobot technology before it left the earth. Now the space station has returned and the nanobots have evolved into all manner of bizarre creatures, loosely based on animals you'd find on earth. Each has their own abilities and you must master each one if you want to gain access to the end boss. There are more than forty of these creatures – some that you're likely to encounter include flying dogs (with machine guns), polar bears with tank tracks and even camels with cannons instead of humps!

BODY HARVEST

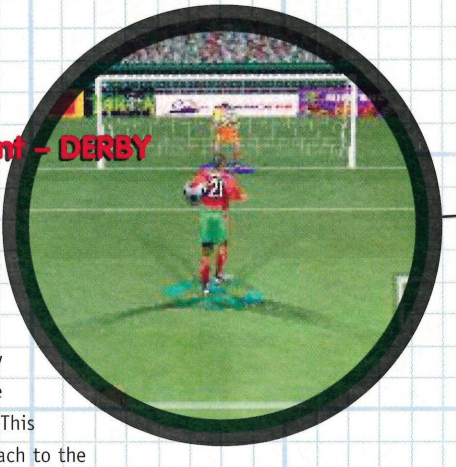
This game has been in development since the announcement of the N64 and has been put back many, many times due to the perfectionist nature of Nintendo's 'game police'. The basic premise is simple: aliens have invaded the Earth and want to capture humans as a source of food! They're not content with just one time period though – they've invaded six different time zones, ranging from man's ancient past right up to the future.



A scary situation like this calls for a hero and that's where you step in. You must rid the Earth of these scum, making your way through the six time periods and killing every last one of the invaders. The aliens in question are huge insects, along the lines of those seen in Starship Troopers, which want to suck up your brains through a straw!

There loads of shooting to be done in *Body Harvest* but that's certainly not all – players will also have the opportunity to drive, fly and sail in more than fifty vehicles, ranging from the common jeep to ocean liners and even UFOs from Area 51!

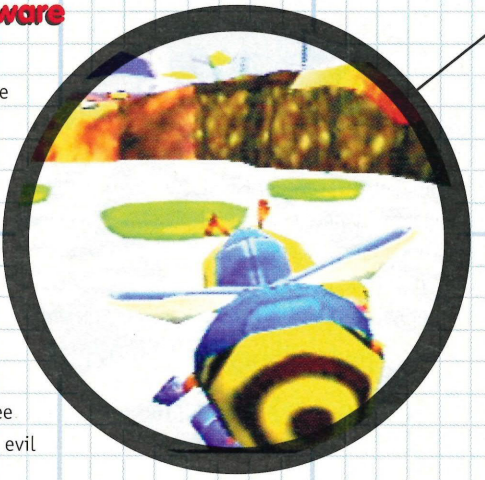
Probe Entertainment – DERBY



ACCLAIMSPORTS SOCCER

The release of *ISS* on the N64 really 'moved the goalposts' for football sim developers, redefining the whole genre in terms of quality and presentation. This is where *Acclaimsports Soccer* comes in. This game takes a simulation approach to the genre, which will probably mean that it is closer to *FIFA '98* than *ISS* in terms of gameplay mechanics – but the game already looks to be a great improvement on the former. It is being coded by UK hot shots Probe (the guys who brought you *Extreme G*) so they should know a few things about football – and even understand the offside rule!

Argonaught Software



BUCK BUMBLE

From the development house that brought you *Starwing* on the SNES, comes *Buck Bumble*, a game that will allow you to act out all those insect fantasies! The game is similar to *Starwing* in that it's a 3D shooter set in a polygon world but in this game you play the role of Buck the Bee on a mission to destroy the evil Queen Hornet.

The game takes place over three worlds, through 27 missions in total, each of which has its own unique enemies, power-ups and challenges. *Buck Bumble* even simulates what it's like to see out of an insect's eye!

IN DEVELOPMENT

The World of Nintendo

by Nick Jones age 23 and a bit

Welcome to the ever expanding world of Nintendo 64! With more and more developers working on Nintendo's console, from all corners of the globe, we thought we'd show you exactly where they all are!

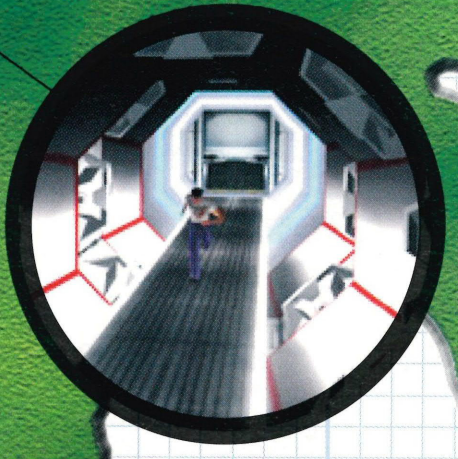
DMA Design – DUNDEE

Probe Entertainment – DERBY

Argonaught Software

Infogrammes – FRANCE

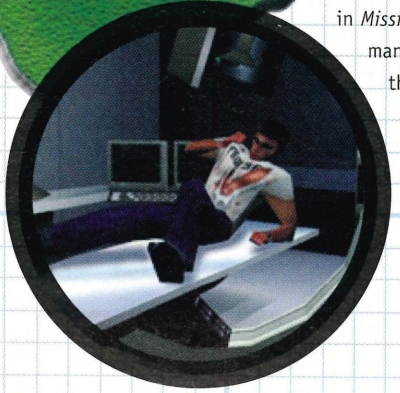
EUROPE



Infogrammes – FRANCE

MISSION: IMPOSSIBLE

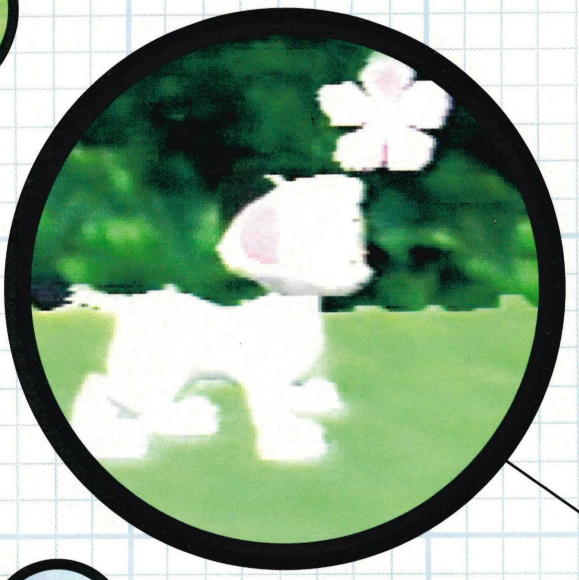
The infamous *Mission: Impossible* has been in development for well over two years now and is finally reaching its proposed released date – early summer. From what we've seen of the game, it's been well worth the wait and the competition from *Goldeneye* has seen *MI*'s developers go into overdrive, in an attempt to beat Rare's premier spy game. The main difference between the two is that *MI* is less 'kill based' than *Goldeneye* – in fact if you go round just shooting the bad guys you'll be overrun before you can say 'this message will self...'. The approach you need in *Mission: Impossible* is one of stealth and cunning and there are many features which are making our bananas go ripe, just from the sound of them! Killing people is not really an option – instead, you'll have to knock them out, gag and bind them and assume their identity. If you don't act quickly enough, however, they'll be found by someone and the alarm raised. Now, how good is that? There are many other features too numerous to mention here, which will make *MI* one of the best games of 1998.





JAPAN

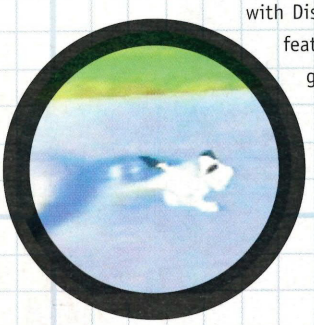




Nintendo – KYOTO

JUNGLE EMPEROR LEO

Not much is known about this title yet, only that it's Shigeru Miyamoto's next big project. The game is based on the popular Japanese cartoon of the same name, which is said to have been the inspiration for Disney's film, The Lion King. The similarities with Disney don't end there though – *Jungle Emperor Leo* features some of the most fluid animation yet seen in a game and visually, is shaping up to be one of the most impressive N64 titles yet. *Jungle Emperor Leo* is set for release on the 64DD, so don't expect it to be out until sometime next year.











Capcom

STREET FIGHTER 3

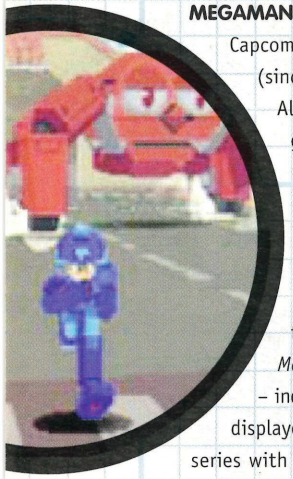
Capcom's plans for the N64 are still shrouded in secrecy but they have officially stated that there'll be a *Street Fighter* game for Nintendo's powerhouse. We'll take an educated guess that it'll take the form of a home conversion of their arcade smash, *Street Fighter 3*. Surprisingly enough (to some) this latest incarnation of the ridiculously successful *Street Fighter* series shunned the current trend of 3D graphics, in favour of Disney quality animation. You can expect the N64 version to include features that are not found in the arcade version, just to improve the title's longevity.





MEGAMAN

Capcom's other long-running game series (since the days of the NES) is *Megaman*. Also known as *Rockman* in Japan, the games (there have been at least eight) have not been known for their originality or innovation over the years, opting instead for a tried and tested formula of platforming and shoot-'em-up. However, you can expect this to change in the first *Megaman* game for the N64 – indeed, Capcom have already displayed their intentions for the series with the PlayStation game, *Megaman Neo*. It's likely that the N64 *Megaman* game will take its cue from *Mario 64* and be in glorious 3D – what will happen to the gameplay remains to be seen.



Konami – TOKYO

HYBRID HEAVEN

Since this game was first seen at last year's E3 in Atlanta (in video form only) the press have gone absolutely mad for it. Graphically, the game looks very similar to *Resident Evil* on the PlayStation, except everything is drawn in real-time – something that will allow the player to view the action from whatever camera angle suits him best. *Hybrid Heaven* has been described as an 'action adventure/RPG'. The story centres around an orbiting space station, used by the government to develop biological weapons. After an outbreak on the station, one of the 'weapons' escapes to the Earth and this is where your problems begin. It is your job to track down the hazard and destroy it before it can reach civilisation and infect the population. This is potentially one of the biggest games of the year and you should start getting very excited about it – now!





CASTLEVANIA 64

Another game that has its roots in the 8 and 16-bit console games of the eighties is *Castlevania 64*. Again, the game has been transformed into 3D and the gameplay will be completely changed as a result. If you were a fan of the original *Castlevania* games (the SNES version was arguably the best) then you'll be pleased to hear that this version continues the story of the previous games. The gameplay takes place both by day and night – a feature that will greatly effect the gameplay. At night it will obviously be dark and your field of view will be reduced, plus monsters that would be tucked up in bed, all cosy and warm, during the daylight hours will emerge to attack you. You will only be able to kill vampires during the daylight hours, by luring them into pools of sunlight so that they burn to a crisp!





There will be four playable characters to choose from – each with his or her own special weapons and abilities, as well as their own ending. You'll also get to meet and interact with the three other characters during the game and – depending on which character you choose – some will aid you in your quest, whereas others may act as boss characters. Don't expect this game to be a gore fest though; Konami have said that although this is a horror game, it will be a gothic horror story and won't rely on blood to scare you.

DEADLY ARTS

Also known as *G.A.S.P Fighter's Nextreme*, this is Konami's first venture into the fighting genre since the glory days of *Yie ar Kung Fu* in the arcades. As you might expect from a company with the reputation of Konami, this will be no ordinary beat-'em-up. The action will take place in a fully three dimensional world and will allow total interaction with the backgrounds and scenery.

Perhaps the most interesting feature, however, will be the ability to design your own fighter. Players will be able to modify almost every aspect of their warrior, from facial details to height, weight and even the clothes that they wear! You will also be able to alter all your fighter's abilities, giving you complete control over your customised 'fighting man'.



Konami – TOKYO



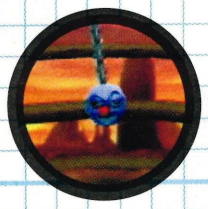
Nintendo – KYOTO

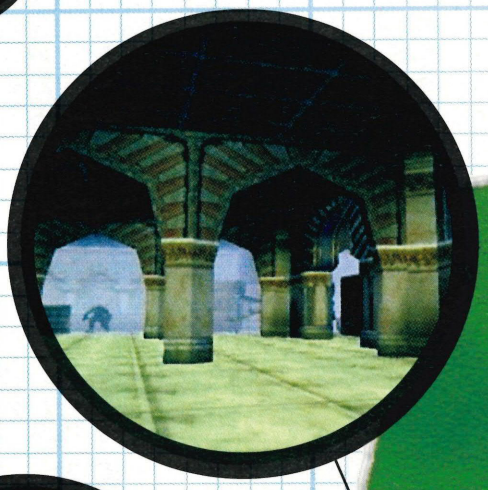
Imagineer

HOLY MAGIC CENTURY

The first RPG for the N64 will be out shortly in Japan, proving that cartridges are able to cope with the size of RPGs that the Japanese gamesplaying public are accustomed to. The game follows the adventures of a young boy named Shanjaque, who has the unique ability of manipulating nature. With his spells, Shanjaque can control the four elements: earth, air, fire and water and make them do whatever he pleases: mixing fire and earth will produce a lava spell, for example. *Holy Magic Century*'s gameworld is huge and takes place over the continent of Setland, which incorporates three countries: Angulus, Stornia and Velagoon. Your hero has complete freedom of movement and can explore anywhere and talk to anyone he meets. The game is played in real-time, which means that the time of day is constantly changing – you can watch the sun go down if you wish! *Holy Magic Century* is probably no match for the forthcoming *Zelda* game, but should keep our RPG toes warm until it arrives.

UNITED STATES







Paradigm Studios





Iguana Development Systems – LOS ANGELES

Iguana Development Systems – LOS ANGELES

TUROK 2

One of the most eagerly awaited titles of the year is *Turok 2*. Iguana are boasting several drastic changes from the original, most notably to the graphics engine which, in the first instalment, had trouble displaying the rich and detailed texture maps. Expect the fogging effect of the original to be greatly reduced or even removed entirely. The enemies will be given a face lift too, with a new technology that covers polygons with a skin, hiding the joins. This will lead to much more realistic looking characters and – probably to much 'running away' too!

Gameplay will be less linear than the original and will feature a lot less jumping (thank the Lord). Also, this time around players will be required to explore the levels a lot more in order to progress in the game and with *Turok 2* around 50% bigger than the original, that's a lot of exploring!

RECKIN BALLS

Something of a rarity on the N64 – and any other console for that matter – are what could truly be described as original games. *Reckin Balls* falls nicely into this category though and is best described as a platformer racing game. Confused? You will be when you learn that the game uses elements from *Bionic Commando* and *Snakes and Ladders* as well!

Up to four people can play *Reckin Balls*, all controlling a bouncing ball. The idea is to take your ball to the top of the level in as quick a time as possible, using all manner of methods and pick ups. As you progress you'll gain access to a grappling hook and transporters, so racing is not the only way to win. The levels are littered with loads of enemies, all hell-bent on preventing you from reaching your goal, plus you'll also have to contend with the other balls' efforts to halt your progress. This could be one of the most original and addictive multiplayer games that you'll see all year!

OF AMERICA

Paradigm Studios

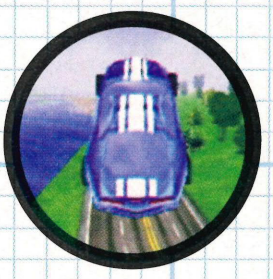
PILOTWINGS 2

Anyone out there who was a fan of the original *Pilotwings* (I certainly count myself as one) will be overjoyed to hear that a sequel is well under way at Paradigm Studios. *Pilotwings 2* will continue in very much the same vein as the original but will feature many more missions and vehicles for you to master.









Midway – TEXAS

SAN FRANCISCO RUSH 2

A huge hit in American arcades, the follow up to the successful but flawed *San Francisco Rush* is a great improvement on the original. Boasting graphics that are on a par with any of Sega's racing games, *SF Rush 2* features loads more tracks, as well as more inventive courses, which offer the player a roller coaster of a ride.

Midway – TEXAS

BIO FREAKS

The next big arcade game to be ported over to the N64 from arcade giants, Midway, is the unusual *Bio Freaks*. The title is set in a time after a nuclear war, when humans are no longer totally human and have all manner of cybernetic additions to their bodies. To while away their days, these freaks decide to fight against each other in huge three dimensional arenas. All the characters in *Bio Freaks* have the ability to fly, so the potential for airborne battles in this new title is immense.









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RAPIDE PUBLISHING



TOTAL 64- The Truth

What a busy life we lead! As each month goes by there are more and more titles to review and there seems to be an ever increasing number of software houses starting to develop games for the N64. One look at the news and preview sections of this magazine will show you just how many exciting games we all have to look forward to. However, rest assured — at TOTAL 64 we are, as always, dedicated to giving you the best, most up to date and more importantly, honest reviews, each and every month. We know how to tell a *Goldeneye* from a *Wheel of Fortune* and you can guarantee that we think long and hard about the scores we give out, to help you get the best games for your favourite console.

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 *Quake* 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 *Tamagotchi World*, which has been responsible for many a late night session!



Dave 'Back on TV' Perry

(-) 1. Yoshi's Story
(-) 2. Quake
(3) 3. FIFA: RTWC 98
(1) 4. Fighters Destiny
(4) 5. Duke Nukem

15 minutes of fame: Body Rumble Pak



Nick 'Style Points' Jones

(-) 1. Wetrix
(3) 2. Goldeneye
(N) 3. Tamagotchi World
(N) 4. Sim City 2000
(5) 5. Quake

Low down: Pachinko World



Simon 'Lightning' Philips

(-) 1. Quake
(-) 2. DK Racing
(-) 3. Tamagotchi World
(-) 4. Fighters Destiny
(-) 5. Extreme G

Jazz music: San Francisco Rush



Ant 'GroundMaster' Grace

(-) 1. Quake
(5) 2. Goldeneye
(1) 3. Yoshi's Story
(3) 4. Fighters Destiny
(-) 5. Tetrisphere

Nick's style points: Wheel of Fortune



Russ 'Bifta' Ware

(-) 1. WCW Vs. nWo
(-) 2. Goldeneye
(-) 3. Tetrisphere
(-) 4. Quake
(-) 5. Tamagotchi World

Killer weed: Cruisn' USA

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.



EXCLUSIVE

Quake

Another first person shoot-'em-up for the N64 but it isn't a sequel and it isn't pretty. Welcome to the wonderful, macabre, limb chucking world of *Quake* — get the nail gun out and make sure that Rumble Pack is connected...

1996 was the year when PC owners could finally get a bit excited about a new release, which genuinely did promise to change the face of gaming for a time. *Quake* followed in the footsteps of the hallowed *Doom* series and promised true 3D graphics, some highly intelligent enemies and a healthy dose of fear.

This was the game that was going to let the PC come into mainstream gaming circles, away from the stereotyped image of point and click adventures and flight sims. *Quake* was gory, you see, even more so than *Doom* – which has also been ported to the N64, in fine next generation style. Mature PC gaming had never been so credible, the gore went beyond anything seen before, prompting new tabloid game reports on how video gaming was, in fact, the work of the devil himself and we were all doomed. If you'll pardon the pun.

The glistening new 3D engine showed that the Texan developers concerned, id Software, had been hard at work under the direction of John Romero – who's credited with almost single-handedly reinventing the PC as a modern-day games machine. The fact that *Quake* needed a fairly decent PC to run on when it originally debuted meant that for most console gamers, it was a luxury that few could afford. A £1000 PC was out of the question just for playing *Quake*, if you were sensible. A small monitor and puny speakers weren't the best equipment for gamesplaying either.

The prospect of an N64 version always got gamers excited, because Nintendo had helpfully delivered a 64-bit system that could easily cope with the *Quake* engine and use an analogue controller. We expect more than just a PC port, though, because (if you're going to get all technical about things) the N64 should be able to at least mimic a middle range Pentium PC with a 3D card. The big question that needs to be asked when playing *Quake*, is can it be compared to *Goldeneye*, *Turok* and most recently, *Duke Nukem*.

The style of *Quake* really isn't like the above games at all, as it carries on the satanic references of *Doom* with some truly gruesome enemies and arenas. You won't find the human inhabitants of *Goldeneye* or the comical pigs of *Duke Nukem* here. When entering the first level you may think you can see a couple of blokes on the horizon, but on closer inspection, you'll realise they're mutated marines which want to kill you. Don't stare at them and shoot them from a distance though, or their possessed hounds will come at you, looking for some lunch.

The layout of *Quake* is different to many of the first person games that have been released since

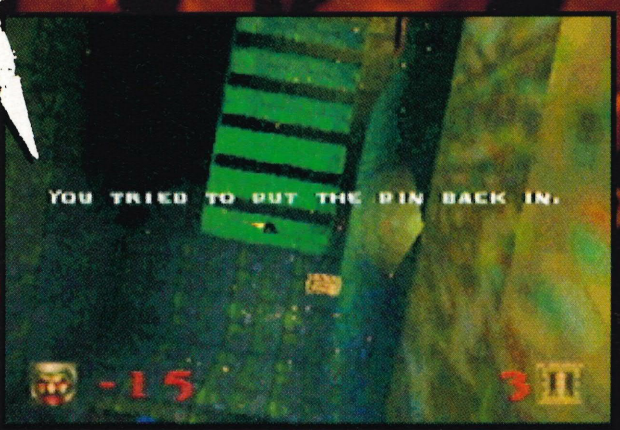






▲ Bits of flesh fly everywhere if you use powerful weapons. They disappear within seconds, though





▲ Enemies or traps are often triggered by picking up keys, weapons or ammo

its original launch on the PC. There are far more underwater sections than in *Duke Nukem* and the weapons are more unconventional but not all make-believe. It's quite possible that the nail gun could be made, but the prospect of what amounts to a giant stapling gun would scare most people silly. But then *Quake* is about violence and the attention paid to the weapons and to their use is really rather special. A puny double-barrelled shotgun won't be much use against a chainsaw-wielding orc which cunningly lobs grenades at you before coming into range.

Tactics are just as important as the fairly simple (yet occasionally quite bemusing) puzzles. Wandering around the disturbingly bleak corridors is a technique that needs to be mastered too – careful strafing and cautious warning shots will be needed. At times, *Quake* even has elements of a platformer, with some huge jumps needed to reach precarious balconies. It won't always be the end of the world if you miss the jump but if you land waist-deep in

Bullets, blades and buzz-saws

Quake is fully versed in the ways of the weapon. First up is the standard weapon, which never depletes – the blood stained axe. Although not much cop for the more nasty foes, it's effective close up but is horrendously slow – never use it in place of a projectile. After the axe is the single barrelled gun and then the familiar *Doom* weapon, the double barrelled shotgun, which sends small to mid-size enemies reeling backwards. At this juncture, we can't talk about the weapons without mentioning the Rumble Pack, which really does come into its own when firing off multiple rounds. A meaty punch is delivered via the double barrelled shotgun, while the nail gun makes the pad vibrate like a wild thing. Such jolting delights are easily as effective as the bumps and bashes in *Goldeneye* because the jolts are always more powerful when you're assaulted. *Quake* was built for fear, really and the recoil beats a PC mouse any day.

The grenade launcher is really a can chucking, pumping firearm, which lets you throw explosive baked bean tins towards the enemy – it's similar to the grenade launcher in *Goldeneye*. The rocket launcher is a potent weapon in death match but both the rocket and grenade launcher are dangerous if used up close. The huge, square fronted nail gun is a bit of an office favourite, only superseded by the 'super' nail gun which is faster and has a spinning barrel. The Thunderbolt is probably the most powerful tool, however, unleashing a deadly stream of jagged light...



Target practice

Quake isn't alone on the N64 – there are plenty of first person shooter games that have gone before but how different are they to one another?



GOLDENEYE

Perhaps the best piece of British console code to be made in the last decade, from Nintendo golden boys Rare. Features the best movie tie-in on the N64 and the greatest example of chip-generated music, being used to great effect. The multiplayer mode really is the best feature too



TUROK

If only Jurassic Park could've been like this. Wonderfully texture mapped dinosaurs stomp around through the fog and there's blood and a healthy amount of weaponry to be had by all. The violence had to be toned down quite severely for the special German version, incidentally



DOOM 64

Updated version of the PC classic with new levels and enhanced graphics. Very playable but a bit dated in the light of *Goldeneye* and its natural follow up, *Quake*. The enemies aren't in true 3D as in *Quake*, but it's worth a footnote just because it effectively – in its PC form – created a genre and installed itself on any PC able to run it



DUKE NUKEM 64

The all-American hero with bulging biceps and a most uncanny knack for frequenting dodgy cinemas. The fast and loose gameplay of *Duke* and choice voice samples won many fans but on the N64 it remains a cult favourite rather than a must buy. If *Turok: Dinosaur Hunter* is Jurassic Park, this is The Terminator



HEXEN

Made promises to deliver a blend of first person and RPG genres via hand combat and sorcery, but the N64 version looks very dated and just can't stand up to the rest of the selection of first person games. Another iD game, which was released after *Doom*, using the same graphics engine

lava, you'll certainly need to find a way out pretty quickly. Even the water isn't that safe, because you can't always tell what lies beneath the surface – staying still means that you'll float to down the bottom of the pool and then discover some new routes through the level – possibly. Either that or a nice grenade thrown by somebody above, if you're unlucky.

Each enemy has its own style of attack, so whilst it may be well and good to kill the samurai swordsmen as soon as possible (they can kill you with a few strikes) you can't do the same to the zombies. The undead literally have to be blow to bits with a grenade before they'll finally die. A shotgun or even a nail gun will delay their resurrection but, before long, they'll be up and moaning once again.

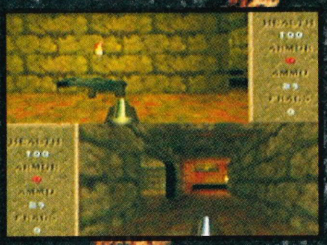
What most gamers seem to like about *Quake* – when waxing lyrical about a certain section or puzzle – is the point that *Quake* isn't pretentious. It doesn't really have a storyline and revolves purely around gameplay and what the player wants to do. Predictably, the levels are dictated by the puzzles and maze structures enclosed within

Quake is about violence – the attention paid to the weapons and their use is really rather special. A double barrelled shotgun won't be much use against a chainsaw-wielding orc, that cunningly throws grenades at you before coming into range

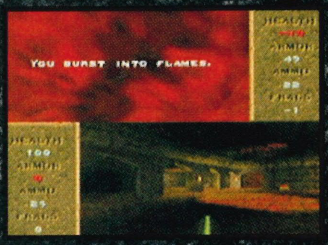


Play Dead

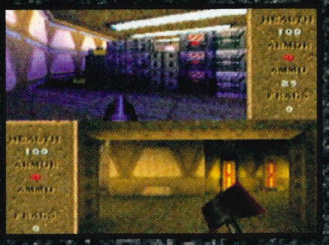
The Death Match mode is good fun, if not quite up to the standard of the legendary *Goldeneye*. For those wanting something of a change, lava pits and teleports were never included in a James Bond mission brief. Neither were nail guns, come to that. Seven arenas are available, each having a relevant name :



PLACE OF TWO DEATHS



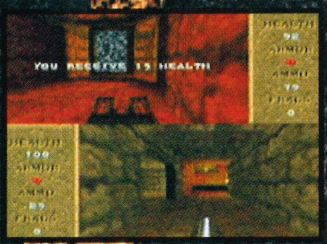
CLAUSTROPHOBOLIS



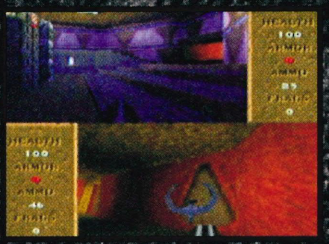
THE ABANDONED PLACE

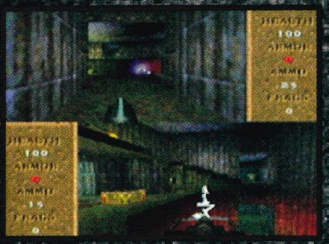


THE BAD PLACE









The prospect of an N64 version always got gamers excited, because Nintendo had helpfully delivered a 64-Bit system that could easily cope with the Quake engine and use an analogue controller

them but they can be explored in many different ways, using a variety of tactics.

Some levels, after the first few, will require both thought and correct weapon selection. Others will be a bullet ripping exercise in maiming, killing and general debauchery. This is certainly not what the Nintendo of old would've sanctioned for general release and happily even the controversy-happy Sony haven't got the game for their PlayStation. You have to wonder whether the PlayStation could offer all that's on display here, too. There isn't any pixellation, for a start and the enemies are suitably smooth with no vast, unsightly polygon aspects jutting out.

One player games are genuinely involving affairs but we feel we must warn you that even on the 'Normal' difficulty level – rather than 'Hard' or 'Nightmare' – *Quake* is difficult. The first couple of levels are fairly easy but from the third onwards, you'll be lucky to pass the level without a few attempts. It's lucky, then, that you can save your progress to memory card after each level.

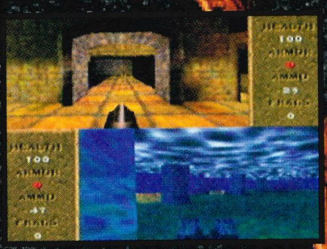
The difficulty of the level is made tricky by things other than the puzzles and vicious enemies. *Quake* is a bit devious like that – walk up to a switch and trigger it and the floor below you may give way or the ceiling might start moving. You're never too sure what might happen next and this feeling of tension in the game extends to the claustrophobic corridors, which have little room for movement. Running



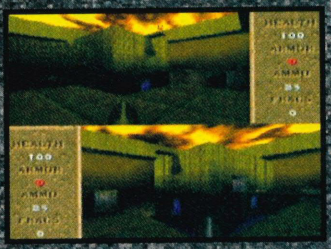
▼ Grotesque foes like this shouldn't be approached without a nice big gun

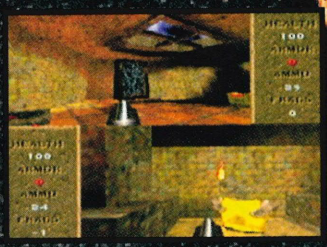
















THE CISTERN

THE DARK ZONE

THE COURT OF DEATH

Nick's comment

Arguably the biggest PC game in history has finally arrived on the N64 and boy, is it good! Everything is here from the PC version and more! The wonderful graphics, the spine chilling atmosphere and most importantly, the deathmatch mode are all faithfully reproduced. Although the gameplay in *Quake* is looking a little dated now (in comparison with *Goldeneye*) you still get a real thrill from the non stop, in-your-face killing action. If you've completed *Goldeneye* and hunger for more then *Quake* will go a long way to fulfil your death wish!

backwards and firing forward is the best option in such situations. Other traps include spear-firing walls; step into the light on the floor and, as if by magic, you're turned into a kebab. It's like Indiana Jones but, er, with zombies and giant ugly blokes.

Other enemies include the two legged pink blobs, which look like headless chickens combined with shaved bears. Animation wise, there's nothing truly spectacular but their presence in 3D does mean that they can be blown into meaty chunks. Limbs and rectangular bits and pieces of body fly up in the air when an enemy is disposed of, up close. If you've never played *Doom*, then the thrill of blasting enemies to pieces will be fairly original because, in parts, *Quake* is an all out shoot-'em-up. Walk into a room with more than three enemies and some circular strafing will be needed – the trigger button should be constantly depressed at this point too, if you want to survive.

The balance of quiet sections with only the orchestral squelch of the background music is compromised

Even the water isn't that safe, because you can't always tell what lies beneath the surface. Staying still means you'll float to the bottom of the pool and then discover some new routes through the level – possibly



▲ Grenade explosion effects flare in clear detail, but don't go too close



▲ Level exits are either red portals or black open spaces



▲ A lone head, without a body. Good shooting reaps many rewards



when you go off on a Predator-style killing spree. "Arrgh!" you'll probably shout, followed by a slew of expletives. When you finally do bite the dust, a humourous phrase will appear on the screen. Commit unwitting suicide by using the grenade launcher too close to a wall and "you...tried to put the pin back in" appears. Likewise, if you get stuck in a trap, *Quake* will jibe you doing it is another matter entirely, of course.

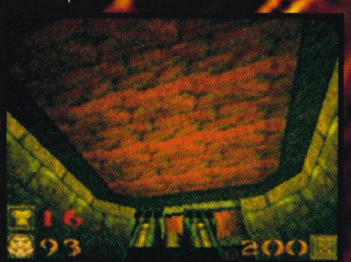
Teleporters are present on some levels, which means that, by a miracle of science, you can skip from one side of an arena to another. *Doom* had this feature too, but it's just as good in *Quake* – especially in the two player death matches, where you can use them as escape routes.

What most gamers seem to like about Quake , when they wax lyrical about a certain section or puzzle, is the point that it isn't pretentious. It doesn't really have a storyline and revolves purely around gameplay and what the player wants to do



about being "squished". The feel of play is made all the more addictive by the distinctly varied enemies – you know that you can go back and get the rocket launcher from point B before going into the crowed section of water. Actually





If they move, kill 'em

Quake has demons, ghouls, samurais and possessed hounds. Among the first enemies you'll see as a *Quake* marine are the hounds from hell, who run at you with no intention of stopping. Normal (in the loose sense of the word) demon marines are armed with an array of shotguns, both single and double barrelled. They quickly progress to throwing grenades however and are joined by their larger brothers, who wield chainsaws as well as explosives. The samurai warriors are weak because a few normal shots can kill them but if their blade touches you, you're in deep trouble. Shoot them from a distance and if they venture towards you, run away. Quickly. The pink two-legged fiends are, as one passerby commented 'shaved giant chickens' or, according to the game, 'Fiends'. Indeed.

The suspended ghosts or ghouls resemble floating bed sheets – they're difficult to spot at first and they're quiet. They also shoot streams of yellow stuff which depletes energy at an alarming rate. Zombies need to be detonated in order to die and their attack mode is perhaps the most grim of all – chunks of their own flesh are thrown at you with blood trailing. The best sound effect in the game accompanies this – a wet squelch which will make most people cringe.







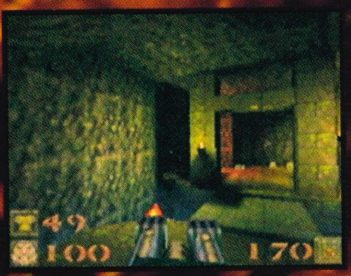




id Software

Jay Wilbur and John Romero created id Software and after *Wolfenstein 3D*, produced *Doom*, which was released in 1993 as shareware on the PC. This meant that you could play a few levels but had to pay a fee if you wanted the whole game – try before you buy style. By 1994, *Doom* was a PC revolution and the sequel *Doom 2: Thy Flesh Consumed* spawned dozens of add-on packs and level creators. Both the Megadrive, via the 32X, and the SNES had versions of the game, as did Atari's Jaguar. John Romero left id in 1997 to set up his own company, Ion Storm, to concentrate on the growing PC market. *Doom* was partly responsible for pushing the PC into the home as an entertainment machine





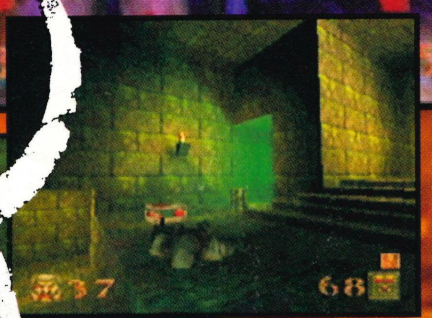
The Vs death match is a split screen affair as in *Goldeneye* but is really a bit disappointing because about 20% of the screen is taken up with a stat panel showing kills or 'frags' and your energy. Seven main arenas are available for you and a friend to duel within.

Quake on the PC was very much a multiplayer experience, either on office networks or across the Internet. Various clans could be forged between Net heads, and customisable levels and even monsters could be utilised. Having eight players running around a dungeon may sound a bit superior to the N64 two player mode but, in reality, few people could link up their PCs on a regular basis. Ironically console-*Quake* is more 'plug and play' than a computer version.

The death match does offer a level of variation which is close to multiplayer *Goldeneye,* because of the structure of the levels. Lava pits and underwater tunnels mean you can shoot someone from a higher platform and watch them fall backwards into some flesh eating substance – all very satisfying as a *Goldeneye* alternative, between sessions with Bond and Co. Not having a four player option is a downfall, but there isn't a radar as in *Goldeneye* , so there are far more opportunities for surprise attacks. The dark levels mean you can stand in the shadows hiding too. Speed is kept up to a brisk pace with detail retained – although the weapons seem less visible on a split screen. Basically, *Quake* fanatics who don't want to rack up a massive phone bill by playing









using a modem will settle for this mode, but any avid *Goldeneye* players will soon find themselves wanting something a bit more.

One player mode is still involving and is faithful to the original in that most of the PC levels are included, with some extra ones, which are N64 specific. Overall, *Quake* is *Quake* – the classic climax of the *Doom* series and perhaps the darkest, most deliberately grimy game you'll see on the N64 for some time.

verdict

Name:	Quake
Publisher:	GT
Developer:	Midway/id Software
Players:	1-2
Released:	April
Game Type:	First Person Shooter
Version:	UK
Save Game:	Memory Pak
Rumble Pak:	Yes

graphics 86
Enhanced over the PC original, but not *Goldeneye*

sound 82
Hideous moans accompanied by atmospheric tunes

playability 85
Impressive, yet best appreciated by the expert

lastability 90
Very hard, even on the normal difficulty level

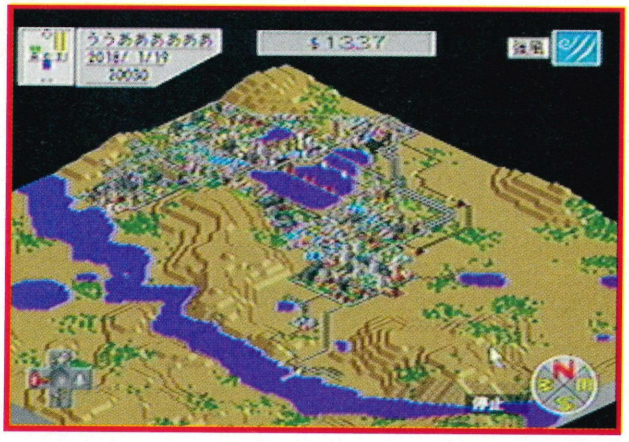
overall 90



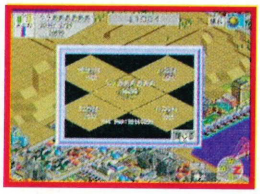


Sim City

One of the finest PC management games hits the N64, complete with water pipes, subways and hydroelectric power plants. Not only that, but new features have been added too. Read on...









For some reason, managing a city/tower/farm/earth/isle or even an ant colony seems to be a very appealing pastime to the average gamer and the success of the *Sim* series proves this. The ability to manipulate your very own townsfolk, raise taxes, build roads and railways and even cause natural disasters gives the player an immense feeling of omnipotence. *Sim City 2000* carries this experience further than ever before, allowing the player to alter almost every single tiny detail.

From small beginnings...

From the moment you switch on, you know this is a quality title. To begin, you have a choice of starting a fresh city, resuming a saved game or trying your hand with a pre-built city which

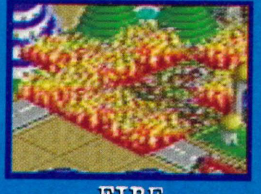


is about to experience a major disaster. Starting afresh is the obvious choice.

The first thing that will grab your attention compared to the previous *Sim* games is the isometric 3-D layout. At the start you can design the landscape to be just how you want it. This is a good chance to visualise your city and set the hills and lakes as you like. A good idea is to flatten the whole map – with the four corners raised to steep

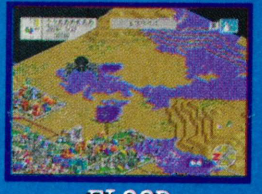
Arrrggghhhhh!

As with previous *Sim City* titles, there are a number of natural (or not so natural) phenomena which may afflict your city:



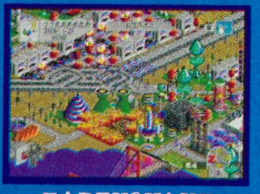
FIRE

Somewhere in your city, a fire has broken out. Unless fast appropriate action is taken, it will spread, ravaging everything in its path



FLOOD

One of your rivers or lakes has burst its banks and is flooding your city. Unless appropriate action is taken it will continue to spread, decimating large areas at a time



EARTHQUAKE

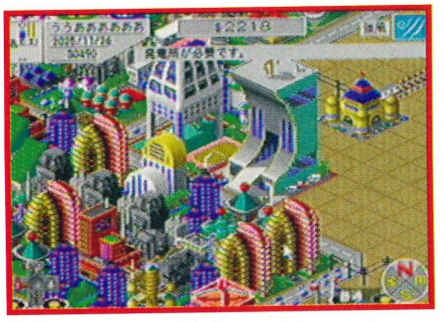
Causes much destruction to all buildings (and makes huge bills mount up). There's nothing you can do to stop an earthquake.

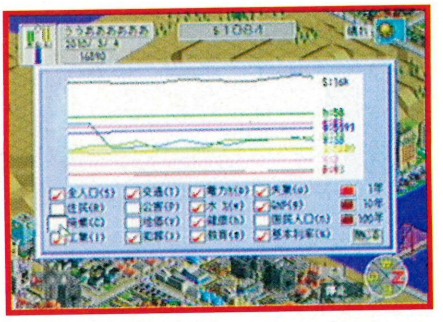


MONSTER

A monster from a local film set has gone haywire and will trample your city. The only thing that will prevent this is a military base somewhere in your city







2000







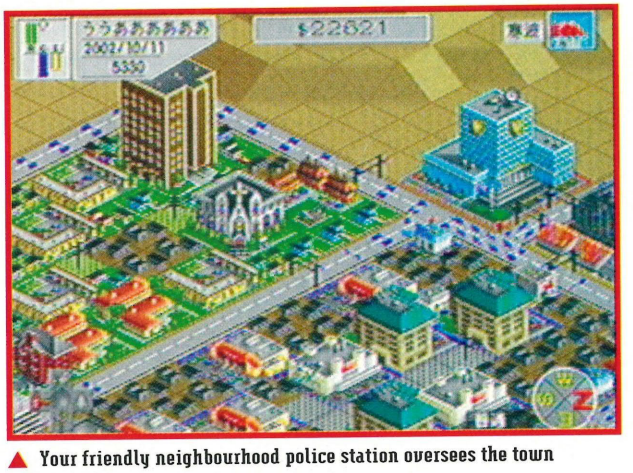
smooth faced mountains – then cover them with water. This makes it perfect for hydroelectric power plants. Lakes are also of vital importance, as they supply cheap water.

option, such as using hydropower? (The downside being that it's more expensive and gives less power). In fact, as the years progress you will have up to nine different power sources to choose from.

The attention to detail in Sim City 2000 is amazing

Once you've designed your landscape, you start building. First stop, a power plant. Almost everything you can build has choices, as is the case here: do you go for a coal power plant (cheap, good power output but high pollution) or do you choose a more eco-friendly

This is a very strong part of the game – if you choose to start in the year 1900, then you can only build what was generally available at the time, such as coal power stations and normal roads. However, as the years roll slowly by, advancements make new buildings and

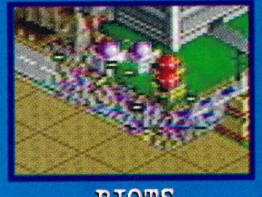


▲ Your friendly neighbourhood police station oversees the town

items available, such as nuclear power plants, cable-stayed bridges or subways.

Once you have power it's time to get the people in. Your citizens will live in Residential zones, shop in Commercial zones and work in Industrial zones. When you start building these, you can choose the exact size of each of the zones, making it long and thin, squat





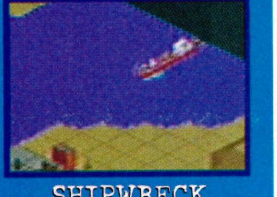
RIOTS

Your people are not happy with your methods of governing and take to the streets. Crime rises, trade drops – as do land values. The nearer the police, the shorter the riot



PLANE CRASH

One of your planes has crashed. If you're lucky, or built your airport away from the main city, you may be okay but if it crashes into your city, fires will spread



SHIPWRECK

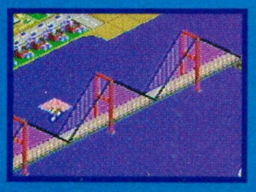
Similar to a plane crash, only it may cause flooding instead of fires

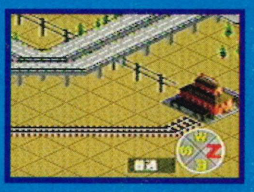


▲ An example of the poor accessibility. What is happening here? We're in space... somehow. But why?

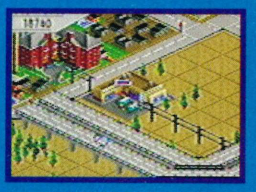
It's not just roads y'know!

In previous *Sim City* games you had a straight choice between roads or railways. When you came to water, roads went over, railways went under. Now, you have different types of transport and many different types of bridges:


ROADS


RAILWAYS

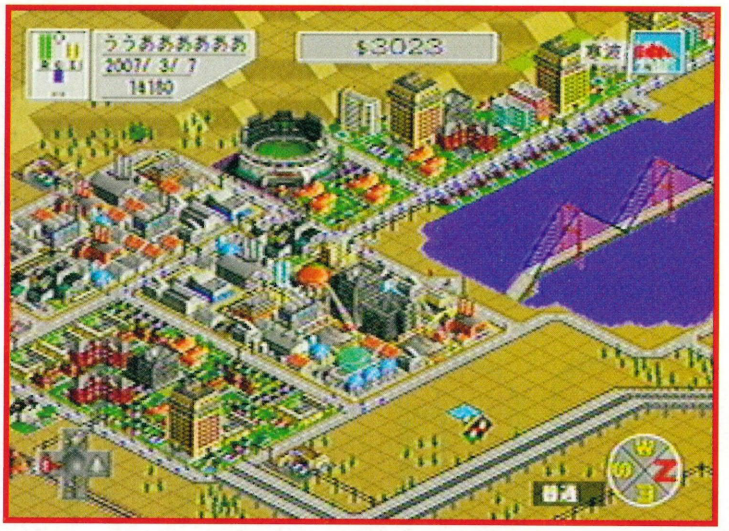

SUBWAYS


BUS ROUTES

and square; it's up to you. You can even choose between high or low density occupation. You can get more people into a high density area but the land value lowers and you get more crime – as is the secret of all *Sim* games, it's always a juggling act to try and get the balance just right.

However, people don't just move in willy-nilly. They need power lines and a road or railway within five squares of them, so a bit of forward planning is called for. It's no good just building a massive patch of housing 20 by 20 and having a road around the edge!





▲ A lovely town, growing well. Demand for houses is good, with plenty of water and roads – it's looking rosy!

On previous *Sim* games, this was about the level of management you had to deal with but in *Sim City 2000* you're in charge of many other things, and that includes your residents' sewage! A separate map reveals the underground: this shows the subways you've built and more importantly, the water pipe network. After constructing some water pumps on the lakes, or sanitation tanks along the coastline, you have to run main water pipes under zones, so the residents will have clean running water. This is shown by animated water running along the pipes.

You can actually go to your casino and gamble with the town's money

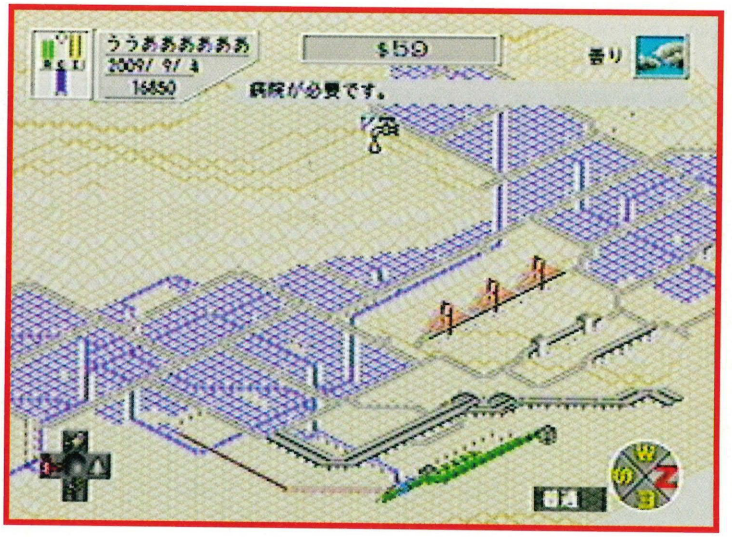
The attention to detail in *Sim City 2000* is quite amazing. At the touch of a button you can not only tell how much power your plants are producing and how long they have left to live, you can also find out how many people are, say, frequenting your library, or how many arrests the police in each of your police stations have made. All of this gives you a precise feel for the overall layout of your city.

The graphics, although small, are very clear and hardly ever confusing. Even the smallest of sprites used are amazingly well-formed. A new touch for the N64 version is that after you've been in charge of your city for several years and have built up a population of over 30,000, your citizens will go and colonise Mars! Your whole city also takes on a completely new look, with every building having new graphics.

Sim City 2000's speed is adjustable, which is very handy at the beginning of a new game or when disasters happen, as the ability to slow things down and take a rational look at your city is vital.



▲ Another gratuitous shot of the inaccessibility of *Sim City 2000*. What on earth is going on here? Answers on a postcard...





▲ From knowledge of the PC version, the text here means: capacity, takings and the team's win/lose record. Too bad you can't name your team!

Every building has a defined lifespan and unless you demolish and rebuild when necessary, your buildings will start to collapse, making bad press for your city. What's worse is that if you fail to demolish and rebuild nuclear power plants you'll end up experiencing a nuclear meltdown and that not only means deadly nuclear radiation, fires and general mess, but most of your homes will be without power too!

Rising standards?

In *Sim City 2000,* in addition to the bog standard schools, you can also build colleges and universities. These are vital in raising the average IQ of your population, which in turn contributes to your overall game score. Also, the smarter your people are, the faster you can invent new things. Additionally, you no longer have just basic police and fire stations – instead you can now build Headquarters for each, which cost more to construct but offer a larger radius of control

The budget screen is where you get to make and spend the town's money. In this version it now includes advisors, who will tell you what each of their departments needs. You can also try to encourage certain types of business by lowering taxes for that field – thus eliminating the ones you don't want. This can help lower pollution and bring more light industries, such as computer manufacture and electronics to your city.

Another good touch is that you can choose to allow or ban 24 different things, each of which have pros and cons. These include city beautification, having an annual carnival and keeping a nuclear-free city – all of which will increase your city's popularity and thus your population. The downside is that they cost a lot to maintain... You could go the other way and legalise gambling,





implement parking meters and increase taxes, all of which make you unpopular and increase crime, but will bring you in a lot of money.

Another new feature for this version is that once you legalise gambling, you can actually go to a casino and gamble yourself. This is a great way of earning extra cash – but is it really ethical to gamble with the town's money? As with everything in *Sim City 2000*, it's down to you!

Personal pride

When your population manages to reach a certain figure, you get a newsflash telling you (we presume) that your people respect what you've done for them and want to build something in your honour. For 10,000 people you get a proper Mayor's house. You can choose where you build it and even this small thing greatly affects your city: do you build it close to areas where the people live, thus making for good public relations, or do you prefer to build it away from the plebs and surround it with trees and lakes? At 20,000 you get given a town hall but 30,000 is the most ego-boosting of the lot, as your citizens build a statue of your good self in your honour. If you fancy an ego trip, why not make a big lake, with the statue raised up in the middle. Then again, this may not look so great to your citizens, so perhaps having it in a park might be preferable!

Overall, *Sim City 2000* is a quality title – make no mistake about it – but unfortunately most of the subtleties are lost because of the Japanese text. I've been playing the PC version for over a year now and I still got lost on this version because of the language barrier. Watch out for the full UK review later this year.

verdict

Name:	Sim City 2000
Publisher:	Imagineer
Developer:	In-House
Players:	One
Released:	Out Now
Game Type:	God Sim
Version:	Jap
Save Game	Memory Pak
Rumble Pak:	No

graphics 78
Although small, the attention to detail is superb

sound 33
Humdrum background music

playability 80
Icon-driven menus cover for the Japanese text

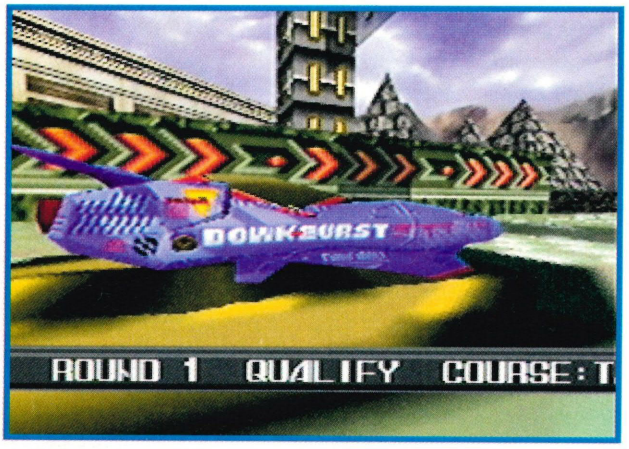
lastability 80
Classically addictive gameplay throughout

accessibility 32
Too much Japanese text spoils the flow

overall 81

Aero Gauge

Hurrah it's another racing game from the Land of the Rising Sun. Is this the one we've all been waiting for or will it be yet another disappointment for racing fans?



▲ **The detailing on the vehicles looks excellent**





There have been many attempts recently to make the ultimate racing game for the N64. If you fancy a bit of Formula One racing there's always *F1 Pole Position 64* or if you're up for a bit of rallying, you can always turn to your trusty copy of *Top Gear Rally*. However, whether you're cruisin' through San Francisco or trying to hang on for dear life in *Extreme G*, so far there's been one common denominator that runs through pretty much every single one of the N64's racing games.

Aside from the, shall we say, 'cute' racing games, such as *Mario Kart 64* and *Diddy Kong Racing*, all the others have been slightly below par – if not merely awful – and there are no real gems to satisfy that longing to shave another extra tenth of a second off your best lap time.

Somebody at Locomotive in Japan has realised this too and has decided to act on it. The product of these initial realisations is *Aero Gauge*, the latest contender for best racing game on the N64. It'd be nice to think that for once the outcome would be favourable...

It's a lot more bovver with a hover

I want to take you back a little now... Consider once more the current crop of racing games available for your trusty

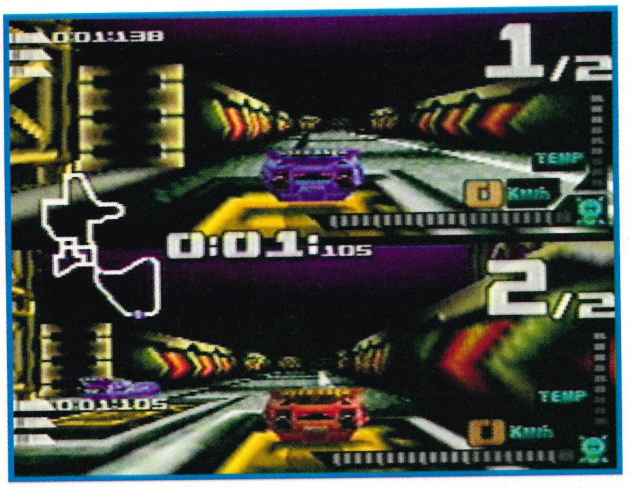
Unlike other hovercraft racing games, Aero Gauge allows the player much more freedom of movement – you don't so much as hover as fly around the whole of the screen



▲ **See that sound control? Set it to zero**







▲ Two-player mayhem, nice!





console – what's missing? Yes, that's right, a futuristic racing game. Some might argue this area has been covered by *Extreme G* but surely that was just a souped-up bike game with weapons, which just happened to be set in the future. Of course, it was a pretty good attempt but it's certainly not a great racing game: the tracks are just far too narrow and the frenetic gameplay simply doesn't work as well as it could – after long term play it's ultimately pretty dissatisfying. What N64 owners really want is something that can rival *Wipeout 2097* – and why not? After all, it is a classic, combining all the speed you could ever need with some *Mario Kart*-style weapons-based fun. Doubtless, Locomotive agreed and decided that they could redress the imbalance by filling the *Wipeout*-shaped hole in the N64's repertoire of top titles.

So, once more we are rapidly thrust into the future, which is a good thing as you don't see too many flying cars around the high street. What we find there, according to *Aero Gauge*, is a strange cross-pollination of ideas, drawn from the futuristic cars of Mad-Max and Back to The Future, with a smattering of Manga for good measure. All of this is presented in what could be called an intro, but if an intro is supposed to engender the excitement of a game then *Aero Gauge*'s effort totally fails to deliver. What we see is a jerky, roughly hewn series of animations that are, apparently, going to attract people's interest. I don't think many of you out there would be impressed...

Fortunately the menu screen is far more promising – all the racing options you could ever wish for are there, with a Grand Prix mode, Time Attack mode and Vs mode for two player action, all presented in a bright and colourful way, that's somewhat reminiscent of the film Blade Runner.

Whichever option you decide, you're then faced with yet another series of choices, the first being which craft you wish to race in. There are five different vehicles on offer, all of which have their own different strengths and weaknesses – speed over shield strength and the like – pretty standard stuff. The craft themselves are very varied in shape and look something like a weird and wonderful mixture of boat, car, truck and hovercraft. It has to be said that the craft and all the information given about them does look pretty cool, with lots of icons and symbols helping to create a futuristic feel.



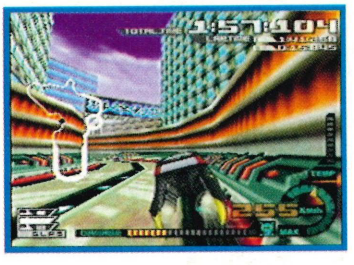
If you've chosen Grand Prix mode, you're automatically sent straight to the first track, which is an open, almost cross-country setting. In the other modes you can choose to race on one of three other tracks, the first being a night-time metropolis, where you can almost see a number of replicants running around (where's Deckard when you need him?).



There's also a city landscape, which is filled with what I suppose are meant to be the highways of the future. My personal favourite is the track that's set around a beach and a group of nearby islands, where at one point









Wanna cheap motor?

Here are the vehicles on offer, there are also some other exciting hidden ones too!









you race in tunnels that are underwater. The tracks, such as they are, are far more varied than either of the *Wipeout* games, and the fact that there are open air parts in each is pretty impressive, to say the least.

Aero Gauge also allows the player much more freedom of movement than in any other hovercraft racers – you don't so much hover, as fly over the whole of the screen. The level design





makes much use of this slight freedom, making the player fly up, under and around the screen to avoid obstacles or get an advantage, so the races are not just about turning corners. The result is a much more intense form of racing, especially as some of the tracks have different routes to follow and obstacles to negotiate.

The Future's bright; the Future's racing

When you actually start to play *Aero Gauge* though, the first thing you'll notice about the game itself are the rather blocky graphics. They're pretty colourful but basic and lack variety – the first track on the Grand Prix stage is so awful looking that many seasoned gamesplayers would be appalled at what are some of the worst graphics I've witnessed on the N64.

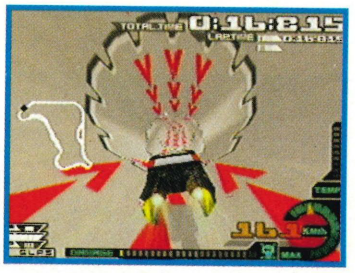
As if that wasn't bad enough, the redraw distance of these graphics is ludicrously close. There is some kind of half-hearted attempt to cover up this







▲ What's that red stuff? Answers on a postcard to T64...



▲ Tunnel action!

with a small amount of misting but its success is limited, especially when whole cliff-faces suddenly appear, as if from nowhere – it's all far too sloppy and badly conceived.

Accompanying the graphics is music that – if you had the memory span of a goldfish (i.e. seven seconds) – would seem very interesting and not at all repetitive. For the rest of us this is



▲ A lane where you can repair damage – where did they get that idea from?



the aural equivalent of tooth extraction. The tunes are bland and monotonous and before long the din sinks into the brain and literally sucks out your interest in life (well, almost). It's simply awful, dreadful even – if they ever released a CD of the noise from this game, it'd make a good purchase, as something to play at the end of a party to make everyone leave

It's not all bad news though; the compensation for the poor graphics and music is speed. The game runs at a cracking pace; positively flies, so to speak. There's no other game on the N64 that has the pace of *Aero Gauge* – it's almost breathtaking.

That's enough of the good news, now for the gameplay. Remember that I told you about the unusual freedom of movement and how it was really good? I lied, it sucks. It's great in theory but in practice the thing is just so hard to control and the game so speedy, that you spend half your time frantically trying to steer the ship you're racing and the other half trying to face the direction you're supposed to be going in. This is all very well in two player Vs Mode, as you're both having the same problem and it's a laugh but when you're racing against the game's AI, you'll have no chance. It all becomes so frustrating that, given time, you'll decide pulling out your toenails is a better option than playing *Aero Gauge*.

This may seem overly harsh but I've spent a number of days trying to play *Aero Gauge* and most of the potential excitement still seems to be eluding me. The fact is that this game is too hard – quite simply there's no learning curve whatsoever. It's as tough as a really, really tough thing and that's not just because it's in a new racing environment either. No, *Aero Gauge* is just ridiculously difficult and therefore very, very dull.

If the graphics and sound were any better then you might persist with the game but as they're both foul too, why bother? The answer is don't. If this is supposed to be a *Wipeout* clone, then it's as close to being *Wipeout* as I am to being an astronaut. If *Aero Gauge* is trying to emulate Psygnosis' classic then where are the weapons? At least if there were some means of attack or defence, you'd have the chance (if you ever finally caught up with someone) to blow them up or lay some aerial mines to stop the little blighters from lapping you.

This is possibly one of the most frustrating games that I've ever come across. It did have the potential to be great but annoyingly it seems ill-conceived and perhaps even rushed. What's missing from *Aero Gauge* is good old-fashioned gameplay – it's possible something good is lurking underneath all the frustration you have to put up with, but I couldn't find it.

The bottom line is this: play this game, a lot, before you even consider parting with that hard-earned cash, because *Wipeout 64* may just be on its way – and that will definitely be worth waiting for.

The game runs at a cracking pace, positively flies, so to speak. There is no other game on the N64 that has the pace of Aero Gauge – it's almost breathtaking



verdict

Name:	Aero Gauge
Publisher:	ASCII
Developer:	Locomotive
Players:	1-2
Released:	Out Now
Game Type:	Racing
Version:	Jap
Save Game	Memory Card
Rumble Pak:	No

graphics 65
Blocky but colourful

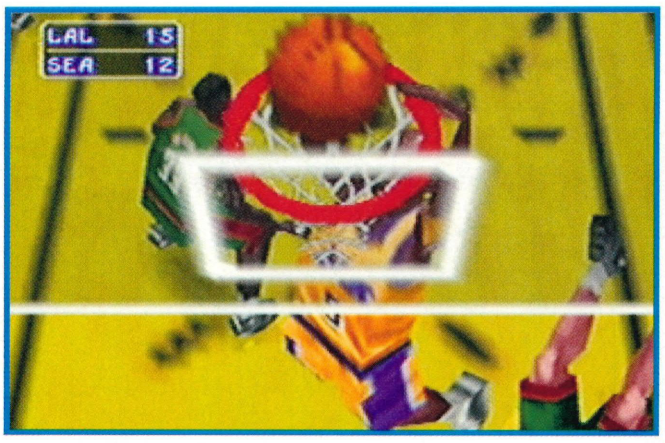
sound 42
Best played with volume off

playability 50
Frustrating against the AI, fun with a friend

lastability 56
You might just like this game. It's certainly fast

accessibility 75
Surprisingly, there's quite a lot of English text so it's easy

overall 58





NBA Pro '98

Only one basketball game available for the N64? Not any more — this is the first of a truckload of games based around our friends from the NBA. The question is, can this game improve upon the ever-so-slightly annoying *NBA Hangtime*?

Basketball is truly our American cousins' national sport – they seem to live and breathe the game. Its top stars, such as Michael Jordan and Dennis Rodman, are paid quite unfeasibly large sums of cash to slam dunk their way to the NBA finals. However, in good ol' Blighty this is not the case – basketball has always been a lesser sport, on a par in the popularity stakes with, say, indoor bowls. We prefer football: it's imbued into our national psyche, most of us are comfortable with its rules and its players. This is one of the reasons why there've always been many football titles available for the home console user and why these releases have always been very successful.

Despite regular television coverage and the availability of numerous trainers – which come with a slogan informing us that we really ought to get out there and give it a go –the subtle intricacy (and more importantly, the excitement) of basketball has failed to make the journey across the Atlantic. Even the late night television coverage of the games and the film NBA Jam have largely gone unnoticed – it can be said that Britain has totally failed to be converted and that there's little room for any game that doesn't involve kicking a ball into the back of a net. So, the simple joy of basketball remains relatively unknown to the vast majority of us, who may well believe that the Chicago Bulls are a herd of cattle whose responsibility is keeping Americans supplied with burgers.

However, surprisingly there have been numerous basketball games that

Those of you who've actually watched the odd NBA match on the television, will know that it's an incredibly fast paced, adrenaline pumping sport, that has the potential to make an equally exciting game for console users on both sides of the Atlantic

Here's looking at you kid...



CAMERA 1
The best all-rounder, accept no substitutes. 10/10



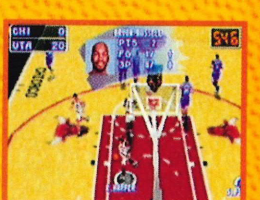
CAMERA 2
Not too bad, but when the action is at the other side of the court, things can get tricky. 6/10



CAMERA 3
Very similar to camera 1. It's just further away. 8/10



CAMERA 4
Forget it – looks interesting but is essentially unplayable. 4/10



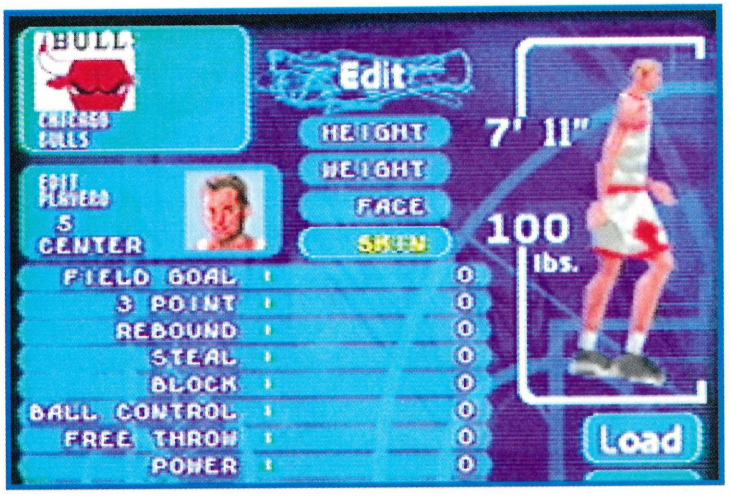
CAMERA 5
The same, only from the other end. 4/10



▲ See that blue arrow? That's you that is

have made an appearance on all of the major games consoles, thanks in part to the sizable American market but also because of the essential nature of the game. Those of you who have actually watched the odd NBA match on the television, will know that basketball's an incredibly fast paced, adrenaline pumping sport, that has the potential to make an equally exciting game for gamers on both sides of the Atlantic.

This being the case, it does seem somewhat odd that we Nintendo 64 owners have so far had precious few basketball games to choose from – well, to be precise, there's been just the one actually, the rather lacklustre *NBA Hangtime*. Fortunately for us, the New Year heralds a whole spate of basketball games, with at least another three new basketball titles on the way. *NBA Pro '98* is the first of these to reach our shores – the question is, will Konami's more simulation-based game finally give the N64 the basketball game it truly deserves?



▲ Building your own giant-size team is cool!

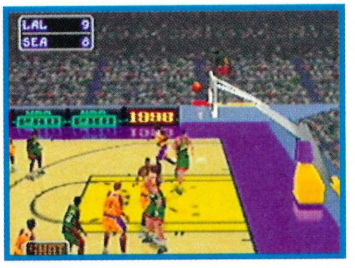


▲ Some interesting stats – not!

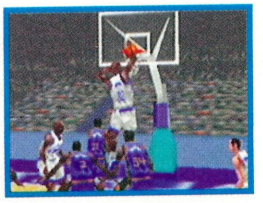
Hoop dreams

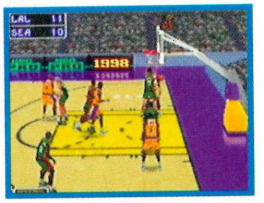
NBA Pro '98 does start off promisingly enough, with the now standard but still effective images of basketballers, performing the kind of gravity defying leaps that make the stars of the NBA as famous and well paid as they are. However, after that you're faced with a rather uninspiring looking menu screen, accompanied by somewhat repetitive music – which becomes increasingly irritating and does little to suggest the potential excitement the game might yet offer.

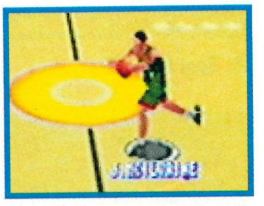
From here you can choose from more options and statistics than you could shake several sticks at. After all, what basketball game would be complete without a mountain of facts and figures, relating to all 29 NBA teams and all of their players? Perfect for the basketball anorak. Unfortunately, the information is presented in a rather functional, even dull way (is there an exciting means of displaying statistics?). There's even

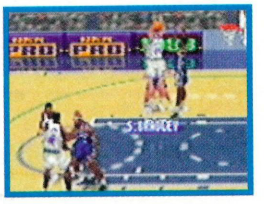


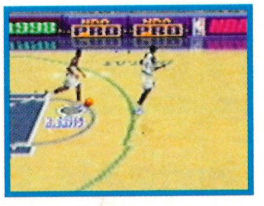
▲ It usually ends in this!

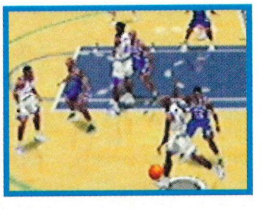










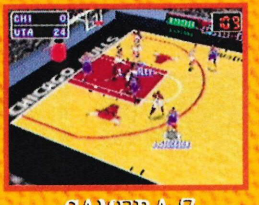






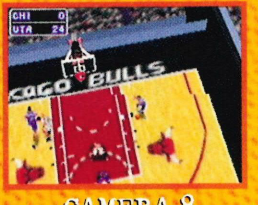
CAMERA 6

A bit like camera three, only not the same. 7/10



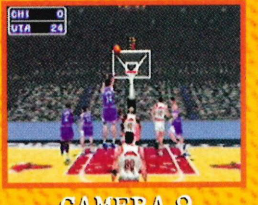
CAMERA 7

Er... Deja vu methinks. A bit like camera 6, only further back. 6/10



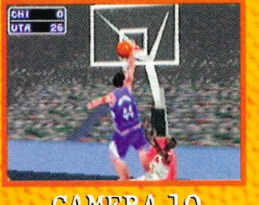
CAMERA 8

Overhead camera – all the players look like stick men. 6/10



CAMERA 9

Follow the game behind the back of your players. Far too jerky, makes you feel ill. 2/10



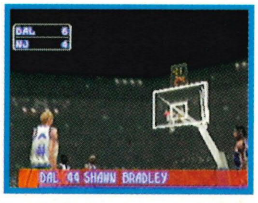
CAMERA 10

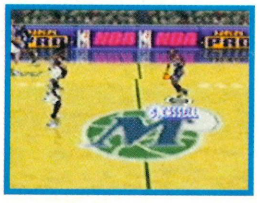
Camera 9 but from your opponent's perspective. 2/10





▲ Spot the ball...





a schedule that lets you know when and where your favourite NBA team are playing throughout the '97-98 season, should you feel like hopping on the next flight to America to see your favourite team at play. All of these options are superfluous to the actual game itself but nonetheless show a commitment and enthusiasm for the sport, which, I suppose, is no bad thing.

Of course, it's really the game, not the statistics, that matters and with *NBA Pro '98* Konami have definitely gone to great lengths to try to offer the players everything they could possibly want from a basketball title. Virtually every single thing is definable – you can choose to play an exhibition match or work your way through the play-offs, where you get the chance to take your favourite team (from a choice of all of the 29 NBA teams and you can also choose the Eastern or Western all-star teams) right the way through to the NBA Finals. Fortunately you don't have to play all 82 matches – you can play almost as many or as few as you wish and mercifully you also can save your position onto a game pak and return to it at a later point.

Once you've decided which team you wish to play as, you face a further bevy of options, such as trading your players between other teams or signing on Free Agents. You can even edit your own team, altering height, weight, facial appearance and skin colour. This option also allows you to alter the players' attributes – such as their ability to score three-pointers, their ball control, speed, power and blocking ability.

Obviously this affects the way in which they play on court but to be honest though, this is really more of a novelty option, which tends, by and large, to be used to form the silliest possible team. Here at TOTAL 64 we re-designed the Chicago Bulls team, turning them all into the world's most skillful midget basketball team – somewhat hilarious, especially when playing against other teams who were, in the main, a great deal taller.

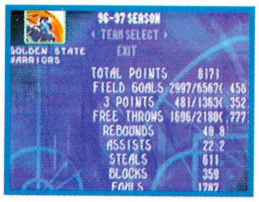
Rather than being plain unnecessary though, these options add a greater sense of depth and lastability to the game. If you do choose to buy *NBA Pro '98*, you'll have a game that could potentially keep you busy for a very long time.

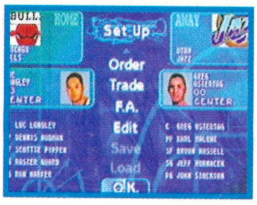
Another option that should provide further longevity is multiplayer mode, which allows you and up to three of your mates to play, either taking on the might of an NBA team of your choice as a foursome, or playing against each other for a grudge match. Multiplayer modes always add a further level of excitement to a game, even when it's been sat in your collection for quite some time, and are a welcome addition to any sporting title.

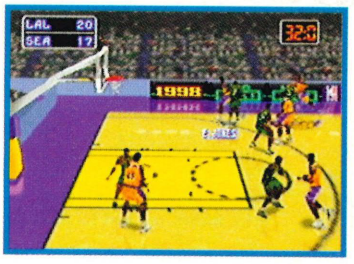
Despite Konami's attention to detail in both the stats and the options that *NBA Pro '98* offers, the game itself seems to lack the graphical finesse we've come to expect from the best N64 titles. The visuals seem fairly poor and thanks to the N64's graphical hardware 'special enhancements', both court and players seem ill-defined and even blurred. *NBA Hangtime*, which despite being somewhat cartoon-like, at least looked visually crisp and sharp, looked much better – which is a great pity. However, on the plus side, the reflections of the lights on the floor and the players are pretty impressive. On the whole though, *NBA Pro '98* looks pretty dull and rather uninteresting and compares very badly visually to say, *Total NBA '97* on the PlayStation – which quite frankly is

Obviously, the nature of basketball rather dictates the nature of the gameplay. As you probably know, basketball is fundamentally about attacking and scoring – therein lies the whole thrill of the sport













not good enough. The N64 deserves better and should not be humbled by software titles from a lesser machine.

Squeaky shoes

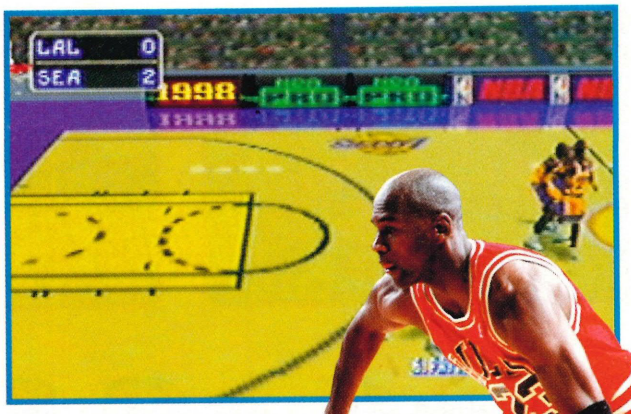
The second most important aspect of any sports-sim, which adds depth to its gaming experience, is the use of sound effects. In a basketball game it's the sound of the crowd, the squeaky trainers and the full-on American commentary that give the gamesplayer a sense of realism. Sadly *NBA Pro '98* largely fails to deliver what's expected of it. The cheering crowd effects are actually quite convincing, with all the suitable roars and whistles in all the right places and the players' trainers have an audible squeakiness which is splendid. The commentary, unfortunately, is pretty uninspiring and becomes increasingly repetitive. This is always a potential problem for any sports-sim, but here it's particularly apparent – hearing the same old phrases being repeated constantly, throughout each and every game quarter, becomes tiresome very quickly.

Of course, great graphics and sound are merely the initial factors that attract a player's attention but it's the quality of gameplay that affects the lifespan of a game – as the market for retro-games shows. Even if a game does fall short in both of these departments, then all may not be lost. Obviously, the nature of basketball rather dictates the nature of the gameplay. As you probably know, basketball is fundamentally all about attacking and scoring – therein lies the whole thrill of the sport. Consequently this means that when developers convert basketball to any games format, this is the side of the game that is emphasised, so there are far more attacking moves than defensive. Within the game there are plenty of moves – such as power dribble and fake pass – to foil your way through to the basket.

When you get the opportunity to score there's also an equally impressive array of scoring moves and dunks, which help convey the spirit of the real game. However, with such a host of attacking moves, when you actually play the game all you seem to do is run up court to try and score, then run back down court to try and (usually fail to) defend your basket, using just a couple of defensive moves. Occasionally this repetitive cycle is altered slightly, when the ball is stolen or a basket is not scored. However, you never really feel that you are in control of the game, and the speed of play (and the fact that it is relatively easy to pass the basketball from one end of the court to the other with ease) means that the player you're in control of can be left behind at one end of the court, as play has rushed off to the other. This can get a tad frustrating, as you try to get back into the game and all that you can see of your player is a large blue arrow, pointing to your off-screen character.

This highlights the game's biggest flaw, which tragically is its gameplay. Basketball is meant to be fast paced and you do indeed lose track of the ball in the game, but only because of the players' ability to pass the ball over long distances. When playing you never feel that the game's running at a particularly high speed – despite assurances from Konami that the speed would be much increased from the earlier, incomplete version that we tested, it is simply slow and somewhat sedate. This is ultimately why the game fails to satisfactorily satiate the N64 market's need for a decent basketball game.



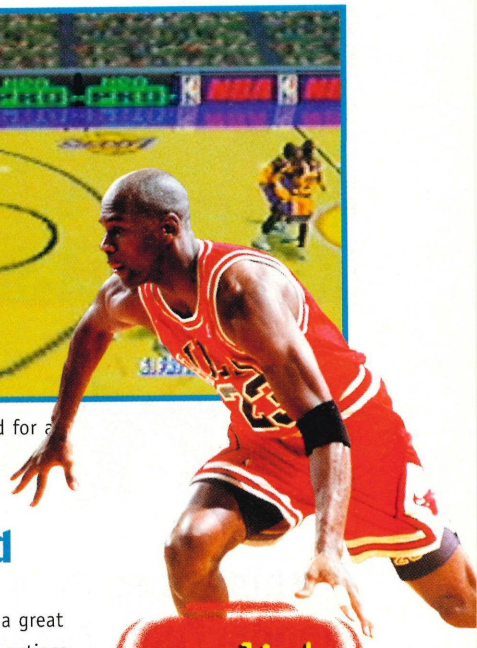


Slam dunked

NBA Pro '98 could have been a great basketball title – the wealth of options will be a dream come true for any big time basketball fan. However, the game is hampered, ironically, by the fact that it's based on a sport that's not so highly regarded in this country. The lack of defensive moves means that the game seems more like a race to each basket and back again, than a true sports game involving skill and timing. Of course, you have the chance to learn as many of the scoring moves as possible, but as far as I'm concerned a basket is a basket – regardless of how impressive it looks. I reckon that for the game of basketball to ever win over the soccer-fixated ranks of British N64 owners, it'll take a truly stunning piece of software. The only way to capture the imagination of N64 owners is to create a basketball game that combines truly awesome graphics, sound and gameplay, with a game that truly reflects the excitement of the sport.

Frustratingly, *NBA Pro '98* just seems to fall short of being that great game; there's certainly much to recommend it, and in a straight fight between *NBA Hangtime* and *NBA Pro '98*, I would certainly choose the latter. Konami have pulled the stops out to give you the most complete basketball game available on any format but to be honest, I'd find it hard to fully recommend this title to anyone but the most ardent lover of basketball.

Still, with those other basketball games on the way throughout the year, you can be sure that when the N64 receives that truly awesome basketball game, we at TOTAL 64 will be the first to let you know.



verdict

Name:	NBA Pro '98
Publisher:	Konami
Developer:	In-House
Players:	1-4
Released:	Out Now
Game Type:	Basketball Sim
Version:	UK
Save Game:	Memory Card
Rumble Pak:	Yes

graphics 70
Nothing special but some nice effects

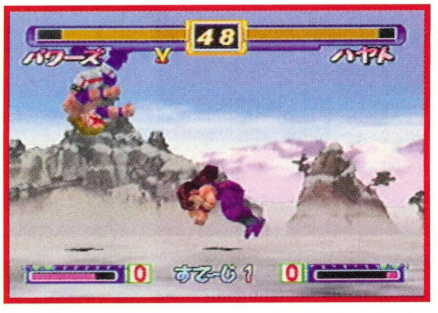
sound 65
A hint of squeakiness, plus annoying commentary

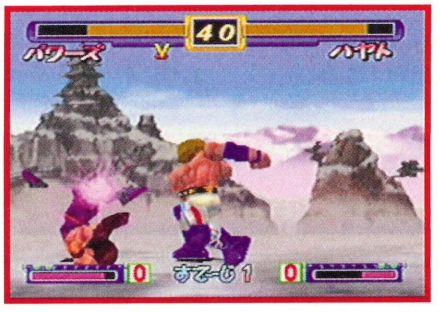
playability 60
Plenty of dunks but it all becomes a bit predictable

lastability 63
Loads of options but nothing to keep you at it forever

overall 65







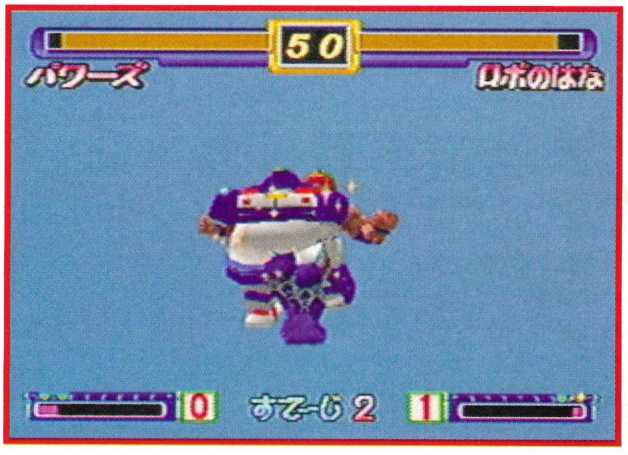
Art of Fighting Tw

Rather than doing the usual two reviews, since these are two wonderfully Japanese beat-'em-ups we thought we'd do a straight comparison of them...



▲ "Look at my chest!" says the Ultimate Warrior clone. "Impressive!" says multicoloured Michelin man.





First Impressions

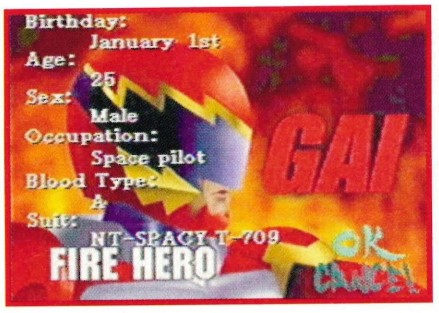
The first thing you notice when you turn *Art Of Fighting Twin* on, is that you have three different game styles. After choosing your preferred one, you then get eight options to choose from. These include Standard, Vs, Practise, Survival, Team Battle and a couple more that we couldn't make any sense of, due to the Japanese text. On first play, the game does appear very bland, with just your basic punch, punch, punch combos.

I must admit that, on first play, I preferred *Dual Heroes*, simply because of the ease of the combos, but there weren't as many options on offer as in *Art Of Fighting Twin* – and just seeing a straight list of Japanese text was a bit daunting. On *Art Of Fighting Twin* each option had pictures accompanying the text, so you got a rough idea as to what you were selecting. Now on to some closer inspection...

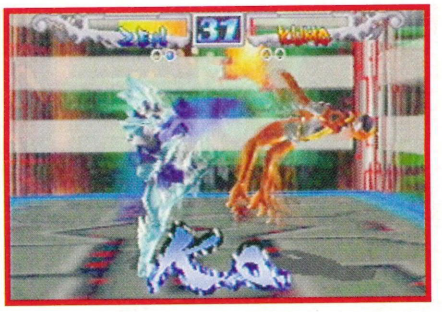
Graphics

Let's start off with *Art of Fighting Twin* which boasts three different game styles; kids, normal and 3D. All of the graphics are very... well, very Japanese. They do look gorgeous and the explosions of contact are most reminiscent of those in the PlayStation game, *Bloody Roar*. The characters move very well too and there's something strangely addictive about all three styles of play. A nice touch is that whenever you pull off a super move, the background darkens



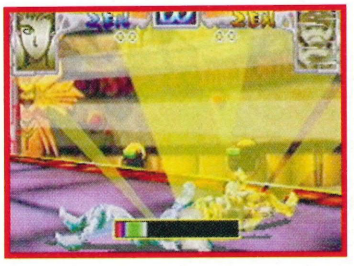


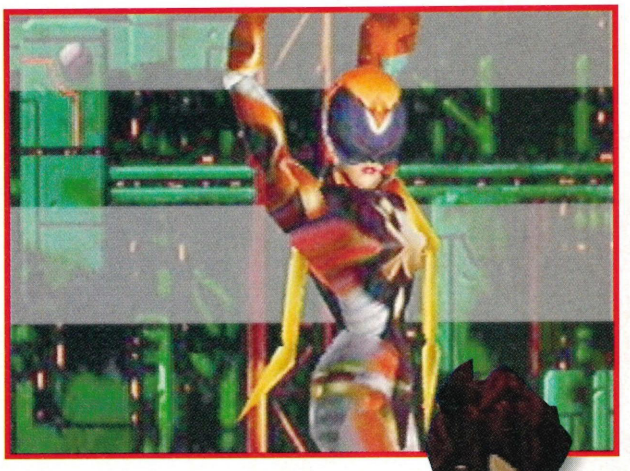




in vs Duel Heroes







and the game momentarily pauses, a la *Street Fighter Alpha 2*. I personally like this, but many gamers will not.

and Mighty Morphing Power Rangers – not too pleasant. The animation is shoddy, and often there's far too much

Lots of combos...a plethora of juggles...everything a good beat-'em-up should have

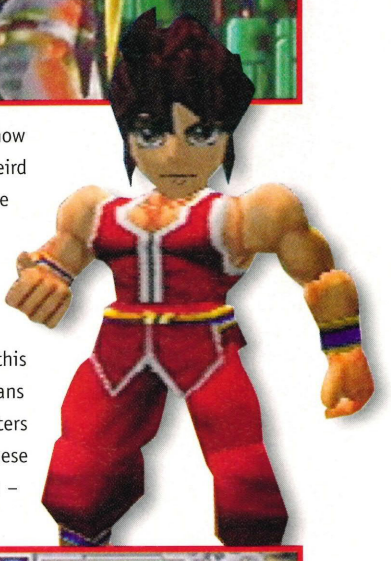
Dual Heroes looks more like a cross between *Toshinden* on the PlayStation

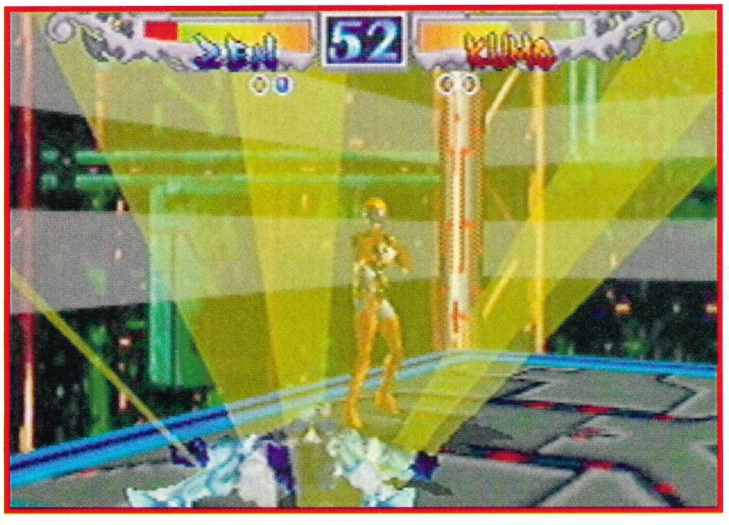


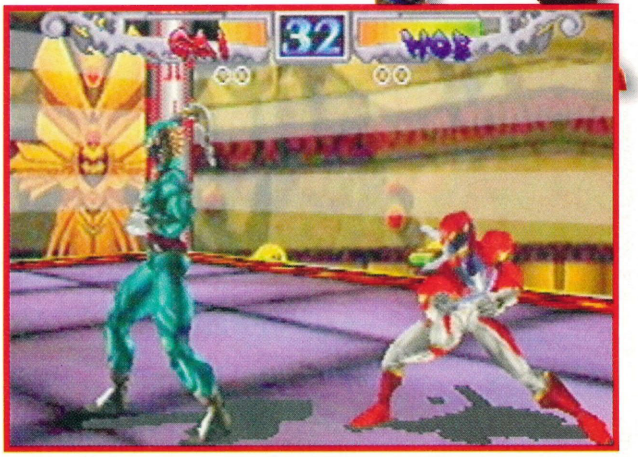
going on to really get any sort of tactics going. Sadly this is another case of a game concentrating far too much on looking flash and futuristic and nowhere near enough on gameplay. There are some nice touches, such as the invisible walls that start to flash with electricity whenever a combatant is flung into them, but on the whole it's very difficult to have a decent battle – especially when the computer opponent somehow manages to pull off all manner of weird and wonderful combos, even on the easiest setting.

Sound

AOFT doesn't offer anything new in this field, just the usual grunts and groans of pain whenever one of the characters gets clobbered and the typical Japanese style background music and speech – nothing special.

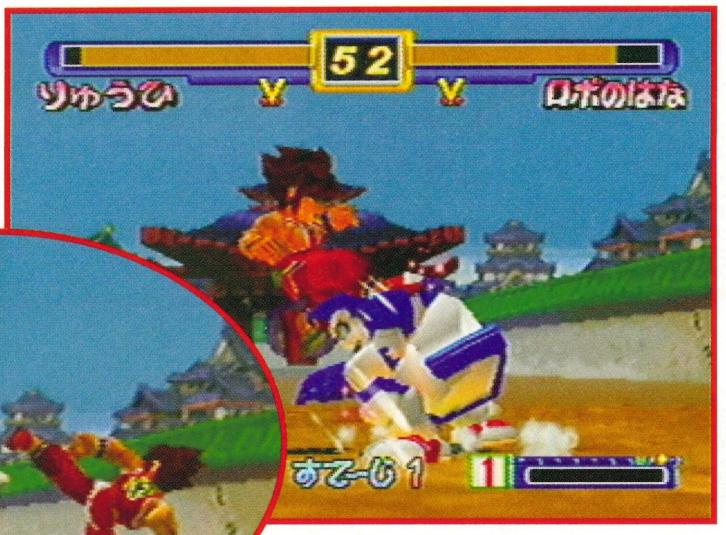






▲ In *Dual Heroes* you can actually turn around and run away. Handy!







verdict

Name:	Art of Fighting Twin
Publisher:	Culture Brain
Developer:	In-house
Players:	1-2
Released:	Out NOw
Game Type:	Beat-'em up
Version:	Jap
Save Game:	Memory Pak
Rumble Pak:	No

graphics 87
Excellent variation from game to game

sound 85
The usual crisp thwacks and cracks of combat

playability 95
Stunningly responsive and very fluid

lastability 90
Three different games, all with different moves

accessibility 85
Despite the Japanese text, surprisingly easy to get to grips with

overall 89

Dual Heroes is supposedly set in a gladiatorial arena and as such, not only are there the usual screams of pain but also a very, VERY annoying constant background crowd cheer. This may well appeal to some players – but since it doesn't vary according to what's actually happening it seems very simplistic and very false.

The important parts

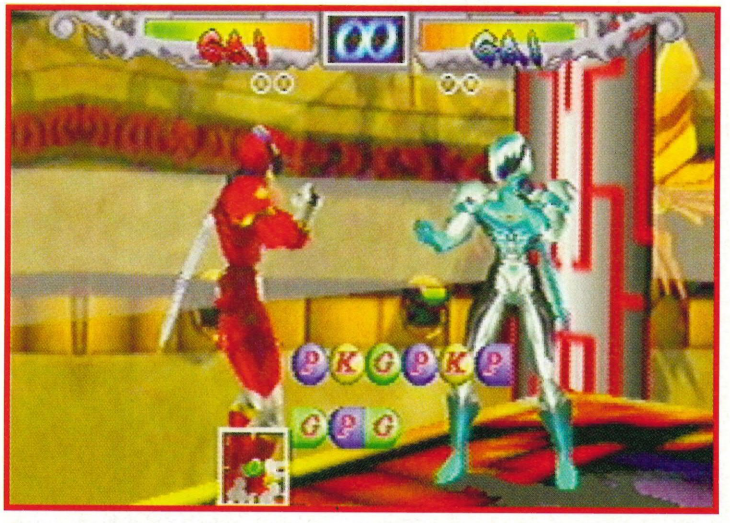
Gameplay

AOFT scores very highly on this count. All three modes are very playable and responsive. The game uses six buttons and you can use either the D-pad or the analogue stick. The buttons are punch, kick, special, super, block and sidestep. The special button does different moves depending on which way you're holding the pad when you press it.

There are lots of combos to find, a plethora of juggles, and everything a good beat-'em-up should have. *AOFT* also features a *Tekken 3* style sidestep – useful for getting out of those tight situations. This game even has reversals and super reversals, called super defense. Each of the three games has different moves and different tactics have to be adopted for each one. The only things I could find missing are multiparts, but they may be hidden in there somewhere. On the strength of this, I would say that *AOFT* actually has the best gameplay of any beat-'em-up on the N64.

After the Lord Mayor's show, as the saying goes, comes the dustcart. Yes, *Dual Heroes*' gameplay is very poor. As I mentioned earlier, there's too many flashing lights and bright colours, not enough subtly or tact. Okay, it may have a fairly decent combo system and counter, similar to that in *Street Fighter EX* but there's definitely far less skill needed to do them than in *AOFT*. No multiparts, reversals or supers – this game is definitely lacking in almost every area. The only thing in its favour is the seemingly complete freedom of movement. Well, within the confines of





▲ The practice mode. Notice the square at the bottom; this shows you which way the control stick is moving. Nice idea – shame you can't use the d-pad at all

TOTAL 64's beat-'em up chart

There are several things that we believe a beat-'em-up should have. Here's a chart comparing the two games:

FEATURE	AOFT	DUAL HEROES
No. of characters	8	8
Special moves	Yes	Yes
Super moves	Yes	No
Reversals	Yes	No
Counters	Yes	Yes
Juggles	Yes	Yes
Combo counter	No	Yes
Tenstrings	No	No
Multiparts	No	No
Sidesteps	Yes	Yes
Practise mode	Yes	Yes
All moves given	Yes	No

the ring obviously. You can turn around and run away from your opponent if you so wish. This won't win you fight, but it's nice to know it's there, just in case you need it.

between someone who's been studying it for a year and a complete novice. Then at the other end of the spectrum you have the *Tekken* series – these games involve careful practice, as the combos take time to perfect. Additionally gameplayers in this category can be clearly defined into several different kinds, ranging from your basic button bashers – who just jam all the buttons as fast as they can – right the way up to grandmasters, who compete in world championships and against whom any normal mortal will never win.

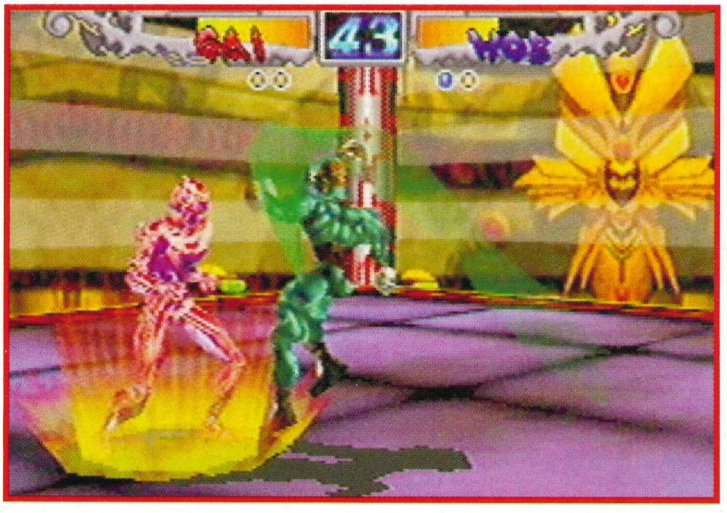
Art of Fighting Twin is the closest game the N64 has to Tekken 2

One of the worst parts of *Dual Heroes* is that you can only use the analogue stick, which is very clumsy when you're trying for some nice juggles.

Fighting Style

Every fighting game has a style. Some are manic button bashing games like the *Virtua Fighter* series, where special combos are performed by pressing the same button three times. In this sort of game anyone stands a chance, and you often can't really tell the difference

This really is a case of comparing two completely different approaches to a beat-'em-up. *AOFT* uses the *Tekken*-style of fighting, with the emphasis being put on carefully constructed combos and the clever use of super moves, and blocking is of the utmost importance. *Dual Heroes*, on the other hand, is definitely more of a 'whack your buttons and hope you hit your opponent before they hit you' kind of game – reminiscent of *Virtua Fighter*. It's even possible to do upwards of an 18-hit combo, just by pressing punch repeatedly! Very lame. I really can't see any serious beat-'em-up fan taking to this game.



Accessibility

Since both games are Japanese, we obviously can't find everything the game has to offer, but even here *Dual Heroes* loses out. There are stacks more options and game modes in *AOFT*, all of which which are, for the most part, fairly easy to work out. At least you can figure out all the moves and skills from this game, as the Practise mode gives them all to you.

Dual Heroes doesn't offer this sadly, so unless you have a move list from somewhere, you're going to struggle. It does, however, give you a strange robot to practice against, but as all the text relating to it is in Japanese, we couldn't figure out what the point of it was.

Lastability

With three different game styles, tons of modes including Team Battle, Story, Survival and all the other usual modes, including a very useful Practise mode, *AOFT* will surely last you a very long while – and it's even better in Vs mode. Sadly the same cannot be said for *Dual Heroes*. It's very lacklustre and you'll hardly feel like practicing for hours to hone your skills, or try for the highest combo you can. The only time this will be good is after several pints of lager, or if you fancy a good button bashing session with your mates.

In conclusion...

These two games really represent both ends of the N64 beat-'em-up scale. *AOFT* is the closest game the N64 has to *Tekken 2* and is the finest fighting game on the N64. *Dual Heroes* is dire, plain and simple.



verdict

Name:	Duel Heroes
Publisher:	Hudson Soft
Developer:	In-house
Players:	1-2
Released:	Out Now
Game Type:	Beat-'em up
Version:	Jap
Save Game	Memory Pak
Rumble Pak:	Yes

graphics 66
Bright, blurred and colourful

sound 65
Hideous soundtrack and crowd cheers

playability 51
Awful. Very slow and stodgy controls

lastability 40
This will be gathering dust before long

accesibility 50
Too much Japanese text, and no illustrations to help you out

overall 52

Reviews ROUND-UP

You need never make a purchasing mistake again! This is it, your indispensable guide to every Nintendo game ever released

64 Oozumo

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. 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.

ISSUE 12 SCORE

39%

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's 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.

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%



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 *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. 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.

Without a doubt, the best racer on the N64 to date.

ISSUE NINE SCORE

94%



F1 Pole Position

After finding *Human Grand Prix* quite entertaining a few months ago, I was expecting great things from what promised to be a new and improved version for release in the UK. Unfortunately the improvements that have been made are, although noticeable, few and far between, and not really in the areas such as playability and graphics that needed a little work. Maybe it's just me, but the addition of a few 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%

Famistar 64

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.

ISSUE 12 SCORE

86%

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 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 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%

Fighters Destiny

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 ensures 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!

ISSUE 12 SCORE

93%



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 *Goemon* 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 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 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 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 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%

round -up

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 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.

ISSUE NINE SCORE

89%

Madden 64

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.

ISSUE 12 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 multiplayer mode. Just think carefully, and do try before you buy...

ISSUE ONE SCORE

93%

QUALITY CONTROL 64 SURPASSED

MK Mythologies

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

ISSUE 12 SCORE

31%

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

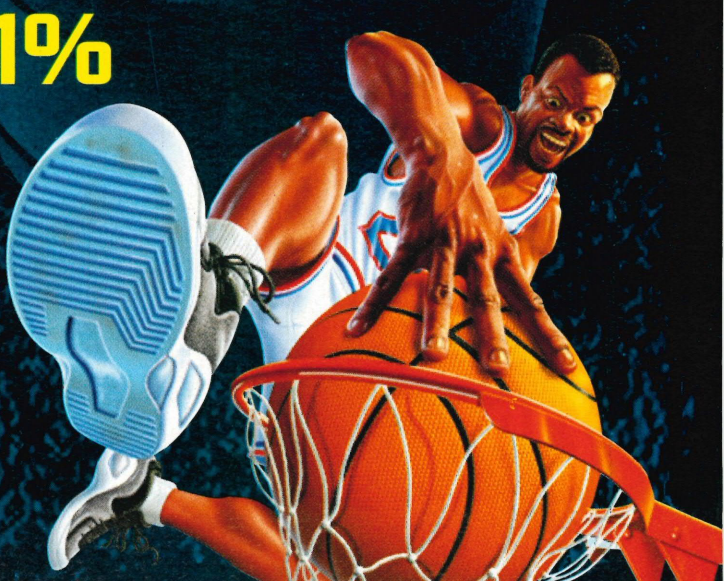
80%

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%

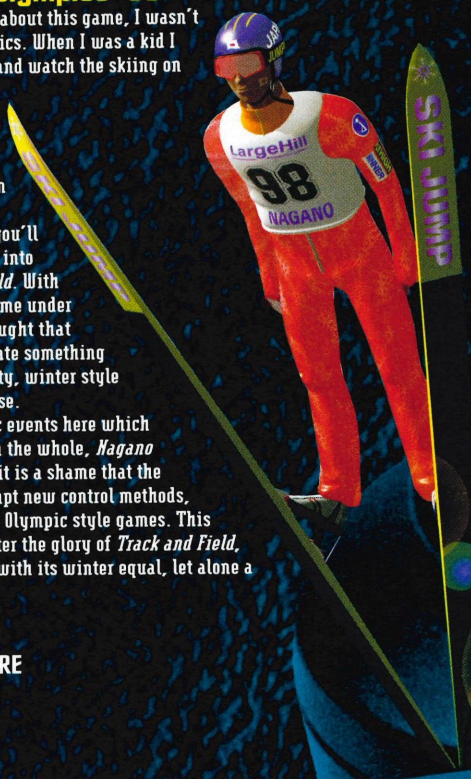


Nagano Winter Olympics '98

To be honest, until I heard about this game, I wasn't too up on the Winter Olympics. When I was a kid I used to sit next to my dad and watch the skiing on the telly, but that was only to see who would fall over!

The same thing makes all Olympic style games fun – button bashing plain and simple. Around the office you'll find many a joypad beaten into obscurity by *Track and Field*. With a brilliant Olympic type game under their belt, you'd have thought that Konami would just duplicate something similar around a more frosty, winter style game but this is not the case.

There are nine Olympic events here which vary greatly in quality. On the whole, *Nagano* isn't such a bad game but it is a shame that the developers saw fit to attempt new control methods, that aren't really suited to Olympic style games. This is a plausible effort but after the glory of *Track and Field*, Konami have not come up with its winter equal, let alone a winter sequel.



ISSUE THIRTEEN SCORE

69%

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%

QUALITY CONTROL 64 SURPASSED

Puyo Puyo Sun 64

I have to admit that I am a little surprised to see this on the N64. The trouble is that it's nothing that a SNES couldn't do – and hasn't 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.

ISSUE 12 SCORE

71%

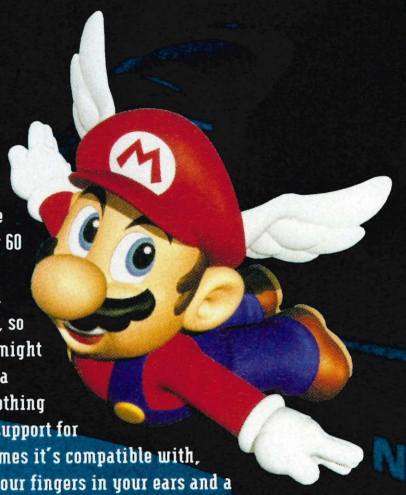
San Francisco Rush

Yes, it's another driving game on the N64. I wish that I could tell you that this was something different from the usual humdrum racing that is the norm with this genre, but *San Francisco Rush* is not. This game suffers from tired gameplay and ropy 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%

QUALITY CONTROL 64 SURPASSED

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

Snowbow Kids

The title says it all really – this is aimed at kids. For us older N64 users, the gameplay is just a little too simplistic, the characters just a little too cute and the challenge is somewhat limited but that's not to say that this isn't an enjoyable game. Similar to *Mario Kart* in many ways, it lacks too much of that game's depth to be a serious alternative. The snowboarding angle gives it a novelty value and this and the fact that this game will come in at less than £35, means that you should definitely take a look

ISSUE THIRTEEN SCORE

80%

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 T64 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%**

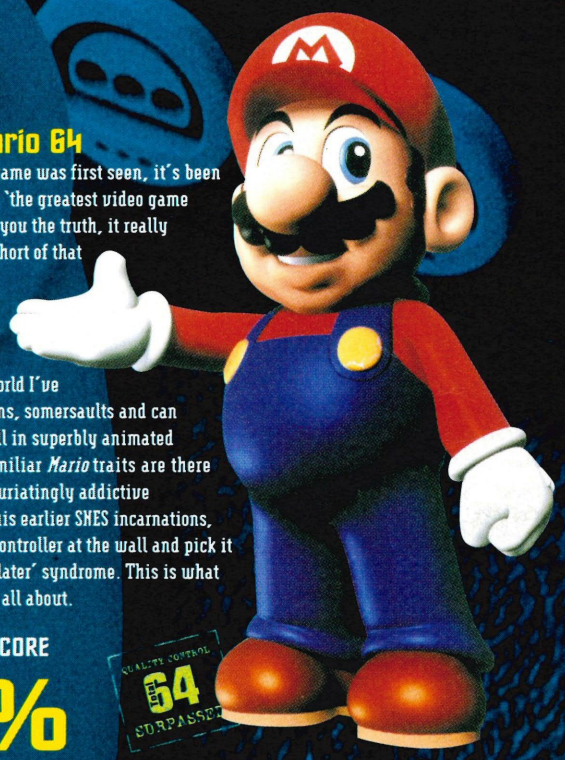
CURRENT SCORE **49%**

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 T64 SURPASSED

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.

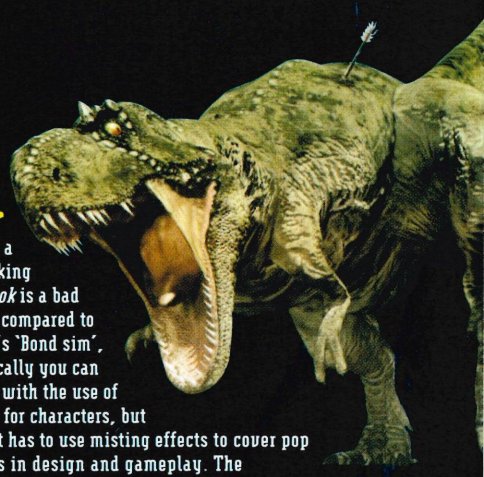
ISSUE EIGHT SCORE **84%**

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%



Wheel of Fortune

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

ISSUE 12 SCORE
13%

Wild Choppers

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.

ISSUE 12 SCORE
72%

Wayne Gretzky's 3D Hockey

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

ISSUE TWO SCORE
90%

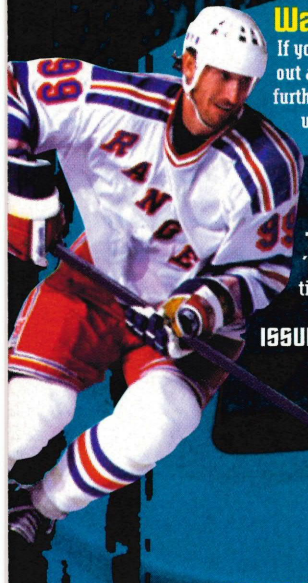
CURRENT SCORE
82%

Wonder Project J2

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

ISSUE FIVE SCORE
69%

Wayne Gretzky's 3D Hockey '98

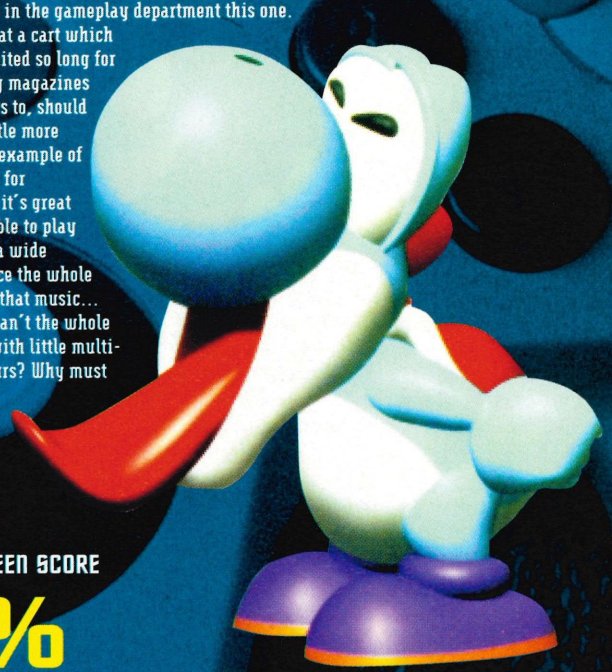


If you wake up one morning and feel an uncontrollable urge to rush out and buy an ice hockey game for your console, then don't look further than this one. Then again, I doubt many of you will get that urge and, when all's said and done, we've seen this format many times before and it barely gets the adrenaline surging through the veins. *Wayne Gretzky's Ice Hockey '98* remains one of a long line of games that you can cultivate respect for but ultimately do not feel compelled to keep lodged in your console. This hockey sim may have had its day with the first release in '97 – there's simply not enough appeal and longevity in this title to warrant top scores this time around.

ISSUE THIRTEEN SCORE
73%

Yoshi' Story

Bit of a let-down in the gameplay department this one. What a shame that a cart which everyone has waited so long for and that so many magazines have given covers to, should turn out to be little more than a colourful example of platform gaming for beginners. Still, it's great fun and impossible to play without having a wide smile on your face the whole of the time. And that music... sooo cute! Why can't the whole world be filled with little multi-coloured dinosaurs? Why must we fight? Why can't we all love each other as much as the Yoshis do? Come on, sing along...



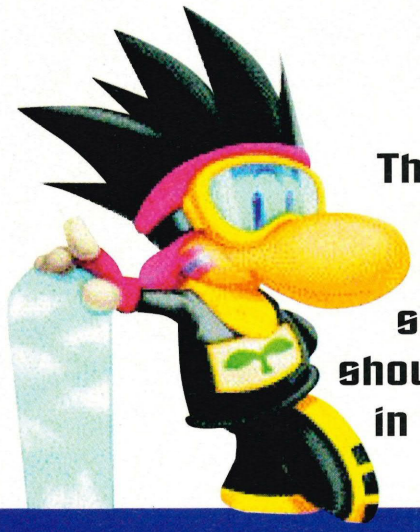
ISSUE THIRTEEN SCORE
84%

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%

Snowboard Kids



This month we present a guide for the latest snowboarding game to grace the N64, heralded as '*Mario Kart* on snowboards'! With our great guide you should be able to become a cool boarder in no time!

GENERAL TIPS

Educate yourself

It's certainly worth spending time on the training levels – try to resist the temptation to just load up and play the game. Fortunately, the training levels are particularly helpful and will really help you gain a rudimentary understanding of the game; the section explaining the weapons and bonuses and their uses is particularly helpful.

Easy money

The aim of the game is to win each of the races or disciplines and the only way you'll achieve this is to accrue as much money as possible. This will enable you to afford the best boards which, in turn, will help you to win the more difficult races. On certain levels there are coins to collect, which will help you on your way – it's vital that you collect as many of these as possible. You're also given money when you perform tricks on some of the jumps and ramps scattered around the courses, with the amount you receive based on how well the trick is performed. It all takes a bit of practice but will soon become pretty easy. The best way to earn lots of money though, is to learn the courses as well as you possibly can, so that you can win all the races.

Start as you mean to go on

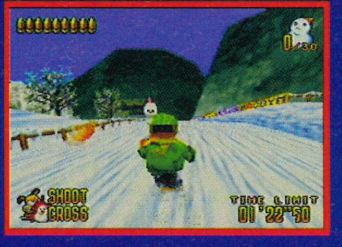
It's vitally important to get a good start, as it can be very difficult to catch up once all the other racers have set off. The important thing to remember is that you're on a snowboard, so the only way to get into motion is by jumping. When you start the race don't forget to tap the 'A' button once – when mastered this will propel you into a good position to take the lead. With practice you'll eventually master the turbo start, which will send you a good distance ahead of your rivals. You must also do this when you crash (and you will certainly crash, at least when you first play the game) as it creates the momentum to get you back up to speed.

Get yer gun

Always have some weapons to hand – never, ever try to get around the courses without having some means of attack or retaliation. You can bet your life that









DINO PARK



No sign this time, just a fork in the track



Skate down the hill

NIGHT HIGHWAY



See the sign



Aim for the right



Away you go

GRASS MOUNTAIN



See the sign



Veer to the left and skate over the bridge



You know the score



Short cut number two

the other racers will have them and will use them on you – usually when you're in the lead. It can be so frustrating when you're out in front, only to lose the lead because the three people behind you use all their weapons on you, one after the other. If that does happen, the only way to regain your position is to counter-attack as swiftly as possible.

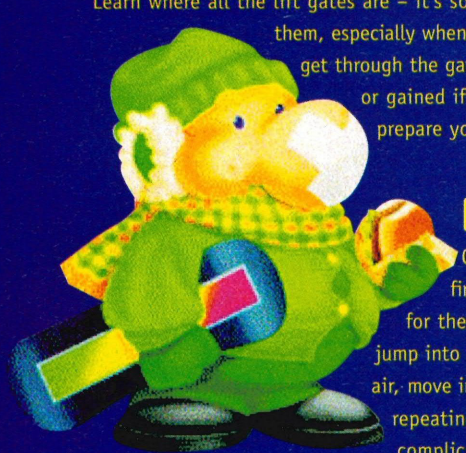
Choose your weapon

The first thing to remember is that all of the power-ups cost money, so don't snowboard into them if you haven't got any, as you will simply crash. Also, don't keep collecting bonuses if you already have some. It's just a waste of money, so use what you've got first.

The weapons and bonuses are separated into two categories: red and blue. The red ones are purely offensive weapons that will hinder the progress of your fellow racers. The blues ones are a mixture of offensive, defensive and just generally helpful things.

Don't miss your lift!

Learn where all the lift gates are – it's sometimes pretty tricky to get to them, especially when there are other racers trying to get through the gate too. Race places can be lost or gained if you know where they are, so prepare yourself for them.



Cut corners

Cornering on the game is tricky at first; you have to prepare yourself for the corner – use the 'A' button to jump into the air and then, whilst in the air, move in the direction you wish to turn, repeating this as necessary. It sounds complicated but it's a skill that you'll have to master if you want to win the trickier races.

Short-cuttin'

You should be aware of the numerous short-cuts that occur on some of the later race tracks. They're usually sign-posted but, more often than not, they're a tad tricky to get to. As with the ski-lifts, try to learn where they are and prepare to get into a position where you can use them. If you don't, you'll snowboard past them, missing out on the opportunity to catch up if you're lagging behind, or to maintain your lead if you're in front.

Some of the short-cuts are obvious, some are downright frustrating, so we've compiled a brief guide to a selection of short-cuts in the boxout above.

CHARACTERS

Despite the fact that all the characters are under the age of twelve, they've all mastered a certain degree of competency on the old snowboard. The trick is to choose the right character for the job in hand.

Slash

Slash is a particular good choice for the beginner: he looks cool and – having pretty standard ability in all areas – is an ideal character to use when learning the courses. Pair him with a complimentary board for the best results.

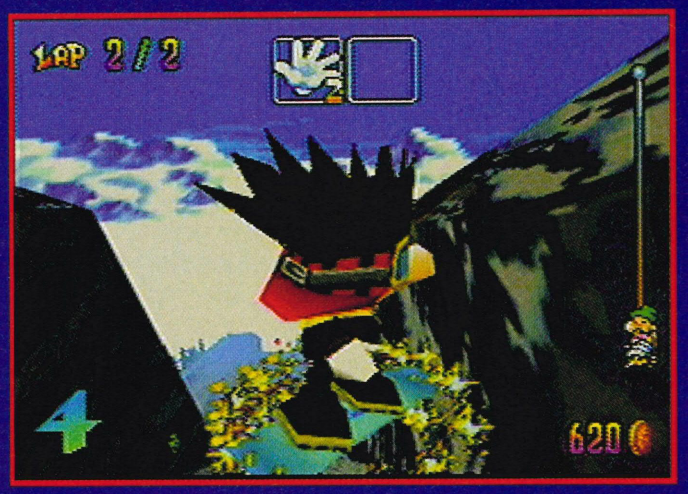












DEM BOARDS

There are three basic boards to choose from, each with their own individual characteristics and special uses – the trick is to do one of two things. You can choose to match the boards' capabilities with those of the characters: a good example of this is to pair Nancy with the Alpine board, as she lacks speed but has good turning and trick abilities, whereas the board is all speed. The complimentary skills of the two add up to pretty excellent race winning abilities. Alternatively you can just use the boards as they were intended, irrespective of characters.

Nancy

Nancy is also perfect for the beginner – although she's very slow, her cornering abilities are excellent. In many respects she's a bit of a 'Dark Horse': when paired with a fast board she can win many races, but only after you've got to grips with the mechanics of the game.

Jam

Your standard intermediate character; a little quicker than Slash or Nancy but with lesser turning skills. Again it comes down to personal preference and ability – he's well worth a look if you want a faster character for the more difficult, later stages.

Linda

A more advanced character, possessing greater speed – but she can be a bit of a handful. She's quite difficult to control, although her speed makes her a useful character on the less tricky, earlier levels.

Tommy

Top speed and no other abilities make Tommy too much of a handful for effective control. His speed in no way compensates for the fact that he's way too difficult to steer and even when you've mastered the turning technique, Tommy is still a frustrating character, who spends more time on the floor than at the front of the race.

Board 1

Free Style board. Obviously the wise choice for the half-pipe section but nonetheless a good all-round beginner's board as it has great cornering ability.

Board 2

All Rounder. As the name implies, this is a board that you can use on any course but to be honest it's more of an intermediate board.

Board 3

Alpine board. This is the board you want to aspire to; difficult to control but its speed ensures it's a race winner. However, it should only be used on the racing sections as it is a racing board only and not designed for the half-pipe.















TRACKS

Guru Guru Mountain

The first track, as you would expect, is a straightforward affair and there are lots of banks to help you round the winding corners. It's a very short course and shouldn't present you with too many problems.

Big Snowman

Not too tricky, as the difficulty level indicates. The only potential problems occur roughly one-third of the way through the track, where you come across a cluster of trees. Although initially daunting, simply weaving your way through the trees is all that's needed. A little further on there's a ledge that you must skate along, which can be a little tricky – however, all you have to do is stay in the middle and you won't fall off. Apart from a series of big jumps, which are all fairly straightforward, the rest of the course should pose you with no other problems.

Sunset Rock

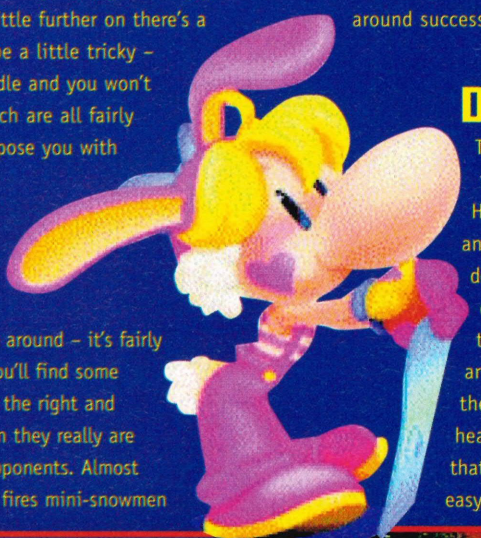
The difficulty level goes up a notch and almost straight away you have some boulders to weave around – it's fairly easy stuff though. Next round the corner and you'll find some walking penguins to avoid; no problem. Veer to the right and there's a rock fall – these rocks seem worse than they really are and only ever seem to squash your computer opponents. Almost immediately after that is a giant snowman who fires mini-snowmen at you – avoid these or you'll temporarily become a snowman yourself! A few more boulders and a gully are then all that separate you from completion of the course.

Night Highway

To be honest, despite being allegedly harder than the previous course, Night Highway is merely a test of your ability to weave and jump. The most difficult part of the course occurs during the middle section, when you have to traverse a fairly thin ledge – using cornering and correction techniques you should have no problems. The only other bits worth mentioning are the final three big jumps, which occur in close proximity to each other. However, this too is fairly easy to contend with – just remember that you have to weave a lot and you'll be fine.

Grass Valley

Another test of your weaving and moving skills. There are plenty of jumps to contend with but to be honest, if you've mastered the other courses then the problems this one poses should be fairly similar. Familiarity is the key, and once you've learned the skills and have a rough knowledge of the layout of the course, this track will be pretty easy to get around successfully.



Dino-Park

This is the most difficult course and it is incredibly twisty, requiring a good deal of corrective turning. Halfway through, whilst boarding in a mine, there's another one of those ledges – you know the drill; easy does it. A little way further on you'll come to roomful of spinning coffee cups. Although they're quite easy to negotiate, if you touch them you'll be sent spinning around the room like a pinball. The trick is to aim for the centre of the room and then veer off to the right, heading for the semi-obscured exit. Once you're past that, it's all down to more tight corners and weaving – easy as pie. 64











The Cheat Zone



Tips and cheats, that's what you love and that's what we provide. Here it is: the most comprehensive N64 cheats listing you'll find anywhere on the planet!

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

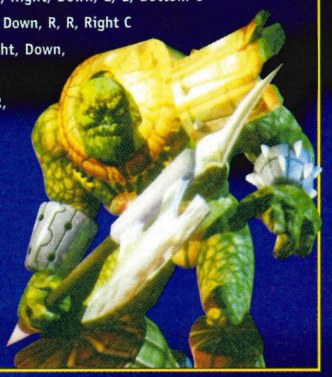
Morphix: At the title screen hit: Up, Left C, R, Right, Down, R, R, B

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. 64



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 7H2O 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 64

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 64

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 64

Goldeneye 007

To access the built in cheat menu in *Goldeneye* you must activate the cheats by completing each of the levels within a specified time. You cannot enter any controller codes to activate them. See below for details:

Level		Cheat	Difficulty	Time
Level 1	Dam	Paintball Mode	Secret Agent	2:40
Level 2	Facility	Invincibility	00 Agent	2:05
Level 3	Runway	DK Mode	Agent	5:00
Level 4	Surface	2x Grenade Launcher	Secret Agent	3:30
Level 5	Bunker	2x Rocket Launcher	00 Agent	4:00
Level 6	Silo	Turbo Mode	Agent	3:00
Level 7	Frigate	No Radar (Multi)	Secret Agent	4:30
Level 8	Surface2	Tiny Bond	00 Agent	4:15
Level 9	Bunker2	2x Throwing Knives	Agent	1:30
Level 10	Statue	Fast Animation	Secret Agent	3:15
Level 11	Archives	Invisibility	00 Agent	1:20
Level 12	Streets	Enemy Rockets	Agent	1:45
Level 13	Depot	Slow Animation	Secret Agent	1:30
Level 14	Train	Silver PP7	00 Agent	5:25
Level 15	Jungle	2x Hunting Knives	Agent	3:45
Level 16	Control	Infinite Ammo	Secret Agent	10:00
Level 17	Caverns	2x RC-P90s	00 Agent	9:30
Level 18	Cradle	Gold PP7	Agent	2:15
Level 19	Aztec	2x Lasers	Secret Agent	9:00
Level 20	Egyptian	All Guns	00 Agent	6:00

There are also some weapon cheats that are activated by simply completing certain levels. For completing Janus Base and Antenna Cradle on Agent level you will be given the Magnum. Complete Aztec complex on Secret Agent level to gain access to the Moonraker Laser and finish the Egyptian Temple to get the Golden Gun.

To get the extra missions on the one player game, complete the game at Secret Agent for the Aztec level and finish the game on 00 Agent level to get the Egyptian level.

To access the hidden multiplayer characters just complete the game on Agent level. The characters include Mayday (from A View to a Kill), Oddjob (from Goldfinger), Jaws (The Spy Who Loved Me) and Baron Samedi (Live and Let Die). You will also be able to choose from any of the characters included in the game, including some extras such as the Moonraker Scientists. 64

Hexen 64

To access the cheat menu, pause the game and enter the following combination: 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) 64

J-league / ISS Soccer

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

Two New Teams

There are two ways that you can get these two new teams. Firstly, you could play through and beat the league mode – which is bleeding hard – or alternatively simply enter the following code at the title screen:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A and then hold down Z and press Start. Now, that was much easier, wasn't it?

Big Head Players

To increase the size of your players' heads, a la *NBA Jam*, just enter the following code at the title screen: 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. This also makes the commentator's voice become deeper!

RNLDSWZNGR
Will make your running backs run slowly but will also make them 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

LWYSTPSS
Always tip the ball

LDSTRTRK
Beam the Ball trick

PBYBYMD
Crawlers

LLDFSCK
Defence sucks

YLCTRCFB
Electric football mode

BGSPRDV
Greater dive distance

BGBFYDF
Maximum defence

YNSTYNS
Maximum discipline and awareness

BGBFYFF
Maximum offence

TGHTGRP
No turnovers

LLFFSCK
Offence sucks

8DWNDRV
Players geteight downs

STNTXTM
Secret quickplay teams

SNWSLDS
Sled mode

FRMBYFRM
Slow motion mode

BGTWSTRS
Spinning ball carrier

SPRBGRMS
Super players (100 yard code)

SPRTMMD
Super team mode

SPRTRBMD
Super turbo mode

SPRDPRTCKL
Tackle always

NBCTCKLS
Turn off tackle ball carrier

LLCHTSFF
Turn off all cheats

MNFLDMD
Up-and-over madness

PWHYRMN
Wimpy players

TRNTDLFR
Zero quarterback accuracy 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 cool clone code, you can now achieve your goal by cloning your favourite players.

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

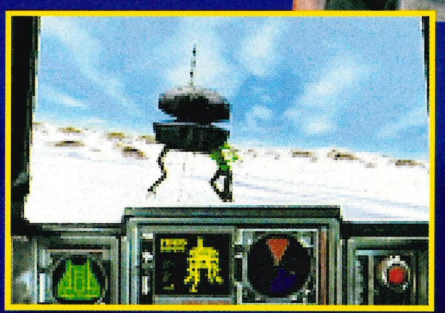
Collect all the challenge points on the Easy setting – during the game hold down the camera button for five seconds and you get the Leebo Scanner

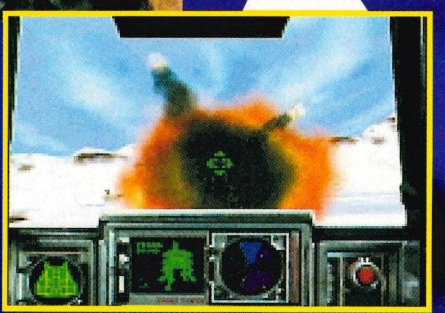
Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll 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





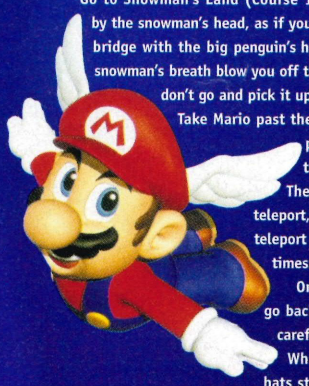


Super Mario 64

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...

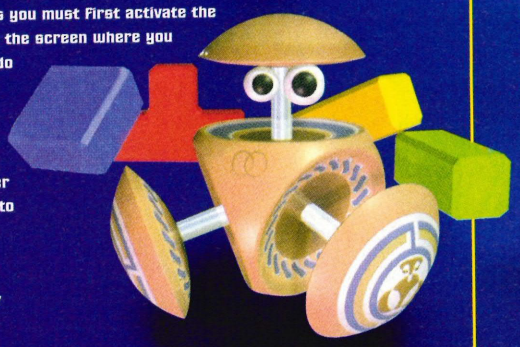
Turn Butterflies into One-Ups

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

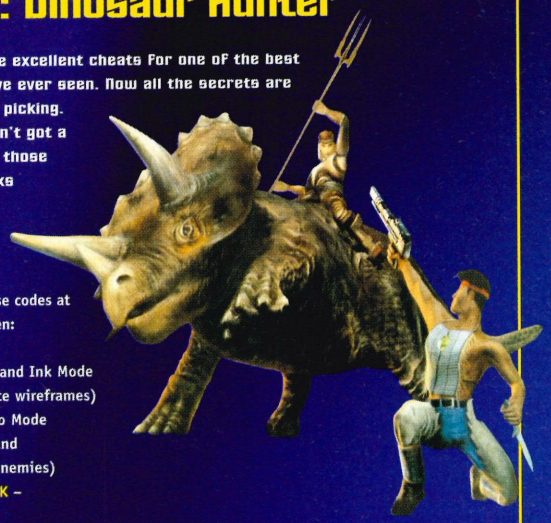
Rainbow Mode
While playing the game press Down C, Z, B, Up, Up, Right

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.

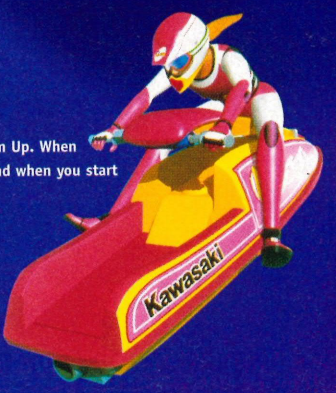
Helicopter into a Flip Stunt
Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and do another flip.

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 the latest addition 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.

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

10 one year FREE subscriptions to TOTAL 64 up for grabs!

Reader Survey

Since we're eternally dedicated to our readers' needs, we want to know what you think, how you act and just exactly what you are! Yes, you can help us in our continuing quest for the perfect N64 magazine and give yourself a chance of winning one of ten one year subscriptions to TOTAL 64! All you have to do is fill out this simple questionnaire, cut the page out of the magazine, fold it up and stick it together where it says and send it to us by 30th May. All questionnaires will be kept strictly confidential and your answers will not affect your chance of winning. Honest.

ABOUT YOU

1. Name _____

2. Your age _____

3. Are you: ◯ Male ◯ Female

4. Are you: ◯ Married ◯ Single

5. Address: _____

_____

_____

_____

6. Are you: ◯ Unemployed ◯ Employed

◯ Student ◯ At School

If employed please specify:

Your job title _____

Type of Business _____

We'd like to ask some questions about the products you buy and the way you spend your leisure time:

7. How often do you shop for clothes?

◯ Weekly

◯ Every other week

◯ Once a month

◯ Every other month

◯ Four times a year

8. How much do you spend on clothes a year?

◯ Under £250 ◯ £250-500

◯ £500-£750 ◯ £750+

9. Which of the following do you have?

◯ Credit card

◯ Store charge card

◯ Cheque guarantee card

◯ Cash dispenser card

◯ None

10. Which of the following do you have in your household?

◯ VCR

◯ Satellite dish

◯ Cable TV

◯ PC

◯ CD player

◯ PlayStation

◯ Saturn

11. Do you regularly buy singles and albums?

◯ Yes ◯ No

12. If yes, how many have you bought in the last six months?

◯ None ◯ 1-3

◯ 4-6 ◯ 7-9

◯ 10+

(please specify number) _____

13. How many times have you visited the cinema in the last six months?

◯ None ◯ 1-6

◯ 7-12 ◯ 13-18

◯ 18+ (please specify number) _____

YOU AND YOUR N64

14. Do you own an N64?

◯ Yes ◯ No

15. If not, do you intend to purchase one in the next six months?

◯ Yes ◯ No

FOLD HERE

16. Where do you get your games from?

◯ Buy them

◯ Borrow from friends

◯ Hire from rental
(tick more than one if applicable)

17. How many games do you own?

◯ 1-5 ◯ 6-10

◯ 11-15 ◯ 20+ (please specify number)

18. How do you decide which games to buy?

◯ Magazine reviews

◯ TV exposure

◯ Advertising

◯ Word of mouth

◯ Other (please specify) _____

FOLD HERE

18. Which game genres do you enjoy?

◯ First-person shooters

◯ Platformers

◯ Driving

◯ Beat-'em-ups

◯ Sports

◯ RPGs

◯ Puzzles

19. What is your favourite N64 game?

_____

THE MAGAZINE

20. What made you buy this issue of TOTAL 64?

◯ I am a regular reader

◯ The cover price

◯ The free gifts

◯ Saw it advertised

21. How many people read your copy of the magazine, including yourself

◯ 1 ◯ 2 ◯ 3 ◯ 4 ◯ More than 4

22. Please mark these following features out of five (1=poor 5=excellent)

◯ News

◯ First Looks

◯ Previews

◯ Reviews

◯ Features

◯ Cheat Zone

◯ Letters/High Scores

◯ Players Guides

◯ Free Gifts

23. What, in your opinion, would you like to see in the magazine?

_____

_____

24. How much do you spend on magazines per month?

◯ £2-£5 ◯ £5-£10

◯ £10-£15 ◯ £15-£20

◯ More than £20 (please specify the amount)

25. Which of the following N64 magazines do you buy?

◯ Official Nintendo Magazine

◯ N64 Magazine

◯ 64 Magazine

◯ N64 Pro

26. Which other non-N64 magazines do you read regularly?

_____

_____

Thank you – **NOW** post it **IMMEDIATELY!**

FOLD TOP DOWN IN DIRECTION OF ARROW, DO SAME WITH THE SECOND FOLD, THEN SELLOTAPE THE BOTTOM

Total 64 **Reader Survey**

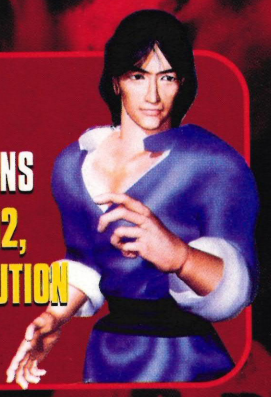
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EXCLUSIVE: THEME HOSPITAL

RESIDENT EVIL 2

ALSO FEATURING:

STAR WARS: MASTERS OF TERAS KASI

BUSHIDO BLADE

ONE

INDY 500

NHL '98

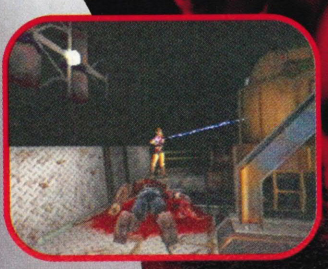
POWERBOAT RACING

PRO PINBALL

ARK OF TIME







PlayStation Solutions

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GAMESTER LMP

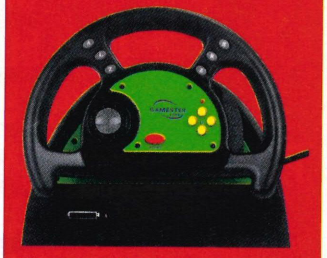
The Firing Line is very proud to announce that we have a new sponsor. Thanks to those lovely people at Gamester LMP – makers of fine accessories for your N64 – we've got loads of joypads to give to YOU!

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

the Firing Line

It's that time of the month again when our little postbag ferret does his stuff. This month he is mostly eating small chunks of vanilla flavoured fudge! Nice...

DEAR SIR/MADAM

It affords me much pleasure to write you this letter. I know by the grace of our almighty God, everything is moving on systematically.

Please permit me to introduce a little bit about myself to you. King K. Acheampong is my name and I am a Ghanaian boy of eleven years of age. At the moment, I am attending Nungua Presby Junior Secondary School.

I was very excited when I got your address from a magazine and I did not hesitate to write to you. I hope you will appreciate my aim in writing to you, it is just because I am very interested in playing videogames and TV games but I don't have any of these games.

All of my friends and my elder brothers have posted letters and they all have got games. But I alone haven't got any of the games, so I asked them to give me one of their games to play. They said they won't give me any, so I should go and find some to play and they tease me and also they laugh at me.

In Ghana, it is difficult to get these games. So I decided to write to you if you will help me to get games like TV games or videogames.

Therefore, I will appreciate it very much if you can kindly please send me one of your games with a cartridge and some magazines.

Please I want you to read Psalm 41: 1 to 3 and you will hear the word of God.

Finally, I hope my request will meet your kind consideration and approval.

Thank you very much for reading my letter and I hope you will accept it. I hope you will not fail me.

May the good Lord bless you all and be with you all forever and ever. May God provide you all with all your needs and protect you all.

May God expand this company and take care of you all. Amen.

I wish to end here with much greetings to you all from Ghana.

I wish you a happy New Year.

I wish you all a good successes in all your plans. Till I hear from you, is bye.

Thanks for your kindness.

God bless you.

Yours Sincerely

■ **K. K. Acheampong, Ghana - West Africa.**

The Truth...

We refer you to Psalm 12:32/b (the bit written in small letters) that says: Thou shalt not give away free Nintendos to the one, as the many will expect it for free and that's just not on. Unless, you're a real King and want to makes us all Princes – in which case, the games are in the post!

Quick Q&A

1. How do I defeat the king bomb?
2. How and where can I find the switches for the boxes ? (The green, red or blue ones on course one)?
3. How can I get a star and where are they?

■ **Jonathan Newcombe [age 12] London.**

The Truth...

1. Run behind him, pick him up and throw him. Be careful not to throw him off the side though, or the battle will become void.

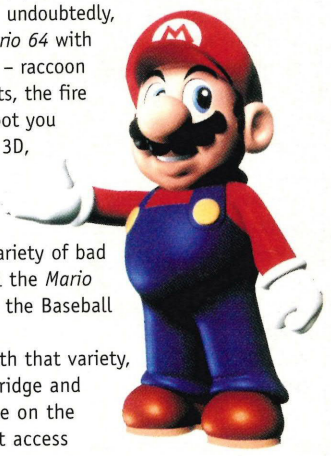
2. You need to find three special switches:
Red Switch: After you have ten stars, go back into the main hall and look into the sunlight.
Green Switch: Find the level with Nessie and ride her to get to a door that contains the switch.
Blue Switch: When the moat's been drained, go down the hole and follow the course around to reach the switch.

3. Err...Which one, exactly? There are 120 to choose from!

DEAR TOTAL 64

First of all, let me start by saying that, yes, your magazine is indeed the best around and I get it every month.

Right, anyway – I think that any (sane) person will tell you that the best game on *Mario All-Stars* for the SNES was, undoubtedly, *Mario Bros. 3*. So, imagine a sequel to *Mario 64* with the awesome variety that *Mario 3* offered – raccoon tails, frog suits, tanuki suits, hammer suits, the fire flower and, of course, that little green boot you could jump around in. All this in glorious 3D, using raw 64-Bit power.



Then there would be the enemies. Although fantastic, I just didn't think that *Mario 64* really had a big enough variety of bad guys. We want all the bad guys from all the *Mario* games, especially the Hammer Bros. and the Baseball guys from *Mario World*.

I'm just trying to imagine a game with that variety, especially if it was brought out on cartridge and then new levels could be made available on the 64DD using extra discs and the Internet access (which should be great).

Anyway this is probably getting a bit boring by now, so I'll just say imagine a game of that variety and then finish.

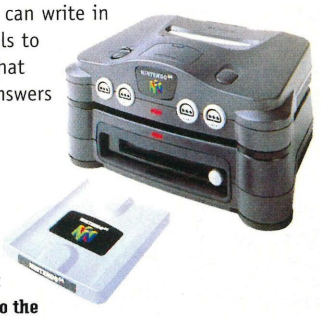
"Imagine a game of that variety!"

Oh, before I go, I have a question or two:

1. What are the chances of a sequel to the fantastic *Blast Corps*?

2. Have you heard anything about the sequel to *Pilotwings 64* and will it have a multiplayer option?

Thanks very much for taking the time to read this and I hope you print this letter, so that other people can write in with their suggestions for sequels to their favourite game, knowing that you'll try your hardest to find answers to our questions.



Cheers

■ **Matthew Marr, Cleveland**

The Truth...

Yes, we totally agree with you on the *Mario 3* point and we pray to the Lord Almighty (sorry, wrong letter) that Shig Miyamoto is playing around with these ideas (and hopefully with a few new ones as well). "Imagine a game of that variety!" Anyway, here are the answers to your questions:

1. We'd love to see one, but can you think of any way of bettering that game?

2. As far as we know, *Pilotwings 2* has been delayed indefinitely by Nintendo, as they focus all of their mighty powers on forthcoming software for the 64DD.

1. Does anyone have any clues as to the price of the eagerly awaited add-on, the 64DD?
2. Is *Pocket Monsters Stadium* coming out in the UK?
3. Will a game on DD disk cost less than one on cart?

■ **Stuart Lee, Wolverhampton.**

The Truth...

1. Nintendo have hinted that the price of the 64DD will be less than that of the N64 console itself but we have no concrete news.

2. We don't know!

3. It's likely that update disks (such as the *F-Zero X* one) will cost less than cartridges but new games are likely to be the same price.



Star Letter

The Star Letter is a bit special this month – it was actually intended for the High Scores page (with a few questions thrown in) but it was such a nice surprise to get this wonderful package of toys, we had to give it him...

DEAR LETTERS PAGE

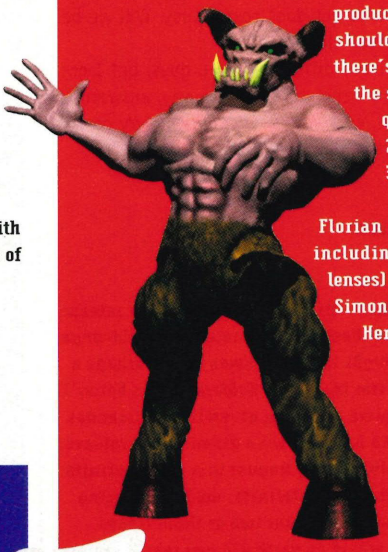


1. Is there any sign of *Wave Race 64 2*, *Mario Kart 64 2*, *Top Gear Rally 2*, *Doom 64 2*, or *Pilotwings 2*? Or even better still, a *Bomberman 64 2* or a *Starfox 64 2*?
2. Do you know if there will be a *Blast Corps 2*?
3. Are you guys all friends with the Nintendo Magazine staff?

Brain Strain: Who's a bit fat, has a turd-like peak on his head, is a classic, has more than six games named after him and has a whole family?

■ **Florian Kratke (aged 10), The Netherlands**

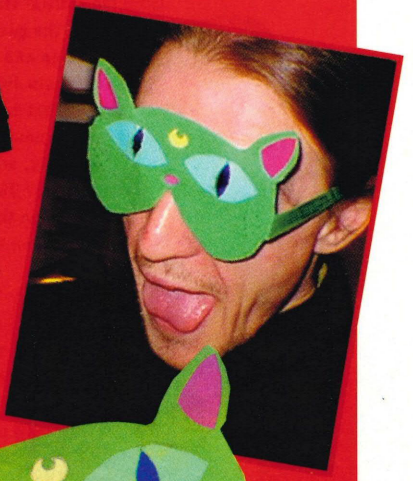
The Truth...

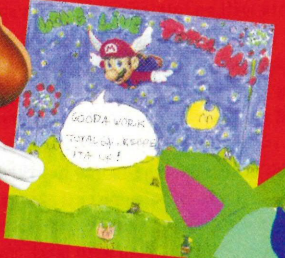


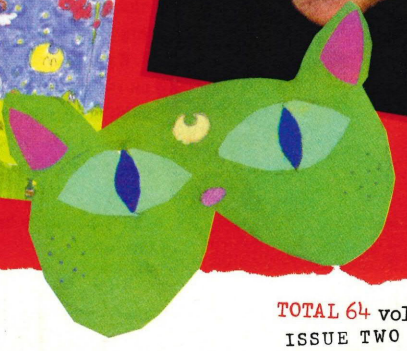
1. *Top Gear Rally 2* is already in production now and should be out sometime this year and there's an another *Bomberman* game out in the summer. As for the other games in question, we've heard no news.
2. No
3. We've never met them

Florian also sent us in a load of cool stuff including a cat mask (complete with blue lenses) as modelled by our new staff member, Simon Phillips.

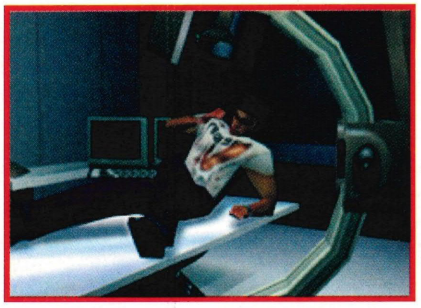
Here you are, see for yourself...







DEAR FIRING LINE



I am a really huge fan of your magazine, but I feel I should get straight to the point of things.

I am deeply concerned now about the progress of *Mission: Impossible*. I have not heard anything about this game for over six months and am getting really worried about it. When I first read the preview and review of this spectacular game, it hit me straight in the heart. It seemed to have all of my favourite ideas for a game, except that it's all in one. I began getting all excited and fidgety – so much so, that I was desperate to know when the release date was.

But that was a couple of months back from now and it seems as though the entire project of *Mission: Impossible* has seemed to go into hiding. I have not heard anything at all about it and am desperate to know what has happened! I have recently gone into a deep depression because of this, so please could you answer some of my troublesome questions:



1. Will *Mission: Impossible* ever be released? (and if so, can you say when?)
2. Can an RPG released on the 64DD be as long as *Final Fantasy VII*?
3. I've heard that the 64DD will have a modem built into it, allowing you to use the Internet. If this is so, will this mean paying extra phone bills, because the Internet does cost money. Will we be able to play *Goldeneye* with people around the world?

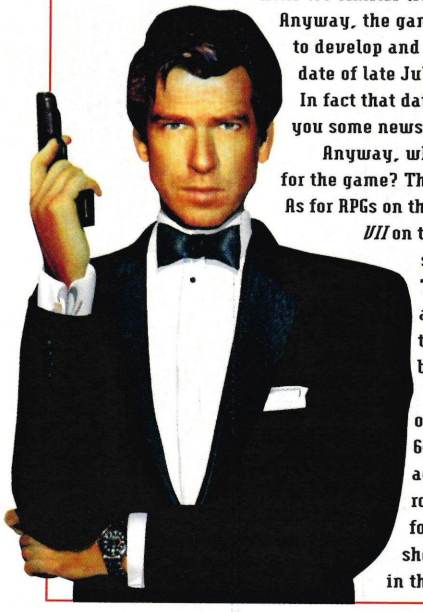
I sure hope these questions weren't too difficult for you guys, but I got to go, it's for my medication to cure my depression. By the way, answering these questions may cure my depression, who knows...? Anyway, carry on the great work, I'll be buying this mag throughout 1998-'99.

Yours truly

■ **Kai Wai Tang, Heston in Middlesex**

The Truth...

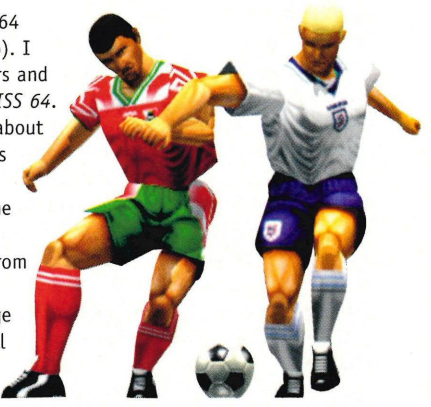
***Mission: Impossible*, the story so far... Originally scheduled for release in the Autumn of 1997, the game was put back after the release of *Goldeneye*. The reasons? Well, the developers thought that the games were perhaps a little too similar (for that read 'Goldeneye was better'). Anyway, the game was then given to Infogrammes to develop and has now been given a new release date of late July/early August this year. Definite. In fact that date is so definite, we hope to bring you some news in the next two or three issues.**



Anyway, where on earth did you read a review for the game? There's been no such thing! As for RPGs on the 64DD being as big as *Final Fantasy VII* on the PlayStation, well the 64DD allows something called 'hot swapping'. This will enable games to come on as many disks as is required. So, in theory, a game could be as big as a big bus. Or something.

A modem? Well Nintendo have gone on record in the past saying that the 64DD will indeed have one but then again, they have also recently turned round and said that they have no plans for such a thing. At the very least, you should be able to buy one as an add-on in the future.

DEAR TOTAL64



I have just recently bought an N64 console (about three months ago). I owned a PlayStation for two years and decided to dump it after seeing *ISS 64*. Now I am getting quite worried about the quality (or lack of) of games being released for the N64 – in issue eleven of your mag only one game reviewed scored over 80%! Surely this is not good enough from the developers. I think the poor quality of (let's be honest) a large amount of games for the N64 will do a lot of damage in future sales of the console. Maybe it would be a good idea to have a panel of critics (people like yourselves) who can independently scrutinise games while they are in development. This could help developers to stop ploughing money into crap games at an earlier stage. This would then prevent them from realising when it is too late and trying to flog us sub-standard rubbish with flashy advertising. My point is, it is still a disappointment when you review a game and tell us (quite correctly) 'it's crap, don't buy it'.

Yours faithfully,

■ **Craig Golding, Burnley**

The Truth...

We too are a little concerned about the quality of the software we've seen on the N64 over the last few months – but this is traditionally the time of the year (post-Christmas) when games are few and far between. As for your suggestion, this is exactly what happens at software companies already and it doesn't seem to do much good anyway! If people don't want rubbish games, then you shouldn't buy them; this only lets publishers make money out of poor games and encourages them to continue releasing them. Oh yes, and the only way to decide which games to buy, is by reading an INDEPENDENT magazine, just like TOTAL 64!

DEAR SIR/MADAM

Hello, I have thought of a game called MAZE TIME which is for one – four players. It is a game where you choose a level and it will have some bad men to fight against you in the maze and the first person to die loses. If you play two player you can either work together against the computer, or play against each other and so on up to two players.

Also, why don't you bring out a game called WORMS THE SECOND with a bigger variety of weapons and better levels. Also, you could bring out a game called MEN IN BLACK.

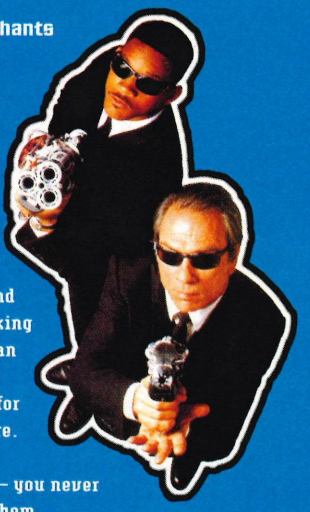
I have asked some friends about this and they agree, so I have decided to take action and write to you.

Please write back to me and tell me what you think. Thanks

■ **Christian West (aged 11), Northants**

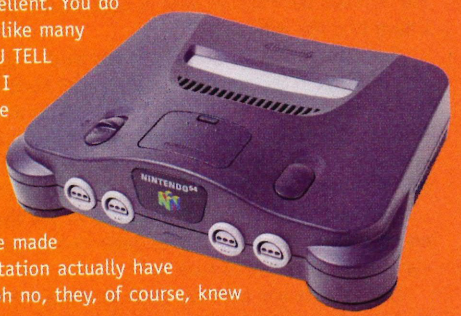
The Truth...

I think that we have to point out something here. It seems that the game you are referring to as *'Maze Time'* is very similar to *Goldeneye* and *Duke Nukem's* multiplayer modes. It's been done already! As for *'Worms the Second'* and *Men in Black*, *Worms 2* is already on the PC and has the very features that you are talking about. Also this game is likely to get an N64 release in the near future. *Men in Black* is also out on the PC and is due for a PlayStation release in the near future. But if anyone else has any ideas for computer games, write in and tell us – you never know, we may make a feature out of them...



DEAR TOTAL64

Your magazine is excellent. You do great reports, and unlike many other magazines, YOU TELL THE TRUTH. Anyway, I hate the fact that the PlayStation crowd are saying that the N64's graphics are bad for you and that they would have made their very own PlayStation actually have good graphics. But oh no, they, of course, knew the dangers!

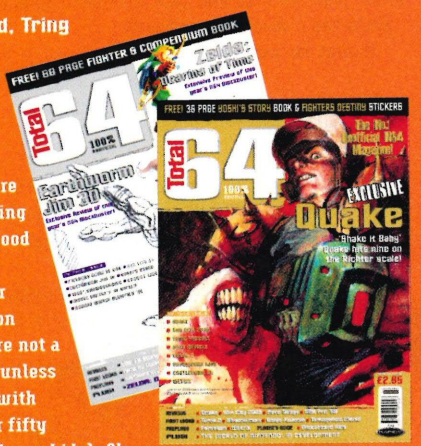


Thanks for making an excellent mag.

Yours sincerely

■ **Thomas Macdonald, Tring**

PS Say 'Hi' to Bishop Wood School.



The Truth...

It seems that there are some dodgy rumours being spread around Bishop Wood School at the moment – probably by those rather unscrupulous PlayStation owners. N64 graphics are not a danger to your health – unless you stare at the screen with your eyes wide open for fifty hours (don't try this at home kids). Oh yeah, "Hi to everyone at Bishop Wood School".

DEAR TOTAL64



I would like to tell you how fab your magazine is. It's the top of the top! But my main concern for writing is, being a girl myself, I would like to try and encourage more girls to play N64. I think many girls get the wrong idea about it and think it's just for boys, which I believe it isn't. One of the reasons for this I think could be the lack of female characters in games and also the worry of being criticised by boys. So lads – pack it in!

Also could you answer these questions:

1. Has a *Zelda* release date been confirmed?
2. Is the Superpad worth buying for £15?
3. For £40 should I buy a new copy of *Goldeneye*, or *Diddy Kong Racing* and *WG's Hockey* off my brother's mate?

From yours and Nintendo's biggest fan.

Yours sincerely,

■ **Charlotte Singer (aged 12), Colchester**

The Truth...

In a male dominated industry, games are written by boys for boys, so the majority of game characters are, as you say, male – or female characters there for boys to look at (Lara Croft for example). Perhaps with more women behind the scenes, we would see many more strong female leading characters – and it might mean more girls becoming interested in videogames.

Answers to your questions:

1 Yes, it will be out in November in the UK.

2 We found the Superpad good for beat-'em-ups and not much else, so if you like this genre, then it would be a good buy.

3 Personally we'd go for *Goldeneye* every time, but if you like cute racing games then *DKR* is second to none.



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More Q&A

1. I love RPGs. Are there going to be lots of RPGs? If so, will they be in early '98 or late '98, and will they be for the 64DD or N64?
2. Will there be a memory card and Rumble-Pak connection, so you can use them at the same time and on the same controller?
3. Will there be a *Spy vs Spy 64*? Please say YES!
4. I read that there is going to be a *Punchout 64* and that there'd be a two player mode. Will it be like the *WCW vs nWo*?
5. I also read about *Zelda 64* and *Goemon 64* are going to be over $100 – is that true?

■ James Duval, USA.

The Truth...

1. *Holy Magic Century* and *Mystical Ninja* are both out in the first part of 1998 and they will both be on cartridge.
2. You can already buy third party Rumble Pak/Memory Pak combinations – expect Nintendo to release one soon.
3. We'd like to see it happen but it's unlikely
4. You've heard more than we have – we didn't even know it was coming out!
5. We don't have any prices for these games yet.

1. What is the best controller to get?
2. What Rumble Pak should I get?
3. Is there a gun for the N64?

■ Sumal Karunaratne, London.

The Truth...

1. The best controller you can buy for your N64 is the official one.
2. You can buy a Shockwave Rumble Pak/Memory Pak for around £10
3. Two have been announced but there are no games planned as yet.

1. What year will *Duke Nukem Forever* be available to buy?
2. How much will 64DD disks cost?
3. Is there a chance of *Final Fantasy VII* ever coming out on the Nintendo 64?

■ Mark Nall, Liverpool.

The Truth...

1. The game will probably be out sometime in 1999.
2. 64DD disks will be the same price as cartridges, or cheaper.
3. As much chance as no chance.

1. Why did you give *NBA Hangtime* such a bad review? I rule at that game.
2. Is there a code for *NBA Hangtime* where you can be on fire throughout the entire game?

■ Josh Ryan, Lee's Summit, USA

The Truth...

1. *NBA Hangtime* is a very limited game that could have been done on the SNES. It deserves a low score.
2. Not that we know of.

DEAR TOTAL64

You reviewed *San Francisco Rush* in issue eleven, giving it a 'meagre' 57%. I have to differ with you.

Sure, it's got its faults, such as too much fogging and rather bland menus. Okay, so the cars aren't realistic and handle strangely. The point is that the gameplay is still there. The courses are by no means easy. I defy you to complete a circuit in first place with the extreme difficulty setting. Car control has to be mastered, especially in the jumps. Crashes don't look good – but if you don't like them, don't crash!

There are loads of options available to you that keep you going for weeks. I guess it's one of those games which you either love or hate – and you'd be a fool to hate it.

Just because you can't see great gameplay when it hits you between the nose, it doesn't mean you should start to slag it off – especially since you obviously haven't tested the game fully.

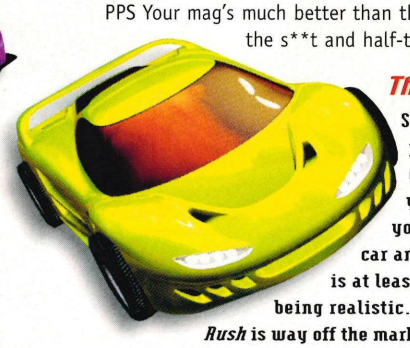
Try, for instance, the 'TAG' mode, where one player has to chase the other; just like hide and seek with cars! (practice mode – multiplayer – press top c during countdown)

Thanks for reading

■ Ed Stephens

PS There is not a 'jump' button you d****s! It states quite clearly in the instructions that it is an abort button, to be used if you are so far off course that to get yourself back again would take too long. It's simple if you can read!!!

PPS Your mag's much better than the rest, despite the s**t and half-tested reviews!



The Truth...

Surely the whole point of driving games is that you feel like you're driving a car and that feeling is at least part way to being realistic. *San Francisco Rush* is way off the mark in this respect. Also, a feeling of speed would be nice – something that seems to have escaped the developers' eyes. Oh yes, we weren't being serious about the 'jump' button, we were being sarcastic. OK?

DEAR TOTAL64

I am fascinated by Nintendo's approach to the UK market since the release of the N64, right back in March last year. I believe they are not fulfilling their potential or targeting the right group of people – nowadays when the consumer is seen as king, it is more important for such an established company to offer value for money and competitive prices. Even with Nintendo's games priced at £50, Sony are undercutting them by over ten pounds – Nintendo should be keeping prices low (which would possibly be financially harming in the short time) until they have begun to take over Sony as market leaders.

Also, I feel Nintendo are ignoring the very important student sector. With an ever-increasing number of students with high disposable incomes, they should take notice. Most students own a PlayStation due to the more adult image and games. So come on Nintendo, use your technical superiority and quality brand image to your own advantage and let's teach Sony to stick to Walkmans or whatever

Yours,

■ Paul Jelfs

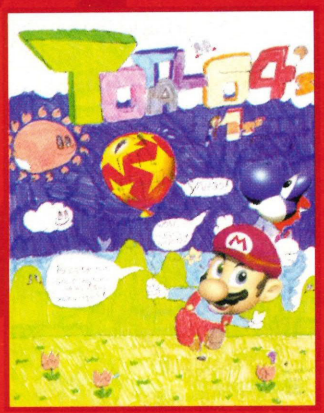
The Truth...

Nintendo have been a little slow to respond to Sony's initiative, but they are beginning to catch up. There will be a new pricing policy in the UK, starting from this year, where many games will be released for £35, the first of which will be *Snowboard Kids* (AKA *Snobow Kids* in Japan), but don't expect *Zelda* or any of the other grade-A titles to be this cheap.

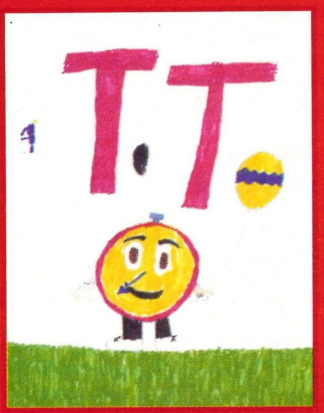
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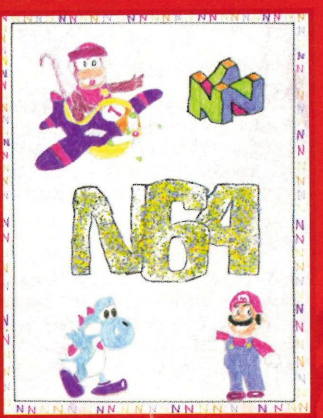
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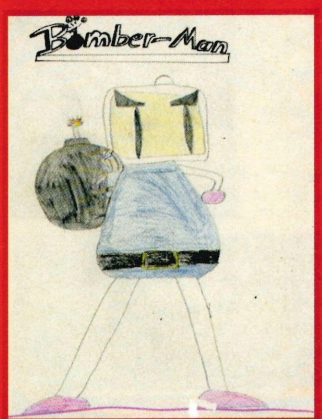
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Ryan Gonzalez [7]



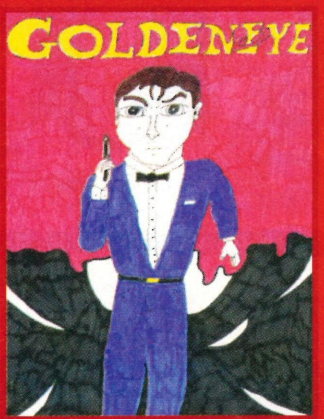
Roy Davis [13] Berks



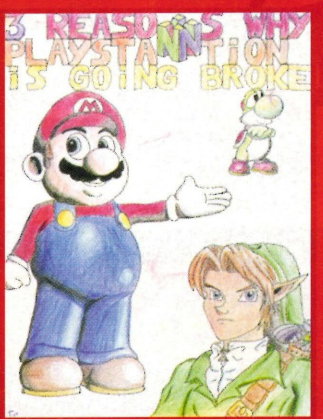
Christian Kohn Germany



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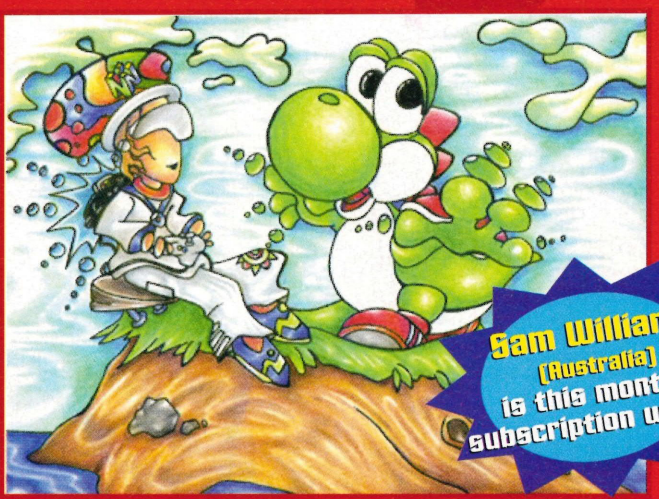
Alex Chu Scotland



Tim Douma [16] Holland



Howard Sheldon [9] Suffolk



Sam Williams (Australia) is this month's subscription winner!

We've had a great response to this pics section since we started it. Unfortunately we don't have room to print them all, but every issue we'll print a selection of the best we receive and award the winning artist a prize of a year's Free Total 64 subscription — not bad, eh! Just remember to include your name, address and age (make sure it's written on the back of your work, or else we'll lose it!) 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!

Norman Obaseki has been toppled by our man From the Netherlands, who not only sent us a great letter, but proved that on the stunt scores For *Wave Race 64*, he is now well on the way to becoming the King of the Waves. No doubt Norman will be back and we await For his response to this new challenger.

MAKIN WAVES

■ DOLPHIN PARK

Trick Score: 63,405 – Florian Krätke, Netherlands

■ 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: 41,593 – Florian Krätke, Netherlands



Florian Krätke

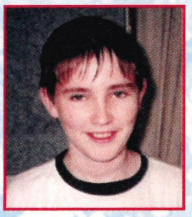
■ SUNSET BAY

Best Lap (US/Jap): 0'22.628 – Justin Calvert, PC Force
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: 34,500 – Yuo Van Der Snoek, Holland

■ 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: 36,235 – Yuo Van Der Snoek, Holland

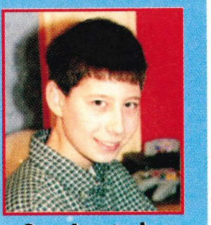




Jason Madigan

■ MARINE FORTRESS

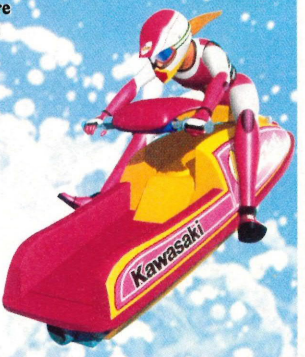
Best Lap (US/Jap): 0'23.357 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'19.485 – Greg Innatenko, Cheshire
Best Lap (UK): 0'26.125 – Jason Madigan, Ireland
Best Race (UK): 1'30.194 – Jason Madigan, Ireland
Trick Score: 49,495 – Florian Krätke, Netherlands



Greg Innatenko

■ PORT BLUE

Best Lap (US/Jap): 0'28.307 – Ian Thorley, Dyfed
Best Race (US/Jap): 1'28.278 – Ian Thorley, Dyfed
Best Lap (UK): 0'27.406 – Greg Innatenko, Cheshire
Best Race (UK): 1'38.538 – Jason Madigan, Ireland
Trick Score: 50,360 – Florian Krätke, Netherlands



■ 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: 48,433 – Florian Krätke, Netherlands

■ GLACIER COAST

Best Lap (US/Jap): 0'26.804 – Greg Innatenko, Cheshire
Best Race (US/Jap): 1'26.466 – Greg Innatenko, Cheshire
Best Lap (UK): 0'32.573 – Trevor Scannell, Essex
Best Race (UK): 1'39.761 –Jason Madigan, Ireland
Trick Score: 61,400 – Yuo Van Der Snoek, Holland

■ SOUTHERN ISLAND

Best Lap (US/Jap): 0'24.557 – Matthew Tighe, W. Sussex
Best Race (US/Jap):1'19.103 – Justin Calvert, Pc Force
Best Lap (UK): 0'29.416 – Trevor Scannell, Essex
Best Race (UK): 1'32.983 – Jason Madigan, Ireland
Trick Score: 48,626 – Florian Krätke, Netherlands

When sending in your scores/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 your pretty enough!

FOXY SCORES!



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).

After last month's surge of scores, there have been none in the post bag For *Lylat Wars* this month, so come on you lot, start sending them in!

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

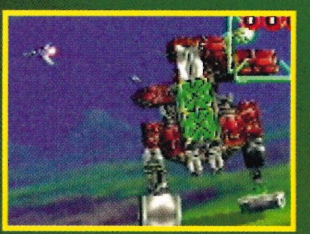
VENOM
Dimitri Jarazraj – Germany: 242

TOTAL SCORE
Dimitri Jarazraj – Germany: 2090

REWARD: $125,184

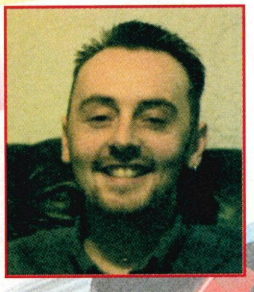




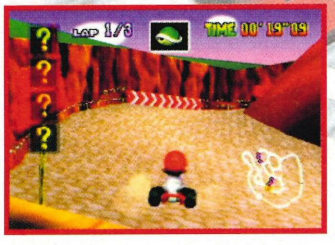


TOP KARTIN

Yet another batch of top kartin' scores have arrived, but this time from Wales. Steve Cosker has been racing hard and long to get his high scores into the pages of Total 64. Well done matey, you have done well and you shall go to *Mario* heaven . . .



Steven Cosker – Swansea



LUIGI RACEWAY

UK Race	1'53.07	Trevor Scannell – Essex
UK Lap	0'33.21	Trevor Scannell – Essex
US Race	1'23.12	Nick McCarty – Macomb, USA
US Lap	0'26.63	Nick McCarty – Macomb, US

MOO MOO FARM

UK Race	1'34.31	Steven Cosker– Swansea
UK Lap	0'30.32	Steven Cosker– Swansea
US Race	1'19.52	Loustarinen Tata – Finland
US Lap	0'26.23	Loustarinen Tata – Finland

KOOPA TROOPA BEACH

UK Race	1'42.92	Trevor Scannell – Essex
UK Lap	0'33.64	Steven Cosker– Swansea
US Race	1'26.22	Loustarinen Tata – Finland
US Lap	0'28.00	Loustarinen Tata – Finland

KALIMARI DESERT

UK Race	2'13.76	Steven Cosker– Swansea
UK Lap	0'42.26	Steven Cosker– Swansea
US Race	1'51.68	Loustarinen Tata – Finland
US Lap	0'34.91	Loustarinen Tata – Finland

TOADS TURNPIKE

UK Race	3'08.38	Steven Cosker– Swansea
UK Lap	1'02.34	Steven Cosker– Swansea
US Race	2'37.30	Michael Harmsen – The Netherlands
US Lap	0'52.31	Michael Harmsen – The Netherlands

FRAPPE SNOWLAND

UK Race	0'48.29	Trevor Scannell – Essex
UK Lap	0'09.97	Kieran Grundy – Leicester
US Race	0'26.13	Loustarinen Tata – Finland
US Lap	0'5.58	Loustarinen Tata – Finland

CHOCO MOUNTAIN

UK Race	2'01.48	Trevor Scannell – Essex
UK Lap	0'36.70	Trevor Scannell – Essex
US Race	1'32.79	Loustarinen Tata – Finland
US Lap	0'30.32	Loustarinen Tata – Finland

MARIO RACEWAY

UK Race	1'15.98	Ricky Pearson – N.Devon
UK Lap	0'22.35	Steven Cosker– Swansea
US Race	0'57.66	Thomas Jr – USA
US Lap	0'18.29	Thomas Jr – USA

WARIO STADIUM

UK Race	1'15.79	Ben Pritchard – UK
UK Lap	0'08.93	Ben Pritchard – UK
US Race	1'06.38	Nick McCarty – Macomb, USA
US Lap	0'07.95	Nick McCarty – Macomb, USA

SHERBERT LAND

UK Race	2'07.41	Steven Cosker– Swansea
UK Lap	0'41.91	Steven Cosker– Swansea
US Race	2'08.45	Bas Bionda – The Netherlands
US Lap	0'42.43	Bas Bionda – The Netherlands

ROYAL RACEWAY

UK Race	3'04.64	Steven Cosker– Swansea
UK Lap	1'00.44	Steven Cosker– Swansea
US Race	1'48.73	Loustarinen Tata – Finland
US Lap	0'35.90	Loustarinen Tata – Finland

BOWSER CASTLE

UK Race	2'23.06	Steven Cosker– Swansea
UK Lap	0'46.48	Steven Cosker– Swansea
US Race	1'58.24	Loustarinen Tata – Finland
US Lap	0'39.21	Loustarinen Tata – Finland

D.K JUNGLE PARKWAY

UK Race	1'16.63	Trevor Scannell – Essex
UK Lap	0'25.20	Trevor Scannell – Essex
US Race	0'52.97	Loustarinen Tata – Finland
US Lap	0'07.40	Loustarinen Tata – Finland

YOSHI VALLEY

UK Race	1'58.64	Steven Cosker– Swansea
UK Lap	0'38.27	Steven Cosker– Swansea
US Race	1'32.93	Loustarinen Tata – Finland
US Lap	0'09.33	Loustarinen Tata – Finland

BANSHEE BOARDWALK

UK Race	2'13.97	Steven Cosker– Swansea
UK Lap	0'44.00	Steven Cosker– Swansea
US Race	1'50.71	Loustarinen Tata – Finland
US Lap	0'36.50	Loustarinen Tata – Finland

RAINBOW ROAD

UK Race	5'01.10	Steven Cosker– Swansea
UK Lap	1'36.31	Steven Cosker– Swansea
US Race	5'02.06	Thomas Jr – USA
US Lap	1'22.56	Thomas Jr – USA

GOLDEN EYES!

This month sees some really good high scores from Antony Bromley and Ben Pritchard. They've even beaten some of the Total 64 high scores too — we shall be sending MI5 round to give them their mission briefings. Thanks to Antony for sending the first ever times for some of the secret levels — well done, sir!

DAM
Antony Bromley, Herts – 01:00

FACILITY
Antony Bromley, Herts – 01:19

RUNWAY
Ben Pritchard, UK – 0.33

SURFACE
Ross McKinstray, Scotland – 0.33

BUNKER
Ben Pritchard, UK – 0.30

Antony Bromley, Herts – 0.30

SILO
Ben Pritchard, UK – 2.17

FRIGATE
Ben Pritchard, UK – 01.44

SURFACE
Antony Bromley, Herts – 01:28

BUNKER
Nick Jones, Total 64 – 0:58

STATUE
Antony Bromley, Herts – 03:11

ARCHIVES
Antony Bromley, Herts – 0:31

STREETS
Ross McKinstray, Scotland – 0'0.36

DEPOT
Antony Bromley, Herts – 0:35

TRAIN
Antony Bromley, Herts – 2:00

JUNGLE
Greg Innatenko, Cheshire – 3:16

CONTROL
Ben Pritchard, UK – 06.42

CAVERNS
Ben Pritchard, UK – 02.54

CRADLE
Antony Bromley, Herts – 01:28

AZTEC COMPLEX
Antony Bromley, Herts – 06:31

EGYPTIAN TEMPLE
Antony Bromley, Herts – 01:20

Takin' It To The Extreme

In the light of *Extreme G* being the fastest racer available on the N64, we thought it would be a good idea to include it in our high scores section, If you think you can beat the T64 team, let's see if you're good enough!

***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.

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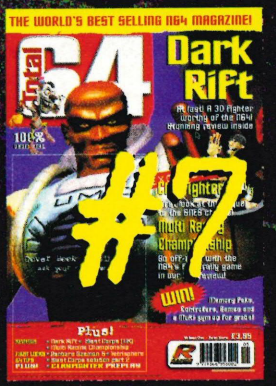
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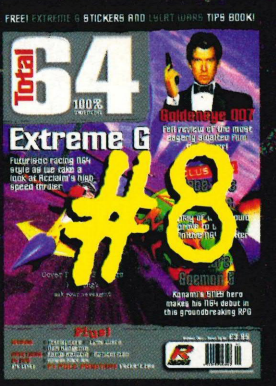
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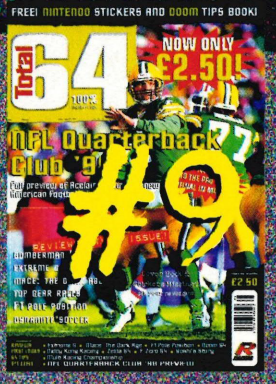
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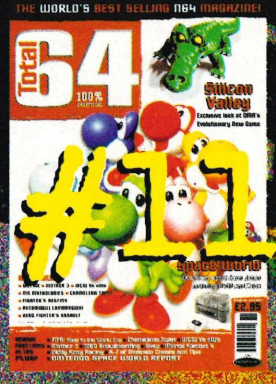
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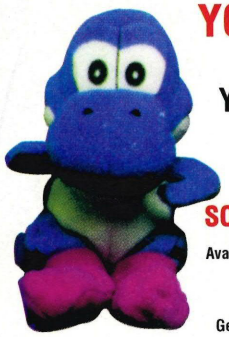
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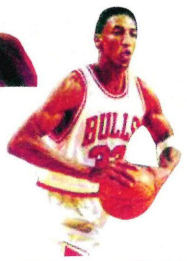
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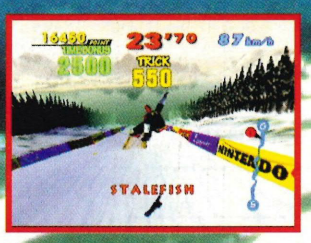
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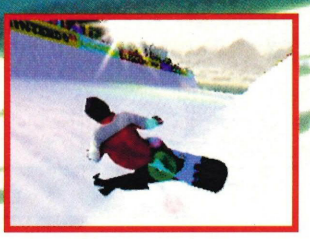
You became bored with life...

Arrgh, I've got *Quake* running around in my brain...must kill Phillips...must get the Nail Gun first...stop it! Lost again at deathmatch mode. That pesky Simon Phillips, if I'd known he was going to be so good at games, I never would have given him a job!

Anyway, if we can manage to drag ourselves away from *Quake*, we might actually get round to starting the next mag and if you've already taken a gander at the Next Month page, you'll know it's going to be a "good 'un"! The small matter of a preview of *Mission: Impossible* should be enough to convince you but we've also got reviews of two games that are going to be massive: *1080° Snowboarding* and *Mystical Ninja*, as well as loads of other cool stuff. I bet you can hardly wait – I know we can't.

Now then, where did that Phillips go, I've got a Nail Gun that wants to be introduced to his face...







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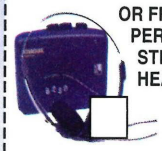
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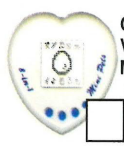
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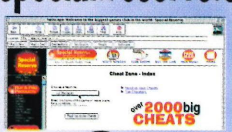
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