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- SPACE CIRCUS
- BANJO-KAZOOIE
- WORLD GRAND PRIX
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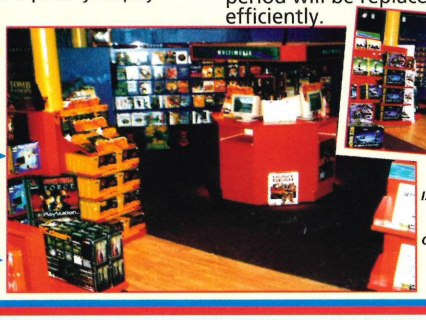
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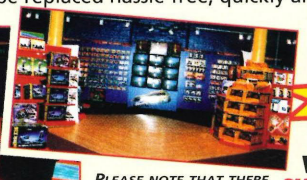


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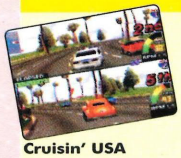
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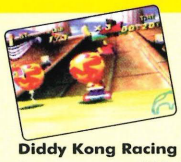
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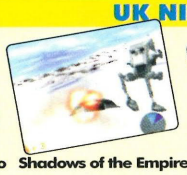
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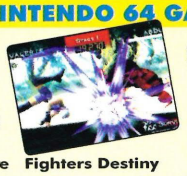
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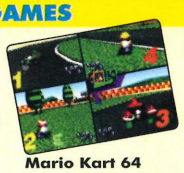

Cruisin' USA

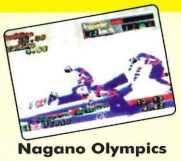

Diddy Kong Racing


Int'l S'Star Soccer Pro

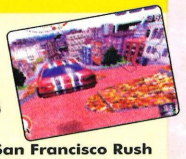

Shadows of the Empire


Fighters Destiny

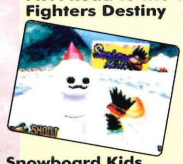

Mario Kart 64


Nagano Olympics


Pilot Wings


San Francisco Rush

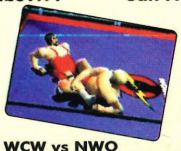
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Yoshi's Story

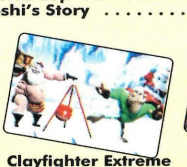

Super Mario 64

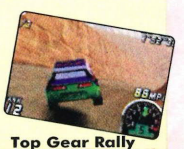

Goldeneye


WCW vs NWO


Wave Race 64


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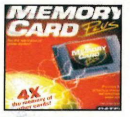


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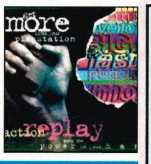
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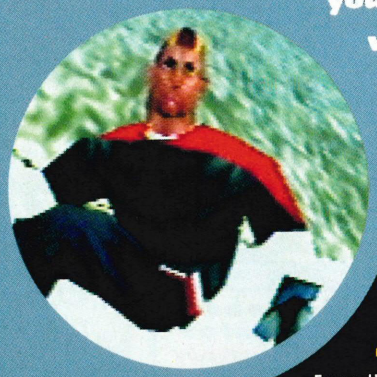
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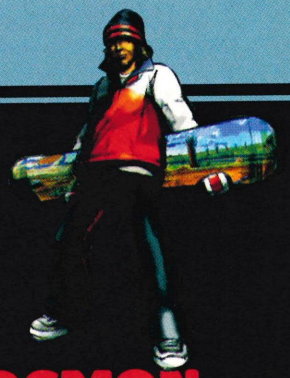
Skiing backwards is not good fun



TOTAL 64: NEW LOOK ISSUE!

Introducing the new look TOTAL 64! Welcome to the biggest, brightest and p-hatest N64 magazine in the known universe! Hey, we felt it was time for a change and look what we've gone and done...we've only redesigned the magazine, that's what! Not only does your new issue of TOTAL 64 look rather splendid, you'll also find there's loads more information on the pages and whole sections have been totally revamped. We only hope that you like what you see and read. Confused? You'll find a complete explanation on page 46...



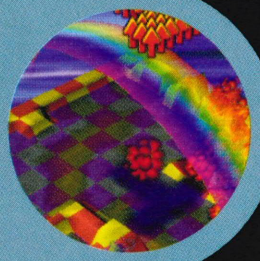


REVIEWS

48 1080° SNOWBOARDING
From the makers of *Waverace 64* comes another racing game, this time based on the coolest sport to ever hit the snow. Another classic, or a pale imitation of the real thing?



54 MYSTICAL NINJA STARRING GOEMON
Enter the mad, mad world of Ganbare Goemon and his friends. This Eastern delight has finally been given a PAL conversion and it's just peachy!



60 WETRIX
Wetter than a weekend in Bognor? Not half! Time to put on your waterproofs as we immerse ourselves in Ocean's wettest game ever!



64 TAMAGOTCHI WORLD
You've heard them beep, you've fed them, you've loved 'em – now's your chance to do it all over again on the N64! Is there no escape?



66 ROBOTRON 64
A timeless classic gets the N64 treatment. For many there will never be another game like it but does *Robotron* aim high or miss the target completely?

CHECK OUT OUR *WETRIX* COMPETITION ON PAGE 68 TO WIN AN N64 + TEN COPIES OF THE GAME!







EDITORIAL



If the popular myth were to be believed, then all Nintendo games would be aimed at the young and this has certainly been true in the past. Games such as *Diddy Kong Racing* and *Mario Kart* feature cuter-than-cute characters, all rendered in only the brightest of colours. Even Nintendo's attempts at adult games, such as *Wave Race* and *PilotWings*, have been marred by this trend. With this approach comes the danger of excluding older gamesplayers and indeed, there were many who shied away from *Mario 64*'s overtly cartoon image and missed what many believe to be the pinnacle of gaming excellence.

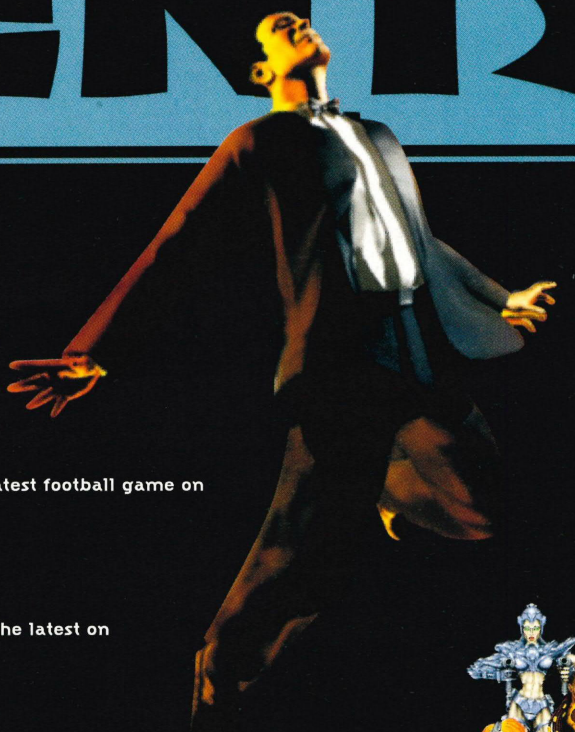
It seems that things are going to change. Over the last few months – and more so with this month's batch of games – it has become apparent that Nintendo are taking a leaf out of Sony's book and are now looking to a broader market, aiming a new crop of titles at a more mature audience. Could this have something to do with Rare's outrageously successful and mature *Goldeneye*? Anyway, with the gruesome *Turok 2*, the ever-so trendy *1080° Snowboarding* and the dark *Forsaken*, developers are now trying to appeal to an older gamesplayer – naturally someone with a larger disposable income.



There will always be games specifically aimed at a young audience but now, thankfully, it seems that us older players will be catered for. Let's hope that this trend continues into the foreseeable future...

Nick

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The most eagerly anticipated game on the N64 is nearing completion. We've been to France on a covert mission to check out how it's shaping up. We promise you that spying has never been so much fun

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The King and Queen of footie games is getting a makeover. How can Konami improve on the greatest football game on any console? Well we've been playing it and the best just got better...

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Stand aside *Goldeneye*, this is the fastest, most gruesome multiplayer game ever. We check out the latest on *Forsaken*, a game that promises to leave you breathless

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Yet another football game on the N64 – must be something in the air. Check out EA's follow up to *RTWC*

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All the thrills of *Gran Turismo* on your favourite console – check out another racer battling for pole position





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Ed the alien is still on his campaign to clean up the planet and do battle with Grog the Hellish. Check out our new screenshots of this fantastic game

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After a long wait, Seta look like they're finally going to release *Rev Limit*. Check out the details and new screenshots of this exciting and gorgeous looking racer

19 RAMPAGE WORLD TOUR
Crash, bang, wallop! Three big beasties hit the N64 with a mighty great thwack! Cast your beady eye over this revamped arcade classic that will soon be gracing your beloved console

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TOTAL64: NE

US RELEASE DATES

April 1998

1080 Snowboarding (Nintendo)
Virtual Chess 64 (Titus)
Advanced Force Pack (Mad Catz)
Mystical Ninja Starring Goemon (Konami/KCEO)
Iggy's Reckin' Balls (Acclaim/Iguana)
NBA Courtside (Nintendo/Left Field)
Wetrix (Ocean/Zed Two)

May 1998

Mike Piazza's StrikeZone
(GT Interactive/Devil'sThumb)
Forsaken (Acclaim/Iguana UK)
World Cup '98 (EA Sports)
Bust-A-Move 64 (Acclaim)
MLB Featuring Ken Griffey, Jr.
(Nintendo/AngelStudios)
Aero Gauge (ASCII)
All-Star Baseball '99 (Acclaim/Iguana)
Deadly Arts (Konami)

June 1998

Banjo-Kazooie (Nintendo/Rare)
Quest 64 (THQ/Imagineer)
Mortal Kombat 4 (Midway/Eurocom)
Off-Road Challenge (Midway)
AcclaimSports Soccer (Acclaim/Probe)
Flying Dragon (Natsume/Culture Brain)
GEX 2 (Midway/Crystal Dynamics)
ISS 2 (Konami/Major A)

IT'S A DINO BLAST!

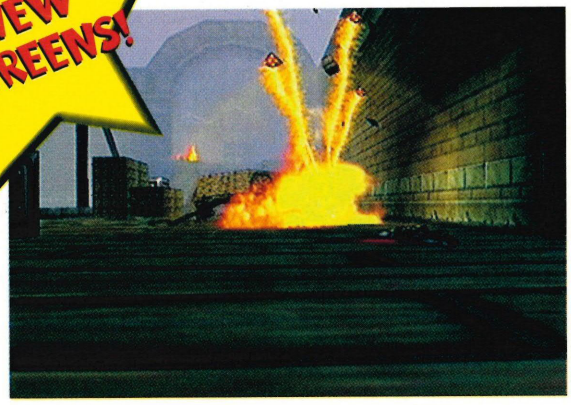
Another month and yet more sumptuous pictures of *Turok 2*! As you already know, this instalment sets our hero against a rather large enemy, the Primagen, who is hell bent on taking over Turok's world. Unfortunately for the Primagen, he/she/it has been trapped in a prison by five energy totems. Turok's task is to kill the beasts that the Primagen has unleashed onto the world in an attempt to destroy those energy totems. Once Turok has protected the totems from attack, he has to find the keys that will allow him into the Primagen's prison for the final battle. This all sounds fine and dandy to us – we quite fancy a bit of dinosaur killing.

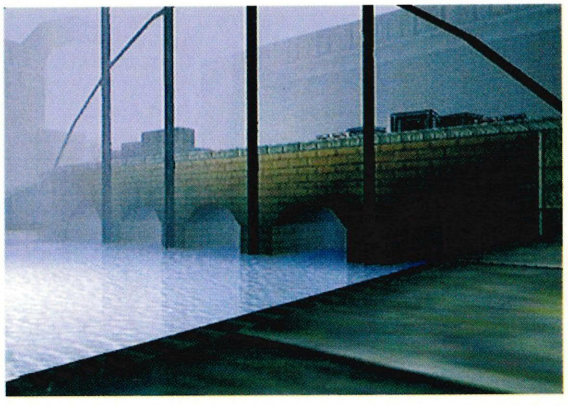
Iguana and Acclaim have been announcing all manner of details about this sequel and it sounds like things are going to be a lot more gory and a lot tougher. The new game, tentatively titled *Turok 2: Seeds of Evil*, will have features such as blood-streaked walls and drag marks, plus real-time lighting effects and enemies that are a lot faster and more intelligent. Also promised is a 'Movie Quality' soundtrack and eight completely different looking games areas.

However it gets better – much, much better: imagine playing *Turok* with three of your mates! Yes indeed, *Turok 2* will feature a number of multiplayer options, which will allow up to four of you to experience Turok's world together. However, unlike other multiplayer titles you have a number of options available to you. Firstly, you can work as a team to slay the beasties that come into view, or you can choose to take part in the usual Deathmatch modes, where you all fight each other to the death. Lastly there's also the option to play 'Frag-tag' – a sort of more violent version of tag, where one player is 'it' and has to search out the others and kill them.

These modes sound particular cool and as you can see from these screenshots, *Turok 2* looks awesome. More news and hopefully a preview, coming very soon. **T64**

NEW SCREENS!



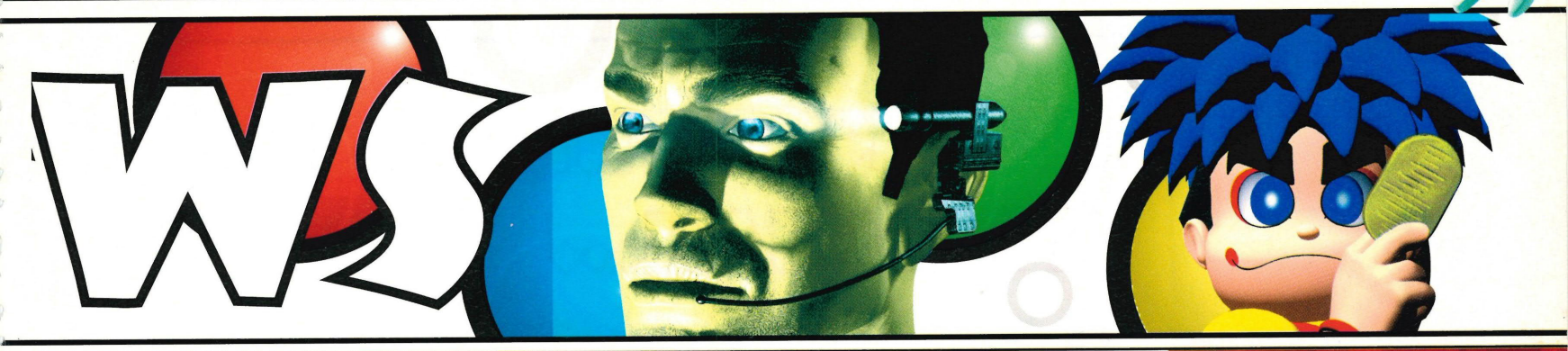


UBI ONE

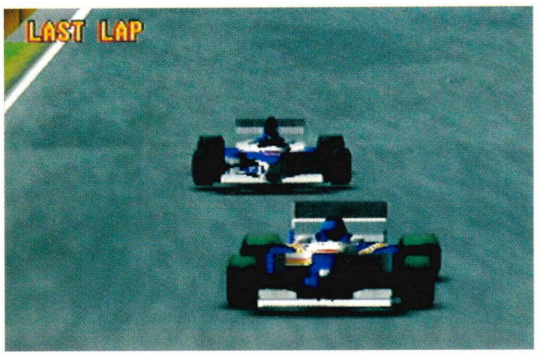
Great news for anyone out there who loves Formula One car racing: Ubi Soft is to make another racing game, based on F1. Having recently disappointed N64 owners with *F1 Pole Position*, it looks like Ubi Soft are going to try to make up for it by creating the ultimate racing game. Rumours are amok that the game, called *F1 Racing '98*, has already secured the FOCA license, which should mean that it will be the most authentic racing game on any format.

SO CUTE IT HURTS

Those busy chaps at Konami have been at it again! Last month we reported that Konami were working on an ice hockey game, this month it seems they're also working on a beat-'em-up. Screenshots have been made available of their next title, *Rakuga Kids*. The style of the game looks somewhat similar to the PlayStation title *PaRappa the Rappa*, with the characters being as flat as they are colourful. Apparently the game will somehow combine the art of fighting with graffiti – the mind boggles! There's no news yet of a release here in the UK, but when we know, you will.



AND IT'S GO, GO, GO!





NEW SCREENS!

Now that the Formula One season is well under way, all racing car fans turn to their consoles in the vain hope that they, too, could drive just as well as the Schumachers and Hills of this world.

Unfortunately the N64 has yet to enjoy that experience, as the only F1 based racing game available on the market is the rather bland *F1 Pole Position 64*. However, all that looks set to change as Paradigm (the creators of the brilliant *Pilotwings*) are working on an all new F1 game, *World Grand Prix*. Their pedigree should assure that the game is nothing short of spectacular.

From the early screenshots that we've seen, it certainly looks the business but best of all is the news that the game is not an arcade racer but rather a full blown racing sim. You'll be able to race on all of the 17 Grand Prix circuits around the world, from Silverstone to Monaco, choosing any one of 27 drivers from the 1997 season. More than this, you make all of the decisions, from how much fuel you put into the car to the types of tyre that you use, the gearbox settings and even what wing configuration you wish to use. All of the other options that you expect from a racing title are there too, such as time trial, complete with a ghost car to enable you to race against yourself so that you can improve those lap times. There is even a cool two player-mode which allows you to go head to head with a friend.

World Grand Prix isn't due out until the summer but already it's looking absolutely fantastic. The game has some of the best effects ever to grace the N64, such as smoke coming off the tyres if you lock the wheels and dust being thrown up into the air if you come off the track.

All in all, *World Grand Prix* looks set to be the best F1 game on any console, as one look at the replay mode will confirm. Forget your *Gran Turismos* – in replay mode this looks so real, you can smell the burning rubber. F1 fans out there, get excited, as *World Grand Prix* should be hitting the shelves later this year. **T64**

Mission: Impossible (Ocean/Infogrames)
UEFA Soccer '98 (Ocean/Power & Magic)

Q2 1998

Conker's Quest (Rare)
Earthworm Jim 3D (Interplay/Vis Interactive)
Rev Limit (Seta)
VR 3000 (Ubi Soft/Vivid Image)
WCW Wrestling (THQ)

July 1998

WWF: Warzone (Acclaim/Iguana West)
Superman: The Animated Series (Titus)
Cruis'n World (Nintendo/Eurocom)
Robotech: Crystal Dreams (Gametek)
World Grand Prix (Video System/Paradigm)

September 1998

NFL Blitz '98 (Midway)
Bio F.R.E.A.K.S. (Midway/Saffire)
Buck Bumble (Argonaut)
Extreme-G 2 (Acclaim/Probe)
SimCopter 64 (Maxis)
Space Station: Silicon Valley (Take-Two/DMA)
Tonic Trouble (Ubi Soft)
Turok 2 (Acclaim/Iguana)
Twisted Edge Snowboarding (Midway/Boss)

Q3 1998

64DD (Disk Drive) (Nintendo)
Blades of Steel '98 (Konami/KCEO)
Bomberman Hero (Nintendo/Hudson)
Castlevania 3D (Konami)
F-Zero X (Nintendo)

REZPECT IS DUE...

No, really, it is! Remember back in the bad old days, when your favourite games featured hi-res graphics. Well they're long gone; you see the term 'Hi-res' has slipped into the un-trendy word graveyard and rests with words like 'ace', 'groovy' and 'fab'. Acclaim, who are responsible for this change, have this to say on the matter;

"Hi-resolution graphics are a wonderful thing but really the word 'resolution' is so boring and 'res' is downright sleepy. By replacing the 's' in resolution with a 'z', well that changes the way folks view it." So now you know. It's all go in the wide world of the N64.

ON HER MAJESTY'S SECRET SERVICE.

Bomberman (in James Bond-like fashion) will return, in *Bomberman Hero: Queen Milian's Rescue* later this year. Queen Milian, the ruler of *Bomberman*'s home world, has been kidnapped by an all-round nasty piece of work. Expect more of the same blasting from ole' *Bomberman*, with the cunning twist that this time our hero will be able to use a variety of vehicles in his quest – sounds cool. Hopefully, this will be a large improvement from the last N64 *Bomberman* title.

GT Racing (Ocean/Imagineer)
Jest (Ocean/Curved Logic)
Knife Edge (Kemco)
Konami Hockey '98 (Konami/KCEO)
LastLegion UX (Mindscape/Hudson)
Legend of Zelda: The Ocarina of Time (Nintendo)
Space Circus (Ocean/Infogrames)

October 1998

VR Pool 64 (Crave Entertainment)
Fox Sports College Hoops '99 (Fox Sports/Z-Axis)

November 1998

Rat Attack (Mindscape/Pure)
Roadsters '98 (Titus)
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)
Looney Tunes: Space Race (Ocean)
Milo's Bowl-a-rama (Crave/Player 1)
NBA In the Zone '99 (Konami)
NBA Jam '99 (Acclaim/Iguana West)
NBA Live '99 (EA Sports)
Racer (Interplay)
Rugrats (THQ)
Shadow Man (Acclaim/Iguana UK)

1999

Blues Brothers 2000 (Titus)
Caesar's Palace (Crave/Player 1)
Daikatana (ION Storm)
Emperor of the Jungle (Nintendo)

HE'S NOT THE SON OF A MESSIAH...

Adventure fans out there rejoice, for here comes *Quest 64*, a traditional-style RPG coming out for your beloved N64. In the game you play Brian, a spirited young fella who has a rather special ability to manipulate nature. For reasons that are unclear at present, our Brian has been given the dubious honour of protecting all of humanity. To do this Brian has a list of spells as long as an elastic snake: he can alter and control earth, fire, water and air to create much mayhem for his enemies. He will certainly need these skills if he's to do battle with the Master Wizard, who has nicked the mystical volume of spirit tamers and is using it to plunge the land into darkness and calamity.

NEW SCREENS!

Quest 64 is set in Setland Island, which is a massive 3D landscape that's bathed in glorious colour. There are three countries on this island: Angulus, Stornis and Velagoon and in these countries you will find the usual fully-explorable mix of castles, villages, forests and towns.

Everything's looking very rosy indeed for *Quest 64* at the moment. Graphically, the detail on the backgrounds and characters is excellent and we've been assured there are hundreds of characters, all of whom can be spoken to. One of the nicest touches in the game is the dynamic time element, including the way the lighting effects will alter as the day progresses, allowing you to watch the oncoming dusk and eventual night.

Obviously there's a lot of work to be done before this title arrives in the UK and therefore we have to reserve judgment until then. However if the game plays as well as it looks, we could be looking at yet another great game that will arrive just in time for the Christmas rush. **T64**











TOP GEAR

Do you get frustrated at the sight of Tiff Niddell driving all those lovely fast cars on Top Gear? Well fear not, Titus Software are developing a racing game that will put you in charge of some very lovely motors. Entitled *Roadsters '98*, the game will allow you to drive cars such as the Mercedes SLK, BMW Z3 and the outrageously gorgeous Porsche Boxter. Since Titus were been responsible for *Automobili Lamborghini*, we at T64 are a little wary of this game. However, it isn't due for release until later on in the year, which should give them plenty of time to make it a cracker.

CORE—BLIMEY!

Rumours are once more circulating that Eidos is about to announce that it's developing software for the N64. Although this has been denied by Eidos themselves, word is that they've been working on a conversion of the PlayStation hit, *Fighting Force*. The game is best described as being '*Double Dragon* in 3D'. We'll have more details soon.

ROLL UP, ROLL UP!

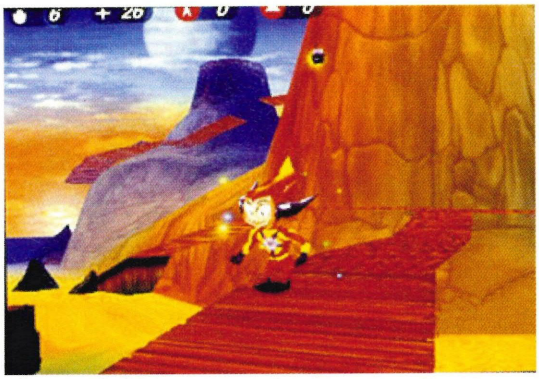
Ever on the look out for original material, TOTAL 64 brings to your attention *Space Circus*, a new title from Infogrames. In the game you take on the role of Starshot, the slightly odd-looking juggler. His mission is to turn the fortunes of the Space Circus when it lands on Earth.

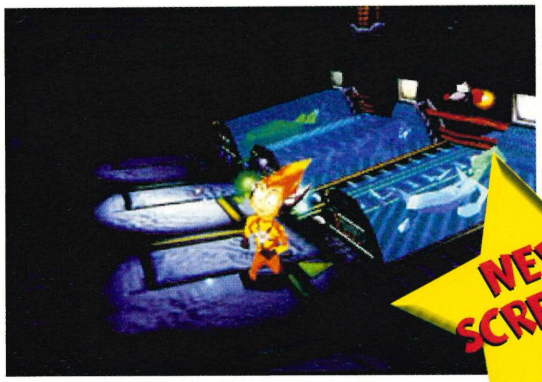
Our hero is a talented little chap who can jump, swim, run, throw stars and coolest of all, fly through the air (with the greatest of ease).

On his quest Starshot visits seven different universes in which there are a total of 360 worlds, all of which are populated by a wealth of creatures from the 'Baywatch Babes' to four-armed slug monsters and most bizarre of the lot, giant mounds of cheese!

The worlds themselves are looking equally weird and wonderful, as well as incredibly colourful and detailed. For example, the first level is set on a tropical island – complete with mountains, trees and volcanoes – whilst another is set in the gravity-free domains of outer space.

Details are fairly sketchy at the moment but we're getting pretty excited at the prospect of *Space Circus*. Especially interesting is the fact that it promises to be a non-linear affair, where you are openly encouraged to explore the worlds in the order of your choice, with no set route or pattern to govern your progress. The total sense of freedom in the game is somewhat impressive and we can't wait to get our hands on a preview copy of what could be one of the surprise hits of the year. **T64**









Gauntlet 64 (Midway/Atari)
Hercules: Legendary Journeys (Titus)
Jungle Bots (Titus/Conceptual Realities)
Koei Shooter (Koei)
Harvest Moon 64 (Natsume)
Nuclear Strike (THQ)
Project Cairo (Crave Entertainment)
Quest for Camelot (Titus)
Road Rash 64 (THQ)
Star Wars Prequel Game (LucasArts)
Thornado (Factor 5)
Xena: Warrior Princess (Titus)

TBA

64 GB Pak (Nintendo)
Actua Golf (Interplay)
Aeronaughts (Ocean)
Andretti Racing (EA Sports)
Bio Tetris (Amtex)
Body Harvest (DMA)
Bottom of the Ninth (Konami)
Buggie-Boogie (Nintendo/Angel)
California Speed (Midway/Atari)
Carmageddon 2 (Stainless)
Command and Conquer (Virgin)
Daikatana (ION Storm)
Deadly Honor (TecMagik)
Dear Blue (Konami)
Donkey Kong Country 64 (Nintendo/Rare)
Dragon Storm (MGM)
Earthbound 64 (Nintendo)

UK RELEASE DATES

April 1998

Aerofighters Assault (Video System)
Quake 64 (Midway)

EA FEEL A LITTLE NEEDY

It had to happen and indeed it has – EA will be publishing *Need For Speed III* for the N64. Whilst this particular series of games has always been at least half decent, once more we don't have too high expectations for this one, especially considering that the PlayStation version was not particularly impressive.

BLUES POWER

Titus have announced that they're going to make an N64 game to tie in with the forthcoming film, Bluesbrothers 2000. That old thing called the rumour mill suggests that it will be a 3D action game. Little else is known about the title, apart from the fact that it's expected to be released next year.

NBA Pro '98 [NBA In the Zone] (Konami)
Mystical Ninja (Konami)

May 1998
Tonic Trouble (Ubi Soft)

June 1998
FIFA: World Cup (EA Sport)
ISS Pro '98 (Konami)
UEFA Soccer (Ocean)

July 1998
Twisted Edge Snowboarding (Kemco)
Banjo-Kazooie (Nintendo)

August 1998
Knife Edge (Kemco)

September 1998
1080° Snowboarding (Nintendo)
F-Zero X (Nintendo)
Kemco Puzzle Game (Kemco)

October 1998
Body Harvest (DMA)

November 1998
Zelda: Ocarina of Time (Nintendo)

TBA
Actua Golf (Interplay)
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)

WORTH THE WAIT?



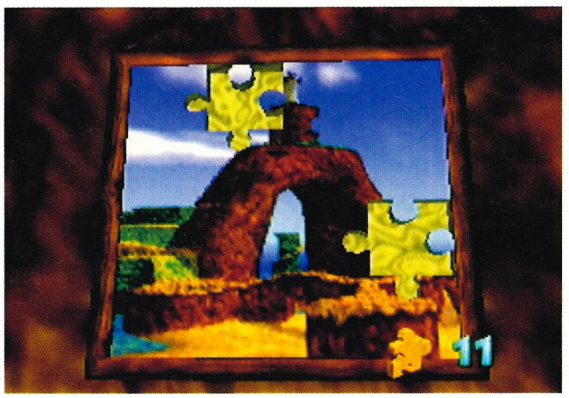


Another month and yet another set of luscious-looking screenshots of *Banjo-Kazooie*. However, we have some bad news relating to this much anticipated release... You guessed it, it's running a little late. *Banjo-Kazooie* was penned in for an August release here in the UK but alas it is not to be – we've heard that it won't hit the shelves of your local games emporium until September. This is bad news for all concerned. However, as the game is made by Rare, we can only assume that this delay is so that when it does finally arrive, it will be something very special indeed. **T64**









IN A FLUX

Last year GT Interactive announced that they had bought the rights to bring both Beavis and Butthead and Aeon Flux to the computer screen. Now it can be confirmed that they're working on an action shooter, based on the aforementioned Aeon Flux. Nothing much is known about the title but we shall endeavour to find out more.

GET SKATEBOARDERS OFF THE STREETS!

Do you remember the scene in Back to the Future part III, where Marty McFly jumped onto a hoverboard? Whilst we're still waiting for that particular device to be invented, we can console ourselves with the latest game from Human Software. *Air Boarders* looks like a very interesting idea, combining all the aspects of snowboarding but without the need for the white powdery stuff – expect some interesting backdrops and scenery. Little is known about the game, as Human are looking for publishers, so we'll just have to whet your appetite with these screenshots.

WHEN THE GOING GETS TOUGH...

Finally, the news that you've all been waiting for: Nintendo are at last conceding that they're going to have become a little more aggressive when competing against the likes of Sony and Sega. To achieve this they've decided to divide up the Nintendo market into three totally separate chunks: Japan, America and Europe. What this means for us N64 owners, is that Nintendo of Europe will have control of the Nintendo market here in Europe, having complete say over the marketing and distribution of N64 titles. This will give a free rein to NoE to actively seek to build relationships with third party developers, with the aim to creating a greater flow of games of the quality and standard of *Goldeneye* – which is a pretty exciting prospect.

Already there has been a noticeable change of attitude from Nintendo towards third party developers – a fact which was highlighted when they invited them all to a meeting in Rome. This was similar to the type of event that Sony have been running to create goodwill between themselves and developers since 1995. Fortunately for us, over 75 senior representatives from 40 companies turned up – there is no doubt that developers such as Eidos and Psygnosis (who were represented in Rome) are showing a keen interest in the future software for the N64. Even if those two software companies alone started developing software for the N64, think of the exciting possibilities for the future – and there are actually 38 other companies all interested in, or already developing N64 titles.

With the PSX now into what could be called its Indian summer and some great titles such as *Turok 2*, *Mission: Impossible*, *Banjo and Kazooie* and *Zelda* on the way, the future for the N64 is looking very, very rosy indeed. Watch this space! **T64**

DON'T PHONE IN, IT'S JUST FOR FUN!

We already know just how great the graphics are on the N64 but take a look at these two pictures of baseball triangles – can you tell the photograph of the real ground from the *All Star '99* screenshot? We can't either... **T64**





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: Sound Maker (Nintendo)
Mario Artist: Talent Maker (Nintendo)
Mega Man 64 (Capcom)
MLB Strike Zone '98 (GT Interactive)
N64 Basketball (Z-Axis)
NBA Courtside (Nintendo/Left Field)
NBA FastBreak '98 (Midway)
NBA Jam '99 (Acclaim)
NHL Breakaway '98 (Acclaim/Iguana West)
Off-Road Challenge (Midway)
Paperboy 64 (Mindscape)
Pocket Monster: Pikachu Genki Dechu (Nintendo)
Pocket Monster Stadium (Nintendo)
Powerslave 64 (Lobotomy)
Powerslide (Emergent)
Robotech: Crystal Dreams (Gametek)
Rampage: World Tour (Midway)
Roto Gunner (TecMagik)
Shadowman (Acclaim/Iguana UK)
Sim City 64 (Nintendo)
Spooky (ICE)
Super Mario RPG 2 (Nintendo)
Turok 2 (Acclaim/Iguana)
Twisted Edge Snowboarding (Midway/Boss)
Ultra Donkey Kong Country (Nintendo/Rare)
Yoshi's Story (Nintendo)









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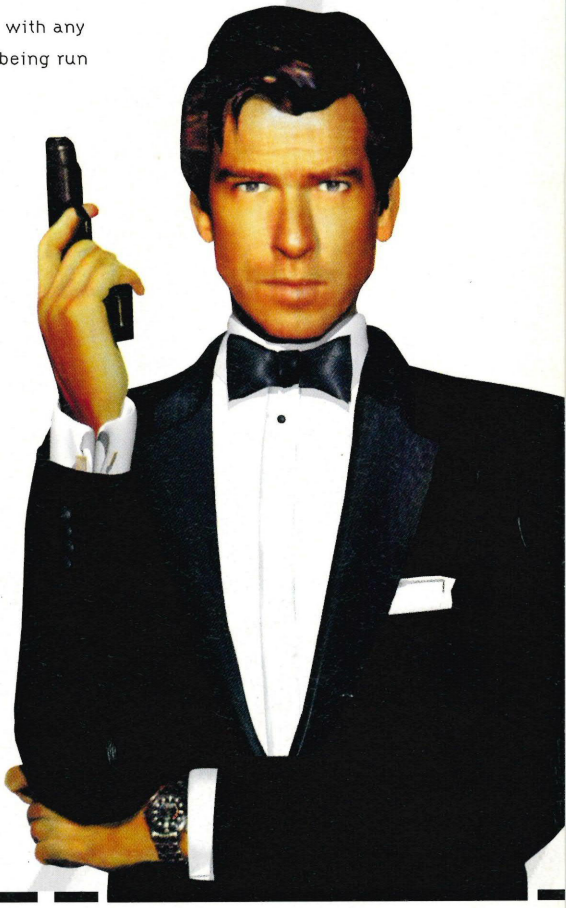
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POKEMON

Photography and computer games have not had the strongest of relationships and it seems unlikely that they ever will. However, thanks to the imminent arrival of the 64DD, Nintendo are set to unleash titles upon the world, the like of which might never have been expected...

START

Simon King, the wildlife photographer, has been on many a safari and often, as I've sat watching in front of the TV, I've wondered whether I, too, would ever get the chance to photograph some interesting animals whilst on holiday in some foreign clime. The answer, in short, is no – but for me and anyone else who longs for a pleasant safari-like experience, complete with camera, the wait until Nintendo release *Pokemon Snap* in Britain should be worthwhile.

If you're not familiar with the name *Pokemon*, then it might help to tell you that it's short for *Pocket Monsters*, who are incredibly popular in Japan, having sold two million Gameboy games. Most recently you might have heard in the news about the episode of their kids television programme, which made children prone to epilepsy have fits.

Apart from this one slight media hiccup, the *Pocket Monsters* look set to take on the world with a number of 64DD titles that should be coming to a store near you, hopefully around Christmas time. Despite their name's implication, the *Pocket Monsters* are





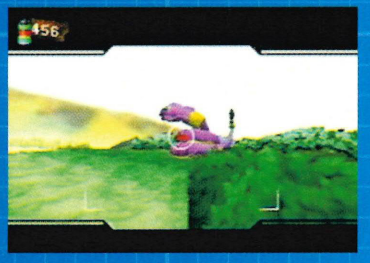


(as you can see from this selection of screenshots) rather more cute than scary. Which may well be why Nintendo decided not to make this game an RPG or beat-'em-up but rather what is probably the world's first... shall we say, photo-'em-up? Believe it or not, armed with only a limited amount of exposures and some apples, your mission is to take the best possible photographs of *Pocket Monsters* as you traverse the countryside on either a raft, car or truck.

This may not sound like the most interesting basis for a game, but it's not quite as straightforward as you might suppose. Getting hold of those photographs is going to take a lot of skill and timing – not to mention getting used to the camera. It's not just a matter of pointing the camera at the numerous *Pocket Monsters* and taking photos, that would be too easy and perhaps dull. In *Pokemon Snap* you're going to have to work to get those photos, learning how to coax the animals into the most pleasing



It's a beautiful baby wossname – I think we'll call it thingy. Why would anyone want to take a photo of this ugly critter?





I guess these are what you would call rear shots...

THE LOWDOWN

PUBLISHER: **Nintendo**

DEVELOPER: **Nintendo**

EXPECTED RELEASE DATE: **TBA**

FORMAT: **64 DD**

SNAP



poses. To achieve this you have to lure them with your food, or play your flute to make them dance, whilst to make the flying monsters take to the air, you'll have to throw rocks at bushes – elements which add to the depth of this game.

If the basic idea of *Pokemon Snap* appeals to you, be prepared to be drawn into a very strange world and endure a lot of frustration, as you work out how to get those photos, whilst choosing the right angle for your picture and trying to make sure that the camera is focused correctly.

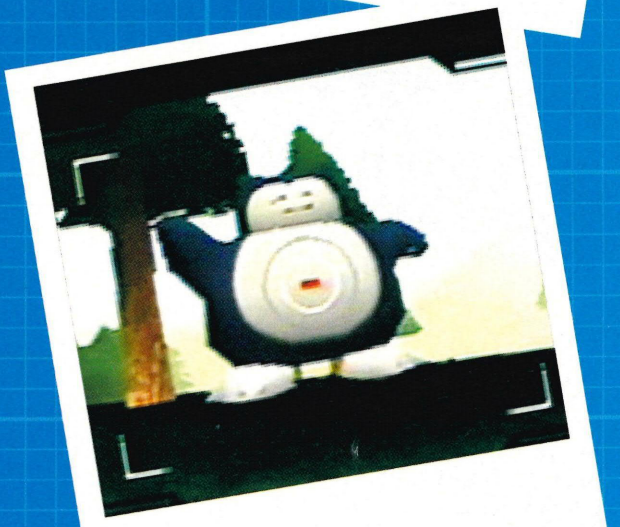
Pokemon Snap looks set to become a somewhat esoteric title here in the West, which could be something of a shame. Here at TOTAL 64 we can't wait to get our hands on it, as it looks like it could be something rather special.

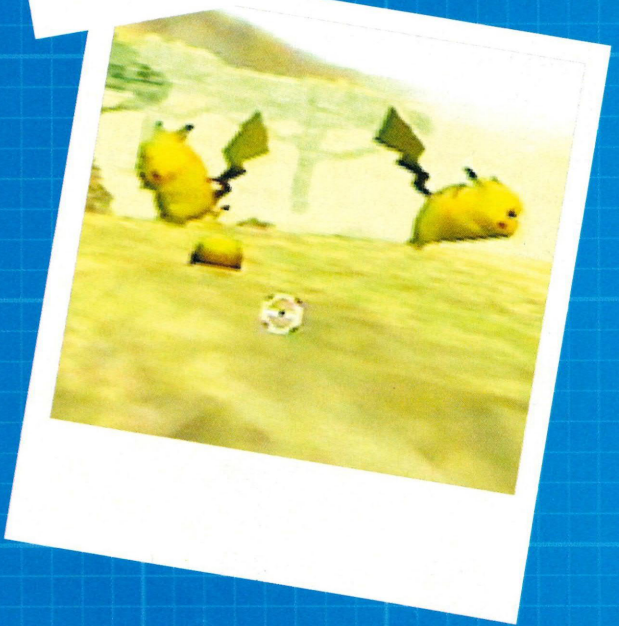
In a world packed full of racing and fighting games, *Pokemon Snap* could at long last prove that the N64 is the platform for new ideas and original titles. **T64**



Look it's a strange distant blue thing in the background. You'd better use something to tempt it closer to get that fab pic







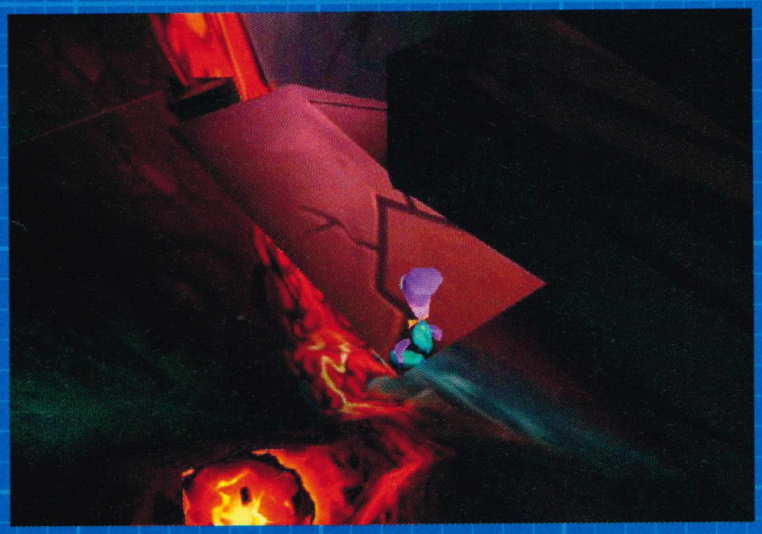
TONIC TRO



Since way back in issue nine, TOTAL 64 has been bringing you snippets of information about what could be the best platform game to grace our little black bundles of joy. Here's the latest info we've been able to get hold of...



While the game worlds in *Tonic Trouble* are reminiscent of those in *Mario 64*, the developers have given them a look all of their own



Some of the locations in *Tonic Trouble* are superbly realised. Here, for example, Ed finds himself inside a volcano

START

Once upon a time, there was this nice little violet coloured alien called Ed. As he was flying past us, he accidentally dropped a canister of 'extraterrestrial goo' onto planet Earth. This caused all of the humans and plants alike to mutate into all sorts of nasty and anti-social creatures. Meanwhile, another far nastier alien, known as Grogh the Hellish, took advantage of this situation and harnessed the contents of the can to take over the Earth and set himself up as king. It's now down to our plucky adventurer, Ed, to right the situation and free the population of Earth from the despicable rule of the none too friendly sounding Grogh.

GIN AND...

Tonic Trouble is essentially a platform based action adventure game, where you get to control Ed the friendly (if a little clumsy) alien through a free roaming 3D environment, as he tries to regain the lost canister of goo and save Earth from Grogh the Hellish and his mutant hoards. The style of *Tonic Trouble*'s gameplay is reminiscent of *Mystical Ninja* and *Mario 64* but takes the genre a step further. The game uses detailed rendered graphics to realise the overall cartoon feel of the game, which is visible throughout its many areas of play, such as deserts, woods and mountains, to name but a few of the standard locations.

From the screenshots here you can clearly see that this cartoon element has allowed the developers to let their imagination run wild – there's both a wonderful sense of humour and great variation in both the levels and the character design. It's obvious that a lot of thought and care has gone into making the game look just right.

Another interesting aspect of *Tonic Trouble* is the variety of modes of transport available to the little guy. Ed will be able to climb into a plane and fly through a lava filled canyon, sledge down the side of a mountain

THE LOWDOWN

PUBLISHER: **Ubi Soft**

DEVELOPER: **In-house**

EXPECTED RELEASE DATE: **Sept '98**

FORMAT: **Cartridge**

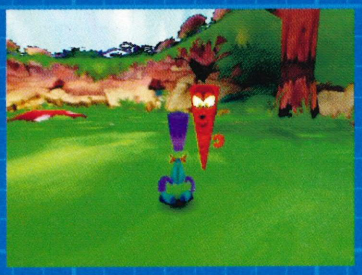


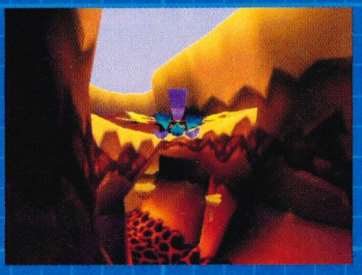




UBLE







and skate across an ice covered pond, to name but a few. These variations in the gameplay are obviously a fun addition all by themselves but they've also provided a really good chance for *Tonic Trouble*'s developers to show off all the N64's environmental mapping abilities, leaving PlayStation owners aghast and jealous.

The clever use of graphics doesn't stop there though. With *Tonic Trouble* in mind, Ubi Soft have developed a 3D integration tool that actually raises the level of AI in the computer generated opponents. This basically means that each character is an individual and will react differently to each direct action you make. They will run from, jump at, and even attack you as they see fit.

This super game engine has been put to good use on the whole game, not just the enemies. The APC, as it's known, has also been used to enhance the backgrounds and make them an interactive part of the game. They will conceal short cuts and secret areas and there will be times where parts of the scenery will be movable, or even explosive.

Needless to say, we're all looking forward to the final version of *Tonic Trouble*. Will this finally be the game to topple *Mario* from his lofty throne of N64 gaming supremacy? Well, with a huge playing area and powerful 3D integration tool, plus the excellent development team behind it all, this game sure to be a hit. Whether or not it'll be big enough to defeat *Mario 64* is yet to be seen, but its success seems assured. **T64**



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REV LIMIT

Let 's face it – the N64 has yet to get its first really cool racing game. We 're still waiting anxiously for the ultimate driving game to set the bench mark for all other successive racing titles. What we want is bucket loads of speed, wrapped up in the coolest graphics to grace any home console. When do we want it? We want it now!



This is where you should keep you opponents – behind you. *Rev Limit* is the racing game that the N64 has been waiting for



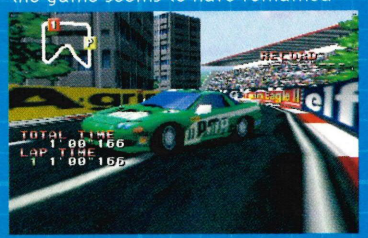
Looking every bit the arcade racer, *Rev Limit* seems fantastic – let 's hope that the game has the speed to match

START Seta's new car racing game seems to have been in development forever, in fact we first reported its existence back in our very first issue. For some reason the game seems to have remained dormant – here at TOTAL 64 we hope that this is because Seta have been busy working their little socks off, to make *Rev Limit* a gem of a racing game.

As you can see from this selection of screenshots, *Rev Limit*'s graphics look gorgeous and everything you'd expect, with features such as the night time and rain effects looking nothing short of stunning. Anyone who is already familiar with arcade racing games should feel right at home with *Rev Limit*, as it has everything that you'd expect from such a title.

What sounds most interesting of all is the inclusion of a management option. How this will integrate into the game as whole remains to be seen but apparently you will be able to control the career of a driver, using the money they earn to upgrade their cars as necessary. Hopefully, if this is implemented successfully, it'll be a welcome addition to the game.

Aside from this, all of the other options that we've come to know and love should be in place, from time challenge to single race mode. The only black cloud-like object hanging over the game is that old problem of speed – many reports have surfaced complaining of a lack of pace. Seta have been anxious to allay such fears and are going to (hopefully) address this problem. Quite frankly, we hope so to. T64









There are many high performance cars available in *Rev Limit*, here are just three of them.

THE LOWDOWN

PUBLISHER: **Seta**

DEVELOPER: **In-house**

EXPECTED RELEASE DATE: **TBA**

FORMAT: **Cartridge**

RAMPAGE: WORLD TOUR

They came, they saw, they climbed and they bashed things about a bit!





It's clobbering time! Think of the hours of fun you can have vandalising the world...



Most people bash a pillow when they get upset but when you're a 50ft gorilla, you have to hit something bigger

START

Marketing men (and women of course) are wonderful things. Sometimes they try to sell you things so cleverly that you can't imagine how life ever existed without the electric fluff remover or such like. Other times, however, they are less subtle and you can hear their thought processes like the sound of a rather loud wind-up clock – which is rather the case with *Rampage: World Tour*. Over the last year or so, anybody who's been to the cinema will have seen the odd trailer or two concerning an oversized reptilian creature named Godzilla. 'Eureka!' shouts Midway's marketing man, as he sits there trying not to spill his popcorn. 'Here is the perfect excuse to update a really old eighties arcade game that tentatively made its way onto a variety of home computer systems!'

Whilst this game is not actually a film license, it does contain certain elements that the film will include, chiefly oversized animals battering the living daylights out of buildings and any pesky humans that try to get in the way. However, with *Rampage* you also have the option of some three player action: you can choose to play as either Godzilla, I mean Lizzie, a large Tyrannosaurus; King Kong (George) or perhaps strangest of all, Ralph the werewolf.

To help you fulfil your destructive bent you'll also find a number of power-ups, which include fire-breath, invincibility and the strange ability to transform your beast into V.E.R.N (that's a Violent Enraged Radioactive Nemesis) an airborne nasty, capable of yet more devastation.

How *Rampage* will be received on the N64 remains to be seen. It certainly won't be the most innovative title we've seen, as it's merely a souped up version of a rather old game. However, with sharper graphics and Rumble Pak compatibility, this could be a welcome addition to anyone's collection – especially for people who enjoy a good old clobbering session with their mates. **T64**



THE LOWDOWN

PUBLISHER: **GT Interactive**

DEVELOPER: **Midway**

EXPECTED RELEASE DATE: **June '98**

FORMAT: **Cartridge**



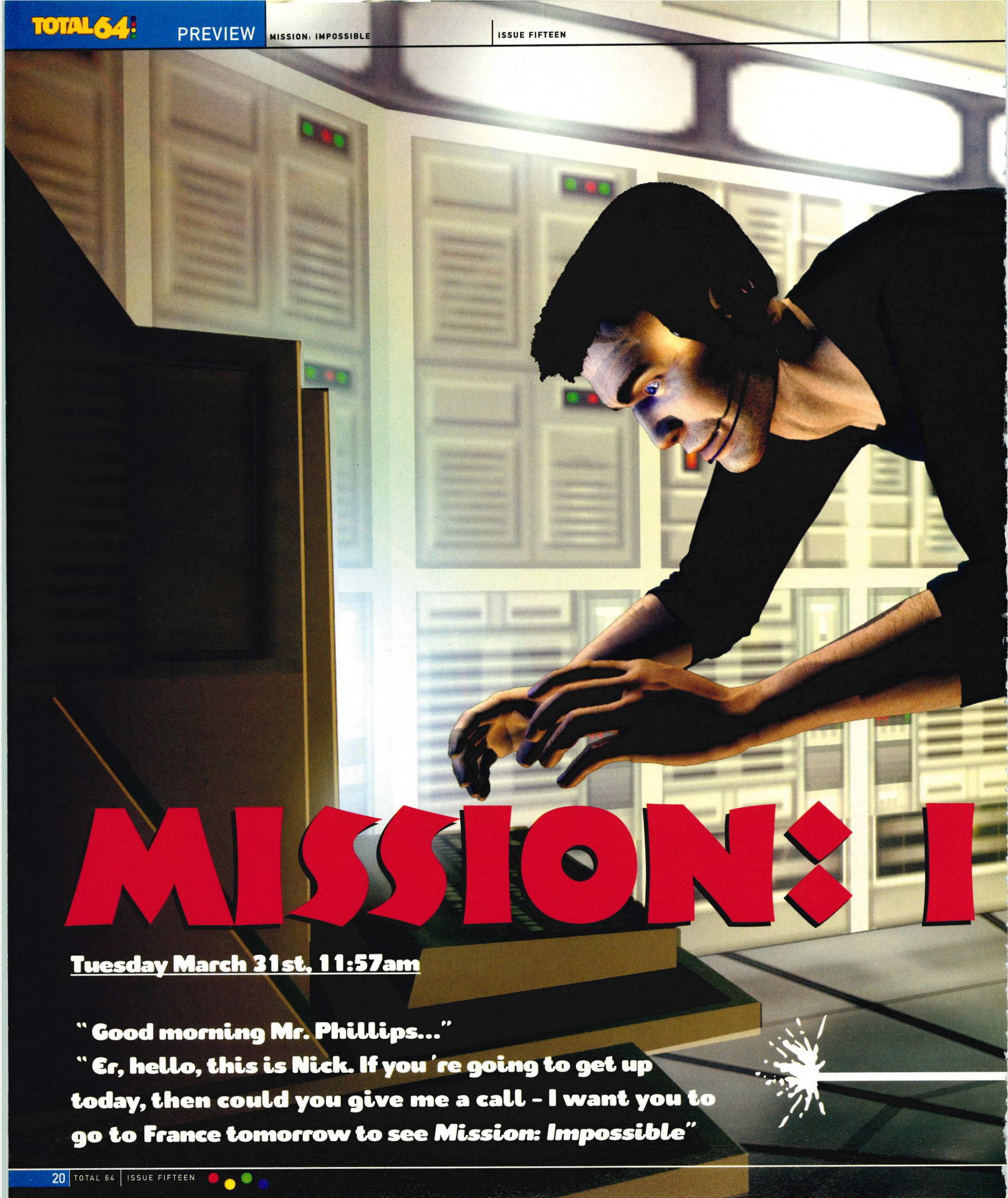
Bash things to pieces



Cause mass destruction



Then do it again...

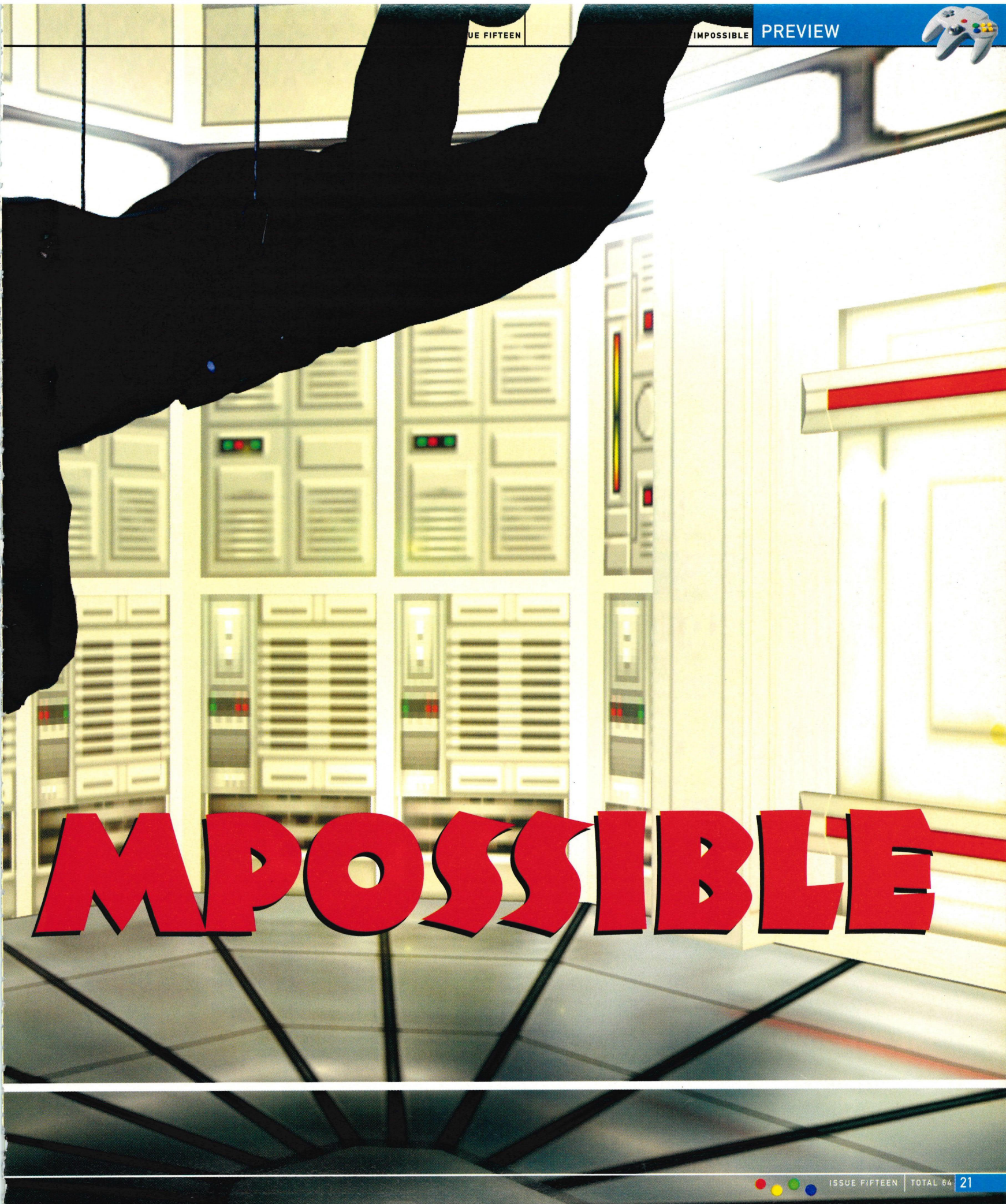


MISSION: I

Tuesday March 31st, 11:57am

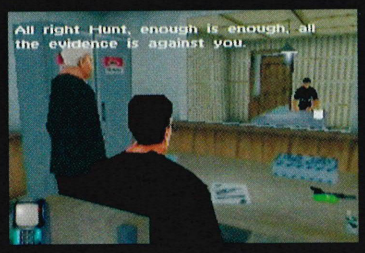
"Good morning Mr. Phillips..."

"Er, hello, this is Nick. If you're going to get up today, then could you give me a call - I want you to go to France tomorrow to see *Mission: Impossible*"


MPOSSIBLE



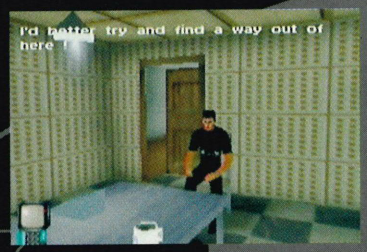
Ethan finds himself being questioned at the M: I HQ



He is wrongfully accused of being a mole



So he sits and he thinks of how he can get out of this



Until he thinks of a cunning plan... to escape!

START What, no mention of "This tape will self-destruct in five seconds" I thought, as my answering machine came to a halt. Clearly though, it was time to act. With the memories of the Rapide party banging in my head and fuelled by a strange desire for aspirin, I soon decided that I really ought to get into the office and find out what the boy Jones was waffling on about.

Sure enough it was true and I found myself dragging my most unhappy carcass out of bed the very next day at 5:00am, to fly on the world's oldest aeroplane to Birmingham. After that I had a short flight on BA 8300 and then one hour, forty-five minutes later, I found myself in the French city of Lyon. Then, after a short taxi ride, I was there, standing outside the building that houses the Infogrames offices.

...the whole team at Infogrames are committed to this game in a way that seems atypical of the games industry

Infogrames are one of the most exciting N64 developers around at the moment. They have more great N64 games on the way than, well, anyone else that you could care to mention.

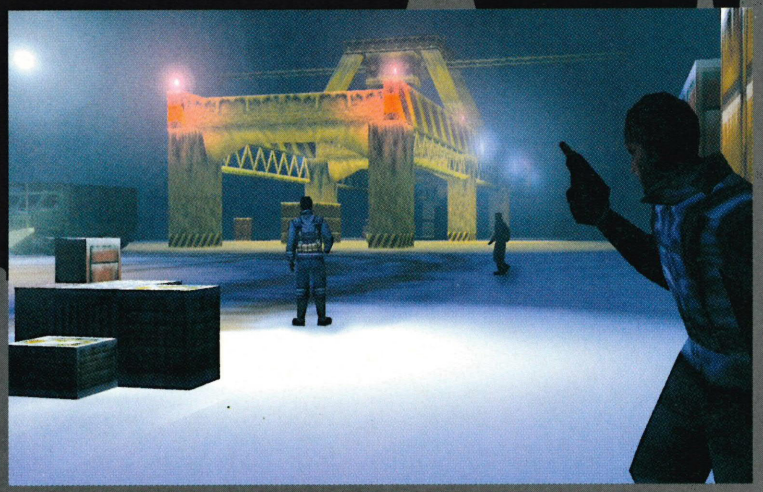
However, there was only one game on my mind at that moment, the one and only, *Mission: Impossible*.

When you walk into the area designated for the development of *Mission: Impossible*, you can immediately sense that this is going to be a really great game. The first thing you hear is the eerie sound of the now familiar musical score for the film and television series – the whole floor simply throbs with the sound of it.

There are 21 technicians currently working on *Mission: Impossible* – the driving force behind it all is Arthur Houtman. He has been the game's production director for the last sixteen months, bringing it over from the United States to France. Arthur positively enthuses about the game at any given moment, usually at great length. You can be assured that the whole team at Infogrames are committed to this game in a way that seems atypical to the games industry. Put simply, it's obvious that they really do want to make *Mission: Impossible* the best title on the N64.

This, as Arthur Houtman explained, is one of the reasons for the lengthy development time. However, we have finally been promised that Infogrames intend to release the game this year, with a tentative date of September in the US. They have accepted that there has to be a cut-off point, when all research and development comes to a halt and the game is finally allowed to be finished and from what we've seen, it will have been well worth the wait.

Probably the first question that's on everybody's lips is whether *Mission: Impossible* bears any relation to its other cinematic espionage-based rival. The answer, both from Arthur Houtman and myself, would definitely be an unequivocal 'No.' Whilst *Goldeneye* did have some spy-like qualities to it, on the whole the main thrust of the game was purely shoot-'em-up based. *Mission: Impossible* is really



THE LOWDOWN

PUBLISHER: **Infogrames**

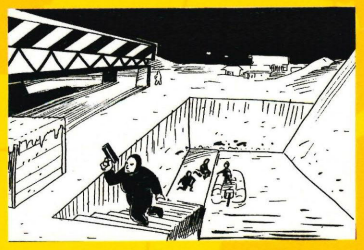
DEVELOPER: **In-house**

EXPECTED RELEASE DATE: **Sept '98**

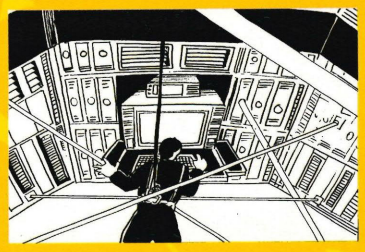
FORMAT: **Cartridge**

EARLY DESIGNS FOR *MISSION: IMPOSSIBLE*

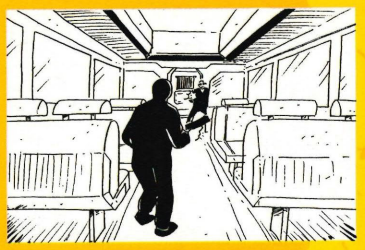
These are some of the preliminary sketches for the different stages of the game:



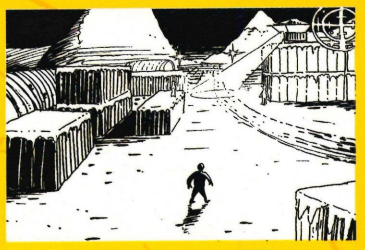
Early design for the opening sequence in the installation level



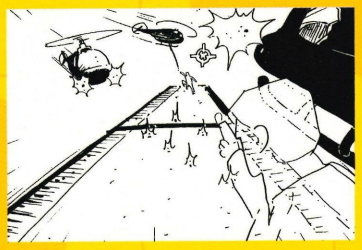
That famous moment in the film, and yes, you do get to do it!



Ethan on a train



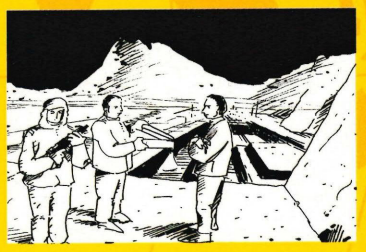
Another drawing of the installation level – better mind those searchlights!



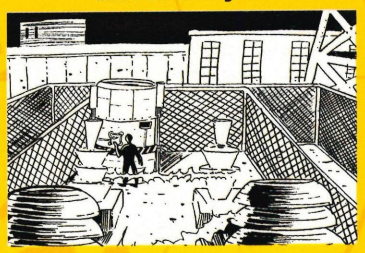
Ethan chasing after a mole, whilst avoiding enemy fire



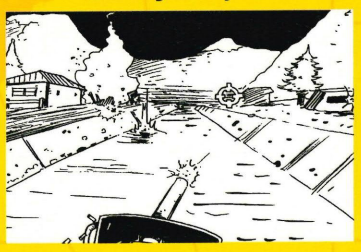
The sniper level, set in a London train station



Nasty, evil drug dealing types



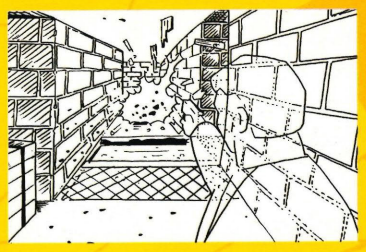
Another installation piccie – this time Ethan's planting a bomb



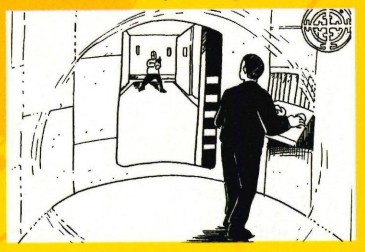
Gunboat action!



Embassy scene with Ethan disguised as a waiter



A later part of the Embassy level, when Ethan gains access to the restricted area and has to shoot crates to make his way through



This picture has got us all baffled here at TOTAL 64 – looks interesting though...

somewhat different. It is objective based, with the emphasis placed not solely upon killing off your enemies before they can kill you but on some more realistic espionage activities – think of it as a spy sim.

Infogrames are anxious to point out that *Mission: Impossible* will be a more cerebral challenge, more so than any other game on the N64. If the idea of playing the kind of game that actually makes you think a little worries you, fear not, as Infogrames are working to ensure the learning curve is set at exactly the right level, so that anyone, of any age, will be able to play the game.

YOUR MISSION, SHOULD YOU CHOOSE TO ACCEPT IT...

Mission: Impossible will eventually feature a minimum of twenty separate missions – at present it has not been decided whether that figure will include some bonus missions or not. Of those twenty, seven are now up and running, and it has to be said that they are looking and sounding pretty stunning. Each of these will be introduced by a cinematic sequence, featuring the now infamous tape, that will indeed self-destruct in a timespan around the five second mark.

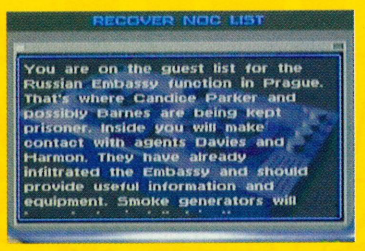
What truly separates *Mission: Impossible* from any other game on the N64, is the fantastic combination of genres it has achieved. Taking its cue from both the recent film and the cult television series, Infogrames have created a game that blends action and adventure, in such a way as to provide the ultimate challenge for any gamesplayer.

The first and most complete level of the game is set at an Embassy party. This particular scene is lifted directly from the movie and the main objective of this section is to try to get access to a restricted area, so that you can rescue one of your fellow *Mission: Impossible* agents. This task will involve you in interaction with a number of people who are guests at the party.

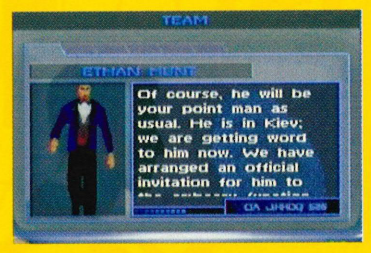
Ethan is disguised as a waiter and must converse with another agent – but only when they are alone. Whilst mingling with all the party goers, he must also avoid being terminated by another spy, who will only strike when the two of them are alone. To further complicate matters, whilst all these scenarios are being played out, Ethan must also negotiate and adhere to a certain number of given objectives. Fortunately, not all of these tasks will need to be completed and it's not

YOUR MISSION BRIEFING

We don't want to give too much away, as that would spoil your fun but here, for your viewing pleasure, is a walkthrough of some (but certainly not all) of the sections of the Embassy level



Your mission briefing



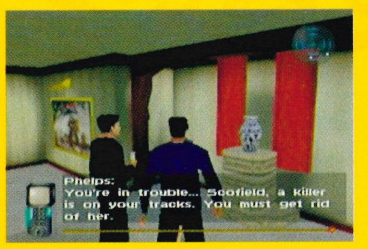
Hurrah, it's Ethan, the hero of the game!



Your list of objectives



The Embassy



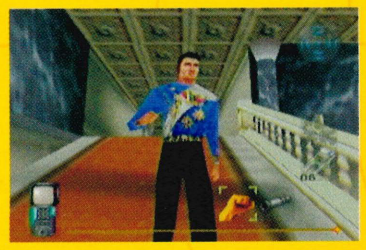
As you mingle, you get a warning that someone's out to get you – better watch out



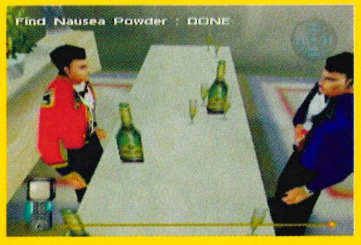
You go to the bar to ask after the Ambassador's aide



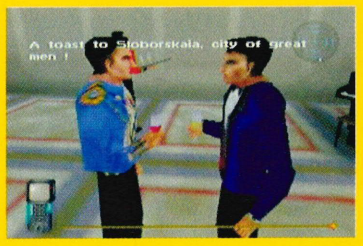
But to get him downstairs, the pianist will have to play another tune...



...when you've solved that problem (hee, hee) he will come down



Next you have to find the poison



Now get the Aide to drink it



And he'll dash off to the loo – you'd better follow him



Knock him out, but watch it – there's a lady in the loo... I bet she's not a nice person

necessary to do them in any specific order, although some are vital. For example, the only way for Ethan to gain access to the restricted area of the Embassy is by his assuming the identity of one of the Ambassador's aides and consequently, to do this you must obtain the Facemaker from Sarah, the other *M:I* agent at the party.

Another objective is to covertly plant smoke bombs at the Embassy. Again, you do not have to do it, but eight stages later when you have to escape from the building, you'll be glad that you did. Of all the levels that were shown to us, it was this particular level that seemed to adhere most closely to the original intentions of the *Mission: Impossible* game brief. It had an incredible atmosphere and a real intensity that I guess would bear some relation to what it would be like to be a real spy.

Originally, Arthur Houtman told us, the whole of *Mission: Impossible* was going to be composed of sections such as the first one, but it was decided that for variety's sake they wanted to



Who says there isn't any killing in *Mission: Impossible*?



Stay out of the spotlights if you're to avoid detection



One of the missions is set in good old England

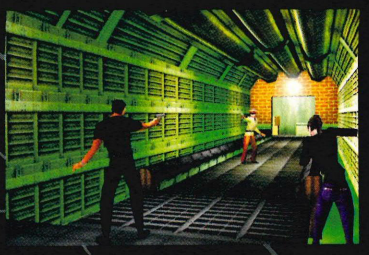


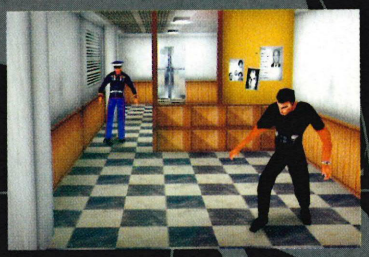
Even when you fail, it still looks great



Ethan has to negotiate some platforms, avoiding the certain death that awaits if he falls into the pea soup







Ethan shows off his Richard III impersonation



Time for a bit of exploding chewing gum action

Since Mission: Impossible is more realistic and challenging than your average game, you have a limited amount of ammunition

add many different types of games, so as to prevent that old monotony beast creeping in. Having spoken to some of the European journalists who were with me at Infogrames, they all seemed to agree that the initial Embassy sections were by far the best on show. However, the other missions that were up and running had mostly not had their objectives fully optimised or were simply not working fully, so we've yet to see how much the levels will change over the next months.

I WANT ACTION!

20 to 30% of *Mission: Impossible* will be composed of more action-based missions. Infogrames showed us a really great looking level, set on an installation, that looks essentially like an N64 version of the PSX title, *Metal Gear Solid*. The background to this mission is that you and your team arrive at an enemy installation without your equipment, as it's been airlifted into position on the base. Unfortunately the air drop was blown off course and so the team's equipment is scattered all over the site. As the team leader you have to retrieve this equipment within a certain time, so that the others can get on with their tasks. Added to this challenge are the numerous bad guys, who are out to liquidate you.

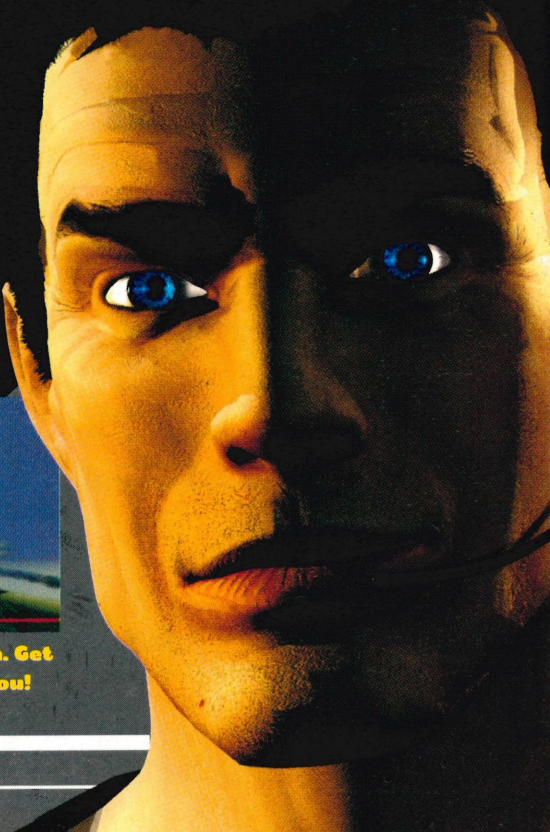
Since *Mission: Impossible* is more realistic and more challenging than your average game, you only have a limited amount of ammunition and you have to decide how you are going to use it. You have the option of trying to kill everyone, but the only way to do that is

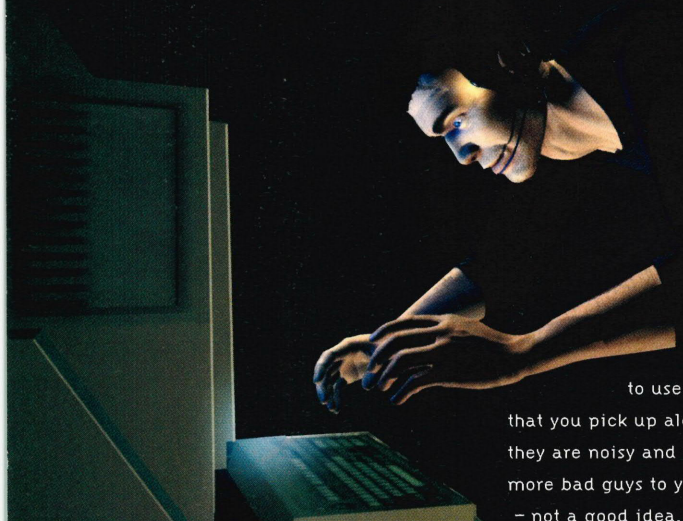


Throughout the game there's always the danger of being caught and trapped – or in some cases, sent to Siberia!



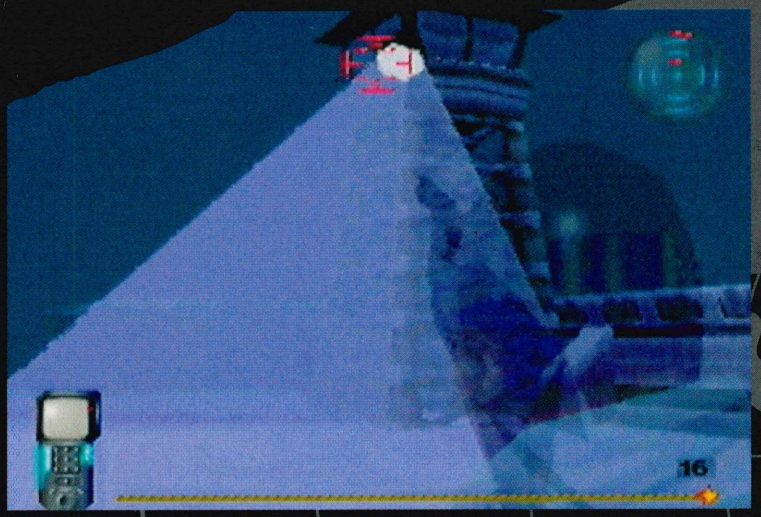
Some hot gunboat action. Get them before they get you!



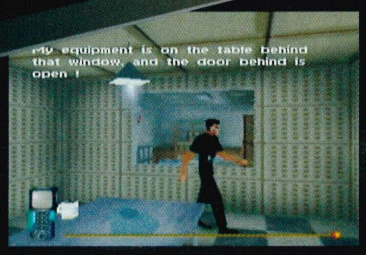


to use enemy weapons that you pick up along the way, but they are noisy and will attract even more bad guys to your whereabouts – not a good idea.

All of your standard *Mission: Impossible* firearms come fitted with silencers, and obviously it is preferably to use these at all times so as not to attract attention, but you can't shoot everyone. So, if you can't kill everyone, you are left with one option: to use stealth and only exterminate those enemies that you have to. This might sound a little unusual for all you violence loving gamers out there, but it does work brilliantly. Imagine living the life of a real spy, never wanting to draw



Shooting the searchlights can be tricky but your enemies won't be able to see you if you pull it off



...but all of his equipment is behind the window



Mass destruction is on the cards with the gunboat



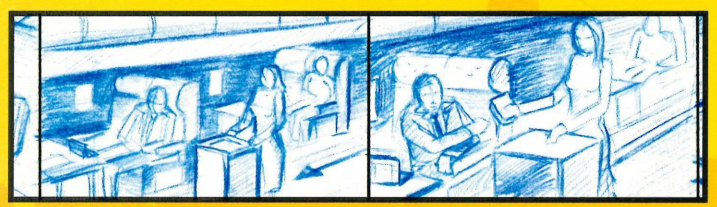
Another bit of jumping, this time onto moving vehicles



One of the perks of being an *M:I* agent is the travelling

EARLY CARTOONS FOR INTRO ANIMATIONS IN *MISSION: IMPOSSIBLE*

***Mission: Impossible* will feature some some of the best looking animated intros ever to grace the N64**



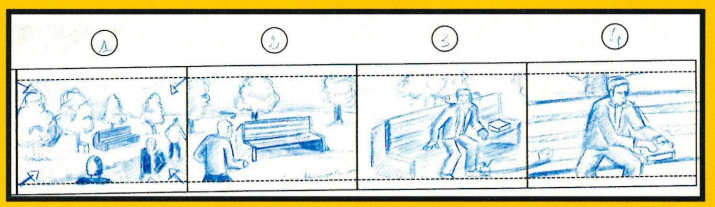
Although not running at the moment, this will be an animation in which Ethan will be given one of the famous self-destructing tapes



Another animation that was not working at this time, doubtless it highlights an integral part of the story



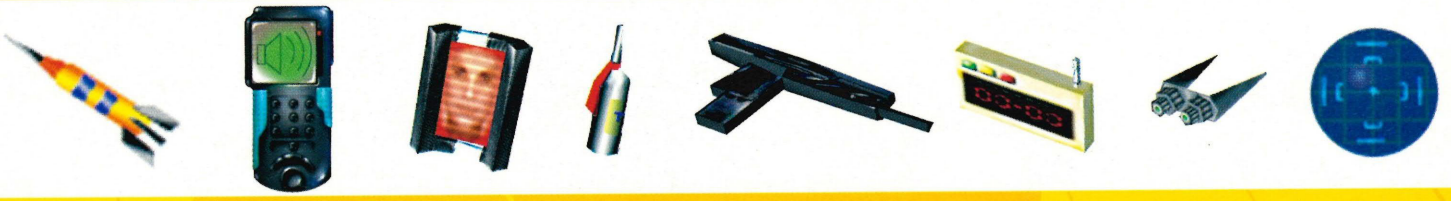
Ethan (possibly) chasing after the mole and catching him?



This one was up and running and showed Ethan receiving his mission brief in the park

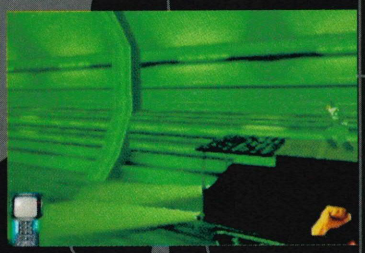
WEAPONS & GADGETS

As a *M:I* agent you get to play with some pretty cool gadgets that even a certain 00 agent would be envious of...

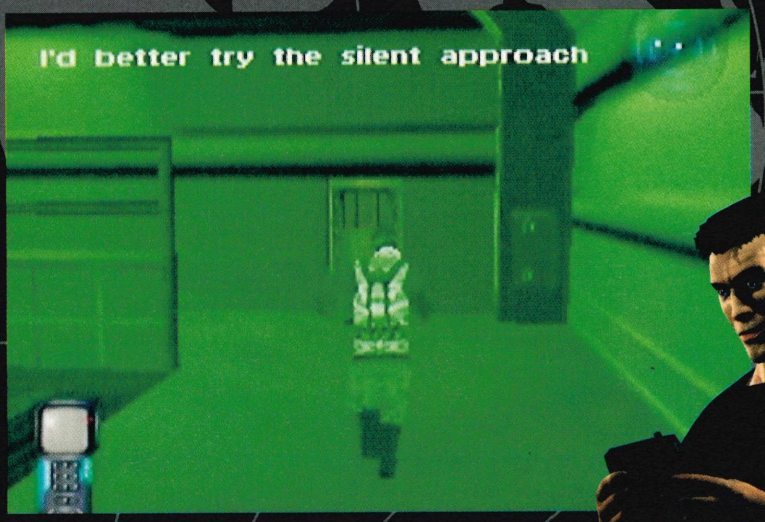


SLEEPER DART | COMMUNICATOR | FACEMAKER | GAS INJECTOR | UZI | DETONATOR | NIGHT GLASSES | RADAR





Ethan shows off his surfing skills on top of this vehicle



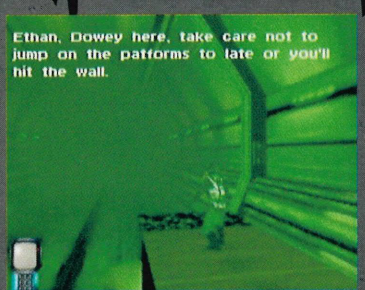
When you get hints like 'Try the silent approach' it's wise to take heed of them

Throughout *Mission: Impossible* you will find all manner of different genres have been cunningly worked into the game. For instance, on one level (one of the few that you actually do not play the game as Ethan) you must take on the role of two snipers. Positioned at a vantage point high up in Waterloo station, it is your job to protect Ethan by shooting the henchmen that are trying to kill him. There's also a level set on a gunboat where you must travel down a river, shooting the enemy installations as they try to sink you. Fans of the film will also be pleased to know that they will be able to recreate that famous moment when Ethan tries to gain access to the computers in the *Mission: Impossible* headquarters, by being lowered down on a rope through an air conditioning duct. If you're looking for some variety in your games

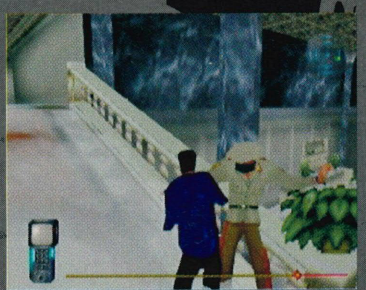
attention to yourself. Imagine being on a mission where you are vastly outnumbered and have to succeed against the odds with only your guile to keep you alive – after all, this is supposed to be an impossible mission.

The real joy of playing such levels is not the potential for killing, but for succeeding. Once you've got used to adopting a more stealth-like approach to completing your missions, you'll be able to impress your mates with your ability to outwit opponents. That said, action fans shouldn't worry, as you will also find there are plenty of opportunities to use that trigger finger.

When you get used to a more stealth-like approach, you'll be able to impress your mates with your ability to outwit opponents



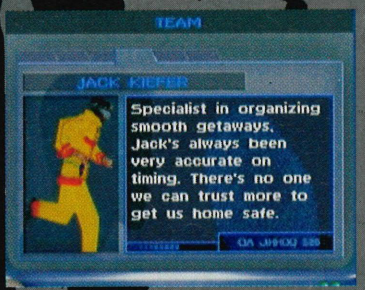
During the game you will be given info by your colleagues



When stealth fails, you can always use your fists...



Toxic gas can be lethal – chemical suit anyone?



It's always handy to have a getaway man on your team





then *Mission: Impossible* should be the title to deliver this, and Infogrames still have another thirteen levels to complete. Excited? You should be...

DEBRIEFING

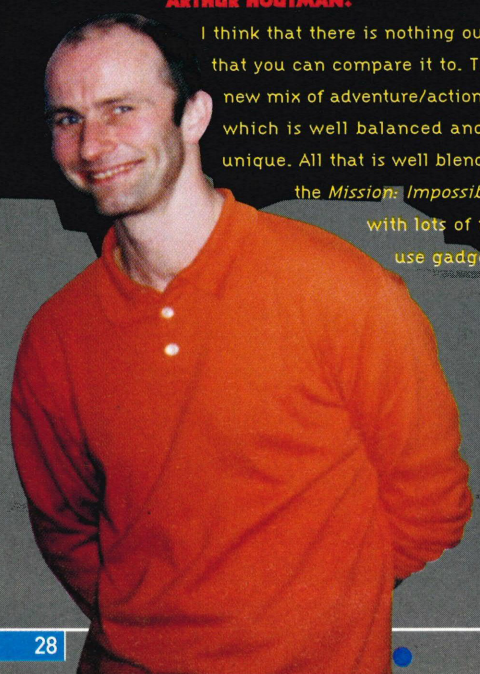
Both graphics and sound are still in the 'tweaking' stage, however the game is already looking pretty special, with some very nice effects. There are sections which are looking a little plain at the moment, but when the game is complete, we are assured that it will look even better. If anyone can improve the general look of the game, then it's Arthur and his team.

One of the most impressive aspects of the game as it stands is the music. Rather than following the lead of *Goldeneye*, with its modern version of the original Bond theme, Infogrames have decided to opt for music that is more akin to the sound of the sixties television programme. The effect on the game is incredible; the original theme music is a timeless classic but the incidental music, especially the drumbeats, engender tension and atmosphere in the game incredibly well. Considering this is a game that's yet to be completed, you can see that as Infogrames begin to tighten and

INTERVIEW WITH ARTHUR HOUTMAN, PRODUCTION DIRECTOR

TOTAL 64:
Without a doubt, *Mission: Impossible* is one of the most anticipated games on the N64. What are the most interesting aspects of the game and more importantly, why should we part with our hard-earned cash to buy it?

ARTHUR HOUTMAN:
I think that there is nothing out there that you can compare it to. There's a new mix of adventure/action/arcade which is well balanced and quite unique. All that is well blended into the *Mission: Impossible* style, with lots of fun to use gadgets.



TOTAL 64:
Tell us a bit about these gadgets – which ones will *Mission: Impossible* feature?

ARTHUR HOUTMAN:
One of the most famous *M:I* gizmos is of course the facemaker, which lets you take on other characters' identities. The explosive chewing gum will be used, as well as some other high-tech spy devices, such as nightview glasses.

TOTAL 64:
Rumours have suggested that in one scene you have to beat up a waiter and disguise yourself as him. This sounds like a pretty interesting idea – tell us a little more about it.

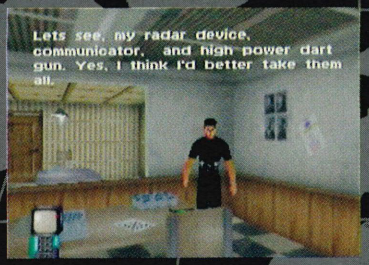
ARTHUR HOUTMAN:
I don't know about the waiter but yes, the facemaker is needed to succeed in some of the missions, as taking on somebody else's ID lets you get into places that Ethan has no access to. You will have to find the right guy to make the mask of, however and as the mask melts, your time to use it is limited.

TOTAL 64:
Mission: Impossible has been compared to *Goldeneye*, what are the differences between the two games?

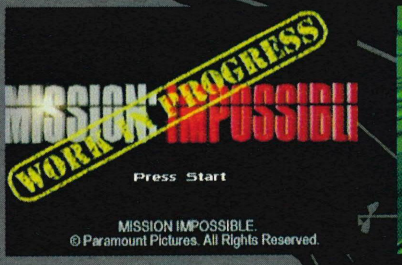
ARTHUR HOUTMAN:
We are closer to spy simulator than a shooter – for example, in *Mission: Impossible*, when you're out-numbered, the best thing might be to avoid contact with the enemy as much as possible. Than there is the third-person view, which gives you a much more cinematic gaming experience.

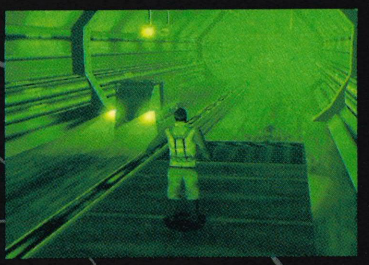
TOTAL 64:
It has been said that there will be no actual killing in the game and that Ethan will only be able to dispense with his enemies using a mixture of blow-pipes, stun guns and hand-to-hand combat. Surely as a spy, Ethan should have the odd lethal weapon at his disposal? After all, shooting people, like it or not, is pretty popular on console games.

ARTHUR HOUTMAN:
Having said that we think of *Mission* as being a spy simulator, we have to admit that being a special agent is a very risky business and people do get hurt. One angle that's important is that violence just for









tuck, *Mission: Impossible* truly has the potential to be one of the all-time classics for the N64 – perhaps even a benchmark title for other developers to take notice of.

BUT WHAT'S IT LIKE TO PLAY?

Having played the game, I found it to be an incredibly involving and tense affair. There are certainly aspects that have yet to be fully realised. For example, there is little in the way of a definite learning curve in the game, which is at present one of the chief concerns at Infogrames. They are very keen to make the game as playable and satisfying as possible. With the few levels that were then in operation, it was also difficult to see how all the levels and the sub-games would fit together to make a coherent structure, especially as the game is not just a simple rehash of the film but rather an attempt to create the feel and essence of *Mission: Impossible* in its many forms. It is also clear that the enemy characters' AI is going to have to be looked at. Infogrames are now hard at work, trying to make the enemies react only to things that they would actually be able see or hear in real life. Once this is fully working, it will be possible to avoid many of the confrontations with your foes, rather than simply bumping into people at certain points of the game.

However, there is little doubt that when the game reaches the shops all these minor points will be a distant memory. Arthur Houtman is a guy who is extremely honest about what needs to be altered in the game, because he knows what the N64 is capable of and he's certain he'll get everything that he wants to see in the game working, in time for its release later this year. We're pretty excited here at Total 64 – our fears of a cheap *Goldeneye* rip-off have been finally put to rest. *Mission: Impossible* is going to be big – not because of the hype, but because it's looking as though it will be absolutely fantastic. More reports when we get more news?

You betcha! T64



ON MISSION: IMPOSSIBLE

violence's sake will not be rewarded, as it would be in a shooter. But Ethan will have all kinds of weapons at his disposal, like nausea powder, a blowpipe with sleeper darts, a 7.65 with silencer, a pocket rocket launcher or even a gunboat with double barrelled four inch canons !

Total 64:
How much will Ethan work with his other operatives in each of the missions throughout the game?

ARTHUR HOUTMAN:
This is a very important aspect in the game, as in every mission you have a team. Ethan, being the point man, sometimes has to provide the team members with objects so that they can get on with their jobs. Sometimes they'll have equipment for Ethan and sometimes the player even switches to play one of the team to give Ethan a hand.

Total 64:
Clearly *Mission: Impossible* is not going to be just another shoot-'em-up. However, can you tell us a little about the type of challenges and puzzles that Ethan will encounter in the game?

ARTHUR HOUTMAN:
I won't tell you too much about the exact way that it will work, as I think it will be fun to find out in the game. What I will say is that as you play, the situation changes and the way you thought you would achieve an objective will have to be thought out differently. The use of your grey cells will depend on the difficulty level you'll be playing at as well.

Total 64:
One of the most popular aspects of *Goldeneye* was the ability to play in a head-to-head mode. Will there be any options available for multiplayer action in *Mission: Impossible*?

ARTHUR HOUTMAN:
No, sorry – a head to head deathmatch does not fit *Mission: Impossible* and there is no multiplayer mode.

Total 64:
Tell us a little about any of the other titles that Infogrames are currently developing for the N64.

ARTHUR HOUTMAN:
You'll soon find out about *Space Circus*, which some people already refer to as a mixture of Tex Avery meets George Lucas and than there are several games featuring the Loony Toons in the making.

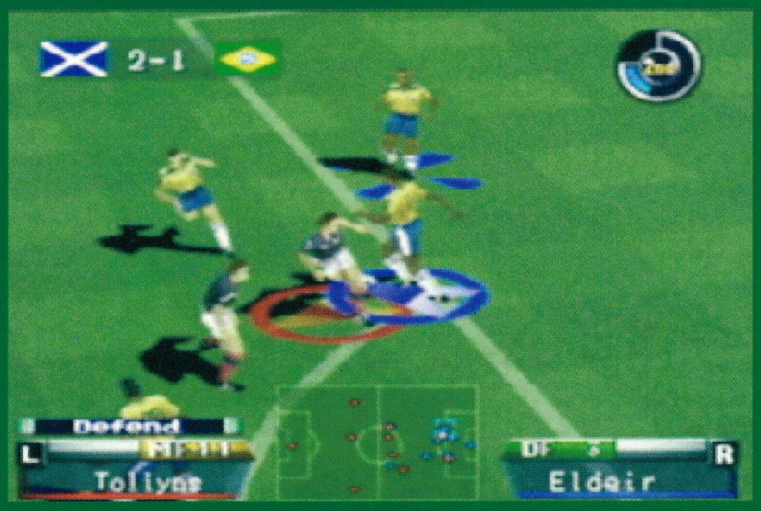
Total 64:
Mission: Impossible has been in development for what seems like forever, can you tell us when you will be releasing it?

ARTHUR HOUTMAN:
We are looking at a launch at the E3 show in Atlanta at the end of May, then in the US shops at the end of June.

I don't know when the Australian launch has been planned for but probably soon after. T64

INTERNATIO SUPERSTAR

With the 1998 World Cup just round the corner, it seems as if just about anyone who knows how to string two pieces of code together is releasing a football game. But then we know which is going to be the best...or do we?





Despite losing 4-1 with only seconds to go, the German striker thinks his side still have a chance...

START Ask any N64 owner which is their favourite football game on the N64 and their answer will almost certainly be *International Superstar Soccer 64*. In fact, this game is so great that it has crossed over the boundaries into both the PlayStation and PC areas of the Rapide offices, with members of their respective magazines begrudgingly admitting that *International Superstar Soccer 64* is the king of all football games on any format (ha, ha). The original *ISS* was responsible for many a late night here at Rapide Towers, with the T64 boys taking on all comers and yes, we won all the time. Almost.

So, imagine our delight when we heard a second *ISS* game was about to be released for the N64 – we almost gave up collecting comedy turnips altogether! With such an illustrious predecessor (dare I say perfect?) how could Konami make it any better? Well, that's exactly what they have done. Let us explain...

THE LOWDOWN

PUBLISHER: **Konami**
DEVELOPER: **Konami**
EXPECTED RELEASE DATE: **TBA**
FORMAT: **Cartridge**

"YOU'VE GOT TO MISS THEM TO SCORE SOMETIMES"

You may be thinking judging by these screenshots, that the latest incarnation of ISS does not look a great deal different and, in graphical terms, not a lot has been changed. That said, the already fluid animations of the players have been polished and been expanded on: one notable improvement is that players now visibly slow down, rather than coming to an abrupt halt. The main improvement here has been in the speed and clarity of the player movement but not much has changed graphically. No, the main improvement lies in the actual game mechanics.

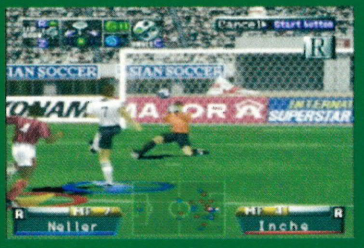
One of the major criticisms of the original was that it was just too easy, once you'd had enough practice, to

NAL SOCCER '98





The new 'arrow' allows the player to adjust the trajectory



ISS '98 promises to offer even experts a new challenge



A handy measurement is displayed on free kicks



All the old features have been given a graphical overhaul

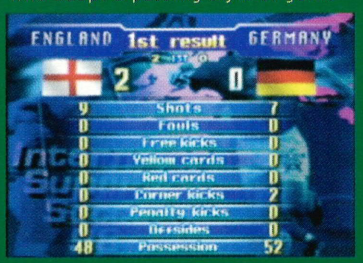
dribble the ball from one end of the field to the other. In other words, tackling was more difficult than it should have been. This aspect has been totally changed and it's now a far more simple task to win the ball off a player in possession. But this is not to say that it's impossible to run with the ball, far from it.

All of the original 'special' moves have been retained and a few brand new ones have been added as well. For example, you can now feint a run (the player looks like he's going one way and then goes the other) which is an excellent way of fooling your opponent. The improved tackling has the affect of rewarding players who adopt a passing style of game and definitely makes for a much more satisfying game of football.

"...LIKE A PREDATOR ABOUT TO DEVOUR THE TARGET"

Another problem with the original *ISS* was that once you'd discovered the 'soft goals', it was just far too easy to score. This has been completely changed and as far as we could tell, Konami have eliminated all of these so-called 'cheap moves' and made the goalkeepers better. Better, we hear you ask? Yes, although the goalies in *ISS 64* were probably the best ever seen in a video game, they are now even more alert and also have several new moves. Probably the most radical change is that they are now able to punch the ball out of the area. This can obviously have two effects – if your keeper is good, then the ball can be cleared well out of danger but if he's a bit poor there's a good chance that he'll miss a punch and so gift a goal to the opposition. More realism than ever before? We think so.

A number of controller changes have been implemented too, which improve the almost faultless control system of the original. It's a lot easier to curl the ball: you now press the trigger button and then press left or



The full-time result screen shows you lots of stats...



A few new options have been added to *ISS '98*

"I DON'T THINK THERE'S ANYONE BIGGER OR SMALLER THAN MARADONA"

***ISS '98* offers you the chance to completely edit a team, right down to the players themselves – you could become England's star striker, if that's what you like to do...**



First decide which position you want your player to play in



Next, give the player a name...



...then decide what he looks like – there are 80 faces to choose from



A new feature in *ISS '98* is the inclusion of different player heights.



Now make your player right or left footed, or evenly skilled with both



Finally you get to assign skill points to different areas of his game





Although Konami were not allowed to use real players' names, it doesn't take much to work out who they're supposed to be...



A dejected goalkeeper realises his mistake



One of the best things about *ISS* is the sheer wealth of options

right on the control stick. This after touch is a lot more pronounced and is therefore a lot more effective for free kicks and corners.

Dead ball situations have been changed too, with the old flat arrow along the ground replaced by one which shows the trajectory that the ball will take. This can be adjusted, so it's possible to be more accurate with free kicks and corners. Don't worry though, this doesn't swing the balance in favour of the attacking team, as your defensive wall can now jump in order to block any free kicks that might be hit too close.

"ENGLAND WERE BEATEN IN THE SENSE THAT THEY LOST"

A motivational factor has been added too. You now have to select a captain before the start of each match and your choice will affect the performance of the other players in the team. Selecting a born leader or a player the others look up to will improve your team's overall performance but if you select, say Gareth Southgate (allegedly), team morale will not remain as high and performances will drop.

Other gameplay tweaks include a less potent through ball – let's face it, it was far too easy to use in the original – plus the more intelligent computer controlled teams and a new feature which means that the weather directly affects your players' condition and performance. If, for example, you're using a European team and are playing in South America, then the players are going to tire more quickly. Likewise if you're using an African team and are playing in the snow, then your players' form could be affected. This adds a whole new dimension to the idea of having a home advantage and brings the tactical side of football to the fore.

"SUCH A POSITIVE MOVE BY URUGUAY – BRINGING TWO PLAYERS OFF AND PUTTING TWO PLAYERS ON"

Konami have not let us down here either. If you remember, the original





PLAY HOW YOU LIKE

For all you football nuts out there, *ISS '98* offers an almost unimaginable number of options for you to play around with...



MAIN SCREEN

From here you can choose to play through an International Cup, which is really the World Cup in all but the name



HANDICAP SCREEN

Before each match you're able to 'handicap' one of the teams. You can change the fitness of the players and the strength of the goalkeeper



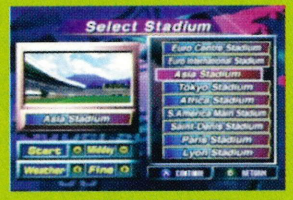
TEAM TACTICS

The main purpose of this screen is to substitute players and change your team's tactics but you can also assign kick takers and a captain



TEAM FORMATION

Not only does *ISS '98* give you loads of pre-set formations but there is also an option to make whatever formation you want



STADIUM SELECT

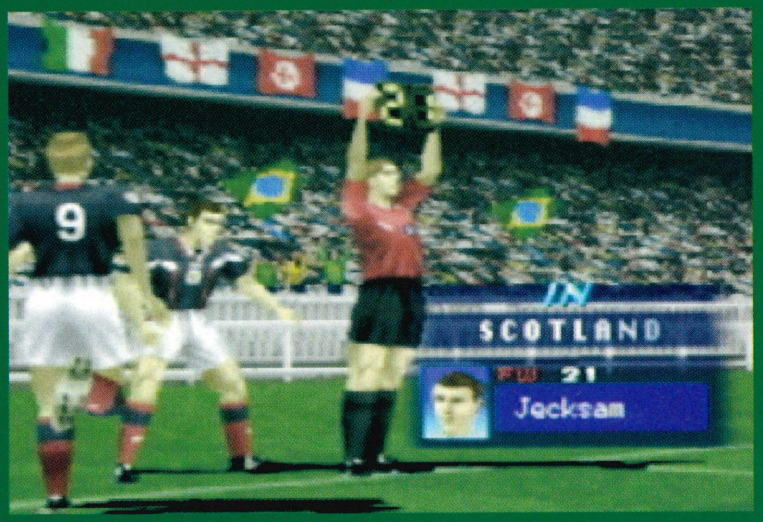
Apart from the original *ISS* stadiums, you get another four to choose from – three of which feature in this year's World Cup



That famous Scottish striker, Billy McKim, is cautioned by the over-protective ref







When you bring on a substitute, an official holds up an electronic number board – just like the real thing

ISS 64 had an option to let you change your in-game tactics by a simple press of the trigger button and one of the C-buttons. Different tactics were assigned to the buttons (obviously you could have four) and these ranged from an off-side trap to all-out attack. You can now choose from 16 different tactics and take six of these into play. The secret of mastering *ISS* was to learn how to use this function, so for those of you with the original, this should give you something extra to get your teeth into.

International Superstar Soccer '98 has taken on a seemingly impossible brief: to try and improve upon the most addictive and playable football game in history. What we've seen so far, from an unfinished version, is that the developers have already gone a long way towards achieving this.

With the refined playing system and even smoother graphics, some all-new commentary from Tony Gubba and a massive total of 54 teams to choose from, it really does look like those football-crazy Japanese have done it again. But then remember, there is competition on the way from Electronic Arts with their official World Cup license... **T64**

International Superstar Soccer '98 has taken on a seemingly impossible task: to try and improve on the most addictive and playable football game in history



Changing the camera angle gives you a closer view of the action but can make it more difficult to play







The Brazilian centre forward finds a novel way of dribbling



The replay lets you view the goals from almost any angle

FORSAKEN

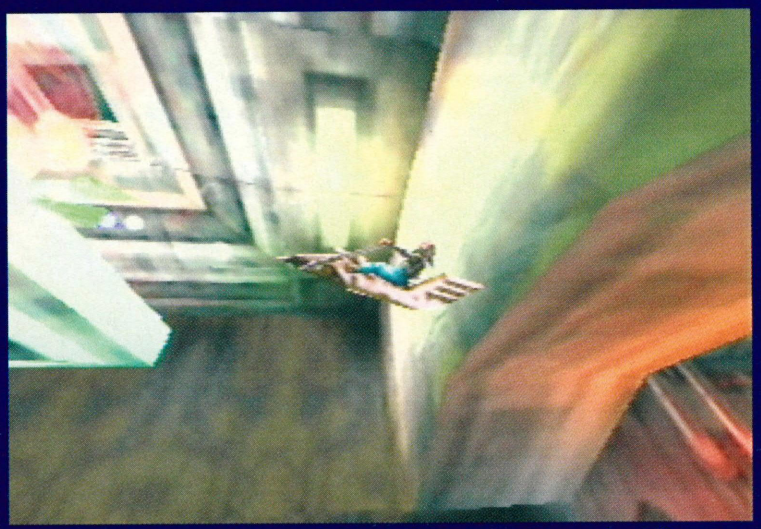
The game begins, there is carnage ahead. For the victor there is honour and the spoils of battle but for the vanquished, there is pain and humiliation – failure is not an option for the *Forsaken*



I am the god of hell fire and I bring you... Fire!



This is the options screen – makes interesting reading...



I have the target in my sights and it presents no significant problem... hold up, someone's nicked my wheels!

START First person perspective shoot-'em-ups are hardly rare these days, what with *Doom*, *Duke Nukem* and of course, the thoroughly impressive *Goldeneye*, all on the N64. The genre has been well represented on other formats too, most noticeably the PC. It seems somewhere, deep down, all of mankind feels the need to slip into someone else's psyche, take on their persona and then blast the life out of every kind of scum there is for an hour or two – before reverting back to a peaceful lifestyle. So where do you go when you need a completely new look on an established genre? Ask Acclaim.

THE STORY SO FAR...

Forsaken is set in a post-apocalyptic future, where man's finally destroyed all living things on Earth in a nuclear holocaust. This has made the surface of the planet uninhabitable. Several years later, mercenaries and looters from planets far and wide have come to glean any valuable resources from the desolate planet.

This is where you come into the picture. You're one of the mercenaries who will be scouring the underground ruins of planet earth, destroying long forgotten security drones and fighting other looters, in an attempt to avoid becoming...*Forsaken*.

It's very rare to find yourself spinning off to a fiery death, purely because you've pressed the wrong button at the wrong time

Forsaken places the player in a true 3D environment. This means that you can go literally anywhere – if an area is visible, then you can go there. You'll be one of fourteen mercenaries, fiercely battling your way through the beautifully designed levels, which are made up of many tunnel based mazes that branch in every direction.

These tunnels have been gloriously texture mapped and the graphics are smooth and fast. Each set of tunnels has its own defining features, which vary enough to create a believable environment – there's none of the dull monotony of some other first person blasters here.

THE LOWDOWN

PUBLISHER: **Acclaim**

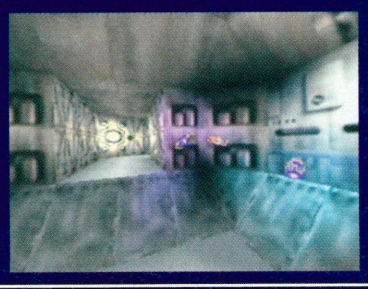
DEVELOPER: **Iguana/Probe**

EXPECTED RELEASE DATE: **TBA**

FORMAT: **Cartridge**









After a particularly tough battle, the bounty hunters can check into the country club for a nice Jacuzzi





Another aspect of the game that adds to its realism is the clever use of its lighting effects: when you shoot your weapons, their blast lights up the immediate area around them and when they're fired down a duct, they project a moving halo of light onto the walls, briefly lighting up the gloomy, surroundings that the game is set in.

The eerie, dark and gloomy style of *Forsaken* is well realised, especially through the use of spooky incidental noises, on top of its very dark and futuristic soundtrack. Together they add a polished feel to the graphics supplied by *Forsaken's* powerful games engine. All of these elements combine to make this an immersive game that stretches your imagination to the limits.

GUIDE ME

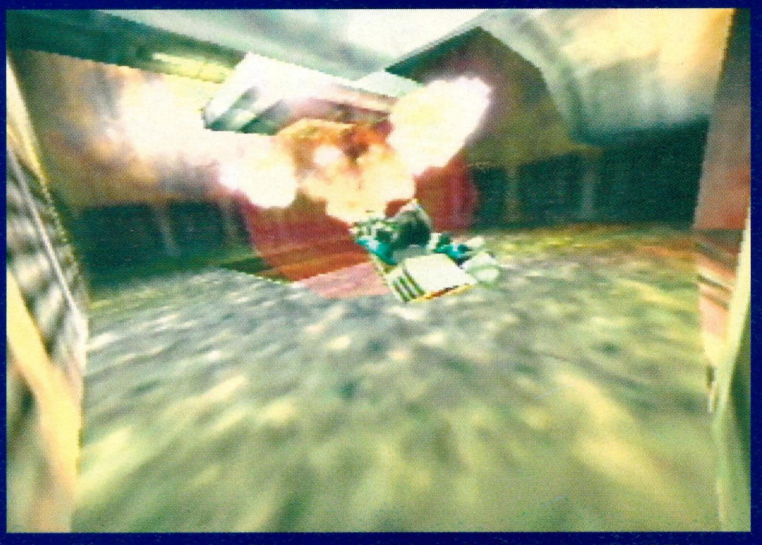
The game controls are based on the tried and tested formula used by most first person shooters on the N64. The only major difference is the ability to strafe up and down, as well as left and right – giving you the option to sneak around before you make your final attack on some unsuspecting droid. This is where you really appreciate the set up of the control pad; everything is immediately at hand, so it's very rare to find your cyberbike sending you spinning off to a fiery death, purely because you've pressed the wrong button at the wrong time. Your cyberbike can carry a large arsenal, stockpiling weapons for each situation as it arises. At any one time you can have up to sixteen different weapons to choose from, including three different types



Er, this really shows off the pretty colours, doesn't it!



Ah, this must be the welcome party... ooh dear!



It's the enemy! Die, you evil alien looting type baddie scumbags – ha, ha, ha!

FOUR PLAYER FUN FOR EVERY ONE!

With up to four players battling it out in a confined area, things can get very frantic. This is the only multiplayer game to come close to *Goldeneye*









The multiplayer option on *Forsaken* is a true masterpiece; the graphics run quickly and smoothly, despite the fact that there can be up to four people racing around the full size levels at once. The N64 really shows off its power with this title – a big 'well done' goes out to the top development team at Acclaim!







The weapons actually light up the tunnel walls as they pass



***Forsaken* is definitely not a game for the claustrophobic!**

of missiles, rockets and mines. Once you've acquired them, you must then work out how to use them against the other mercenaries and the defence droids – which adds an extra element of strategy to *Forsaken*, deepening its gameplay still further.

Of course, you must remember that the same amount of weapons are also available to all the other players, so you'll also have to learn how to react to their attack. This also has a major bearing on the type of cyberbike you decide to choose in the first place, as they actually differ a great deal. For instance, the bike that Clark Cuvel rides is fast but has little armour, whilst Lorry's has a lot of armour but is subsequently more sluggish. These facts become far more pertinent in the multiplayer game.

This is where you get to battle it out with up to three other friends, in a true *Goldeneye*-style deathmatch mode. There are multiple levels available for this mode, plus all the characters – you can even include AI mercenaries in the mix as well, and choose each one's difficulty setting. In all honesty, the death mode is one of the best we've seen and although it's unfair to try and compare a copy of a preview game to one that's currently on the market, we think that this could, with a small amount of tweaking, give *Goldeneye*'s deathmatch a run for its money.

When you're playing a four player game you'd probably expect the frame rate to drop considerably and some of the finer lighting effects to disappear but this is not the case in *Forsaken*. When the game came into the office on Friday, the first game we played was a four player deathmatch, which promptly amazed us with its speed and smoothness, with all four of us zipping around in a frenzied attempt to kill one another.

The four player deathmatch is just one of the three game types that are available. In one player mode you will be given missions at the start of each each of the levels, which will range from having to blow up a big shield generator to get to the next level or

Forsaken offers the only multiplayer game to come close to Goldeneye



EXPLOSIVE GAMING

In *Forsaken* you'll come across all number of objects and machines to blow up, creating some nifty explosions. Here's a few we made earlier:



The Blinder – generally caused by excessive explosives on an object



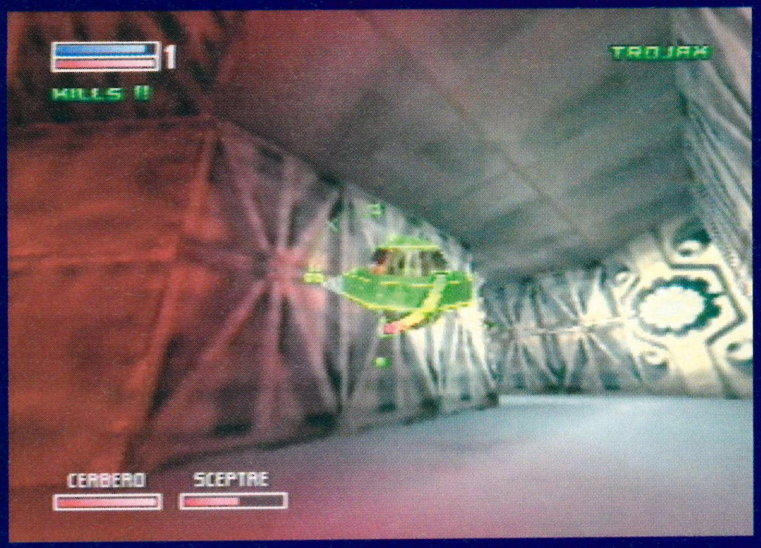
The Yellow Flash – this happens when your shields are fading



White Light – this is the residue of a large Titan going off



And finally – this is what's left of your player when you lose!



In your arsenal you have a lot of really interesting weapons that look cool. You also have some of these mines



There's always a friendly message to warn you of possible problems that you may encounter throughout the game.

search and destroy missions against rogue elements loose on a particular level, to simply escaping from a level before it explodes.

As you attempt to complete your missions you'll meet with all manner of baddie robots who, unlike your average robot, are provided with a particularly high AI, which makes them quite cunning. It's not unusual to find yourself in one player mode, chasing one particularly weedy looking droid around a corner, only to find yourself face-to-face with a virtual mob of his comrades and a barrage of their deadly accurate firepower.

Again, this is where using brains over brawn is really going to pay off; *Forsaken* gameplay often makes the player think about their next move, instead of just attempting to vapourise anything that happens to fly by.

That said, you won't need to sneak around in every instance and situations such as engaging multiple droids will lead to hard and fast fights, which will leave you feeling quite disorientated. You'll just be thankful that your trusty cyberbike automatically corrects you to an upright position, as you watch your enemies tumbling off to a nasty fiery death – smashing.

While being influenced by many other first person shooters, *Forsaken* looks like it has enough of its own ideas to offer the N64 gamesplaying public something fresh. The original mix of pure arcade action and a totally free roaming environment is what *Forsaken* a new angle on an otherwise tried and tested formula. Add to this an addictive multiplayer option and you have what could be one of the best games you'll see all summer. **T64**







Just when you think that it's safe to go back into the kitchen, an unfriendly bounty hunter shoots a few missiles in your direction







It's not just the aliens you have to beat but the clock too



This game has everything – guns, bombs and class. Smart!

WORLD CUP





The Spanish players celebrate the opening goal against Italy



The England team line up for 'God save the Queen' – yes, very patriotic

START Well, when we say glut, there are actually only two – the N64 does seem to have escaped the barrage of footie games that PlayStation owners will have to contend with. Aha! You might now be thinking that those lucky PlayStation boys will have more choice and this will equal quality but this is untrue. You can be assured that the N64 will have only the big two, namely *ISS '98* and the only officially licensed World Cup game around, the imaginatively titled *World Cup '98*.

A GAME OF TWO HALVES...

We already know what you're thinking – we can see deep into your hearts and minds and we know that the one question now running around in your brains is: 'Why, oh why are Electronic Arts releasing another football game so soon after *FIFA: RTWC '98*?' Well, unless you've been living under a very large and hairy dog for the last four months, you'll know that the 1998 World Cup Finals are just around the corner and what better way is there to celebrate the greatest sporting event in the world than releasing a game that allows YOU to take part? Aren't Electronic Arts good to you. Yes? No? Maybe? So dance now.

Now, the next question that's in the centre of your heads is this: 'Is *World Cup '98* actually any different at all from *FIFA: RTWC '98*, a game released only six months ago?' Well, that's just what we're going to tell you all about...

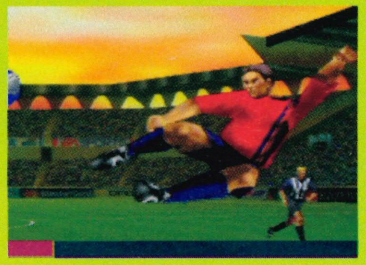
On the surface *World Cup '98* does looks very similar to its predecessor and indeed both games have similar roots. However, Electronic Arts want to stress that *World Cup '98* is actually a separate game to *FIFA: RTWC '98* and indeed, the games were developed by separate teams, with work starting on EA's latest football game more than twelve months ago.

The release of last year's *FIFA* has allowed them to take on board some of its criticism and adjust the World Cup game accordingly. If you've played *FIFA*, then you'll remember just how annoying it was to get caught off-side when the opposition goalkeeper took a goal kick. Well, this has now gone, with your strikers running back after an attack to an on-side position. But this is not all. The gameplay has been given a complete overhaul and it now



A goal mouth scramble ensues – a situation where the Italian striker, Raveneilli, is at his predatory best





Spectacular 'special' moves are one of the hallmarks of Electronic Arts' games

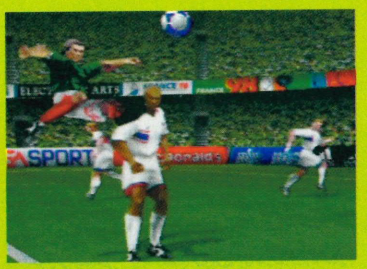
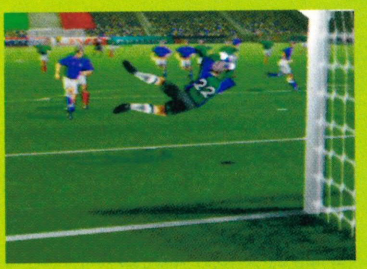
THE LOWDOWN

PUBLISHER: Electronic Arts
DEVELOPER: EA Sports
EXPECTED RELEASE DATE: June '98
FORMAT: Cartridge

'98

A World Cup summer means two things: first, the nation holds its breath in anticipation, as England make an uncharacteristic run into the Semi-Finals and second, there will be a glut of football titles released for the N64...



Graphically, *World Cup '98* is probably the closest a game has got to the real thing

offers a far more 'pick up and play' control system. Don't worry though; those of you who enjoyed the way that *FIFA* rewarded you for learning the more complicated controls will not be disappointed. *World Cup '98* retains this feature and improves upon it.

Various new special moves have been added, including an especially fancy ball juggle, which will get you past any defender and there's now an option to change your team's tactics while you're playing. This can have a great effect on the gameplay, with the use of tactics such as the off-side trap, which allows you to step up your back four at a crucial moment of your opponent's attack. Timing this move at the right time (when your opponent is playing a long ball or is punting a free kick down the field) will see him caught off-side every time.

INTO THE CHANNELS

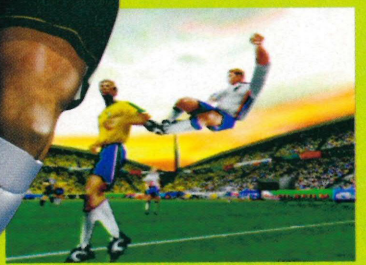
There are also attacking moves to this feature, most notably it can give your strikers the ability to spin away from their markers. Timing this move with the use of the improved 'through ball' can be extremely effective and is a superb way to beat an off-side trap. Overall *World Cup '98* continues in the same vein as *FIFA*: the more time you put into learning the controls, the more you get out of the game. This one feature alone should satisfy those of you who want more of a football simulation, rather than the arcade qualities of *ISS*, for example.

World Cup '98 also incorporates something that EA call 'Compression Touch Technology' (that's a registered trademark, folks) and this basically means that your players react more quickly to your commands. One of the major faults with the *FIFA* game was that it seemed to take an age for your commands to be input, processed by the CPU and finally executed – this





A long range effort by the Spanish centre forward sees the goalkeeper punch the ball to safety

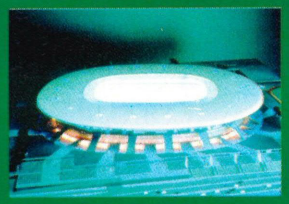


The computerised version of Alan Shearer jumps to meet ball on the volley

ARENAS OF THE GODS

This year's World Cup matches will be played in ten stadiums, the length and breadth of France. All of the stadiums are accurately reproduced in *World Cup '98!*


LENS


SAINT-DENIS

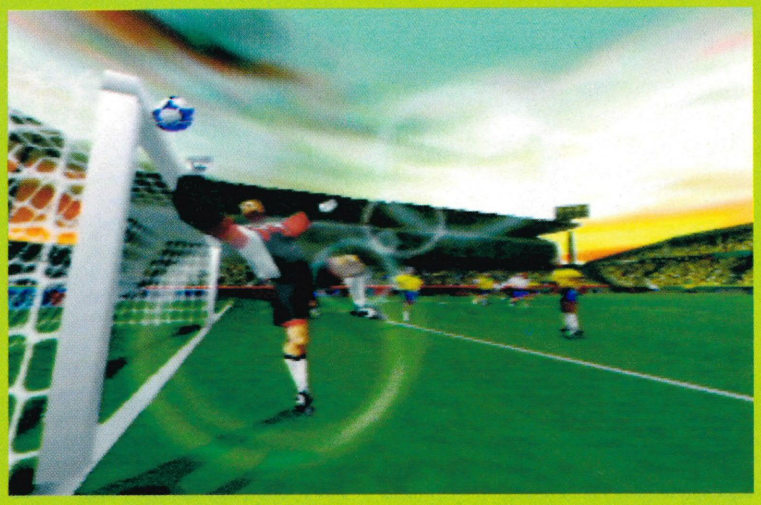

PARIS


NANTES


LYON

led to a football game which could be somewhat disjointed. Well, this has been greatly improved upon, a factor which might just tempt you arcade addicts towards *World Cup '98*.

The Compression Touch Technology has also allowed the inclusion of an option to vary the speed of the game. The default setting is at a realistic speed but you can increase this (there are about five settings) to change the gameplay into more of an arcade style. There's something for everyone!


Spectacular screenshots like this are only possible because of the game's extensive replay feature

JUMPERS AS GOALPOSTS

Electronic Arts are known for their attention to detail and *World Cup '98* is no exception to this rule. All of the 32 teams' kits have been faithfully reproduced, through the use of some rather splendid technology. Instead of just mapping the textures of the kits directly onto the polygon bodies, they are now actual clothes. This means that if you get up close enough, you can actually see the shirts blowing in the wind! Okay, so this feature is purely aesthetic but it adds that little bit more realism to the game. You'll also find all the players' faces are in there, not mapped exactly like their real counterparts, but good enough for you to tell the difference between Paul Gasgoigne and Alan Shearer.

There are a few other aesthetic additions to the game: new and more over the top celebrations are here but there's now a more interactive feel to them. If you score a goal in the first few minutes against say, a lowly team like Egypt, then your players will look fairly chuffed, as you might expect from simply scoring in the World Cup, but if you manage to score an equaliser in the dying seconds of the Semi Final against Germany then a massive pile on will ensue – just like the real thing.

Aside from the improved control method and the additional gameplay features, Electronic Arts have further enhanced the in-game management. They've put together what they think will be the 32 different squads for the World Cup, don't worry though – if you think that they've left any of your favourite players out, then there will an option to call up some extra men into the squad. As with *FIFA*, you can design and name your own players, so that YOU could be England's star striker in the World Cup!

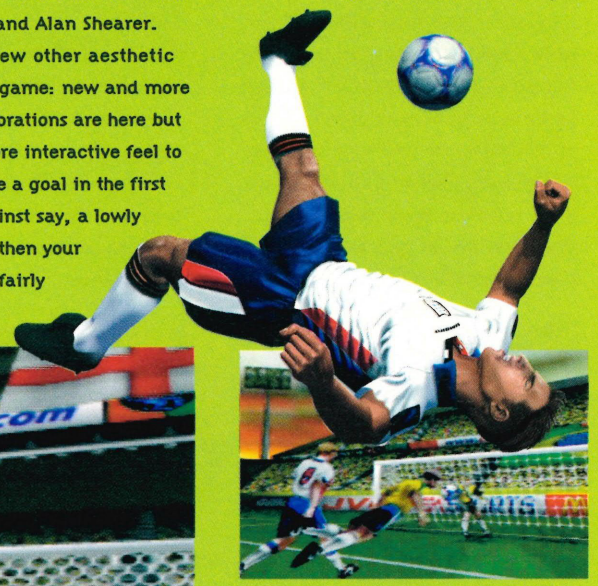
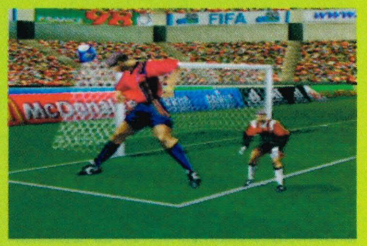


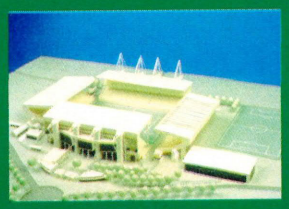
One of the new moves is the ability to float your men. Nah, not really

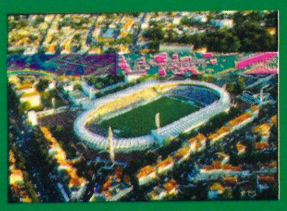

The goalkeepers have been improved drastically



England vs Brazil in the final. Will this be the outcome of the real World Cup? Yeah, right mate



The Spanish striker is well off the mark with his glancing header


SAINT ETIENNE


BORDEAUX


MONTPELLIER


MARSEILLE


TOULOUSE







The management side of the game means that you'll be able to fiddle around with all of the usual formations and tactics, as well as giving specific instructions to players. You can tell some to play normally and others to play like Vinny Jones (they'll be tackling like madmen)! All the individual player stats, everything from passing ability to stamina, can be altered too, so you have complete control over your squad and how they play. This really is the closest thing that you'll get to football management on the N64.

As if all this isn't enough for you football-mad freaks, then EA have also included a special bonus game, which is only accessed by winning the World Cup. This is a trip down nostalgia avenue for many, with the chance to play in some of the classic World Cup finals. There are eight of these matches, starting off with the first ever final, Uruguay vs Italy in 1930 and moving through the years to 1966 (and all that) and up to the game between Italy and Germany in 1982. The best thing about these is that all of the 'footballing fashions' have been reflected in the graphics, with players wearing long shorts and using an orange ball in the thirties and sporting ultra tight shorts and dodgy hair cuts in the 80s. All of the commentary is even done by Kenneth Wolstenholm, the man most famous for uttering the best know bit of football commentary in history: 'they think it's all over...etc, etc'

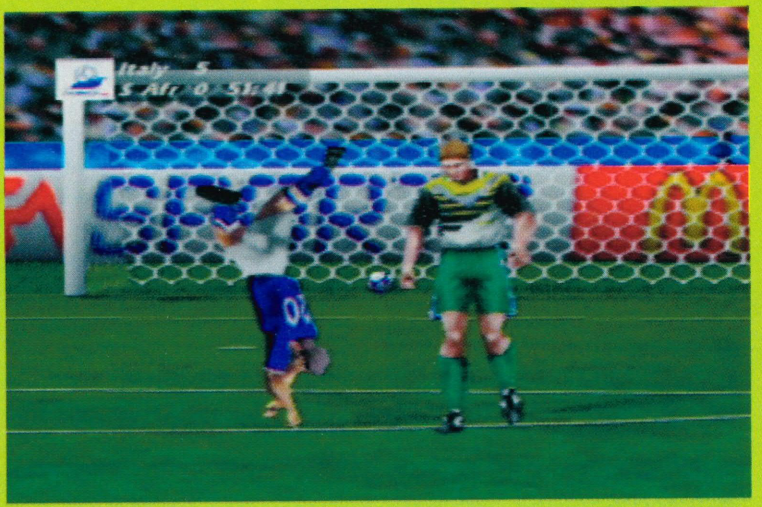
The brief set down by EA was to make *World Cup '98* a celebration of the world's premier sporting occasion – this appears to have been achieved. With all the right teams, plus all the fixtures played at the correct time of day and in the appropriate stadiums, this is a true carnival of World Cup football. Add to this the use of national anthems before each match and crowd chants (that's samba sounds for Brazil, traditional English chants for England and much sucking of teeth for the Jamaican crowd) and what you have is an experience second only to being there. We look forward to acting out our World Cup dreams soon... **T64**

Electronic Arts want to stress that World Cup '98 is a separate game to FIFA: RTWC '98 and indeed, the games were developed by separate teams, with work starting on EA's latest football game more than twelve months ago





All-new celebrations have been added by the developers. These relate to the situation of the game that you're playing

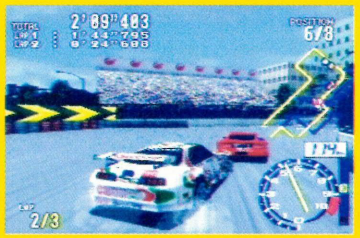


Er, a bit of a thrashing for South Africa. The Italian goal scorer shows great restraint in his celebration

GT CLUB

GT Club is the first title on the N64 to have an official GT licence and considering the success its PlayStation counterpart is enjoying, we're really looking forward to this smart racing game...





Sudden corners aren't the best place to test the brakes





Don't you hate it when you get cut up?



After a great start, the NSX will need to work hard to keep ahead of the competition

START

Gran Turismo is a highly popular spectator racing sport that comes all the way from Japan. What it basically entails is a group of Japanese folk – preferably rather insane nitro junkies – strapping themselves into souped up street cars and racing around pre-determined race tracks. These tracks can be put anywhere from the middle of a busy city on cordoned-off highways, to new race tracks that have been built specifically for high speed car races. There are several different levels of competition too.

The Sunday Cup is where people can race around in their street cars with very little modification, with a cash prize for the winner and a vehicle to boot. There's also the Special Events level, where drivers race in a sort of Grand Prix but with larger road cars – there is more money for winning this and a larger car. And then there is the Super League, where people scream around race tracks with the fastest cars, the largest engines and biggest body kits. This is where you get the biggest cash prize and the most spectators – and this is what *GT Club* is all about: fast cars with big spoilers and a bad attitude. Well, big spoilers at least...

THE LOWDOWN

PUBLISHER: **Infogrames**

DEVELOPER: **Imagineer**

EXPECTED RELEASE DATE: **July '98**

FORMAT: **Cartridge**

GENTLEMEN, START YOUR ENGINES...

GT Club places you firmly behind the wheel of any one of fourteen mean street rods that range from an NSX to a Lamborghini!

To help you choose your car there is a detailed technical rundown on each one, listing all of the vehicle's details, right down to the depth of tread on the tyres. Okay, this level of detail may not be strictly necessary but it does enable you to make a very informed decision.

Once you have chosen your car, the game provides you with options to fine tune your chosen machine – you can change everything from the gear ratio to spoiler downforce. Once you have adjusted your car, you can then take it out for a test run before you



...and over on your left is the Whitehouse



There's always a rush for the last parking space



No detail has been missed - cars, buildings, trees and you even get sparks from the exhaust!

start racing it, to make sure you are happy with the revised set-up of your car.

When you have chosen your car and fiddled with it sufficiently, you can then choose what kind of race you want to engage in. There are three types of race: Time Trial, Battle Mode and Championship. The Time Trial is the same as every other; set your car up, then race and try to beat your last lap time, etc. Battle Mode can be a one or two player affair that pits you against one other racer. First you choose the track to race on and the cars you are going to race in, then all that's left to do is set the amount of laps and go.



You can fiddle with the set-up to your heart's content



There are really useful signs throughout the courses



The Porsche is under starter's orders: 3...2...1...



Avoid those pesky wheel spins with a rolling start

THE SHOW ROOM

The cars in *GT Club* have been splendidly reproduced – feast your eyes on these working models!



2 ZEXEL SKYLINE



100 RAYBUG NSX



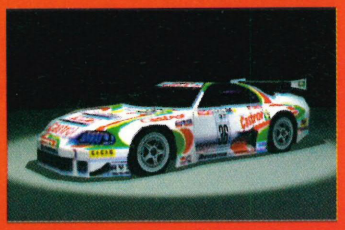
3 UNISIA JECS SKYLINE



556 KURE R33



39 DENSOSUPRA GT



36 TOM'S SUPRA



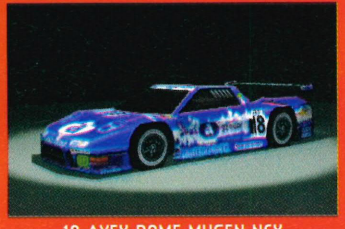
37 TOM'S SUPRA



38 CASTROL CURUMO SUPRA



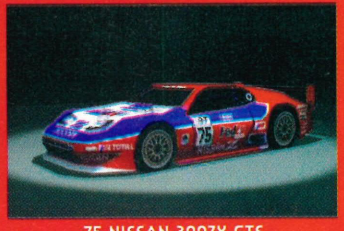
12 CALSONIC SKYLINE



18 AYEX DOME MUGEN NSX



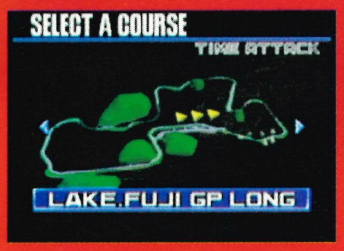
5 ZIGEN SUPRA



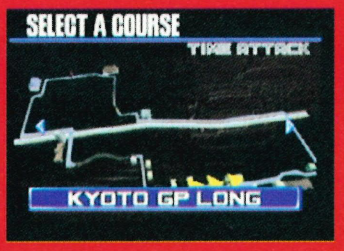
75 NISSAN 300ZX GTS

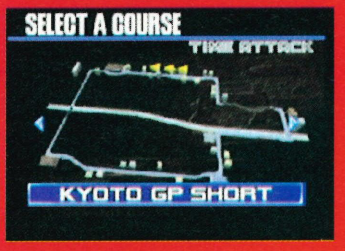
TAKE THE LONG ROAD!

Each race track in *GT Club* has a long and a short version, which are different enough to be counted as tracks in their own right

















The Championship sees you pitted against seven other cars. First you will need to qualify, then once you have your race position you'll get to race and, in the usual style, you get points for each race. After six races you get your overall ranking.

six tracks, with more to follow as you progress through the championship.

As *GT Club* has got the official GT licence, it is a safe assumption that the tracks are official. If they are not, then the developers have put a lot of thought into all the course designs,

very different and present well-timed challenges of their own.

ON YOUR MARKS...

The courses and cars alike all look realistic. The cars display correct team names, the billboards show off

speed around the track. On the city tracks, the track side buildings that appear approach you from way off in the distance, rather than popping up. The same applies when you use your rear-mounted camera – all the buildings disappear smoothly into the background.

There's a detailed technical rundown on each car, listing all the vehicle's details, right down to the depth of tread on the tyres

The initial races take place on three tracks: Tokyo GP, Lake Fuji GP and Kyoto GP. There are long and short versions of these, so in effect you have

making them an interesting challenge rather than a set of dull ovals. Each track is remarkably different too; two are located in cities but these are

relevant advertising and even the buildings surrounding the track add to the overall feel of realism. These factors remain in evidence as you

The clever use of texture mapping gives the whole game a solid and extremely fast and believable feel – the road streaks by in long lines and billboards pass by extremely quickly, which adds to the overall sense of speed that the game conveys. The physics of the cars' handling really portrays an added sense of realism. As you pull away, the front of the car



GT Club gives you all the usual camera angles, as well as this one, the little used 'Hedgehog's eye view'



GT Club retains a slight arcade feel, with these impressive power slides and a lack of visible body damage



When you're approaching back markers, don't brake - crash into the back of them to move them out of the way!



Everything you need to know about your car is right here, on the screen where you need it - handy that



Keep your eyes on the road and not the scenery!



The twisty course helps to reduce the pop-up



I may have come last, but at least I can spell 'Ranking'!



All the stats you could ever want for your car...

will rise. When you brake, the nose of the car will dip and on a corner the whole car will lean appropriately.

GET SET...

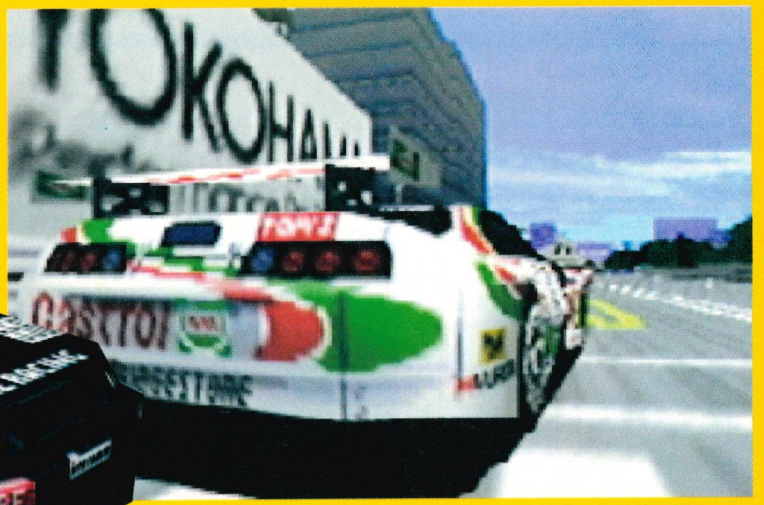
The realism that the game's graphical elements introduce is thoroughly backed up by the control method of the car. It's not just a case of going as fast as you possibly can, there's a real knack to getting around any of the courses without hitting all the barriers or spinning off onto the grassy verges. This doesn't mean to say that the game is too difficult to enjoy but it does mean that you will probably get to use all three of the difficulty settings as you learn how to control the cars, to get the most out of this game.

GO!

As is usual for most racing games, the sound is generally monotonous – that's not to say it's boring, just not exciting. The sound of the engines is accurate enough and the noise that the engine makes as it changes gear is pretty much the same as in a real racing car. The music in the game is very fitting, with inspiring tunes that will cater for most tastes.

All of the above facts make this the most promising racing release for the N64 that we have seen in a long time. Its designers have really tried to give us a realistic racing game rather than another arcade racer. There are still a few points of *GT Club* that need to be polished but the basic formula for a classic racing game is there – you have the speed, the smooth graphics, great looking cars and courses, and you can adjust the cars to your own specifications. All in all we're really getting quite excited about this game, and if you love racing games, you should be too! **T64**





Is this a really useful camera angle or what? What will these crazy designers think of next?

THE NEW DESIGN EXPLAINED

It's all pretty much self-explanatory but just in case you're still in doubt, here's the FULL explanation of the new TOTAL 64 design!

64-MATIONS



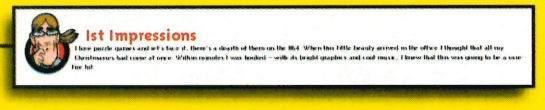


64-MATIONS is the section that will keep you up to date on the progress of what we think will be the key releases for the N64. The 'flag' on the top bar will tell you which country the game is due for release in first, or the version we're looking at...



...THE LOWDOWN box will tell you who will be publishing the game, who it's being developed by, the expected release date (we will be as accurate as possible) and which format the game will be released on – cartridge or 64DD

REVIEWS



Our reviews have been given the most radical change, 1ST IMPRESSIONS lets you know what we thought of the game after that all important first ten minutes...

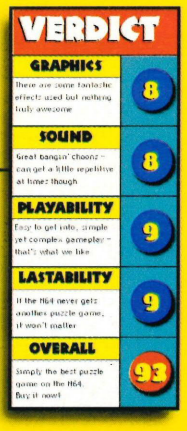




...the CONTROL FREAK box will not only tell you what the controls are but will also let you know how well they work...

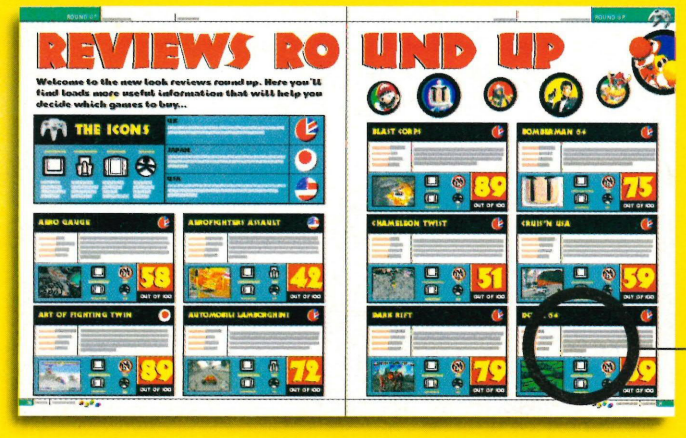


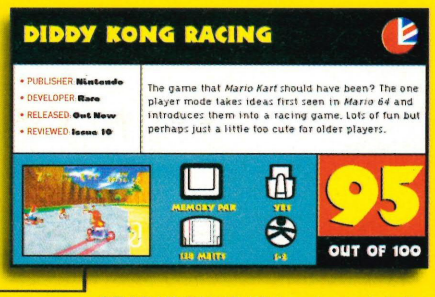
...in the INFO BOX you'll find useful information on memory requirements, number of players, rumble pak compatibility and cartridge size



The VERDICT BOX stays pretty much the same but we've done away with percentages for category scores and replaced them with single numbers. After all, what exactly is the difference between 82 and 83 percent for sound?

REVIEWS ROUND UP



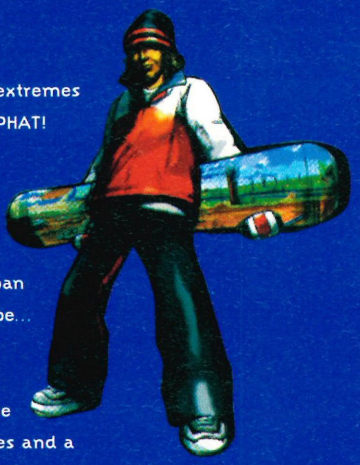


REVIEWS ROUND UP has been totally revamped and now gives you all the information that you'd expect from a review, albeit in a bite-sized chunk!

THE TRUTH

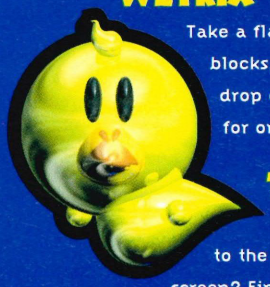
TOTAL 64

IN THIS MONTH'S REVIEWS...



1080° SNOWBOARDING
Nintendo take snowboarding games to new extremes with this wonderfully realistic creation. It's PHAT!

MYSTICAL NINJA
The blue haired one is out and about in ancient Japan and he's out to stop the Peach Mountain Shoguns from turning the whole of Japan into a giant operatic stage. Confused? You will be...



WETRIX
Take a flat landscape, add some blocks, fire balls, earthquakes and a drop of water and what have you got? A recipe for one of the most addictive games on the N64, ever!

TAMAGOTCHI WORLD
Those little annoying 'pets' have made the transition to the N64. Will it be joy and love or lots of smashing the TV screen? Find out more in our review!

ROBOTRON 64
This arcade classic from the early eighties is brought screaming back to life on the N64. Or is it?

SCORES ON THE DOORS

90-100 These are the games that just have to be in your collection. For a game to get this score, it has to excel in every possible way and keep you playing for months. Buy these games...if you know what's good for you!

80-89 Good but not great. These games are likely to be very good but fall short of excellence because of one or two things, usually how long they'll last you. After all, if you shell out 50 notes for a game, it should last you more than two weeks, right?

60-79 Good to average. There will be some of you out there who will enjoy these games but only if you're a fan of the genre or if you're easily pleased. These games will probably fail to push the N64 and lack any kind of innovation

40-59 These are the games that promise much but fail to deliver. Miserably. You may be tempted by pretty packaging or by advertising hype but we warn you – don't. Just don't, alright?

20-39 Are you mad? Games that get a score in this range will probably have one or two redeeming features but nothing to keep you playing for more than ten minutes. Leave well alone.

0-19 Er, hello? There have actually been a few titles that have made the 'sin bin'. If you go within 100 miles of these games, we'll send Evil Ant round to throw eggs in your eyes. So be warned!

Look, we get to play all of the N64 games, so we should be the best judges, right? Well, here you can see exactly what we've been playing in our spare time each month. This month we've mostly been playing...*1080° Snowboarding* – apart from Phillips, who was fortunate enough to go over to France to see *Mission: Impossible*. You lucky...

READER'S CHART

NICK 'DON'T JIVE ME' JONES	SIMON 'BEAWTIFUL LIEDIES' PHILLIPS	ANT 'WHERE'S THE RUB-A-DUB?' GRACE	JET 'SET WILLY' STOKES	THOMAS 'LEGO MAN' HICKS
1. 1080° SNOWBOARDING	1. MISSION: IMPOSSIBLE (HEE, HEE)	1. 1080° SNOWBOARDING	1. 1080° SNOWBOARDING	1. GOLDENEYE
2. FORSAKEN	2. FORSAKEN	2. FORSAKEN	2. FIGHTERS DESTINY	2. MARIO 64
3. MYSTICAL NINJA	3. WETRIX	3. WETRIX	3. GOLDENEYE	3. DIDDY KONG RACING
4. ISS '98	4. 1080° SNOWBOARDING	4. MYSTICAL NINJA	4. YOSHI'S STORY	4. MARIO KART 64
5. WETRIX	5. ISS '98	5. GOLDENEYE	5. FORSAKEN	5. YOSHI'S STORY

REDESIGN IT: ROBOTRON 64 **MOO MONKEY:** TETRISPHERE **CHICO MAN:** ROBOTRON 64 **TRAIN PASS:** TAMAGOTCHI WORLD **POO:** WHEEL OF FORTUNE

INFO

PUBLISHER: **Nintendo** DEVELOPER: **Nintendo** PLAYERS: **1-2** GAME TYPE: **Snowboarding Sim** VERSION: **Japanese**

SAVE GAME: **Battery Back-up** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **128MB**

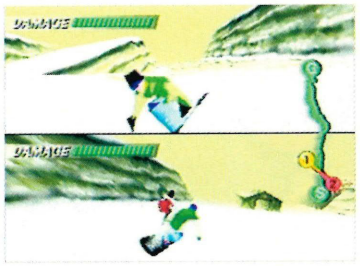
1080° SNOW

Some people say that I eat too many cakes and therefore I 'm fat. Well, if this game was a cream cake, it would be the Rum Baba of the videogame world. In other words... it 's P-HAT!

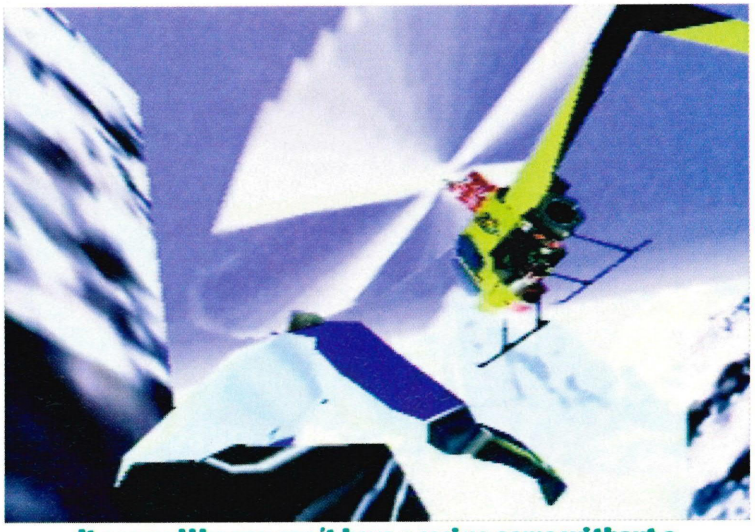
CONTROL FREAK



1. **ANALOGUE STICK** – This gives you great control over your snowboarder – pushing up puts more weight on the front foot and makes you go faster and moving it diagonally down swings your back foot out, causing you to slow down
2. **'A' BUTTON** – Jump. Hold down to charge but if you leave it too long, your boarder will tire and not jump
3. **'B' BUTTON** – Using this in conjunction with the Control Stick performs grabs and spins
4. **'C' BUTTONS** – Change the view
5. **'Z' BUTTON** – Makes your snowboarder crouch thus increasing his speed and decreasing his manoeuvrability
6. **START BUTTON** – Pause
7. **D-PAD** – Not used
8. **SHOULDER BUTTONS** – Using 'R' in conjunction with the Control Stick performs spins



The backwards view comes in handy in two player mode



It seems like you can't have a racing game without a helicopter these days

START Nintendo's in-house titles tend to be rather few and far between. Why? Well, apparently no game is released before it's finished and has met a certain number of criteria.

Right from the word go you are well aware that this is a Nintendo title. The front end is incredibly well presented; even the character select screen is a complete breath of fresh air and features all the participants 'chilling out' in a log cabin. Then after you've selected, the camera swings around to another part of the cabin to allow you to pick your board, whilst the course selection is done via a series of picture postcards – this should be a lesson to all other developers on how it should be done.

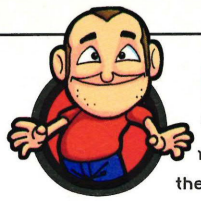
Anyway, enough talk about the 'fancy pants' bits of intro screens,

It makes a refreshing change to see Nintendo releasing a game which is not blatantly aimed at the younger audience









1st Impressions

We'd seen the pictures and read the hype, but we weren't quite prepared for just how good *1080° Snowboarding* would look. The first ten minutes of play saw a sizeable crowd gathered around the monitor, every one of us absolutely gob-smacked by the visuals and how 'realistic' the snow was. Even the snowboarders in the office were suitably impressed...



BOARDING





There are plenty of shortcuts to be found but they usually demand that you have good control over your boarder



Even though you rarely see the characters' faces, Nintendo have taken great care to make them as realistic as possible

let's get down to the real business of playing the darn thing.

With the amount of games that we see in the office these days, you'd think that we'd get used to seeing incredible looking visuals. The thing with *1080° Snowboarding* is that it manages to take the N64 up a gear. And then some.

The first thing that you notice (and this still amazes us now, even after playing the game for weeks) is the level of realism with which the snow behaves; it's really quite extraordinary. There are basically three main types: powder (off piste), hard snow and ice. Each of these reacts in its own unique way; the powder is probably the most impressive, as you'll find yourself cutting your way through it, up to your waist in the stuff and then suddenly... WOOSH! You'll break free in a cascade of snowflakes. This really is a sight to behold. But it's not just the way the snow looks and behaves, it's also the way it affects your snowboarder.

Obviously the hard stuff is the easiest to board on, but once you're into the deep snow or onto the ice, it's a different story altogether. On



Performing stunts means MAJOR style points

IN THE RAIN OR IN THE SNOW, GOT-TA, GOT-TA FUNKY FLOW!

This aspect of the game can alter the gameplay quite severely – 'boarding on a course where the sun is on your back is drastically different from scooting down one when you're in the middle of a blizzard. Not only is your visibility hampered by the snow, but the varying wind will blow your snowboarder off course



SNOW
This can make life very difficult if you don't know the course very well – walls and obstacles can come from out of nowhere!



BLIZZARD
With visibility down to a minimum and gales blowing your boarder all over the place, you'd be better off in bed with a nice cup of cocoa



SUNNY
This is more like it! You'd better make sure that you're wearing shades or you'll be dazzled by that mountain sun!



SUNSET
Ahh... beautiful colours – all those pinks and purples make you glad to be alive



NIGHT-TIME
There's a lot to be said about night-time snowboarding, but I can't think of any of it at the moment. Just adds a bit of variety really

JUST TAKE A LOOK AT THAT!

The four views on offer all have their uses: the chase view is the default and the most useful, the above view is good for slalom racing and when a fellow racer is right behind you and obscuring your view. In-head is enough to make you sick and backwards lets you... er, look behind you

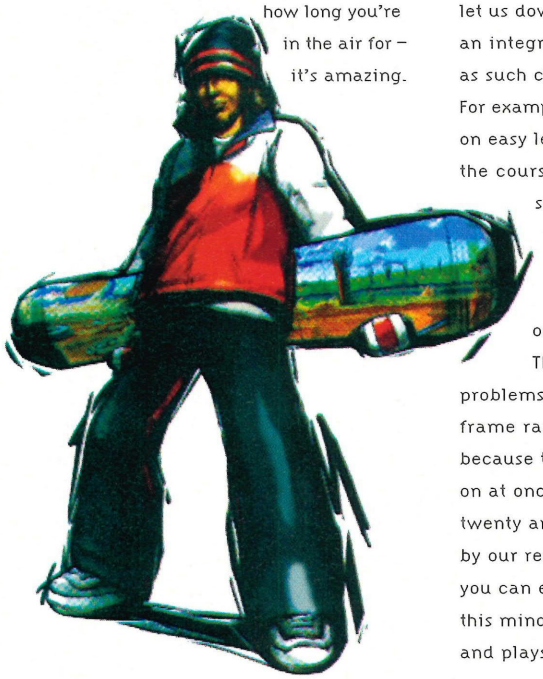


CHASE | ABOVE | IN-HEAD | BACKWARDS

the ice, for example, you'll find that turning properly can soon become a real problem.

The animation of the characters is quite unlike anything that we've seen before in a videogame. They seem to react perfectly according to whatever position they are in; make a sharp turn at speed and your boarder will put out an arm to steady himself, land on the back foot after a jump and he'll fall back slightly and steady himself, and if you're in the air for long enough, he'll start waving his arms frantically.

This is wonderful stuff and there are so many other clever touches in the game – your boarder is even 'wearing' polygon clothes so when you jump through the air the wind will actually ruffle them, the amount depends on how long you're in the air for – it's amazing.



Sound is superbly well used in 1080° Snowboarding. Apart from the typical snowboarding soundtrack of hip-hop, drum 'n' bass and rock, the in-game sounds are excellent. Spot effects such as the sound when your snowboard cuts through the snow and ice perfectly complement the graphics and add another level to the realism.

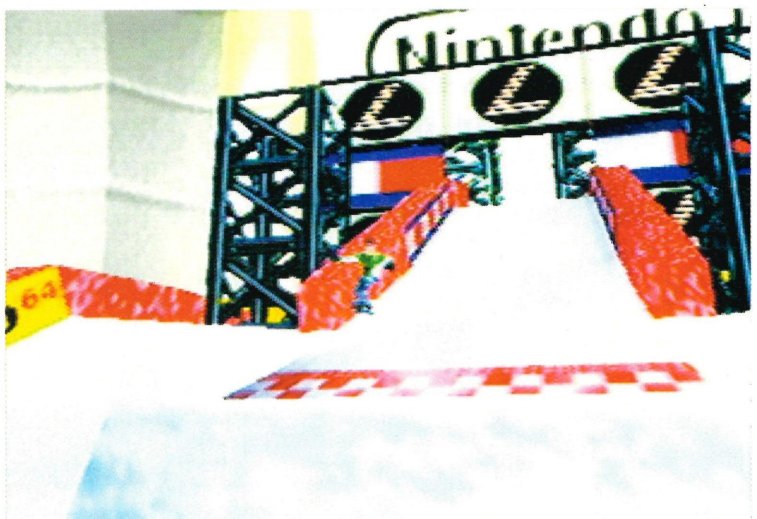
Another important feature of a snowboarding game should be the weather, and here Nintendo have not let us down either. The conditions are an integral part of the courses, and as such change the difficulty level. For example, when you play the game on easy level, you'll find that most of the courses are bathed in brilliant sunshine, but once you get to the expert mode, you'll be faced with blizzards in the day and differing levels of wind at night.

There are however, just a few problems with the game's speed. The frame rate is constantly changing because there is often so much going on at once – it's somewhere between twenty and thirty frames a second by our reckoning – and to be honest you can excuse *1080° Snowboarding* this minor flaw, because it just looks and plays so darn good.

Control of the board itself is superb. This is done via the analogue stick, which is suited perfectly to this game. Apart from the variation of turn that can be gained by moving it differing degrees left and right, you are also able to put your weight onto different parts of the board. Pushing up will put your boarder on the front foot, thus giving you more speed. Move the stick down and your weight will be put onto the back foot. Now not only does this slow you down, but you can swing your back foot out and so perform the sharpest of turns, causing a huge spray as you cut through the snow. But that's not all. This is first snowboard game we've seen (okay, we will admit to playing a certain PlayStation snowboarding game) that you have control of the board while in the air.

It's a shame because 1080° Snowboarding comes so close to genius – it's only let down by the fact that the whole experience doesn't last long enough

Now what this means is that when you jump, it is unlikely that your board will remain level and you will therefore come a cropper if you land on uneven snow. So, the trick here is to adjust the level of your board to match that of the snow that you are landing on – surely this is one vital element to snowboarding that has been overlooked. Until now.



The 'Big Make' is one of the harder things to do in the game – if you don't get the landing just right, you'll come a cropper

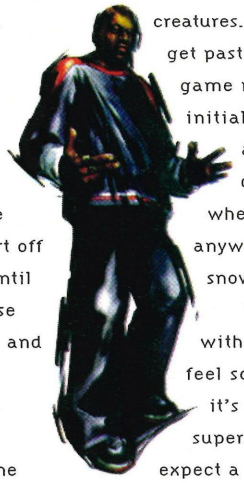


In an effort to maintain speed in the two-player mode, the developers have reduced detail on the characters

The overall effect is to give you a wonderfully instinctive and realistic control method.

You start off the game with three courses open, with more earned by playing and winning the main one player mode: the Match Race. The tracks start off fairly linear, and it isn't until you unlock the fourth course that you get some freedom and find alternative routes.

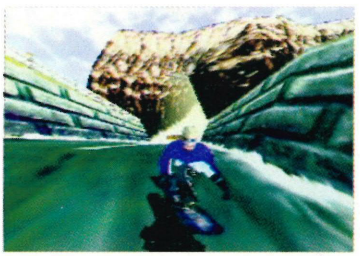
Even in the early levels though, you can go pretty much anywhere: up onto the rocky sides, onto roofs and through the forest to see the nice woodland creatures. Nearly. Anyway, once you get past the initial courses, the game really starts to open up, initially with multiple routes and then later on with completely open courses where you can literally go anywhere – just what every snowboarder dreams of.



The problem here is that, with 'only' six courses, you feel somewhat limited. Okay, it's true that all of them are superbly designed, but you'd expect a bit more for your money – especially when you end up only playing the three courses with the most freedom after a while.

The main part of the whole game is racing – something that I wasn't aware that snowboarding was about. I guess that to make the sport appeal to the majority of gamesplayers there has to be an objective to the game. Personally, I'd think that the actual experience of snowboarding in *1080°* is enough to keep you entertained,



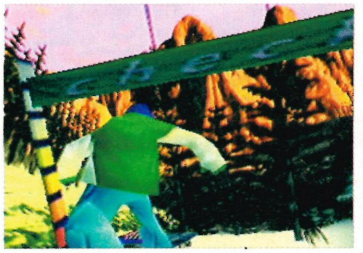




Dion Blaster looks cool, wears cool clothes and has 'no fear'



Beautifully rendered scenery gives the game a panoramic feel



Spectacular graphics like this are only possible on the N64

SIMON'S COMMENT

Oh it hurts! As you can see from the screenshots, it is simply fantastic to look at, some of the effects are just awesome. Better still is the near-perfect handling; without a doubt *1080° Snowboarding* is certainly the best snowboarding game on any platform. However it is a flawed diamond. Firstly, the dreaded beast slow-down rears its ugly head too often. Also, due to the nature of the game, its longevity is somewhat questionable; once you've completed it, you are just left with a flashy racing game.

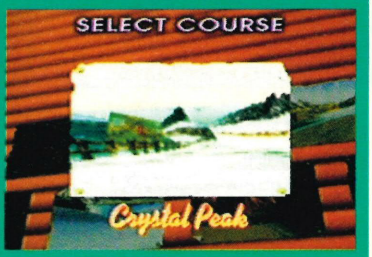
That said, *1080°* will appeal to many people and is definitely worth a look but it's not the game we had hoped for. **SIMON**

HORSES FOR COURSES

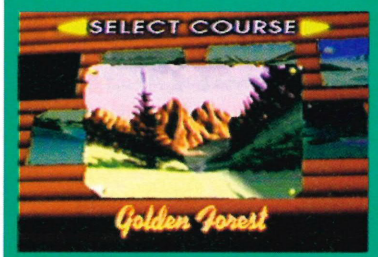
There are three different courses open to you when you first start playing *1080° Snowboarding* and more (another three), can be earned by reaching them on Match Race mode. There is also a half pipe and a big jump



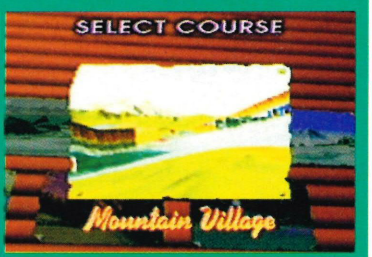
CRYSTAL LAKE



CRYSTAL PEAK



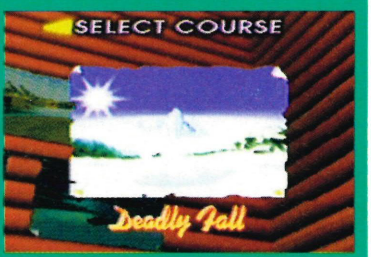
GOLDEN FOREST



MOUNTAIN VILLAGE



DRAGON CAVE



DEADLY FALL

THE CHEATY MONKEY SAYS...



PENGUIN BOARD

To access the Penguin Board you have to perform all 24 stunts in the practice mode. Now when you go to snowboard select, highlight the Tahoe 151 board and press down-C followed by A

CRYSTAL BOARDER

To gain access to the Crystal Boarder boss character, you must first beat him in the expert level of the game (the last race). Now go to the character select screen and pick Akari. Now press left-C followed by A (you should now be on the board select screen). If done correctly, Akari's picture in the bottom left will be replaced by a picture of the Crystal Boarder

METALLIC BOARDER

The second of the boss boarders is a metallic boarder. You can get him by first beating him on expert level using the Crystal Boarder. Now go to the character select screen and pick Kensuke. Now press up-C followed by A (you should now be on the board select screen). If done correctly Kensuke's picture in the bottom left will be replaced by a picture of the Metal Boarder

PANDA BOARDER

To get the Panda Boarder, you must first replace all of the EAD times and trick scores with your own. Now go to the character select screen and pick Rob. Now press right-C followed by A (you should now be on the board select screen). If done correctly Kensuke's picture in the bottom left will be replaced by a picture of a Panda



The lens flare may look pretty, but it has a habit of blinding you at the wrong moment... answer? Wear your sunglasses!

and perhaps more attention could have been focused on making the courses less linear.

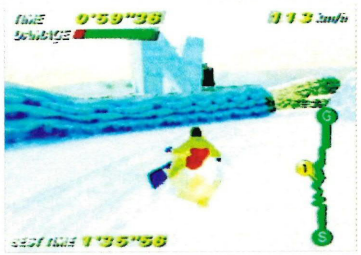
Anyway, there are three match races where you have to progressively race each of the other snowboarders and then eventually a special boss character, the Crystal Boarder. Now this is great while it lasts, but it only took a weekend to complete. Replay value? Not much mate. Unless, that is, if you were one of the countless thousands who continued to play *Wave Race* after you had completed it, just to shave a thousandth of a second off your lap times.

There is also a Trick mode to be played: the idea is that you have to score as many trick points as possible. The good thing here is that you can

JET'S COMMENT

The first time that you play *1080° Snowboarding* you will be amazed. A lot of attention has been payed to detail – from the trail your snowboard leaves in the snow, to the way the wind rustle the riders clothing. Now add to this the incredible sense of speed that can be achieved and the physics of the snow – powder snow will slow you down, ice will speed you up, but also reduce traction.

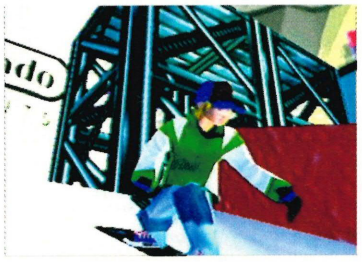
Unfortunately there is a down side too. The game isn't really long enough and you will be able to complete it in a few attempts. Additionally, you can break your board far too easily, which is a real downer. These small points aside however this truly is the best ever snowboarding game – ever! Buy it ASAP! **JET**



Nice touches pop up all over the place. This ice 'N' is impressive



When you make a big jump, your clothing will even ripple



Ricky Winterborne readies himself for the 'Big Make'

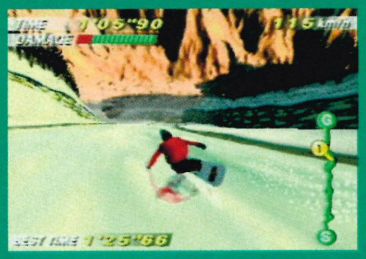
SNOW EFFECTS

1080° Snowboarding features some of the most believable graphics effects ever seen in a video game. Just check out these wondrous snow effects!



SNOW SPRAY

When your board cuts into your average type of snow, you'll see this spectacular spray – it's different every time!



ICE SPRAY

Go onto the ice and you'll get little ice chips spraying off the underside of your board



POWDER

If you go into the deeper, off piste areas, your boarder will sink up to his waist in snow and leave a convincing powder spray as he moves off

TOTAL 64 would like to thank **it Games** of Exeter for supplying us with an import version of *1080 Snowboarding*. You can contact them on (01392) 491992.

ALL YOU EVER NEED IS TO BE NICE AND FRIENDLY!

In much the same manner as *Wave Race 64*, there are several riders you can choose from. These each have their own abilities and range from the 'beginner' character to those for the 'experts' amongst you:



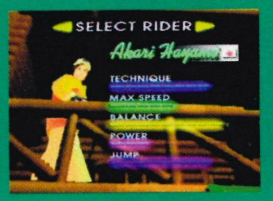
KENSUKI KIMACHI
This guy is from Japan and has a big coat, a big hat and big gloves. He's also a good all-rounder. A good character to start with



DION BLASTER
Big Dion is from the UK and has something of a 'bad attitude.' The fastest of the snowboarders, he is also the most difficult to control



ROB HAYWOOD
From the good ol' US of A, Rob has good speed and is good at stunts. Probably the best character for experts



AKARI HAYAMI
The only girl in the game is for beginners only. She is the easiest to control but lacks the speed and agility to keep up with the other characters



RICKY WINTERBORNE
This Canadian snoworder is the trick master. He hasn't got very good speed, but if you use Ricky, then you'll get top style points every time

pull tricks and score points anywhere on the track and not just in certain specially designated 'trick areas' like in a certain PlayStation snowboarding game. The trouble is that even here you are racing, albeit this time against a clock, but where is the option to turn this off?

two players on screen and keep the speed up, you lose all the trees and on-course obstacles, almost all of the snow effects and, most importantly, the game becomes disappointingly fogged. This part of the game is still addictive and hugely enjoyable to play, but we want four player action!

appeal to anyone who has an interest in videogames full stop. Technically the game is superb – never before has a game been made that emulates the sport of snowboarding so closely, and the presentation, graphics and sound are faultless. Where this game falls down, sadly, is in the longevity

and more freedom of movement. That's not to say *1080° Snowboarding* isn't a good game. At times it's nothing short of breathtaking, and the graphics, sound and overall feel of the game still make us glow with a pink haze. It's a case of 'nice try Nintendo, better luck next time...' **NICK**



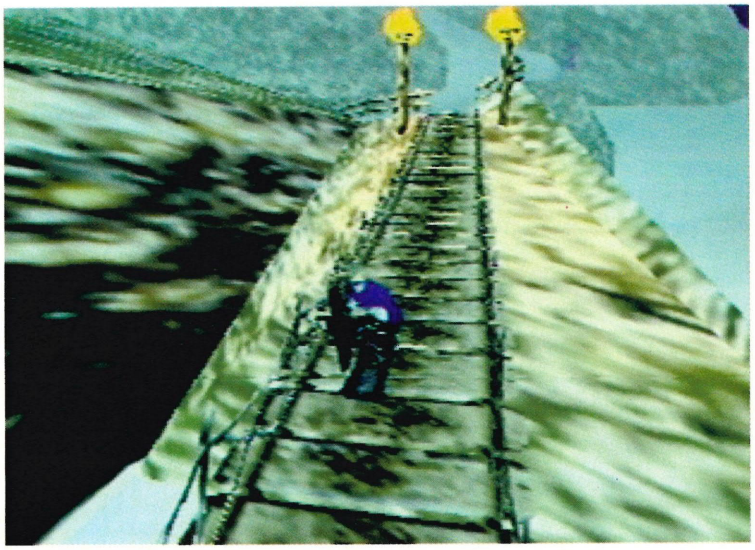
At times 1080° Snowboarding is nothing short of breathtaking, and the graphics, sound and overall feel of the game still make us glow with a pink haze

To add to the replay value of this game, a two player option has been added. Here is it apparent just how much information the N64 is being asked to process. In order to just have

It makes a refreshing change to see Nintendo releasing a game which is not blatantly aimed at the younger audience. *1080° Snowboarding* will appeal to any age, in fact it will

department. You will soon complete the match race mode and – unless you really loved the time trial and trick modes in *Wave Race*, then you won't get much replay value out of this title.

It's a real shame, because 1080 ° Snowboarding comes so close to genius – it's only let down by the fact that the whole experience doesn't last long enough. It's not that the ideas weren't there – the main part of the game is highly addictive – but this should have been expanded on with more courses





VERDICT

GRAPHICS — 9
Despite moments of slow down, this game shows that the N64 is in a league of its own

SOUND — 9
Clichéd snowboarding music but intelligent use of spot effects adds to the overall feel of realism

PLAYABILITY — 8
The truly superb game mechanics make this as close to the real thing as you could get

LASTABILITY — 7
Unless you love time trials and trick modes, you won't be playing this game much after a month

OVERALL — 89
This is easily the best snowboarding game but falls short of perfection

INFO

PUBLISHER: **Konami** DEVELOPER: **Konami** PLAYERS: **1** GAME TYPE: **Action RPG** VERSION: **UK**

SAVE GAME: **Memory Pak** RUMBLE PAK: **No** CARTRIDGE SIZE: **96MB**

MYSTICAL NI

"Pluasumah!" Finally *Mystical Ninja* gets a release in the UK – we waited, we prayed and now it's here. Meet Ganbare and his friends, as they take you on a trip into their own special little world...



Attack of the killer gobstoppers



Goemon says so, and I agree – this bloke's WEIRD!



Some of the rooms have many fearsome dangers



Goemon is a talented wee ninja – he can even swim

CONTROL FREAK



1. **ANALOGUE STICK** – Controls your character
2. **'A' BUTTON** – Jump
3. **'B' BUTTON** – Attack using weapon
4. **'C' BUTTONS** – Use in conjunction with camera
5. **'Z' BUTTON** – Secondary Weapon
6. **START BUTTON** – Map screen
7. **D-PAD** – Not used
8. **SHOULDER BUTTONS** – Use to zoom in and out camera

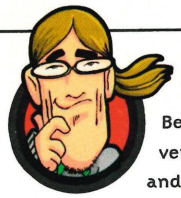
START It's 16th Century Japan, around noon and things are not going too well. For a start your best mate has just taken off most of his clothes in an attempt to obtain a discount in a shop and consequently you have been thrown out. You could certainly be forgiven for thinking that life could not get any worse. But no, it gets worse, much worse, as just then a large peach-shaped UFO hoves into view, causing widespread panic in your beloved village. As if that wasn't bad enough, using some odd, mystical power this strange and peachy flying machine proceeds to turn your local palace into a strange looking European-style

Graphically this game is, well, peachy. The 3D environments are wonderfully designed and manage to seemingly recreate 16th century Japan convincingly









1st Impressions

Being unfamiliar with the *Mystical Ninja* series of games, I had no pre-conceived notions about the game. However, upon loading it up I was very impressed with the opening sequences. Moreover, the game's quirky humour ensured that I was immediately immersed in all things mystical and related to ninjas



NJA STARRING GOEMON





Sometimes things can get somewhat tricky, especially when ascending Mt. Fuji

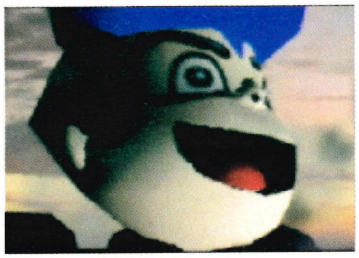
building, complete with flags and turrets – the ultimate insult!

Feeling quite angry at how the day has suddenly turned into a bit of a nightmare, you decide that you must find out just who did this and punish them severely...

Welcome to the very strange and wonderful world of *Mystical Ninja starring Goemon*, the latest export from the Land of the Rising Sun. The more observant amongst you may recall that we reviewed the Japanese import of this game back in issue eight, giving it a whopping great 89%. This was in spite of the fact that nobody in the office had any idea what was going on. However, we loved it anyway. Why? Because the game simply looked the business, oozed playability and was more fun than one person should legally be allowed to experience. Now that the PAL version has arrived here at TOTAL 64, we have had the opportunity to enjoy the fun all over again – only this time it's in English, so we can actually tell you what it's all about. Well, that's the theory...

Let me start at the beginning – which is the only place to start. Have you ever seen a TV show called 'Monkey Magic'? If you have then you'll know that it was a rather strange and surreal television show and *Mystical Ninja*, in terms of plot and style, is very similar to this programme. The story behind the game is very convoluted and has more twists and turns than a twisty-turny thing. However, I shall do my best to explain the story of the game. You'll just have to bear with me on this one... Right, deep breath, here goes...

There is an evil group of dancers and singers – possibly the Japanese equivalent of 2 Unlimited – however, here they are called the Momoyama Shoguns. Being evil they are also mad and decide that their performance spaces are just not big enough – which is fair enough I suppose. Rather than asking for lottery funding, they decide to take a more pro-active stance by kidnapping all the children in Japan and turning them into dancers, thus making the whole of Japan a









Leave Goemon unattended for a while and he gets angry! Well, he is a man on a mission



Goemon says, a fashionable pipe is what you need to succeed – it will make all the beautiful ladies jealous!

The quality and design of these sub-games is often very impressive – they are beautiful to look at and have been incredibly well thought out, appearing at just the right intervals to remove any hint of tedium

dancing stage. The Shoguns' dastardly mission obviously requires an awful lot of travel and to do this they have a rather interesting form of transport, the giant peach UFO – peach being an evil colour of course. As a suitably wicked but seemingly unrelated aspect of their nastiness, they decide to turn a number of big Japanese buildings into Western ones, presumably just to annoy people.

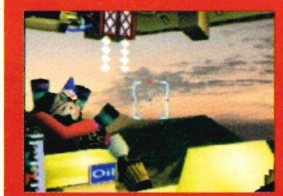
All of this general wrong-doing is brought to the attention of Goemon, when the peachy UFO turns Edo (Tokyo) Castle into a westernised monstrosity. This is far too much for our bold hero Goemon who, along with Ebisumaru (the stripping discount seeker) decides to go and fix whoever's responsible, and so their adventure begins. If you think the plot is a little, well, odd, then fear not – the game gets ever so slightly more and more bizarre as you progress.

DO I KNOW YOU?

You could be forgiven for not being familiar with the name but in Japan the *Mystical Ninja* series has spanned no less than four Super NES titles and Goemon is a very popular little fella. However, so far only one of the *Mystical Ninja* games has reached our fair shores. All that looks set to change because now, in this fifth incarnation, Goemon is brought to life on the N64 and as befits the most powerful

AND IN THE RED CORNER

Mystical Ninja is littered with many amusing and challenging sub-games. Probably the best (and most diverse) is the first boss character you meet. The game changes from third person 3D platformer to first person fighting game, complete with combos and special moves. The whole sequence is preceded by a Japanese pop song!



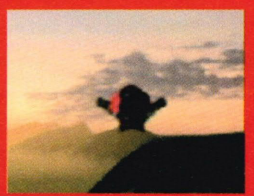
Here's your first major boss character



Watch out, he has some major offensive weapons



But then again, so do you...



Beware of his aerial attacks



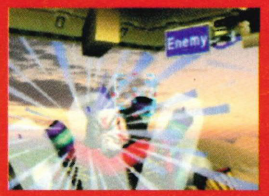
And his rocket attacks



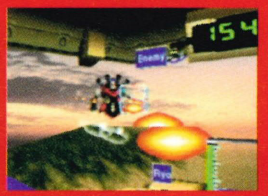
Oh, and he has the odd special move too...



...where he sends a projection of himself to beat you up



But a few punches to the face – like this



And a few carefully aimed missiles...



...will soon see the end of this fella!

MORE THAN JUST AN RPG

Here are just some of the things that you'll get up to playing *Mystical Ninja Starring Goemon*



Bashing the nasty beasties



High Impact and his rollerskating demolition act



Some top platform jumping



And all wrapped up in an RPG!



Breaking these pots will give you untold wealth and prizes – and make a rather cool 'smashing' sound



If you ever get stuck, then go and visit Plasma Man, the coolest and wisest man in the game – he'll put you back on track

console on earth, we get to meet the blue-haired ninja in the now familiar third dimension. So, without further ado, let me introduce you to Goemon and his friends.

Obviously there is Mr Ganbare Goemon who, apparently, is based on a traditional Japanese hero, not too dissimilar to our very own Robin Hood (although I doubt that the man with the hood would ever have been seen with that spiky hair-do – his hood would have spoiled it anyhow).

However, he's very brave – and also a little short tempered, which is why he gets involved in so many adventures. He is accompanied from the start of the game by his friend Ebisumaru, who allegedly represents one of the Japanese deities. You are later joined by Yae, a female ninja with a fetching green hair-do and some rather useful abilities such as playing the flute and – later on in the game – being able to turn into a mermaid.

The last member of this merry band is Susuke, a battery powered mechanical ninja with the most vicious hair in the East, or West for that matter. All of these characters will help you out on your quest, as their combined abilities are vital to successfully completing the game.





SPEAKING AND JUMPING, AT THE SAME TIME?

It is rather difficult to place *Mystical Ninja* in any specific genre of games – it combines all the platform fun of *Mario 64* with a strange arcade-style, simplistic RPG. Everything that you might expect from an RPG game is here – power-ups, places to rest to allow you to rejuvenate – but it doesn't have the depth of, say, the amazing *Final Fantasy* series. However, there



NICK'S COMMENT

Hang on a minute, there's been a Nintendo machine out for the best part of two years and this is the first RPG available? Well, it certainly makes a refreshing change from the usual N64 fair. Taking its cue from *Mario 64*, *Mystical Ninja* adds a wonderful, if insanely Japanese, narrative and plenty of sub-games and set pieces that will certainly amuse but won't trouble your well honed gamesplaying skills – the highlight is possibly the bizarre High Impact fighting section.

Even though *Mystical Ninja* isn't the most challenging game on the N64, there is plenty here to keep you playing – if only to find out what on earth is going on. If you have a yearning for opera and blue hair, then *Mystical Ninja* is for you! **NICK**

JET'S COMMENT

I have to admit that when I first played this game I wasn't too impressed, I didn't really go for the somewhat strange storyline. After a few hours' play though, I was hooked and now I can't stop dreaming about Goemon and all his chums! There is no escape from the humour, the elegantly simple gameplay and the highly infectious charm of this game.

Graphically, *Mystical Ninja* seems a little dated now, but it makes up for it through having a good balance between the huge outdoor areas and the enclosed interiors, which have a splendid variety. This game will not be to everyone's taste but I absolutely adored it. **JET**





Meet the people, talk to them and they will give you advice



Cross-country running was never this dangerous at school, unless you had my P.E. teacher!

is so much more on offer and you will find yourself bashing the nasties and generally jumping around in a very platformy way, hurrah! The game's arena is huge too, as it is essentially based on a map of Japan, offering you a wide variety of places to visit – all of which are loosely based upon real locations in Japan. So, not only do you get to play a fun game but you also get a small geography lesson thrown in for free.

You start in the village of Oedo, a place of relative safety, with only the odd thief to bother you. From there and thanks to some carefully chosen (and often quite hilariously translated) words from the locals, you will make your way on a fairly linear path across the game's map.

In the game you encounter many different locations, such as ancient towns, haunted castles, under water submarines and even (though it's not strictly speaking in Japan) outer space.

AND THERE'S MORE...

You might think that this would be more than enough material for a top game but you would be wrong. As well as all the platform and adventure-type action, the game has also got its fair share of sub-games. There are basically two types; the first involves using your chosen character to defeat a variety of boss characters. This in itself is pretty good but it gets even better, as some of these games involve the use of a giant-sized robot called 'High Impact'. This robot has proven to be a real office favourite, not least because every time he appears, he's ushered on by a quite hilarious song and animation.

The quality and design of these sub-games is often very impressive. They are beautiful to look at and have been incredibly well thought out, appearing at just the right intervals, to remove any hint of tedium that might be generated by the potentially repetitive nature of an RPG game. There are also a number of challenges that act as sub-games that must be completed throughout, such as catching some fish for the Fisherwoman, to gain the block you need to defeat the Guard of the Gates.



If your name's not on the list you're not coming in



Collect these silver cats – they'll help boost your energy

MEET THE ONE AND ONLY, HIGH IMPACT



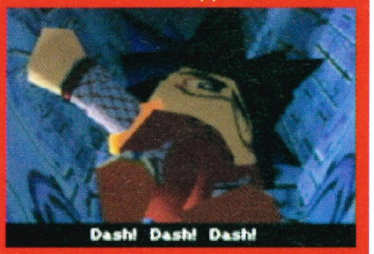
First you have to summon him



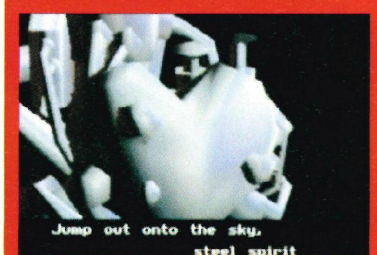
And with a song and a smile he will appear



Taking you up inside him



You will get to see his innards, just like in Innerspace - Yeuck!



High Impact might be a robot but he certainly has a big heart



There's Goemon in the control centre, ready for action!



There's never a dull moment in *Mystical Ninja* and Konami have clearly worked very hard to make sure that the game is as entertaining as possible. For instance, part of the game's structure requires you to retrace your path a number of times. You can of course do this on foot, which is a relatively slow process, especially as the footpaths are hazardous places where you will be attacked by a large number of vicious beasties, in a similar way to *Final Fantasy VII*. If you had to constantly tread these paths every time that you wished to return somewhere, you could be forgiven for getting somewhat tired of the process. However, Konami, being the clever people that they are, have got around this potential problem by giving you the ability to make a return visit on the back of a large blue dragon (it's the only way to travel). Yet again this shows just how great this game is, Konami seem to have given every aspect of this game a great deal of thought, and it shows.

The attention to detail is excellent: for example, each of the places on the map correspond, in its climatic conditions, to its real-life counterpart – leave Yae standing unattended in the wintry northern parts of Japan she begins to shiver, whilst if left in the warm she begins to fan herself. There are even different responses displayed by the other characters when placed in the same situations, which is very cool indeed.

Similarly, Konami have tried to make the game as interesting and as user friendly as possible. *Mystical Ninja* is certainly a huge game but



Goemon's pipe can be used in many different ways: as a weapon, as a grappling hook or as a lady magnet (allegedly)



ultimately, it's not that challenging. Now that's not to say that the game is necessarily too easy and everything does require some thought. With this, once again, Konami have come to the rescue with another great idea. Should you get stuck, help comes in the form of the Plasma Man, who can be found dotted around the playing map. Apart from being a rather omniscient being, who helps you for a small fee, he also provides some major laughs.

HERE'S LOOKIN' AT YOU, KID

Graphically this game is, well, peachy. The 3D environments are wonderfully designed and manage to recreate 16th century Japan convincingly. Nothing looks out of place and given the cool humour that is imbued throughout, the fantasy elements seem to add to, rather than detract from the game – it all works like a dream, only better. The only minor chinks in the *Mystical Ninja*'s graphical armour are a few occasional glitches and the rather restrictive camera angles which can, at times, prevent you from enjoying the view.

Likewise the music of the game is similarly effective – under normal circumstances most of the songs and tunes would be deemed annoying but here, somehow, they're infectious and soon you'll be singing, humming and laughing at all the odd ditties – especially the opera sequence at the end of the game.

Without a doubt, *Mystical Ninja starring Goemon* is something of a special title. It was obvious when we reviewed the import copy and the game has only got better now that the translation has arrived. There are few games on the market that have the ability to make you laugh and provide a decent challenge – to some extent this is one of them and I urge you to give this game a go. With so many differing challenges, there is really something here for everyone. Just how well constructed and thought out the game is cannot be stressed enough – as you play it you'll be amazed at the number of really nice, but often unnecessary touches throughout.

The only problem that *Mystical Ninja starring Goemon* suffers from is that it is slightly too easy, providing at most a week of solid gameplay. However, this is a small irritation when you look at what it has to offer. It depends on where your priorities lie – mine are firmly with longevity and playability. Despite this being a relatively short game, it is also certainly one of the most entertaining titles to have come into the offices here at T64.

For an all too brief few days we delighted in the game's many joys but ultimately, once its completed, you'll find very little reason to return to it, except for the occasional laugh. **SIMON**

VERDICT

GRAPHICS	**8**
Absolutely gorgeous but some glitching prevents this from being right up there with the very best	
SOUND	**9**
Some of the most crazy, infectious tunes you are ever likely to hear – listen if you dare	
PLAYABILITY	**8**
Straightforward enough, providing plenty of variety and all round fun	
LASTABILITY	**6**
Not the greatest or longest challenge and once it's completed you're unlikely to ever come back	
OVERALL	**84**
A wonderful game that oozes with charm and playability...great fun!	

INFO

PUBLISHER: **Ocean** DEVELOPER: **Zed Two** PLAYERS: **1-2** GAME TYPE: **Puzzle Game** VERSION: **UK**

SAVE GAME: **Memory Pak** RUMBLE PAK: **No** CARTRIDGE SIZE: **96MB**

WETRIX

Water management isn't easy – just ask Yorkshire water authority – but now from Infogrames comes *Wetrix*, a game that comes with a certain, obvious heritage. The question is: can you hold your water?

START

Puzzle games are something of an enigma – why do we bother playing them? They're frustrating, they keep you up till way past Dracula's bedtime, all the sound effects are generally awful and your younger brother/sister is guaranteed to be better at them than you. Let's face it, the reasons for us not playing puzzle games are endless. Well, not quite endless, exactly but let's just say that the odds are stacked heavily against them – especially when you compare them to other cutting edge software titles that manage to have great graphics, great sound and great gameplay. Ah, but it's not that simple, as you, the software buying public, will know.

For a start, there are precious few games that are truly great in all the above departments and who would not forgo the fantastic graphics and sound effects of one game, for another that you'll want to come back to again and again, even when you think you've mastered it. That's the real reason why puzzle games remain popular and will do so for as long as we orbit the Sun.

So, it comes to pass that another puzzle game fights its way through the throng of other such titles on the N64, er... well, not so much a throng, more a very small crowd (of one), namely the fairly well thought of *Tetrisphere*. Not too much competition then but as always, it's nice to see a company releasing a title that doesn't involve driving very quickly indeed or beating a vicious or highly attractive opponent into a pulpy mess.

DO YOU REMEMBER THE FIRST TIME?

We've all played *Tetris* before, at least I reckon it's a fair assumption to make and even if you haven't, then you're bound to be aware of the basic concept of the tile placement game. So far the closest the N64 has got to having its own *Tetris* is *Tetrisphere*, which took the basic premise of the original title and then jazzed it up in a way that many might not have expected. However, with such a translation the game rather lost some of its inherent immediacy and the joy of the original was somehow obscured. Now here's *Wetrix* which tries, albeit in a slightly different manner, to capture all the splendidness of that original game but once more dresses it up for the next generation console market.

This is in no way a simple carbon copy of *Tetris* – think of *Wetrix* as the distant cousin of the original puzzle game. The developers, Zed Two, have managed to create a game that both engenders the spirit of *Tetris* and also captures some of the addictive qualities that we know and love. That's not all though. Whilst emulating the classic has proven difficult for some other developers, somehow Zed Two have

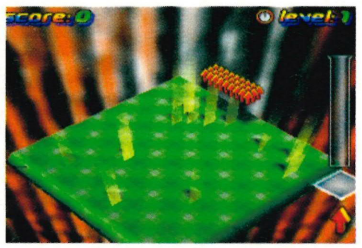
CONTROL FREAK



1. **ANALOGUE STICK** – Controls your pieces
2. **'A' BUTTON** – Lowers piece
3. **'B' BUTTON** – Rotates piece
4. **'C' BUTTONS** – Change camera angles
5. **'Z' BUTTON** – Two-Player attack button
6. **START BUTTON** – Pause
7. **D-PAD** – Controls your pieces
8. **SHOULDER BUTTONS** – Not Used



When you collect lots of water you get a rainbow and that means lots more points. Unfortunately there is no sign of Zippy and his friends...



Some of the challenge levels are pretty tough for the beginner



1st Impressions

I love puzzle games and let's face it, there's a dearth of them on the N64. When this little beauty arrived in the office I thought that all my Christmasses had come at once. Within minutes I was hooked – with its bright graphics and cool music, I knew that this was going to be a sure-fire hit.





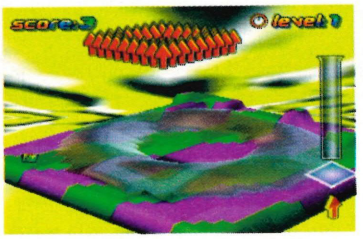








The last thing you need is a large hole on the board, because the water will just pour right through and you'll lose the game – sort it out, fast!



It may look like a polo but it's a ring of ice and it melts. Oh dear



Ooh look – it's the Peak District only it's twice as wet. No, really!

managed not only to take the game further but to take the whole idea to another place entirely – which is just darn clever.

like icons seem to have been similarly influenced by club culture. To be frank, it's refreshing to see that a software company is trying to produce a game that looks as though it's been aimed at an older, pickier audience, rather than just choosing the tried and tested path of making a game that's annoyingly colourful and cheery.

Of course, the thing that you really want to know is, how does it work? Well, *Wetrix* is both complicated and simple: are you sitting comfortably? Then I shall begin...

The basic idea of the game is to retain water, which falls from the sky onto a square-shaped board. To assist you in this task (and this is where the *Tetris* bit comes in) there are a series of blocks (called Uppers) that also fall from the sky. These will allow you to build little dams and reservoirs, which will hopefully hold the water and stop it from falling from the edge of the board. However, *Wetrix* is a whole lot more complicated than that. Those clever chaps (and chapesses) at Zed Two are obviously a vicious lot and have developed one of the trickiest puzzle balancing acts to have ever appeared on any games format, ever.

You see, you can't just keep on building more and more reservoirs to hold the water, as that would be too easy. For one thing the earthquake meter (an on screen icon) rises as you

YOU SEXY THING!

Having become used to the cartoony and almost childish look of a lot of Nintendo 64 titles, expect something of a surprise when you first load up the game. *Wetrix* oozes style and has a noticeably mature outlook.

The music which greets you is far more akin to what you might hear in a night-club and even the cartoon-

Having become used to the cartoony and almost childish look of an awful lot of Nintendo 64 titles, expect something of a surprise when you load up the game. Wetrix oozes style



Just gimme some steam! The fireball is your friend, use it well



Better repair that big hole fast or – you guessed it, game over...



Always gorgeous to look at, always devilish to play, that's *Wetrix*!



Just when things are going well, a bomb appears and trouble ensues



Evaporate water using the fireball. Avoid evaporating water that has a mine in it, as it will explode on contact with land, turning it into a colander



The idea is to try to keep plenty of water in play – this gap won't help



Mines do exactly what you'd expect them to do, be warned

raise the land; if you put too many tiles onto the land you'll cause an earthquake, which will mean that you're almost certain to lose the game. To combat this there are tiles that are called Downers, these (surprise, surprise) lower the land. There are also bombs that destroy your land, which can be either a help or a hindrance, depending on your situation at the time of play. There are also ice cubes that freeze your water; useful if you want to stop the water from leaking off the sides but not always good, as it will thaw and whilst in its frozen state you can't evaporate it. Fireballs also rain from the sky, they evaporate water, which is handy, but if they don't come into contact with water, they destroy your landmass.

Wetrix pretends that it's a simple game but it isn't, not by a long way. It'll suck you in, big time. You have been warned

As you may have gathered, you have to be something of a juggler to be good at this game – the word that springs to mind is frenetic. Initially the game starts off at a slow pace, as you start to place the tiles to make little dams. This can be merely a tad troublesome to start with but once the rain starts to fall and the water bubbles start plummeting, it starts to become frantic and you deal with whatever the game throws at you.

That's the clever trick that *Wetrix* manages to pull off; no matter how good you are at it, *Wetrix* can still manage to find a way to doom you in a spectacular fashion. By its very nature you can be sure that *Wetrix* will eventually beat you every time but the more you play, the longer you survive. Plus, when you lose, you'll want to try it again, and again, and again, because you really don't want to be beaten by a game do you? Not that *Wetrix* is addictive – course it isn't, not much! Unlike *Tetrisphere*, which is a little difficult to get into, *Wetrix* pretends that it's a simple game but it isn't, not by a long way and it will suck you in, big time. You have been warned.







IT'S GETTING WETTER ALL THE TIME

But wait, there's more – as if all of this isn't enough, *Wetrix* also has an abundance of different modes of play to keep you addicted, I mean playing, forever. Everything is here – from a variety of challenge modes to harder settings – to make things that little bit difficult for you.

However, the most important of the options is the two player mode, which fortunately plays slightly differently to

INTRODUCING...DJ *WETRIX* AND HIS HOMIES!



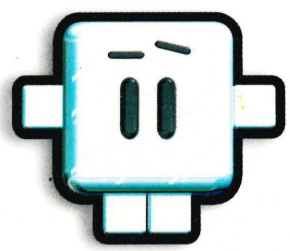
WETBOY
He's yer common or garden H20 – you've gotta look after him or else you lose the game



BURNIE
Things heat up when he's around



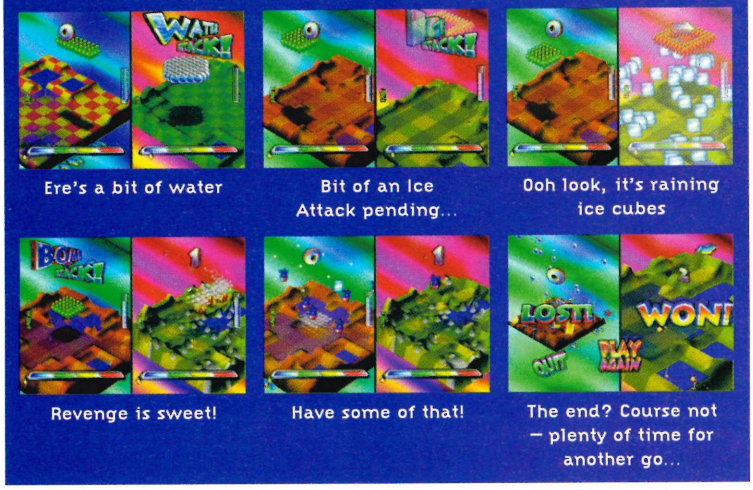
BOM BOM
A rather explosive wee fella, you need to try to keep him away from Wetboy



QB
Definitely the coolest guy in the pack.

IT TAKES TWO, BABY...

Yer doomed! Some intense two-player *Wetrix* action



Ere's a bit of water

Bit of an Ice Attack pending...

Ooh look, it's raining ice cubes

Revenge is sweet!

Have some of that!

The end? Course not – plenty of time for another go...

the one player game. Not only do you have to save your water but you also have the opportunity to attack your opponent with a number of weapons, such as the Ice Cubes, Fireballs and Earthquakes. As you can imagine, this adds a zip to the game and provides long term excitement with your chums – great stuff.

The graphics are also everything that you might expect and then a bit more. With a puzzle title it can often be rather difficult to make the game itself look anything more than ordinary. However, Zed Two have added some lovely effects that make *Wetrix* look that little bit special. The water effects are absolutely stunning; as it hits the board it rolls and swirls, every bit as convincingly as the real thing. There are plenty of other very nice touches throughout the game too, such as the way the light pierces through when a hole is gouged out of the board and the rainbow looks pretty cool too. All in all, without being overtly gorgeous *Wetrix* manages to impress but only those people that are interested in puzzle games are going to care.

Similarly, the sound effects are well placed and well done, the music is pretty good too and treads a fine line between being repetitive and interesting, which in its own way is quite impressive.

This game is, without a doubt, the best puzzle game available on the N64. The competition may not exactly be stiff but I also think that *Wetrix* is one of the finest puzzlers available on any format. However, the problem with this and with every other puzzle game on the market is that it's hard to recommend it without reservation.

For some people, puzzle games are simply a turn off and no matter how good the software, nothing will make them purchase *Wetrix*. There are others, myself included, who will find this a brilliant title – especially considering it seems likely that it may well cost only £35 when it reaches the shops.



NICK'S COMMENT

Who'd ever have thought that in a magazine with reviews of *1080° Snowboarding* and *Mystical Ninja* that a puzzle game would come up trumps? Well, this is a mark of how good *Wetrix* is – in sheer terms of playability, there's not a lot to touch it. *Wetrix* is easy to pick up and hard to put down. Very hard. The game combines pure arcade playability with a simple task and comes up with one of the most addictive games we've seen on the N64 all year. Not everyone will enjoy it but for pure gameplay junkies like us, there's not much better. **NICK**

For those people who enjoy such games, I can assure you that this is a great title, that is incredibly well constructed and well thought out too. *Wetrix* is a thoroughly recommended title and if you're a fellow puzzle game insomniac, you should go out and buy. And if you're not, then go and buy it anyway. **SIMON**

VERDICT

GRAPHICS	8
There are some fantastic effects used but nothing truly awesome	
SOUND	8
Great bangin' choons – can get a little repetitive at times though	
PLAYABILITY	9
Easy to get into, simple yet complex gameplay – that's what we like	
LASTABILITY	9
If the N64 never gets another puzzle game, it won't matter	
OVERALL	93
Simply the best puzzle game on the N64. Buy it now!	



QUAKE
Definitely best avoided, if you upset him then destruction closely follows



SPIKE
Is not a nice chappy, he could blow at any moment



DERRICK
Likes nothing more than a paddle – he'll give you bonus points for the privilege

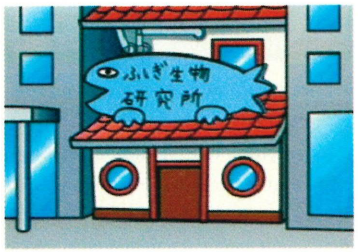
INFO

PUBLISHER: **Bandai** DEVELOPER: **Nintendo** PLAYERS: **1-4** GAME TYPE: **Board Game** VERSION: **Japanese**

SAVE GAME: **No** RUMBLE PAK: **No** CARTRIDGE SIZE: **96MB**

TAMAGOTC

Whether you love them or hate them, everybody has heard of Tamagotchis. Now they're coming to invade an N64 near you. Will this be another cash-in, or will it be a great game in its own right? Read on to find out...



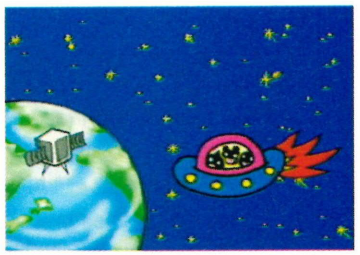
It's hard to tell what stinks more - the Tamagotchis or the fish



Pick a game, any game, as long as it's the poo fight!



Wait a minute - someone is cheating and using three dice



So that's where the little things come from...

CONTROL FREAK



1. **ANALOGUE STICK** Directs Tamagotchi
2. **'A' BUTTON** Action button during games
3. **'B' BUTTON** Pick up and throw dice
4. **'C' BUTTONS** Not used
5. **'Z' BUTTON** Not used
6. **START BUTTON** Not used
7. **D-PAD** Not used
8. **SHOULDER BUTTONS** Not used

START When Tamagotchi cyber pets were first introduced to the unsuspecting masses of the Japanese public, they were a great success. Here in England too, the cyberpet revolution took its hold on the country, with many people more than happy to shell out a tenner for their 'pet.' Over in Japan, Bandai have now released a ferocious Tamagotchi which you train in a series of battles and fight against other Tamagotchis, and there is even a Game Boy game of a similar nature!

So what's the appeal of having a small plastic egg-shaped toy in your pocket? In Japan, where as you most probably know, it is a little cramped for space, children who wanted real pets but couldn't have them were bought Tamagotchis instead. They soon caught on and were rapidly shipped off around the world, to the delight of children everywhere – they could now have a pet of their very own! However, the craze soon passed here in the UK, leaving hundreds of the little things without a friend or a battery.

In Japan today, Tamagotchis are still very popular, and so it was only a matter of time before one of the larger software companies picked up on the opportunity to produce and market a Tamagotchi game – cue Nintendo, who in conjunction with Bandai have now produced this new title, *Tamagotchi World*.

YOU LOOKING AT ME?

Tamagotchi World is basically just a board game on the N64. Tamagotchis

RAISING TAMAGOTCHI...



Your cute little Tamagotchi starts life as an egg, then after your first go it hatches and turns into a baby Tamagotchi. If you nurse it, play with it and feed it correctly, it will grow up big and healthy, if you neglect the little blighter, it will turn into a sick Tamagotchi and probably die



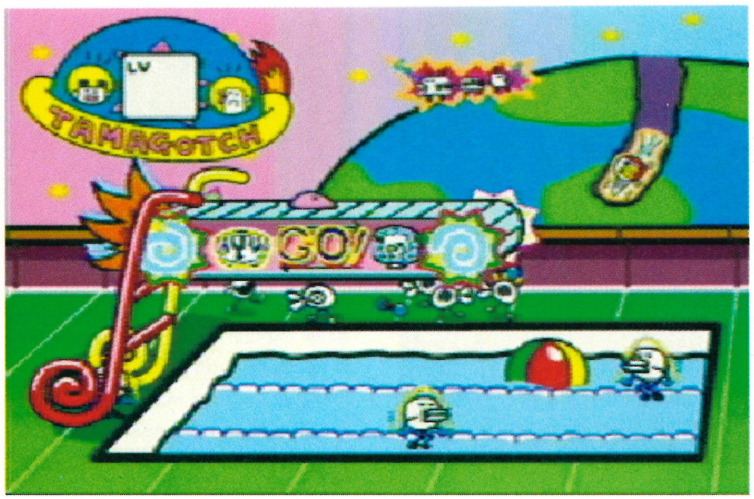
1st Impressions

For the first ten minutes that I played this game, I did actually find it amusing. The cute play area and quirky antics of the little Tamagotchis on-screen kept me entertained nicely but then I'd only played it twice, so it hadn't had time to annoy me yet!



HI WORLD





If you can't swim, you'd better start running - otherwise you're pool fodder. Ha, ha, ha, etc...



The idea is to hit the balloons and not the bombs

are the counters and their world is made up of a 'pop up' board.

Right from the word go, you'll get an idea of what kind of game this is going to be. The children singing on the intro music and the hand-drawn, 2D graphics of the doctor and the nurse who host the whole affair, indicate immediately that it's children who are the target audience for this title.

The option screen lets you pick the colour and type of Tamagotchi you would like. It also has the option to have your every move explained, kind of like a tutorial for the first lap of the board, which will be very useful for anyone who can read Japanese! Next, you must choose your Tamagotchi egg's name and colour. Now you're finally set to play on the cardboard cut-out board.

TAMAGOTCHI LAW

As the game starts you will see that the screen is split horizontally in two. The top half of the screen contains the little Tamagotchis, which displays the current condition of your own Tamagotchi counter, whilst the bottom half is the actual playing area.

The rules sound simple enough, the point being not to get to the end of the board but to be the first person to successfully raise their Tamagotchi to full adulthood, feeding, cleaning and playing with them all the way.

As in all good board games, the distance you move around the board is decided by a set of dice and your counter, which will hatch after the first go, is moved around the board. The game board has three routes, all of which have different amounts of good and bad squares to land on. The shorter path has more squares that will be detrimental to your health, whereas the longer paths have more good squares, such as game squares.

There are actually three types of squares to land on: the good squares, which increase your score by two, four or six points; the bad squares, which reduce your score by four or six points; and game squares, which will work slightly differently. There are also either single player games or four player games.

Single player games are basically challenge-based and rely on beating the A button as fast as possible. The four player games can be just about anything, ranging from reflex tests that can involve mazes with electric fences, to some silly button bashing free-for-alls where you play a game similar to Hungry Hippos. Then there's our personal favourite, the 'poo fight,' where you have to throw poo at the other three players while avoiding being hit yourself by the excrement that is flying about the place.

It's not a cash-in but it's not a great game either - it falls somewhere in-between

Other weird games include 'dodge the hammer' - where you'll have to guess on which side of a box your Tamagotchi is and drop a hammer on the other side - guess wrong and your Tamagotchi gets squashed.

When all's said and done this isn't a good game. The board game will hold your attention for five minutes and the small sub-games don't add much to this (well, with the possible exception of the poo fight). Overall the game is nauseatingly cute, slow and disjointed. The music and sounds are irritating and the Tamagotchis themselves are just plain sickening.

If you really enjoy playing with your Tamagotchi, there may be something here for you. As for the rest of us, do not encourage this kind of madness by purchasing this game. **JET**

VERDICT

GRAPHICS	8
The 2D backdrops are a real collection of Blue Peter specials	
SOUND	3
The original annoying Tamagotchi sounds on top of a Japanese tune!	
PLAYABILITY	4
Roll the dice, take your go, wait five minutes, yada, yada, yada...	
LASTABILITY	4
After playing this through once, you'll never play it again.	
OVERALL	44
This should have been a board game for 99p not an N64 game for £50	

INFO

PUBLISHER: **GT Interactive** DEVELOPER: **Crave** PLAYERS: **1-2** GAME TYPE: **Arcade shoot-'em-up** VERSION: **USA**

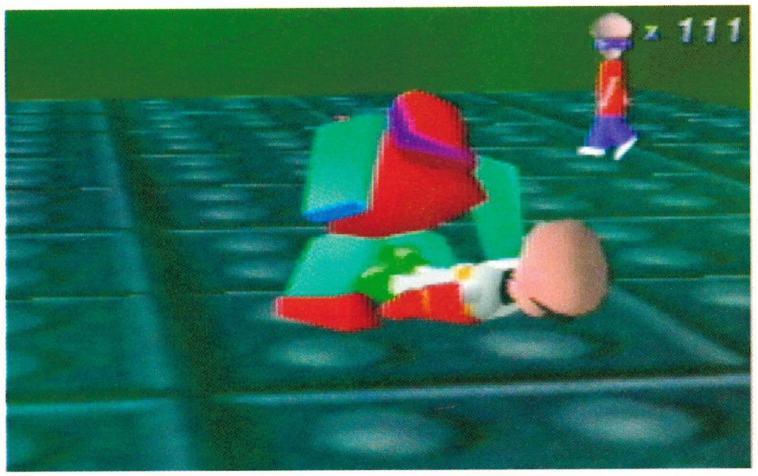
SAVE GAME: **Memory Pak/Password** RUMBLE PAK: **No** CARTRIDGE SIZE: **96MB**

ROBOTRON





The *Robotron* reunion party was a great success!



An innocent passerby gets accosted, mistaken for *Robotron*, as he sneaks off into the background



Come and get some of this, you vile scum!

CONTROL FREAK



1. **ANALOGUE STICK** – Directs *Robotron*
2. **'A' BUTTON** – Not used
3. **'B' BUTTON** – Not used
4. **'C' BUTTONS** – Directs laser fire
5. **'Z' BUTTON** – Not used
6. **START BUTTON** – Not used
7. **D-PAD** – Not used
8. **SHOULDER BUTTONS** – Not used

START *Robotron 64* is just one of many retro games making a nineties comeback, from ancient Ataris and Spectrums onto our newer machines. In some cases they are straight conversions, like *Pacland* on the PlayStation, whilst others have been given a full makeover, being transformed into an almost entirely new game. But is it wise to try and revive the games that we held so dear all that time ago?

DO ANDROIDS DREAM OF ELECTRIC SHEEP?

As far as conversions go, *Robotron 64* is a bit of both. It has managed to retain its original look and feel, whilst the graphics have been changed just enough to make them a little more up to date, by adding more colour and changing the sprites into slightly sparse and blocky, polygon-based characters. The game's backdrop is made up from a selection of rather uninspired, gentle looking background colours, which are functional enough but little more.

GAME ON

The gameplay of *Robotron 64* is very basic. There are no set missions, no real goals and not a single objective in sight. The whole idea is to save all the humans and clear the level of all the man-eating alien robot types who will be wandering around, eating up people, shooting at you and generally making a nuisance of themselves.

Your enemies range from droids that attempt to overwhelm you by sheer numbers and then pummel you to death, to mushroom brain creatures that shoot guided missiles at you and turn innocent bystanders into nasty bio-homing missiles. Some robots you come across are literally indestructible; they merely get in the way and kill innocent people as they're wandering around, making your life that little bit more difficult.

At twenty level intervals there are bonus stages, where 99 Weebles fly rapidly across the screen and you must attempt to shoot as many as possible.

Robotron's weapons start out with a single laser that can be controlled by all of the C buttons or the analogue stick on a second controller. As you progress through the game you will pick up limited power-ups, enabling you to shoot in up to four directions at once. Occasionally you'll come across a nifty flamethrower, which is ideal for clearing enemy mines and robot



After a night on the ale, one should keep away from matches



Nike Air *Robotron* are all the fashion these days



1st Impressions

The first moments of playing *Robotron 64* are very frantic and can be quite confusing, if you haven't played the original. The sad thing is that after you've played for ten minutes, you'll have seen – albeit on a small scale – exactly what the rest of the game is going to be like.



64

Robotron is back from the golden arcades of yesteryear, straight onto the N64. Is it wise to recreate cherished childhood games?



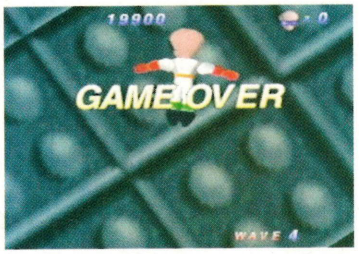


Strolling through his neighbourhood, *Robotron* senses something's amiss

invaders alike. This robot blasting goes on for well over 100 levels – which is good news, as we got past 60 the first time we played it. You do die quite often, but as you get a one-up after completing every level, it's not unusual to have upwards of twenty lives.

If you're finding the game a bit too easy, there are ten difficulty settings to play on. There is also the option of a two player mode. Unfortunately this is turn-based, so you can't even co-operate and you'll have to wait for the other player to die before it's your go! Two player mode basically involves a lot of waiting for the next player to finish, then playing through the same levels, all over again.

Players today demand much more from their games than mindless blast-'em-up action



The price of failure is so high – defeat is not an option

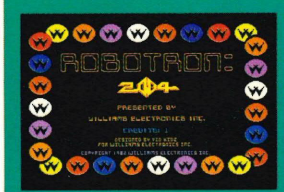
SOUND OFF

Robotron 64 is, as has already been said, an old game that is set in the future. In an attempt to accurately project these ideas, the in-game music is a mix of eighties disco and techno. Although this may sound a little bit strange, it does actually work very well. The tracks change regularly, so you won't find yourself becoming annoyed by the same old background music throughout the game. All of the weapons, too, have a distinct eighties style and emit various futuristic sounds that change as your weapon becomes more powerful.

The *Space Invader* type robots also sound pretty much the same as their arcade counterparts and as they go around chewing innocent bystanders, their victims have a charming habit of screaming – just to let you know that you have failed to achieve your goal in a small way on that level.

This brings us to the big question: is *Robotron 64* really going to be worth forking out 50 notes for, just for a bit of slightly repackaged nostalgia? Well, my opinion is 'no.' *Robotron 64* is just that – *Robotron* but on the N64. This would have been nice as a bonus game maybe, as part of a package but let's be honest; computer games have changed a lot since 1984, when the original *Robotron 2084* came out. Players today demand much more from their games than mindless blast-'em-up action, where the only real purpose is to rack up points. Basically, if you see this on the shelf next to *Goldeneye*, there can be only one choice. **JET**

THEN AND NOW









Robotron has had a bit of a going over for his nineties comeback – unfortunately it would seem that he only got a cosmetic makeover and no one saw fit to address his gameplay

VERDICT

GRAPHICS	A Plasticine man, set on a Lego paving slab – not really ground breaking	3
SOUND	A trance beat that's oddly accompanied by Buck Rogers laser sounds	5
PLAYABILITY	Very samey. In fact, over a hundred levels of doing exactly the same thing	5
LASTABILITY	If you complete it once, you'll probably be happy to do it again	4
OVERALL	Repetitive gameplay and uninspiring graphics – it's not for me	54



Wetrix

THANKS TO THOSE BOYS AT OCEAN, WE'VE GOT SOME MAJOR COMPETITION ACTION GOING ON. *WETRIX* RECEIVED AN ALMIGHTY 93% IN THIS ISSUE OF TOTAL 64 AND NOW YOU'VE GOT THE CHANCE TO WIN SOME TOP *WETRIX*-RELATED PRIZES!

THE FIRST PRIZE IS A BRAND NEW N64, COMPLETE WITH A COPY OF THE GAME AND A FABULOUS *WETRIX* T-SHIRT AND THERE ARE NINE RUNNER-UP PRIZES OF A COPY OF THE GAME AND A T-SHIRT!



ALL YOU HAVE TO DO IS ANSWER THE FOLLOWING SIMPLE QUESTIONS:

1. WHO ARE THE DEVELOPERS OF *WETRIX*?
A. A1
B. THE MONKEY BOYS
C. ZED TWO

2. WHICH OF THE FOLLOWING HAS THE MOST WATER IN IT?
A. A WET THING
B. A WETTER THING
C. THE WETTEST THING



3. WHAT IS THE BEST KIND OF WATER?
A. MY WATER
B. YOUR WATER
C. FRESH WATER



WRITE YOUR ANSWERS ON A POSTCARD OR STUCK DOWN ENVELOPE AND POST THEM TO:

WETRIX COMPETITION
TOTAL 64
1 ROMAN COURT
48 NEW NORTH ROAD
EXETER
EX4 4EP

ANSWERS MUST ARRIVE NO LATER THAN 30TH JUNE 1998. THE EDITOR'S DECISION IS FINAL AND HE WILL IN NO WAY ACCEPT BRIBES, OF ANY KIND - OKAY?

ZED TWO
GAME DESIGN STUDIO

ocean

INFOGRAMES
UNITED KINGDOM

REVIEWS RO

Welcome to the new look reviews round up. Here you 'll find loads more useful information that will help you decide which games to buy...

THE ICONS

SAVE GAME — Save game: Memory Pak, battery backup or password

RUMBLE PAK — This will tell you if the game is Rumble pak compatible

CART SIZE — How big the game is in terms of memory (Mbits)

PLAYERS — Number of players that can play the game

UK
This will tell you if the game is the PAL version, which means that there is no need for either converters or importer's fees

JAPAN
If the game has this icon then you'll know that its country of origin is Japan. If you want to buy the game you will have to get it from an importer

USA
If the game has this icon then you'll know that its country of origin is America. If you want to buy the game you will have to get it from an importer

AERO GAUGE

- PUBLISHER: **ASCII**
- DEVELOPER: **Locomotive**
- RELEASED: **Out Now**
- REVIEWED: **Issue 14**

A futuristic racing game that boasts great speed but also an unsightly amount of pop up. There isn't enough to keep you interested for long, so if this your type of thing, you'd be best advised to wait for *F-Zero X*.



MEMORY PAK | NO
64 MBITS | 1-2

58 OUT OF 100

AEROFIGHTERS ASSAULT

- PUBLISHER: **Video Sys.**
- DEVELOPER: **Paradigm**
- RELEASED: **Out Now**
- REVIEWED: **Issue 11**

From the creators of *PilotWings*, so you'd expect this arcade flight sim to be much better than it is. Suffers from a snail's pace frame rate that ruins the entire game. Promises much, fails miserably to deliver.



MEMORY PAK | YES
64 MBITS | 1-2

42 OUT OF 100

ART OF FIGHTING TWIN

- PUBLISHER: **Culture Brain**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 14**

Arguably the best beat-'em-up on the N64, with the exception of *Fighters Destiny*, it's the closest thing you'll come to *Tekken* and plays similarly to Namco's benchmark title. However, it's sadly only available on import.



MEMORY PAK | NO
96 MBITS | 1-2

89 OUT OF 100

AUTOMOBILI LAMBORGHINI

- PUBLISHER: **Nintendo**
- DEVELOPER: **Titus**
- RELEASED: **Out Now**
- REVIEWED: **Issue 11**

Another driving game that fails to impress. Suffers from unrealistic car handling, shabby graphics and poorly designed tracks. The only good thing going for this game is the realistic feeling of speed.



MEMORY PAK | YES
128 MBITS | 1-2

72 OUT OF 100

UND UP








BLAST CORPS

- PUBLISHER: **Nintendo**
- DEVELOPER: **Rare**
- RELEASED: **Out Now**
- REVIEWED: **Issue 3**

Rare's first title for the N64 is a wonderfully original game. It's something close to an arcade puzzle game, where you have to save the world from a nuclear holocaust by demolishing buildings.



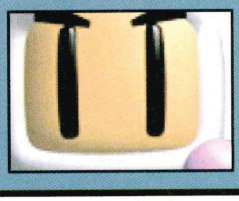
BATTERY | NO
64 MBITS | 1

89 OUT OF 100

BOMBERMAN 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **Hudson**
- RELEASED: **Out Now**
- REVIEWED: **Issue 9**

One of the most enduring videogames of all time is transformed on the N64 to something akin to *Mario 64*. Not bad but the two player mode, which *Bomberman* is best know for, is a complete letdown.



MEMORY PAK | NO
64 MBITS | 1-4

75 OUT OF 100

CHAMELEON TWIST

- PUBLISHER: **Ocean**
- DEVELOPER: **Sunsoft**
- RELEASED: **Out Now**
- REVIEWED: **Issue 11**

A *Mario 64* wannabe that introduces some new ideas to the old platform genre but is severely hampered by being far too easy and short-lived. With only six levels, you'll have completed this one by lunchtime.



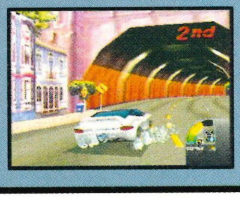
MEMORY PAK | NO
128 MBITS | 1-4

51 OUT OF 100

CRUIS'N USA

- PUBLISHER: **Nintendo**
- DEVELOPER: **Midway**
- RELEASED: **Out Now**
- REVIEWED: **Issue 1**

Nintendo's first attempt at a driving game harks back to Sega's *Out Run,* with emphasis on getting past cars, rather than staying on the track. As a result, the control method is poor and you'll soon get bored.



MEMORY PAK | NO
64 MBITS | 1

59 OUT OF 100

DARK RIFT

- PUBLISHER: **Vic Tokai**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 10**

Another *Tekken* wannabe falls way short of that mark, by having far too few moves and a very limited number of characters. The graphics are nice but the gameplay is very dated by today's standards.



MEMORY PAK | NO
64 MBITS | 1-2

79 OUT OF 100

DOOM 64

- PUBLISHER: **GTI**
- DEVELOPER: **Midway**
- RELEASED: **Out Now**
- REVIEWED: **Issue 3**

The classic PC game is brought up to date using the N64's truly wonderful graphical capabilities but the gameplay remains much the same. If you loved the original you'll enjoy this but it still doesn't compare to *Goldeneye*.



MEMORY PAK | NO
64 MBITS | 1

89 OUT OF 100

DIDDY KONG RACING

- PUBLISHER: **Nintendo**
- DEVELOPER: **Rare**
- RELEASED: **Out Now**
- REVIEWED: **Issue 10**

The game that *Mario Kart* should have been? The one player mode takes ideas first seen in *Mario 64* and introduces them into a racing game. Lots of fun but perhaps just a little too cute for older players.



MEMORY PAK: YES | 128 MBITS | 1-2

95 OUT OF 100

DUAL HEROES

- PUBLISHER: **Hudson**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 10**

Dual Heroes is just your average beat-'em-up but with this 'big' attraction: the characters look just like the Power Rangers! Lacks any sort of depth or fluidity to be able to compete with others on the N64.



MEMORY PAK: YES | 128 MBITS | 1-2

52 OUT OF 100

DUKE NUKEM 64

- PUBLISHER: **GTI**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 10**

The Dook finally gets his N64 debut and boy, is he a tough mutha! Everything is here from the PC version, minus the dodgy strippers – there is excellent level design, some wicked humour and heaps of attitude.



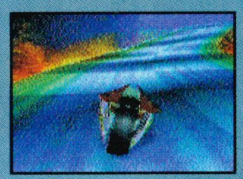
MEMORY PAK: YES | 64 MBITS | 1-4

90 OUT OF 100

EXTREME G

- PUBLISHER: **Acclaim**
- DEVELOPER: **Probe**
- RELEASED: **Out Now**
- REVIEWED: **Issue 9**

The game that proves the N64 can indeed 'do' fast racing games. Basically *Wipeout* on bikes, *Extreme G* is a rollercoaster of a ride and can, at times, be a little frustrating to control. Apart from that, it's excellent fun.



MEMORY PAK: YES | 64 MBITS | 1-4

94 OUT OF 100

F1 POLE POSITION

- PUBLISHER: **Ubi Soft**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 11**

Yet another N64 developer tries to emulate the driving game phenomenon of the PlayStation and succeeds, to a certain degree. Fans of the sport will lap this up: all the options and gear ratios you could ever want.



MEMORY PAK: NO | 64 MBITS | 1-2

80 OUT OF 100

FAMISTAR 64

- PUBLISHER: **Namco**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 11**

Namco's first excursion onto the N64 harks back to *Smash Tennis* on the SNES in this highly playable baseball game. Probably the best parts, however, are the unusual training games. They have nothing to do with baseball!



MEMORY PAK: YES | 96 MBITS | 1-2

78 OUT OF 100

FIFA: RTWC '98

- PUBLISHER: **EA**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 12**

Has pretensions to be a football simulation rather than an arcade game. As a result, the control method is over complicated and the game is just too slow to be able to compete with *ISS 64*.



MEMORY PAK: NO | 128 MBITS | 1-4

78 OUT OF 100

FIGHTERS DESTINY

- PUBLISHER: **Ocean**
- DEVELOPER: **Imagineer**
- RELEASED: **Out Now**
- REVIEWED: **Issue 12**

Fighters Destiny is something of a novelty: it's a fighting game that doesn't try to copy *Tekken*! As a result, this game has a highly enjoyable and original fighting system. The best on the N64 – so far.



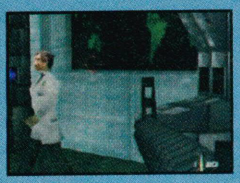
MEMORY PAK: YES | 96 MBITS | 1-2

93 OUT OF 100

GOLDENEYE 007

- PUBLISHER: **Nintendo**
- DEVELOPER: **Rare**
- RELEASED: **Out Now**
- REVIEWED: **Issue 8**

In our opinion, the best game on the N64. With wonderful mission based gameplay, superb graphics and a truly excellent multiplayer option, this game is leagues ahead of any other first person shooter.



BATTERY: YES | 128 MBITS | 1-2

98 OUT OF 100

ISS 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **Nintendo**
- RELEASED: **Out Now**
- REVIEWED: **Issue 4**

The best footy game on the N64? You betcha! With its arcade style gameplay you'll be hooked on the first play but as you learn more, you'll realise that this game has a depth unlike any other.



MEMORY PAK: NO | 64 MBITS | 1-4

97 OUT OF 100

LYLAT WARS/STARFOX 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **Nintendo**
- RELEASED: **Out Now**
- REVIEWED: **Issue 8**

Similar in gameplay to the SNES version, this has one main advantage: its breathtaking graphics that make you feel like you're taking part in a movie. An excellent multiplayer option is the icing on the cake.



MEMORY PAK: NO | 128 MBITS | 1-4

94 OUT OF 100

MACE: THE DARK AGE

- PUBLISHER: **Nintendo**
- DEVELOPER: **Nintendo**
- RELEASED: **Out Now**
- REVIEWED: **Issue 9**

A conversion of an excellent arcade game, *Mace* puts the emphasis on weapons in this gory beat-'em-up. Based on the *MK* control system but set in a more 'real' 3D environment, this is a serious alternative to *Fighters Destiny*.



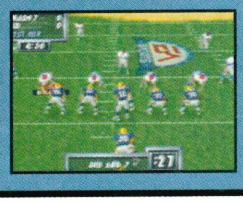
MEMORY PAK: NO | 64 MBITS | 1-2

89 OUT OF 100

MADDEN 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **Nintendo**
- RELEASED: **Out Now**
- REVIEWED: **Issue 12**

This game lacks the official license and graphical finesse of *NFL QBC '98* but has excellent AI and more intuitive gameplay. If you like American Football, then you'll probably love this.



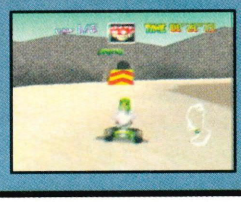
MEMORY PAK: NO | 128 MBITS | 1-2

89 OUT OF 100

MARIO KART 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **Nintendo**
- RELEASED: **Out Now**
- REVIEWED: **Issue 1**

Not too dissimilar to the SNES version but with much better graphics, longer courses and an excellent multiplayer option. This is probably still the most fun racing game on the N64.



BATTERY: NO | 128 MBITS | 1-4

93 OUT OF 100

MK MYTHOLOGIES

- PUBLISHER: **GTI**
- DEVELOPER: **Midway**
- RELEASED: **Out Now**
- REVIEWED: **Issue 12**

This is best described as a scrolling version of *Mortal Kombat* and as such is a bit poor. Has pretensions to be an RPG but all this basically boils down to is you learning a few new moves. Don't buy this game.



MEMORY PAK: NO | 128 MBITS | 1

31 OUT OF 100

MRC

- PUBLISHER: **Nintendo**
- DEVELOPER: **Nintendo**
- RELEASED: **Out Now**
- REVIEWED: **Issue 7**

An average racing game that has a good control method and allows you to customise your cars. Mainly let down by having only three tracks (six if you include mirrors). Not bad but there's better out there.



MEMORY PAK: YES | 128 MBITS | 1-2

80 OUT OF 100

NAGANO OLYMPICS '98

- PUBLISHER: **Konami**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 8**

Konami's Winter Olympics license has a few good moments, namely the downhill skiing sections, but most of it makes you feel like you're just not in control of the on-screen action.



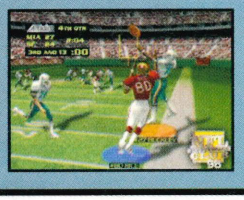
MEMORY PAK | NO | 128 MBITS | 1-4

69 OUT OF 100

NFL QBC '98

- PUBLISHER: **Acclaim**
- DEVELOPER: **Iguana**
- RELEASED: **Out Now**
- REVIEWED: **Issue 13**

Acclaim's hi-res pretender to the American Football crown is superbly well presented and offers a satisfying simulation of the game. Similar to *Madden* in many ways – which is a good thing.



MEMORY PAK | NO | 64 MBITS | 1-2

89 OUT OF 100

PILOTWINGS 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **Paradigm**
- RELEASED: **Out Now**
- REVIEWED: **Issue 1**

Still one of the best games on the N64. The inventive mission-based gameplay is matched only by the amazing graphics. You'll enjoy playing the missions but it's just as much fun exploring the immersive landscapes for fun.



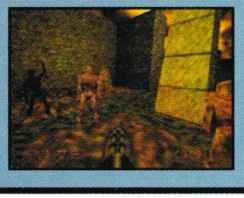
BATTERY | NO | 64 MBITS | 1

95 OUT OF 100

QUAKE

- PUBLISHER: **GT**
- DEVELOPER: **Midway**
- RELEASED: **Out Now**
- REVIEWED: **Issue 14**

One of the scariest PC games ever gets an N64 makeover and retains everything that was in that groundbreaking title. Even the multiplayer game is here but still, it's not as good as *Goldeneye*.



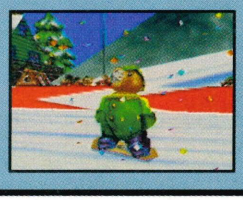
MEMORY PAK | YES | 128 MBITS | 1-2

90 OUT OF 100

SNOWBOARD KIDS

- PUBLISHER: **Nintendo**
- DEVELOPER: **Atlus**
- RELEASED: **Out Now**
- REVIEWED: **Issue 13**

With cutesy racing, power ups and snow, *Snowboard Kids* is best described as *Mario Kart* on snowboards. This is a lot of fun but lacks the depth of gameplay to offer older players a serious challenge.



MEMORY PAK | YES | 64 MBITS | 1-4

80 OUT OF 100

SUPER MARIO 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 1**

The game that started it all. A wonderful experiment into how a 3D game could work and Shig Miyamoto carries it off with aplomb. Quite magnificent – if you own an N64 and haven't played this, then you're mad!



BATTERY | NO | 64 MBITS | 1

96 OUT OF 100

TETRISPHERE

- PUBLISHER: **Nintendo**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 10**

A good attempt to bring the classic puzzle game into three dimensions. Takes a while to get into but once you do, you'll be hooked. Also features some of the best music yet heard in an N64 game.



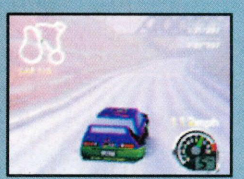
MEMORY PAK | NO | 64 MBITS | 1-2

84 OUT OF 100

TOP GEAR RALLY

- PUBLISHER: **Nintendo**
- DEVELOPER: **Kemco**
- RELEASED: **Out Now**
- REVIEWED: **Issue 10**

Probably the best, most challenging driving game on the N64. Has realistic car handling and some smooth graphics. Only let down by having the poorest computer controlled cars in history.



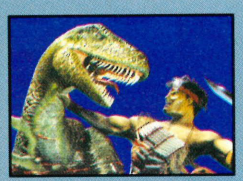
MEMORY PAK | YES | 96 MBITS | 1-2

85 OUT OF 100

TUROK: DINOSAUR HUNTER

- PUBLISHER: **Acclaim**
- DEVELOPER: **Iguana**
- RELEASED: **Out Now**
- REVIEWED: **Issue 3**

Overshadowed by the amazing *Goldeneye* recently but this is still an excellent game. Featuring excellent animation and some of the most fearsome weaponry ever, *Turok* will offer you quite a challenge.



MEMORY PAK | NO | 64 MBITS | 1

89 OUT OF 100

WAVE RACE 64

- PUBLISHER: **Nintendo**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 2**

Technically superb, this game offers the player a realistic experience of racing on water. The one player game is short-lived, so unless you like Time Trials, you'll grow tired of this one quickly.



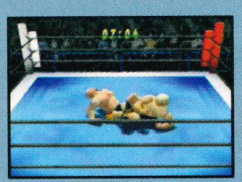
BATTERY | NO | 64 MBITS | 1-2

89 OUT OF 100

WCW VS NWO

- PUBLISHER: **THQ**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 11**

If you can get past the wrestling, you'll find this to be an excellent fighting game with loads of characters and moves. This game also boasts one of the best four player games on the N64.



MEMORY PAK | YES | 96 MBITS | 1-4

92 OUT OF 100

YOSHI'S STORY

- PUBLISHER: **Nintendo**
- DEVELOPER: **Nintendo**
- RELEASED: **Out Now**
- REVIEWED: **Issue 13**

We were disappointed with this one – we were all expecting *Mario World* for the N64 but it turned out to be something of a limited 2D platformer. Too easy and too short-lived for mature gamers.



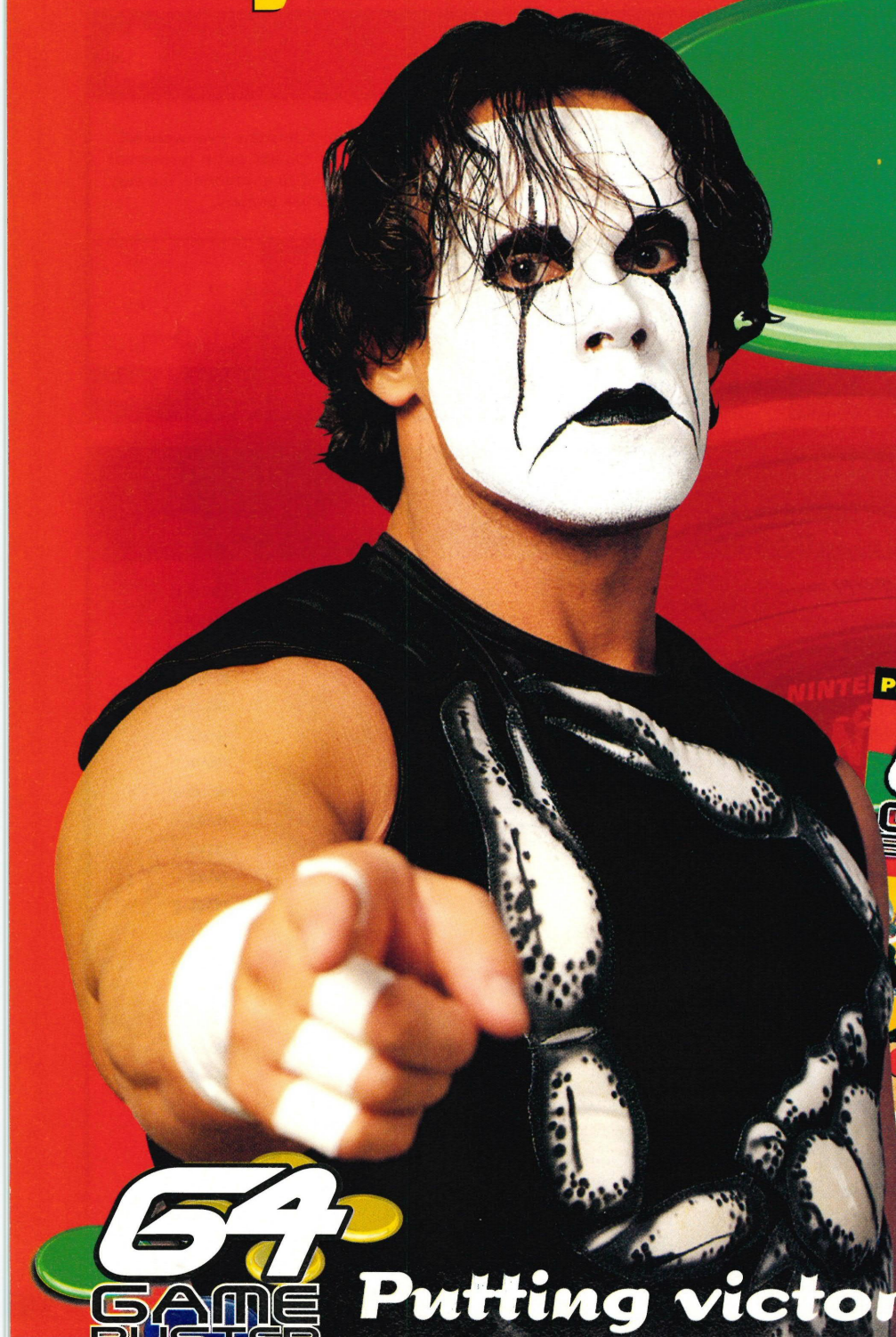
BATTERY | NO | 128 MBITS | 1

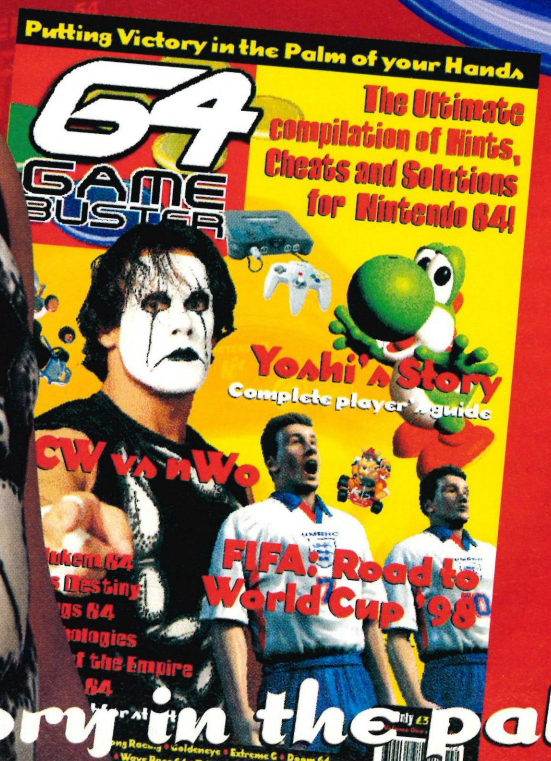
84 OUT OF 100

... AND THE REST

GAME NAME	PUBLISHER	DEVELOPER	RELEASED	SCORE	REVIEWED
64 OOZUMO	OCEAN	SUNSOFT	OUT NOW	39	ISSUE 12
DORAEMON	NINTENDO	EPOCH	OUT NOW	69	ISSUE 3
DYNAMITE SOCCER	IMAGINEER	IN-HOUSE	OUT NOW	25	ISSUE 9
FIFA 64	ELECTRONIC ARTS	IN-HOUSE	OUT NOW	58	ISSUE 3
HEXEN 64	iD/GT INTERACTIVE	SOFTWARE CREATIONS	OUT NOW	63	ISSUE 6
HUMAN GRAND PRIX	HUMAN ENTERTAINMENT	IN-HOUSE	OUT NOW	72	ISSUE 3
J-LEAGUE STRIKER	KONAMI	IN-HOUSE	OUT NOW	93	ISSUE 1
JIKKYOU WORLD SOCCER 3	KONAMI	IN-HOUSE	OUT NOW	97	ISSUE 9
KILLER INSTINCT GOLD	NINTENDO	RARE	OUT NOW	69	ISSUE 1
KING OF PRO BASEBALL	NINTENDO	IMAGINEER	OUT NOW	82	ISSUE 2
MK TRILOGY	ACCLAIM	PROBE	OUT NOW	67	ISSUE 1
NBA HANGTIME	MIDWAY	MIDWAY	OUT NOW	51	ISSUE 8
PUYO PUYO SUN 64	COMPILE	COMPILE	OUT NOW	71	ISSUE 12
SAN FRANCISCO RUSH	GT INTERACTIVE	MIDWAY	OUT NOW	57	ISSUE 11
SHINDOU MARIO 64	NINTENDO	IN-HOUSE	OUT NOW	96	ISSUE 7
SHINDOU WAVE RACE 64	NINTENDO	IN-HOUSE	OUT NOW	93	ISSUE 7
STARFOX 64	NINTENDO	IN-HOUSE	OUT NOW	94	ISSUE 4
ST ANDREWS GOLF	SETA	SETA	OUT NOW	42	ISSUE 1
WAR GODS	GT INTERACTIVE	MIDWAY	OUT NOW	69	ISSUE 10
WAYNE GRETZKY'S 3D HOCKEY	NINTENDO	MIDWAY	OUT NOW	82	ISSUE 2
WAYNE GRETZKY'S 3D HOCKEY '98	MIDWAY	IN-HOUSE	OUT NOW	73	ISSUE 13
WHEEL OF FORTUNE	GAMETEK	IN-HOUSE	OUT NOW	13	ISSUE 12
WILD CHOPPERS	SETA	IN-HOUSE	OUT NOW	72	ISSUE 12
WONDER PROJECT J2	NINTENDO	ENIX	OUT NOW	69	ISSUE 5

All the biggest Nintendo 64 releases torn apart every issue!





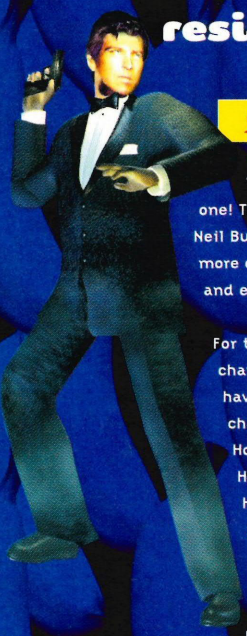
64 GAME BUSTER

Putting victory in the palm of


4
ME
TER
Miss it at your peril!
64 Game Buster delivers pages n' pages of Cheats, Tips and Solutions for every N64 game ever released!
your hand!
RAPIDE PUBLISHING
Only available in the UK

THE CHEATY

If you want some monkey magic then look no further than our resident banana munching freak, the cheaty monkey...!



STOP PRESS!

GOLDENEYE CHARACTER CHEAT

Yes it's true, the game that you thought had no cheat codes has one! This cool cheat was only discovered thanks to Richard Payne and Neil Burdess (aged thirteen) and if entered correctly, gives you loads more characters for the multiplayer mode, including a terrorist, 'Alan' and even a cleaning lady!

For this to work you have to have gained all the extra multiplayer characters by completing the game on Agent difficulty. When you have these, go to the character select screen and highlight the last character (Moonraker Elite). Now enter these commands:

Hold L and R and press Left C
Hold L and press Up C
Hold L and R and press Left on the D-Pad (not analogue stick)
Note: Doing this will select a different character on the screen. This is supposed to happen!
Hold L and press right on the D-Pad
Hold R and press down on the D-Pad



Hold L and R and press Left C
Hold L and press Up C
Hold L and R and press right on the D-Pad
Hold L and R and press down C
Hold L and press down on the D-Pad

There is no sound to confirm that you have entered the cheat correctly, the characters will just appear. Enjoy! T64

AEROFIGHTERS ASSAULT

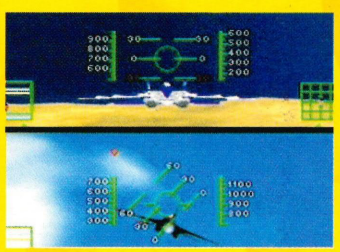
CHANGE COLOURS

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 T64





CRUIS'N USA

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.

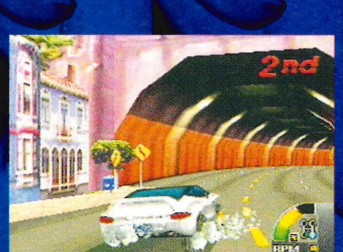
FLASHING LIGHTS WITH SIREN

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." Now 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. T64





MONKEY



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

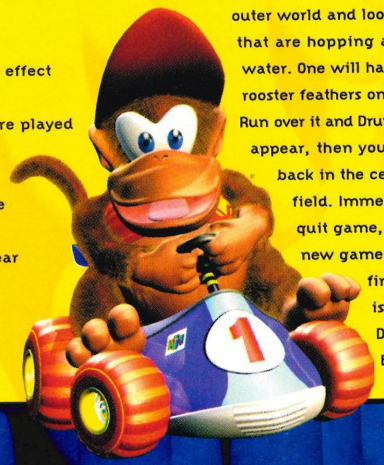
WHODIDTHIS
See game credits

OFFROAD
Makes karts 4x4s

ARNOLD
Large characters

GETTING DRUMSTIK:

In order to get Drumstik up as a selectable character, you must first collect all of 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. T64



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. T64

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?l1 ?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 6917 8bk?
Level 13: j10r 9bcn 69n7 0bk?
Level 14: kjyr 9bcj 69q7 rbk?
Level 15: k1wr 9bcd 69s7 hbk?
Level 16: 1ktr 9bb9 69v6 8vk?
Level 17: 12rr 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: c518 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: m618 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: spl8 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, the backpack and the three pentagram items that enhance your laser gun, making it up to three times more powerful than the BFG9000. This weapon can apparently kill the last boss in four seconds! The code is:
W93M 7H20 BCY0 PSVB

The pentagram items also let you use the three switches in the last level (closing 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. T64

EXTREME G

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 (in the 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 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 its attributes are completely maxed out, including its top speed, shields and handling. You can also cheat your way onto it (see Drive the Neon Bike cheat)

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 again to switch to lower case) and then enter the word 'fisheye.' You will hear a confirmation sound to tell you that the trick worked. The screen will be distorted (as if by a fisheye lens) giving an even greater feeling of speed

RACE AS A BOULDER
Strangely enough, *Extreme G* has a cheat that lets you transform your bike (and everyone else's too) into a rolling boulder! First 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, then enter the word 'roller' (no caps) and you should hear a confirmation sound. Start the race and get ready for a different Boulder Dash...

QUIT AND STILL WIN
Enter your name as 'RA50' at the name selection screen. Now even if you quit out of any race you take part in, 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 listed in the credits in the manual. Now start a new 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 of the hidden bikes and a special hidden track to race them on

DRIVE THE NEON BIKE AND OPEN ALL COURSES
Go to the options menu and enter the password 61GGB5 to open all the tracks and get to 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

UNLIMITED TURBO BOOSTS
For unlimited boosts, enter your name as 'nitroid' on the name selection screen. T64



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. T64

FIFA: ROAD TO WORLD CUP '98

AUSTRALIA MODE (UPSIDE DOWN)
Go to the Player Edit screen and select Australia as your team. Now enter a player's name as NWODEDISPU. You can now play games on an upside down pitch

FEEDBACK PREVIEW
To see the players' victory animations, go to the Player Edit screen and pick Japan as your

team. Now enter NORIE as the player's name, then go to the Round Select screen and press Z, left C and up C at the same time

HOT POTATO MODE
This has the effect of making you pass the ball quickly – if you hold onto the ball too long, your players will simply fall over. To activate, select Ireland and enter SPUD as a player's name

UNLIMITED PLAYER POINTS
For this handy cheat select Vancouver as your team (found under USA) and enter DAVE as one of the player's names

INVISIBLE WALLS
Prevent the ball from going out for a throw, by selecting Wales and entering the name WARREN

UPSIDE DOWN MODE
For another version of the upside down mode (the pitch will be upside down but the scores will not) choose Vancouver and then enter a player name as TED

UNLOCK THE ROAD TO THE WORLD CUP
To go straight to the second round, choose Japan as your team and enter YUJI as a player name



GHOST PLAYERS
Go to the Player Edit screen, select the Slovakian team and enter LASKO as your name. Your players will now be ghosts

INVISIBLE PLAYERS
Go to the Player Edit screen, select the Sheffield W team and enter WAYNE as your name. Your players will now be invisible

PENCIL AND PAPER MODE
Go to the Player Edit screen, select Canada and enter MARC as your name. You can now play the game in pencil and paper mode

REMOVE STADIUM (FAST FRAME RATE)
Go to the Player Edit screen, select any team, then enter CATCH22 as your name. You can now play without a stadium, which gives you a much better frame rate

SMALL PLAYERS
Go to the Player Edit screen, select the Vancouver team and enter KERRY as your name. Your players will now be tiny T64

GOLDENEYE 007

To access the built-in cheat menu in *Goldeneye* you must first 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
Dam	Paintball Mode	Secret Agent	2:40
Facility	Invincibility	00 Agent	2:05
Runway	DK Mode	Agent	5:00
Surface	2x Grenade Launcher	Secret Agent	3:30
Bunker	2x Rocket Launcher	00 Agent	4:00
Silo	Turbo Mode	Agent	3:00
Frigate	No Radar (Multi)	Secret Agent	4:30
Surface2	Tiny Bond	00 Agent	4:15
Bunker2	2x Throwing Knives	Agent	1:30
Statue	Fast Animation	Secret Agent	3:15
Archives	Invisibility	00 Agent	1:20
Streets	Enemy Rockets	Agent	1:45
Depot	Slow Animation	Secret Agent	1:30
Train	Silver PP7	00 Agent	5:25
Jungle	2x Hunting Knives	Agent	3:45
Control	Infinite Ammo	Secret Agent	10:00
Caverns	2x RC-P90s	00 Agent	9:30
Cradle	Gold PP7	Agent	2:15
Aztec	2x Lasers	Secret Agent	9:00
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. Check out the Stop Press cheats on page 78 for a whole range of extra playable characters. T64

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! T64

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 appear immediately. T64

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	MARIO RACEWAY	ROYAL RACEWAY
– under 1'52"00	– under 1'30"00	– under 2'40"00

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! T64

NFL QUARTERBACK CLUB '98

Enter these cheats on the cheat menu (obviously) but 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 run 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 get eight 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 T64

PILOTWINGS 64

FIND THE BIRDMAN STARS

To play as the birdman, just fly through one of the special stars that's located on the following levels:

HOLIDAY ISLAND
Found just 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 then 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. Now you can get a top score of 100 every time. T64

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 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, the car they unlock is exclusive to that track

DRIVE HOT ROD
Getting all the keys on any course will unlock the hot rod

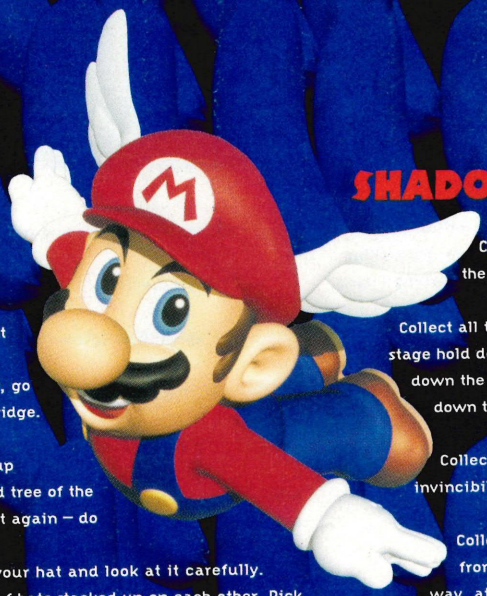


TURN CONES INTO MINES
On the set-up screen press L, R, L, R, L, R (quickly)

UPSIDE DOWN TRACKS
On the set-up screen press Up, Right, Down, Left, Down Right, Up, Left. T64

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!

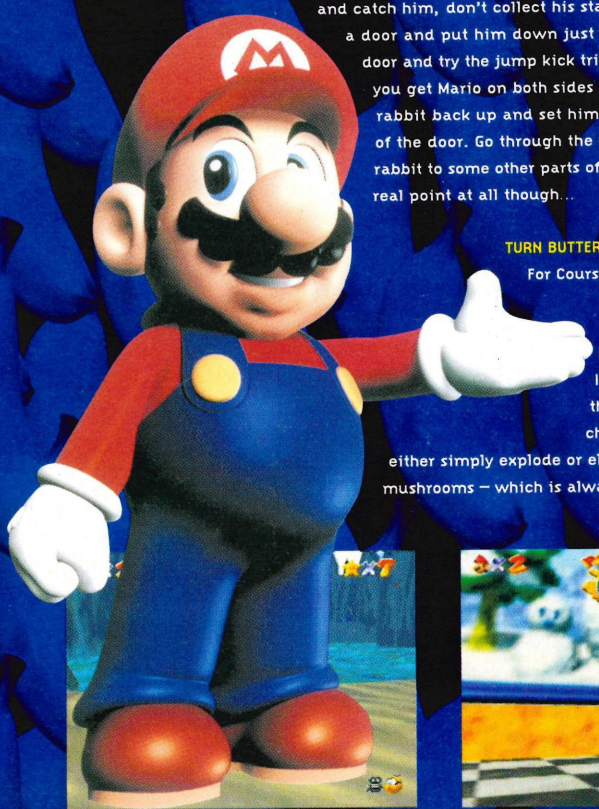
CONTROL THE ENDING CAMERA

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

Using controller two's analogue control stick you can move the camera in many different ways both 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 this 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 some one-up mushrooms – which is always handy! T64



SHADOWS OF THE EMPIRE

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

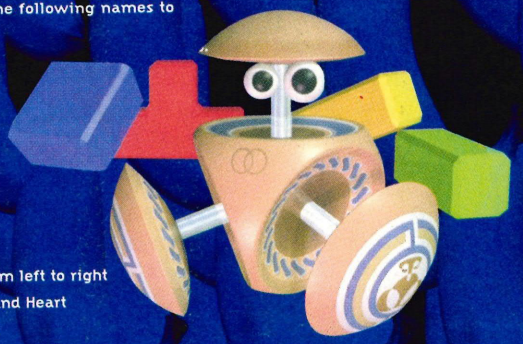
Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll 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! T64

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! T64

TOP GEAR RALLY

REMOVE BI-LINEAR FILTERING

While playing the game press B, Left, Right, Up, Left, Z, Right

RAINBOW MODE

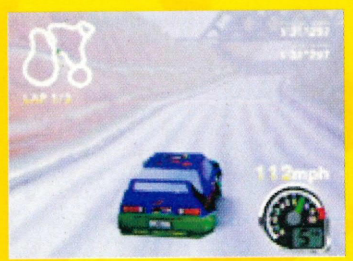
While playing the game press Down C, Z, B, Up, Up, Right

BEACHBALL CAR

Finish the fourth year and you will receive the Beachball Car

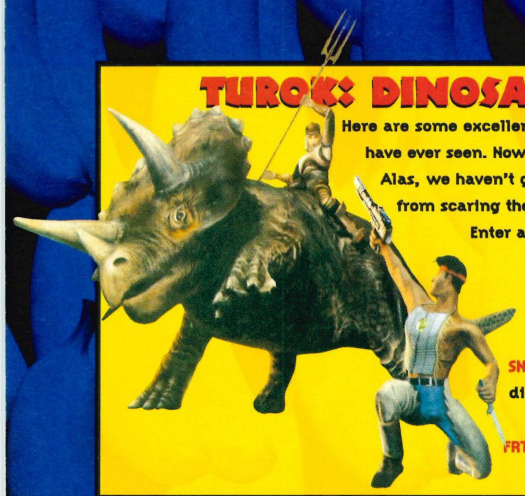
MIRROR CARS

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 T64





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

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. T64

WAVE RACE 64



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 here 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. You'll start a helicopter move but then rotate to 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 don't 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 "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 analogue 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. T64









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. Get 255 Race Points	80169837 00FF
3. Get Roach Bike	8016983F 0008
4. Get 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 +	
10. Wireframe Mode	80097687 0011
11. Extreme Mode	80095F6E 0002
12. Fish Eye Lens	80097687 0002
13. Ghost Mode	80097687 0040
14. Magnify Mode	80097687 0004
15. 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	
1. Infinite Health	8109D7DC 3F80
2.Infinite Ammo	8009DF97 0007
RUNWAY, SURFACE a & DEPOT	
1. Infinite Health	810C07DC 3F80
2. Infinite Ammo	800C0F97 0007
BUNKER a, b & SILO	
1. Infinite Health	8109AFDC 3F80
2. Infinite Ammo	8009B797 0007
FRIGATE	
1. Infinite Health	810ADBDC 3F80
2. Infinite Ammo	800AE397 0007
SURFACE b	
1. Infinite Health	810CCFDC 3F80
2. Infinite Ammo	800CD797 0007
STATUE	
1. Infinite Health	810AC7DC 3F80
2. Infinite Ammo	800ACF97 0007
ARCHIVES, CAVERNS & CRADLE	
1. Infinite Health	810CCC3C 3F80
2. Infinite Ammo	800B4797 0007
STREETS	
1. Infinite Health	810BDFDC 3F80
2.Infinite Ammo	800BE797 0007
TRAIN, JUNGLE & CONTROL CENTER	
1. Infinite Health	810A77DC 3F80
2. 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 this 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

THE FIRIN

It's that time of the month again when we sort out the rants from the raves, the rambles from the brambles and the peas from the tea. Yes, that's right, it's the Firing Line!

GAMESTER LMP

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 of 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!

So, get your thinking caps on and start inscribing your innermost thoughts now and you could be the proud owner of some new stuff!



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

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

DEAR TOTAL 64

Why don't parents understand kids? I was jumping around the room ready to buy an N64, and my parents told me to spend the money on something else. I got told by my mum not to buy second, third and fourth controllers because they are too expensive and then I am told there is no point to getting an N64 because I already have a Gameboy and a SNES. I am told to go out and get fresh air, rather than play my N64 and enjoy a game of *Mario 64*. Why not just open a window? I'm told to get exercise. Why, when I intend to play the N64 for the rest of my life? "Do something creative with your hands!" Okay, I'll play *Mario Kart 64*. "Go read a book!" – I'd rather read my best time for Wario Stadium in *Mario Kart* or a copy of Total 64 magazine. "Go see your friends!" – okay, then I'll invite them around to play *Mario Kart* battle mode.

Parents always annoy you too. You're quite happy playing *Mario Kart 64*, breaking a record and your parents want to watch Coronation Street. "Those were the days... when the computers filled a whole room and we played chess". So now there's a machine that's one hundred times faster and as small as a pile of Total 64 magazines. Why don't they find that amazing when they're going on about *Pong*? As for chess, pah! You can't turn sound up on the TV because they call the music a din, then they listen to Prince when you're driving to school, hiding in embarrassment.

"There's more to life than N64s!" I don't think so. I hope you understand how I feel, as you're the only adults I know that share the same interest as me.

● ZEESHAN SHEITH, CAMBRIDGE

THE TRUTH...

Hey, this is nothing new – we've all had to suffer the anguish of our parent's musical tastes! But seriously, playing Nintendo is not the only way you should be spending your time: try some other healthy activities like watching TV and eating sweets – these will also make your parents 'proud'. T64

DEAR TOTAL 64



Firstly I'd like to say, 'what a superb mag!' Secondly, I'd like to say a big thank you to Nintendo, for both their games and machines. My little boy, Alex, is now nearly seven years old, he suffers from a disability that affects his speech and concentration and makes him hyperactive. From the age of fourteen months he started playing on a NES, then moved onto a SNES (with over 80 games) and now he owns an N64.

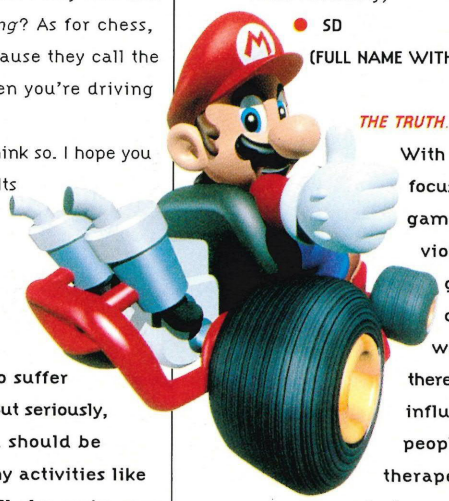
These games and machines have really helped him – they're amazing, they help his concentration, speech – the works! He's starting to build up his N64 games now; he's got *Pilotwings*, *Shadows of the Empire*, *Bomberman 64* and *MRC*.

Alex loves reading your mag, it's brilliant, with all the reviews etc.

Well done!

Yours Faithfully,

● SD
(FULL NAME WITHHELD), ROTHERHAM



THE TRUTH...

With so many people in the media focusing on the 'bad' points in video games – namely their 'excessive' violence – the benefits of video games are often overlooked (I can't imagine how such a story would sell newspapers). While there is much research going into the influence of such games on young people, there's none going into the therapeutic and medical value of playing games. Maybe a few more stories like yours might change people's views... T64

G LINE



DEAR TOTAL 64

First of all, I'm not a Little Spud wanting a free poster/free game/ subscription, only the right to congratulate your staff and annoy a friend by saying "Paul Daw should give up playing computer games, because he's complete pants when it comes to any kind of computer game."

So here goes... I'd like to congratulate the editorial staff for using their little grey cells and coming up with a really amazing magazine. Some magazines are obviously there only to take advantage of people wanting to know "more about their little grey box". They really can't deliver the goods like you guys. I especially like the way that you re-review games, nice one. With owning a US machine, I really want to thank you for the Release Dates section – if not totally accurate, at least it gives me a pretty good idea when to expect my goodies.

I have found your reviews to be totally without any sign of the influence of 'handouts' or bias. The only thing I would add would be a second opinion box (I take it that the box already there is the person who reviewed the game?). Far too many people take the time to do nothing but whine and moan. I say shut up, go to the shop and buy a copy of *Goldeneye* and if possible, try to get yourself a life while you are out.

I wanted to say to all those waiting for the likes of *Tomb Raider* etc, I own a GreyStation and it ain't cool (the machine and the game). It runs along the lines of "Play it, slay it" as you play it once and then try to get less than a measly third back from the robbing trade-in store.

Bearing in mind that I understand the principle of 'not everyone likes the same genre of games', I bought *Goldeneye* yonks ago (way before the UK release, I might add) and guess what? I've just finished it! But here's the catch. Now that I have finished the game, have I shelved it? No flipping way! The deathmatch option has kept me playing for ages. How many games do you know that have this much impact? At first I was totally naffed at the way that the cheats work. But then you realise that the game has you hooked, by making you play it more in order to get infinite weapons etc. Whoever thought of this has to be admired, not despised.

As I have owned and sold various consoles, I have realised that each system seems to do better than others in certain areas at a certain genre, ie. driving games (PlayStation) and fighting games (Saturn) and the 3DO being an erm... expensive CD player which was in fact the Ultimate Betamax Games Console (Yeah, that reminds me – Trip Hawkins if I ever see you, I'm going to... Sorry, I'm losing the plot!)

I really hope that my little black box can be a master of something other than first person perspective blasters. You have to admit there are an awful lot: *Doom*, *Goldeneye*, *Quake*, *Forsaken*, *Mission: Impossible* etc. out there. As good as they are, they still make you feel a little bit pukey after a good computer sesh. I would really love to see something that could take on the might of all the *Tekkens* and *Virtua Fighters* on the scene.

So, I end my letter knowing that your cool magazine is still in production and the fact that Paul Daw will always be complete plum.

Yours Humbly

● **MR C BRICKNELL, SPROSTON**

THE TRUTH...

Just to put you straight on a few points... First of all, we do try to make our release dates section as accurate as we can but with the Nintendo market as it is, games are constantly slipping back, so we can't be right all the time!

Our 'comment' boxes are in fact the opinion of another member of the TOTAL 64 team, not the review's writer. To make this clearer in the future, we're now letting you know who on the team is responsible for the review.

We're glad that you like *Goldeneye* – it's by far the most popular N64 game in the office, but shouldn't all games be as good as this? As for each console specialising in certain games, this is true to a certain extent – we only want the N64 to be the master of gameplay! T64

DEAR TOTAL 64

In issue 13, David Waller (star letter) wrote in about how there are no decent AAA games and I couldn't agree with him more. The N64 is absolutely ****! There are no good games out and I haven't seen one which is going to be good... NOT! how could anybody seriously think there are no good games out with titles like *Goldeneye*, *Diddy Kong Racing*, *Blast Corps*, *Super Mario 64*...? Okay, I admit that there aren't many decent driving games but *V-Rally* is just around the corner and anybody who buys a PSX when they have an N64 is completely mad and needs to see a head doctor. So there!

I bought my N64 last November and have not been disappointed once. With great games always coming out, there's no shortage of software and there's plenty of hardware about and apart from *Clayfighter* it is all very good. One of my favourite things is the jolt pack – I can't wait to get one. Can you recommend one for me?

Here are few questions for you

1. A couple of my friends think that Nintendo, Sega and Sony are all the same company and they pretend to be different so they can get more money. If it is true, then there must surely be a law against it.
2. Is Rare intending to release a sequel to *Blast Corps*?
3. Should I get *Blast Corps* and a free memory card or *Tetrisphere*?

● **SOL BARNES, WALES**



THE TRUTH...

We have to admit that the N64 market has gone quiet recently and it has been a long time since a triple-A title has been released for the N64 – all the games you mention are OLD.

1. That's got to be the conspiracy theory of all conspiracy theories. No, it's not true.

2. We haven't heard anything about a sequel to *Blast Corps*, so don't hold your breath.

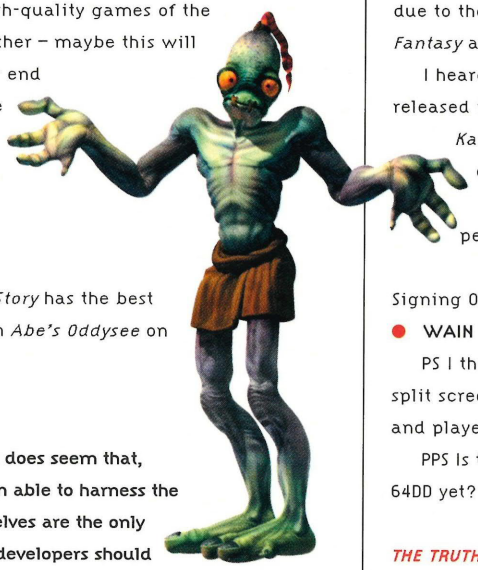
3. *Blast Corps* is a great game, so we suggest that you buy it! T64

DEAR TOTAL 64

I work as a 3D modeller on Silicon Graphics workstations and, having a good knowledge of the N64's potential, decided to purchase one. It seems, however that, with the exception of Rare, no-one has yet managed to harness its power. Even supposedly 90%+ games fall way short of the mark when it comes to aesthetics – buildings are merely stretched, textured cubes and scenery on the whole is light on polygons, to say the least. As for 'special effects' – smoke, explosions, etc. – these are shoddy compared to what I've seen done (in real-time) on five year-old SGI boxes with far less powerful chips. It seems to me that developers should concentrate on getting the graphics to look better by increasing the complexity of the models, rather than trying to get the game to run at 60Hz all the time – after all, a television can only update at 25fps, so a game running at 30Hz would be perfectly acceptable and have more detailed visuals. Why does no-one use Levels of Detail – increasing the number of polygons in a model as you near its vicinity? This would keep the frame-rate high and allow for more detailed objects in the foreground. Okay, so cartridge sizes limit how big a game can be, but if *Zelda 64* can fit into 256 Mbits...

Secondly, and perhaps a more relevant point, what excuse do games companies have for constantly putting back release dates? We see glorious screenshots and buckets-full of hype and 'look forward to the release of this next month', then 'next month' we're informed that it's been delayed – but it should be available sometime in the next decade. In business, a customer asks for work to be done and a deadline is agreed - if the deadline isn't met, the customer doesn't pay. I get weeks, not months, to produce visuals and incorporate them into simulations - if not, customers won't pay. Likewise, if you don't get your magazine out on time, readers will opt for an alternative publication.

I look forward to the time when two high-quality games of the same genre are scheduled for release together – maybe this will ensure that the producers hit their dates or end up seeing their £60 cartridge sitting on the shelves, as the public have already bought the competitor.



Regards,

- MATT BLACKWELL.

PS Everyone seems to think that *Yoshi's Story* has the best graphics of a 2D platformer – have you seen *Abe's Oddysee* on the PlayStation?

THE TRUTH...

We agree with almost everything you say... It does seem that, generally speaking, few developers have been able to harness the power of the N64 – Rare and Nintendo themselves are the only two that spring to mind. You say that games developers should not concentrate on making games that run at 60Hz and should focus instead on the graphical look of the game. Well, that would be nice – if it were possible; there are very few N64 games that can boast such a high frame rate, even at the expense of graphical finesse. The majority that we see run at a significantly slower speed than 30fps. The only thing we've seen come close to 60fps is Nintendo's *F-Zero X*, which has to significantly reduce the number of polygons and texture maps to maintain this speed. Perhaps the N64 is not as powerful as Nintendo/Silicon Graphics claim it to be.

As for developers meeting their deadlines, well, can you put a deadline on perfection? Not according to Nintendo's quality control people. Anyway we did see what happened when two similar games were scheduled for release at the same time: namely *Goldeneye* and *Mission: Impossible* and look what happened there – a delay to the latter. T64

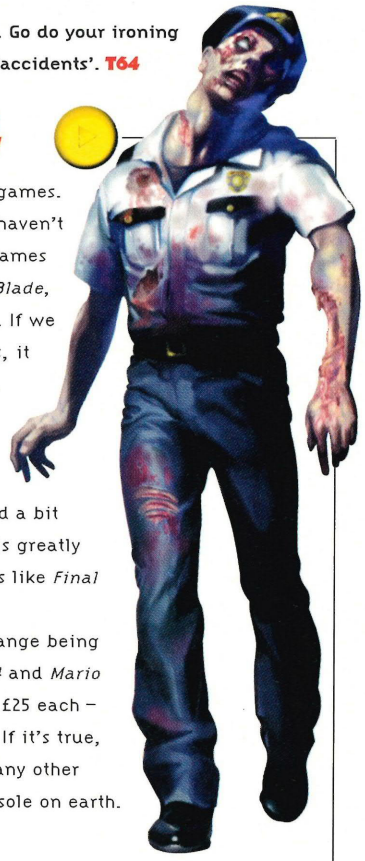
DEAR N64

I owe my life to my N64 and I wouldn't be here today if it wasn't for my beloved console. It was last week when I was playing *Goldeneye* and ironing my curtains at the same time. I got so excited I fell out of the window. Luckily I kept hold of the joypad and managed to pull myself to safety. I will always be in debt to Nintendo.

- NEIL TRAVIS

THE TRUTH...

Er, hello? This is TOTAL 64, not N64 Magazine. Go do your ironing and we hope that you don't have any more 'accidents'. T64



DEAR TOTAL 64

I'm writing to talk about the shortage of games. I was wondering why Capcom or Namco haven't released any of their great and successful games on the N64, such as the *Tekken* series, *Soul Blade*, *Time Crisis*, *Street Fighter*, *Resident Evil* etc. If we had such great games from third developers, it would certainly boost the sales rate of N64s. Although Nintendo are releasing great quality titles, why do they all have to be childish and colourful? There are a few of my PlayStation owning friends that still need a bit more convincing and encouragement. This is greatly due to the fact that they have dreamy games like *Final Fantasy* and *Tomb Raider 2*.

I heard rumours about a new Platinum range being released in Easter, with games like *Mario 64* and *Mario Kart 64*, with each game costing just £25 each – can you confirm this information? If it's true, this price slash will encourage many other people to buy the most powerful console on earth.

Signing Off

- WAIN LIM, LONDON

PS I think a great idea for *Mario 2* would be a split screen feature, with player one as Mario and player two as Luigi.

PPS Is there a proper release date for the 64DD yet?



THE TRUTH...

We'd love to see Namco's excellent back catalogue of arcade games on the N64 but it looks like it won't ever happen. You see, while Namco will still be releasing games for the N64, they won't be converting any of the *Tekkens* or *Soul Blade* to our machine, due to an agreement with Sony. Capcom, however, are planning to release several games on the N64, most notably a *Street Fighter* game and a *Resident Evil*-type game.

As for a budget range of games, this will definitely happen in the US but has yet to be announced for the UK market. Hopefully it will happen in the near future. T64

DEAR N64

STAR LETTER

One thing is very apparent in the letter of David Waller and others; that there is a generally high level of dissatisfaction with the current software available for the Nintendo 64. Another general fact seems to be the editorial pooh-poohing of all these negative attitudes. Hopefully readers realise that editorial opinion is biased in favour of support for the N64. A dedicated magazine relies for its existence on continued interest in the subject matter.

Magazines such as TOTAL 64 should be an instrument for the readers to expect pressure to be exerted on Nintendo to changes their approach. The technical advances of the N64 are stunning – but Nintendo are failing to satisfy the needs of the marketplace.

There is a point that many readers actually seem to miss. They often feel that Nintendo should be targeting the readers' preferences in terms of software. This is based upon the mistaken premise that Nintendo are in business to sell software. This is not true. Nintendo are in business to make money.

This has been clearly revealed by Nintendo's practice of restricting software to cartridge format. Nintendo's reasoning for this is not very convincing; the soar away success of the PlayStation proves that the marketplace is happy to accept CD based gaming. The monopolistic insistence on cartridges enables Nintendo to retain much stricter control of its marketing strategy

There are several inadequacies of the available N64 software that I could discuss, but I wish to particularly mention the prudery and infantilism of the software – the cleaning up of *Duke Nukem*, the cute, cuddly bunny characters of both *Diddy Kong Racing* and *Lylat Wars*. I believe it is this marketing strategy which is the cause of gamers' frustration. Nintendo games are aimed at the very young (and by a cynical extension on Nintendo's part, not so discriminating) audiences.

The same was seen between DC Comics and Marvel, when DC went into sharp decline. DC's belated answer to this was to introduce more mature themes, complex plots (with sub-plots) and better characterisation – is there a lesson for Nintendo here?

It seems incredible that Nintendo should be aiming titles at those particular audiences which have the lowest disposable income. Having gone down that route, it is easy to understand that Nintendo must be strict in terms of content; currying favour with over-protective parents.

It doesn't seem credible that Nintendo will lightly make the necessary changes. The current control policy by Hiroshi Yamauchi seems to parallel that of Walt Disney.

If Nintendo must maintain the wholesome family image, could they not set up a subsidiary – NintendoX – aimed at satisfying the needs of young (and not so young) adults?

I assume that Nintendo fail to believe that a letters page's rantings are a true reflection of the feeling of their audience. Certainly the questionnaire given in all game packs from THE Games is inadequate to express the concern shown by many gamers (how many bother to return it anyway?). The question to be framed is 'How much are Nintendo in touch with market potential?'

Based upon the software that is available and the software that is coming out, I leave you to draw your own conclusions.

Yours Faithfully

● KEVIN TREADWELL, EDGBASTON

THE TRUTH...

Yes, there does seem to be a lack of quality software on the N64 at the moment and yes, our magazine does rely on continued interest in the N64 for its life, so we can certainly see why you think that we would be biased and prone to 'pooh-poohing' our readers' complaints about the lack of quality software.

Well, just let me say this: first of all we are all big Nintendo fans, we have all owned their machines in the past and we still want to see our favourite videogame makers do well.

We have also had sneak previews of the games in question (too many to mention here) and in our opinion, the N64 is about to enter its next phase in development – the games you will see released over the next year or so will quite literally blow you away.

Nintendo don't target readers' preferences? Maybe, but would we rather have a situation (like the one on the PlayStation) where every other game released is either a driving game or a fighting game? And if following our 'reader's preferences' had been Nintendo's policy in the past, would we have seen the likes of *Mario 64*, *Blast Corps* and *Goldeneye*? No,I don't think so. After all, it has to be said that original games can only come from trying to do something different – and that's something Nintendo are renowned for.

You talk about Nintendo losing out in the sales war with Sony. That's true, in that Nintendo are a long way behind them in terms of the number of machines sold but are you more interested in having a machine that sells more, or a machine that has the best games? I know which I'd prefer. T64

DEAR T64

After reading issue one, volume two, being a twelve year old I began to worry about the future of Nintendo. When I first read about the future of the new 64DD, I thought 'Wonderful! A new add-on which will make the most powerful games console even more powerful.' But then, as the months and weeks went on, more and more peripherals were being added on – capture cartridges, a mouse, a microphone headset etc.

Sure, I think it's great that Nintendo are developing their machine to even greater standards but I think that the computer is being aimed more and more at adults, who can afford all these add-ons and understand what they can do.

Please say that us pre-teens won't just be forgotten about in this age of technology. Also, I really liked playing *Shadowrun* on the SNES. Any chance of an N64 version?

Yours sincerely,

● PAUL PRUNTY, EIRE



THE TRUTH...

Yes, the games industry is now leaning towards the more adult end of the market. This is evident in the way that Sony have come to dominate it in such a way. By targeting the age group with the highest disposable income (16-25 year olds) they have been able to sell millions of machines and units of software. I'm afraid that in order to keep up, Nintendo will have to adopt a similar strategy or be forced into the role of also-rans.

As for the 64DD, we're assured by Nintendo that the price will be kept to a minimum – possibly costing less than the N64 console itself, so hopefully many people of all ages and incomes will be able to enjoy the next big step in videogames.

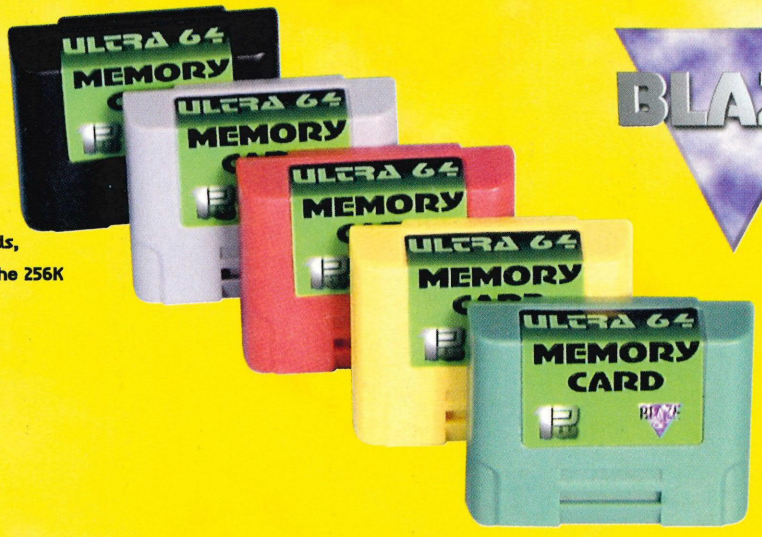
We, too, enjoyed *Shadowrun* on the SNES but you're never likely to see a version on the N64. T64

FIRE

Thanks to those top blokes at Fire International, we've got some great peripherals to give away to YOU! There are a selection of goodies to win: five Jolt Pack and memory card combinations, five 1MB memory cards and five 256K memory cards. Just answer this simple question:

WHICH OF THE FOLLOWING HAS THE MOST HEAT?

A. HOT
B. HOTTER
C. HOTTEST



BLAZE

Okay, so we can't think of any decent questions about fire that we haven't done already!

The first five entries out of the 'hat' will win Jolt Pack-memory cards, the second five will win 1MB memory cards and the last five will win the 256K memory cards.

Send your entries to:

BURN BABY BURN
TOTAL 64
1 ROMAN COURT
48 NEW NORTH ROAD
EXETER
EX4 4EP

Entries must be in by the 30th June 1998 and the editor's decision is final.

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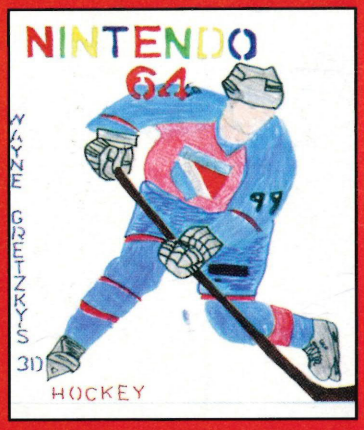


FIRE BLAZE

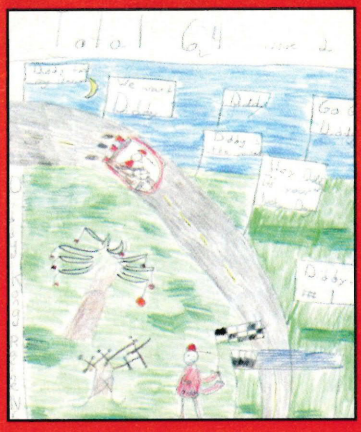
Those boys are Fire International have really done us proud, for this month and for the foreseeable future. If you're lucky (and talented) enough to have your picture of your favourite N64 character printed in this section of the mag, then you'll win some top prizes! The Star Picture wins an official N64 pad, two Jolt Paks with built in 1MB memory, two Joypad X-Tender cables and two official N64 keychains. If that's not enough, all the runners-up win a Jolt Pak with 1MB memory and an official N64 keychain! So get those crayons and felt tips out now and get scribbling!

PICS WIN PRIZES!





● MATHEW IGGULDEN – AGE 10
NIAGARA FALLS, ONTARIO



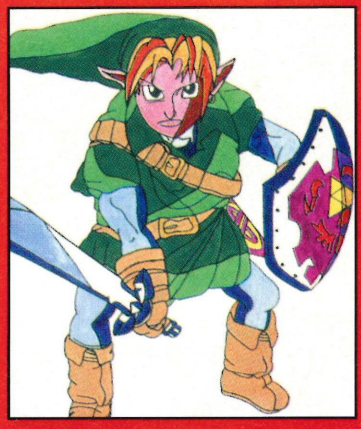
● MARK IGGULDEN – AGE 8
NIAGARA FALLS, ONTARIO



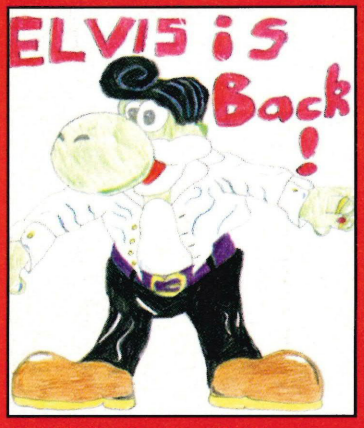
● JONATHAN CHONG – AGE UNKNOWN
VICTORIA, AUSTRALIA



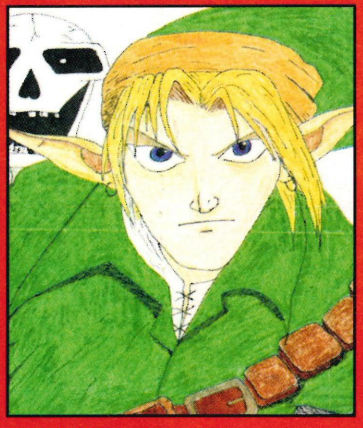
● CHARLOTTE HORNER – AGE 16¾
LITTLE LEVER, BOLTON



● JAMES JONES – AGE 14
GWYNEDD, WALES



● MATHEW DU VAL – AGE 10½
ST MARTINS, JERSEY



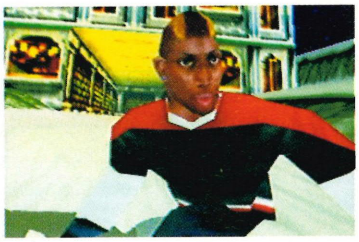
● STEVEN CLUNIE – AGE 15
FIFE, SCOTLAND

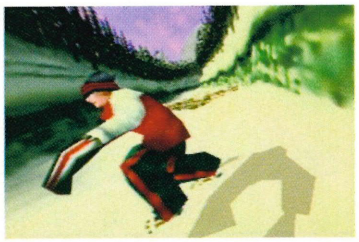


PHIL WILLCOX – AGE 52
CARDIFF, WALES

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, so keep them coming in.

If you want your artwork to appear on this page, there are a few points to note. 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.











Tim Mindham challenges you all to a *DKR* showdown – send in your scores and we'll start a new chart!

1080° SNOWBOARDING

This month we ditch *Wave Race* in favour of Nintendo's newest and (need I say) coolest racing game, *1080° Snowboarding*. The boy Jones has been hard at it to get the best times - he called it research for the review, yeah right! Jonesy has laid down the gauntlet, so do not fail us...

AIR MAKE
Nick Jones, TOTAL 64: 2500 pts

CRYSTAL LAKE
Nick Jones, TOTAL 64: 1'05.37
Nick Jones, TOTAL 64: 4215 pts

GOLDEN FOREST
Nick Jones, TOTAL 64: 1'25.66
Nick Jones, TOTAL 64: 11964 pts

DRAGON CAVE
Nick Jones, TOTAL 64: 1'39.06
Nick Jones, TOTAL 64: 5648 pts

HALF PIPE
Nick Jones, TOTAL 64: 11629 pts

CRYSTAL PEAK
Nick Jones, TOTAL 64: 1'35.56
Nick Jones, TOTAL 64: 5445 pts

MOUNTAIN VILLAGE
Nick Jones, TOTAL 64: 1'42.03
Nick Jones, TOTAL 64: 11964 pts

DEADLY HALL
Nick Jones, TOTAL 64: 1'13.42
Nick Jones, TOTAL 64: 10985 pts

BEST CONTEST SCORE
Nick Jones, TOTAL 64: 68423 pts

GOLDENEYE

DAM
Antony Bromley, Herts – 0:59

FACILITY
Antony Bromley, Herts – 1:19

RUNWAY
Ben Pritchard, UK – 0:25

SURFACE
R.McKinstray, Scotland – 1:12

BUNKER
Antony Bromley, Herts – 0:29
D. Dunn, Lincolnshire – 0:29

SILO
D. Dunn, Lincolnshire – 1:48

FRIGATE
Antony Bromley, Herts – 1:25

SURFACE
Antony Bromley, Herts – 1:28

BUNKER
Antony Bromley, Herts – 0:40

STATUE
Antony Bromley, Herts – 2:58

ARCHIVES
Antony Bromley, Herts – 0:28

STREETS
R.McKinstray, Scotland – 1:25

DEPOT
Antony Bromley, Herts – 0:35
Gary Millikin, Essex – 0:35

TRAIN
Antony Bromley, Herts – 2:00

JUNGLE
Greg Innatenko, Cheshire – 2:28

CONTROL
Ben Pritchard, UK – 6:42

CAVERNS
D. Dunn, Lincolnshire – 1:41

CRADLE
Antony Bromley, Herts – 1:28

AZTEC COMPLEX
Antony Bromley, Herts – 6:31

EGYPTIAN TEMPLE
Antony Bromley, Herts – 1:19

LYLAT WARS

CORNERIA
Ben McBean – Wellingborough: 267

METEO
Dimitri Jarazraj – Germany: 414

SECTOR Y
Dimitri Jarazraj – Germany: 205

KATINA
Danny Dunn – Lincolnshire: 247

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
Dimitri Jarazraj – Germany: 269

VENOM
Dimitri Jarazraj – Germany: 242

TOTAL SCORE
Dimitri Jarazraj – Germany: 2090

MARIO KART 64

The Dunn Brothers have been larging it up on *Mario Kart*. They've set the standard but surely there must be someone out there who can topple them!

LUIGI RACEWAY

UK Race	1'39.64	Richard Dunn – Lincolnshire
UK Lap	0'31.77	Richard Dunn – Lincolnshire
US Race	1'23.12	Nick McCarty – Macomb, US
US Lap	0'26.63	Nick McCarty – Macomb, US

MOO MOO FARM

UK Race	1'33.98	Danny Dunn – Lincolnshire
UK Lap	0'30.18	Danny Dunn – Lincolnshire
US Race	1'19.52	Loustarinen Tata – Finland
US Lap	0'26.23	Loustarinen Tata – Finland

KOOPA TROOPA BEACH

UK Race	1'40.17	Richard Dunn – Lincolnshire
UK Lap	0'32.61	Richard Dunn – Lincolnshire
US Race	1'26.22	Loustarinen Tata – Finland
US Lap	0'28.00	Loustarinen Tata – Finland

KALIMARI DESERT

UK Race	2'13.65	Danny Dunn – Lincolnshire
UK Lap	0'41.67	Danny Dunn – Lincolnshire
US Race	1'51.68	Loustarinen Tata – Finland
US Lap	0'34.91	Loustarinen Tata – Finland

TOADS TURNPIKE

UK Race	2'08.27	Richard Dunn – Lincolnshire
UK Lap	0'40.31	Richard Dunn – Lincolnshire
US Race	2'37.30	Michael Harmsen – Netherlands
US Lap	0'52.31	Michael Harmsen – Netherlands

FRAPPE SNOWLAND

UK Race	0'29.62	Danny Dunn – Lincolnshire
UK Lap	0'06.66	Danny Dunn – Lincolnshire
US Race	0'26.13	Loustarinen Tata – Finland
US Lap	0'5.58	Loustarinen Tata – Finland

CHOCO MOUNTAIN

UK Race	1'45.98	Danny Dunn – Lincolnshire
UK Lap	0'30.50	Richard Dunn – Lincolnshire
US Race	1'32.79	Loustarinen Tata – Finland
US Lap	0'30.32	Loustarinen Tata – Finland

MARIO RACEWAY

UK Race	1'04.79	Richard Dunn – Lincolnshire
UK Lap	0'20.23	Richard Dunn – Lincolnshire
US Race	0'57.66	Thomas Jr – US
US Lap	0'18.29	Thomas Jr – US

WARIO STADIUM

UK Race	0'24.32	Richard Dunn – Lincolnshire
UK Lap	0'06.24	Richard Dunn – Lincolnshire
US Race	1'06.38	Nick McCarty – Macomb, US
US Lap	0'07.95	Nick McCarty – Macomb, US

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 – Netherlands
US Lap	0'42.43	Bas Bionda – Netherlands

ROYAL RACEWAY

UK Race	2'09.33	Danny Dunn – Lincolnshire
UK Lap	0'42.52	Danny Dunn – Lincolnshire
US Race	1'48.73	Loustarinen Tata – Finland
US Lap	0'35.90	Loustarinen Tata – Finland

BOWSER CASTLE

UK Race	2'18.74	Richard Dunn – Lincolnshire
UK Lap	0'45.64	Richard Dunn – Lincolnshire
US Race	1'58.24	Loustarinen Tata – Finland
US Lap	0'39.21	Loustarinen Tata – Finland

D.K JUNGLE PARKWAY

UK Race	0'42.32	Danny Dunn – Lincolnshire
UK Lap	0'05.66	Danny Dunn – Lincolnshire
US Race	0'52.97	Loustarinen Tata – Finland
US Lap	0'07.40	Loustarinen Tata – Finland

YOSHI VALLEY

UK Race	1'24.28	Danny Dunn – Lincolnshire
UK Lap	0'11.22	Danny Dunn – Lincolnshire
US Race	1'32.93	Loustarinen Tata – Finland
US Lap	0'09.33	Loustarinen Tata – Finland

BANSHEE BOARDWALK

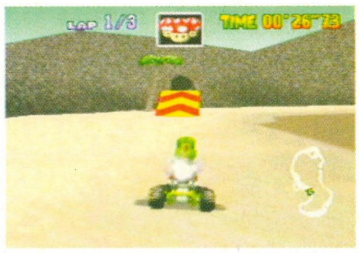
UK Race	2'09.81	Richard Dunn – Lincolnshire
UK Lap	0'42.56	Richard Dunn – Lincolnshire
US Race	1'50.71	Loustarinen Tata – Finland
US Lap	0'36.50	Loustarinen Tata – Finland

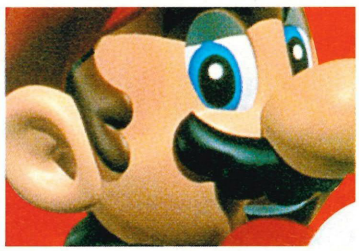
RAINBOW ROAD

UK Race	4'55.63	Danny Dunn – Lincolnshire
UK Lap	1'35.92	Danny Dunn – Lincolnshire
US Race	5'02.06	Thomas Jr – US
US Lap	1'22.56	Thomas Jr – US



Richard & Danny Dunn







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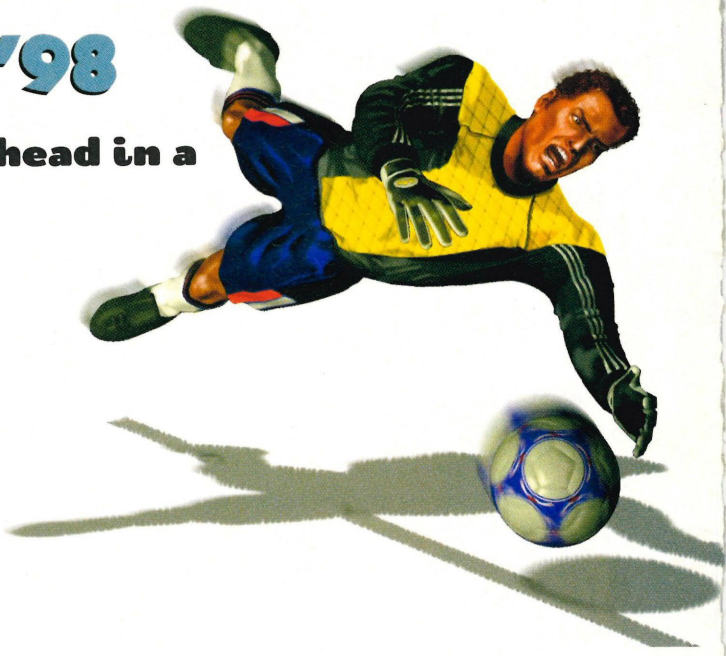
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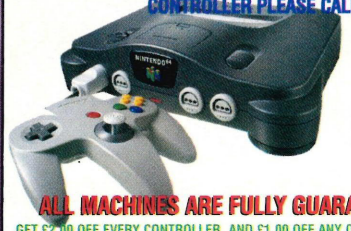
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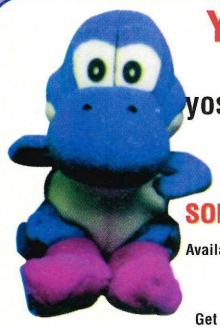
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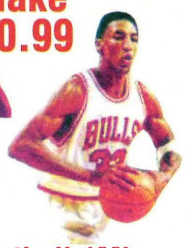
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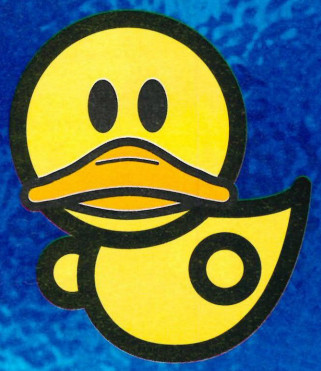
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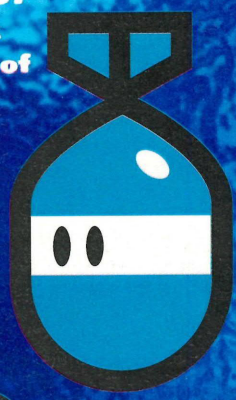


Of course, I'm referring to *Wetrix*, Ocean's surprise winner of the unofficial title of 'game of the month' and when you take into account the competition, that's no mean feat! It just goes to show that even with the flashiest graphics around, you can't beat a game with addicting and ingenious gameplay.



I hope that you've been as excited as we were with this month's previews – with games such as *Mission: Impossible* and *Forsaken*, plus a decent racing game in *GT Club* and the two big football games to look forward to, it looks like the immediate future of the N64 is as rosy as it has ever been – look out for reviews next month.

We hope that you like the new look Total 64 – God knows it's been a lot of hard work to put together but in our everlasting quest for perfection, we just had to do it! So, for now, goodbye... we'll see you next month for another bumper issue of Total 64!





Nick



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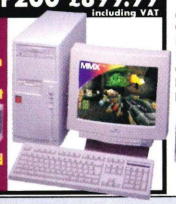
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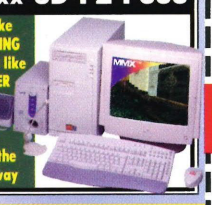


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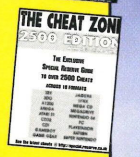
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