TOTAL 64 N VOLUME TWO N ISSUE FOUR

The No.1 Best Selling Unofficial N64 Magazine!

TOTAL 64

ESSENTIAL READING FOR THE NINTI

TUROK 2

The Dinosaur Hunter returns hungrier than ever!



EXCLUSIVE

GT CLUB

CHAMPIONSHIP EDITION

N64's own Gran Turismo?

The future is dark, the future is...

FORSAKEN

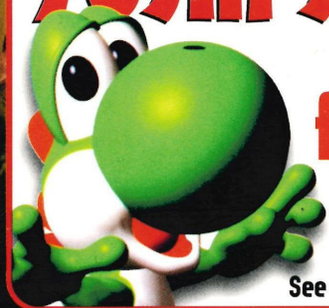
3D shooting has never looked so good!



EXCLUSIVE!

to readers of TOTAL 64

YOSHI'S STORY



Up to £12.00 off!

also Free Trial Membership to Special Reserve

See pages 12-13 for details

IN THIS ISSUE:

- QUAKE 2
- WIPEOUT 64
- WORLD CUP '98
- GEX 3D: ENTER THE GECKO
- HOLY MAGIC CENTURY

If your FREE book is missing, please consult your newsagent

REVIEWS N GT CLUB: CHAMPIONSHIP EDITION N FORSAKEN N WORLD CUP '98

64MATION N F-ZERO X N BUCK BUMBLE N HOLY MAGIC CENTURY N TUROK 2

NEWS N QUAKE 2 N WIPEOUT 64 N GEX 3D: ENTER THE GECKO N MORTAL KOMBAT 4 N NIGHTMARE CREATURES GUIDE N 1080° SNOWBOARDING

RAPIDE PUBLISHING

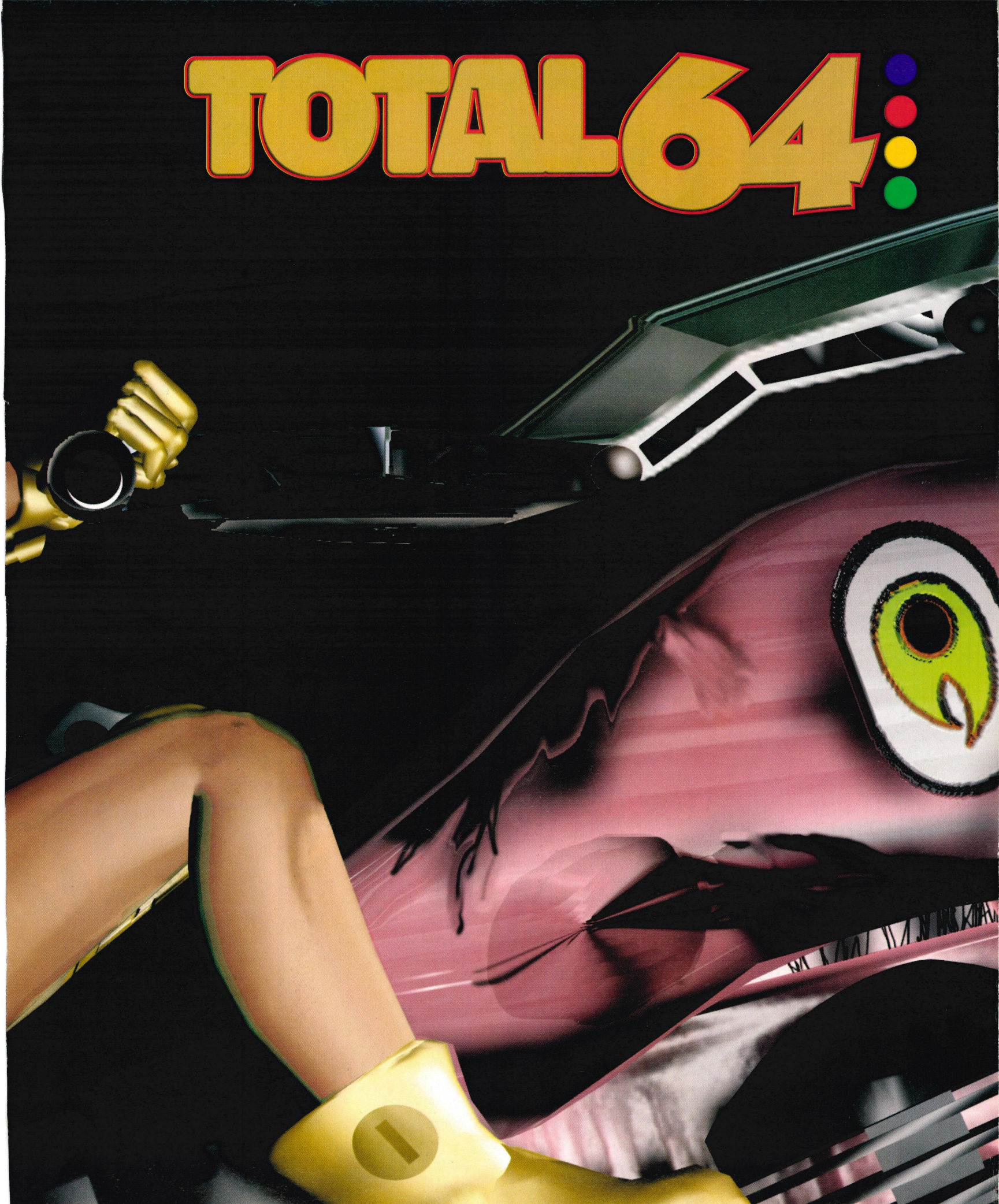
RAPIDE

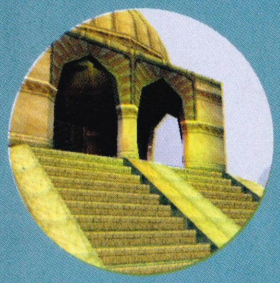
Volume Two Issue Four

£2.95

9 771366 953026 04




TOTAL64



TOTAL64





FEATURE

16. HARDWARE ARENA

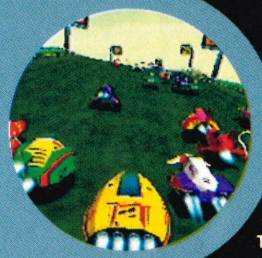
We test some of the best ways of enhancing that gamesplaying experience, with our look at the latest peripherals for the N64.



64-MATIONS

30. TUROK 2: SEEDS OF EVIL

The Dinosaur Hunter is back for more, er...dinosaur hunting. This time though, Acclaim's comic book hero looks like he might even give James Bond a run for his money.



18. F-ZERO X

The original 'futuristic racing' game is about to make its debut on the N64 and it looks like it might just be the best thing since... the last best thing.



22. BUCK BUMBLE

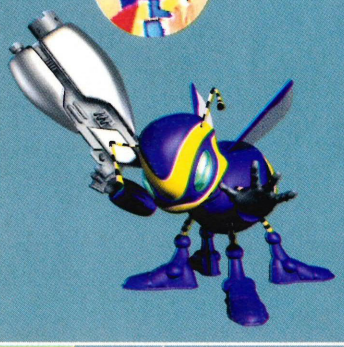
So, you fancy yourself as a bit of an insect warrior? Then check out the latest game from the makers of *Starwing* on the SNES.



26. HOLY MAGIC CENTURY

The first real RPG for the N64 is about to restore faith in Nintendo's machine in its native land. See just what all the fuss is about.







GUIDE

30. 1080° SNOWBOARDING

Strap on your best board and get ready for some of the best snow-related action you could possibly imagine, with Nintendo's definitive snowboarding game. We'll show you all the best routes and tricks to make you 'king of the hill'.



CONTENTS

REVIEWS

40. GT CLUB CHAMPIONSHIP EDITION EXCLUSIVE

Is having no good N64 racing games driving you crazy? Then just check out our exclusive review of Ocean's answer to the driving game every PlayStation owner is harping on about.

46. FORSAKEN

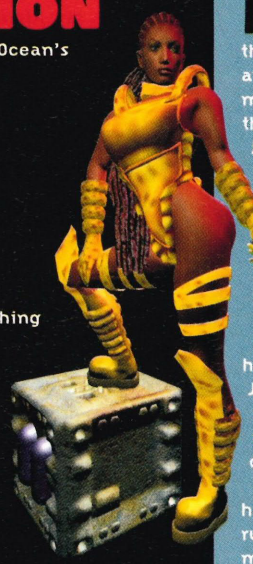
The future has never looked so forlorn. Unless you are Acclaim, that is, and are about to release a first person shooter that rivals *Goldeneye*...

52. WORLD CUP '98

Has football fever gripped you yet? No? Well, we can guarantee that Electronic Arts might have something to say about that, with their official game of the 1998 World Cup.

56. G.A.S.P. FIGHTERS NEXTREAM

Konami's latest fighting game offers you the unprecedented opportunity to design your own fighters, but is the game any good? Find out in our review on page 56.



SPECIAL: JAPANESE IMPORT FEATURE

Tired of not having any new UK games for your N64? Thinking about a visit to your friendly import boutique? Then let Total 64 give you the lowdown on what's on offer from the land of the rising sun...

60. US MASTERS

Golf games have been around since the dawn of computing but the N64 is distinctly devoid of such frivolity. Until now!

61. FIRE ELECTRIC PEN

If you've ever been down your local school's summer fete, then you'll have no doubt played those electric pen things. Well, that's exactly what this game is all about...

62. TOUKON ROAD

So you're a fan of *WCW vs nWo* are you? Tempted to check out the latest wrestling game from Japan? Well don't, because it's not very good...

63. POWER LEAGUE 64

With the status that baseball enjoys in both the US and Japan it's hardly surprising that there are so many baseball games on the N64. This is the latest in a long line.

THE REST

6. News
38. Reviews Intro
64. Reviews Round Up
78. Cheaty Monkey
86. The Firing Line
91. Readers' Art
92. High Scores
94. Subscriptions
95. Back Issues
96. Next Month
98. Sign Off

EDITORIAL

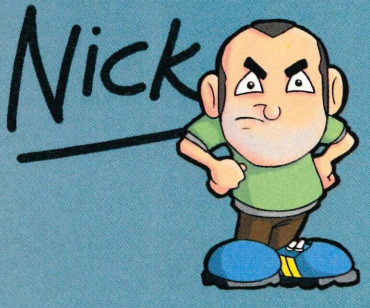
Do Nintendo ever admit that they're wrong? Not that this writer has ever heard of – but they've come close recently, with the announcement that they will be placing more focus on the European market with the new Nintendo of Europe offices to be based in Germany.

Their decision, some years ago, to close the UK offices and replace distribution of games through THE Games seemed to be a curious one at the time and Nintendo cited a small games market in Europe as the main reason. Ever since, European gamesplayers have had to play second fiddle to their Japanese and US counterparts, waiting months on end for PAL conversions of games that were developed in their own countries.

Could Nintendo's rethink perhaps have something to do with Sony's runaway success proving that there's money to made in the European market? I'm sure that this – and also Nintendo's relative failure in their home market – are contributing factors.

And the benefits of such a move by Nintendo? Apart from the obvious one of endearing themselves to European gamesplayers and gaining customer loyalty (something which Sony regards highly) it seems that the developers are also warming to Nintendo's change of attitude. The two most notable companies are Psygnosis and Activision, who are currently working away at converting *Wipeout* and *Quake 2*, respectively, to the N64.

Nintendo may have the best software but they still have a lot to learn if they're ever going to beat the world's largest electronics company in their apparent quest for world domination...



TOTAL64: NE

UK RELEASE DATES

April 1998
Aerofighters Assault (Video System)
Quake 64 (Midway)
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)

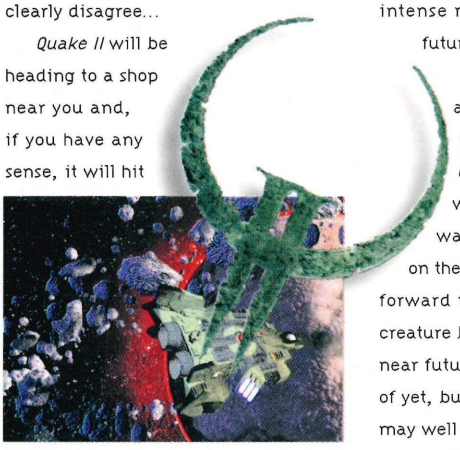
EARTH SHATTERING NEWS ERUPTS

Let the good times roll, as they say. After a truly tremendous month that's seen some of the biggest names in software sign up to the all-new Nintendo gang, even we were surprised to find this news in a fax from Activision. As of May 1st, Activision will officially be developing software for the N64!

It's easy to lose this information amongst the deluge of other equally exciting news that has bombarded us this month. However (this is the really exciting bit) one of the first titles they're releasing for your favourite console is one of our current favourite PC titles. There were those who thought that it was impossible but Activision clearly disagree...



Quake II will be heading to a shop near you and, if you have any sense, it will hit your console the moment it hits the shelves! *Quake II* has sold more than 850,000 copies worldwide and with the N64's superior 3D graphics, it should prove to be a massive hit on the N64 too. Add to that the possibility of some intense multiplayer action and the future looks better than ever.



And there's more; Activision are also developing a new N64 version of *Nightmare Creatures* (as if one great title were not enough). The game was particularly well received on the PlayStation and we're looking forward to some Gothic 19th Century creature bashing in London in the very near future. There's no release date as of yet, but we suspect that these games may well be featured at E3. **T64**

GOT ANY SWAPS, MATE?

Starting on the 1st of May there'll be an all-new way to buy, swop or sell games on a number of formats, including the N64, of course. For the ridiculously cheap price of just £5.00 per year, you can have full access to Gamesterminal. However, the slight catch is that you will need to have a PC, internet access and a credit card to take part in all the excitement.

Obviously we can't provide everyone with computers and certainly not with credit cards. However, thanks to those lovely people at Gamesterminal we can offer 500 of you lucky, lucky people free membership. All you have to do is fill out the coupon below and send it to: Games Terminal, 8 Carling Road, Sonning Common, Berkshire. RG4 9TG.

Alternatively you can phone them on 0870 606 0054. Calls should cost no more than 10p per minute, but don't forget to ask the person who pays the bill before you use the phone. **T64**

Please cut along dotted line

NAME: _____

ADDRESS: _____

_____

_____

_____

TEL: _____

EMAIL: _____

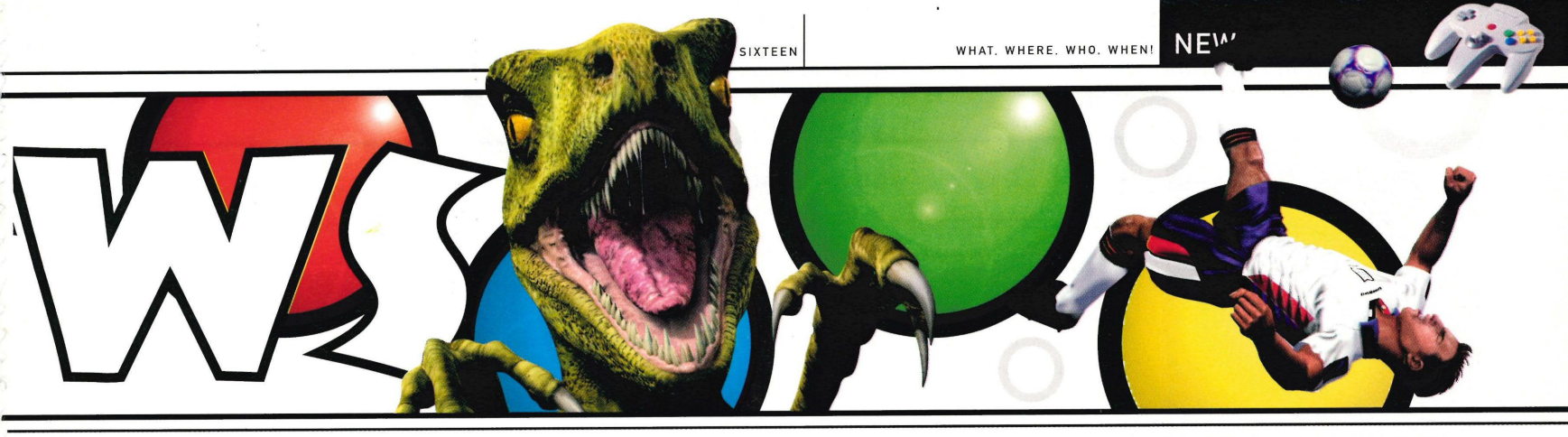
PASSWORD: _____

(It's important that this password is remembered, because it is used at all times)

WHERE DID YOU HEAR ABOUT THIS FREE OFFER? _____



Please send the completed coupon to:
GAMES TERMINAL,
8 CARLING ROAD,
SONNING COMMON,
BERKSHIRE. RG4 9TG



BOYS FROM THE 'POOL STAND UP TO BE COUNTED

They said that it would never happen, but they were wrong. When we reported, way back in Issue 14, that they were at it, the rumours were unsubstantiated. All that changed, however, on the 17th April, when Psygnosis finally officially announced that they were developing software for the N64.

Many people thought that Psygnosis would never bother working with the N64 – preferring to develop only for the larger PC and PlayStation markets. Not so, as the chaps at Psygnosis have obviously decided there's a market for N64 titles and more importantly, that they can make top class software for it.

Perhaps most surprising of all is the fact that their first N64 title to be released is *Wipeout 64*. Those of you who have played the game on the PC or PlayStation will know that it's one of the all-time classic games. Moreover, as we've come to expect from Psygnosis, *Wipeout 64* promises to be something very special indeed. We at Total 64 are confident that *Wipeout 64* will be every bit as good as its predecessors – and a whole lot more.

For a start the game will feature a four player split-screen mode that we have been assured is running silkily – yet another sign that the N64 is finally being fully harnessed; we could never have imagined one player N64 *Wipeout* a year ago, let alone four player! Psygnosis are being very tight-lipped about this one and are not going to give out any more information about this, or other titles, until after E3.

This has to be one of the most exciting developments for the N64 and shows that the future is indeed very, very cool for all N64 owners. **T64**

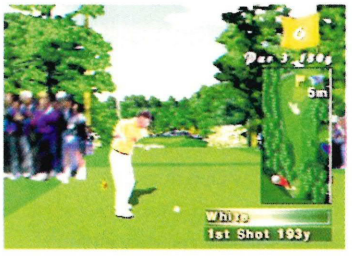


Bottom of the Ninth (Konami)
Buggie-Boogie (Nintendo/Angel)
Command and Conquer (Virgin)
Conker's Quest (Nintendo/Rare)
Cruis'n World (Nintendo)
Daikatana (ION Storm)
Dear Blue (Konami)
Donkey Kong Country 64 (Nintendo/Rare)
Dragon Storm (MGM)
Duke: Time to Kill (GT Interactive/Eurocom)
Earthbound 64 (Nintendo)
F1 Simulator (Video System USA/Paradigm)
Flights of the U.N. (Video System USA)
F-Zero X Expansion Set (Nintendo)
Ghouls 'n' Ghosts 64 (Capcom)
Hybrid Heaven (Konami)
Kirby's Air Ride (Nintendo)
Konami Baseball (Konami)
Legend of Zelda 64DD (Nintendo)
Looney Tunes 64 (Ocean)
Magic: The Gathering (Acclaim)

TIME FOR TEE

We're not quite sure how to pronounce it, but *Waialae Country Club: True Golf Classics* is certainly looking the business. Nintendo looks set to bring the ultimate golfing experience onto the N64 and we at Total 64 can't wait to play it.

Expect all the usual options that we have come to expect in a golfing game; Tournament, Versus, Solo and Training. Hopefully we'll be bringing you more on this title in the future but for now you'll have to comfort yourself with admiring this gorgeous looking screenshot. **T64**



64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

ONE MORE THAN THREE TOWERS

The old NES classic, *Shadowgate*, is being brought to the N64. *Shadowgate 64 – Trial of the Four Towers* promises to satiate all you RPG fans who feel left out by the dearth of such games on the N64. The game is currently being developed by Kemco in Japan and although there has been no word on the storyline, we're hoping to battle once more with Lord Warlock and his evil ways.



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)

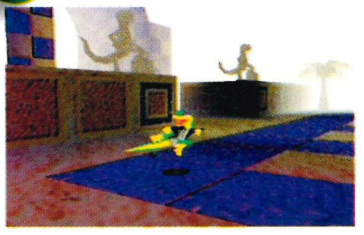
OH, HELLO...

One of the best platformers on the PlayStation will be making its way over to the N64 soon. Crystal Dynamics have announced that they are working on *Gex 64* and as you would expect, it promises to be a much improved version of its 32-bit counterpart. Although the game is said to be around 90% identical to the PlayStation version, there will be all the usual graphical enhancements, extra levels and all new features. Hopefully the finished version will contain all of the great one-liners, voiced by Leslie Phillips, that made the PlayStation game as entertaining to listen to, as it was fun to play.



For those of you who are unfamiliar with our reptilian friend, Gex is a gecko who, as befits such an animal, has a multitude of abilities, from using his tail to dispense with enemies to climbing up walls using lizard suction. In this adventure Gex has to enter into eight different TV worlds to do battle with his old arch-enemy Rez – donning a suitable costume for the levels. For instance, in the sci-fi world Gex wears a stormtrooper uniform and can be heard to mutter Star Wars specific quotes such as "Aren't you a little short to be a stormtrooper?". If left alone for long enough, Gex even whips out a light saber; as far as Total 64 are concerned, the game is worth purchasing on this merit alone!

Having seen the PlayStation version being played by the Total PlayStation boys, we're getting pretty excited at the prospect of seeing Gex on the N64. As you can see from the screenshots, *Gex 64* promises to be a gorgeous looking game that, given the power of the N64, could prove to be one of this year's finest platform games. **T64**

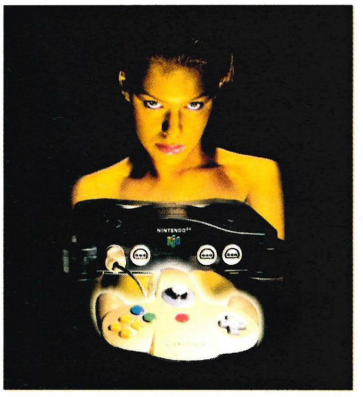




ALL THAT GLITTERS IS...

Exciting news for all you people out there thinking about buying an N64. To celebrate the fact that the N64 is selling by the bucket-load – there are already 750,000 of you in the UK who own the most powerful console on the planet – Nintendo have decided to sell their machine with a gold controller, rather than the standard grey. However, you have to be quick off the mark as this exclusive bundle was released back on the third of April. The gold controller pack retails at £99.99 – which is a bit of a bargain when you consider that you'll be getting something that is both rare and unique.

Talking of 'rare', the release of the gold controller also seems to correlate with the fact that *Goldeneye* is back on the shelves again and selling (quite rightly) like the clappers. So, if you've been considering buying an N64, now is definitely the right time – go on, treat yourself! **T64**



64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

ROBOSLAP

There's nothing wrong with a good old fight, as long as it's on the N64 of course. As pacifists here at Total 64, we renounce violence in favour of flowers, trees and fluffy things. However, there are also times when the boys Jones, Grace and Stokes deserve a good drubbing. Fortunately a new game by Hudson Soft should make this a more pleasurable experience.

Last Legion UX will allow players to take on the roles of mech robots for a spot of labyrinthine, low-down, sneaky fighting. For the lonesome player there is also an element of strategy, as you build up your mech but let's face it, multiplayer action is where it's at. We'll be bringing you more news soon.



IF AT FIRST YOU DON'T SUCCEED

The *Mortal Kombat* series of beat-'em-ups has certainly been incredibly popular over the years. Of course this can be said about many of the beat-'em-ups that have graced numerous consoles over the years. However *MK Mythologies* was something of a disappointment when it made its way over to the N64. This was mainly because it had ideas way above its station: RPG? We don't think so. What we wanted was a good old fashioned gory *Mortal Kombat* fighting game, complete with the now famous fatalities and plenty of blood and guts. Well Midway do seem to have 'Tekken' note of this, and have decided to port their 3D beat-'em-up, *Mortal Kombat 4*, over to the N64.

These are the first screenshots that we've been able to get hold of and we have to say that if looks are anything to go by, then the game should be an absolute corker! Apart from *Fighters Destiny* there have been no really great fighting games on the N64 – certainly nothing to challenge the mantle of the *Tekken* series on the little grey box.

However, all of this looks set to change with *MK 4*, which looks set to be the ultimate arcade conversion. Somehow it seems that all of the gore in the arcade game will remain on the home version – let's face it; the *Mortal Kombat* games wouldn't be the same without a good smattering (or indeed splattering) of blood.

We are, as you'd expect, looking forward to a bit of Sub-Zero action and will hopefully be getting hold of a copy of the game, which is due for release sometime in June. **T64**









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

64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

GAMEBOY BLUES

Depending on which source you read, Nintendo are either rolling in cash or are just about to ask for lottery funding this month. However, Nintendo say that their profits will grow by at least ten percent to an all-time high, for the business year 98/99. They expect to do this by marketing the N64 far better than in the past and by releasing the 64DD.

One thing is certain though – the N64 has not done so well in Japan, thanks largely to the very successful launch of a number of RPGs on the PlayStation. However, it seems that the people of Japan are still bonkers about the GameBoy and the sales of this particular device and its burgeoning peripherals are still as popular as ever. Watch for our GameBoy special next month, when we chart the rise and rise of this incredibly popular, perennial piece of kit.

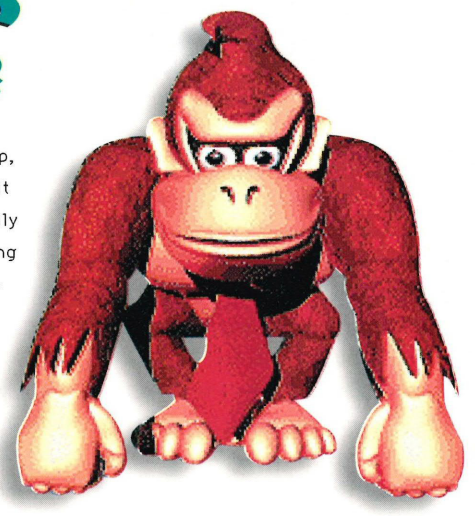
Q2 1998
Conker's Quest (Rare)
Earthworm Jim 3D (Interplay/Vis Interactive)
Rev Limit (Seta)
VR 3000 (Ubi Soft/Vivid Image)
WCW Wrestling (THQ)

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)
GT Racing (Ocean/Imagineer)
Jest (Ocean/Curved Logic)
Knife Edge (Kemco)

DONKEY KONG COMES DOWN THE CHIMNEY?



Speculation is growing about whether *Donkey Kong 64* will be making an appearance at E3 this year. News was leaked that the game will not only be at E3, but will also be ready in time for Christmas – but Nintendo have been very quick to dampen these rumours down.

This could be for one of two reasons: either Nintendo are pretty annoyed that someone has leaked this news and wish to try to cover things up, or there's absolutely no truth in it whatsoever! However, traditionally Nintendo do like to pull something unexpected out of the bag in the run up to Christmas...

A further, and somewhat stranger rumour has it that the sequel to *Goldeneye* will be shown at E3 – fingers crossed, eh? **T64**

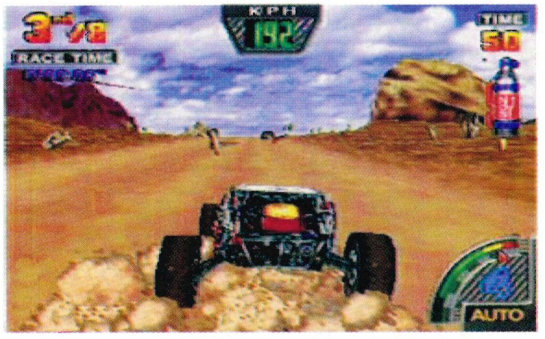
GET IT OFF!

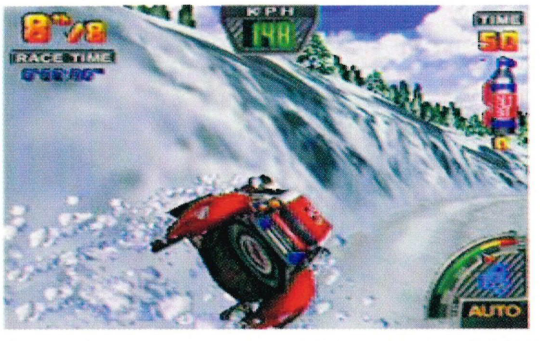
The race is on! As we've been reporting over the last few months, the number of racing games on, or coming onto the N64 at the moment is rather large. This means that software developers will have to find new ways to get you, the gamesplayers, to part with your hard earned cash.

There are very few areas which racing games have failed to touch, but one such area is off-road racing. Well, fortunately for you, Midway just happen to be working on such a racing title right now; another arcade conversion, called *Off-Road Challenge* (well it had to be called something).

As you can see from these great screenshots, *Off-Road Challenge* is looking gorgeous and we're promised eight tracks (plus secrets), containing all the mayhem that you might expect from racing out in the great outdoors. There will be potholes, jumps, water and even animals that you might hit. However, the idea of the game is to earn money so that you can upgrade your vehicle, so you will need to win races. Fortunately there are power-ups en route that will assist you, such as nitro boosts, engine upgrades and even money to help you when you finish the race. Most fun of all is the option to drive a monster truck, for some large wheel action.

We're quite looking forward to this racer, as it does at least break from the current crop of racing titles. As these screenshots show, it is certainly shaping up very nicely. There's no release date as yet but as ever, as soon as we know more, you will. **T64**



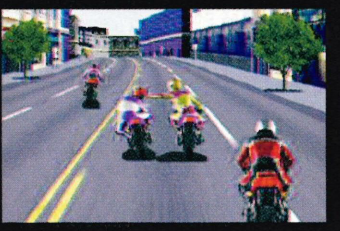


64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

ON YER BIKE

EA have announced that they're developing a number of new titles for the N64. First off is *Road Rash*, the popular motorbike game that appeared on the PlayStation. Rather than being a simple racing game, *Road Rash* offers you the chance to use a bit of brute force to punch your opponents as you make your way to the front.

Also mentioned was *Nuclear Strike*, perhaps the most well-known of the two. After the slightly dreary *Wild Choppers*, we're looking forward to the possibility of a decent bit of helicopter mayhem. Multiplayer options are also a possibility for both games. However, don't get too excited, as the games won't be released until early next year.



PUSSIES GALORE ON THE N64

Back in Issue 14 we reported about a new game called *Rats*. We now know that the game will be entitled *Rat Attack* and should be available in November.

In *Rat Attack* you have the choice of playing one of six cats, as part of a band of elite feline freedom fighters who are doing battle with the evil duo, Washington and Jefferson. These aren't the ex-presidents of America, but rather mutant space rats, who upon returning to Earth, have decided to create hundreds of bizarre and deadly rats that will take over the whole world, destroying everything that stands in their path.

Rat Attack will feature 101 levels of intense action, with you taking on the role of the cats in a bid to rid the world of these fearsome rats. Levels will be based entirely in one room, with your aim being to clear the room of rats before progressing onto the next room/level. To do this the player has to use the (ahem) Eraticator; which is a device that is a little like the containment devices used in the film, Ghostbusters. In *Rat Attack* this device literally sucks the rats into it, so that they can be sent to rat heaven in the Destructor – the more rats you destroy, the more points you get, simple.

As you can see from these first screenshots, *Rat Attack* is looking very nice indeed in high resolution mode. What's more, there will also be a four player mode available so that you can get some mates to join in the fun.

At present the game is some way from being completed. However, it is shaping up very nicely indeed and you can rest assured that we'll be following *Rat Attack*, with more reports and screenshots in the very near future. **T64**

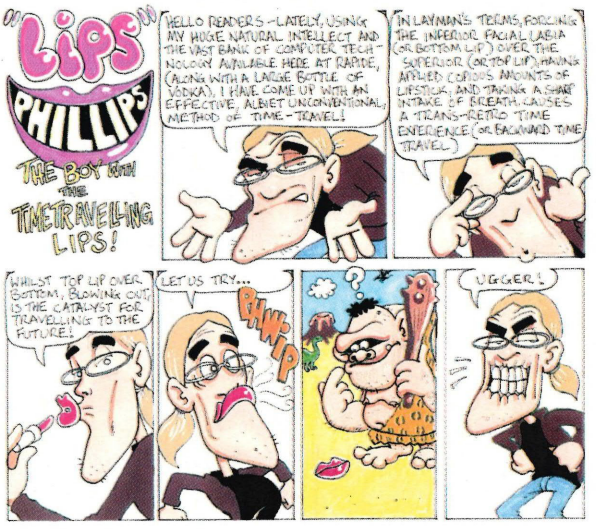




YET MORE RACING ANTICS

Ubisoft are working on a highly secret racing game on the N64, originally entitled *VR3000*. As of yet details are scant but we can reveal that the game will feature futuristic-styled racing vehicles that look like a cross between jeeps and beach buggies.

Ubi Soft have recently renamed the game *SCARS* – which we're told stands for *Super Controlled Animal Racing Simulation*. It will feature many exciting and varied tracks and most important of all, it will feature that now obligatory option, multiplayer racing. More news when we get it. **T64**



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)

64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

HIT AND RUN CAN BE FUN...

One of the most controversial games to hit the PC will be making its way over to the N64 later this year. Interplay have announced that they've been working on an N64 version of *Carmegeddon*, the driving game with a big difference.

Few details have been released but we expect it to be just as gory as the PC version. One question that we do have though, is what colour will the blood be? Expect to see more coverage of *Carmegeddon 64* in our report on E3 next month.





1999

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

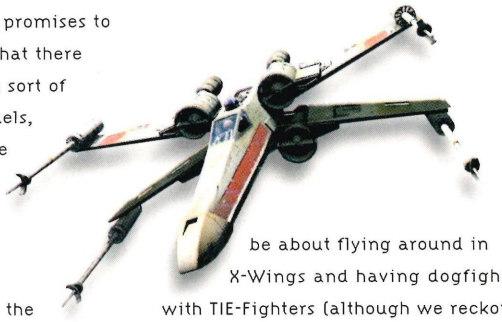
TBA

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)

THE FORCE IS WITH US

How good can it get? After this month's exciting news about Psygnosis we get more fantastic news, related to what surely must be every sane person's favourite trilogy of films. Yes that's right, the N64 is due to get another Star Wars game – only this time it promises to be a cracker. We knew that there would probably be some sort of N64 tie-in with the prequels, the first of which is to be released next year but news of this new game came, quite literally, out of the blue.





Little is known about the game other than it may include the well-loved Star Wars character, Wedge – one of the few X-Wing pilots to have made it through all three films. The game looks as though it will be titled *Rogue Squadron* – named after the X-Wing squadron that destroyed the Death Star in the first Star Wars film. However, the game itself will not just be about flying around in X-Wings and having dogfights with TIE-Fighters (although we reckon that would be enough for us) but will also feature some surface conflicts on a variety of planets.

Let's just hope that *Rogue Squadron* will still have that atmospheric sound track, which was the only good thing about *Shadows of the Empire*! Once more the game looks set to debut at the E3, so expect more news soon. **T64**

CHART ATTACK

1 (2) Goldeneye	Nintendo
2 (1) Yoshi 's Story	Nintendo
3 (3) Quake	GT Interactive
4 (5) FIFA: RTWC '98	EA
5 (4) Fighters Destiny	Ocean

THE EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION (UK) LTD ELSPA

CHECK OUT DA PRICES!

	Dixons	HMV	EB	Mail Order	Independent
GOLDENEYE	£49.99	£49.99	£49.99	£41.99	£49.99
YOSHI'S STORY	£N/A	£N/A	£ N/A	£42.99	£49.99
QUAKE	£49.99	£49.99	£49.99	£39.99	£49.99
FIFA: RTWC '98	£54.99	£N/A	£54.99	£44.99	£54.99
FIGHTERS DESTINY	£49.99	£49.99	£49.99	£39.99	£49.99

Prices were correct at time of going to press.

64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

RALLYING ROUND

The best rallying game to hit the PlayStation will now be coming to the N64. Infogrames/Ocean have been working to give *V-Rally* a major overhaul for the N64. Once again, information is scant but it has been confirmed that there will be a four player split-screen mode, for you and your buddies to race through the eight territories that are on offer. Watch out for more info on this game over the coming months – we confidently predict that *V-Rally 64* will be the driving game to own this year.



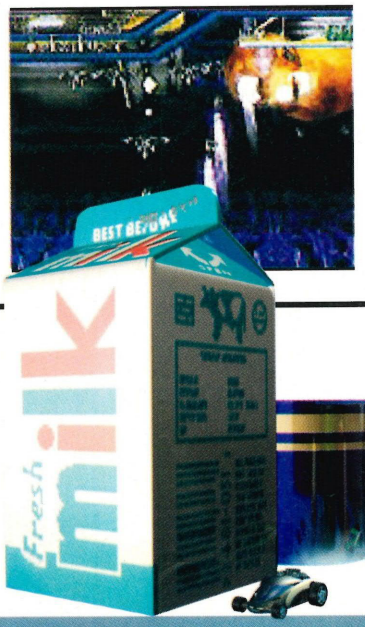


HARD CORE BLASTING

Here is the first screenshot from Hudson Soft's latest shooting game, *Star Soldier: Vanishing Earth* – the sequel to the original 1986 classic NES game.

The N64 is definitely lacking in the frantic vertical scrolling shoot-'em-up department but all this looks set to change in the summer, when Hudson's *Star Soldier* is released. As you can see from the screenshot, *Star Soldier* has definitely been dragged kicking and screaming into the 90s. Details on this title are somewhat scant at the moment, however, as in the NES original, you'll be doing battle against the Zeograd Army.

Hudson promise that the game will feature seven levels with three different levels of difficulty, which should keep even the most ardent blaster fan busy for quite some time. Although at present there are no plans for *Star Soldier* to be released in the UK, we're sure that somebody out there will pick it up. More news on this hot title when we get it. **T64**



MINIS ON THE N64

Codemasters have announced that they're also going to be developing software for the N64. The first title to appear will be *Micro Machines V3*, the hugely popular PlayStation game.

Any future releases have yet to be announced but one thing's for sure: Codemasters have an excellent track record for producing fantastic software. This is yet more very exciting news for N64 owners everywhere. **T64**

THE LIPS GETS LIPPY...

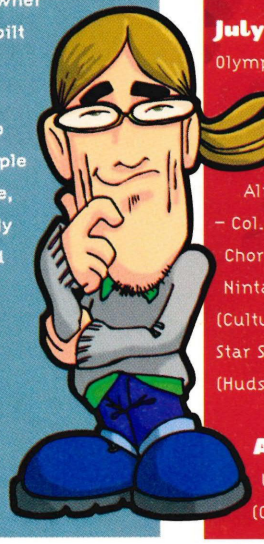
What an amazing couple of months we've been experiencing, here at Total 64! You may have read that the N64 had a very poor showing at the Tokyo Games Show, with very few new games on show (fewer even than the long dead Saturn could muster). With this in mind, you may be forgiven for thinking that the N64 is dying a very painful death... But wait, this is not the case!

Despite its poor showing in the East, there are some very positive signs that the N64 is slowly but steadily gaining a momentum that we can't even begin to imagine. We reported two months ago that Nintendo were getting a lot more aggressive in their approach to marketing and developing software and, amazingly, we can already see the changes: Psygnosis, Activision and Codemasters all made announcements, within a few weeks of each other, that they're working on software for the N64.

If the N64 is on its way out, then why would they bother? Psygnosis certainly don't need the market, so they must surely know something that we don't.

You can bet that great things lie ahead for the N64 and that this coming Christmas we'll see the greatest ever line-up of top-class software available for the N64. If you're not already very excited then, dammit, you should be – for once the N64 owner will be positively spoilt for choice when it comes to games.

So, we all have to thank those nice people at Nintendo who have, it would seem, finally grown up a little and admitted that even they need a bit of support from those around them, who know the games market perhaps even better than they do. **THE LIPS**



JAPANESE RELEASE DATES

May '98

Extreme-G (Acclaim/Probe)
Super Speed-Race 64 [A. Lamborghini] (Taito)
Pachinko 365 Days (Seta)

June '98

Jikkyou World Soccer – World Cup France '98 [ISS '98] (Konami)
Dezaemon 3D (Athena)
Pro Shinan Mah-jongg (Culture Brain)
Soccer (Parity Bit)

TBA Q2 '98

Tetris (Amtex)
King Hill 64 Extreme Snowboarding [Twisted Edge] (Kemco/Boss)
Last Legion UX (Hudson)
Pokemon Stadium/GB Pak (Nintendo)
Iggy's Reckin' Balls (Acclaim/Iguana)
Rev Limit (Seta)
Super Robot Spirits (Banpresto)

July '98

Olympic Hockey (Konami)
Rakuga Kids (Konami)
Super Beadaman: Phoenix Battle 64 (Hudson)
Alice's WakuWaku Trump World – Col. 3 (Bottom Up)
Choro Q64 (Takara)
Nintama Rantaro 1-2-3 (Culture Brain)
Star Soldier: Vanishing Earth (Hudson)

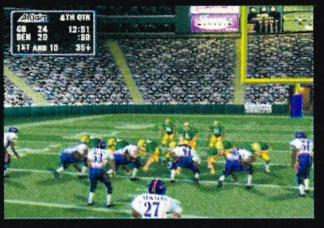
August '98

Ultra Baseball 64 (Culture Brain)

64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS 64 BITS

ODD-SHAPED?

The most popular American Football game on the N64 is due for a big makeover for the next season. *NFL Quarterback Club '99* will not only look great (as the screenshots show) but also have much improved AI and in-game options too. Acclaim promise that this will be 'The most realistic football simulation game to ever hit the video gridiron' – but then they would do. We shall have to reserve judgement on this most American of sports until later on in the year, when we get some playable code.

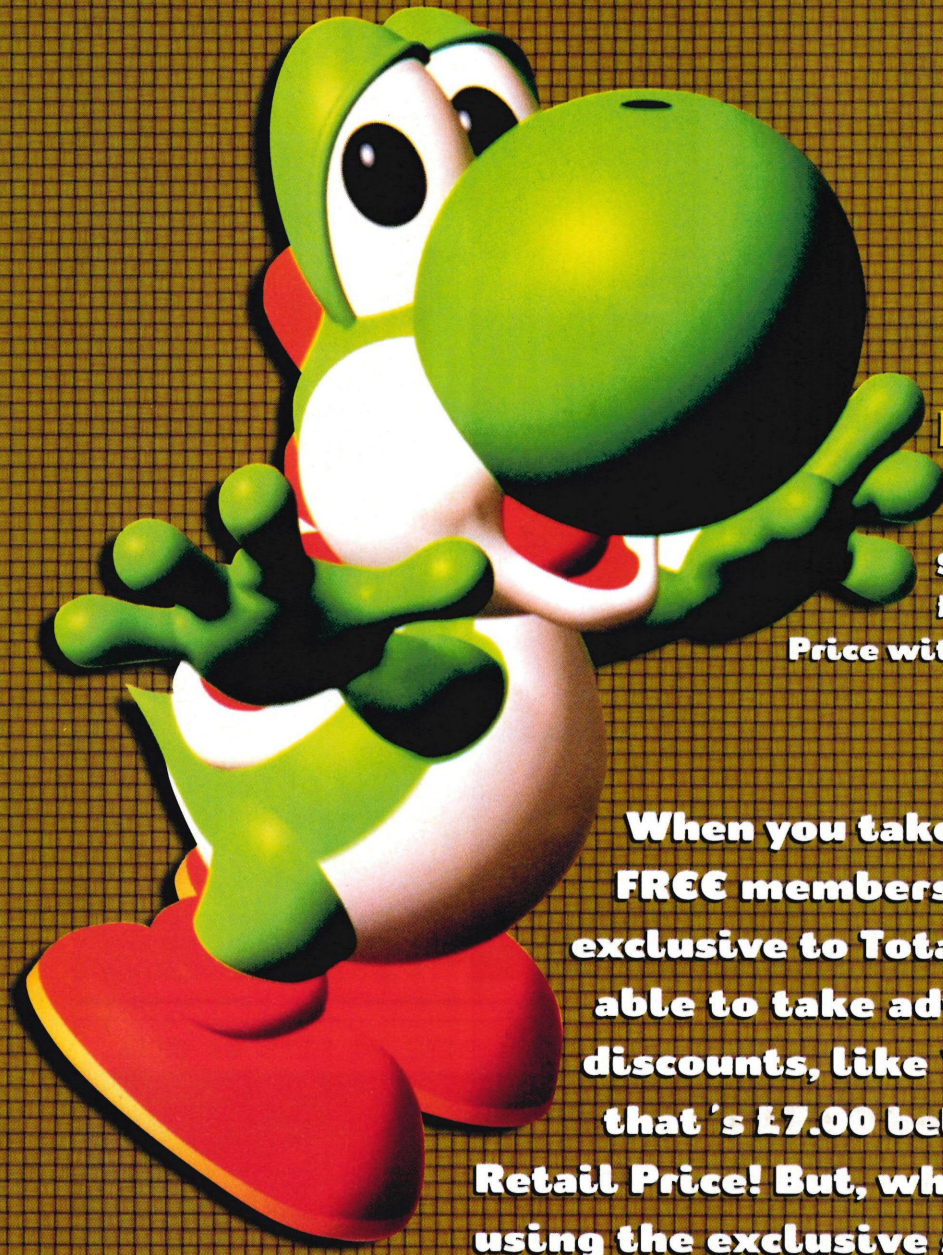




GET £12.00 OFF YOSHI

EXCLUSIVE TOTAL 64 O

and enjoy a FREE trial membership to Special Reserve - possibly Europe's largest mail order company!



Special Reserve

Live @ http://special.reserve.co.uk

HOW THE OFFER WORKS

Yoshi's Story

[Recommended Retail Price] £49.99

Special Reserve Club Price £42.99

£5.00 Off the Special Reserve Club Price with TOTAL 64

When you take advantage of this fantastic FREE membership to Special Reserve - exclusive to Total 64 magazine - you will be able to take advantage of their great club discounts, like *Yoshi's Story* for £37.99 - that's £7.00 below the Recommended Retail Price! But, when you purchase the game using the exclusive special offer form printed opposite, you will receive a further £5.00 off. That's a massive total saving of £12.00!

'S STORY WITH THIS FFER!

Also, as part of your FREE trial membership, you will receive a full-colour Special Reserve catalogue delivered direct to your doorstep, jam-packed with great video games, special offers and discounts like the ones listed below:

Here are some examples of the great savings your FREE trial membership to Special Reserve will allow you to take advantage of...

WORLD CUP '98 RRP £49.99
SPECIAL RESERVE MEMBER'S PRICE £46.99

SNOWBOARD KIDS RRP £39.99
SPECIAL RESERVE MEMBER'S PRICE £34.99

QUAKE RRP £49.99
SPECIAL RESERVE MEMBER'S PRICE £39.99

GT 64 RRP £49.99
SPECIAL RESERVE MEMBER'S PRICE £42.99

As a club member you will be able to make purchases from both the mail order hotline and from any one of the six Special Reserve Club Shops, dotted around the country.

SPECIAL RESERVE CLUB SHOPS

Special Reserve now have six high street Club Shops at the locations listed below. As a member you will be able to purchase games from any of these stores and take advantage of a price promise that guarantees the lowest prices in town, by at least £2.00!

BRISTOL
351 Gloucester Road (A38),
Bristol
Tel: 0117 924 5000

CHELMSFORD
43 Broomfield Road,
Chelmsford, Essex
Tel: 01245 348777

EGHAM
168 High Street, Egham,
Surrey
Tel: 01784 473 444

NOTTINGHAM
164 Derby Road, Stapleford,
Nottingham
Tel: 0115 949 1000

SAWBRIDGEWORTH
The Maltings, Station Road,
Sawbridgeworth, Herts
Tel: 01279 600399

UPMINSTER
209/213 St Mary's Lane,
Upminster, Essex
Tel: 01708 225544

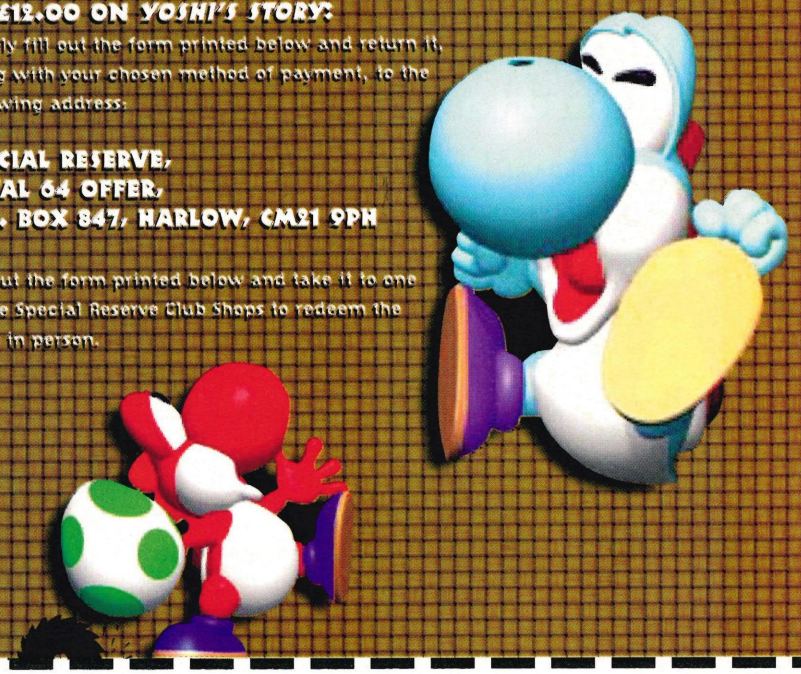
Please note: You can take advantage of the FREE trial membership offer to Special Reserve without having to purchase *Yoshi's Story*. However, you cannot take advantage of the £12.00 saving on the game if you don't become a member.
Current members will still be able to claim the £5.00 off *Yoshi's Story* by using the form printed on this page. The £12.00 saving is based on the current Recommended Retail Price, not the Special Reserve Club Price.

Price is based on the Recommended Retail Price
Offer only to UK Residents

This offer cannot be combined with any existing promotions currently being run by Special Reserve

HOW TO RECEIVE YOUR FREE TRIAL MEMBERSHIP AND SAVE UP TO £12.00 ON *YOSHI'S STORY*:
Simply fill out the form printed below and return it, along with your chosen method of payment, to the following address:

**SPECIAL RESERVE,
TOTAL 64 OFFER,
P.O. BOX 847, HARLOW, CM21 9PH**
OR...
Fill out the form printed below and take it to one of the Special Reserve Club Shops to redeem the offer in person.



Please send me my FREE trial membership to Special Reserve!
Name : _____
Address : _____

Postcode : _____ Daytime Tel: _____

I would also like to purchase *Yoshi's Story* for £37.99
SAVING A MASSIVE £12.00 OFF THE RECOMMENDED RETAIL PRICE!

If already a member, please enter Membership No. here:

Cheque/P.O/Access/Mastercard/Switch/Visa/Creditcharge

Card Issuer : _____ Switch (Issue No) : _____
Credit Card Expiry Date : _____ Signature : _____

Immediate cheque clearance. Cheques payable to: **SPECIAL RESERVE**
If you have any questions regarding this offer or the services provided by Special Reserve Discount Club, please call: 01279 600204

HARDWA

With your local games boutique awash with all kinds of peripherals, it 's hard to tell which are worth your hard earned wonga. So, we 'll do all the hard work for you and sort out the wheat from the chaff!

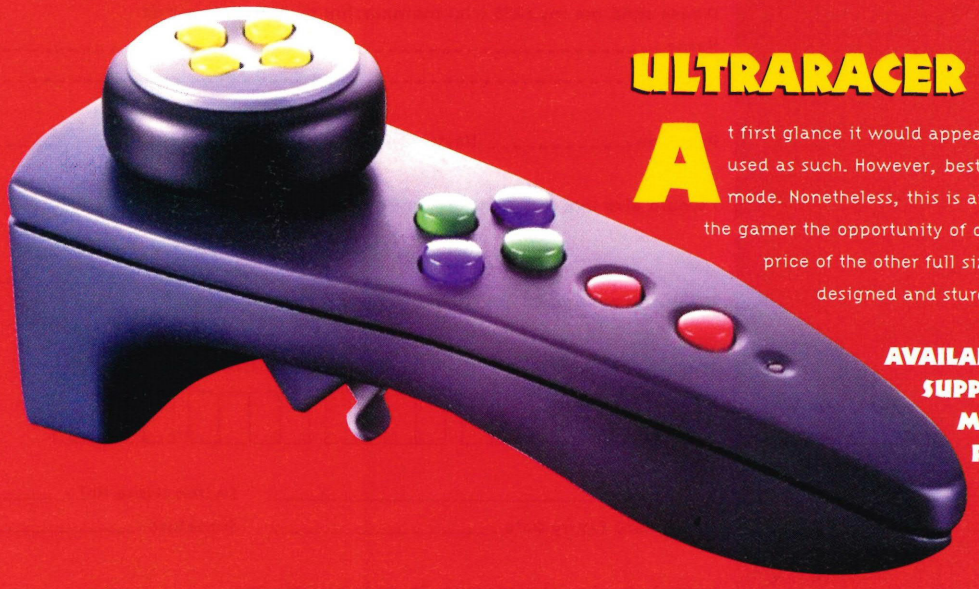
TREMOR PAK WITH 1MB MEMORY

At last, a really good innovative idea, combining all the effects of the Rumble Pak, with the added bonus of built-in memory that needs no battery. This gem of a device is small and compliments the official joypads extremely well. There are five LEDs; one green, which tells you that the Rumble effect is switched on and four red ones that denote the separate blocks of memory available to you.

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



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



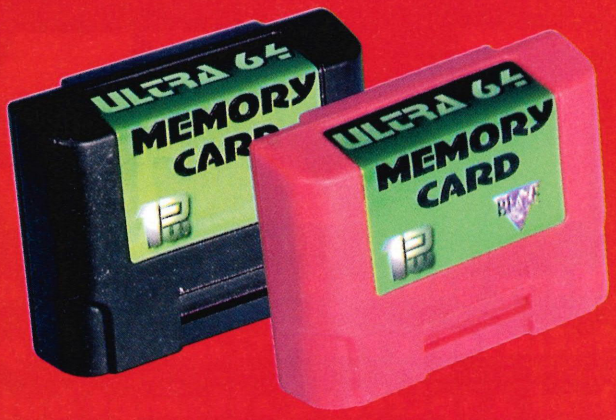
ULTRARACER 64

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

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

RE ARENA

BLAZE MEMORY CARD 1MB



This memory card has four times the amount of space as a regular memory card and only costs £9.99! It works by separating itself into four different 'pages', each being the size of a regular memory card.

To access the different pages all you have to do is flick a switch and the memory card will turn the page. To select a particular page, you just set the page selector to the one you require and it will automatically go there. You can change the page while the card is in place, so you won't even have to remove the memory card.

Anyone who's been caught short of space at a vital point in a game, will find this a welcome addition to their peripheral stockpile.

ACCESS LINE RACE LEADER 64 STEERING WHEEL

We've rigorously tested the Race Leader steering wheel with the following games and here's our verdict...



MARIO KART

Mario Kart is not really compatible with this steering wheel, unfortunately. To go safely around a corner you'll have to spin the wheel from left to right all the time, making the game rather frustrating.

COMPATIBILITY 3/10



DIDDY KONG RACING

This is a similar game but it really works well with this steering wheel. Again, you really get a good feel for the road and the corners are just as easy to take as with the analogue stick – but a lot more fun.

COMPATIBILITY 9/10

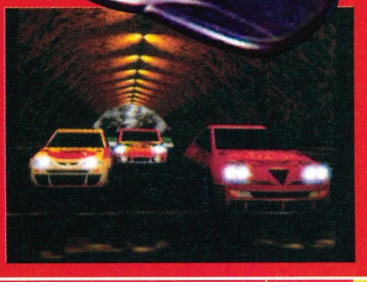


MRC

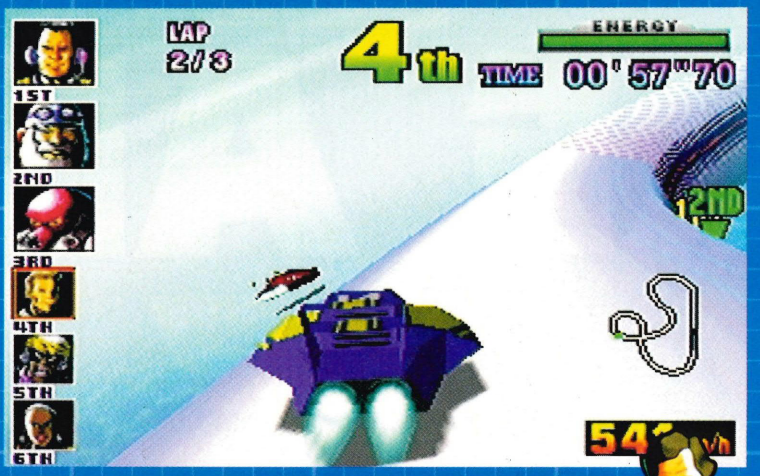
When you use the steering wheel with *MRC*, the cars seem to be a lot lighter on the road, forcing you to struggle to keep the car on the road. After an hour or so it gets somewhat easier but not much.

COMPATIBILITY 5/10









F-ZERO X



Many games have sought to become the king of the N64's futuristic racers. *Aerogauge* tried and failed and *Extreme-G* had a spirited attempt but there's only ever been one real contender, quietly lurking in the background as it waits to take its rightful crown. Its time is drawing ever closer...

START In the past it's been easy to say that the N64 lacks great racing games but all of that is now changing. As the months go past, there are newer and more advanced games appearing all the time, shattering all preconceptions of what was thought to be possible on the N64. As far as racing titles are concerned, they're getting faster and what's more, they're getting better and better.

Amongst this avalanche of racers – each one claiming to be the biggest, the best, the fastest and the most realistic – there's only ever been one true contender, *F-Zero X*. When the original was released, seven years ago, it was heralded as a bench mark racer for the SNES. There've been many imitators of the game since then, on various formats, but nothing has ever come close to capturing the sheer thrill of the original.

Seven years is a very long time in the hectic world of software and the SNES has now become a distant













THE LOWDOWN

PUBLISHER: **Nintendo**

DEVELOPER: **Nintendo**

EXPECTED RELEASE DATE: **TBA**

FORMAT: **Cartridge**



If you look carefully, you can see nearly 20 other vehicles on the track ahead of you and it still moves as silkily as ever!



Well, it says 738 km/h on the speedometer and you can be sure that it will feel every bit as quick as that on your N64.

memory for all but the most die-hard gamesplayers. Consoles have improved beyond belief: graphics, sound and playability are thrusting themselves forward into the 21st century, leaving a trail of old software strewn across the ground, like a pile of unwanted junk.

For anyone out there who does remember the original – or anyone who wants a solid and more importantly, fast game – your wait is nearly over. Although as yet there's been no firm release date for the game over here in the UK, *F-Zero X* now looks set to be launched in Japan in June, which will hopefully mean that we should get our eager, salivating chops on it before Christmas.

COME OUT, COME OUT, WHEREVER YOU ARE!

F-Zero X was shown at Space World '97, to the amazement of the world's software media, who were blown away by its ability to deliver a cool 60fps update, whilst still maintaining more vehicles on the track than any other racer – something the N64 has, to date, not been renowned for being particularly good at.

There have been some casualties in this battle to make the N64 produce such death-defying speeds; the most obvious being the graphics. *F-Zero X*'s backgrounds are looking a little on the bland side and whilst it has been promised that this will all change, it seems pretty hard to believe that even Nintendo would be able to squeeze more background detail out of their console, whilst still retaining that all important speed.

The vehicles themselves are also a little on the functional side and lack the kind of graphical finesse







The variety and design of the tracks is astounding.



The racing can get a little frenetic at times.

THE MORE THE BETTER

At the moment we're desperately waiting for a playable version of this game to arrive in the office – so far we've been sent these tantalising screenshots of the multiplayer options. The coolest thing about the multiplayer games is that they still run at a speedy rate. Bet you never thought you'd see the day when you read the words 'racing game', 'multiplayer' and 'speedy' in the same paragraph!



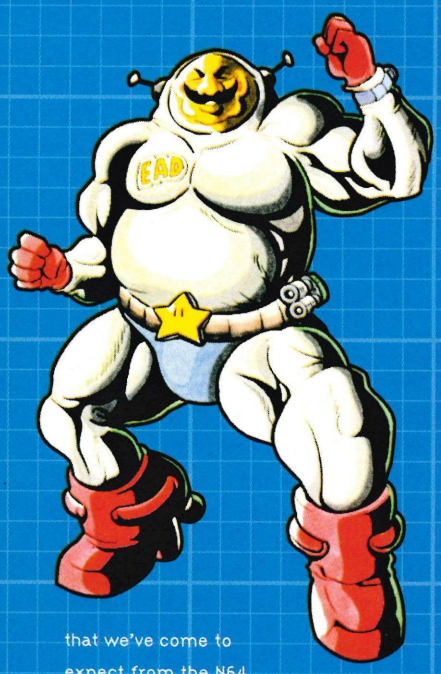












that we've come to expect from the N64. However, it would be unfair to say that they're either bland or uninteresting. As you can see from these screenshots, *F-Zero X* is certainly bright and gaudy, with some stunning lighting effects.

It would be all too easy to mourn the loss of spectacular graphics but when a game is running at 60fps, you're not going to have enough time to try to enjoy the view! The tracks themselves have also been designed to maximise speed, whilst attempting to help reduce the fogging and poor re-draw distance that plagued ASCII's awful *Aerogauge*.

It may seem pretty improbable but *F-Zero X* really wipes the floor with Psygnosis' seminal racer, *Wipeout*. What Nintendo have done is to make each course as twisty and turny as possible, so that much of the screen is filled with the track, most of the time. This is not as bad as it sounds – it's the same programming device that Psygnosis used when they made the *Wipeout* games. However, *F-Zero X* has some of the most outrageous tracks of any title, from corkscrews to sheer drops, all running at the sort of speeds which leave *Wipeout* standing out in the cold



It looks like you've been left behind on the starting block – better master the turbo start.

AND THERE'S MORE...

Unbelievably, it gets even better. Most racing games pit you against a feeble eight or so competitors at the most; not so with *F-Zero X*. Here you can race against 29 opponents (this must surely be some kind of record) and what's more, they all appear on the screen together and the speed still remains.

As you'd expect, there are all the usual options that have come to be associated with the genre, so you can choose from GP Race, Time Attack, Practice and Versus Battle. In spite of this choice of modes, one of the biggest problems with virtually every racing game is a lack of longevity: certainly multiplayer racing is one good way of combating it but that isn't enough to



As you'd expect, you get the chance to race at night too.



Better watch out for that large golf ball ahead...



It's best not to play this game if you've just eaten.



A long and windy road that leads us to who knows where!



This vehicle looks a bit like a camouflaged snowspeeder from Empire Strikes Back.



Some of the backgrounds are looking a little bland at the moment but we're promised that this will change.



F-Zero X may not be the greatest looking game ever but some of the vehicles certainly look pretty sleek.



Even when you can see into the distance, the amount of fogging is very slight compared to other racing games.





stop you from craving after another racing game before too long. To help combat this, *F-Zero X* actually has an edit option – but before you get too excited, it's clear that the option will only work when your trusty N64 is attached to the near mythical 64DD. Still, this has to be the most fascinating and potentially the most exciting option in the game. If and when the 64DD makes its way to our fair shores and when the *F-Zero X* disc add-on is released, you will be able to make up your very own tracks and design hovercraft for the game. It looks like the days of racing games with only six or so tracks could finally be over for the N64. More than this, we could be looking at a game that you could play almost indefinitely, changing it to suit your personal taste.



The anti-gravity courses mean that racing is not just confined to one flat track, like most other racers.

Without the add-on, *F-Zero X* still has four different course areas – King, Queen, Jack and Joker – each of which has four separate tracks, giving you a total of 16 courses. The courses become progressively more difficult, so even without the 64DD, you should have more than enough challenge.

THE FINAL STRAIGHT

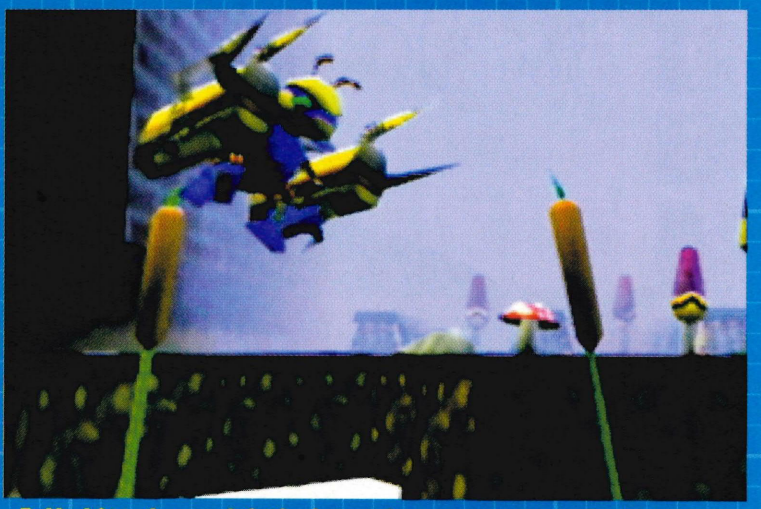
As you can expect, all of us here at Total 64 are waiting with baited breath for this game. There are, however, some other very promising racing games being released over the next few months. There are signs now that developers have begun to get to grips with some of the challenges that the N64 has placed in front of them. Therefore, by the time *F-Zero X* is released over here, it's likely that it will be facing some pretty stiff competition, from the likes of *GT Club* and its successors. However, even now that Psygnosis have announced that they're developing *Wipeout* for the N64, it seems improbable that anybody will be able to compete against the might of Shigeru Miyamoto and Nintendo's developers – although we're fully prepared to be proved wrong!

We reckon that *F-Zero X* will prove to be the best racing game on the N64 and until Nintendo decide to make another, even better sequel to the *F-Zero* series, it may well be the only racing game you'll ever have to buy. We certainly recommend that you start saving now – we know you won't be disappointed. **T64**





The size of your enemies varies greatly; this cybernetic beetle - complete with handy nose-mounted cannon - is HUGE!



Fully kitted out with the latest insect weaponry, Buck readies himself for the fight against the invading hordes.

BUCK BUMB

START

With the current lack of quality titles for the N64, it's always refreshing when another developer announces that it will be producing some games for the console – especially when it's a team with credentials like Argonaut Software. Probably best known for their work on the SNES, they were the company that were instrumental in the design of the revolutionary Super FX chip, which allowed Nintendo's 16-bit machine to do things unheard of in its time, making it possible for a console to use polygons for the very first time. The first game that took advantage of the technology was the graphically revolutionary SNES game, *Starwing*, which then went on to sell more than two million copies worldwide – pretty impressive.

So now, with all the added power of the N64 at their disposal, what are Argonaut capable of? Well, we're about to find out with this release, their first title on a Nintendo machine for six years – the rather curiously titled *Buck Bumble*.

BEE HERE NOW

You can probably tell from the pictures printed here that *Buck Bumble* involves some sort of insect related gameplay. How did all this happen? Well, the story goes something like this: the Evil Herd – a vicious assortment of alien mutant insectoid creatures – decide to implement their depraved designs on the native insects of the world. Enslavement and inexhaustible food supplies are only part of their evil and barbarous schemes...

Is the insect world just going to sit back and let itself be turned into wasp jam? No – not if *Buck Bumble*

Buck Bumble is basically a three dimensional shoot-'em-up that is reminiscent of the 3D arena bits in Lylat Wars, albeit with larger and more detailed arenas



THE LOWDOWN

PUBLISHER: **Ubi Soft**

DEVELOPER: **Argonaut**

EXPECTED RELEASE DATE: **Sept '98**

FORMAT: **Cartridge**









You get some idea of the scale in this game by the enormous size of this water tap. Just wait until you get a load of the hose pipe!



As with most shoot-'em-ups, boss characters appear at key moments of the game and are spectacular to say the least.

LE

Insects are all around us – but we never knew that they were involved in an intergalactic war! Until now that is, thanks to Argonaut Software's *Buck Bumble*...

can help it! Apparently, he's the only prototype of his kind (a feisty, fearless cyborg bumblebee) and he's armed and ready to go to war against the invading hordes. Aha, so it's not your usual background story then – perhaps the gameplay will be as er, unusual.

Buck Bumble is basically a three dimensional shoot-'em-up, that is sort of reminiscent of the 3D arena bits in *Lylat Wars*, albeit with larger and more detailed arenas. The action takes place over 27 levels, each one larger and more complicated that the last. The player is given a full mission brief before the beginning of each level: the objectives are usually quite simple and mostly involve you shooting stuff. Although this may sound a little simplistic, the combination of the setting and being attacked by an evil swarm of killer bees, helps to make *Buck Bumble* an enjoyably intense gaming experience.

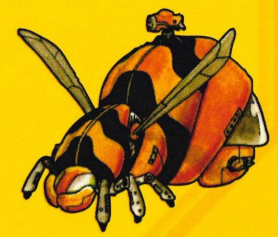
This is, of course, helped along by some beautifully realised visuals and a game engine that puts *Lylat Wars* to shame. *Buck Bumble* moves around at a rate of knots and, despite a certain amount of fogging, is smooth and very convincing. Additionally, the detail in both the enemies and the textures is commendable.





INSECTS ARE ALL AROUND US...

The futuristic aspect of the storyline has allowed the developers to come up with some whacky and dangerous insect designs. These are just some of the concept sketches, featuring both ground and air based enemies.



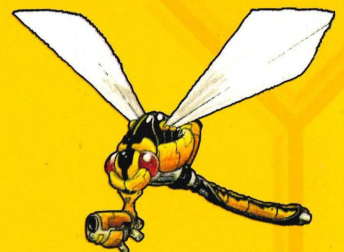
BIG WASP



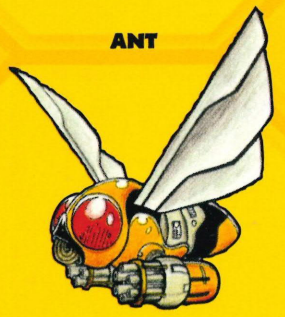
ANT



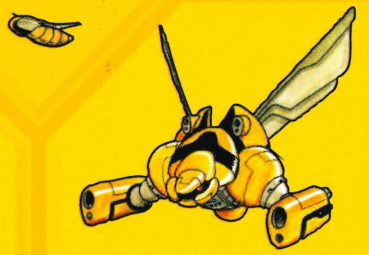
MOTH



DRAGONFLY



GUN FLY



COMMANDER

ENGLISH COUNTRY GARDEN

Each level in *Buck Bumble* is set in a totally different environment, and although not all of them have been designed yet, we've been assured that there'll be plenty to get your teeth stuck into! Each level encourages the player to explore, to find secret weapons to make life that little bit more bearable.



GARDEN



HOUSE



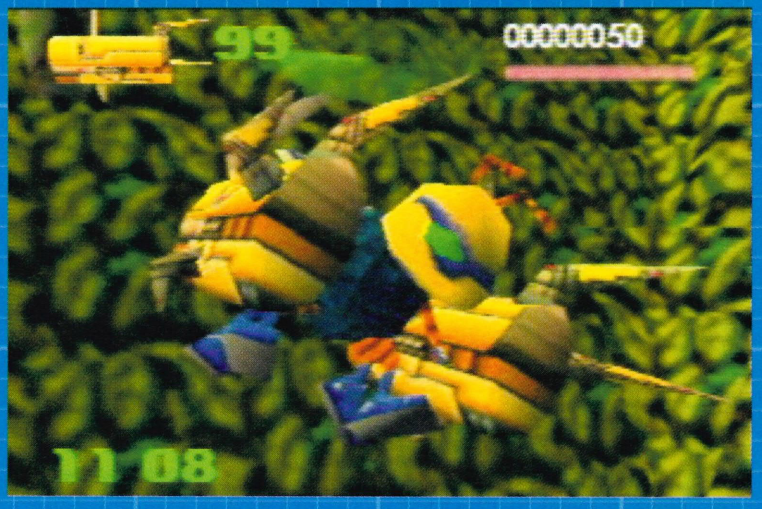
SWAMP



RUBBISH DUMP



HIVE



As you collect weapons they 'll be attached to the main character – looks like Buck 's got some big guns here!



As you swoop down on the pond this 'huge' worm pops up.



This shows the detail that has been put into the graphics.

A whole lot of thought has also gone into enemy design with a variety of air and land based cyborg insects for you to deal with.

HIVE TALKIN'

Possibly the most interesting aspect of *Buck Bumble* is that – being that strange breed of game, the 'insect sim' – it places the player firmly in the insect world, a place that is totally different from the world that you and I inhabit. From this miniature viewpoint, the usually harmless creepy-crawlies that inhabit your average garden become giant, bloodthirsty monsters with really rather snappy jaws and big pinching claws (snap, snap!). Just thinking about it makes me shudder with fear.

This rule also applies, obviously, to the environment, where ponds become oceans, lawns become jungles and flowers...er, become really big. This has allowed the developers to play around with ideas of scale and come up with some truly imaginative and diverse environments for you to fly around in.

You begin the game in a traditional English garden, complete with flower beds, a pond and all manner of huge

INTERVIEW WITH NICK CLARKE – CREATOR OF *BUCK BUMBLE*

Nick Clarke, the brains behind *Buck Bumble*, kindly allowed us to take up some of his precious time. Here he is, sharing his feelings about the game with Total 64...

T64: How did the project begin?

Nick Clarke: In the winter of 1996 a research project was started here to investigate the capacities of the N64. It was, at the time, a very new console and we were keen to get it working. The concept of *Buck Bumble* came out of that investigation. The initial team of three included a lead coder, an artist and a game designer. The team now consists of three coders, three artists, two game designers and me, the producer.

T64: What was the next stage of the game's development?

NC: Once we had the idea to shrink the lead character and the view on the world, it was easy to go to any garden and get all the inspiration we could handle.

T64: When did you know that you had a concept worth developing?

NC: The decision was taken to turn what was a research project into a game, around March last year.

T64: Where did the idea of a bumblebee for a lead character come from?

NC: The team wanted to create a 3D shoot-'em-up with a difference and not one that had the usual blasting aspects. Spaceships and conventional war craft have been around since the dawn of the genre. We wanted something new, with a character.

So in the early stages – when the programmers were playing around with the flight dynamics – the idea of the bumblebee got started and we decided to put the game at a micro level, giving Buck a unique but very













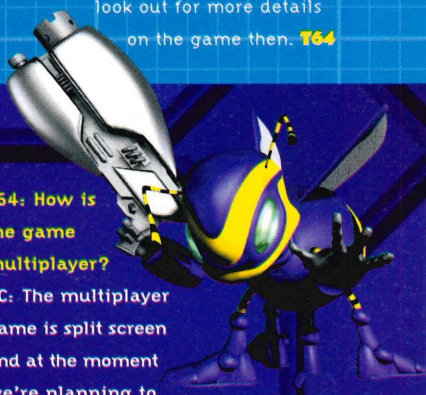
The usually harmless creepy-crawlies that inhabit the average garden become giant, bloodthirsty monsters with really rather snappy jaws and pinching claws

'gardening tools'. As you progress through the game, working your way closer to the evil queen of the invading insects, the environments become less inviting. You will eventually reach the alien's hive, where the evil queen awaits you for a final showdown. The whole point is that great care has been taken to ensure that each of the levels has its own distinctive feel, so you'll never lose interest.

Buck Bumble is currently due for a September release, and although it hasn't managed to generate as much excitement as Argonaut's former SNES outing, it looks like it might fill a certain void, left by the lack of a traditional shoot-'em-up on the N64.

The imaginative setting gives the game immediate interest and the potentially classic blend of shooting and insects should ensure some top gameplay. Perhaps the only drawback that we can see to this game is the use of overly cute graphics for the characters but the since we have the mental age of four years olds, this shouldn't matter too much.

We should have a full preview of *Buck Bumble* next month, so look out for more details on the game then. **T64**



familiar environment in which to blast his opponents.

T64: How did you decide on a name for the central character?

NC: Well, we wanted a name that was synonymous with an action hero, something punchy that instantly gives some pace to the game – we could hardly call him Trevor or Malcolm! When we looked into names a little more, we found that most heroes – in films especially – have really short names, so that was a start. Then we looked at the futuristic theme to the game and we immediately thought of 'Buck Rogers' and the Buck thing just seemed to fit in well with the character.

T64: How were the different graphical worlds designed and created?

NC: All the artwork in the game was first drawn in 2D, before we even turned on a PC. We built all of the game geometry and then applied the textures in 3DS MAX. The textures were created in both 3DS MAX and Photoshop, allowing us to add some colour to the game.

Building all of the worlds in *Buck Bumble* really made us look at nature from a new perspective – the insect view on the world is very different to our own ideas. It's important for us to create a real sense of scale in our environments.

T64: How is the game multiplayer?

NC: The multiplayer game is split screen and at the moment we're planning to implement a two player option only. The players will not play cooperatively but against one another, in various types of game – we are looking at flying races, a form of 'air soccer' and all-out gun fights.

HOLY MAGI

Holy Magic Century is the latest spellbinding title from Imagineer, blending action/platform style gameplay, with a hefty amount of RPG reference for good measure.



Oh wow! A chocolate house with a friendly little old lady inside. Just wait until I tell Gretel about this lot, she'll love it!



Shanjaque approaches a scary looking castle, with fire in his belly, water in his eyes, earth below his feet and wind in his...

START This is a story all about a young man who lives on Setland Island. His name is Shanjaque and he has an amazing gift as a spirit charmer. His abilities have proven very useful; his amazing magic spirit-charming ways enable Shanjaque to easily manipulate and control the four elements – earth, wind, fire and water – so he's able to use them to his advantage. Soon his skills may be put to the test, as there's a threat to the land where Shanjaque lives... A master wizard is using his magic for evil, throwing the entire country into darkness and chaos. Now it's down to Shanjaque and his two trusty friends to stop the evil wizard and save the day for the people of Setland.

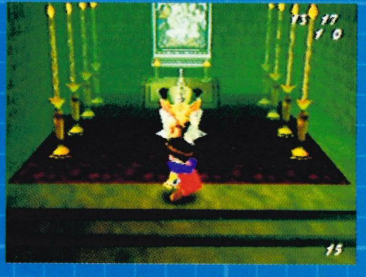
HOLY MAGIC COLOURS...

Holy Magic Century (or *Quest 64* as it's called in the USA) looks very close to completion and is visually really impressive. Right away you're treated to a display of grandiose graphics; the castle where you begin your quest is very detailed, with features like floor and wall coverings and furniture

Once you step outside, one of the first views you'll see is a panoramic scene of the town and the green, rolling countryside surrounding it. This comes complete with sheep and shepherds and you can see right to the distant







Shanjaque hears that it's cool to go clubbing at the Monastery.



The plot thickens as you learn more about Shanjaque's life.



Surely you'd catch more fish if you cast into the sea?

THE LOWDOWN

PUBLISHER: **Konami**

DEVELOPER: **Imagineer**

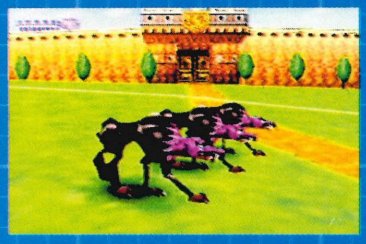
EXPECTED RELEASE DATE: **TBA**

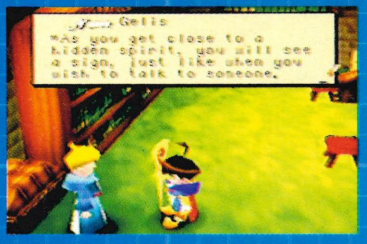
FORMAT: **Cartridge**

C CENTURY









Outside the dogs roam free, looking for tasty morsels!

In the opening stages of the game, you'll get a tutorial.



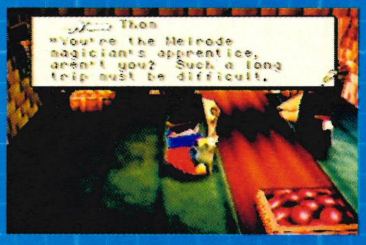
Shanjaque attempts to talk to the horse. It could hold information that will help him find his way and beat the grand wizard.

horizon, with no fogging whatsoever to spoil the amazing view.

Down in the town, things just keep getting better; the buildings look solid and sport little signs on the outside that suggest what you might find be lucky enough to find on the other side of the doors. As you explore the game you'll discover that there are three main areas in Setland Island: Sterna to the north, Velagoon down to the south and Angulus right in the middle. These three areas have very different styles of buildings, that actually reflect the working culture that's around them, ranging from a sea port style area with stone houses, to more rural settings, with windmills and so on.

This is all very nice but with the possible exception of the fog-free environment, it's all been done (to a greater or lesser extent) on previous games on the N64. So what makes *Holy Magic Century* different?

Well, the main feature that's really made us sit up and pay attention is the use of real-time lighting effects. At the beginning of the game the land is bathed with glorious morning sunshine then, as you wander around the towns and countryside, you will notice the sky turning a darker shade of blue as the game-day progresses. Later, the sky will turn salmon pink and then reddish orange, until it becomes a full-blown sunset (which looks particularly





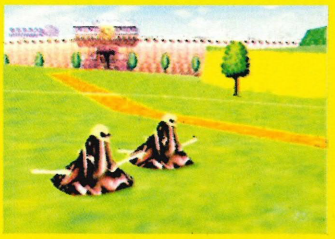




PANORAMIC VIEWS

***Holy Magic Century* uses the N64's superior power well – just look at how far you can see into the distance and at the amount of detail packed into each screenshot.**









IT'S YOUR TURN TO FIGHT

The battles in *Holy Magic Century* are turn based and similar to the *Final Fantasy* series, however you stand and fight where you are, rather then being whisked off to a fighting arena.








As you wander through the game you 'll encounter many people and creatures – and not all of them will try to kill you!



Battles can take place anywhere and at any time.



Holy Magic Century shows off the graphical power of the N64.

good if you're near or in a cornfield). As the sky changes it casts a beautiful spell of colour across everything on Setland Island – shadows change and get longer and darker until night cloaks the land. This has been cleverly simulated by using a lot of dark blues, to give a very nocturnal feel to the whole scene.

Add to this all the strange looking monsters and the abundance of well animated people roaming around and you'll begin to realise that there's a lot to look at, everywhere you go.

A QUEST-ION OF GAMEPLAY...?

The hard work that's so evidently gone into *Holy Magic Century*'s graphics, is highlighted further in the gameplay. As you make your way from city to city across the open countryside, you will encounter enemies. This is where the game takes an unexpected turn; as soon as you've sighted an enemy, you and your foe will be locked in a circle of light, where you fight using a turn-based active battle system, which is pretty similar to the *Final Fantasy* series. You will get to hurl elemental spells at your enemy and if they get close enough, you can club them with your staff.

As the game progresses, you'll be required to upgrade your spell power levels, which you can do by collecting spirits. They appear as a wisp of smoke and can be collected by walking into them. Once you've found a spirit, you will then be able to use it with one of your elemental spells to increase its power and effectiveness.

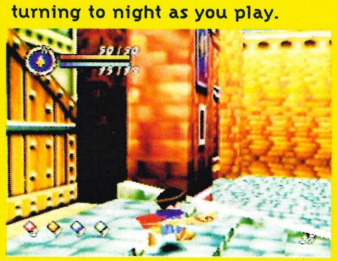
As you progress it becomes crucial to select and upgrade the appropriate spells and in the later sections of the game you'll need to mix spells to get an even greater effect from them. For example, you can mix fire and wind magic to get a flaming tornado, or earth and water magic to cause big boulders to rain from the sky. As you power up each elemental magic, your attacks will become more powerful but will also use up more magic points, which can be replenished either by winning magic points in battle or by buying them.

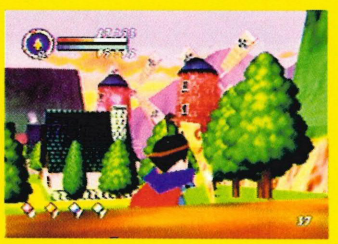
In built-up areas you won't have to fight monsters, as they tend to stay out on the open planes. Instead you will get to meet new and interesting people: there are apparently over 130 different characters to interact with. These people mainly stand and gossip but pay close attention, as they'll often give away clues to help you on your way. Early on in the game, they'll even give you brief tutorials.

When you're exploring the towns, you'll find that all the buildings are interactive – you can go anywhere! As you're wandering through taverns and shops, or merrily trespassing in

LET THERE BE NIGHT

One of the nicest aspects of *Holy Magic Century* is the use of amazing real-time lighting effects, with the passage of time reflected graphically by day turning to night as you play.








The graphics in *Holy Magic Century* are some of the best we've seen – the designers have really paid a lot of attention to detail.



Shanjaque runs around robbing castles, under the pretence of saving the land from evil wizard masters and the like.

private houses, you'll find there are – in true RPG style – chests knocking around that you can steal all kinds of useful items from. The ability to rob friendly, trusting folk turns up in most RPGs and it's good to see that it's been included in this one too!

At the moment *Holy Magic Century* is not completed but it's already looking very promising indeed. The clever use of graphics sets a highly distinctive atmosphere for each of the many different areas. An excellent example of this is when you're outside a large dark castle which is sat on a hill – although you can't see all the way to the base of the hill, you get the feeling that it's a real, storybook style crooked castle, perched on a hill that's been worn away until it resembles an apple core. The whole stage has a feeling of foreboding, especially at night.

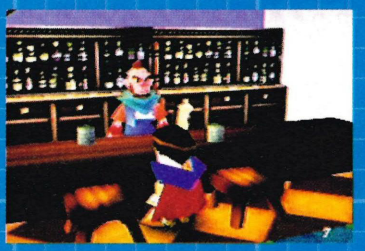
To contrast with this, there are light hearted moments, where Shanjaque can run around in a cornfield and all you can see is his ponytail sticking up above the corn – it's especially cute looking at sunset.

However, all is not as well as it may seem. When *Holy Magic Century* was released in America, under the tittle of *Quest 64*, THQ thought it was necessary to change the original, stylish Japanese names to somewhat dull Western names like... Brian. No offence to anyone named Brian but the name is too readily connected to Monty Python to be taken seriously by the majority of the Western gaming public! Fortunately, however, Konami are attempting to restore the original names to the game's text before it's released over here.

The copy of *Holy Magic Century* we saw was not finished and still had a few bugs but we're sure that these will be ironed out before its release. We'll keep you posted! **T64**













TUROK

SEEDS OF E

In the N64's early months, *Turok: Dinosaur Hunter* was one of the best games available and to this day, it is arguably still the best third party title on the console. Well, now Acclaim are ready to talk about that game's follow up, a game that is set to dethrone *Goldeneye*...


2
VIL

START

In the N64's first year, *Turok: Dinosaur Hunter* was one of the console's best selling titles and it was memorable for several reasons other than that. Aside from being an extremely expensive cartridge (£75 for the game and £20 for the memory card you needed to play the game), the game was the first to show that third party developers can make games just as well as Nintendo themselves. With a fine blend of first person shooting action and enjoyably rich and diverse environments, this was one of the best reasons to own an N64 in those early days. Oh yes, and it also had dinosaurs in it. Which is pretty cool.

Turok was also remarkable for setting new standards for detailed graphics and animation – but at a cost: the game suffered from excessive fogging and a sparseness of enemies. The latter fault was 'remedied' by having a somewhat annoying respawning technique, whereby enemies would reappear a short time after you had killed them (they were supposedly 'beamed down' from a spaceship).

There were other faults as well, which sometimes made the game overly frustrating. There was perhaps too much pin-point jumping involved, where the player had to perform a series of precise jumps, with the punishment for failure being certain death. Additionally, after the release of *Goldeneye* and *Quake* the lack of a multiplayer mode has become all the more noticeable.

So with the sequel to *Turok*, will Acclaim opt for a simple rehash of the formula or implement the changes needed to bring *Turok 2: Seeds of Evil* right up to date? Read on to find out...

ONE MILLION YEARS B.C.

The story behind *Turok 2* goes something like this... After defeating the evil Campaigner in the original *Turok*, our hero destroys the Chronoceptor (if you remember, this was the most powerful weapon in the game) by hurling it into a volcano.

Unfortunately, this sets off a chain reaction deep inside the volcano, causing a huge explosion. This



THE LOWDOWN

PUBLISHER: **Acclaim**

DEVELOPER: **Iguana**

EXPECTED RELEASE DATE: **Winter '98**

FORMAT: **Cartridge**



You can see that the environments have some wonderful details. Just check out those practice targets.



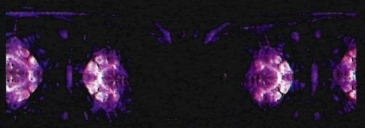
All characters wear the now famous 'soft skin' technology – no more unsightly polygon joins, then!



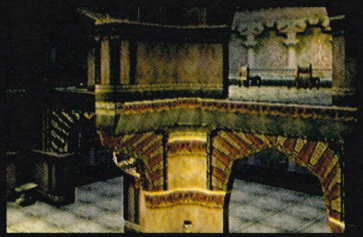
Real-time water and fire effects are evident throughout.



Dramatic lighting effects give an intense atmosphere.



Your surroundings become more and more alien.



***Turok 2* features a lot more internal locations.**

explosion unwittingly awakens an even deadlier foe than the Campaigner – an evil alien-being known only as The Primagen, who lies imprisoned in a spacecraft, buried at the core of The Lost Land.

The Primagen's spacecraft is held in place by an energy field, anchored by five energy totems. Now that he is awake once more, The Primagen uses his 'psionic' powers to control and send forth the creatures that inhabit The Lost Land and so destroy the five totems (don't you just love videogame storylines?). Once he is free again, The Primagen intends to break through the barrier that divides The Lost Land and the Earth and take over our world.

Our hero realises the danger that the world is now facing and sets about preventing the Primagen from carrying out his plan, by first defending the totems and then tracking down and destroying the evil alien-being.

Okay, so the story won't ever win any awards, but then that's hardly where the improvements have been made. It would be fair to say that *Turok 2* isn't a follow up to the original – it's a completely new game, with so many differences involved that you wouldn't even know that the two games were related...

The first thing to say about *Turok 2: Seeds of Evil* is that this game is over 50% bigger than the original and comes on a huge 16 Meg cartridge. The game is set over eight diverse and extremely detailed levels, which all benefit from the added memory, in terms of both size and complexity. It is still unclear whether or not you will have to revisit levels – as you did in the first game – but it looks more than likely judging by the game's mission objectives. Each level is divided into several sections, separated from each other by barriers, which can only be opened by finding and using keys and sacred talismans. The emphasis of exploration has been retained from the original, but this time it

SCARY MONSTERS

***Turok 2* features some twenty or so characters but the only one retained from the original is the Raptor. Here's just a sample of what to expect:**



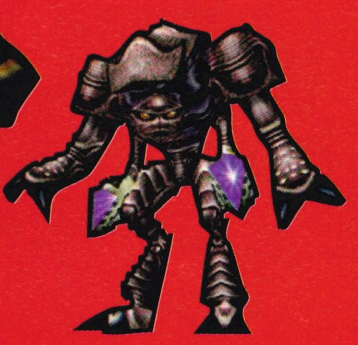
WORKERS



HUNTER



HULK

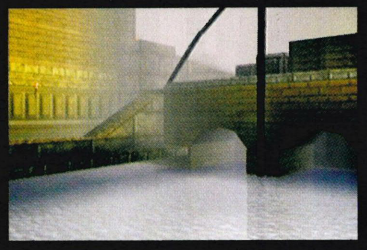
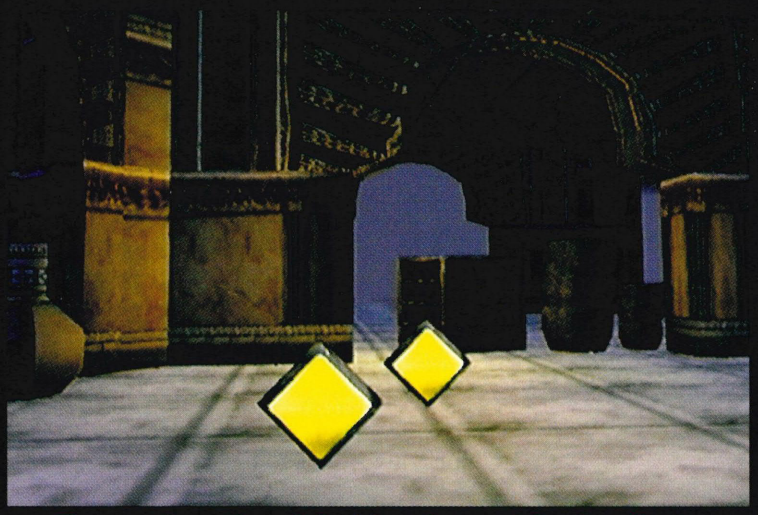


SOLDIER





There aren't many games that can boast the experience of having two bloodthirsty Raptors chasing you!

The gems from the original have been retained – collect a hundred and you get an extra life.

has been implemented in such a way that the player never feels he's going over the same ground, again and again.

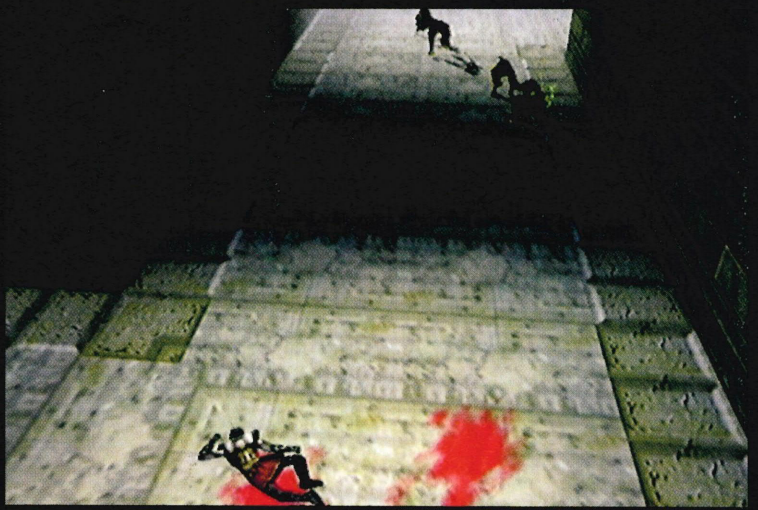
The most notable thing about the environments is that they have a more realistic style to them. The first level, The Port of Adia, is (as the name would suggest) set in a sea port. Here the environment is far more urban and a lot of the area is taken up by the old remains of the ruined town, with lots of desolate buildings, statues and stonework. This is a complete contrast to the original *Turok*, which boasted far more open areas; the cynical amongst you might even call them sparse. The atmosphere is also a lot darker and more foreboding. Whereas the original had a certain comic book feel to the graphics, *Turok 2* features the corpses of both humans and livestock and even blood stains on the walls and floors – evidence of the inhabitants' lost battle with The Primagen's minions.

After this initial introduction to the danger that awaits our hero, he moves inland, into the River of Souls and the Death Marshes. Here he finds himself in familiar *Turok* territory but the developers have been able to expand on the diversity of the wild environments, including features such as ancient Romanesque architecture, fires, quicksand and thick fog – and this time the fog is there purely for atmosphere, rather than as a device for hiding unsightly build up.

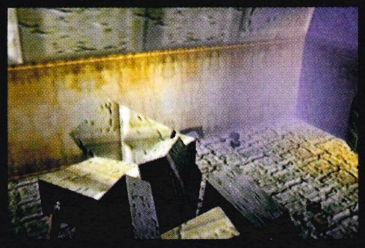
From these three known levels, we have been able to see that the overall effect is to give *Turok 2* a much more



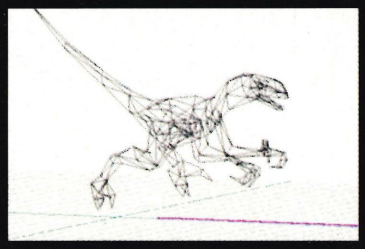
This must be somewhere near the climax of the game, close to the final boss, The Primagen, because it's all weird and alien looking!



Blood on the floor and two Raptors are on the prowl...the adult theme is most evident here.



The scenery in *Turok 2* is far more dramatic.

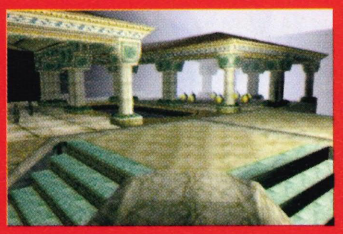


The models are first constructed in wireframe.

threatening atmosphere than was seen in the original. An adult game? You betcha!

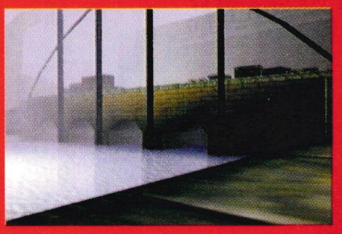
THE LOST WORLD

So far Acclaim have only released details of the first three levels in *Turok 2* but these give you idea of the diversity involved.



LEVEL 1 - PORT OF ADIA

The place where The Primagen's minions launched their attack on the mainland of the Lost Lands. Despite the inhabitants being well-prepared for the attack, they were no match for the evil that came out of the sea. This once elegant sea port is now a shell of its former self; it lies in ruins, with the bodies of livestock and soldiers littering the place.



LEVEL 2 - SLAUGHTER BY THE RIVER OF SOULS

This city is based on the ancient cities of Greece and Rome. It now lies in ruins, thanks to The Primagen's minions. It is home to the first of the energy totems and as such represents *Turok*'s first major encounter with the enemy. Fires rage from the recent battles and blood from dead warriors smears the walls and floor. Not a nice place.



LEVEL 3 - DEATH MARSHES

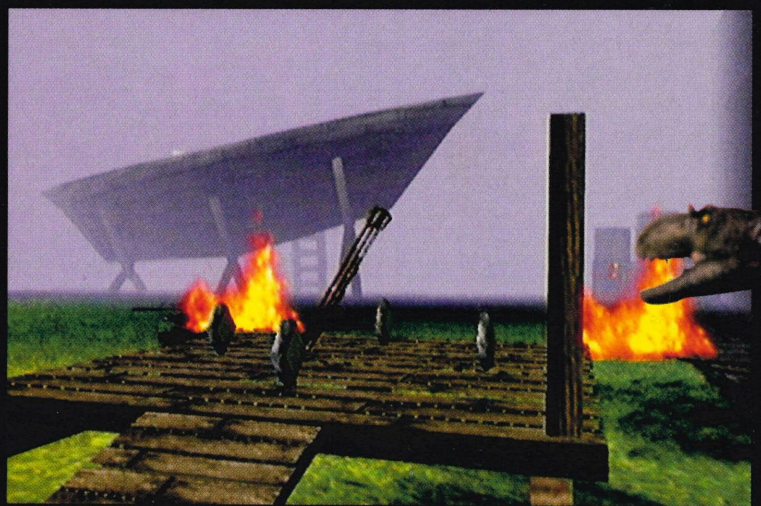
The water from the poisonous River of Souls runs into the Death Marshes, an eerie and haunted place. The Death Marshes are well named; thick fog hangs in the air and quicksand will quickly swallow anyone not wary enough. This place is inhabited by the Pur-Linn, a hostile yet stupid race of creatures who have a lust for human blood.

WHEN DINOSAURS RULED THE EARTH

Now, graphically, the original *Turok* was quite astounding but with *Turok 2* we are promised that 'you ain't seen nothin' yet'! The original's problems with fogging have been improved upon, if not entirely resolved: you'll now be able to see between two to six times the distance you could in the original and this is certainly a much needed improvement. In the original *Turok* it was sometimes quite frustrating trying to explore in an environment where you could only see a few metres ahead. Detail has also been improved upon, with the game looking like it's running in hi-res mode, even though it still retains the resolution of the original. In a recent interview, David Diestbier, head of the project, put this down to the fact that, "...the team are quite simply the most talented group working on the N64 today." He added the point that, "Other games tend to use far fewer textures than we do, which is why *T2* looks so striking in comparison. Plus, we have the benefit of having made *Turok*, which is still one of the most visually impressive games on the system. The combination of bad-assed artists, a lot of hands-on experience and a more ambitious game design basically results in what you are seeing."

A lot of work has gone into the character design and their individual construction – they now all boast something which is named 'soft skin technology'. This means that the characters are now made

...the characters are now made up from two layers of polygons: a first skeletal layer is surrounded by a 'skin' which stretches and bends as the character moves

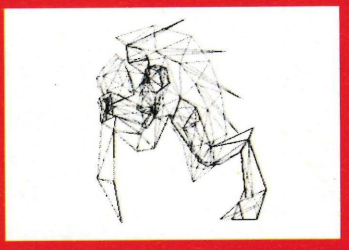


The environments are much more interesting – in the distance you can just make out the shape of a half-constructed boat.

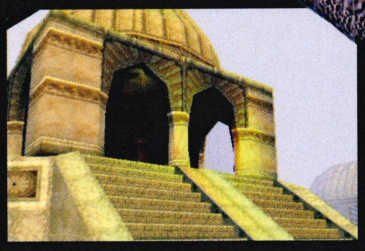


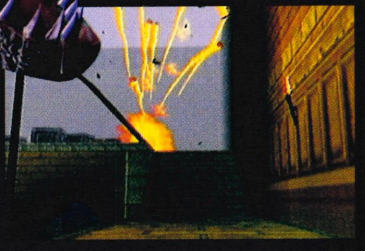
FROM THE DRAWING BOARD

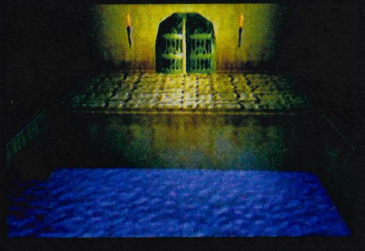
These pictures show the three stages of character generation: from artist's sketch, to wireframe model to final polygon character.













up from two layers of polygons – a first skeletal layer that is surrounded by a 'skin', which stretches and bends as the character moves. Basically, you will no longer be able to see the joins in the arms and legs when two polygons clash over one another as a character moves. The result? Better graphics, my boy!

The character AI has been given a complete overhaul as well, with Acclaim boasting that each of the characters in *Turok 2* has their own independent artificial intelligence routines. There is a different routine for each enemy class in the game; a Sniper, for example, will function based on a 'Sniper AI' routine that will dictate how the enemy behaves and what its exact parameters are. The result of all of this effort will be enemies that play far better than their counterparts in *Turok* did, no matter what class they belong to.

Other problems in the original *Turok* have been addressed as well. There is now a lot less emphasis on jumping; although these sections are still in the game, there are fewer of them and precision jumping is a lot less important – a relief to us all.

As far as the creature regeneration goes, David Dienstbier had this to say, "...it's handled entirely differently this time around. *Turok* was a tad cheesy in that regard, I'm afraid. Basically, creatures just don't pop back into a scene like they did in *Turok*".

The control system has also been looked at, with a view to improving it. Although the control method in the original was not a real problem, it was a little unusual having the control stick to look around and the C-buttons to move; *Goldeneye*'s method was perhaps a better system. Either way, Acclaim promise to have something for everyone.

Talking of *Goldeneye* makes me think of multiplayer... Ah, multiplayer; that bit when you get to blow your

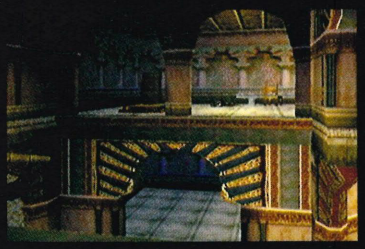
With the experience gained from the original *Turok*, it seems that Iguana have managed to do things with the N64 that only Nintendo and Rare can dream of achieving



The explosions in *Turok 2* are impressive to say the least. Just wait until you see the game move and then you 'll be impressed!



It 's more than likely that Turok will be able to climb these vines. Interactive backgrounds are the norm in *Turok 2*.







The multiplayer option in Turok 2 sounds like it might be reason alone to buy it

friends into pieces! Well, it sounds like *Turok 2*'s multiplayer option will be just as good, if not better, than Rare's masterpiece. There are two main types of gameplay: Bloodlust and Frag Tag. The former is much like a normal game of *Goldeneye* or *Quake*, where you each attempt to gain as many kills as possible. Frag Tag is a different kettle of fish altogether. One player is chosen to be 'it' and the other players must attempt to kill him. The 'it' player must reach a predetermined checkpoint, at which a new 'it' is determined. The one catch is that the person who is 'it' is unarmed, has a target on his back, has a wimpy, frightened run animation and squeals in fear during the game.

JURASSIC PARK

You will also be able to choose from one of seven in-game characters to play as, each with his or her own set of attributes. These range from the central character, Turok, to the main enemy characters and even a special hidden character, the Raptor, who has no weapons and attacks with his claws. Sounds gruesome. It is unknown how many arenas there will be but Acclaim have stated that they will probably be based on the main game, or may even use completely new textures to add a level of diversity.

This part of the game differs from *Goldeneye*'s multiplayer mode in many significant ways. David Dienstbier had this to say about *Turok 2*'s multiplayer mode in comparison to *Goldeneye*'s, "First, the level design for deathmatch in *Goldeneye* was not as cool as what we are doing. The inability to jump was also exceedingly frustrating. It worked out okay in the single player game, but in a deathmatch mobility is very important. In *T2*'s deathmatch, players have all of the mobility that they have in the single player game. They run, jump, climb, and swim. All of this means that you have a lot less predictable deathmatch play, because players have far more possible escape routes within each level. It's more hectic, and a hell of a lot more fun. Also, *Goldeneye* does not allow players to fall off of a ledge, through a hole in the floor, etc. We found this to be a major problem as well. We handle collision differently, so this is not a problem. Players can jump from one bridge to another, to platforms, through holes, etc. You have total unrestricted freedom of movement." Judging by this, the multiplayer option in *Turok 2* sounds like it might be reason enough alone to buy it.

There are many other improvements to *Turok 2*; better and more gruesome death animations, even more powerful weapons (can you believe it?) and a wonderfully cinematic soundtrack. With the experience gained from the original, it seems Iguana have done things with the N64 that only Nintendo and Rare can dream of achieving. The original *Turok* put Acclaim back on the videogame map and it looks as if the sequel will establish them as the best third party developer on the N64, bar none. Look out for a review soon... **T64**



Attention to detail is everything. Dead bodies, fires and blood – we love it! Don't play this game with the lights off!

TRAINED KILLING MACHINES

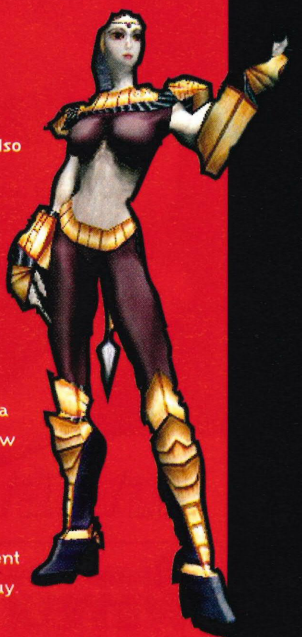
In *Turok 2*'s multiplayer mode you have the option of choosing from seven characters, each with their own set of attributes.

JOSHUA FIRESEED (TUROK)

An all-round character who is average in every department. Good, but perhaps lacks specialisation for experienced players.

ADON (THE SPEAKER OF FOREVER LIGHT)

This warrior is fast and nimble but lacks strength. This weakness is offset by her amazing speed and she can also cast spells.



PURR-LINN (THE JUGGERNAUGHT)

This guy is MASSIVE. His slowness is his main weakness but he makes up for it by being incredibly strong.

SLOTH (THE RISEN ONE)

Sloth is similar to Purr-Linn, as he is the remains of a long dead Purr-Linn warrior. His magic abilities allow him to regenerate his own body tissue.

FLESH EATER (THE DEATH GUARD)

Identical to Turok in every respect – except his evil intent. He's here for those of you who like to play the bad guy.

GANT (THE COLD ONE)

This guy is an evil 'dinosoid' character, which basically means that he's a robotic dinosaur. Fast and powerful.

RAPTOR (THE THROWBACK)

The Raptor is the hidden character, gained by completing the main game. He has no weapons, so he attacks with his claws. Deadly at close range.

THE TRUTH

UNDER THE HAMMER THIS MONTH IS...







40. GT CLUB: CHAMPIONSHIP EDITION

The finest racing game to ever hit the N64? With the official *Gran Turismo* license, what could possibly go wrong?

46. FORSAKEN

Humans have been kicked off Earth in favour of robots, so what do we do? Send in the Hell's Angels. 3D mayhem in Acclaim's latest blaster.



52. WORLD CUP '98

In a curiously timed release (yeah, right) EA pull out all the stops to bring you all the action from France.

56. GASP: FIGHTERS NEXTREAM

Bolt and build your own beat-'em-up experts in Konami's latest slap-feast. Hai Karate or something for the chop?

60. US MASTERS

Swinging in on the N64 is the all-out action that is golf. Thank heavens for the world's most powerful games console...

61. FIRE ELECTRIC PEN

The game that your grandparents have been waiting for. Test your skills on the latest and most bizarre game to ever grace the N64.

62. TOUKON ROAD

Taking their acting skills from the cast of Neighbours and their movement from Kryten, welcome the stars of Japan's interpretation of wrestling.

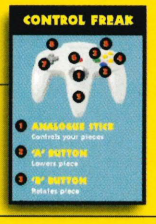
63. POWER LEAGUE 64

Slog it it out with a strangely addictive baseball sim from Japan. A refreshing change from all that football...

REVIEWS BREAKDOWN







The CONTROL FREAK box will not only tell you what the controls are for the game but will also let you know how well they work and how that affects the gameplay.



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

TOTAL 64: 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!

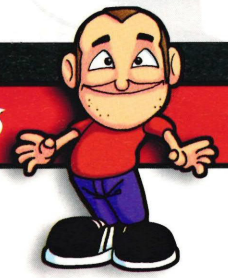
Introducing...the new Total 64 awards! All games that score 90% or higher will be given the great honour of receiving the Top Banana award. Anything that scores below 39% will get a Total 64 Slip Up – avoid at all costs!





DA BOYS' TOYS

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...*World Cup '98* with a bit of *Forsaken* multiplayer thrown in for good luck. Our nicknames will also give you an idea of what we've been up to over the last four weeks.



NICK 'MONKEY BOY' JONES

1. WORLD CUP '98
2. FORSAKEN
3. GT CLUB CHAMPIONSHIP ED.
4. WETRIX
5. G.A.S.P.

BANANAS: ELECTRIC PEN



SIMON 'SIR OR MADAM?' PHILLIPS

1. WORLD CUP '98
2. FORSAKEN
3. ISS 64
4. G.A.S.P.
5. GT CLUB CHAMPIONSHIP ED.

DON'T GO THERE: TOUKON RD.



ANT 'VINEGAROON' GRACE

1. WORLD CUP '98
2. FORSAKEN
3. 1080° SNOWBOARDING
4. GT CLUB CHAMPIONSHIP ED.
5. GOLDENEYE

SALTY LICK: ELECTRIC PEN



JET 'CHAMOIS LEATHER' STOKES

1. GT CLUB CHAMPIONSHIP ED.
2. HOLY MAGIC CENTURY
3. FORSAKEN
4. WORLD CUP '98
5. ISS 64

DIRTY WATER: US MASTERS

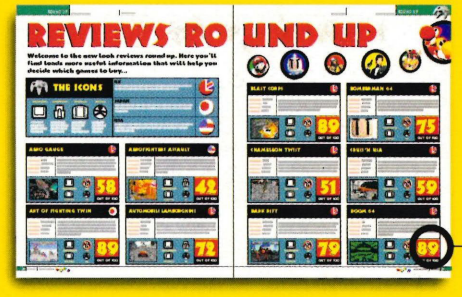


The VERDICT BOX stays pretty much the same but we've done away with the percentages for category scores and replaced them with single numbers. After all, what exactly is the difference between an 82 and 83 percent sound rating?



1ST IMPRESSIONS lets you know what we thought of the game after that all important first ten minutes.

ROUND UP BREAKDOWN





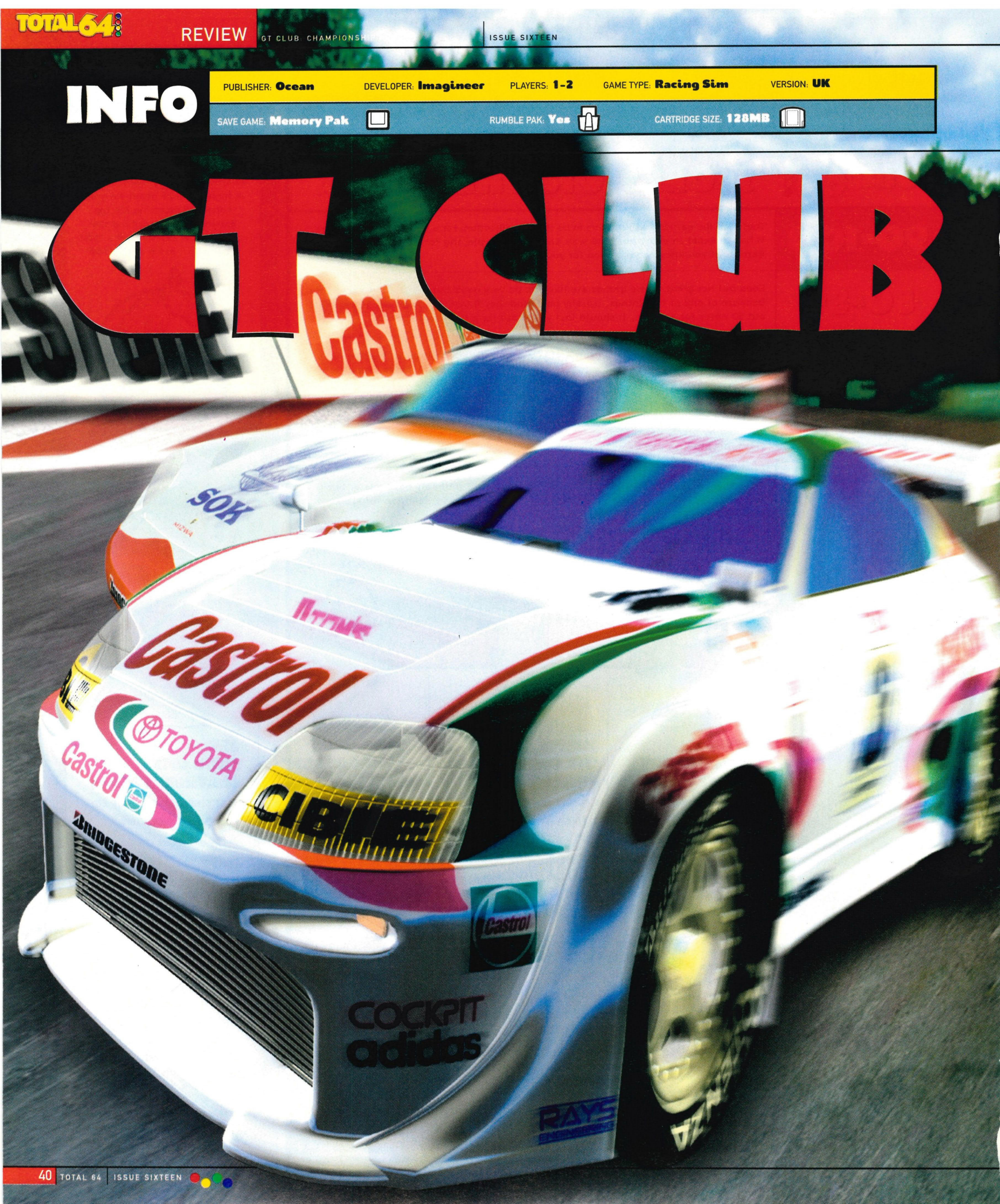
REVIEWS ROUND UP has been totally revamped and now gives you all of the information that you would expect from a review – albeit in a bite sized chunk! You can make those all-important purchasing decisions, safe in the knowledge of what you're getting.

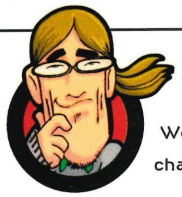
INFO

PUBLISHER: **Ocean** DEVELOPER: **Imagineer** PLAYERS: **1-2** GAME TYPE: **Racing Sim** VERSION: **UK**

SAVE GAME: **Memory Pak** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **128MB**

GT CLUB





1st Impressions

Wow! A racing game that looks, plays and feels like a proper racing game – that alone makes this just a little bit exciting. Despite being a challenging little racer, you just have to play and play it until you become a *GT* master. The game reeks of quality, to play it is to want it.



CHAMPIONSHIP EDITION

EXCLUSIVE





Here we are again – yet more four-wheeled antics. However, this time the N64 might just have a racing game that will set your pulse racing and your adrenaline flowing...



START

Ever since Ugg and Bugg first invented the wheel, humankind has been totally fascinated by it. As soon as the wheel was converted to car duties, man took more than a passing interest in its development. By the time Henry Ford had found a new way to make cars, speedily and cheaply enough for everyone to own, the whole world had gone potty about them. This has given rise to enthusiastic people like Jeremy Clarkson actually having an excuse to get their big hair all over the television screen.

It's all madness, of course – sheer madness, for we have systematically managed to ruin the environment with the combustion engine but we do not stop. Why? Well, it has to be the sense of freedom that driving a car is supposed to give you (no-one ever thinks of traffic jams when they imagine what having a car will mean to them). There's also the aspect of racing them, where we have single handedly managed to combine two of mankind's prevailing interests – that is, driving and competing.

So, just how does all of this fit in with home consoles? Quite oddly, it would seem. For a start, you might imagine that since technology has brought us all the opportunity to do anything, to go anywhere and to be anyone, the gamesplaying public might have wanted to do just that. To an extent they have, but you can always guarantee that a

Despite the fact that GT Club is probably one of the most serious minded racing games on the N64, the graphics look every bit the arcade racer







CONTROL FREAK



1 ANALOGUE STICK
The most pixel-perfect way to control you car.

2 'A' BUTTON
Speeds your car clear over the finishing line.

3 'B' BUTTON
The brake – a button you will need to learn to use.

4 'C' BUTTONS
Alters those camera angles so you can get the best view.

5 'Z' BUTTON
Down a gear in manual.

6 START BUTTON
Pause.

7 D-PAD
Also controls the car but nowhere near as well as the analogue stick.

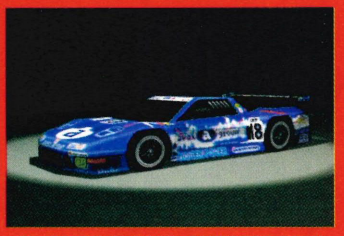
8 'R' SHOULDER BUTTON
Up a gear in manual.

CHECK OUT THE MOTORS

Each of the cars has been lovingly recreated, to match not only the shape of the official GT cars but also the liveries of their real-life counterparts. The results are nothing short of stunning

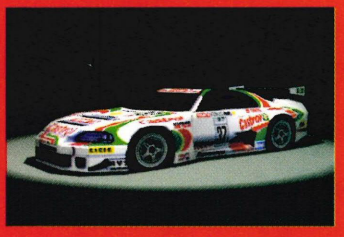

75 NISSAN 300ZX GTS

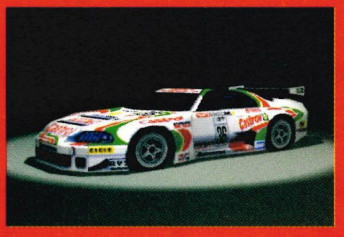

5 ZIGEN SUPRA


18 AYEX DOME MUGEN NSX


12 CALSONIC SKYLINE


38 CASTROL CURIMO SUPRA


37 TOM'S SUPRA


36 TOM'S SUPRA


39 DENSO SUPRA GT


556 KURE R33


3 UNISIA JECS SKYLINE


100 RAYBUG NSX


2 ZEXEL SKYLINEOO

racing game will shoot straight to the top of the software charts.

The reason is quite simple; most of us will never, ever get the chance to race against Schumacher, or indeed to even drive a Ferrari – and that's before we even consider the sheer danger of it all.

I LIKE DRIVING IN MY CAR...

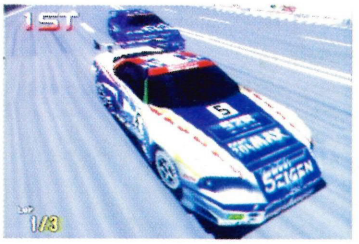
However, all that seems to be changing – racing games are actually growing up and ever since the rise of (the soon to be released on the N64) *V-Rally*, an awful lot of racing games have begun to get a little more realistic.

Gran Turismo on the PlayStation is the perfect example; a game that has 'real-life cars' that all look and allegedly handle like their real-life counterparts. However, before you begin to despair over your beloved N64's inability to produce a game with such looks and handling, you should know that Infogrames have thought about all this. The result? They are about to release *GT Club: Championship Edition*.

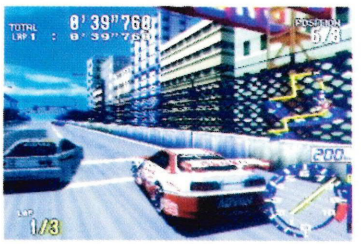
Why is this even remotely exciting I hear you ask? Well, for a start the game is an official, Gran Turismo licensed product, featuring all of

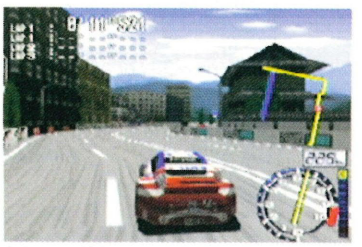
What Imagineer have tried to create is a racing game that treads the fine line between gorgeous looking, mouth-watering graphics and gameplay that you could die for – and best of all they have succeeded


Your chance to make Jeremy Clarkson envious.



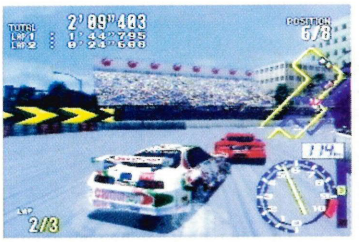
Revel in the glory of victory – it won't happen that often!

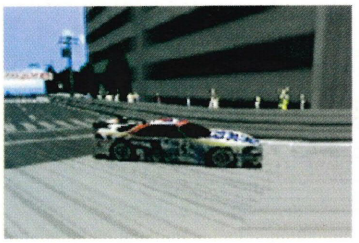

Looks like a serious case of road rage to me!


One of the more difficult cars to handle, the Porsche.

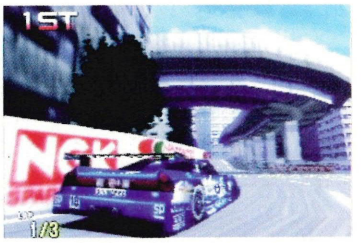


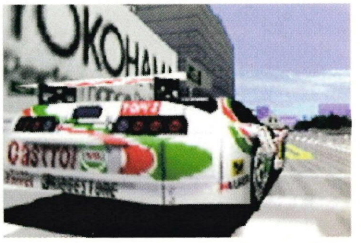
You're going to need all of your driving skills to overtake the computer competitors.





There are fourteen different replay camera angles!





I hope they paid for that sponsorship!

the official GT cars – if this doesn't excite you, then nothing ever will.

Think back to all of the other car racing games on the N64 – none of them can be considered to have been ground-breaking. They have all too often erred on the side of sluggish – as well as boasting pretty uninspiring graphics and a redraw distance of about two and a half centimetres ahead of your car.

All this is about to change with the release of *GT Club*; thanks to the latest developments in the world of the N64, racing games are about to alter forever. *GT Club* is the first game to take advantage of a brand new chip developed by Nintendo that processes information up to three times faster than conventional cartridges and the difference is remarkable.

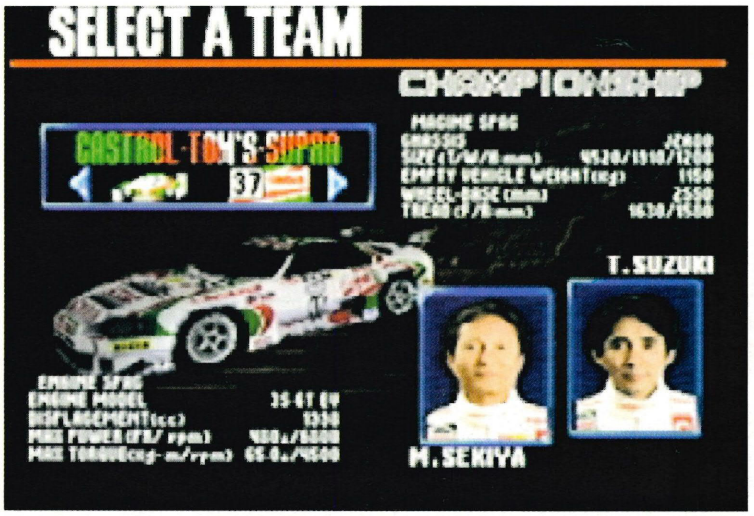
GET YOUR MOTOR RUNNING...

The first thing that you notice about the game when you start playing is the quality of the graphics. Despite the fact that *GT Club* is probably one of the most serious-minded racing games on the N64, the graphics look every bit the arcade racer. The colours in-game are bright and brash and the cars, despite the fact that they are adorned with some serious looking advertising, all have a very *Ridge Racer*-ish appearance.

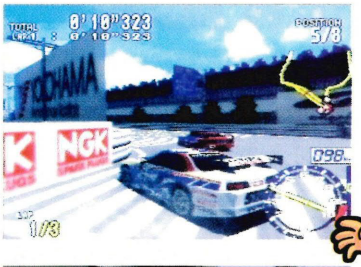
What Imagineer have tried to create is a racing game that treads the fine line between truly gorgeous looking, mouth-watering graphics and the kind of gameplay that you could die for and best of all, they've succeeded. The double-whammy is that not only do the cars look great but the tracks are pretty fab too.

The sixteen tracks are incredibly well designed and the attention to detail is very impressive. There are three distinct areas in which you can race; Japan, Europe and America and each one is very different looking to the others. Better still is the fact that each track actually presents a serious racing challenge.

GT Club: Championship Edition has some of the most demanding courses that you're ever likely to come across. Wash Boy Stokes complained when we were playing the earlier, Beta copy of the game, that it was impossible to drive the cars around the course without careering into the



With fourteen official teams, you have some hard choices to make. Or you could just play "Spot the ugly bloke".





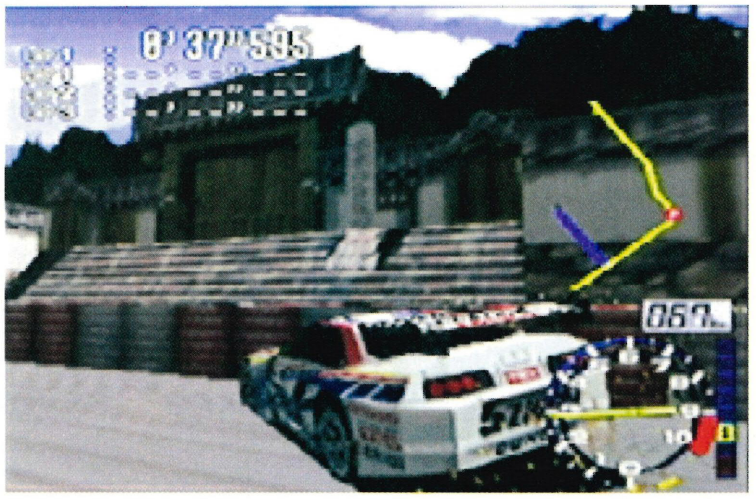
I feel sorry for the cameraman – I hope he gets paid well!

NICK'S COMMENT

I have to admit I'm not a fan of the racing game genre. That was until a mate showed me his Japanese import copy of *Gran Turismo* on the PlayStation. Jealous? I nearly died.

If only there could be game to match Sony's masterpiece on the N64, all those PlayStation owners would have to shut up – for five minutes. You're expecting me to say that *GT Club* is the N64's answer to this game... Well, it's not, but it does go a long way towards proving that the N64 can compete with the PlayStation in terms of driving games. Fast, fluid racing is the key here, matched with pleasing handling.

GT Club is a joy to play, just for the thrill of burning around detailed tracks at a rate of knots. Best racer on the N64? You betcha! **NICK**





If you're not up to the challenge then stick to Top Trumps or something less difficult, like breathing. This game takes no prisoners and consequently has a lifespan longer than an elastic snake

JET'S COMMENT



When I heard that the N64 was getting an officially licensed GT racing game I was very, very excited. However, as the N64 hasn't had any particularly good racing games on the market since its inception, I was a little sceptical. Fortunately, all of my worries were unfounded as *GT Club* is simply fantastic; fast and challenging. I suggest that you speed along to the shops and buy it right away! **JET**

barriers. Well, to a certain extent this is true, but then the tracks on *GT Club* are unlike other courses. Imagineer have placed emphasis on exact, precise driving or to put it clearly, realism. There are no artificial powerslides and the corners are designed to test the abilities of racing fans everywhere. If you're not up to the challenge then stick to Top Trumps or something less difficult, like breathing. *GT Club* takes no prisoners and consequently has a lifespan longer than an elastic snake.

SPEED DEMON

Obviously *GT Club*'s game speed is the single most important question on the lips of every N64 owning racing fan. It seems ridiculous that despite the fact there are so many N64 racing games either currently available, or pending release, most of these have been marked by a lack of speed that's almost embarrassing. Well fear not, as *GT Club* has more than enough speed. More than this, it's smooth and silky in the frame rate department too. This may well be down to the newfangled technology used but *GT Club* really throws down the gauntlet to other developers, as it so clearly represents the next generation of racing games on the N64.

YOU JUST KEEP ME HANGING ON...

However, latest developments in the world of console technology do not necessarily make a good game, they merely improve on its chances of greatness. Fortunately *GT Club* does not rely solely on this amazing technology; everything that should be in a racing game is, with bells on. *GT Club* has been in the making for what seems like forever and Imagineer seem to have been desperate to tweak it, to make it become the ultimate racing experience. It shows – the attention to detail is staggering.

Initially you're bombarded with literally more options than you could ever wish for, which is always a very good sign when it comes down to racing games. For a start you can choose from up to fourteen different official Gran Turismo teams, which

CAN YOU READ MAPS?

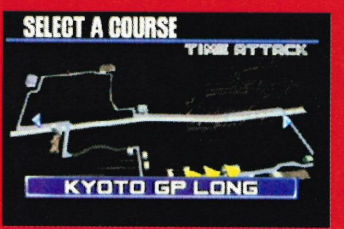
This is but a small selection of the courses available. Each of them has a long and short version, which are distinctly different from each other.



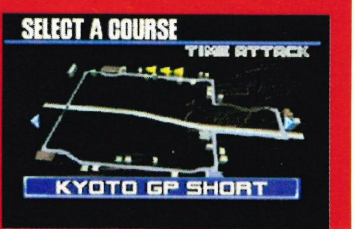
LAKE FUJI - LONG



LAKE FUJI - SHORT



KYOTO - LONG



KYOTO - SHORT



The key to success is to anticipate the corners - the map on the top right-hand side of the screen is surprisingly helpful.





What unusual traffic lights they have in Japan!

basically means that you have that many different cars to choose from and each of these cars – whether it be the Porsche or the Nissan – has its own distinct handling qualities. As if that were not enough, each car can be fine tuned to your own liking, not just in terms of all the standards like Automatic and Manual transmission but also through altering downforce, tyres and suspension. To become truly successful at *GT Club*, you're going to have to master the cars' handling and fine tuning.

Fortunately enough, the menu for tweaking your cars is actually very user friendly and you'll have no trouble getting used to its many variants. The real joy though, comes from a spot of experimentation and working out just what works for you – and believe me, this can take a very long time, if you're so inclined. If not, then just choose the standard tuning and miss out on all the fun.

It doesn't stop there of course; you can also choose what kind of weather conditions you wish to race in, be it sunny, foggy or wet. Whilst the rain option is a little bit unconvincing, the difference it makes to the handling is certainly not. You will find yourself losing grip and traction on the road, meaning that serious consideration has to be given to tyre choice.

These options are all very nice, but there's more, much more. Imagine a racing game that gives you the option for some serious hard-core racing. A real, full-on race with variable weather conditions and the need to pit. *GT Club* rewards serious racers with a very serious race option. Call it the "Full Monty" if you will, but in this mode you get to race 25 laps, where you can damage your car to the extent that the handling will become erratic and thus require some repair work in the pits; a race where you have to decide how much fuel to put in, just like in the real world. Put in a full tank at the start and the weight of the fuel will slow you down, put in too little and you may well lose any advantage you had.

We think Imagineer really ought to be commended for including such an option. It may seem a little harsh and the casual racer may not want such an option. However, you can bet that these are the same people who whinge about a lack of longevity in racing games. Well, here is a very interesting solution. Let's face it, only those people who're going to work at this game are going to bother to play in this mode – and those that don't are missing out.



IT TAKES TWO...

Lastly we come to the multiplayer option, it is now an accepted standard that racing games have to have a multiplayer option. However, *GT Club* is a little bit special – it may be only two player split-screen action but it has the 'S' word, you know... speed. Unfortunately, in multiplayer mode there are only two racers, yourself and your mate (unless you choose to race against the computer). Nonetheless it's very quick indeed and Imagineer are once more to be congratulated on a fine and unusually playable option.

GT Club is a fantastic racing game all round; finally N64 owners can sit back, happy in the knowledge that they finally has a decent racer. The only problem that *GT Club* has is that it's a pretty exacting challenge – even in the more arcade-based modes it's still tough. However, the racing genre has been done to death and some games are so disgracefully simple that it's a relief to play something that will actually require a little bit of effort.

GT Club will sell because it's a car racing game and those cars on the front of the box always prove irresistible to gamers everywhere. However, for once, when you buy this game you will be getting the lot; the speed, the graphics the options and the challenge. What more could you possibly want? **SIMON**

VERDICT

GRAPHICS	8
Has some of the most stunning visuals of any racing game.	
SOUND	7
Not the best in the world, but the engine noises are pretty convincing.	
PLAYABILITY	9
A truly excellent racing game engine, tricky to master but worth it.	
LASTABILITY	8
This game will take a long time to master.	
OVERALL	90
The racing game we've been waiting for, nuff said!	

INFO

PUBLISHER: **Acclaim** DEVELOPER: **Nintendo** PLAYERS: **1-4** GAME TYPE: **3D Shoot-'em-up** VERSION: **US**

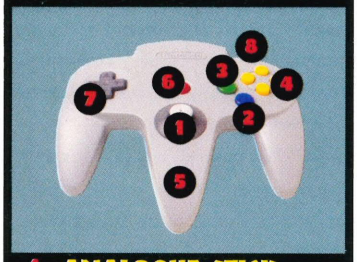
SAVE GAME: **Memory Pak** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **128MB**

FORSAKEN

TOTAL 64 TOP BANANA

It's 2113 and planet Earth is in ruins, with all of humanity wiped out... What better setting for a bit of all-out airborne action?

CONTROL FREAK



1 ANALOGUE STICK

This moves your hovercraft along as silkily as a greased-up smooth thing – it's very responsive but sometimes a little confusing as a result.

2 'A' BUTTON

Speeds your hoverbike along at a rate of knots.

3 'B' BUTTON

Puts some backwards motion on your bike; very useful when you want to get out of the way or hide from one of your opponents.

4 'C' BUTTONS

The all important strafe buttons – to be any good at this game you're gonna have to master the art of strafing.

5 'Z' BUTTON

Fires the primary weapons.

6 START BUTTON

Pause.

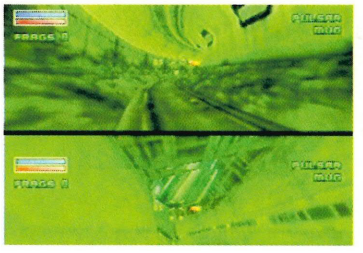
7 D-PAD

Cycles through weapons – not the most convenient, nor accurate method ever devised.

8 'R' SHOULDER BUTTON

Fires secondary weapon.





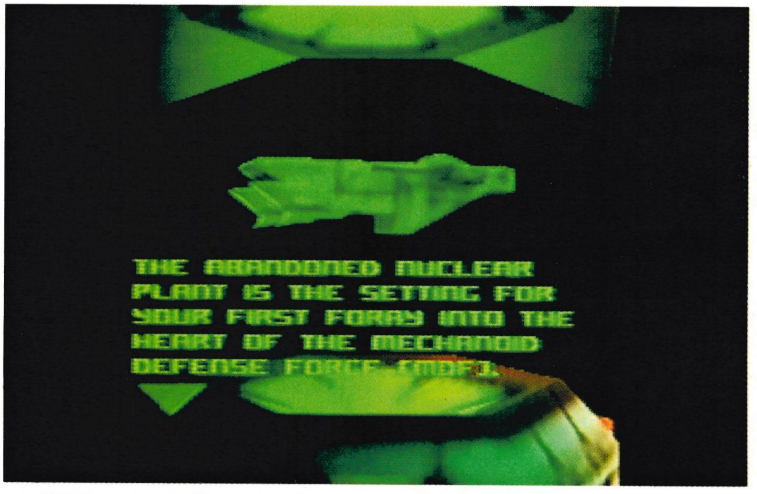


START Is there anybody out there who truly believes the future will be a rosy and splendid place to be? Sure, Gene Roddenberry imagined that in the future women would wear skirts that would be far shorter than is entirely practical. He also predicted that we'd find sentient life on other planets and stuff. But let's face it though, all of that was positively thrown out of the window when they brought the Borg into the Star Trek universe. Then, worst of all, they said that spaceships would not be able to traverse the galaxy at Warp Nine, lest they damage the Universe.

Yes, all in all, films, comics and science fiction in general tend to see the planet going down the proverbial pan in the years to come – doubtless it's a far more interesting premise than believing that the world will be a lovely fluffy place in the future. Much the same can also be said about computer games; many of them use a very similar mix of morbidity and pessimism to make them interesting and well, violent.

Forsaken treads that very familiar path – 'We're all doomed, doomed' it cries – but after one play of this game, you'll realise that even if the world is destined to be destroyed, it will at least be a pretty fun place to be, as long as you're there after the dust settles.

Welcome to an all-new playing experience that will literally blow your mind

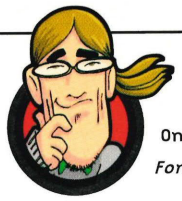


At the start of every mission you're given a briefing on the nature of the tasks that are set before you.





This is the Manmek; the first big boss that you encounter.



1st Impressions

One look is all it takes to see that this is going to be a great game. With a scene setting introduction sequence and atmospheric music to match, *Forsaken* has 'quality product' written all over it. Fortunately, initial plays of the game prove to be an equally satisfying experience.



Single player missions are filled with some of the most intense arcade blasting you're ever likely to come across.

WHAT'S IT GOING TO BE THIS TIME?

A brief outline of the story is required. Well, it isn't but you're going to get one anyway, as it does differ quite considerably from the other versions (namely the PlayStation and PC games) of *Forsaken* that will be out there.

It's the all too near future (which almost goes without saying, really) the Earth is conquered by the Mechanical Defence Force (MDF). Being the nasty robot types that they are, they kick out all the humans from the planet, claiming the Earth as their own. As is often the case, you are volunteered to sort out this small problem, and as a consequence, it's down to you to get rid of these vicious robots and restore the Earth to its normal fluffy state. Unfortunately for you, the leaders of the MDF are holed up in their HQ, Babalas. Your mission is to go and infiltrate the underground hideouts of these robots and ultimately destroy the commanders of the MDF, by completing 22 varied and dangerous missions.

It might all sound rather simple, but it certainly isn't – you'll have to complete a variety of tasks, all set in a 3D environment that will test every gamesplayer. Those of you who are familiar with *Descent* will feel right at home – otherwise, welcome to an all new playing experience that will literally blow your mind.



Even when you travel down tunnels, there's no escape from the enemy – always keep your eyes peeled.



In multiplayer mode the Titan rules – find it or die!

As you can see from our selection of screenshots, the game looks very similar to say, *Quake*. However, you traverse the levels not on foot but on a hoverbike. This allows you almost complete freedom of movement; up, down, wherever you want to get to, you will be able to explore. This is quite an exhilarating, but at times confusing experience.

In single-player mode there are five different types of missions; first up are Collect missions, where the player has to fight his or her way through to an object, which must be retrieved and possibly placed in another area. There are also Defend missions, in which the player is required to protect an object or objects from the robotic adversaries or Bounty Hunters that are lurking around every corner. Other missions require you to destroy targets, to clear levels of the wandering evil robots or to seek out the big bosses and destroy them.

It's all pretty varied but there's one underlying feature of all these levels; whatever the specifics of the mission, you will be required to blast your way through some of the most intense, challenging gameplay that you're likely to come across.

From a gameplayer's point of view, it does have to be said that the one player levels in *Forsaken* are particularly difficult. When we received a preview copy of the game we all thought the game was pretty tough, but nothing too arduous. However, now that we have the finished version in the office, we've all been surprised at just how much Acclaim have upped the number of enemies, to provide all the arcade blasting you could ever need.

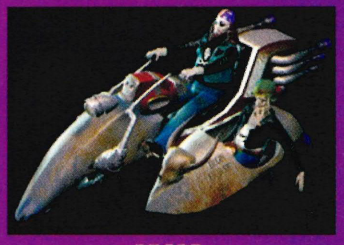


For example, the first level – a simple shoot everything that you see affair – is relatively straightforward. However, the second level really does assure you that from then on it doesn't get any easier. *Forsaken* is the mother of all challenges, so be prepared to be playing those single-player levels for a



RIDERS AT THE READY

In the N64 version there are eight hoverbikers available to you, ridden by the maddest, baddest folks trying to save our planet. Bless 'em.



BEARD

Beard looks rougher than he is and despite carrying a skeleton in his sidecar, he actually likes nothing more than a nice cup of chamomile tea and some soothing music before going to bed.



TRUCKER

Trained as a ballet dancer, before deciding that doing the splits at the drop of hat was no way to impress the ladies at parties. Consequently he decided to try and do his bit for planet Earth.



NIM SOO SIN

Despite looking all woman, Nim is actually a man from Swansea called Trevor. However, I never told you this and if word gets out, there will be trouble, as Trevor can get very nasty.



LOKASENNA

Coming from Mars, Lokasenna found life on Earth very tough, especially at school. As she grew up she became a very twisted and mean person – she gives people wet haddock at Christmas instead of presents!

NICK'S COMMENT

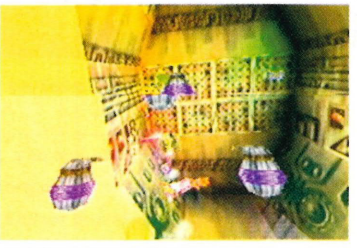
With the N64 seemingly devoid of quality releases for this summer, *Forsaken* comes as a most welcome addition to my collection.

The incredibly smooth graphics are somewhat let down by the formulaic gameplay in one player mode but the multiplayer option is simply superb: very different to *Goldeneye* but still just as enjoyable, in my opinion. And if you've got any of those annoying PlayStation owning mates with a version of *Forsaken*, just play your one in front of them. And laugh. **NICK**

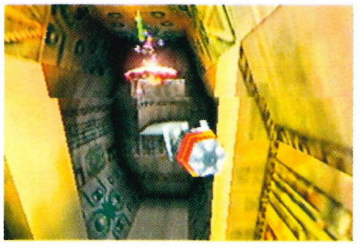
really long time, because, as old Jim Morrison said, no-one gets out of here alive. Not unless you complete the game of course, but that's going to take you ages.

BUT WHAT IF YOU AREN'T JOHNNY NO-MATES?

Quite frankly, the single-player mode, whilst challenging and fun, is not the main reason for buying this title. Just like the PC version, the multiplayer game is by far the biggest attraction of *Forsaken*. Throughout its many appearances and re-appearances in the office at T64, it's the chance to give our 'friends' and colleagues a good drubbing that has won us over to *Forsaken*.



Being invisible can give you the upper hand sometimes.



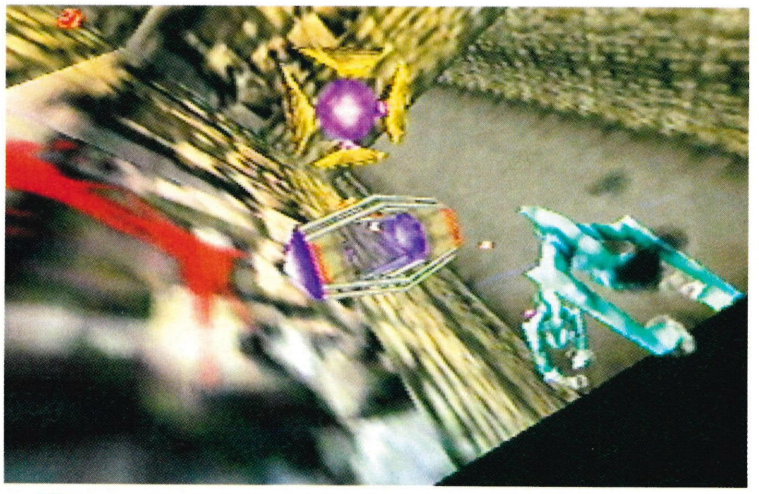
Titan attack – time for the Dodo impersonation I think...

As we said in our preview of the game last month, *Forsaken* really does challenge *Goldeneye* for the role of best N64 multiplayer title, and that's truly no mean feat. In some respects *Forsaken* surpasses *Goldeneye*'s game – certainly it's faster in multiplayer mode than Rare's 007 masterpiece

Acclaim seem to have worked miracles to maintain a speed that's almost stomach churning, even when four of you are playing



When you complete a level you ride off into the sunset, just like a futuristic cowboy and his trusty legless steed.



When you first start playing the game, expect to see a lot of blood splattered across the walls...mainly your own.



LA JAY

Despite having a cool sounding name, LA Jay is only interested in getting the Earth back so that he can play with his Hornby train set in peace. That 00 gauge track can be a bit tricky to piece together.



FOETOID

Being a madman trapped in the body of a madman comes very easily to Foetoid. He likes nothing more than eating children for breakfast and shooting fluffy things, just for fun.



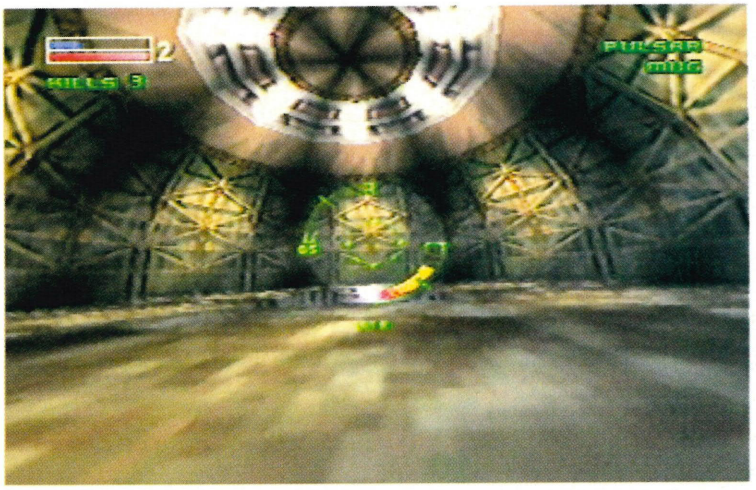
EARL SLEEK

The Earl used to be a bit of a ladies' man until he lost his face one night when he'd been out drinking. It was just one of those things – he got so drunk he forget to remember to keep his face on.



CLARK CULVER

Clark rides a hoverbike shaped like a shark to remind him of his old pet and his old way of life on the planet Earth. He loves all aquatic life and wants to get rid of the robots so that he can re-open his aquarium.



Without a doubt, some of the graphics are truly impressive – with lighting effects to match.





The green triangular things are missiles and best avoided.



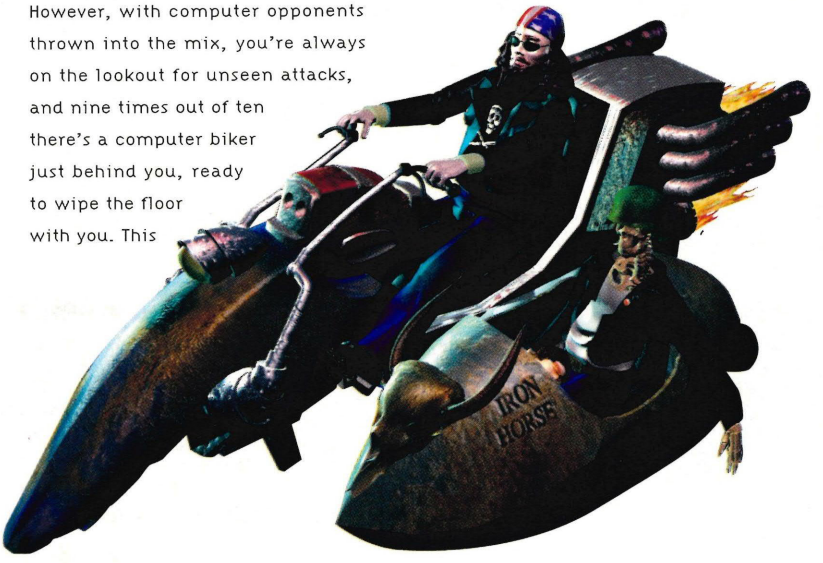


Press this to open doors in single player mode.

is. Acclaim seem to have worked real miracles to maintain a speed that is almost stomach-churning, even when four of you are playing. Best of all is the fact that there's little or no slow down in this mode either – other N64 developers had better take note that Acclaim have set the benchmark for all other multiplayer games on the N64 in terms of graphics and speed. What with this title and the gorgeous looking *Turok 2* on the way, they're proving to be a very impressive force on the N64.

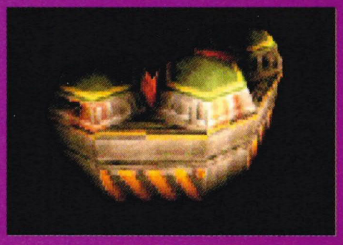
The multiplayer modes allow up to four players to zip around on their hoverbikes, collecting weapons to enable them to destroy their opponents. In this respect it mirrors *Goldeneye*; you start without a decent weapon and collect more powerful ones on your way round, losing them only when you're killed or suffer at the hands of a Scatter missile.

As the levels have been designed in such a way as to be as convoluted and catacomb-like as possible, they provide the perfect backdrop for some intense hide-and-seek blasting action. Another thing that's pretty impressive about multiplayer *Forsaken*, is that if you haven't got four mates available, you can opt for a couple of computer players to pit your wits against. These computer players' skill can be set at a variety of levels, from idiot to hard as nails hard-core bikers from hell. This adds an awful lot to the game as sometimes, especially in the two player mode, you can spend a great deal of time without actually seeing your human opponent, which can get a little frustrating sometimes. However, with computer opponents thrown into the mix, you're always on the lookout for unseen attacks, and nine times out of ten there's a computer biker just behind you, ready to wipe the floor with you. This makes for some very intense gaming sessions, as you can imagine – nice one, Acclaim.



ALL TOOLED UP

These are your weapons, you must learn to use them well. This guide will help you to familiarise yourself with them.



PURGE MINE
A standard mine, useful in multiplayer mode, especially when being chased – drop one and your pursuer will suffer.



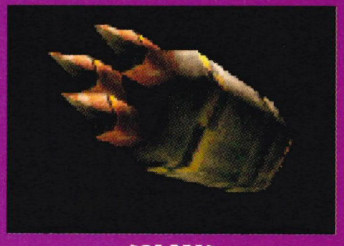
PINE MINE
The boy Jones' favourite weapon. Can be left about the levels to fire rockets at your opponents. Very cunning.



QUANTUM MINE
A powerful mine, which can be used like the Purge Mine. The subtle but important difference is that this will destroy any ship it touches.



MUGS
The bog-standard rocket in the game, not particularly powerful but will get rid of the standard targets in single player mode.



SOLARIS
These missiles are particularly useful, as they're guided and will seek out your foe while you hide in some dark corner, cool!



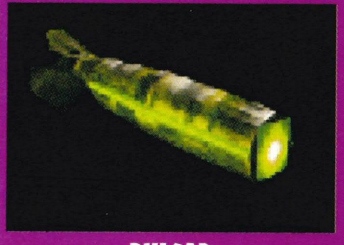
GRAVCOM MISSILE
A missile that creates an energy field that ensnares your opponents so that you can shoot them to pieces. Be careful – they can trap you too.



SCATTER MISSILE
Another guided missile that homes in on your enemies. The difference here is that it scatters all their weapons for you to nick.



TITAN MISSILE
The mother of all weapons, powerful enough to kill your friends in multiplayer mode. Be warned though, the blast radius is large.



PULSAR
The weapon that you start with – as useful in multiplayer mode as a chocolate device that is designed to absorb heat.



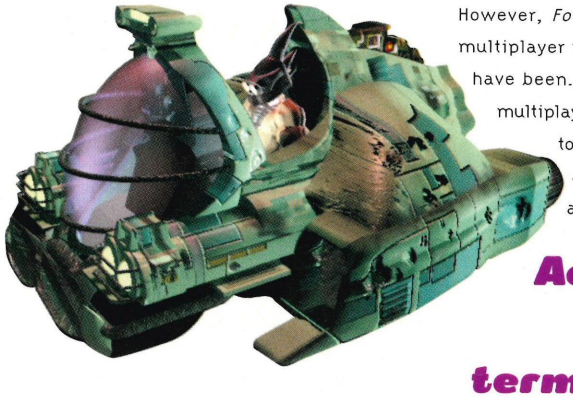
TROJAX
A bolt of purest blue, needs to be charged up though, which takes time. Not much good for frenzied attacks but very powerful.



SUSS GUN
A powerful machine gun but overshadowed by the other weapons. You're never likely to hear anyone shouting "Hurrah, I have a Suss Gun"



LASER
A very powerful weapon that's used over long distances. However good it is, you're never likely to choose to use it over a good rocket.

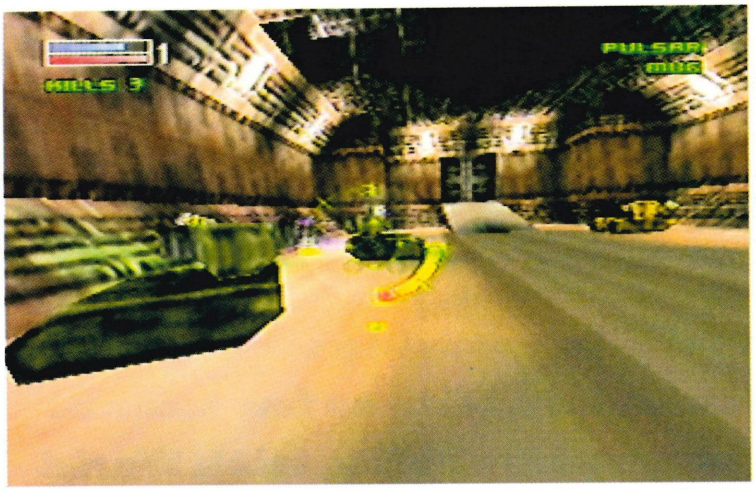


IT'S-A DRUBBING TIME!

However, *Forsaken* is not quite the multiplayer perfection that it could have been. The fun of this type of multiplayer game is the potential to splatter your best mates across the widest possible area. *Forsaken* certainly provides this, with a very gruesome explosion sequence, complete with flying ears and limbs. However, despite the Frag count and Last Man Stand options, Acclaim have missed out on the opportunity to make *Forsaken* the best reason to buy an N64.

For example, there are loads of weapons to choose from (see box-out) but there are very few that you ever really use. Apart from the Titan, Pine Mines and Scatter Missile, the rest of the weapons are only additions to your fire-power or are merely eye-candy. They show off the N64's capabilities but seem to have no real or obvious function in the single or multiplayer games. One is led to ask, why?

Acclaim have set the benchmark for all other multiplayer games on the N64 in terms of graphics and speed



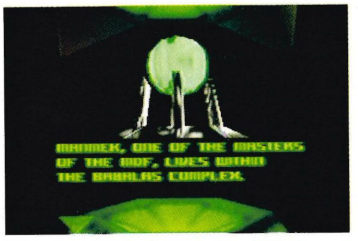
With three tanks in the same room, you know that things are going to get nasty. If you haven't got the weaponry, you'd better run away!





Check out the Pharaohs and the flickering fires, cool!





Oh, look - it's a pea with legs! Only this pea gets nasty!

If the multiplayer game had been more configurable in a similar fashion to say, well, you know – that game (based on the exploits of a certain 00 agent) then it would have been a far more enjoyable experience. As it stands, it essentially consists of you searching for the Titan and waiting until your opponent turns up so that you can fire at him/her and watch them go splat. The Pine Mines are a good idea, it's true, but we wanted more of the same; far more strategy based weapons.

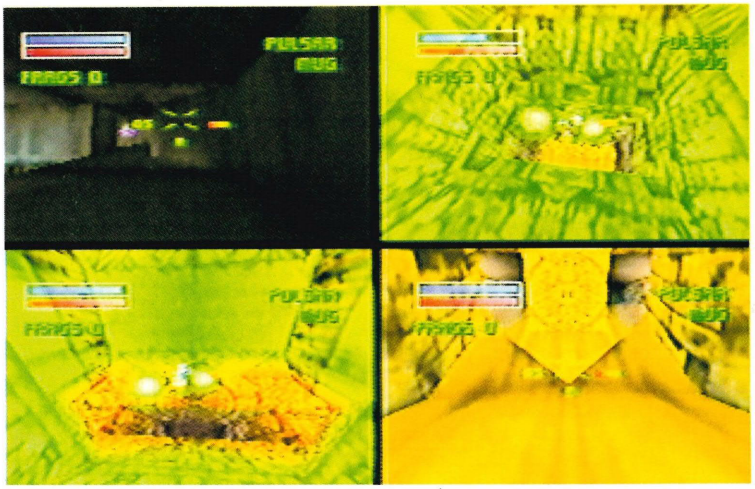
A good drubbing session is great fun but over time, this is not enough to keep you coming back for more. As you become more skilled at a game like this, you want to be as cunning and as evil as possible, and *Forsaken* really doesn't present its players with that opportunity. If you had the option to choose what weapons you could use at the start of each level, then this basic problem would be largely eliminated and *Forsaken* would have been a game that you would want to play forever.

HOW WILL IT ALL END?

Games such as this are probably the most difficult to rate. Without a doubt *Forsaken* is one of the most sumptuous looking games ever to grace the N64. Benchmark is a word that is often bandied around at times like this – 'benchmark graphics', 'benchmark gameplay' and the like. Certainly *Forsaken* has jaw-dropping visuals that represent where the N64 is going, showing the discrepancy between its capabilities and what the aging PlayStation can do. There truly is no comparison; the grey box version is slow and unwieldy, and if you wanted to show off to your Sony-loving mates, this is the title to do it. Stick on the N64 version of *Forsaken*, ask them to show you theirs and watch them cringe.

Even the sound effects go some way to redressing the old view that the N64 is incapable of producing decent music. We've even been known to turn up the volume and tweak the bass to get the best out of those Drum and Bass inspired tracks. There are even some of the best speech samples on any game on the N64, spoken by the world's most camp female cockney – to hear her say "Golden Powerpod" and not have total fits of hysterics is impossible. In the office we've been repeating the phrase as often as we possibly can, which may be because we need to get out more but still, it's been a constant source of delight.

All in all, we reckon that *Forsaken* is well worth a look. Although a little repetitive in one player mode, it will keep you occupied for a very long time if you love 3D blasters. The multiplayer mode, whilst just not quite up to the high standards of the almost God-like *Goldeneye*, does have a definite charm. Perhaps, over time, we at Total 64 will enjoy the subtle intricacies of the multiplayer mode – the boy Jones is already turning into quite the evil swine. Until we catch up to his level, we'll just have to satisfy ourselves by blowing each other up and uttering "Golden Powerpod" far too many times than is entirely necessary. **SIMON**



Although it can get a little confusing at times, the four player mode works surprisingly well, with little or no slowdown.

VERDICT

GRAPHICS	9
Absolutely fantastic; the levels look solid and the lighting effects are great.	
SOUND	8
It's not quite the real deal, but nonetheless pretty impressive.	
PLAYABILITY	8
Can be a little confusing at times and you need twenty fingers to play a game.	
LASTABILITY	7
Challenging – but its lifespan is hindered by the lack of configurable modes.	
OVERALL	90
A great game, one of the best of the year, if you love blasting get this!	

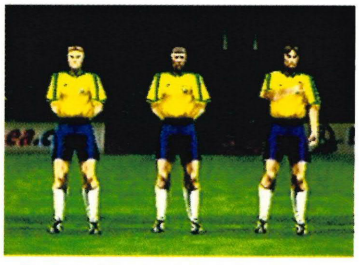
INFO

PUBLISHER: **Electronic Arts** DEVELOPER: **In-house** PLAYERS: **1-2** GAME TYPE: **Football Sim** VERSION: **UK**

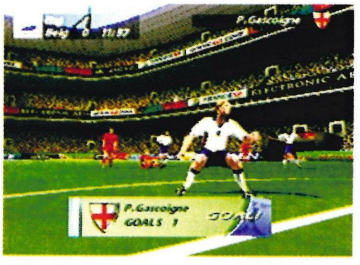
SAVE GAME: **Memory Pak** RUMBLE PAK: **No** CARTRIDGE SIZE: **128MB**

WORLD CU

By the time you read this, our boys will be readying themselves for the biggest football tournament in history. With so few tickets, how can you sample the World Cup atmosphere? Why, with *World Cup '98*, that's how!



Before the matches begin, we see a TV-style intro.

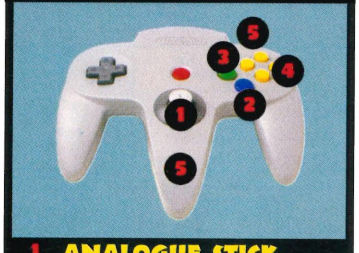


The boy Gascoigne celebrates the opening goal.



Not only do we see the reaction of the team that's scored, we're also treated to seeing the dejection on the faces of the losers. Ha, ha!

CONTROL FREAK



1 ANALOGUE STICK

Controls your players.

2 'A' BUTTON

Pass and select player.

3 'B' BUTTON

Shoot, header and volley.

4 'C' BUTTONS

Perform long balls, through balls, one-twos and tackles.

5 'Z'+'R' BUTTONS

Used in conjunction with 'C' Buttons to perform player's special moves.

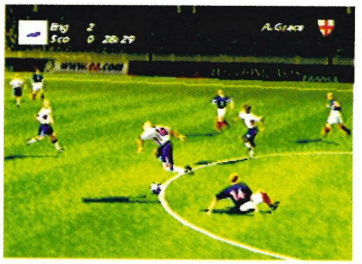
START

Football games – you either love 'em or hate 'em. To some they are just totally pointless exercises and one football game is the same as any other. To others, however, they are the main reason for owning a games console and make the best possible multiplayer game ever. Personally speaking, we at Total 64 just can't get enough of them and many a deadline has been missed because of the addictive 'one more go' element that they seem to have (especially when it's Phillips you're thrashing).

Well, the N64 has had its fair share of football games in its short life and what a mixed bag it's been! We've had the simply stunning *International Superstar Soccer 64*, the average (in our opinion) *FIFA: RTWC '98* and the abysmal *Dynamite Soccer*. Okay, so UK and US gamesplayers were spared this unfortunate game but let us assure you that you were lucky, lucky, lucky.

THIS TIME WE'RE GONNA DO IT RIGHT

I expect you're thinking, 'we've been here before, this game is just like *FIFA '98*!' and to a certain extent you'd be right. The game looks (almost) the same, is controlled by (almost) the same control method and features (almost) the same teams. So what has prompted EA to release another football game so soon after their last? Well, the



Total 64's designer, A. Grace, is a surprise substitute for England.



World Cup '98 is the best looking footie game on the N64.



1st Impressions

'Oh no,' I thought as the intro screen came into view, with possibly my least favourite song in history playing – Tubthumping by Chumbawumba. 'I do hope that this isn't just a cash-in on the World Cup license' – I've been scalded by these games in the past, you see. I moved quickly into a two player game and...was pleasantly surprised by what I saw; an immediately playable version of *FIFA!*



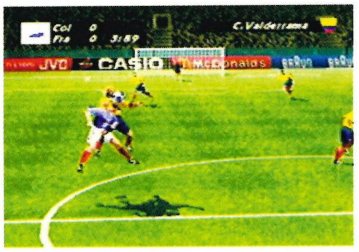
P '98











cynical amongst you would say that it might have something to do with a certain football tournament taking place between the months of June and July in France. You never know, even the words 'cash in' might enter your heads. But hang on just a minute, it's not quite as simple as that...

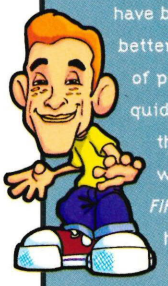
To many people, *FIFA: RTWC '98* was the premier football game on the N64 and we're sure that many arguments were had over just which game was better: *FIFA*, or Konami's *International Superstar Soccer 64* (we should know, because we've had plenty). The split was mainly into two groups: those who preferred the speed and instant playability of *ISS* and those who preferred *FIFA*'s more rounded 'simulation' approach.

Personally, we feel that *FIFA* had too many annoying flaws that made it frustrating to play. Additionally, the difficulty level was such that it was too easy on Amateur level and far too frenzied and complicated to be playable on the higher skill settings: you just never got chance to perform all those spectacular special moves.

Well, EA have considered all these problems and have decided to take action, in order to make *World Cup '98* the best football game of all time...

Electronic Arts are keen to stress that *World Cup '98* is not a *FIFA* game and is a completely different game from *FIFA: RTWC '98*. Indeed,

JET'S COMMENT



I was one of those people who preferred *FIFA* over *ISS 64* – its simulation aspect was much more appealing to me than the overly arcade feel of *ISS*. More realistic graphics and gameplay win over speed every time. *World Cup '98* isn't a great improvement over *RTWC* but the improvements that have been made make this a better game to play. A lot of people will shell out 50 quid for this just because of the official licence, but will regret it if they have *FIFA* – there's not enough here to warrant a second purchase. JET

CREATE-A-PLAYER

The 'create player' is almost identical to the option in *FIFA: RTWC '98* but it's still a great opportunity to get the Total 64 boys called up into the England squad...



NICK JONES, STRIKER
A naturally ungifted player, the boy Jones has the ability to run into defenders and score from almost nowhere.



ANT GRACE, RIGHT WING
A tricky right winger, Grace has a burst of speed that every defender in the football world fears. His dribbling skills are second only to a baby.



SIMON PHILLIPS, DEFENDER
They don't call him Simon 'Chopper' Phillips for nothing. A rock at the heart of the defence – but that's because he's made from granite.

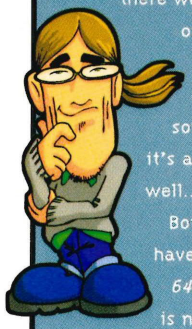


JET STOKES, GOALKEEPER
Hands like glue and legs like springs: two qualities that any top class goalkeeper should have. Stokes is without both.

SIMON'S COMMENT

Who isn't getting all excited about the World Cup? Let's face it, the world is going football mad, so you can bet there are going to be lots of cash ins – some good and some bad.

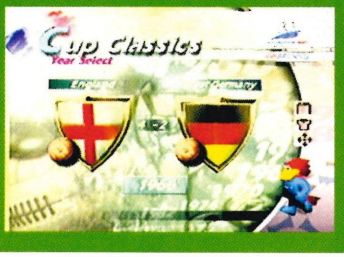
World Cup '98 is a rather good footie game – EA have done a pretty good job of capturing the essence and excitement of the events that will take place in June. Nonetheless, I'm left with this niggling, cynical suspicion that this game is not the improvement that N64 owners out there were looking for. The options are great, the presentation is great but there is something missing – it's all just not quite, well... football.



Bottom line is, if you have either *RTWC* or *ISS 64* then there really is no need to fork out £55, just to hear the opening bars of Tubthumping. **SIMON**

WORLD CUP CLASSICS

Your reward for winning the World Cup is that this option is made available to you. It allows you to play one of eight classic World Cup finals, including the most famous of all, the 1966 England vs West Germany game. You'll notice that the players even have appropriate kits and the ball is one of those ancient brown 'medicine ball' type things and acts in the same way!





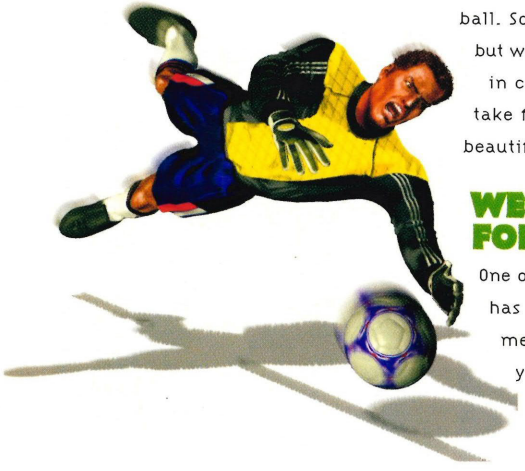


World Cup '98 is an accomplished piece of programming. The graphics, the presentation and most importantly, the gameplay, are all here to give the game an overall feeling of World Cup atmosphere

development on the game was begun over twelve months ago – EA are well aware that people might think they're being ripped off.

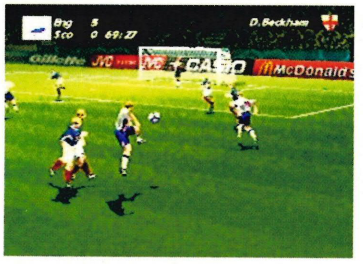
The first thing that EA have tackled (excuse the pun) is the old control system and in particular, the response time. The players now actually kick the ball when you press the button, rather than taking an age to do so. This is a vital part to any video game – especially a football game, where it can make difference as to whether you're tackled or pass the ball in time – and has led to a much faster, more intuitive feel to the game. For those of you who preferred the faster, more arcadey style of *ISS*, *World Cup* features an option to increase the speed of the game: the setting starts at 'realistic' but this can be moved right up to a ridiculous rate.

The only real problem that we have with the control, is that sometimes you feel like the computer is making certain decisions for you. For example, when you shoot at the goal, you can position your shoot but the computer decides just how much curl is on the ball. Some of you won't mind this, but we generally like to feel totally in control – just so that we can take full credit when we score a beautiful goal!

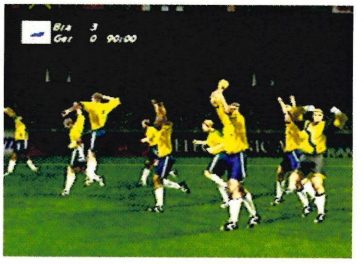


WE'RE SINGING FOR EN-GER-LAND

One of the best features from *FIFA* has been retained; the control method is such that the more you play the game, the more moves you learn – which is something which increases the longevity of the game. The special moves are especially good; there are about six of these and they are mostly used to get you past the opposition's players. This part is vital to learn, as far more emphasis has been put on tackling – you'd have to be very nimble indeed to dribble the ball from one end of the field to the other without getting tackled. For the uninitiated this can be quite frustrating, as games seem to be just a series of exchanged



Moves like the mid-air volley pass are well animated.



Brazil celebrate in style, as they drub the German team.



The replay feature gives you the chance to watch your best goals over and over again. And rub it in to your mates!



Set pieces are handled well. When you have a throw-in you can elect to throw to a player or a target.



"Look at me! I'm the best footballer in the world!" - alright Robbie, calm down!

tackles in midfield, until you actually get to learn the moves.

A totally new feature is the ability to implement tactics while the game is in motion. This was something first seen in *ISS 64* and again, offers more rewards to the player who puts more time into the game. These new tactics range from playing the offside trap, to a move where your forwards spin off their markers. This move is particularly effective when used in conjunction with a through ball and can see one of your strikers racing through with only the keeper to beat.

EA'S football games have always been awash with options – and this latest offering is no exception. All the management options are here and you can play around with every aspect of your team's make up, from the team formation to the players' level of aggression.

Graphically, *World Cup '98* is, at times, superb but it suffers from the curse of all football games: it slows down whenever there are too many players on the screen. If you can excuse this, then there is plenty to admire – especially the player animations. The motion capture is used to good effect and features some really nice touches: players look up when there's an opportunity to cross the ball and there are a wide variety of 'shooting' animations, which change depending on the timing of the shot.

Obviously, all of this detail is purely aesthetic and you only really notice it when using the excellent replay feature but it all adds to the way that *World Cup '98* creates a superb feeling of realistic football.



The match restarts and we can see that the ball was lost in the most unusual of places...

FOOTBALL'S COMING HOME

This feel is also helped by the overall presentation of the game, which is EA at their pretty-background-nicely-designed-logos best. There's even a small animated graphic of Footix, the official mascot, in the bottom right of the screen. The menu system works better than it did in *FIFA*, with less complicated controls but why can't you both select a team at the same time when playing a two player match? A small point, I know, but surely it would be simple to implement...

World Cup '98 is an accomplished piece of programming. The graphics, the presentation and most importantly, the gameplay are all here to give the game an overall feeling of World Cup atmosphere. While the game has many of the faults that EA's previous football outing suffered from, it's pleasing to see that EA have made significant improvements in terms of both the game engine and the control system, which make *World Cup* more playable and enjoyable than its predecessor. Whether or not this is reason enough to fork out another 50 notes for this game is another matter.

Having said that, *World Cup '98* is sure to sell by the stadium load, purely because of the official license it bears and because of its links to the already outrageously successful *FIFA* games. The difference is, this time round you'll be getting a World Cup game that's worthy of that heady title. *World Cup '98* is probably the closest thing you'll get to a 'real' football game on any system and If you want to be part of the World Cup this summer, then this game is a must buy. **NICK**

VERDICT

GRAPHICS	8
Some nice animations but suffers from some annoying slow down.	
SOUND	8
Excellent spot effects but the commentary grates after a while.	
PLAYABILITY	9
The more you play it, the more you get out of it.	
LASTABILITY	8
Lots of options and skill levels will keep you plugging away.	
OVERALL	90
An improvement over *FIFA* but if you've got that game, is it really worth it?	

INFO

PUBLISHER: **Konami** DEVELOPER: **In-house** PLAYERS: **1-2** GAME TYPE: **Beat-'em-up** VERSION: **Japanese**

SAVE GAME: **Memory Pak** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **128MB**

G.A.S.P FIGHTE

With the search for an N64 beat-'em-up to rival *Tekken* moving into its second year, things are getting desperate. Can Konami provide the answer to all our dreams?

START Aha! Yet another fighting game on the N64. Why do I enjoy writing about this kind of thing, when surely by now everyone must realise that the N64's Holy Grail – a beat-'em-up that can actually compete with the likes of *Tekken* or *Virtua Fighter* – will never be found. But sure enough, with the imminent release of the latest 'great white hope' from Konami, expectations are unreasonably high.



The fact is that people are crying out for, nay, begging for a beat-'em-up that they can call their own and say, 'Hey, PlayStation owners, with your fancy *Tekken 3*, look at THIS, just LOOK AT THIS!' I suppose that it just goes to show how good Namco's fighter is, when so many have tried to emulate the sheer slickness of the *Tekken* series' gameplay and have always fallen a long way short. Okay, so the N64 has had a couple of pretty decent fighting games released, in the form of *Mace* and *Fighters Destiny* but these titles seemed to only appeal to a fairly small, specialist crowd of hardened beat-'em-up fans.

ONE ARMED BOXER

Konami are the latest to come and have a go at what is turning out to be the hardest job on the N64; producing the middle of the road beat-'em-up, that the gamesplaying public seem to hunger after. Who are we to complain about that, though? A cartridge version of *Tekken 3*, or even *Street Fighter 3*, would sit very nicely in our collections.

Already, we are in troubled water, as Konami are not exactly known for following formulas and have always striven to innovate when it comes to making videogames (unless they're making *Nagano Winter Olympics* that is). And with innovation, we also have the risk – games either change the genre forever and spawn a thousand imitations, or they shrivel up into small prunes and are never heard of again. I'm afraid that *G.A.S.P. Fighters NEXTream* falls into the latter category. Why? Let's start at the beginning...

To have a successful beat-'em-up, it's important to have at least one of

CONTROL FREAK



1 ANALOGUE STICK
Does nothing.

2 'A' BUTTON
Kick.

3 'B' BUTTON
Punch.

4 D-PAD
Controls fighter.

5 'R' SHOULDER BUTTON
Block.

It's quite plain to see where Konami were trying to take the fighting genre; something along the lines of Virtua Fighter mixed with Bushido Blade – not a bad idea at all



The throws in G.A.S.P. are nothing spectacular, but give the game some much needed variety.



The first of the bosses wears a strange cat mask...



1st Impressions

Could Konami be the people to bring us a beat-'em-up to rival *Tekken*? Hopes ran high. Well, after the first bout, there was a feeling of great disappointment, as the fighters moved with a complete lack of fluidity. The latest wannabe bites the dust? Yes, but there was a bit more to it than that...



G.A.S.P FIGHTERS NEXTREAM

RS NEXTREAM





After a victory, you get a rather snazzy replay.



Check out this 'scary' guy. He's one of the monsters that the main boss can metamorphose into!

the following: an intuitive control method, lots of moves that reward the person who spends time practicing and learning them and a carbon copy of Chun-Li from *Street Fighter* as one of the selectable characters (those Japanese love schoolgirl characters). Unfortunately, *G.A.S.P.* has only one of the above, and it's not the method or the moves.

Konami have quite blatantly tried to go the way of Sega's enviable *Virtua Fighter* and opted for a three button control method: one button for punch, one for kick and another for block.



This would be all fine and dandy if it worked in the same way. Instead, there seems to be no consistency to the controls or moves, resulting in a lot of button bashing. In fact, we had no trouble at all completing the game with this method. Not good.

36 CRAZY FISTS

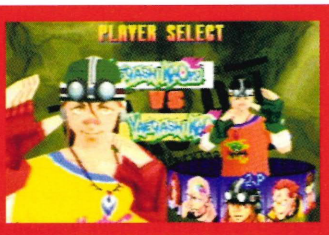
Graphically, *G.A.S.P* is something of a two-edged sword. On the one hand we have some lovely lighting effects and the fighting environments are rather splendid. On the other, however, we're confronted by badly drawn characters and animations. Why? Did Konami do this on purpose?

The result is that the whole fighting experience has a flimsy feel

CHARACTERS



HIMURO KAI
The usual Japanese kid hero character. Pretty average in every department – apart from in the headband department. It's HUGE!



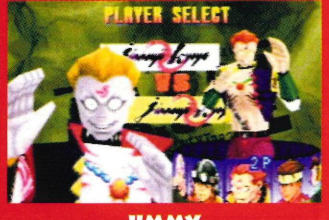
YAEGASHI KAORU
The, er, stereotypical Japanese street urchin. Or something. He's just here for comedy value, really.



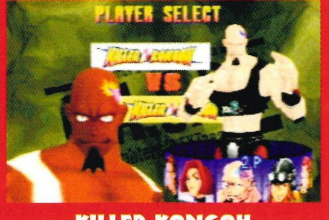
JIRYUIN MIKI
A sophisticated lady by all accounts, Jiryuin takes great pride in her appearance – after each win she applies her lipstick.



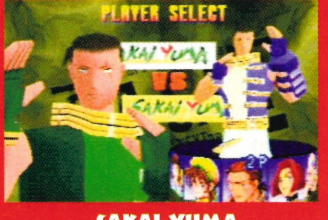
HIYU SERINA
The typical fast but weak character. It won't take many hits to put her down, but she's hard to catch.



JIMMY
Er, hello? A zombie called Jimmy? What exactly are Konami on? He plays just as badly as he's drawn.



KILLER KONGOH
There's always a large and slow character, and this guy is it. Has some pretty powerful moves but lacks the speed to be a contender.



SAKAI YUMA
Er, who's this guy? He looks like Michael Jackson but with none of the rhythm. He's actually the best of the bunch.

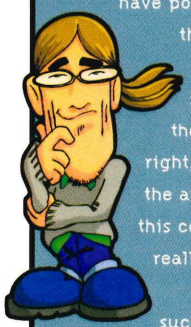


AGAMI CAROL RIN
Aha, I wondered where she'd be. Every Japanese male's dream woman – a schoolgirl-cum-Chun Li from *Street Fighter*.

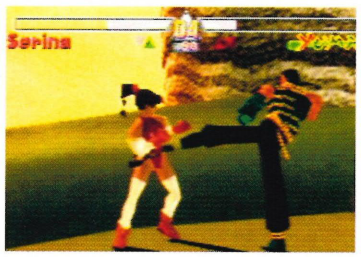
SIMON'S COMMENT

I do love a good drubbin' session but quite frankly, apart from the slightly odd, but still fab *Fighters Destiny*, there's not that much to choose from on the N64. It seems a shame that *G.A.S.P.* is just so poorly devised – there are some really great features, namely the option to devise your own characters and even borrowing from *Virtua Fighter* is no bad thing.

However, the whole package is so poorly conceived that it seems hard to believe that Konami could have possibly considered the game finished. A little more time spent on getting the feeling of combat right, a few tweaks on the animation front and this could have been a really great game.



As it is, *G.A.S.P.* is such a standard game that it is almost painful to play. Sorry beat-'em-up fans, you'll just have to be patient. **SIMON**



– there is nothing of the sheer solidity of *Tekken's* bone crunching holds and throws. With this being accompanied by some very dodgy spot effects, the impression is one of a rubber band fight (if you ever hear the effects, you'll instantly know exactly what I'm talking about).

Easily the best feature in *G.A.S.P. Fighters NEXTream* is the option to design your own fighter. This is the sort of thing we would like to see all developers doing with their games; options like this instantly increase a game's longevity. There could be a certain skill to it: you design your own fighter, train him or her up and then take your new fighter round to your mates and give him a good kicking.

The designing works like this: first you choose a face, some hair (if you like) and his or her clothes. You then get to move some slidey bars around to get the height and weight of your character; you are now ready to train your fighter and lead him into battle. You do this by choosing a CPU controlled character, having a bit of a fight and stealing some of his moves. In theory you could steal all the best moves from all the characters and have the best fighter in the game. However, it never works out like this. To do this, you'd have to spend an unnatural amount of hours playing the game, and frankly, life is just too short. A great idea, but it's not much more than a ten minute distraction from the real game.

SNAKE IN THE EAGLE'S SHADOW

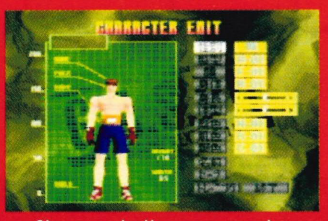
G.A.S.P also has an innovative feature in the way that all of the fights are conducted in big three dimensional, interactive arenas. Okay, we first saw this in *Mace* but Konami have taken the idea a step further. You have the ability to pin your opponent up against a wall or even throw him right through it, thus opening up a new area of the environment. Also, with various boxes and objects lying around, it's possible to move your fighter around to gain a tactical advantage or even hide for a short time or run to take cover for a few moments. If the main part of the game had only been up to scratch, then this would all have worked so much better.

It's quite plain to see just where Konami were trying to take the fighting genre; something along the lines of *Virtua Fighter* mixed in with *Bushido Blade*, which is really not a bad idea at all. If only it had been implemented better, we could have had a game that could have competed on equal terms with either.

As it is, *G.A.S.P* is really let down by rewarding the 'button bashers', having some very poor animations and just an overall feeling that the game is not finished. If you are looking for the N64's *Tekken*, we advise you to look elsewhere – this game is not the Holy Grail, it's more of a paper cup. **NICK**

TEACH ME, SENSAI

The most interesting feature in *G.A.S.P. Fighters NEXTream* is undoubtedly the option to design your own fighter. Here, in six easy stages, is how to do it...



Choose whether you want a man or a lady.



Next, select a face and hair.



Onto the costume...I think flared pants.



Slide the bars to change the height and weight



Choose the colour of skin and hair...



And finally, select the colour of clothes.

If you're looking for the N64's Tekken then we advise you to look elsewhere – this game is not the Holy Grail, it's more of a paper cup

VERDICT

GRAPHICS	Some nice arenas and effects but let down by dodgy animation.	7
SOUND	Typical beat-'em-up tunes and annoying commentary Very average.	5
PLAYABILITY	The stodgy control method is hampered by the lack of moves.	4
LASTABILITY	The 'create your own fighter' option is good, but only for ten minutes.	6
OVERALL	Not the 'holy grail' that we were waiting for, more of a paper cup.	62

WIN

A MAD KATZ STEERING WHEEL AND GT CLUB 64



WE HAVE 6 MAD KATZ WHEELS PLUS 6 COPIES OF GT CLUB 64 UP FOR GRABS

All you have to do is send your answer to the following question on the back of a Stamped S.A.E to "Give me the Mad Katz", Excitement Direct (T64), Streatfield House, Carterton, Oxford OX18 3XZ

Q. Does the N64 Mad Katz wheel have a rumble facility?

Entries must be received by 30th June 1998.
Remember 6 people have to win.
All entrants will recieve a copy of our brochure

FAST DELIVERY SERVICE usually within 3 working days for games and accessories in stock.

EXCITEMENT DIRECT

01993 844 885

THE NINTENDO SPECIALISTS

UK NINTENDO 64 GAMES

1080 SNOWBOARDING	CALL	MARIO 64	£40.99	SUPER NES GAMES	
AERO FIGHTERS ASSAULT	£38.99	MARIO KART 64	£40.99	DONKEY KONG COUNTRY 2	£19.99
ACCLAIMS ALL STAR BASEBALL	£42.99	MISCHIEF MAKERS	£39.99	DONKEY KONG COUNTRY 3	£25.99
SPORTS SOCCER	CALL	MISSION IMPOSSIBLE	CALL	ILLUSION OF TIME	£13.99
BANJO KAZOOIE	£40.99	MORTAL KOMBAT MYTHOLOGY	£41.99	PILOT WINGS	£8.99
BLASTCORPS	£38.99	MYSTICAL NINJA: STARRING GOEMAN	£44.99	TERRANIGMA	£9.99
BOMBERMAN 64	£40.99	GOEMAN T-SHIRT	£9.99	YOSHIS ISLAND	£17.99
BUST A MOVE 2	£42.99	NAGANO WINTER OLYMPICS 98	£41.99	ZELDA	£18.99
CHAMELEON TWIST	£35.99	NBA COURTSIDE	£33.99	GAMEBOY GAMES	
CLAYFIGHTER 63 1/3	£27.99	NBA PRO 98	£39.99	GAMEBOY POCKET-PINK, BLUE, RED, ETC	£40.99
CRUISIN USA	£29.99	NHL BREAKAWAY 98	£34.99	GAMEBOY POCKET SILVER	£44.99
DARK RIFT	£31.99	NFL QUARTERBACK CLUB 98	£43.99	DONKEY KONG LAND 3	£21.99
DIDDY KONG RACING	£39.99	OLYMPIC HOCKEY	£34.99	JAMES BOND 007	£23.99
DOOM	£34.99	PILOT WINGS 64	£39.99	MARIO & YOSHI	£10.99
DUEL HEROES	£39.99	QUAKE	£39.99	MONOPOLY	£17.99
DUKE NUKEM 64	£34.99	RAMPAGE WORLD TOUR	£44.99	MYSTICAL NINJA	£17.99
EXTREME G	£32.99	RECKIN BALLS	CALL	POCKET BOMBERMAN	£17.99
F1 POLE POSITION 64	£39.99	ROBOTRON 64	£34.99	TAMAGOTCHI	£19.99
F1 RACING 98	CALL	SAN FRANCISCO RUSH	£42.99	WARIOLAND	£14.99
FIFA: ROAD TO THE WORLD CUP	£36.99	SHADOWS O.T. EMPIRE	£39.99	WORLD CUP 98	£22.99
FIGHTERS DESTINY	£41.99	SIM CITY 2000	CALL	PLAYSTATION GAMES	
FOOTBALL!	£42.99	SNOWBOARD KIDS	£33.99	DEATHTRAP DUNGEON	£33.99
FORSAKEN	£40.99	SUPERMAN 64	CALL	DIE HARD TRILOGY & PROTECTOR GUN	£25.99
G.A.S.P.	£44.99	TETRISPHERE	£33.99	GRAN TURISMO	£37.99
GOLDEN EYE	£39.99	TONIC TROUBLE	CALL	MEN IN BLACK	£31.99
GT CLUB 64	CALL	TOP GEAR RALLY	£40.99	PREMIER MANAGER 98	£32.99
HEXEN	£27.99	TUROK: DINOSAUR HUNTER	£29.99	RESIDENT EVIL 2	£39.99
HOLY MAGIC CENTURY	£45.99	UEFA	£44.99	THREE LIONS	£34.99
INT. S.S. SOCCER 64	£29.99	WAVERACE 64	£43.99	TOMB RAIDER 2	£32.99
INT. S.S. SOCCER 98	CALL	WAYNE GRETZKY 98	£44.99	WORLD CUP 98	£33.99
KILLER INSTINCT GOLD	£44.99	WCW VS NWO: WORLD TOUR	£40.99		
LAMBORGHINI 64	£43.99	WETRIX	£33.99		
LYLAT WARS & OFFICIAL RUMBLE PACK & FREE YOSHI TOY	£49.99	WORLD CUP 98	£45.99		
MADDEN 64	£39.99	WWF WARZONE	CALL		
MACE THE DARK AGE	£37.99	YOSHIS ISLAND	£40.99		

FREE GOEMON T-SHIRT IF YOU BUY MYSTICAL NINJA AND ANY OTHER N64 GAME THAT IS HIGHLIGHTED IN GREEN

US NINTENDO 64 GAMES

AERO FIGHTER AS'LT	£22.99	SOCCER 64	£49.99	NBA IN THE ZONE 98	£49.99
AERO GAUGE	£52.99	JEOPARDY	£49.99	QUAKE	£52.99
CLAYFIGHTER 63 1/3	£22.99	MISSION IMPOSSIBLE	£52.99	RAMPAGE WORLD TOUR	£49.99
DUKE NUKEM	£49.99	MK MYTHOLOGIES: SUB ZERO	£22.99	RECKIN' BALLS	£52.99
EXTREME G	£49.99	MULTI-RACING C'SHIP	£41.99	ROBOTRON	£49.99
F1 POLE POSITION	£22.99	MYSTICAL NINJA	£39.99	VIRTUAL CHESS 64	£49.99
FIGHTERS DESTINY	£49.99	NAGANO W. OLYMPICS	£49.99	WCW vs NWO	£49.99
FORSAKEN	£52.99	NBA INT. S. S.		WETRIX	£52.99
GRETZKY 98	£49.99			WORLD CUP 98	£52.99

Purchase any of the games in red for just £13.99 if bought at the same time as any other game. 2nd Hand US Games Also Available

CABLES AND CARDS

Action Replay - Hundreds of built-in cheats for all the best games, fully programmable memory. Memory Manager and smart card slot add fantastic expansion feature **£38.99**

Game Killer 64 - Contains cheats for latest N64 games including Mario 64, Mario Kart 64, Wave Race, Cruisin USA, Pilot Wings & Shadows of the Empire **£19.99**

Joypad extension cable £6.99

Pair of extension cables £11.99

Scart Cable - Improves picture and sound quality **£8.99**

Stereo AV Cable - 3 phono plugs with scart adapter **£8.99**

S-VHS Cable - Gives better quality than a scart cable but requires SVHS compatible TV or Video **£8.99**

Scart Converter Cable - Converts TV signal,to enable you to play a USA or Japanese machine **£24.99**

Scart Lead - with stereo audio **£9.99**

Official 256k Memory Card £13.99

256kb Memory Card £7.99

1MB Memory Card £10.99

4MB Memory Card £14.99

8MB Memory Card £18.99

WE SWOP

2ND HAND NINTENDO GAMES EXCHANGE FEE FROM ONLY £7.00

PLEASE CALL FOR DETAILS ALL SECOND HAND GAMES GUARANTEED FOR THREE MONTHS

Steering Wheels

ASK ABOUT OUR EXTENDED WARRANTIES



ULTRARACER
Revolutionary mini hand-held steering wheel. Great control. **£25.99**



MAD KATZ STEERING WHEEL WITH PEDALS
With built in force pack. True Analogue steering, accelerator and brake. Memory card slot. **£51.99.**



V3 RACING WHEEL
300 wheel rotation, adjustable wheel positioning, unique table-top or under-leg mounting option. Programmable fire buttons and separate analogue foot pedals. **£66.99**

VRF1 ARCADE WHEEL
Analogue wheel with programmable buttons for the ultimate driving simulation
£39.99. With Pedals **£52.99**





TOP DRIVE STEERING WHEEL
With programmable stick shift and racing pedals. Rumble pak compatible. Works on N64, PSX & Saturn. **£59.99**
Get a FREE memory card with this wheel!

Rumble Paks

OFFICIAL RUMBLE PAK
The Rumble Pak shakes your controller during the game play so you can feel hits, speed boosts and other sims.
only £14.99
THIRD PARTY RUMBLE PAK **£9.99**



SHOCKWAVE
Unique SHOCK SENSOR adds force feed-back to ALL GAMES Built In 1MB Memory Card.
only £22.99



RUMBLE PAKS WITH BUILT IN MEMORY CARDS
Including 256K memory card **£13.99**
Including 1mb memory card **£18.99**
Including 32mb memory card **£34.99**
Design may vary



INTERACTOR - FEEL THE FORCE
This back pack enables you to experience the blows, kicks and explosions.
N64 & PSX Compatible **£24.99**

MISCELLANEOUS

Carry Case for Nintendo 64	£12.99	Official Mystical Ninja PG	£10.99
N64 Cleaning Kit	£9.99	Official Quake Players Guide	£10.99
Official 1080 Snowboarding Guide	£10.99	Official Yoshis Story PG	£10.99
Official Banjo Kazooie Guide	£10.99	WCW vs NWO guide	£9.99
Official Golden Eye PG	£9.99	Adapter (UK/USA) - Doesn't play Waverace or Diddy Kong	£16.99
Official Mario Kart 64 PG	£9.99	Carry Case	£12.99
Official Mario 64 PG	£9.99	Comms link	£34.99

MULTI-CASE £18.99
roomy, durable, waterproof, lightweight with cushioned interior

Master Blaster Packs

Special Edition N64 with gold controller
Please call for details



SPECIAL EDITION FOOTBALL

1MB memory card only £12.99
GET £2 OFF ANY FOOTBALL GAME IF PURCHASED AT THE SAME TIME



SOFT CHARACTER TOYS
They are sooooo cute.
Available - Banjo with Kazoole, Mumbo Jumbo,Yoshi, Donkey Kong, Diddy Kong, Bowser, Wario, Mario, Luigi & Toad.
GET £2 OFF IF BOUGHT WITH BANJO KAZOOIE.
BUT ANY THREE TOYS AND GET TOAD FREE
£9.99
NOW ALSO AVAILABLE AS KEYRINGS **£5.99**



STICKER KITS
Available - England Flag, Gold, Silver.
(ALSO AVAILABLE FOR PSX.) **£9.99**



GAME BOOSTER
PLAY ALL GAMEBOY GAMES ON YOUR N64 (Also Available for PlayStation) IN FULL SIZE, IN COLOUR AND WITH FULL STEREO SOUND SUPPORT **£33.99**
GET £2 OFF IF BOUGHT AT THE SAME TIME AS ANY GAME

Control Pads

ASK ABOUT OUR EXTENDED WARRANTIES



COLOURED OFFICIAL NINTENDO 64 CONTROLLERS
Available in blue, green, red, black and yellow
only £24.99 *OR £22.99 FOR 2 OR MORE*
only £22.99 if bought with Wetrix, Snowboard Kids, Lylat wars and Mario Kart.

SHARPPAD PRO 64
Enhanced controller with Auto-Fire and slow motion functions
only £23.99





SHARK PAD PRO 64²
Enhanced controller with Auto-Fire and slow motion functions **only £22.99**



Available in Black, Blue, Green, Red and Grey

SUPER PAD COLOURED
8 way digital direction control, memory card port
only £17.99

SUPER PAD 64 only £14.99

SUPER PAD 64 PLUS
Auto-Fire and slow motion features and memory slot
only £18.99





MAKO PAD
High precision control. Has Auto-Fire, slow motion and memory slot. **only £20.99**
only £14.99 if bought with any game

TRIDENT PAD only £14.99

TRIDENT PRO PAD Auto-Fire, slow motion, memory slot. Rumble pak compatible.
only £16.99

Available in Red, Green, Blue, and Grey

THUNDER PAD only £14.99

Trident and Trident Pro Pad have rubberised coating.
The Thunder Pad is only available in black and is uncoated



9am to 8am Monday-Friday, 10am to 7pm Saturday,
11am to 4pm Sunday & Bank Holiday

FAX ORDERS ON
01993 840750

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

NAME: .....
ADDRESS: .....
.....
POSTCODE: .....
TEL: .....
SIGNATURE: .....

ITEM	PRICE
	£
	£
	£
P&P	£
TOTAL	£

Postage is free for all orders shipped within the U.K. Optional NEXT DAY DELIVERY available. £5.00 for 1st item plus £1.00 for each subsequent item. Overseas postage £3.50 per software item

CASH ☐ CHEQUE (Please allow 8 days for cheque clearance) ☐ POSTAL ORDER ☐ CARD ☐
CARD NUMBER ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE: ☐☐ ISSUE NO: ☐☐
PLEASE KEEP COUNTERFOILS IF SENDING POSTAL ORDERS. ONLY SEND CASH IN A RECORDED/REGISTERED ENVELOPE. CHEQUES PAYABLE TO: EXCITEMENT DIRECT, 1ST FLOOR, STREATFIELD HOUSE, ALVESCOT ROAD, CARTERTON, OXON, OX18 3XZ
Ref: Total 64

EXCITEMENT DIRECT LIMITED

Inevitably some items may not be available. Please phone before ordering to check availability. Prices correct at time of going to press. E & O.E.

INFO

PUBLISHER: T&E Soft | DEVELOPER: In-house | PLAYERS: 1-4 | GAME TYPE: Golf Sim | VERSION: Japanese

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

US MASTERS

What does the 'world's most powerful games console' need? A fighting game to compete with *Tekken 3*? A driving game to compete with *Gran Turismo*? Apparently not – it needs a golf game!

START Ever since the early eighties there's been a fascination with making golf games for computers. Why is not exactly a mystery: the sport is big business all over the world today and playing it to a reasonable standard is difficult, and takes a certain natural talent and/or years of practice. So, that's where the computer comes in, it allows mere mortals like myself to 'compete' with the likes of Tiger Woods and Nick Faldo on the world's top golf courses. Or at least, that's the theory.

The trouble with all golf games is that the skill needed to play one and play it well, is about as much skill as is needed to change a light bulb.



Player one finds himself in some bother, deep in the woods.



I've seen this before...I know, it's in every other golf game ever made!

The gameplay is competent enough but as there's only one course, you'll tire of it quickly

In other words, not much. It's a simple matter of pressing a button (usually three times) and stopping a power bar at an appropriate time. This simple formula has remained the same since the dawn of golf games: *Leaderboard* on the C64 and Spectrum. *US Masters* does not attempt to meddle with this formula and as such, the only new thing it offers players is a true three dimensional golf course.

The golfing 'action' takes place at that most well-known of courses, Augusta National, where possibly the most famous of golf tournaments takes place – the US Masters. Okay, so I've never actually played golf there (my golfing experience is confined to playing pitch and putt in Shaldon) but the course looks accurate enough and being 3D, affords some 'dramatic' TV style camera angles.

The control method is not as simple as suggested; you have the opportunity to hit the ball with fade and draw, and hit different parts of the ball to make it react differently. Basically though, there is no need to do this to get round the course with a decent score.

Everything that you might expect from a golf game is here – from club selection to practice mode – but *US Masters* doesn't offer anything that we haven't seen before. The gameplay is competent enough but as there's only one course, you'll tire of it quickly. Our advice is, if you like golf, play the real thing – it's much more challenging and rewarding than playing something like this. **NICK**

1st Impressions

Quite simply...er, it's a golf game on the N64. Just what's going on? Having played three other golf games in the past, I had the uncanny knack of knowing exactly how to play it, without referring to the controls. Funny that.

VERDICT

GRAPHICS	Not a bad attempt at a 3D golf course but the N64 can do MUCH better.	3
SOUND	VERY annoying 'ping' every time you press a button and the usual golf tunes.	2
PLAYABILITY	Almost identical to every golf game ever made Boring, boring, boring!	5
LASTABILITY	There's only one course, so you'll tire of this game very quickly.	4
OVERALL	A golf game for the N64? What exactly is happening here?	28

INFO

PUBLISHER: **Hudson Soft** DEVELOPER: **In-house** PLAYERS: **1-2** GAME TYPE: **Puzzle Game** VERSION: **Japanese**

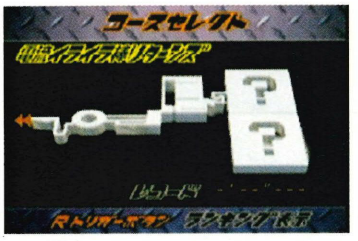
SAVE GAME: **Memory Pak** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **64MB**

FIRE ELECTRIC PEN

Welcome to what is rapidly becoming weird corner, with yet another Japanese gem.



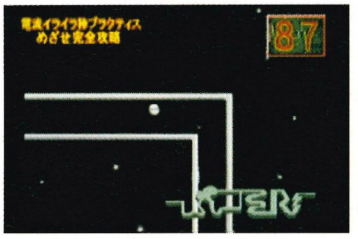
Some of the courses were invented by NASA to see how potential astronauts would cope with extreme boredom in space.





Check out the amazing effect that happens if you touch the sides...





START There are all different kinds of people, with all kinds of tastes; they are doubtless very valid tastes and we should never be too quick to judge such people. pastimes that are more interesting, as far as I am concerned. Which brings me nicely to *Fire Electric Pen*. I'm not sure who this game was intended for and judging from the fact that we haven't heard of its record sales in Japan, we can assume that it didn't go down to well there either.

There are six courses (which start off being very difficult and rise to the dizzy heights of impossible) available to you when you start. There is even a two-player mode, if you can find a friend stupid enough to play. Even the use of the Japanese equivalent of Murray Walker giving us a running commentary (always good for a laugh) soon begins to grate.

Believe it or not, Fire Electric Pen is a game of skill where you have to use your powers of judgement and deftness

Trainspotting really is a great way to meet people – no, really. However, I am interested in different things –

Believe it or not, *Fire Electric Pen* is a game of skill where you have to use your powers of judgement and deftness (and the analogue controller) to get the electric pen around a course without touching the sides. You may recall playing such a game at Summer Fairs and the like and if you have done, you'll know exactly how boring this is.

The bottom line is that this game need never have appeared on the N64. Games should be about punishment and reward, they should challenge you but also make you want to come back for more and *Fire Electric Pen* just leaves me cold. **SIMON**

1st Impressions



To be honest, my initial reactions to this game are unprintable, phrases like 'Why did they bother?' and 'What a bag of tripe' are as close as I can get to repeating them...

VERDICT

GRAPHICS 4
They do their job, but the graphics are nothing earth shattering.

SOUND 4
An irritating shouting man, topped with some annoying tunes.

PLAYABILITY 4
Easy enough to play, simple controls (yawn, yawn, yawn).

LASTABILITY 2
Even shorter than the memory of a goldfish.

OVERALL 30
As the boy Jones would say, 'Just don't even go there'.

INFO

PUBLISHER: **Hudson** DEVELOPER: **In-house** PLAYERS: **1-2** GAME TYPE: **Wrestling Sim** VERSION: **Japanese**

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

TOUKON ROAD

Being a great fan of Big Daddy, the last thing I was expecting was a wrestling game from Japan. However, life is a strange bunny, so join us at we look east for our Boston Crabs.

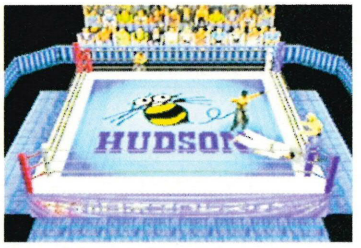




Levitation can be fun, but don't try this at home.



Ten minutes of playing this game and you'll feel like you're in as much pain as this chap here.





Unfortunately Toukon Road falls into the trap of trying to convey the spectacle of the sport, rather than the sport itself

START Somebody in Japan has been watching a little too much WCW wrestling and they have forgotten that old maxim, that you shouldn't always believe what you see on television.

1st Impressions

Er, hello? Is this a badly designed attempt at capturing the essence of wrestling on the N64? I think so. Unfortunately, I'm afraid that after ten minutes of play, all I can think of is that I've wasted ten minutes of my life. Oh dear...



Despite being even more dramatic than anything that the great Bard ever wrote, you might expect that a wrestling sim would tend to reflect the notion of the sport, rather than the lack of acting ability suffered by its participants. Unfortunately *Toukon Road* falls into the trap of trying to convey the spectacle of the sport, rather than the sport itself and consequently it soon becomes bogged down in a mire that it can never drag itself out of.

Let's get down to basics; there are options, a championship mode, a practice mode and even an option that lets you watch two computer players give each other a drubbing.

The game also applies a highly complicated system of bashing the 'A' and 'B' buttons and wiggling the analogue stick, in the vain hope that you'll pull off some sort of move but it all just becomes too annoying to even bother with.

Couple all this with the fact the game runs at a speed slightly slower than a dead snail and you have all of the components of the single most useless wrestling game in existence. I never thought that I'd say this but even watching wrestling on television is far more entertaining than this. **SIMON**

VERDICT

GRAPHICS — 3
Ugly and badly conceived, the N64 is capable of so much more.

SOUND — 3
The single most irritating drum beats ever to grace the N64.

PLAYABILITY — 3
Bash some buttons and then hope that you pull off some sort of move.

LASTABILITY — 1
Unless you're a masochist, you won't want to play this more than once.

OVERALL — 25
A big steaming pile of hotspur to be avoided at all costs.

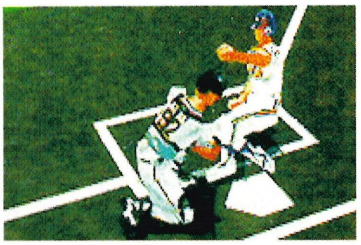
INFO

PUBLISHER: **Hudson Soft** DEVELOPER: **In-house** PLAYERS: **1-2** GAME TYPE: **Baseball Sim** VERSION: **Japanese**

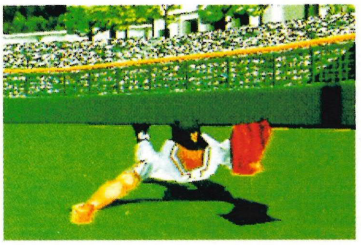
SAVE GAME: **Memory Pak** RUMBLE PAK: **No** CARTRIDGE SIZE: **128MB**

POWER LEAGUE 64

Baseball is actually rather popular in Japan and just to prove it, here is Hudson's attempt at recreating the fine game on the N64



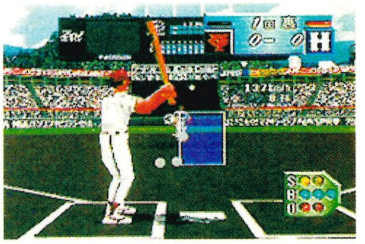
Looks like a bit of a tricky decision for the ref !



This players attempt at flight was sadly short lived.



The stadiums are the best looking part of the game.



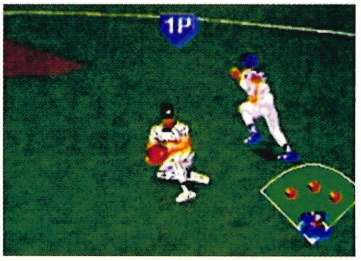
Fancy having all those people watching you miss the ball.

START There are all kinds of sports that have travelled the globe and found international acclaim. Baseball is not the most likely contender for 'most universally appreciated sport on the globe' award. However, this doesn't mean that the game itself is without supporters, or indeed appeal.

It's clear that *Power League 64* was very much made for a Japanese audience, with a great deal attention paid to the menu screens. The stadiums themselves, of which there are eleven, are all lovingly represented both in the options and indeed in the game itself, showing off the very expensive and even architecturally gorgeous baseball stadiums.

There's even a strange option called 'Watch' in which you can choose your two favourite teams, place them in a stadium and see just how they'd fare against each other.

The gameplay itself is graphically unremarkable (aside from the great stadiums) with pretty poorly animated characters, which are apparently all motion captured. There are some very basic sound effects, such as crowds cheering and little ditties, which is all a bit bland really, but suitably atmospheric nonetheless.



However, the saving grace of this title is the fact that the gameplay itself is excellent, with a brilliant control method that combines the use of the analogue stick with the 'A' and 'B' buttons. It's very simple but pitching the ball when fielding, or hitting the ball when batting takes some practice.

In two player mode *Power League 64* is fantastic, and as much fun as any other sports sim. Unfortunately, being in Japanese, much of the depth and subtlety of the game is lost on us. Apparently though, you can set the time of day you wish to play in, choose the difficulty setting and then trade players, or even create them from scratch – if you know how. However, *Power League 64* is still a great game and a very worthwhile purchase for all fans of the sport. **SIMON**





Graphically, *Power League 64* is sharp and has some superb animations but if you want the best baseball game for the N64, it might be wise to wait for Acclaim's *All Star Baseball* '99.

VERDICT

GRAPHICS	7
Just enough, with almost comical animation.	
SOUND	7
Generally poor but captures a sporting atmosphere.	
PLAYABILITY	8
Plenty of fun in one player mode, fab with a friend.	
LASTABILITY	8
Almost indefinite, as it will take you ages to master.	
OVERALL	80
A fantastic game that really ought to get translated for the UK.	

REVIEWS RO

This is the most reliable and up-to-date reviews round up around! Total 64 's review scores are flexible, so you 'll always have the most accurate scores at your fingertips!

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

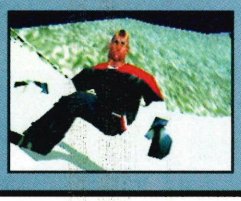
JAPAN
If the game has this icon then you'll know that its country of origin is Japan. If you want to buy the game you will have to get it from an importer

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

1080 SNOWBOARDING

- PUBLISHER: **Nintendo**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 15**

As you might expect from the team that brought you *Wave Race 64*, Nintendo's snowboarding title is an extremely well-made piece of software. The experience of 'boarding has never been reproduced as accurately as this before but the game has limited replay value.



BATTERY | YES | 128 MBITS | 1-2

89 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

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

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

UND UP





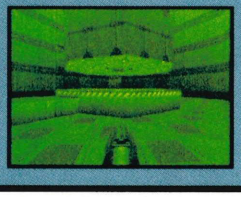




DOOM 64

- 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
1-4

95 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.



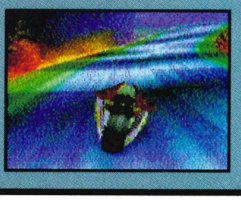
MEMORY PAK: YES
64 MBITS
1-4

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.



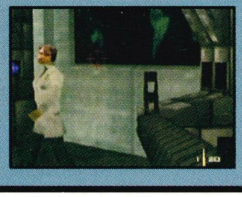
MEMORY PAK: YES
96 MBITS
1-2

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 its wonderful mission-based gameplay, superb graphics and a truly excellent multiplayer option, this game is leagues ahead of any other first person shooter.



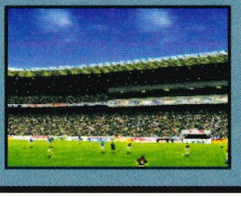
BATTERY: YES
128 MBITS
1-4

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*.



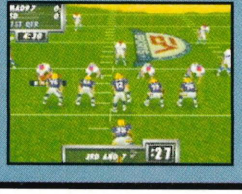
MEMORY PAK: NO
64 MBITS
1-2

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.



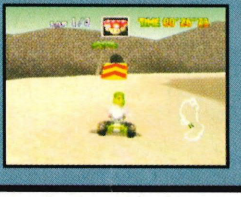
MEMORY PAK: NO
128 MBITS
1-2

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 learning a few new moves. Don't buy this game.



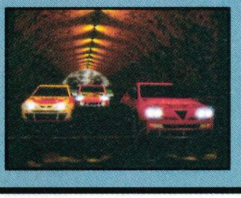
MEMORY PAK: NO
128 MBITS: 1

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

MYSTICAL NINJA

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

Konami's RPG/platformer finally gets a release to western shores and although it takes its cue from *Mario 64*, it offers a superbly diverse and humourous adventure. Excellent graphics and sub-games make this one of the best buys for your N64.



MEMORY PAK: NO
96 MBITS: 1

89 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.



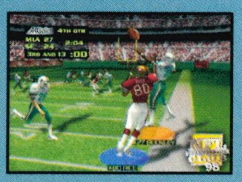
MEMORY PAK: NO
128 MBITS: 1-4

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 pretty 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: **GTI**
- 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

ROBOTRON 64

- PUBLISHER: **GTI**
- DEVELOPER: **Midway**
- RELEASED: **Out Now**
- REVIEWED: **Issue 15**

You probably aren't old enough to remember the original arcade game, but this 'enhanced' N64 version doesn't play much different. A very basic shoot-'em-up where the objective is to score as many points as possible. Has a certain charm, but not really what you want to see on the N64.



MEMORY PAK: NO
96 MBITS: 1-2

54 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

TAMAGOTCHI WORLD

- PUBLISHER: **Nintendo**
- DEVELOPER: **Bandai**
- RELEASED: **Out Now**
- REVIEWED: **Issue 15**

Just when you thought you'd seen the last of those annoying 'little eggs', Nintendo go and release a version for the N64. Not much more than a glorified board game, *Tamagotchi World* is unlikely to make it outside Japan and we can see why. Average at best.



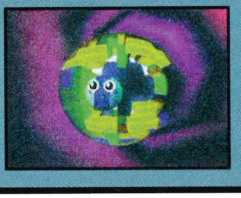
NONE | NO | 96 MBITS | 1-4

72 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.



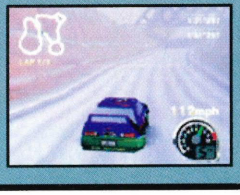
BATTERY | NO | 64 MBITS | 1-2

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

WETRIX

- PUBLISHER: **Ocean**
- DEVELOPER: **Zed Two**
- RELEASED: **Out Now**
- REVIEWED: **Issue 15**

A breath of fresh air has hit the N64 and that fresh air is *Wetrix*, a totally original and completely addictive puzzle game. Your objective is simple: score points by evaporating water – just don't let the water fall off your landscape or you'll lose! A superb two player mode is the icing on the lake.



MEMORY PAK | NO
128 MBITS | 1-2

93 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
AERO GAUGE	ASCII	LOCOMOTIVE	OUT NOW	58	ISSUE 14
AEROFIGHTERS ASSAULT	VIDEO SYSTEMS	PARADIGM	OUT NOW	42	ISSUE 11
AUTOMOBILI LAMBORGHINI	NINTENDO	TITUS	OUT NOW	72	ISSUE 11
BOMBERMAN 64	NINTENDO	HUDSON	OUT NOW	75	ISSUE 9
CHAMELEON TWIST	OCEAN	SUNSOFT	OUT NOW	51	ISSUE 11
CRUIS'N USA	NINTENDO	MIDWAY	OUT NOW	59	ISSUE 1
DORAEMON	NINTENDO	EPOCH	OUT NOW	69	ISSUE 3
DUEL HEROES	HUDSON	IN-HOUSE	OUT NOW	52	ISSUE 10
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
SHADOWS OF THE EMPIRE	NINTENDO	LUCAS ARTS	OUT NOW	49	ISSUE 1
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

1080° SNOWB

1080° Snowboarding is bound to be the hit winter sports game of the year, so we've played it to death to bring you the ultimate guide to the slopes!

CRYSTAL LAKE



Keep to the right, on the ice – you'll lose speed if you ride the drift.



In between the overhanging rocks there's a tight 'S' bend – don't edge the corner, ride it standing up.



After the 'S' bend, beware of this sudden drop.



Use the roof on the right to get onto the wall – if you miss, you can take the next route on the right.



When you're on the correct route you should see this fence, running on the right-hand side.



As you emerge from the fast route, watch out for the sudden wall as you rejoin the main track.

Crystal Lake is the first run in the game; it's fairly simple and only has one optional route, which should be used. To get onto this route you'll need to jump up onto the roof of the house that's immediately after the sudden drop. You can either run along the wall at the top or go on the right-hand side of the wall.

Beware of sudden turns in the early stages of the run and if you're in a race, avoid the series of ramps near the end, as these will slow you down.

DIFFICULTY RATING 2/10



OARDING

CRYSTAL PEAK



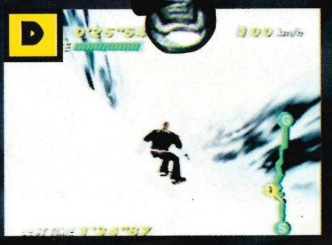
Take care as you approach this first drift or it'll throw you.



Keep to the right and ride the first outcrop but watch your landing.



Avoid the second outcrop, as it has deep powder on top of it.



Take this left-hander down the middle to avoid the drop.



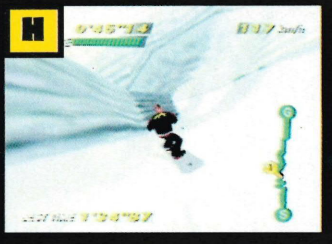
Take this corner carefully but don't edge your way round or it'll cost you too much time.



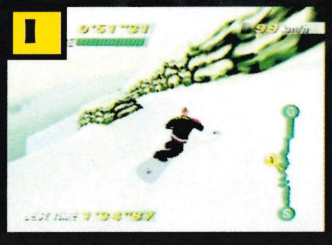
Take this corner tightly but not too fast, or you'll throw yourself out for the next bend.



This corner will throw you wide, so approach it with care – do not edge here.



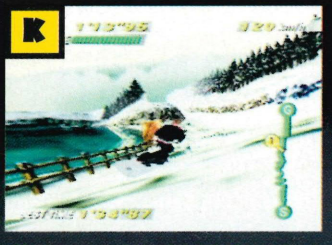
The ice tunnel is very fast – keep to the middle here, as the edges are rough.



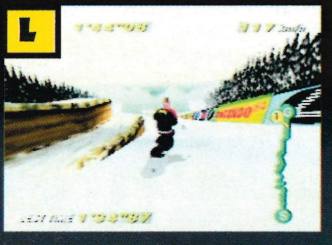
Exit the tunnel on the left, start to take the corner wide, then cut into the right to get to the ravine.



This section is pretty fast, so take care – at least the corners aren't so sharp!



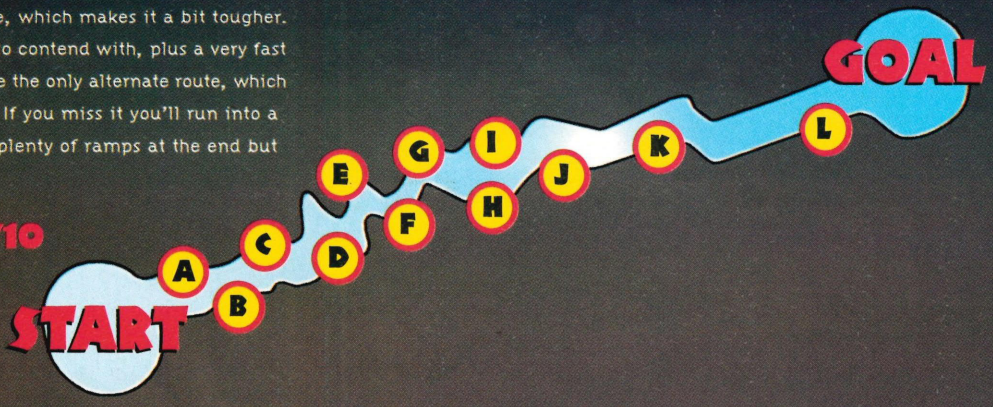
There are a lot of drifts here that will cause you to take a spill if you hit them.



Crystal Peak rejoins Crystal Lake with one new addition; a monster ramp. It's fun but slows you down.

Crystal Peak is the second course in the game, which makes it a bit tougher. It has a few surprise drifts and tight corners to contend with, plus a very fast ice tunnel. The most important thing is to take the only alternate route, which is found just after the exit to the ice tunnel. If you miss it you'll run into a tight right-hander covered in ice. There are plenty of ramps at the end but they'll only slow you down.

DIFFICULTY RATING 3/10



GOLDEN FOREST



Take the left route – try to go between the first two trees.



As you round the corner, you'll need to jump over this log.



Avoid the trees and powder by keeping to the right.



There are two logs here – jump over the left-hand one.



Turn left again and make sure you're in a crouch stance (Z).



Keep down as you round the corner or the log will knock you over.



Keep to the left of the rut and use the small drift of snow as a ramp.



Try to ride the log, or the powder on either side will slow you down.



As you approach the frozen river, keep to the left-hand side of the track and ride up the steep bank.



Ride through the trees and you'll see a large log – ride along it to cut across the large corner.



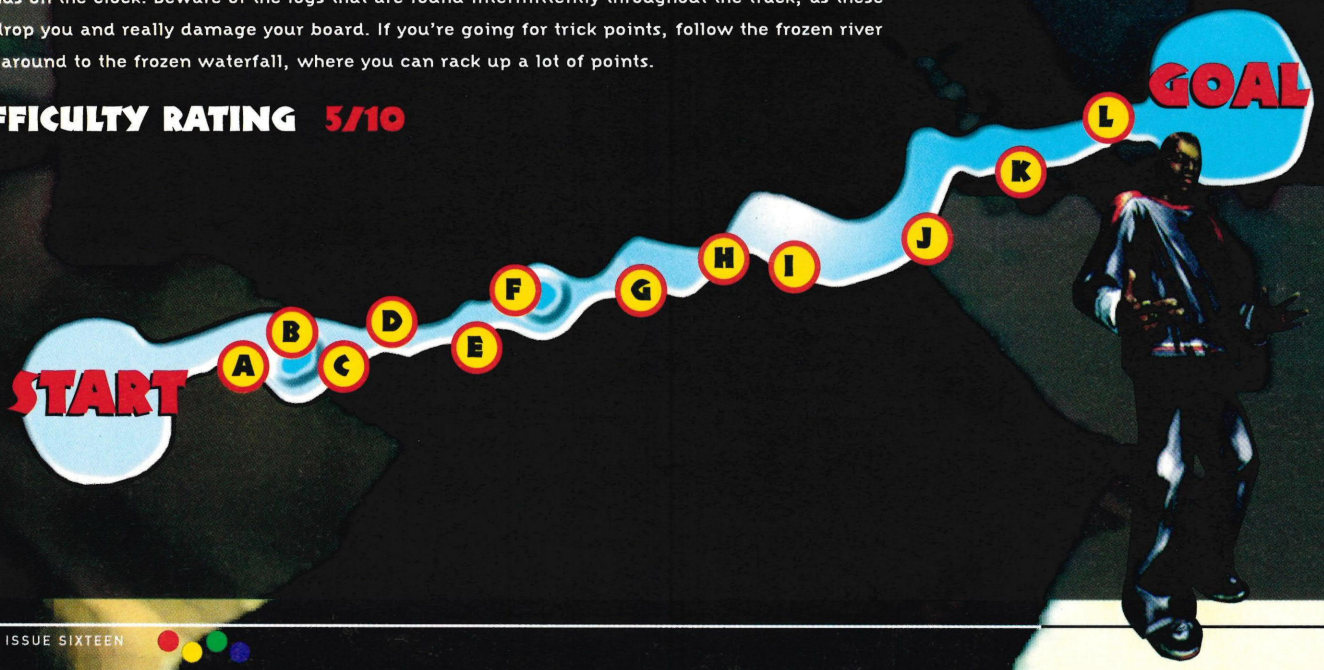
Start turning as soon as you see the left-hand signs, to avoid taking a tumble.



The last section of this run is lined with stone ramps – take care and steer carefully.

Golden Forest has three alternate routes; the more difficult routes are shorter and give you more seconds on the clock. Beware of the logs that are found intermittently throughout the track, as these will drop you and really damage your board. If you're going for trick points, follow the frozen river right around to the frozen waterfall, where you can rack up a lot of points.

DIFFICULTY RATING 5/10



MOUNTAIN VILLAGE



Try to get down the middle of this hut and jump off the ramp at the end.



Beware of these large rocks – they'll slow you down and damage your board.



Zigzag through the rocks to avoid slowing down.



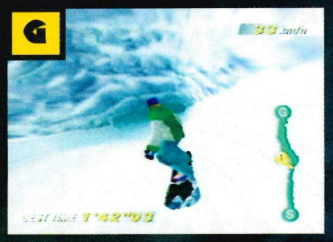
Be careful in this ravine, as the floor often gives way.



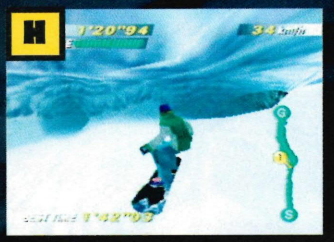
The ice tunnel is very fast – be careful or you'll smash your board up.



Keep going at the first junction, avoiding the right-hand turn.



Take care as you approach this slope or you'll take off and crash-land.



At the second junction, turn right but take care as the path turns left suddenly.



Try to avoid these barriers as they will slow you down a lot if you hit them.



As you approach the fence you can either attempt to jump over it, or wait for the gap.



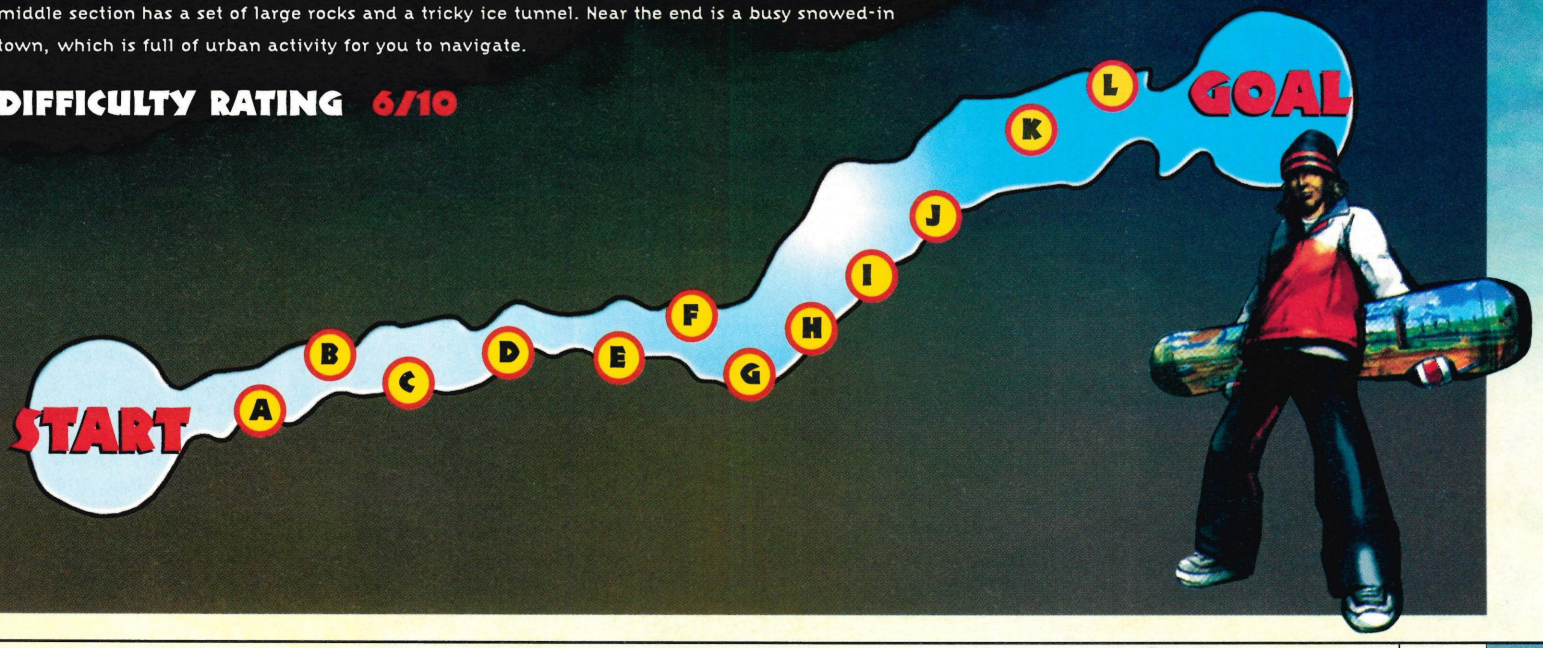
Keep right as you enter the town – this will help you to avoid the soft snow, parked cars, posts, signs...



Finally, halfway down switch to the right-hand side and ride the pavement to the line.

Mountain Village is a much more difficult track. The start is fast and has a lot of turns, then the middle section has a set of large rocks and a tricky ice tunnel. Near the end is a busy snowed-in town, which is full of urban activity for you to navigate.

DIFFICULTY RATING 6/10



DRAGON'S CAVE



Avoid going off the edge of the cliff – you can ride it but it will ruin your time.



The approach to this bridge is fast, so make sure you line yourself up before you attempt to cross it.



Stay on top of the elevated runs and turn left at the first junction.



Turn left again and then get ready to jump.



Jump as you approach the end of the ledge and you'll be propelled into the cave.



Keep to the left all the way down the tunnel and beware of the large rocks as you exit.



Just past the rocks is a very thin ravine, joining a bridge – be careful not to hit the sides.

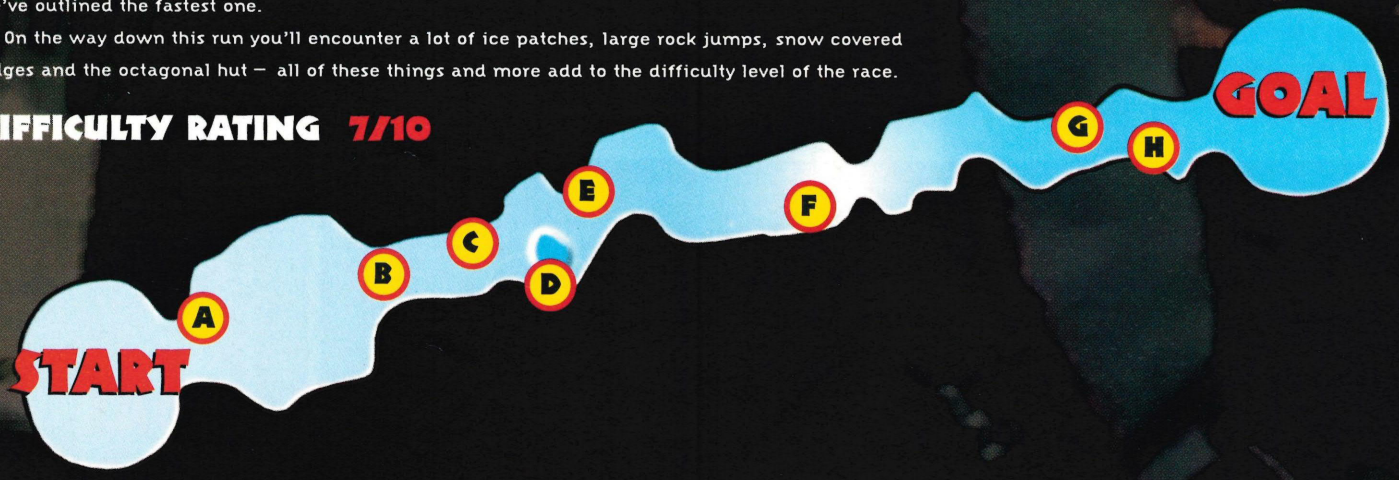


At the end of the bridge is a drop – cushion the blow with the 'Z' button and head for the finish.

Dragon's Cave is one of the harder runs to master, it has more than one run on the way down, so we've outlined the fastest one.

On the way down this run you'll encounter a lot of ice patches, large rock jumps, snow covered ledges and the octagonal hut – all of these things and more add to the difficulty level of the race.

DIFFICULTY RATING 7/10





AKAUI HAYAMI
Nationality: Japanese
Technique: 7/10
Max Speed: 8/10
Balance: 9/10
Power: 4/10
Jump: 7/10



DION BLASTER
Nationality: British
Technique: 5/10
Max Speed: 10/10
Balance: 6/10
Power: 8/10
Jump: 5/10



KENSUKE KIMACHE
Nationality: Japanese
Technique: 10/10
Max Speed: 10/10
Balance: 6/10
Power: 7/10
Jump: 6/10



RICKY WINTERBURN
Nationality: Canadian
Technique: 10/10
Max Speed: 5/10
Balance: 6/10
Power: 4/10
Jump: 10/10



ROB HAYWOOD
Nationality: American
Technique: 9/10
Max Speed: 10/10
Balance: 7/10
Power: 6/10
Jump: 6/10

DEADLY FALL



The floor will fall away from you straight away, so press the 'Z' button to stay upright.



Ease yourself to the left and stay close to the wall, then jump up onto the raised surface ahead.



Keep going right, ignoring the bridge on the left – the floor will suddenly disappear.



The ice half-pipe will really speed you up and reduce your ability to steer, so turn early.



As you emerge from the ice half-pipe, you'll come face to face with some large rocks.



There are three routes available to you after the rocks – take the middle route.



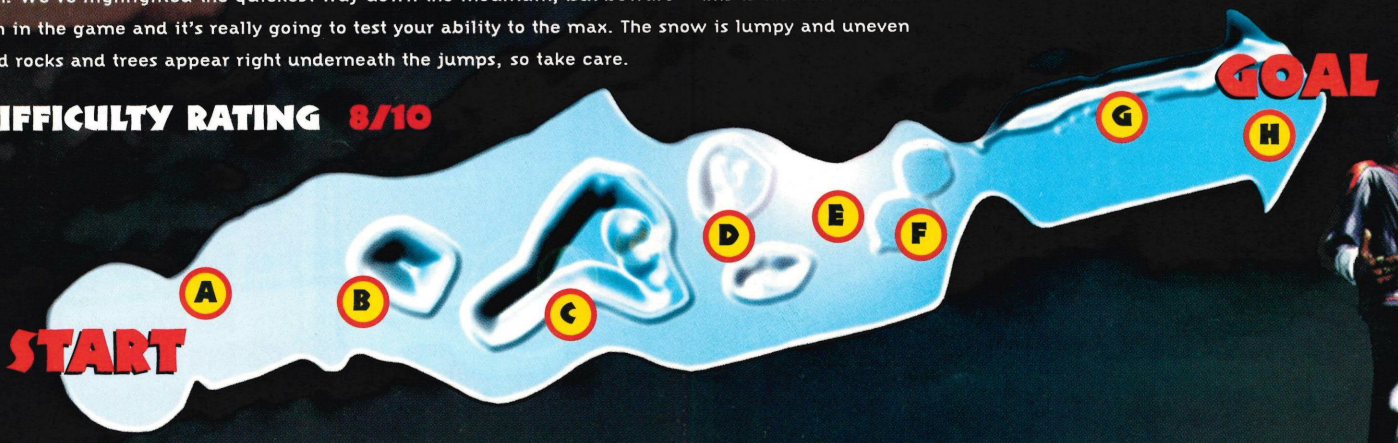
As you approach the end you'll find large boulders everywhere – avoid them.



There's no actual finish line on this track – just keep on going up the incline.

Deadly Fall is the last run in the game and it's more like the side of a mountain rather than any fixed run. We've highlighted the quickest way down the mountain, but beware – this is also the hardest run in the game and it's really going to test your ability to the max. The snow is lumpy and uneven and rocks and trees appear right underneath the jumps, so take care.

DIFFICULTY RATING 8/10





B-LINE 149
Edge Control: 9/10
Acceleration: 8/10
Response: 7/10
Stability: 7/10
Flex: 7/10
Best with: RICKY WINTERBURN



MERLOT 147
Edge Control: 6/10
Acceleration: 7/10
Response: 7/10
Stability: 7/10
Flex: 6/10
Best with: AKAUI HAYAMI



SCOUT 156
Edge Control: 7/10
Acceleration: 7/10
Response: 7/10
Stability: 6/10
Flex: 6/10
Best with: KENSUKE KIMACHE

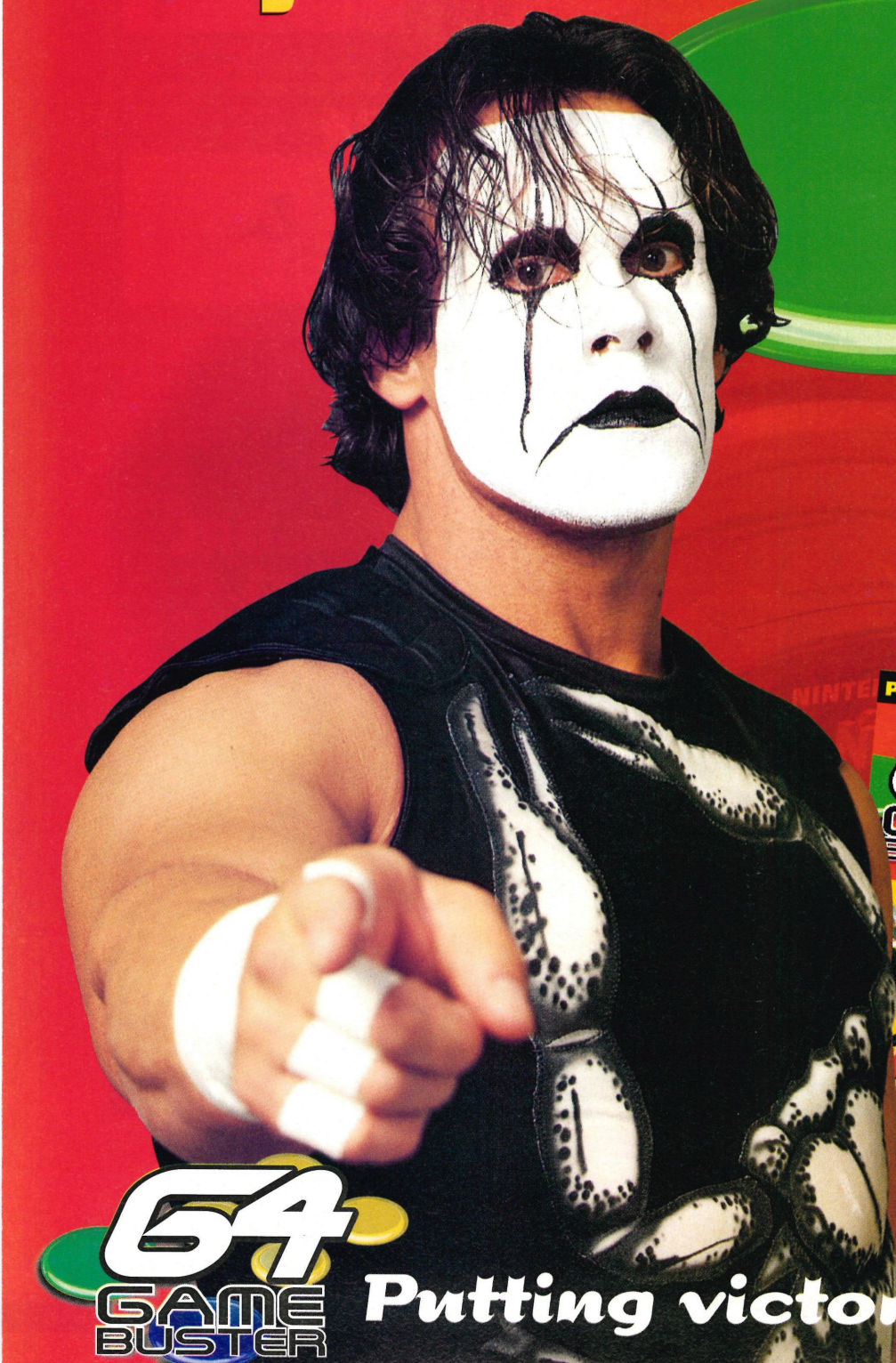


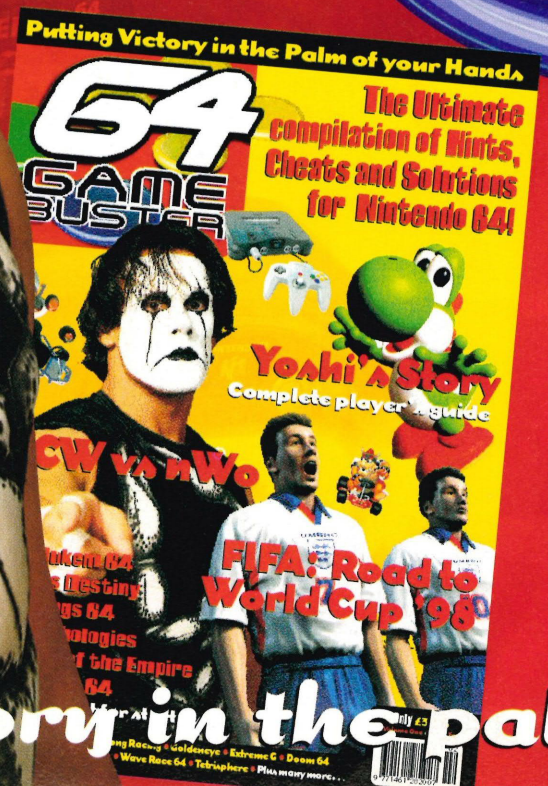
SCOUT LTD 162
Edge Control: 6/10
Acceleration: 6/10
Response: 6/ 10
Stability: 5/10
Flex: 8/10
Best with: ROB HAYWOOD



TAHOE 155
Edge Control: 9/10
Acceleration: 10/10
Response: 10/10
Stability: 9/10
Flex: 7/10
Best with: DION BLASTER

All the biggest Nintendo 64 releases torn apart every issue!

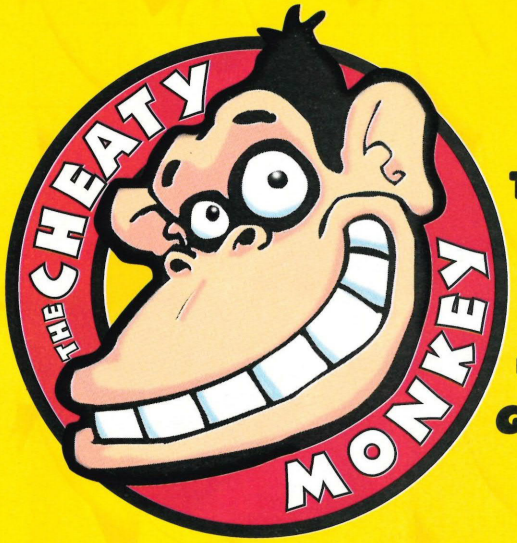




64 GAME BUSTER

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 Monkey has the best listing of N64 cheats ever! Not only has he got just about every cheat you could possibly need, he 's got the best new ones as well. Just take a look at his new *Goldeneye* cheat...ugh, ugh!

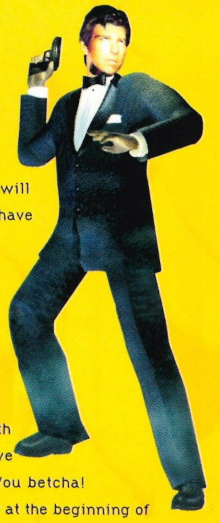
GOLDENEYE

THE ULTIMATE GOLDENEYE CHEAT REVEALED!

And you thought that last month's *Goldeneye* cheat was good – this one will blow you away! This will give you access to the four other actors that have played Bond in the past, namely Sean Connery, Roger Moore, George Lazenby and Timothy Dalton. Beware, though – this cheat is harder than any of the others in the game.

To activate the cheat you must first complete the game on all difficulty levels and have accessed all twenty of the cheats (see elsewhere in the Cheaty Monkey for details). When this has been achieved you'll get a new '007' option that allows you to change different attributes of the game. On this screen you must set enemy health to 200, enemy accuracy to 200 and your health to 75. Now 'all' you have to do is complete the Aztec level in under seven minutes. Difficult? You betcha!

If you manage to do the above, then your new characters will appear at the beginning of character select screen in multiplayer mode. Good luck, you're gonna need it! **T64**



YOSHI'S STORY

INSTANT DEATH

If you wish to kill your Yoshi – for whatever reason – press the Z, L, A and B buttons at the same time and your Yoshi will die! **T64**



QUAKE

WALK THROUGH WALLS

To be able to walk through walls, enter NOCLIP on the password screen.

DEBUG MODE

Go to the password screen and type QQQQ QQQQ QQQQ... until it says 'incorrect password'. Go back to the options screen and you will see a new option that says 'DEBUG'. Now you will be able to activate level warp, all weapons, god mode and targets. **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.

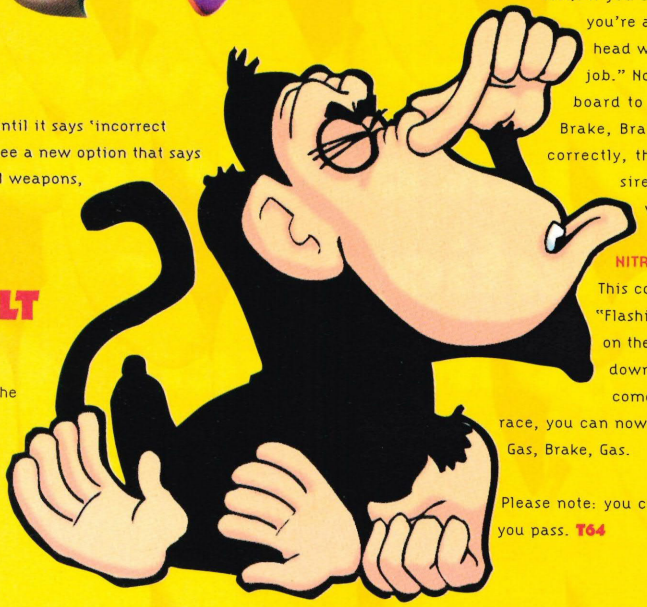
If you hold down those buttons over the '63 Muscle Car (the leftmost car) then you can choose the Jeep.

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

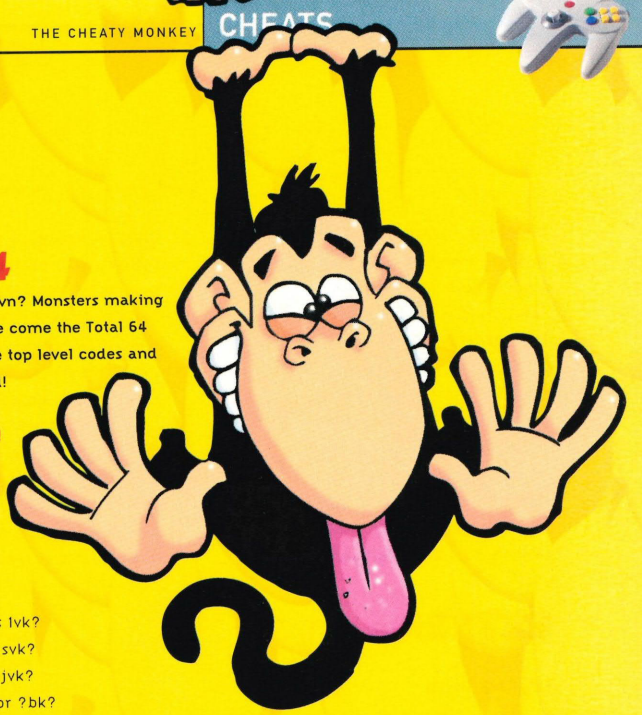
The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 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 simply activated in exactly the same way as the "Flashing Lights with Siren" code above. Now 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 cheat once for every checkpoint that you pass. **T64**



DIDDY KONG RACING

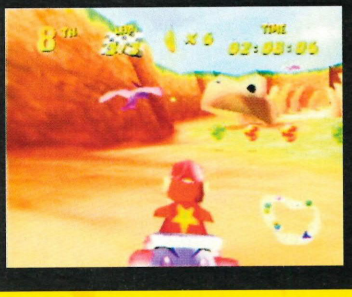
The following cheats are entered at the 'Magic Codes' options. After you turn the game on, just go to Options screen, then to Magic Codes.

MAGIC CODES:

BYEBYEBALLOONS
All the weapons are disabled for the computer players.
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 kart speed instead of increasing 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 lvk?
Level 06: fdf8 9bjk687s svk?
Level 07: fxc8 9bjf689s jvk?
Level 08: gd?8 9bc?69br ?bk?
Level 09: gx88 9bc6 69dr 2bk?
Level 10: hd68 9bc2 69gr tbk?
Level 11: hx48 9bcy 69jr kbk?
Level 12: jd28 9bct 69lq ?bk?
Level 13: jx08 9bcp 69nq 2bk?
Level 14: kdy8 9bck 69qq tbk?
Level 15: kxw8 9bcf 69sq kbk?
Level 16: lft8 9bb? 69vp ?vk?
Level 17: lyr8 9bb669xp 2vk?
Level 18: mfp8 9bb269zp tvk?
Level 19: mym8 9bby691p kvk?
Level 20: nfk8 9bbt693n ?vk?
Level 21: nyh8 9bbp695n 2vk?
Level 22: pff8 9bbk697n tvk?
Level 23: pyc8 9bbf699n kvk?
Level 24: qf?8 9bf?6?bm ?bk?
Level 25: qy88 9bf66?dm 2bk?
Level 26: rf68 9bf26?gm tbk?
Level 27: ry48 9bfy 6?jm kbk?
Level 28: sf28 9bft 6?ll ?bk?
Level 29: sy08 9bfp 6?nl 2bk?
Level 30: tfy8 9bfk 6?ql tbk?
Level 31: tyw8 9bff 6?sl kbk?
Level 32: vbt8 9bd? 6?vk 9vk?

SKILL LEVEL – BRING IT ON!
Level 02: cjpr 9bj1 68z? qvk?
Level 03: c1mr 9bjx 681? gvk?
Level 04: djkr 9bjs6839 7vk?
Level 05: d1hr 9bjn6859 zvk?
Level 06: fjfr 9bjj 6879 qvk?
Level 07: f1cr 9bjd 6899 gvk?
Level 08: gj?r 9bc9 69b8 8bk?
Level 09: g18r 9bc5 69d8 0bk?
Level 10: hj6r 9bc1 69g8 rbk?
Level 11: h14r 9bcx 69j8 hbk?
Level 12: jj2r 9bcs 6917 8bk?
Level 13: j10r 9bcn 69n7 0bk?
Level 14: kjyr 9bcj 69q7 rbk?
Level 15: k1wr 9bcd 69s7 hbk?
Level 16: lktr 9bb9 69v6 8vk?
Level 17: l2rr 9bb5 69x60vk?
Level 18: mkpr 9bb1 69z6rvk?
Level 19: m2mr 9bbx6916 hvk?
Level 20: nkkr 9bbs6935 8vk?
Level 21: n2hr 9bbn 6955 0vk?
Level 22: pkfr 9bbj 6975 rvk?
Level 23: p2cr 9bbd 6995 hvk?
Level 24: qk?r 9bf9 6?b4 8bk?
Level 25: q28r 9bf5 6?d4 0bk?
Level 26: rk6r 9bf1 6?g4 rbk?
Level 27: r24r 9bfx 6?j4 hbk?
Level 28: sk2r 9bfs 6?l3 8bk?
Level 29: s20r 9bfn 6?n3 0bk?
Level 30: tkyr 9bfj 6?q3 rbk?
Level 31: t2wr 9bfd 6?s3 hbk?
Level 32: vgtr 9bd9 6?v2 7vk?

SKILL LEVEL – I OWN DOOM!
Level 02: cnn8 9bj0 680t nvk?
Level 03: 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: sp18 9bfr 6?ml 6bk?
Level 29: s6z8 9bfm 6?pl ybk?
Level 30: tpx8 9bfh 6?rl pbk?
Level 31: t6v8 9bfc 6?tl fbk?
Level 32: vls8 9bd8 6?wk 5vk?

SKILL LEVEL – WATCH ME DIE!

Level 02: csnr 9bjz 680? lvk?
Level 03: c91r 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: jslr 9bcq 69m7 4bk?
Level 13: j9zr 9bcl 69p7 wbk?
Level 14: ksxr 9bcg 69r7 mbk?
Level 15: k9vr 9bcb 69t7 cbk?
Level 16: ltsr 9bb7 69w6 4vk?
Level 17: l?qr 9bb3 69y6 wvk?
Level 18: mtnr 9bbz 6906 mvk?
Level 19: m?lr 9bbv 6926 cvk?
Level 20: ntjr 9bbq 6945 4vk?
Level 21: n?gr 9bbl 6965 wvk?
Level 22: ptdr 9bbg 6985 mvk?
Level 23: p?br 9bbb 69?5 cvk?
Level 24: qt9r 9bf7 6?c4 4bk?
Level 25: q??r 9bf3 6?f4 wbk?
Level 26: rt5r 9bfz 6?h4 mbk?
Level 27: r?3r 9bfv 6?k4 cbk?
Level 28: stlr 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 just 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 quite fast enough for you, how about an optical trick that makes the scenery fly by even faster? First go to the 'Contest' mode and enter your name (press R and 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 now 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 will bring up the name entry mode. Now press R again to switch over to lower case, and then enter the word 'roller' (no caps) and you should hear a confirmation sound. Now go and start a race and get ready to enjoy a different *Boulder Dash*...

QUIT AND STILL WIN

Go and enter your name as 'RA50' at the name selection screen. Now even if you decide to 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 into the game's shoot-'em-up mode. You will then get to shoot at Fergus McGoven, director of Probe!

ULTIMATE PASSWORD

Enter 81GGD5 at the password screen to unlock both of the hidden bikes available in *Extreme G*, as well as a special hidden track to race them on – all of the secrets with none of the effort!

DRIVE THE NEON BIKE AND OPEN ALL COURSES

Go to the options menu and then enter the password 61GGB5 to open up 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

FIFA: ROAD TO WORLD CUP '98



AUSTRALIA MODE (UPSIDE DOWN)

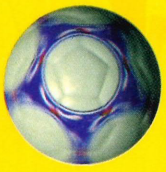
Go to the Player Edit screen and select Australia as your team. Now enter a player's name as NW0DEDISPU. You can now play games on an upside-down pitch.

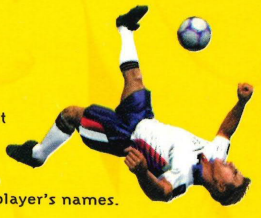
FEEDBACK PREVIEW

To see the players' victory animations, go to the Player Edit screen and pick Japan as your team. Now enter N0RIE 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.



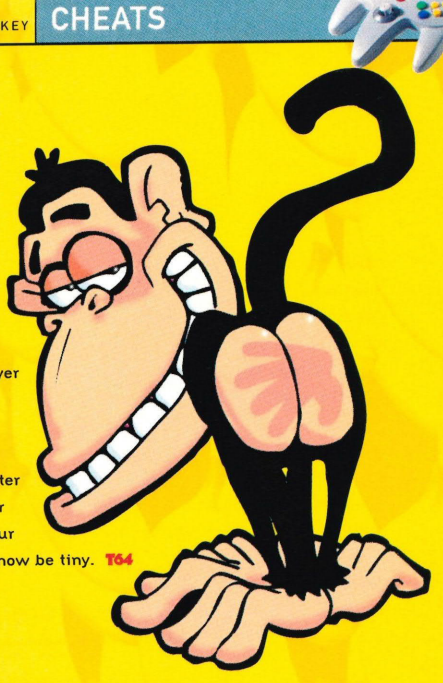


UNLIMITED PLAYER POINTS

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 nam.e

GHOST PLAYERS

Go to the Player Edit screen, select the Slovakian team and enter LASKO as your name. Your players will now all have turned into 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. All 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 great extras such as the Moonraker Scientists. **T64**

GOLDENEYE EXTRA CHARACTER CHEAT

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**

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**

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 actually 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

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**

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 all these cheats on the cheat menu (obviously). Note that 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 accurac.y **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 will 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 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.

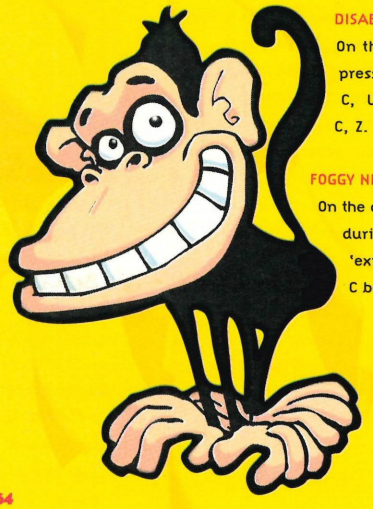
CHANGE CAR SIZE
On the car select screen press Down C, Up C, Up C, Down C (quickly).

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
Once 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**

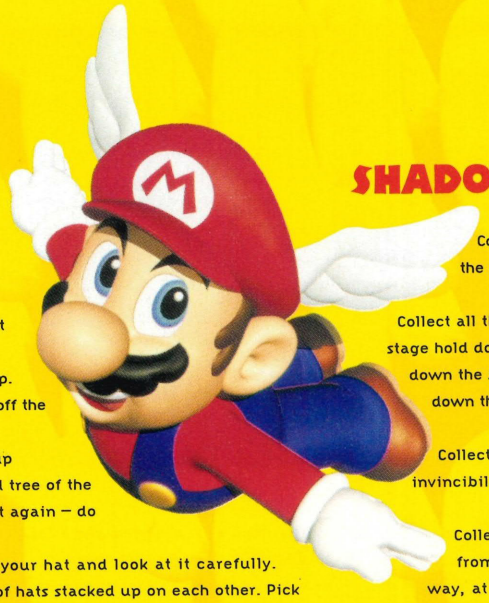






SUPER MARIO 64

Some very 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!

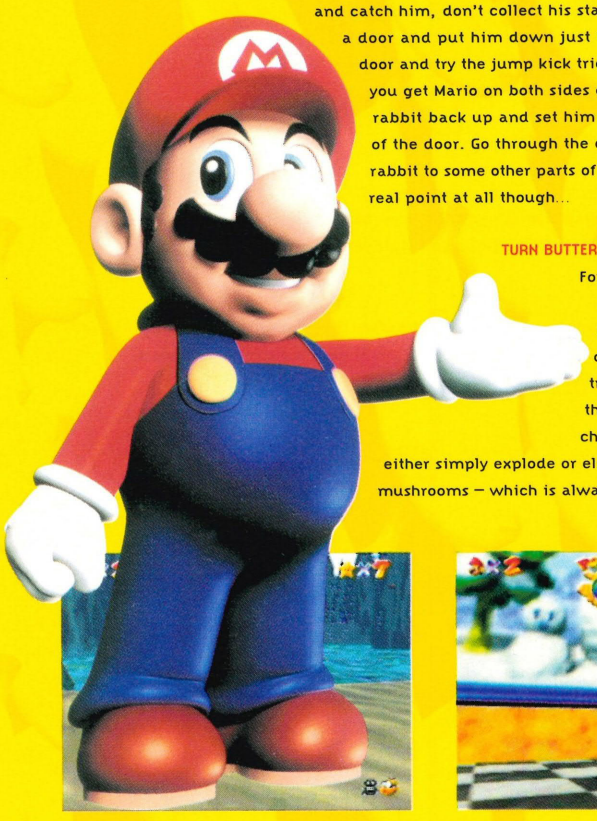
CONTROL THE ENDING CAMERA

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 them, 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.

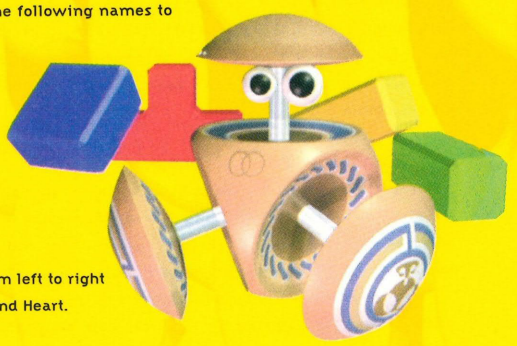
Collect all the challenge points on the Medium setting and during the SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-Wing. Hold down the button for another five seconds and you can fly as a TIE Fighter. If you hold down the button for another five seconds, you'll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

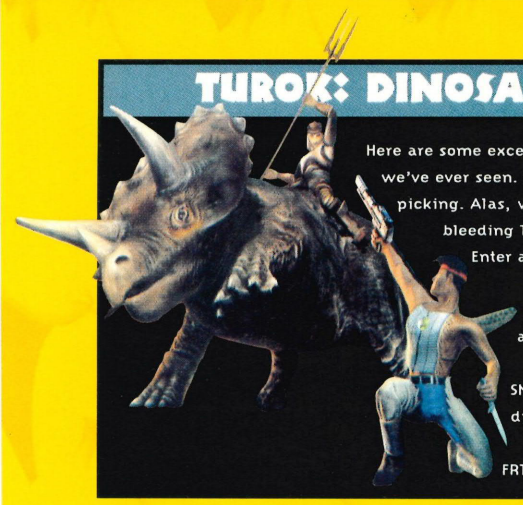
MIRROR CARS

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've 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 manage to 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

DATEL GAME PRODUCTS

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.

WHAT IS A DATEL CARTRIDGE?

Quite simply, this is a device that neatly slots between your game cartridge and the N64. It enables you to enter the codes printed below and thus access the cheats we've listed. The Datel Action Replay Cartridge can be purchased from most good computer game stores, for around £45.

UK CODES

DUKE NUKEM

INF ARMOUR	812A5AC2 0064
INF VITAMIN K	818A5AC0 0190
INF JET PACK	812A5ABE 0640
INF SCUBA GEAR	812A5ABC 1900
HAVE ALL KEYS	802A5A77 000F
INFINITE AMMO (PISTOL)	802A5A31 00FF
HAVE SHOTGUN	802A5AEB 0001
INF SHOTGUN AMMO	802A5A33 00FF
HAVE SUB-MACHINE GUN	802A5AEC 0001
INF SUB-MACHINE GUN AMMO	802A5A35 00FF
HAVE GRENADE LAUNCHER	802A5AED 0001
INF GRENADE LAUNCHER AMMO	802A5A37 00FF
HAVE PIPE BOMBS	802A5AEE 0001
INF PIPE BOMBS AMMO	802A5A39 00FF
HAVE SHRINKER	802A5AEF 0001
INF SHRINKER AMMO	802A5A3B 00FF
HAVE EXPANDER	802A5AF0 0001
INF EXPANDER AMMO	802A5A3D 00FF
HAVE MISSILE LAUNCHER	802A5AF1 0001
INF MISSILE LAUNCHER AMMO	802A5A3F 00FF
HAVE PLASMA CANNON	802A5AF2 0001
INF PLASMA CANNON AMMO	802A5A41 00FF
HAVE LASER TRIP BOMB	802A5AF3 0001
INF LASER TRIP BOMB AMMO	802A5A43 00FF

FIFA 98

AWAY TEAM SCORES 20 GOALS	801AF437 0014
AWAY TEAM SCORES 0 GOALS	801AF437 0000
HOME TEAM SCORES 20 GOALS	801AF433 0014
HOME TEAM SCORES 0 GOALS	801AF433 0000

GOLDENEYE

THE DAM

INFINITE AMMO	800BAB97 FFFF
INFINITE HEALTH	810BA3DC 3F80

FACILITY

INFINITE AMMO	8009DF97 FFFF
INFINITE HEALTH	8109D7DC 3F80

RUNWAY/SURFACE 1/DEPOT

INFINITE AMMO	800C0F97 FFFF
INFINITE HEALTH	810C07DC 3F80

BUNKER/SILO

INFINITE AMMO	8009B797 FFFF
INFINITE HEALTH	8109AFDC 3F80

FRIGATE

INFINITE AMMO	800AE397 FFFF
INFINITE HEALTH	810ADBDC 3F80

SURFACE 2

INFINITE AMMO	800CD797 FFFF
INFINITE HEALTH	810CCFDC 3F80

STATUE

INFINITE AMMO	800ACF97 FFFF
INFINITE HEALTH	810AC7DC 3F80

ARCHIVES, CAVERNS & CRADLES + EGYPTIAN

INFINITE AMMO	800B4797 FFFF
INFINITE HEALTH	810B3FDC 3F80

STREETS

INFINITE AMMO	800BE797 FFFF
INFINITE HEALTH	810BDFDC 3F80

TRAIN, JUNGLE AND CONTROL CENTER

INFINITE AMMO	800A7F97 FFFF
INFINITE HEALTH	810A77DC 3F80

AZTEC

INFINITE AMMO	80097B97 FFFF
INFINITE HEALTH	810973DC 3F80

The codes listed below open up all the cheats within the inbuilt cheat menu of the game. Please note that for these codes to work, you already need to have the menu active.

ALL GUNS	80058593 0001
BOND INVISIBLE	8005859A 0001
DK MODE	8005859C 0001
ENEMY ROCKETS	800585AC 0001
FAST ANIMATION	800585AA 0001
INFINITE AMMO	8005859B 0001
INVINCIBLE	80058592 0001
LINE MODE	80058597 0001
NO RADAR (MULTI)	800585A7 0001
PAINT BALL MODE	8005859F 0001
SLOW ANIMATION	800585AB 0001
TINY BOND	8005859E 0001
TURBO MODE	800585A8 0001
OPEN ALL LEVELS	
USE WITH ABOVE	81058950 0101
USE WITH ABOVE	80058952 000F
USE WITH ABOVE	80058954 000F
USE WITH ABOVE	80058956 000F
USE WITH ABOVE	80058958 000F
USE WITH ABOVE	8005895A 000F
USE WITH ABOVE	8005895C 000F
USE WITH ABOVE	8005895E 000F
USE WITH ABOVE	80058960 000F
USE WITH ABOVE	80058962 000F

For codes to work you must make a copy of a save within a game!

WCW WORLD TOUR VERSION

TIME ALWAYS ZERO	800F171F 0000
MAXIMUM SPIRIT PLAYER1	800F0831 0064
MINIMUM SPIRIT PLAYER1	800F0831 0000
MAXIMUM SPIRIT PLAYER2	800F0BD1 0064
MINIMUM SPIRIT PLAYER2	800F0BD1 0000
MAXIMUM SPIRIT PLAYER3	800F0F71 0064
MINIMUM SPIRIT PLAYER3	800F0F71 0000
MAXIMUM SPIRIT PLAYER4	800F1311 0064
MINIMUM SPIRIT PLAYER4	800F1311 0000
INFINITE TIME OUT	800F16F4 0014
HIDDEN CHARACTERS	800606D5 00FF

HAVE ALUMINIUM BASEBALL BAT PLAYER 1

	800F1C50 0000
	800F1C51 0000
	800F1C52 0000
	USE ALL ABOVE CODES

HAVE BASEBALL BAT PLAYER 1

	800F1C50 0001
	800F1C51 0001
	800F1C52 0000
	USE ALL ABOVE CODES

HAVE SILVER CHAIR PLAYER 1

	800F1C50 0002
	800F1C51 0002
	800F1C52 0000
	USE ALL ABOVE CODES

HAVE TABLE PIECE PLAYER 1

	800F1C50 0003
	800F1C51 0003
	800F1C52 0000
	USE ALL ABOVE CODES

HAVE ALUMINIUM BASEBALL BAT PLAYER2

	800F1C70 0000
	800F1C71 0000
	800F1C72 0001
	USE ALL ABOVE CODES

HAVE BASEBALL BAT PLAYER2

	800F1C70 0001
	800F1C71 0001
	800F1C72 0001
	USE ALL ABOVE CODES

HAVE SILVER CHAIR PLAYER 2

	800F1C70 0002
	800F1C71 0002
	800F1C72 0001
	USE ALL ABOVE CODES

HAVE TABLE PIECE PLAYER 2

	800F1C70 0003
	800F1C71 0003
	800F1C72 0001
	USE ALL ABOVE CODES

HAVE ALUMINIUM BASEBALL BAT PLAYER 3

	800F1C90 0000
	800F1C91 0000
	800F1C92 0002
	USE ALL ABOVE CODES

HAVE BASEBALL BAT PLAYER 3

	800F1C90 0001
	800F1C91 0001
	800F1C92 0002
	USE ALL ABOVE CODES

HAVE SILVER CHAIR PLAYER 3

	800F1C90 0002
	800F1C91 0002
	800F1C92 0002
	USE ALL ABOVE CODES

HAVE TABLE PIECE PLAYER 3

	800F1C90 0003
	800F1C91 0003
	800F1C92 0002
	USE ALL ABOVE CODES

HAVE ALUMINIUM BASEBALL BAT PLAYER 4

	800F1CB0 0000
	800F1CB1 0000
	800F1CB2 0003
	USE ALL ABOVE CODES

HAVE BASEBALL BAT PLAYER 4

	800F1CB0 0001
	800F1CB1 0001
	800F1CB2 0003
	USE ALL ABOVE CODES

HAVE SILVER CHAIR PLAYER 4

	800F1CB0 0002
	800F1CB1 0002
	800F1CB2 0003
	USE ALL ABOVE CODES

ALL CODES ARE SUPPLIED BY DATEL DESIGN AND DEVELOPMENT LIMITED.

THE FIRIN

Going by this month's mailbag, it seems that most of you are concerned about the 64DD. Don't worry – we'll be answering all of your questions in a special feature, very soon...

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 ALL AT TOTAL 64

First of all I'd like to congratulate you all on a top class magazine and I hope that you will continue the brilliant work. Could you spare a moment to answer a few questions that I have:

1. Why is *Quake* coming out, when the much better *Quake 2* has just been released on the PC? Is there any chance of *Quake 2* on the N64?

2. I've heard that *Paperboy 64* is coming out. Why? What is the point of having to make a new game out of a monumentally boring Gameboy title? Do Nintendo actually expect people to buy it? Although some sad person may explode with excitement at the thought of delivering papers, there's really no point is there? There's not one reason why people will part with their hard cash for this totally imaginative game. Why not bring out '*Teletubbies 64*' instead? On the other hand, it might be good and then I'd have to shut up.

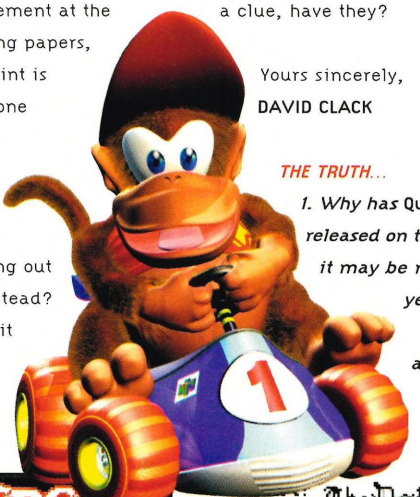
3. Have you got any news on the *Tomorrow Never Dies* game? Or Rare's sequel to *Goldeneye*?

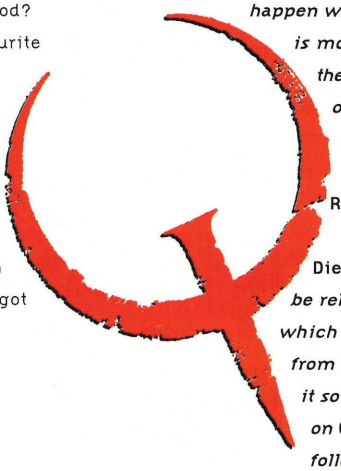
4. Do you think *Lylat Wars* is too easy? Do you think that the sound on *Lylat Wars* isn't very good?

5. Who is your favourite character in *Diddy Kong Racing*? Mine is Bumper.

6. Why do PlayStation owners all think that their machine is better than the N64? They haven't got a clue, have they?

Yours sincerely,
DAVID CLACK





THE TRUTH...

1. Why has Quake *now been released on the N64? Simple, it may be more than two years old on the PC but it's still a good game.*

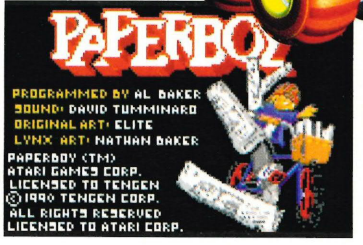
2. I seem to remember the original Paperboy *arcade machine from years back and it brings back loads of good memories. An N64 version? Who knows what the developers might do and if you want to know what can happen when a Gameboy title is moved onto the N64, then take a look at the original* Wave Race *(Gameboy) and then compare it to* Wave Race 64. *Nuff said.*

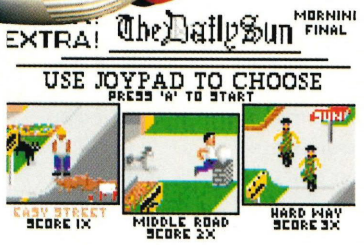
3. Tomorrow Never Dies *is never going to be released for the N64 – which is just as well, as from what we've seen of it so far, it's not a patch on* Goldeneye. *As for the follow up to Rare's Bond game, the only details we have are that the game engine is reportedly one and a half times better – and that's about it.*

4. Yes, no.

5. None of them; they are all the Devil's little children.

6. There is one reason alone and that reason is Final Fantasy VII. **T64**







G LINE

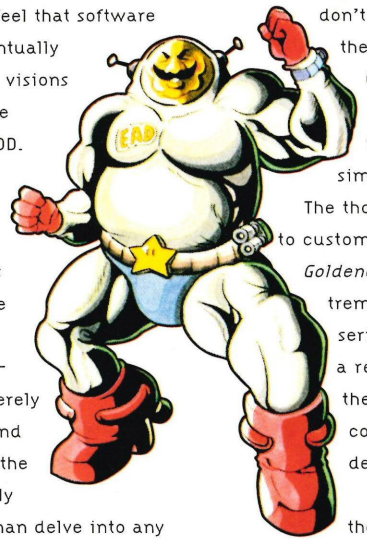


DEAR TOTAL 64

I have to confess that I'm very excited about the reported possibilities of the 64DD. The idea that software, such as the forthcoming *Mario Paint* series, could be used to customise your own games is pure and utter genius.

I personally believe that it's time that console software contained such creative options. Such creativity gives any new software a further depth of enjoyment that allows creative folk, such as myself, the opportunity to have a good mess around. At the end of the day, creative options in games are the closest opportunity I may ever get to make my own game. The more and more I read about such possibilities, the more and more I realise just what a fantastic decision I made by purchasing an N64.

But, through all this expectancy, I just can't help but feel that software companies will eventually let down Nintendo's visions and fail to fulfil the potential of the 64DD. Call me pessimistic but I believe that the majority of software companies would rather release some half-hearted attempt at a game – that was created merely for financial gain and simply conforms to the current economically dominant genre – than delve into any more innovative avenues of originality. I do understand that some software companies need finance to explore such areas, whilst others simply do not have the time but surely it would not be beyond finances or schedule to add additional creative options. I do think people would appreciate the option to design their own levels or characters; this may even help them to forget the blatant unoriginality of the product! After all, an average game with the ability to design your own levels and textures becomes an above average game. Nintendo must encourage such creativity in third party products, just as they encourage quality.



In an idealistic world, any sequel to top games such as *Goldeneye* would contain level, character, texture and weapon creators. I believe that options that allow for customisation would lead to increased sales. Sales of games such as *Doom*, *Quake* and *Duke Nukem* (on the PC) must be influenced by the fact that once the game has been played to death, people then have the option of designing their own levels. Thanks to this there's an almost infinite lastability to these games. These games don't just last for months, they last for years. All 64DD games should exploit such creativity in order to attain a similar success.

The thought of being able to customise such games as *Goldeneye* almost makes me tremble! The *Mario Paint* series would make this a realistic option, so there's no excuse for companies not to add design options.

It's now all down to the companies to take advantage of such potential – and to subsequently reap the rewards. The success of the 64DD lies in the hands of the third party companies.

And now it's time for something completely different...

1. Do you know of any more games in production that utilise the powers of the *Mario Paint* series? I know of *Mother 3*, *Sim City* and *F-Zero X* and I was wondering if there are any more plans by developers to use the *Mario Paint* group?

2. In *Pilotwings 2*, will you be able to fly over a city that you've created in *Sim City*? If not, will there be an additional product that would allow you to create your own world and fly over it?

3. Magazines have pointed out that on the title screen of *F-Zero X* there's an option for car design. Does that mean that, using *Polygon Maker*, you could create your own car from scratch, give it handling properties in *F-Zero* and then race it?

4. What is the possibility of either Nintendo or a third party manufacturer coming up with a way so that TVs and N64s can be linked up for multiplayer gaming action?

5. Will the PAL version of the 64DD come with modem capabilities? If so, will there be a keyboard available?

6. Will *Metal Gear Solid* by Konami be coming out for the N64?

Thanks...

Yours sincerely,
ANDREW JONES, WALSALL

THE TRUTH...

We too are excited about the prospect of the 64DD but the idea is not new. PC gamers have been able to customise their games for years now, with titles such as* Quake *and* Duke Nukem 3D, *as you mentioned in your letter. It seems that Nintendo are playing catch up.

That aside though, the 64DD will open more possibilities to developers than you or I can imagine – just wait until Miyamoto gets his teeth into the machine...

The answers to your questions are:

1. Nintendo are being very secretive about the specifications of 64DD games but you can be sure that almost ALL NCL games will be compatible with the machine.

2. A nice idea but as* Pilotwings 2 *has been delayed indefinitely, no. There is, however, another game called* Sim Copter *which has been designed specifically to have this feature.

***3. Quite possibly – but it is much more likely that the car design will be done in* F-Zero X.**

4. We aren't quite sure whether that will be a feature of the 64DD but Nintendo should have done it in the first place!

5. We're not even sure whether the Japanese version will have modem capabilities yet. If it does, then it will be purely to play games across the Internet rather than browse. There won't be a keyboard.

***6. Nothing's been confirmed as of yet, but we've heard various interesting rumours so far...* T64**



DEAR TOTAL 64

Firstly, well done on a brilliant magazine. Being an avid gamer, over 20 and growing up with the likes of the Spectrum, C64 and later, my trusty old SNES, just before Christmas I decided to buy a brand spanking new N64. I'd like to say that I can't see what all the fuss is about, regarding the so called lack of software for the machine and also all the people moaning about the price of carts.

Since I first bought my machine, I must have bought at least a dozen or so excellent and extremely playable titles, all of which only cost me from £5-£10 from my local games exchange shop. Okay, when I first bought my N64 I had to fork out £45 for *Lylat Wars* to get me started but from then on, I've had the likes of *Extreme G*, *Duke Nukem*, *ISS 64* and more recently *Pilotwings*, all great games and all costing just £5 a swop.

I am actually playing *Pilotwings* at the moment and I must say that I am completely gobsmacked by it. I think this game is unbelievably playable and the atmosphere the game gives off is out of this world – especially in surround sound through a hi-fi. I was a big fan of this game on the SNES and didn't quite know whether to expect more of the same on the N64. I think the way that Paradigm have managed to turn this game around on the N64 is excellent and I'd thoroughly recommend the game to anyone who was a fan of the original.

Also, just think that games like this are just the beginning in the long reign the N64 is going to have. Wait until the likes of the 64DD is released – the scope that it will provide will be absolutely breathtaking, and all the sad people who are busy slagging off Nintendo at the minute will end up with carpet burns on their bottom jaws, due to the sheer 'incredibility' of it all.

Okay, I do think that Nintendo did make a bit of a mistake in releasing the N64 with slightly less in the way of software support than it deserved but who can complain when games like *Pilotwings*, *Wave Race* and *Lylat Wars* were released for the machine? I find it outrageous!

Anyway, thanks for a great mag and to all the people out there still moaning about the lack of games, do yourself a favour; buy a copy of *Pilotwings*, throw it in yer N64, going through a surround sound hi-fi and get completely absorbed in the definition of N64 gaming.

Cheers

DAVE GASKELL, WIGAN

THE TRUTH...

***Ah, a satisfied customer – a rare breed indeed. We do agree with you about* Pilotwings*, one of the most underrated games on the N64 and one that, even more than* Mario 64 *did, shows off the graphical capabilities of the N64. There are plenty of great games out there on sale secondhand, which are well worth a look if you've never played them – just check out our complete Reviews Round Up for the most accurate guide to N64 titles around.* T64**







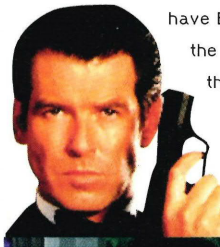


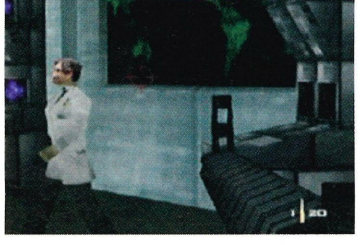
DEAR TOTAL 64

I have never got upset about a game before but the N64 is DOOMED!

Rare has gone totally bonkers! My mate bought his Gamesmaster mag to school and he was laughing because PlayStation and PC are not just getting *Goldeneye* but BOND!

I thought he was joking but I read the article and it said MGM bought the Bond license, so the sequel to *Goldeneye* will not be allowed to have BOND or ANY of the plot lines from the films. I only hope that MGM mess it up! And Rare are totally brill, so they can make their own game anyway!





Boo-hoo!

KEVIN SEENEY, SUFFOLK

THE TRUTH...

To bring you up to date on the 'James Bond situation', MGM have always owned the rights to the James Bond license and have this time opted to develop their own computer game, surrounding the film Tomorrow Never Dies. This is probably due to the success of Rare's superb* Goldeneye*. The one crucial thing MGM don't have is Rare's excellent* Goldeneye *game engine – without which* Goldeneye *would have been half the game it is.

Don't worry though, Rare are already developing a 'follow up' to* Goldeneye*. All that will be lacking in the game are the characters and music of the original – you can be assured that the gameplay will remain at a high standard; not necessarily true of MGM's attempt... T64

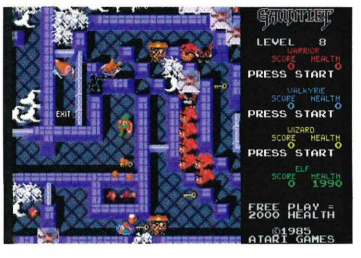
DEAR TOTAL 64

I've been thinking about some of the great games of the past and whether or not they would make a good conversion to the N64's 3D-ness.

My favourite game was *Gauntlet* on the Atari ST which I used to play with three of my friends. If I am not mistaken, this game was probably the original of the originals in the four player multiplayer stakes. Just imagine controlling a 3D wizard or Valkyrie and duffing up hundreds of enemies, like multiple ghosts, death and end of level boss dragons. I think it would be great!

Anyway, I enjoy the mag. Thanks. Keep up the good work (hmm... doesn't everybody say that?!)

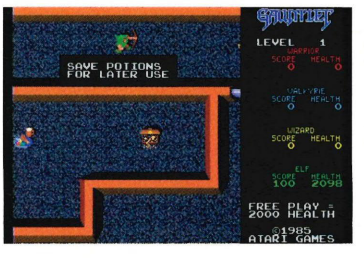




MARK LIMERICK, ASCOT (THAT POSH PLACE!)

THE TRUTH...

YES! The idea of being able to play an N64 version of* Gauntlet *is almost too much to bear. It truly was one of the best games of the eighties and the format would still be as fresh today, as it was ten years ago. Well, are you listening, Atari? T64



STAR LETTER

DEAR T64

I am yet another of those worried N64 owners, who's in doubt of the future of what is supposedly the 'most powerful games console on earth'. I have endless arguments with the 'grey box' owners about which console dominates. At the moment, I have to say that I have nothing to justify my extreme claims that the N64 does rule and so I find myself repeatedly answering every question with the same word; '*Goldeneye*'.

Yes, *Goldeneye* is an incredible game that I have endless hours of fun with but at the moment it seems to be the only reason I tore off the wrapping paper so eagerly, back at Christmas. I like *Diddy Kong Racing* and am expecting great things from *Zelda: Ocarina of Time* but what we really need right now is a few games, (including a racing game) being released in rapid succession, which will leave the PlayStation standing in terms of graphics (something that the N64 is more than capable of) and, of course, gameplay.

I understand that the N64 has only been out for one or two years but we can't keep using that fact as an excuse for its lack of products and, in a few cases, for products with atrocious gameplay.

I'm also hoping that the 64DD will live up to its anticipated glory and am very interested in the various multimedia aspects of it, being a current user of the internet myself. However, I dread to think how much it will cost and how its production companies will expect the working classes, like myself, to purchase such items. I know that you're going to think that I'm moaning but with my teenage income, I have to save up for at least two months to buy a game like *NBA Hangtime* and then repeat the process to buy another disgusting title, hoping that one day I'll find a title that's worth £60!

What also annoys me about the 64DD is that there will be games out that will only work on the 64DD. If you're waiting for *Donkey Kong 64* or *Super Mario 64 2* to come out, you can forget it, because you'll have to buy a 64DD!

The price of N64 games is one of the reasons why PlayStations are so far ahead of the market than N64s. And why does everyone keep saying, "when are we going to get *Tomb Raider* or *GTA out* on the N64?". We don't need them! The N64 is perfectly capable of producing quality games that will outsell and outplay the likes of *Tomb Raider II*, *Final Fantasy VII* and *Resident Evil*. Besides, if they were to do that, Nintendo would then receive even more criticism than they do already about polishing off SNES games.

Let's see some more realistic N64 games (ie. less cartoon games) at more realistic prices – otherwise it's bye bye Nintendo. Everyone knows what the N64 can do, so let's prove it!

Anyway, I'd like to congratulate all the staff at Total 64 for producing a superb magazine with all the new info on the N64 and all the excellent reviews, first looks and preplays that make it a must for all N64 owners. I suspect you're getting tired of me blabbering on, so here are just a few questions to finish off:

1. Could you get any more info on *Hybrid Heaven* and *Castlevania 64*?

2. What would you recommend out of *Hybrid Heaven*, *Castlevania 64* and *Mission: Impossible*?

3. Will *Mission: Impossible* follow the same lines as *Goldeneye* and will *Hybrid Heaven* follow on from the *Resident Evil* genre?

4. Will there be an 'above average' game in the next few months or will we have to wait for *Zelda*?

5. Am I the only person who gets dizzy when playing *Super Mario 64*?

Yours sincerely,
JOE KELLY, BRISTOL

THE TRUTH...

We realise that you're concerned with the cost of buying an add-on for your N64 but the facts of life are that the videogame market has changed over the last few years, largely due to the PlayStation's success at being marketed towards an older age group. The advantage here for companies is that this set of individuals (18-28) have a large disposable income and therefore more money to spend.

Answers:

1. Both games are on show at next month's E3, so we should have an in-depth report soon.

2. All of them.

3. Mission: Impossible *has some elements that are similar to* Goldeneye *but it's more of a 'spy sim' than a shoot-'em-up.* Hybrid Heaven, *on the other hand, will be more like an RPG than* Resident Evil.

4. Yes, look out for Body Harvest!

5. Yes.

JOKE, HA, HA!

We get so many letters that are identical to one another, we thought that we'd save you the trouble of having to actually write them by printing the 'standard'. Obviously, you'll stand no chance of getting it published if you're cheeky enough to send it in.

PLEASE CUT ALONG DOTTED LINE

Before I begin, let me just say that your magazine is the best out of all the N64 magazines around. I love your reviews, they are so honest. I buy Total 64 every month!

Now, on to business. I was one of the first owners of an N64 in the country (paid full price, which I am not happy about) and I own *Goldeneye/Mario 64/Diddy Kong Racing* (delete where applicable) and I think any of these games beats anything that's out on the PlayStation. Nintendo is the best!

Anyway, please can you answer these simple questions:

1. When is the 64DD out?
2. How much will it cost?
3. Will you be able to play games over the Internet?
4. When is *Zelda 64* out?
5. Is it as good as you say it will be?
6. How much will it cost?
7. In *Mario 64 2*, can you play split screen with player two as Luigi?

Please let me win Star Letter.

Yours sincerely,

_____ **(YOUR NAME)**

THE TRUTH...

Just in case you're tempted to send in the letter... for the final time, here are the answers:

1. We still don't know. It may just, possibly, be out in Japan before Xmas. If we're lucky.

2. No idea.

3. That's the rumour – but it's only a rumour.

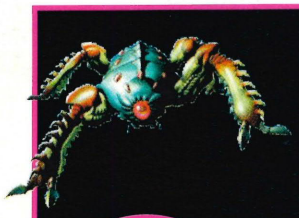
4. It's been delayed in Japan again, so your guess is as good as ours.

5. Yes. Probably better.

6. Less than £1 million.

7. We don't know.

MADEIRA GAMES





OFFICIAL SUPPLIER TO TOTAL 64

US N64 £149

US N64/PlayStation *Specialists*

ALL THE LATEST US GAMES – IN STOCK NOW

PSX DUAL SHOCK ANALOGUE PADS

Lowest Prices

1080º Snowboarding, Mystical Ninja, Iggy's Reckin' Bulls, NBA Courtside, Forsaken 64, All-Star Baseball '99, Deadly Arts, Quest 64

IMPORT SPECIALISTS

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

Gran Turismo, Tekken 3, Resident Evil 2, Metal Gear Solid

Controllers, Memory Cards, RGB Leads, Transformers

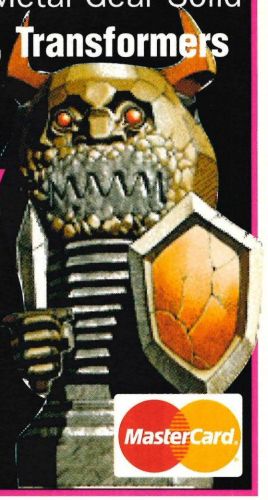
UNIVERSAL PSX (PLAYS ALL GAMES) £1XX





PlayStation & Games Also Available

WE SELL THEM ...GUARANTEED NEXT DAY DELIVERY



TOSHIBA and PIONEER DVD PLAYERS + FILMS NOW AVAILABLE

Pioneer DV505 – £399

Nintendo Beanbag Characters £9.99

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

Tel 01485 570256 or 0831 444041 Any time – Fax 01485 570501

Email sales@madeiragames.com Visit our Website – http://www.madeiragames.com

VISA MasterCard

ACTION

PRIDE

HIGH QUALITY PRESERVER

GAME CASES

To Order Telephone Sales Hotline: 01276 855770

3Pk Pride NIN Case	*£4.99*
1Pk Pride NIN Case	*£1.99*

Includes VAT & P&P

UK ACTION LTD

UNIT 3 DORNA HOUSE, GUILDFORD ROAD
WEST END, WOKING, SURREY GU24 9PW
TEL: +44 (0)1276 855770
FAX: +44 (0)1276 855776

VISA Access

MOST MAJOR CREDIT CARDS ACCEPTED

Official **NINTENDO 64** Licensed Product

Nintendo® 64 Game Cases

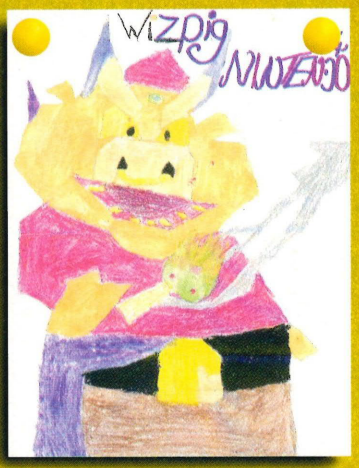
Officially licensed Nintendo® 64 game cases. Pride's exclusive design protects and stores a Nintendo® 64 game cartridge, instruction booklet and controller pak in a single case. Options include choice of colour with officially licensed Nintendo® 64 logo. Available as singles or 3-packs



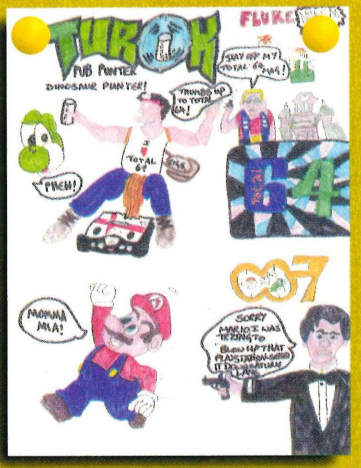
RRP £4.99

PICS WIN PRIZES!

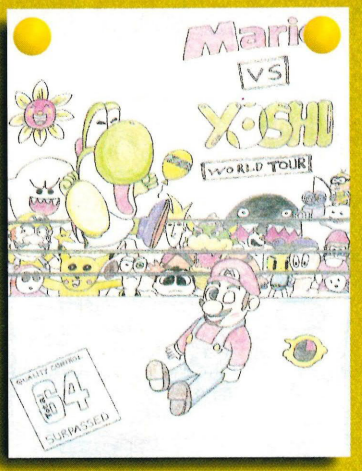
Send in your bestest piccies and we'll reward you with some top prizes from Fire!



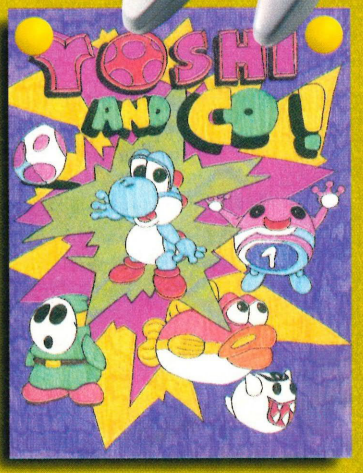
● JENNA SMITH – AGE 10
NR LANGPORT, SOMERSET



● TREVOR WALKER – AGE 14
MORECOMBE, LANCS



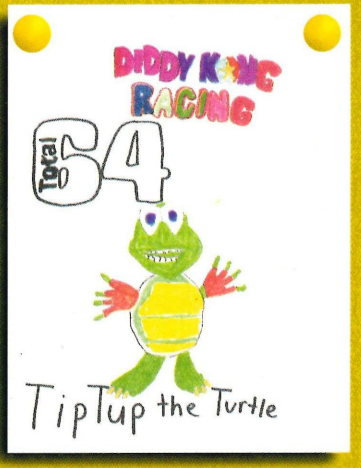
● ADAM 'THE ICEMAN' PAGE – AGE 15
BIRMINGHAM



● JAMES PAUL JONES – AGE 14
BRYNTEG, ANGLESEY



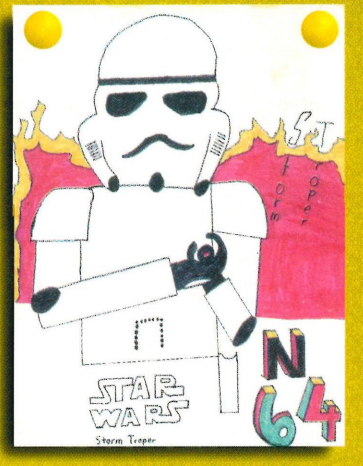
● SIMON SMITH – AGE 12
NR LANGPORT, SOMERSET



● ANDY AKERS – AGE 12
PINP VILLAGE, INDIANA



● ANN FENNER
BIRKENHEAD, MERSEYSIDE



● MARCO KRÜGER – AGE 10
HERZOGENAURACH, GERMANY



FIRE

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!

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.

THE ALL NEW HIGH SCORES

LYLAT WARS

Well at least there was one response this month to our request for some scores for *Lylat Wars*, namely from Adam Misosky from the USA. But best of all was Greg Ihnatenko, who managed to topple one of the great scores that our games-meister, Arron Taylor, notched up – nice one, Greg!

CORNERIA
Greg Ihnatenko – 275

SOLAR
Adam Misosky – 137

VENOM
Dimitri Jarazraj – 242

METRO
Dimitri Jarazraj – 414

ZONESS
Dimitri Jarazraj – 297

TOTAL SCORE
Dimitri Jarazraj – 2090

SECTOR Y
Adam Misosky – 224

SECTOR X
Greg Ihnatenko – 277

KATINA
Adam Misosky – 264

MACBETH
Arron Taylor – 214

AQUAS
Dimitri Jarazraj – 185

SECTOR Z
Dimitri Jarazraj – 122

FORTUNA
Arron Taylor – 87

TITANIA
Dimitri Jarazraj – 229

AREA 6
Greg Ihnatenko – 535

BOLSE DEFENCE
Dimitri Jarazraj – 269



1080° SNOWBOARDING

Somebody, somewhere must be playing *1080°* – these are the same times and scores from last month. It would be nice to get rid of the boy Jones' scores, so come on people, sort it out!

AIR MAKE
Nick Jones – 2500 pts

CRYSTAL LAKE
Nick Jones – 1'05.37
Nick Jones – 4215 pts

GOLDEN FOREST
Nick Jones – 1'25.66
Nick Jones – 11964 pts

DRAGON CAVE
Nick Jones – 1'39.06
Nick Jones – 5648 pts

HALF PIPE
Nick Jones – 11629 pts

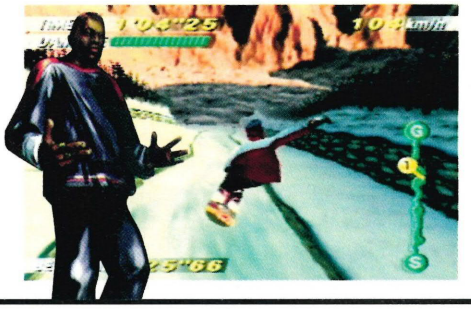
CRYSTAL PEAK
Nick Jones – 1'35.56
Nick Jones – 5445 pts

MOUNTAIN VILLAGE
Nick Jones – 1'42.03
Nick Jones – 11964 pts

DEADLY HALL
Nick Jones – 1'13.42
Nick Jones – 10985 pts

BEST CONTEST SCORE
Nick Jones – 68423 pts





MARIO KART

The Dunn Brothers still remain at the forefront of the *Mario Kart* league table, although it has to be said that a few times have crept in from Lewis Evans from the West Midlands, plus one from Chris Mackiewicz in the USA.

LUIGI RACEWAY

UK Race	1'39.64	Richard Dunn
UK Lap	0'31.77	Richard Dunn
US Race	1'23.12	Nick McCarty
US Lap	0'26.63	Nick McCarty

KOOPA TROOPA BEACH

UK Race	1'40.17	Richard Dunn
UK Lap	0'32.61	Richard Dunn
US Race	1'26.22	Loustarinen Tata
US Lap	0'28.00	Loustarinen Tata

TOADS TURNPIKE

UK Race	2'08.27	Richard Dunn
UK Lap	0'40.31	Richard Dunn
US Race	2'37.30	Michael Harmsen
US Lap	0'52.31	Michael Harmsen

CHOCO MOUNTAIN

UK Race	1'45.98	Danny Dunn
UK Lap	0'30.50	Richard Dunn
US Race	1'32.79	Loustarinen Tata
US Lap	0'30.32	Loustarinen Tata

MOO MOO FARM

UK Race	1'33.98	Danny Dunn
UK Lap	0'30.18	Danny Dunn
US Race	1'19.52	Loustarinen Tata
US Lap	0'26.23	Loustarinen Tata

KALIMARI DESERT

UK Race	2'13.65	Danny Dunn
UK Lap	0'41.67	Danny Dunn
US Race	1'51.68	Loustarinen Tata
US Lap	0'34.91	Loustarinen Tata

FRAPPE SNOWLAND

UK Race	0'29.62	Danny Dunn
UK Lap	0'06.66	Danny Dunn
US Race	0'26.13	Loustarinen Tata
US Lap	0'5.58	Loustarinen Tata

MARIO RACEWAY

UK Race	1'04.79	Richard Dunn
UK Lap	0'20.23	Richard Dunn
US Race	0'57.66	Thomas Jr
US Lap	0'18.29	Thomas Jr

ES

The High Scores page is now sponsored by Excitement Direct – check out their advert on the inside back cover of this mag for some really great deals on software and hardware. They have kindly decided to give prizes each month to five people who have made it into the high scores, so now you have even more incentive to send in your best times! This month the prizes have a World Cup theme to them, with the first prize being a copy of *World Cup '98*, a memory card and an England sticker kit. For the runners-up there are prizes of memory cards and sticker kits, you lucky lot!



GOLDENEYE

Bond is definitely back this month, as a whole host of you sent in your best times. Well done to Aaron Webb, Kevin Seeney, Fergus Flynn, Stefan Callan and Matt Blair. We were beginning to believe that the *Goldeneye* times had all dried up, but you guys have proved that there's plenty of life left. Nice one!

DAM
Antony Bromley – 00:59
Aaron Webb – 00:59

FACILITY
Fergus Flynn – 01:13

RUNWAY
Ben Pritchard – 0:25

SURFACE
Ross McKinstray – 01:12

BUNKER
Antony Bromley – 0:29
Danny Dunn – 0:29

SILO
Danny Dunn – 1:48

FRIGATE
Kevin Seeney – 00:43

SURFACE
Stefan Callan – 1.23

BUNKER
Matt Blair – 00:28

STATUE
Stefan Callan – 2:55

ARCHIVES
Antony Bromley – 00:28

STREETS
Ross McKinstray – 01:25

DEPOT
Stefan Callan – 00:34

TRAIN
Antony Bromley – 2:00

JUNGLE
Greg Innatenko – 2:28

CONTROL
Kevin Seeney – 6:29

CAVERNS
Danny Dunn – 01:41

CRADLE
Matt Blair – 01:11

AZTEC COMPLEX
Matt Blair – 05:51

EGYPTIAN TEMPLE
Matt Blair – 01:17



WIN!

With prizes every month, there's now even more reason to send in your scores. This month's winner is Greg Innatenko from Cheshire, for giving Arron a good drubbing on *Lylat Wars*. The runners up are Kevin Seeney, Fergus Flynn, Stefan Callan and Matt Blair, all of whom set new records on *Goldeneye* – your prizes are in the post!

WINNER
GREG INNATENKO

RUNNERS-UP
FERGUS FLYNN
KEVIN SEENEY
STEFAN CALLAN
MATT BLAIR

YOU KNOW THE SCORE, SEND US THOSE VIDEOS AND/OR PHOTOS OF YOUR BEST TIMES AND WE'LL MAKE YOU INTO A LITTLE TWINKLING GAMING STAR.

WARIO STADIUM

UK Race	0'23.00	Lewis Evans
UK Lap	0'06.14	Lewis Evans
US Race	1'06.38	Nick McCarty
US Lap	0'07.95	Nick McCarty

ROYAL RACEWAY

UK Race	2'09.33	Danny Dunn
UK Lap	0'42.52	Danny Dunn
US Race	1'48.73	Loustarinen Tata
US Lap	0'35.90	Loustarinen Tata

D.K JUNGLE PARKWAY

UK Race	0'42.32	Danny Dunn
UK Lap	0'05.66	Danny Dunn
US Race	0'52.97	Loustarinen Tata
US Lap	0'07.40	Loustarinen Tata

BANSHEE BOARDWALK

UK Race	2'09.81	Richard Dunn
UK Lap	0'42.56	Richard Dunn
US Race	1'50.71	Loustarinen Tata
US Lap	0'36.50	Loustarinen Tata

SHERBERT LAND

UK Race	2'07.41	Steven Cosker
UK Lap	0'41.91	Steven Cosker
US Race	1'53.99	Chris Mackiewicz
US Lap	0'42.43	Bas Bionda

BOWSER CASTLE

UK Race	2'18.74	Richard Dunn
UK Lap	0'45.64	Richard Dunn
US Race	1'58.24	Loustarinen Tata
US Lap	0'39.21	Loustarinen Tata

YOSHI VALLEY

UK Race	1'24.28	Danny Dunn
UK Lap	0'11.22	Danny Dunn
US Race	1'32.93	Loustarinen Tata
US Lap	0'09.33	Loustarinen Tata

RAINBOW ROAD

UK Race	4'55.63	Danny Dunn
UK Lap	1'35.92	Danny Dunn
US Race	5'02.06	Thomas Jr
US Lap	1'22.56	Thomas Jr

SUBSCRIBE



AND RECEIVE 12 COPIES OF TOTAL 64 FOR THE PRICE OF 10!

SUBSCRIBE TODAY AND GET MORE FOR LESS CASH! JUST CHECK OUT THE STUNNING PRICES BELOW...

I WOULD LIKE TO SUBSCRIBE TO TOTAL 64 MAGAZINE AND RECEIVE THE NEXT 12 ISSUES

❑ £29.95 including delivery anywhere in the UK or ❑ £65.00 elsewhere in Europe. (US Only $83.40 Call: 800 233 1679)
Please make cheques payable to Rapide Publishing.
Send your payment, together with this completed form, to the following address:
Subs Department, Total 64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

TOTAL 64

METHOD OF PAYMENT

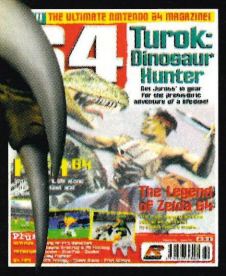
❑ Cheque (made payable to Rapide Publishing) ❑ Postal Order (made payable to Rapide Publishing)
Please charge my credit card: ❑ VISA ❑ ACCESS ❑ MASTERCARD

Card No: _____ Expiry date _____
PLEASE PRINT CLEARLY
Name: _____
Address: _____
_____
Postcode: _____
Telephone: _____
Signed: _____ Date: _____
Please start my subscription with issue number: _____

BACK ISSUES

BACK ISSUES NOW AVAILABLE!

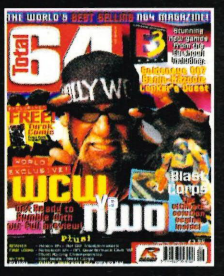
ISSUE 2
TUROK: DINOSAUR HUNTER



ISSUE 5
MARIO KART



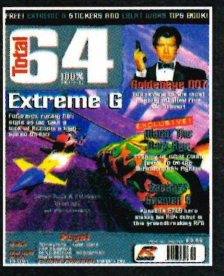
ISSUE 6
WCW VS nWo



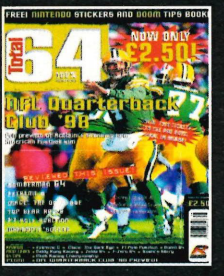
ISSUE 7
DARK RIFT



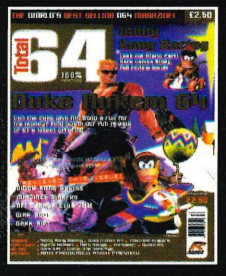
ISSUE 8
GOLDENEYE 007



ISSUE 9
NFL Q'BACK CLUB '98



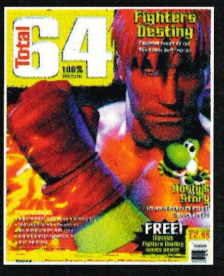
ISSUE 10
DUKE NUKEM 64



ISSUE 11
NINTENDO SPACE WORLD



ISSUE 12
FIGHTERS DESTINY



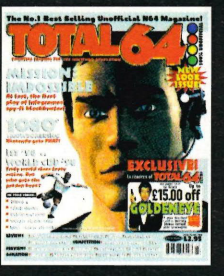
ISSUE 13
EARTHWORM JIM



ISSUE 14
QUAKE



ISSUE 15
MISSION: IMPOSSIBLE



I WOULD LIKE TO ORDER THE FOLLOWING TOTAL 64 BACK ISSUES PLEASE!

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

ISSUE 2: £4.95.....
ISSUE 5: £4.95.....
ISSUE 6: £4.95.....
ISSUE 7: £4.95.....
ISSUE 8: £4.95.....
ISSUE 9: £4.95.....
ISSUE 10: £4.95.....
ISSUE 11: £4.95.....
ISSUE 12: £4.95.....
ISSUE 13: £4.95.....
ISSUE 14: £4.95.....
ISSUE 15: £4.95.....

TOTAL PRICE: £.....

Name:.....

Address:.....

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

Telephone:..... Date:.....

METHOD OF PAYMENT

Send your payment, together with this completed form, to the following address:
Subs Department, Total 64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

❑ **CHEQUE** (made payable to Rapide Publishing)
❑ **POSTAL ORDER** (made payable to Rapide Publishing)

Please charge my **CREDIT CARD**: ❑ VISA ❑ ACCESS ❑ MASTERCARD

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

NEXT MONTH

MASSIVE! E3 REPORT

Including play tests of:

THE LEGEND OF ZELDA: OCARINA OF TIME

BANJO-KAZOOIE

F-ZERO X **and a few secret games, too...**









PLUS

KOBE BRYANT'S BASKETBALL

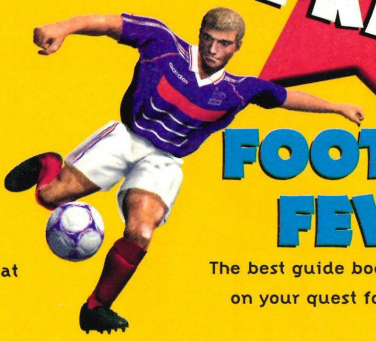
Nintendo's very own basketball game is looking pretty smooth. Will this be the one that finally 'alley oops' the N64? Full review next month.

SILICON VALLEY

DMA's much delayed evolutionary new platformer is about to see the light of day and we've got the lowdown!

SPACE CIRCUS

You're about to be introduced to one of the surprise titles of the year. You want a game with great graphics, great gameplay and a sense of humour? Then *Space Circus* might just be for you!



FOOTBALL FEVER!

The best guide book around to lead YOU on your quest for World Cup glory!

DON'T MISS THE NEXT ISSUE OF TOTAL 64 IT'S GONNA BE MUCH RUFFER!

THE WORLD'S BEST SELLING PLAYSTATION TIPS MAGAZINE!

PlayStation SOLUTIONS

ON SALE NOW!



FREE!
36 PAGE BOOK MASSIVE PLAYER GUIDE
DEATHTRAP DUNGEON

EXCLUSIVE:
RESIDENT EVIL 2 SOLUTION
ALSO FEATURING:
PITFALL 3D • RIVEN
WARHAMMER II: DARK OMEN • DIABLO
BUST-A-MOVE 3 • GHOST IN THE SHELL
DIE HARD TRILOGY

FREE! 32 PAGE MINI MAGAZINE
FEATURING COMPLETE SOLUTION
TO TOMB RAIDER

FREE! 36 PAGE DRIVER'S MANUAL
THE UK'S FIRST PLAYER'S GUIDE TO
GRAN TURISMO



TOTAL 64

total64@rapide.co.uk

MANAGING EDITOR
Dave Perry [gamesanimal@rapide.co.uk]

EDITOR
Nick Jones [nick@rapide.co.uk]

SUB EDITOR
Sorcha Fenlon [sorcha@rapide.co.uk]

STAFF WRITERS
Simon Phillips, Jethro Stokes

DESIGNER
Antony Grace [ant@rapide.co.uk]

ART DIRECTOR
Ian Roxburgh [en@rapide.co.uk]

PRODUCTION DIRECTOR
Mark Ayshford [ayshie@rapide.co.uk]

IT MANAGER
Gary Joyce [garyjoyce@rapide.co.uk]

PRODUCTION MANAGER
Steve Michaels [steve@rapide.co.uk]

PROPRIETOR
Mark Smith [marksmith@rapide.co.uk]

SALES EXECUTIVE
Helen Johns
Advertising Tel: 01392 495155
Advertising Fax: 01392 433505
ads@rapide.co.uk

SUBS/MAIL ORDER
01392 495155 [subs@rapide.co.uk]

PRINTED BY
Duncan Web Offset Limited
Farleigh Hill, Tovil, Maidstone, Kent
ME15 6XA

DISTRIBUTED BY
MMC, Octagon House,
White Heart Meadows, Ripley,
Woking, Surrey, GU12 6HR
Tel: 01483 211222 Fax: 01483 224541

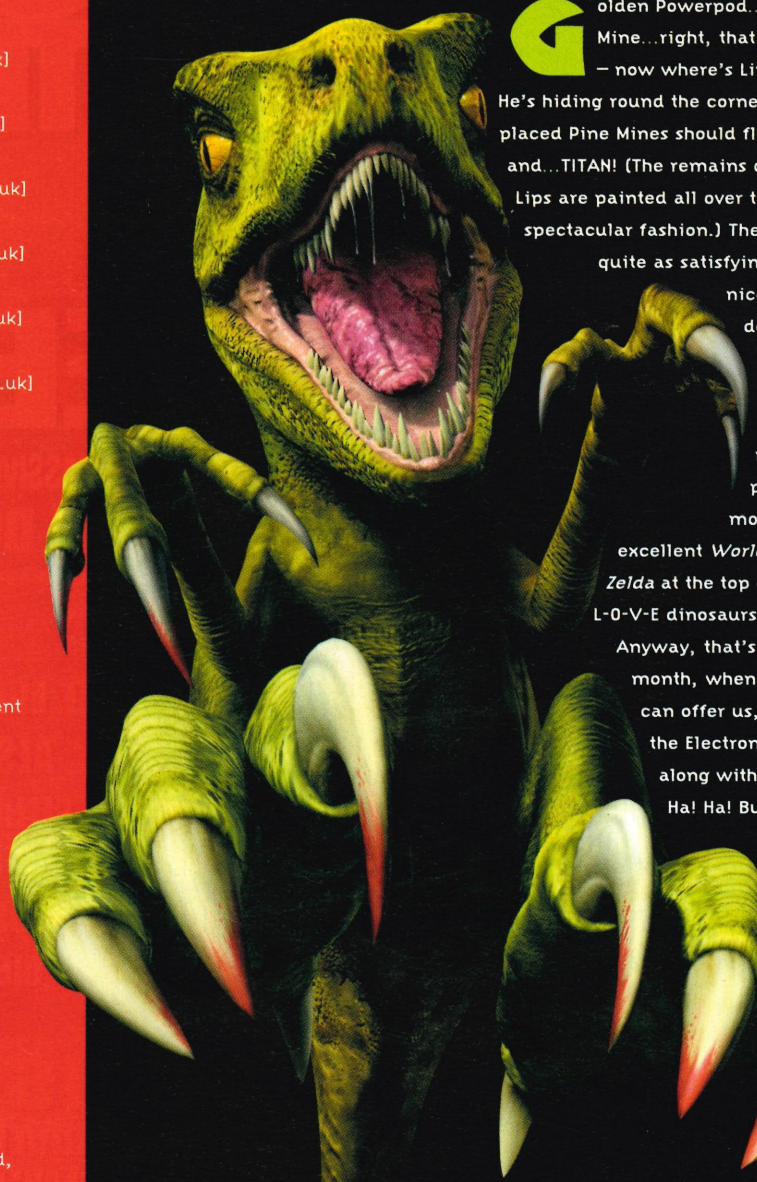
AMERICAN DISTRIBUTORS
ADS Publisher Services Inc
3400 Dundee Road
Northbrook, IL, USA
Tel: (708) 498-5014

PUBLISHED BY
Rapide Publishing
1 Roman Court, 48 New North Road,
Exeter, Devon, EX4 4EP.
Tel: 01392 495155 Fax: 01392 491135

AMERICAN OFFICES
Rapide Publishing (USA)
70 Walnut Street, Wellesley, MA, 02181
Tel: (001) 617 239 8249
Fax: (001) 617 239 8261
Total 64 ISSN: 1366-9532

THANKS TO
We would like to thank Madiera Games – official suppliers to Total 64

WHERE'S THE LIPS GONE?





Golden Powerpod...Solaris...Pine Mine...right, that's me kitted up – now where's Lips gone? Aha! He's hiding round the corner; a few well placed Pine Mines should flush him out and...TITAN! (The remains of The Boy Lips are painted all over the wall in a spectacular fashion.) There's nothing quite as satisfying as shoving a nice big Titan missile down Phillips' gullet...

If you haven't guessed already, the game I'm talking about here is Acclaim's futuristic shooter, *Forsaken* – its multiplayer option really is a game to rival *Goldeneye* and that's very high praise indeed! But that's not the only fun we've had this month; there's also been some top footy action, with EA's excellent *World Cup '98* and a sneaky look at the game that's replaced *Zelda* at the top of our 'most wanted' lists, *Turok 2*. Oh, lordy lord, do we L-O-V-E dinosaurs!

Anyway, that's all in the past now – we're all looking forward to next month, when we'll be sampling all the delights that Atlanta, Georgia can offer us, as we prepare for the biggest games show of the year; the Electronic Entertainment Expo. All the big games will be there, along with a few surprises; oh yes, we're going to get to play *Zelda*. Ha! Ha! But don't worry, we'll tell you all about it...

So until then, bye for now and...
"Set sail for Atlanta!"

Nick





RAPIDE PUBLISHING

No part of this magazine may be produced or transmitted in any form or by any means, electronical or mechanical, including photocopying, recording or by any information storage or retrieval system without written permission from Rapide Publishing.

This magazine is not published, authorised by, or associated in any way with Nintendo of America Inc, Nintendo of Japan Inc, or any associate or affiliate company. This magazine is not and should not be confused with any publication that is printed or distributed by Nintendo of America Inc, Nintendo of Japan Inc, or any associate or affiliate company. Nintendo® is a registered trademark of Nintendo Inc.

The following are trademarks owned by Nintendo: Nintendo 64®, Super Nintendo Entertainment System®, Super Nes®, Nintendo Entertainment System®. All copyrights and trademarks are recognised.

Special Reserve Discount Mail Order - 01279 600204

Market leaders in mail order home computing, established 10 years, great web site and six amazing shops. See us on the web at http://special.reserve.co.uk.

Officially Authorised for Nintendo and for PlayStation. Trial Membership for just 50p. 0% PAY LATER (subject to status).

Nintendo 64 ... ...£99.99 less £10*
Official UK N64 with Nintendo 3D controller and RF lead.

Nintendo 64 Fire Pack ... ...£137.99 less £10*
TWO Official Nintendo 3D Controllers and 8 MB Memory Card

*Deduct £10 off the price of any one item bought at the same time as a Nintendo 64 or PlayStation.
0% PAY LATER available if your total purchase is between £250 and £750, subject to status.



STICKER KITS FOR N64 ... ...9.99
STICKER KITS FOR PLAYSTATION ...9.99
Change the colour of your Nintendo 64 or PlayStation with these high quality, durable laminated sticker kits. Available in Carbon look, Gold, Silver & England

SCART LEAD FOR N64 - Nintendo 64 to scart TV 7.99
HI-FI AUDIO LEAD FOR N64 - Nintendo 64 to stereo 9.99

256K MEMORY CARD FOR N64 - 12 slots 7.99
4 MB MEMORY CARD FOR N64 - 192 slots 14.99
8 MB MEMORY CARD FOR N64 - 384 slots 19.99

NINTENDO 64 DELUXE CARRY CASE 24.99
2 SPEED RUMBLE PACK FOR N64 ... ...12.99
RUMBLE PACK WITH BUILT-IN 1 MB MEMORY CARD 13.99

Nintendo 64 Controllers



ARCADE SHARK STICK FOR N64 ...34.99
5 fire buttons, view control, analogue and digital directional controls, interchangable joystick, auto-fire and slow motion functions



COMPETITION PRO NS64 CONTROLLERS ...19.99
Available in many different colours. Features include turbofire, autofire and slow motion



TOP DRIVE WHEEL AND PEDALS FOR N64, PLAYSTATION & SATURN ... 54.99
Fully functional steering wheel with brake and accelerator pedals. Programmable buttons, 9 button control, D-shaped wheel, stick shift, self centering technology, wheel rotation angle select. Also includes memory card and rumble pack slot.





OFFICIAL NINTENDO 64 3D CONTROLLERS ...24.99
Available in many different colours: black, blue, green, grey, red & yellow

TRIDENT PAD FOR N64 ...15.99
Digitakl/analogue controller, 8 way directional thumb cursor, 3D analogue stick, 9 fire buttons with memory card slot

We stock 15 controllers for Nintendo 64 call 01279 600204

Nintendo 64 Games

AERO FIGHTERS ASSAULT	...39.99 -10%*
ALLSTAR BASEBALL •	...42.99 -10%*
BLAST CORPS 89%	...41.99 -10%*
BUCK BUMBLE •	...44.99 -10%*
BUST A MOVE 2 •	...42.99 -10%*
CHAMELEON TWIST 89%	...45.99 -10%*
CLAYFIGHTER 63 1/3 87%	...32.99 -10%*
CRUISIN USA	...29.99 -10%*
DIDDY KONG RACING 97%	...41.99 -10%*
DOOM 92%	...36.99 -10%*
DUKE NUKEM 64 91%	...46.99 -10%*
EXTREME G 95%	...41.99 -10%*
F1 RACING 98	...49.99 -10%*
FIFA 98 - ROAD TO	
THE WORLD CUP 92%	...44.99 -10%*
FIGHTERS DESTINY 93%	...39.99 -10%*
FOOTBALL!	...42.99 -10%*
FORSAKEN	...42.99 -10%*
GOLDENEYE 98%	...41.99 -10%*
GT 64 •	...40.99 -10%*
HEXEN 85%	...40.99 -10%*
HOLY MAGIC CENTURY	...44.99 -10%*
INTERNATIONAL SUPERSTAR SOCCER 64 97%	28.99 -10%*
KILLER INSTINCT GOLD 88%	...44.99 -10%*
LAMBORGHINI 64	...42.99 -10%*
LYLAT WARS 95% WITH RUMBLE PACK	...49.99 -10%*
MACE 89%	...40.99 -10%*
MADDEN 64 92%	...44.99 -10%*
MARIO KART 64 94%	...41.99 -10%*
MISCHIEF MAKERS 90%	...41.99 -10%*
MISSION IMPOSSIBLE •	...40.99 -10%*
MORTAL KOMBAT MYTHOLOGY	44.99 -10%*
MULTI RACING CHAMPIONS	...46.99 -10%*
MYSTICAL NINJA	...44.99 -10%*
NAGANO WINTER OLYMPICS 98	41.99 -10%*
NBA PRO 98	...44.99 -10%*
NFL QUARTER BACK CLUB 98	41.99 -10%*
NHL BREAKAWAY 98	...42.99 -10%*
OLYMPIC HOCKEY •	...40.99 -10%*
PILOT WINGS 64 91%	...41.99 -10%*
QUAKE 92%	...39.99 -10%*
RAMPAGE WORLD TOUR	...46.99 -10%*
RECKIN BALLS	...42.99 -10%*
SAN FRANCISCO RUSH 90%	...40.99 -10%*
SHADOWS OF EMPIRE 90%	...41.99 -10%*
SNOWBOARD KIDS	...33.99 -10%*
SUPER BOMBERMAN 64	...41.99 -10%*
SUPER MARIO 64 100%	...41.99 -10%*
TETRISPHERE 96%	...34.99 -10%*
TONIC TROUBLE	...44.99 -10%*
TOP GEAR RALLY 90%	...39.99 -10%*
TUROK - DINO HUNTER 97%	...35.99 -10%*
WARGODS	...42.99 -10%*
WAVE RACE 64 92%	...44.99 -10%*
WAYNE GRETSKY 90%	...44.99 -10%*
WCW VS NWO: WORLD TOUR	40.99 -10%*
WETRIX	...44.99 -10%*
WORLD CUP 98 •	...44.99 -10%*
WWF: WARZONE •	...42.99 -10%*
YOSHI'S STORY 86%	...42.99 -10%*

Super NES Games

DISNEY'S LION KING	...29.99
DONKEY KONG COUNTRY 2 97%	...19.99
DONKEY KONG COUNTRY 3	...27.99
JOHN MADDEN NFL 93	...22.99
KIRBY'S DREAMCOURSE	...19.99
KIRBY'S FUN PACK	...12.99
KIRBY'S GHOST TRAP	...12.99
PGA TOUR GOLF	...19.99
PILOT WINGS 91%	...12.99
PRIMAL RAGE	...22.99
RETURN OF THE JEDI	...29.99
SECRET OF EVERMORE	...12.99
SPIROU	...22.99
SUPER GHOULS AND GHOSTS 94%	24.99
SUPER INT'L CRICKET 89%	...12.99
SUPER MARIO KART 94%	...27.99
SUPER MARIO WORLD 92%	...19.99
SUPER SOCCER	...19.99
SUPER STAR WARS	...19.99
SUPER STREET FIGHTER 2	...19.99
SUPER TENNIS	...12.99
TETRIS ATTACK 87%	...12.99
TWIN PACK - TETRIS & DR MARIO	...12.99
ULTIMATE MORTAL KOMBAT	...19.99
WINTER GOLD	...19.99
YOSHI'S ISLAND 97%	...19.99
ZELDA 3 - LINK TO THE PAST 95%	...19.99

Pocket Gameboys



(AS SEEN ON TV)
New 30% smaller and 50% lighter Gameboy. Compatible with all Gameboy games

GAMEBOY POCKET (SILVER) 45.99
GAMEBOY POCKET (BLACK) 40.99
GAMEBOY POCKET (BLUE) 40.99
GAMEBOY POCKET (CLEAR) 40.99
GAMEBOY POCKET (GREEN) 40.99
GAMEBOY POCKET (RED) 40.99
GAMEBOY POCKET (YELLOW) 40.99

Gameboy Games

BUST A MOVE 3 •	...19.99
DONKEY KONG LAND 96%	...19.99
JAMES BOND 007	...22.99
MARIO AND YOSHI	...12.99
POCKET BOMBERMAN •	...19.99
RETURN OF THE JEDI	...14.99
SOCCER 90%	...14.99
STREET FIGHTER 2	...14.99
SUPER MARIO LAND 1 94%	...19.99
SUPER MARIO LAND 2 90%	...19.99
TAZ-MANIA	...14.99
TETRIS	...14.99
V - RALLY •	...22.99
WARIOLAND 2 •	...19.99
WAVE RACE	...11.99
WORLD CUP 98 •	...22.99
WORMS	...17.99
ZELDA 96%	...16.99

ALL FOR £6.00

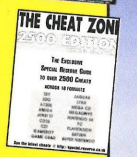
SPECIAL RESERVE ANNUAL MEMBERSHIP FEE



It's easy to join, just phone 01279 600204 or send in the order form. There's no obligation to buy anything, you can be any age, and it's only £6.

1. Members receive 10 issues of our colour **Club Magazine** per year. The magazine includes our full catalogue of over 2,000 products, many at below trade price or under half price. And there are Reviews, Features, Charts, Release Dates, Extra Savings and thousands of pounds worth of great prizes to be won.

2. The incredible ***FREE* Special Reserve Book of 2500 Cheats** (all formats) will be sent to you with your **Family Membership Card** and **Fantasy Game *FREE*** entry forms (£5000 of prizes).



3. AND choose any one of the ***FREE GIFTS*** below if you buy just one item at the same time as you join. All of our gifts are worth the membership fee or more and you can extend your membership for £5.50 to get more gifts if you want them.

That's why over 400,000 people have joined Special Reserve
The Biggest Games Club in the World

10%* OFF MAIL ORDER MADNESS

Deduct an extra 10% off the price of games software only for PC, Nintendo 64, Saturn or PlayStation if you place your order by post using this complete form or a photocopy of it.
e.g. Deduct £2.80 off a £27.99 game.
(not to be used in conjunction with other special discounts)
EXPIRES 30/6/98

Special Reserve 01279 600204
OR FAX YOUR ORDER ON 01279 726842 - WE'LL FAX BACK TO CONFIRM
OPEN 9.30AM TO 8PM (MON-SAT) 10AM TO 5PM (SUN & BANK HOLIDAYS)

(BLOCK CAPITALS please)
Name, Address and Postcode_____

Phone No_____Machine_____

ENTER MEMBERSHIP NUMBER IF ANY

We only supply members but you can order as you join (from 50p).
There is no obligation to buy anything and you can be any age.

TOTAL 64

£6.00 Annual Membership includes 10 issues of the Club Magazine plus the Special Reserve Book of 2500 Cheats. AND choose a FREE GIFT from above if you buy any item at the same time as you join.

PLEASE ENTER MEMBERSHIP FEE IF APPLICABLE AND PLEASE REMEMBER TO TICK YOUR CHOICE OF GIFT BELOW

ANNUAL MEMBERSHIP £6 (UK), £9 (EC) OR £12 (WORLD) OR TRIAL MEMBERSHIP 50P (ONE MAGAZINE, ONE ORDER)	
item	
item	
item	
Deduct any 10% Mail Order Madness Discount as described above*	Less
ALL PRICES INCLUDE UK POSTAGE & VAT Cheque/P.O./Mastercard/Creditcharge/Switch/Visa	£

CREDIT CARD EXPIRY DATE _____ SIGNATURE_____ SWITCH (ISSUE NO_____)

Overseas orders must be paid by credit card. Overseas surcharge £2.00 per item
Hardware items (mains or battery) are only supplied to the UK mainland

Immediate cheque clearance
Cheques payable to Special Reserve at PO Box 847, Harlow, CM21 9PH

FREE GIFTS

Please tick your choice of gift when you join for a year (£6) at the same time as buying any one item.
If joining by telephone please ask for your gift at the time.



☐ **CHOOSE FREE GOODY BAG INCLUDES MINIBOY, GAMEBOY CALCULATOR AND VIRTUAL PET**
Incredibly, all three of these electro gizmos have been bundled as one great gift. Miniboy is a keyring console with 55 variations of 4 classic games. Gameboy calculator is a real calculator which looks like a Gameboy when closed



☐ **OR FREE 256K MEMORY CARD FOR NINTENDO 64**

☐ **OR FREE RUMBLE PACK FOR N64.** Sends vibrations through the controller

☐ **OR FREE PREMIER FOOTBALL.** Full size, PVC coated football. Includes adaptor. Design may vary

☐ **OR FREE 1 MB MEMORY CARD FOR PLAYSTATION**

☐ **OR FREE 24 CAPACITY CD WALLET.** Stores CD's in individual compartments

☐ **OR FREE COMMANDER 2 JOYPAD FOR PLAYSTATION.** With turbofire function.

☐ **OR FREE PERSONAL STEREO CASSETTE PLAYER + HEADPHONES**

☐ **OR FREE ACE VENTURA 2 VHS VIDEO (PG)**

☐ **OR EIGHT GAMES FREE ON PC CD ROM.** Desert Strike, Team Suzuki, Actua Soccer semi-final edition, Lotus 3, Jungle Strike, Toyota Celica GT Rally, Zool 2 & Normality Inc demo. All games 8 FREE

Offers subject to stock availability. Alternative gifts available. Overseas members add £2 postage

The Special Reserve ZZAP P200 £899.99 including VAT



Internet-ready Intel MMX PC with 3D Graphics and 30 great Games. Made in UK from all top brand components

PlayStation Top Games

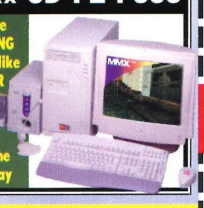
C & C - RED ALERT	...33.99 -10%*
COOL BOARDERS 2	...31.99 -10%*
DIE HARD + PREDATOR GUN	29.99 -10%*
FIFA 98	...29.99 -10%*
GRAND THEFT AUTO (18)	...30.99 -10%*
MEN IN BLACK	...31.99 -10%*
MICRO MACHINES 3	...19.99 -10%*
PREMIER MGR 98	...32.99 -10%*
RESIDENT EVIL 2	...39.99 -10%*
THREE LIONS	...34.99 -10%*
TIME CRISIS + GUN	...32.99 -10%*
TOCA TOURING CARS	...34.99 -10%*
TOMB RAIDER 2	...34.99 -10%*

Key Dates

APR 9	Quake 64	N64
APR 24	Mystical Ninja	N64
APR 24	Three Lions	PLAYSTATION
APR 29	Resident Evil 2	PLAYSTATION
MAY 1	Premier Mgr 98	PLAYSTATION
MAY 1	ISS 64 price drop	N64
MAY 15	Men in Black	PLAYSTATION

Release Dates may be subject to slippage

The Special Reserve MAXX 3D P2 P333



Goes like LIGHTNING Sounds like THUNDER and BOY does it BLOW the rest away

FREE TO MEMBERS - WIN £5000 OF PRIZES

Fantasy Formula 1 98 — WIN a grand in your hand to spend with us

Fantasy World Cup 98 — WIN 15 PlayStations with F1 and a £2000 PC

SPECIAL RESERVE BIG CLUB SHOPS

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
Not far from the M11, just around the corner from the train station
Tel: 01279 600399

MASSIVE SELECTION - LOWEST PRICES
We'll beat any locally advertised price by £2.
All our shops have PC Upgrade and Repair facilities and we sell a range of award-winning PC's from £899.
IT'S EASY TO PARK

UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
2 miles from junction 29 of the M25.
Opposite Somerfield Supermarket
Tel: 01708 225544

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
Just around the corner from the bus station
Tel: 01245 348777



EGHAM
168 High Street, Egham, Surrey.
Near Windsor and Staines.
Just 1 mile off junction 13 on the M25
Tel: 01784 473444

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
2 miles from junction 25 of the M1, near Kwik Fit and Pizza Hut
Tel: 0115 949 1000

BRISTOL
351 Gloucester Road (A38), Bristol.
1 ½ miles from the City Centre and just up from Kwik Save
Tel: 0117 924 5000

GREAT WEB SITE AT **http://special.reserve.co.uk** MASSIVE CONTENT

Inevitably some products listed may not yet be available and prices may change. Please phone 01279 600204. Some items carry a £1 surcharge in our shops. SAVE = Saving off full recommended price.
Sent to press 07/04/98 Errors & Ommisions Excluded. Inter-Mediates Ltd, T/A Special Reserve, The Maltings, Sawbridgeworth, Herts CM21 9PG



TOTAL64

RAPIDE PUBLISHING

1 ROMAN COURT, 48 NEW NORTH ROAD, EXETER EX4 4EP