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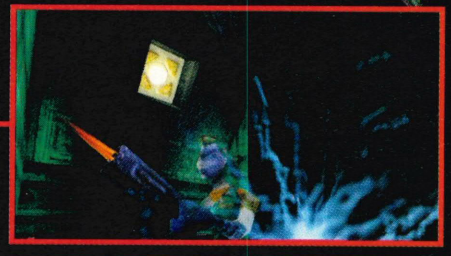

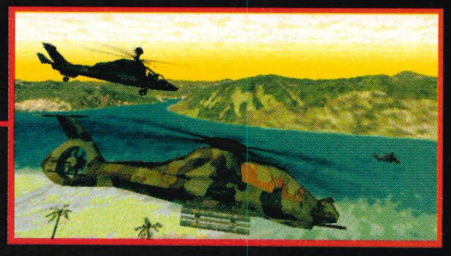

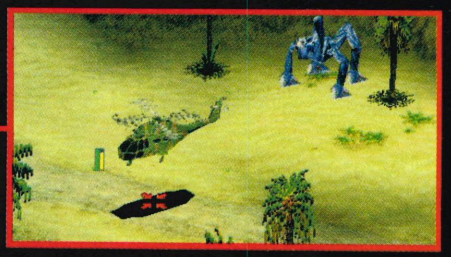

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TOTAL64

NEWS SPECIAL

10. E3 REPORT

Total 64 makes the arduous journey to deepest, darkest Atlanta to get the lowdown on the games you'll be playing over the next year.

64-MATIONS

28. EARTHWORM JIM 3D

'The Worm has returned' and other such witty puns to do with 'early birds' and so on. Anyway, that crazy earthworm is back in an all-new 3D adventure... Groovy!

PREVIEWS

30. SPACE CIRCUS

Infogrames are fast becoming one of the best developers of N64 software in the world! Check out this, their answer to *Mario 64* – with a touch of Gallic flair...

36. BUCK BUMBLE

From the people who brought you *Starwing* on the SNES comes this, a 3D insect shoot-'em-up with a sense of humour. "Hide your honey, here comes the swarm!"

SOLVED

74. FORSAKEN

The first part of our complete solution to Acclaim's dark and futuristic shoot-'em-up – can you save the Earth from certain doom?

CONTENTS

REVIEWS

42. BANJO-KAZOOIE

The latest game from golden boys, Rare, is all set to take King Mario's crown as the best platformer of all time!

50. MLB FEATURING KEN GRIFFEY VS ALL STAR BASEBALL

Two baseball games in one month? See how Nintendo's arcade experience fairs against the super slick presentation of Acclaim's titles in our very own World Series.

56. KOBE BRYANT'S NBA BASKETBALL

More sports action from the States in Nintendo's very own basketball game. Will this game make your shoes squeak with love? Find out on page 56...

58. TSUNAMI

The Japanese and their puzzle games – what's it all about? The latest in bean obsession from Konami is probably the best yet, but only if you're up for mind-numbingly addictive gameplay!

60. AIR BOARDER 64

What do you get if you cross *Pilotwings* with *1080° Snowboarding*? Something along these lines, methinks – skate and snowboard action in an open landscape. Interested? You should be...

62. RAMPAGE WORLD TOUR

An eighties arcade classic gets a 64-bit overhaul, but will it be worth it? Join Lizzie, Ralph and George as they smash their way through the world's most famous cities.

64. BUST-A-MOVE 2

We're puzzle game mad here at Total 64! See if this classic *Bubble Bobble* spin-off can make the grade in a world where *Wetrix* is king. And if Acclaim have actually changed anything in it...

65. JEOPARDY

After the laughable effort that was *Wheel of Fortune*, Gametek have got a lot to do to prove that making TV tie-ins isn't a complete waste of time. Somehow, we think they won't manage it.

THE REST

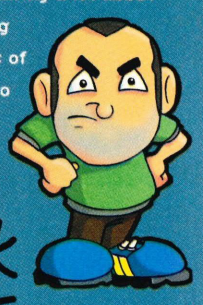
6. News
40. Reviews Intro
66. Reviews Round Up
82. Cheaty Monkey
86. The Firing Line
91. Readers' Art
92. High Scores
94. Subscriptions
95. Back Issues
96. Next Month
98. Sign Off

EDITORIAL

So I suppose you're wondering what this E3 business is all about? Basically, it's the biggest games show in the known universe, where all the industry meets to show us what's going to be big over the next year. It's usually the place where all the big hardware and software developments are announced to an unsuspecting games press and this year was no exception: Sega had their Dreamcast, Sony had their PlayStation 2 and Nintendo had...well, a lot of top games. Yes that's right, by far the most impressive software on show was for the N64.

Surprised? You shouldn't be if you think about it; with the PlayStation and the Saturn coming to the end of their shelf lives and the N64 just beginning to enter its second phase of development, Nintendo find themselves in an enviable position. One where no one can touch the quality of the games that they have in the pipeline. Oh yes, and you can stop your whinging right now, because it was announced that there would be 35 N64 titles released before the end of the year!

Titles such as *Zelda*, *Banjo-Kazooie*, *F-Zero X* and *Mission: Impossible* wowed the crowds and left those PlayStation journos green with envy... and that was before they'd even seen the new stuff from Rare! Two games from the UK based developers were announced: *Jet Force Gemini* and then the small matter of the *Goldeneye* follow-up, *Perfect Dark*. Mark my words, you'll be hearing a lot about these over the coming months. There's loads of other stuff you need to know about, so don't hesitate, go straight to our report. Enjoy!



Nick

TOTAL64: NE

UK RELEASE DATES

May 1998
Tonic Trouble (Ubi Soft)

June 1998
World Cup '98 (EA Sports)
ISS Pro '98 (Konami)
UEFA Soccer (Ocean)

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

August 1998
F-Zero X (Nintendo)
Knife Edge (Kemco)

September 1998
Conker's Quest (Nintendo/Rare)
Kemco Puzzle Game (Kemco)
Turok 2 (Acclaim/Iguana)

October 1998
Body Harvest (DMA)

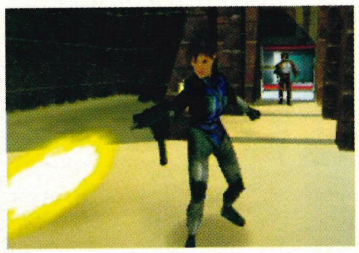
November 1998
1080 ° Snowboarding (Nintendo)
Zelda: Ocarina of Time (Nintendo)
Top Gear Rally 2 (Boss)

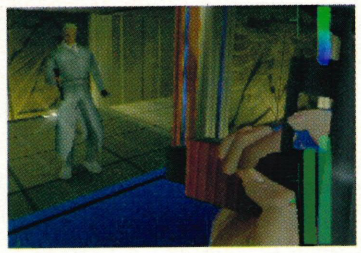
James becomes Joanna!

Having lost the James Bond license, Rare have finally now confirmed that they are working on a sequel (of sorts) to their hit title, *Goldeneye*. In the new title, *Perfect Dark*, you will take on the role of Joanna Dark, a covert field operative who is very much the female equivalent of our very own 007. The game is running on the *Goldeneye* engine, but there have been some major improvements in terms of both the speed and smoothness of the frame rate.

In spite of this, the two games are already very different; Rare have altered the original game engine substantially, giving *Perfect Dark* much more depth, and included far more difficult missions to complete. For instance, two of the missions will be set underwater – we can only speculate about how this will work. *Perfect Dark* will also incorporate many more weapons than *Goldeneye* and these will all relate directly to the alien conspiracy story line which drives this new title.

As you can see from the screenshots, Rare have achieved the unbelievable, by managing to improve upon what were already considered to be superb graphics. Expect greatness from *Perfect Dark*, as those chaps from Rare have consistently proven themselves to be the people who can squeeze the most out of the N64, whilst still managing to add even more playability than you could ever hope for. We shall be following the progress of this amazing looking title and will bring you updates as soon as we can. **T64**





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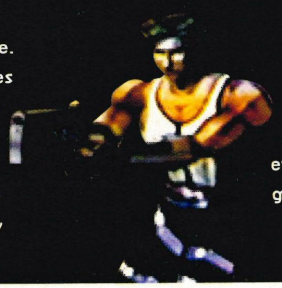
THANK HEAVENS, IT'S CHRISTMAS!

Konami confirmed that *Hybrid Heaven* is due for a Christmas release. Without a doubt this is one of the most eagerly anticipated releases on the N64. Konami are showing their confidence in the title by releasing it up against the many other quality titles due out at Christmas, the most competitive of times for software releases. Expect something pretty amazing and don't worry – we shall be hunting information on *Hybrid Heaven* like a collection of hunty things. Expect a preview, real soon...



GOEMON GOES THERE AGAIN...

Given the positive reviews of the recent N64 Mystical Ninja jaunt, Konami have announced that they are to release another in the ever expanding line of Ganbare Goemon games on the N64. Presumably the game will feature yet more puzzling platform high jinx – and we can't wait.

A story of glove and hate

Things are really hotting up on the N64 3D platform trail at the moment, what with *Banjo-Kazooie*, *Gex 64* and *Space Circus* all lining up to take pot-shots at the plumber's crown. Now you can add yet another title, *Glover* – Hasbro Interactive's first foray onto the N64 – to that list.

In the Crystal Kingdom, a young wizard, ignoring his chemistry teacher's advice, mixed some chemicals that go together like ice-cream and asparagus... and the ensuing explosion turned him into a statue, dislodged the seven crystals which provide the kingdom with energy and caused his magic gloves to fly off! I hate it when that happens.

One of the gloves – that's you – must traverse six colourful worlds made up of 30 areas, with themes ranging from Prehistoric to Carnival, through to Atlantis. Your quest is to find the crystals, free the wizard and thus restore peace and harmony. You are already in possession of the first crystal, which has been transformed into a ball and you must protect this, as well as yourself, as you guide it through the levels.

Luckily this ball can change to anything from a bowling ball to a ball-bearing to help you solve the puzzles and defeat all your foes. Unluckily, the other glove landed in a vat of evil, became quite nasty and will do anything it can to prevent you from doing the right thing.

Glover is not due out until the last quarter of 1998, but until then, these lovely shots should serve to whet your appetite. **T64**

TBA
Actua Golf (Interplay)
Aeronaughts (Ocean)
All-Star Baseball '99 (Acclaim)
Andretti Racing (EA Sports)
Bio Tetris (Amtex)
Body Harvest (DMA)
Bottom of the Ninth (Konami)
Buggie-Boogie (Nintendo/Angel)
Command and Conquer (Virgin)
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 UN (Video System USA)
F-Zero X Expansion Set (Nintendo)
Ghouls'n'Ghosts 64 (Capcom)
Hybrid Heaven (Konami)
Kirby's Air Ride (Nintendo)
Konami Baseball (Konami)
Legend of Zelda 64DD (Nintendo)
Looney Tunes 64 (Ocean)
Magic: The Gathering (Acclaim)
Mario 64 II (Nintendo)

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ISS '98 NOT TAKING PART IN WORLD CUP

Despite much speculation that *ISS '98* would be taking part in the run up to the World Cup, it's now known that the game has instead been sent home. Fears were growing over *ISS '98's* fitness levels and it was later confirmed by Konami that, whilst being a game of immense talent, it could not participate in the World Cup because it had consumed too many take-outs. A photograph was taken of *ISS* partying until the early hours but we are unable to show it due to legal wranglings. This is an obvious blow to fans of the beautiful game everywhere – we can confirm that after a few tweaks and a good rest, *ISS '98* will return in September, just in time for the new football season.

Mario Artist: Picture Maker (Nintendo)
Mario Artist: Polygon Maker (Nintendo/Nichimen)
Mario Artist: SoundMaker (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)
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)
Roto Gunner (TecMagik)
Shadowman (Acclaim/Iguana UK)
Sim City 64 (Nintendo)
Spooky (ICE)
Super Mario RPG 2 (Nintendo)
Twisted Edge Snowboarding (Midway/Boss)
Ultra Donkey Kong Country (Nintendo/Rare)

US RELEASE DATES

June 1998

Mike Piazza's StrikeZone (GT Interactive/Devil's Thumb)
Virtual Chess 64 (Titus)
Quest 64 (THQ/Imagineer)

Enter the WWF Warzone

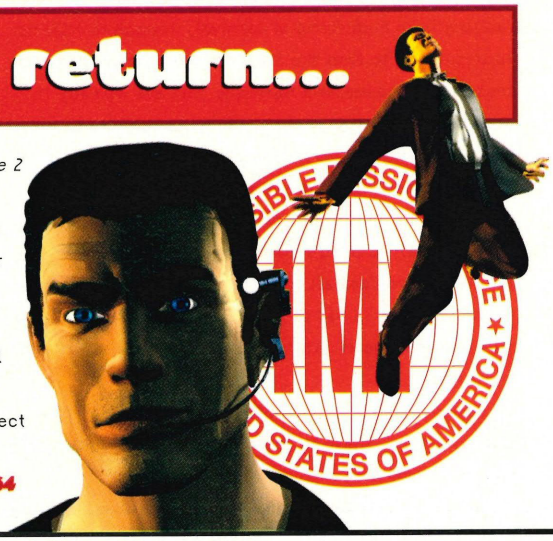
We have all felt the desire to grow dodgy facial hair, pull on our best shiny spandex togs and hammer the hell out of our best mates. Well, I know I have. Unfortunately wrestling games – such a good idea in theory – have traditionally not managed to live up to their potential. That is until *WCW vs NWO* arrived. Well, now Acclaim are stepping into the ring, with their challenger, *WWF Warzone*, in a bid to be crowned world champion.

WWF Warzone employs a number of features which sound very interesting, to say the least. First of all, there is the option of taking part in a series of gimmick matches – inside a steel cage, or with the aid of a ladder or a number of other weapons. Then there is the idea that the way you act can shape the story line of the game, just like in "real life" wrestling. For example, just as you are about to claim the WWF championship, "Stone Cold" Steve Austin may take it upon himself to run down to the ring and waffle you with a chair, setting up a violent grudge match. Best of all though, is the option to design your own wrestler! More and more games are now employing this feature, also recently seen in *G.A.S.P.* and it can only increase *WWF Warzone*'s longevity.

With 18 WWF characters to choose from, represented by huge, realistic looking sprites, running commentary and over 300 wrestling moves, *WWF Warzone* is sure to be something of a hit this summer. **T64**

Ethan will return...

As you read this column, Arthur Houtman (the man behind *Mission: Impossible*) will probably be lying out on some beach, drinking the finest wines known to humanity. Having finished *Mission: Impossible* he has booked himself a large and needless to say, well earned rest. However, he already has a number of other projects in the pipeline, not least a sequel to *Mission: Impossible*, titled *Mission: Impossible 2* (there's originality for you). Also on the cards is a Star Trek based title for the N64. What form this game will take is as yet unknown, but you should expect something very... enterprising indeed. Expect an update of *Mission: Impossible* next issue. **T64**



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REAP AND SOW...

A finished version of *Body Harvest* was shown at E3 but due to some strange meddling in the space-time continuum the game is not being released by Nintendo, as was first thought. Midway will be handling the release of *Body Harvest*, Stateside, and the mighty Gremlin will be doing the same in the UK. This means that yet another software publisher has joined the N64 bandwagon. Hopefully this will mean that we shall see some of the splendid *Actua* games on the N64 in the near future, *Actua Sunbathing* anyone?

NIGHTMARE RELEASES HELL

Nightmare Creatures, one of the games originally planned for an N64 release by Activision, has been beset by licensing problems. Sony have an agreement with Activision that *Nightmare Creatures* cannot be released on any other format in Europe until next year. Consequently, the rest of the world will see *Nightmare Creatures*, whilst here in Europe we may never get our grubby paws on it. This almost definitely means that *Nightmare Creatures* will never be released here. Hopefully *Nightmare Creatures 2* will be able to wow N64 owners everywhere (including Europe!)

CHART ATTACK

1 (-) World Cup '98	EA Sports
2 (1) Goldeneye 007	Nintendo
3 (-) Forsaken	Acclaim
4 (2) Yoshi's Story	Nintendo
5 (-) Mystical Ninja	Konami

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FORSAKEN	£51.99	£N/A	£54.99	£40.99	£51.99
YOSHI'S STORY	£N/A	£49.99	£49.99	£40.99	£49.99
MYSTICAL NINJA	£59.99	£N/A	£59.99	£45.99	£51.99

Prices were correct at time of going to press.

LIPS GETS LIPPY

At school I used to dread the arrival of summer sports. Running was less a recreational activity and more a fifteen second torture session. However, in my final year I got a part time job that involved a lot of running, which I still hated, but at least I was getting paid for it.

So, when the summer inevitably came around, there I was; reluctantly standing there in my shorts waiting to run, knowing that I would come last. The thing was, I'd got fitter and I ended up winning. Since that day I have devoted my existence to less strenuous activities, preferably ones that render me worse off in the fitness department. The thing is, after I won that race all my schoolmates really disliked the fact that, for once, I had done really well, despite my previous failures.

Since our redesign, Total 64 looks (and is) one of the best N64 magazines on the market, offering you, the readers, both honesty and quality every month.

Other N64 magazines have much to worry about; they know that Total 64 is selling by the lorry load (which we thank you for) and, just like the other lads on the day that I won that race, they just don't like it. **THE LIPS**

Wetrix (Ocean/Zed Two)
Chopper Attack (Midway/Seta)
Mortal Kombat 4 (Midway/Eurocom)
Mission: Impossible (Ocean/Infogrames)
Off-Road Challenge (Midway)
Banjo-Kazooie (Nintendo/Rare)
Air Racer (SC&T)
UEFA Soccer '98 (Ocean/Power & Magic)

Q2 1998

Rev Limit (Seta)

July 1998

Robotech: Crystal Dreams (Gametek)
WWF: Warzone (Acclaim/Iguana West)
Superman: The Animated Series (Titus)
Waialae Country Club True Golf Classics (Nintendo/T&ESoft)
World Grand Prix (Video System/Paradigm)
GT Racing (Ocean/Imagineer)

August 1998

Iggy's Reckin' Balls (Acclaim/Iguana)
Flying Dragon (Natsume/Culture Brain)
Gex: Enter the Gecko (Midway/Crystal Dynamics)
F-Zero X (Nintendo)
Deadly Arts (Konami)
Earthworm Jim 3D (Interplay/Vis Interactive)
International Superstar Soccer '98 (Konami/Major A)
NFL Quarterback Club '99 (Acclaim/Iguana)

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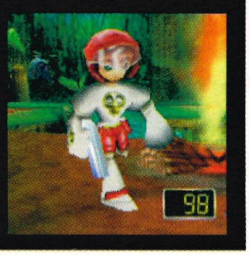
THE FORCE IS WITH US...

Rare have also announced yet another game for the N64, *Jet Force Gemini* (*JFG*). Once more details are still a little thin on the ground, however it is clear that you take charge of three members of the *JFG* – Juno, Vela and Lupus the Dog – in this third person perspective blaster, in a quest to give the sinister Mizar a good drubbing. Each one of the three *JFG* members has their own strengths and weaknesses, which must be utilised to complete the game. Unlike many blasting games, *JFG* will also incorporate puzzle solving elements, as well as the more mass destruction-based levels. Presumably the puzzles will require you to choose the right character to solve them.

Also incorporated into the game is a deathmatch mode. Given the large amount of devastating weaponry incorporated into the game and Rare's track record for producing top multiplayer blasters, *Jet Force Gemini* should certainly be one to watch.



The Electronic Entertainment

The Electronic Entertainment Expo is the biggest videogame show in the universe. People come from all the corners of the globe to look at what will be the next big games over the coming year. Of course, Total 64 was there at the front of the queue...

At approximately 1pm EST, flight DL 11 from Gatwick to Atlanta, USA touched down in the blazing sun. It was a far cry from the overcast London sky that we'd left behind nearly ten hours previously; through the windows of the plane it was evident that we were as far south as the Sahara desert! There was not a cloud in the sky and the heat haze gave the impression that the airport buildings were melting under the excessive heat. But this wasn't the worst of it. We'd already been told that everywhere in Atlanta was fully air conditioned: cars, bars and airports kept at a refreshing 18 degrees C, and we were about to find out why.

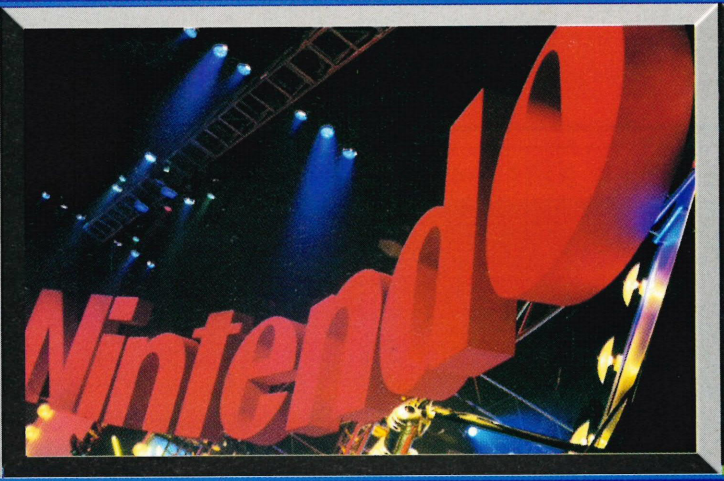
Stepping outside the airport and into the midday Atlanta sun is not an experience that I'm likely to forget in a hurry; it was something akin to walking directly from a cold room to a sauna. Humidity? The sweat was just dripping right off my brow within seconds. What we needed was a cool breeze to calm us down a bit but there was no respite here either, as this was the first time that I have experienced 'hot wind'. I miss England already...

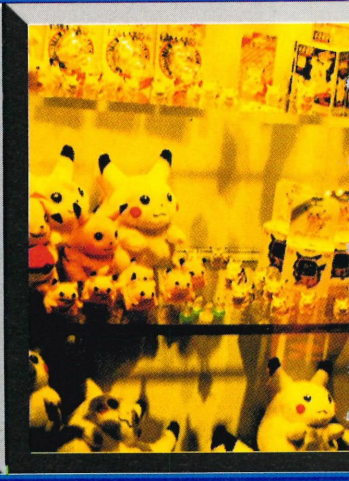
Anyway, the point of all of this scene setting, is to tell you that it's into this environment that software developers and publishers from all corners of the globe come together and show off the products that you, the consumer, will be purchasing over the next eighteen months. It's a relative melting pot of games and, er... this doesn't really work, now does it?

NINTENDO'S LAST STAND?

Possibly the most important event for myself and the rest of the Total 64 crew was not actually part of the E3 itself but a pre-show press conference that was held by Nintendo of America. The conference was hosted, in the main, by Howard Lincoln and was attended by at least 200 journalists. They, like

...out of the three big console manufacturers, Nintendo came off the best. Easily. Only one Sony game, Metal Gear Solid, could match the quality of Nintendo software





Atlanta Dreaming

Expo Report

Shigeru Miyamoto (centre), flanked by Howard Lincoln (left) and head of US marketing, Peter Main, give Nintendo's pre-show press conference.

myself, wanted to hear some good news on the releases front but there was a mixed message.

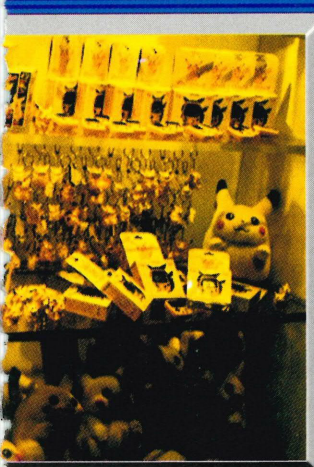
To begin with, Lincoln came right out and apologised for the sad lack of triple-A tiles this year. He then went on to praise Sony for their marketing and market share and their successful partnership with Squaresoft, a former ally of Nintendo's. But this is where the downbeat mood changed pace to one of optimism and 'Nintendo aren't finished yet' type stuff. The basic message was that Sega might have the hardware (their new machine, the Dreamcast was announced only days earlier) and Sony have the user base but Nintendo have the games.

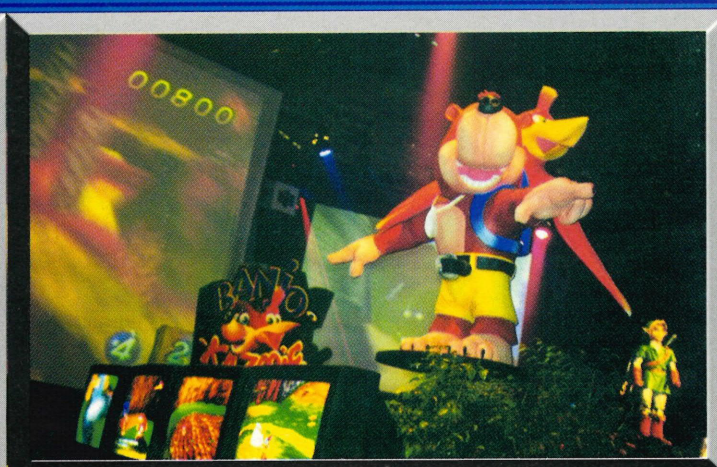
To prove the point, it was at this moment that the huge video display fizzed into life with some dramatic real-time footage of *Zelda*, along with the announcement that "This year's E3 is all about one game: *Zelda*".

Cue Miyamoto: as he walked out onto the stage, the near legendary games designer was met by rapturous applause from the adoring crowd and he almost seemed embarrassed to receive a such a welcome. He then went on to tell us what he felt about the big game that everyone has been waiting on for the best part of three years. Unfortunately this was all in Japanese, so Lincoln was obliged to translate for the eager crowd. The basic gist of what Miyamoto was saying was that, "I wanted to create a world where your dreams could take place. A place that would sometimes make you a bit frightened but also a place where there would be great joy". We love you, Shigs!

Miyamoto then left the stage (to even more rapturous applause) and we were left with the announcement that *Zelda* was now pencilled in for a November 23rd release in America and a "pre-Christmas" release for

What lingered in everyone's minds, as we slowly wandered out of the conference, was the prospect of getting our hands on some playable Zelda code the next day





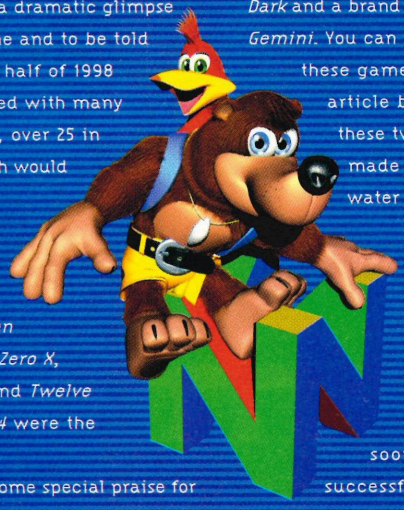
TWELVE TALES

JET FORCE GEMINI

It was at this moment that the huge video display fizzed into life with dramatic real time footage of Zelda, along with the announcement that "This year's E3 is all about one game: Zelda"

us in Europe. Then it was back to the video screen for a dramatic glimpse of things to come and to be told that the second half of 1998 would be adorned with many quality releases, over 25 in fact, ten of which would be by Nintendo themselves. And which ones are they, you might ask yourself? *Ken Griffey's MLB*, *F-Zero X*, *Banjo-Kazooie* and *Twelve Tales: Conker 64* were the main titles.

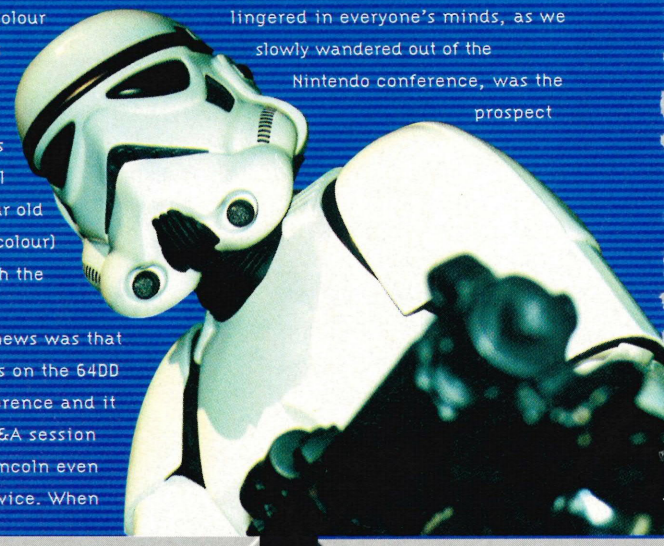
Lincoln had some special praise for the UK based developers, Rare, along with two exciting announcements of new games, namely the follow up to *Goldeneye*, which is called *Perfect Dark* and a brand new game, *Jet Force Gemini*. You can find out more about these games elsewhere in this article but it's safe to say, these two announcements made everyone's mouths water in anticipation.



We then politely sat through all of the other news, which concerned a new SNES machine aimed at the budget market and the news that soon Nintendo's most successful product over the last year, namely the huge *Pokémon* Gameboy series, would be launched in America and Europe. And finally, after a whole ten years of monochrome handheld Nintendo action, we would finally be treated to an all-new colour version of Nintendo's evergreen console. The new Colour Gameboy (which is to be released at Christmas) will even be backwards compatible (you'll be able to play your old Gameboy titles in colour) and will work with the Pocket Camera.

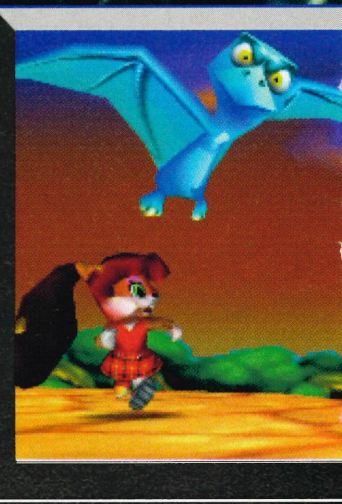
The worrying news was that there was no news on the 64DD in the main conference and it was only at the Q&A session afterwards that Lincoln even mentioned the device. When asked what has happened to it, his only answer was that it is now 'likely' that the machine will be coming out in Japan before the end of the year and the reason for the delay was that the accompanying software was not ready yet. Suffice to say that rumours of the infamous add-on's demise were rife the next day...

This was somewhat disheartening but it didn't seem to matter. What lingered in everyone's minds, as we slowly wandered out of the Nintendo conference, was the prospect



TWELVE TALES

JET FORCE GEMINI



PERFECT DARK

TWELVE TALES

CRUISN' WORLD

of getting our hands on some playable *Zelda* code the next day... that was a sleepless night, I can tell you.

THE BIG BOYS ARE BACK IN TOWN

In terms of sheer size and grandeur, the Nintendo stand was by far the most impressive at the show. The colours, the lights and the booming sound system, which was continually announcing that Nintendo was 'the best for games' left you with a sickly taste in your mouth, something akin to eating a few too many sweets. But nevertheless, the female voice was actually right about something, for Nintendo was, in fact, the best for games. This year they had the titles to back it up but, despite the previous day's excitement over a certain RPG title, it was not *Zelda* that I went to see first.

Upon entering the Nintendo stand underneath the huge red company banner, I was met with the sight of a small but perfectly formed

BEHIND THE SCREENS #1

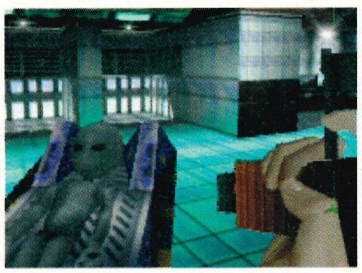
[Nintendo]

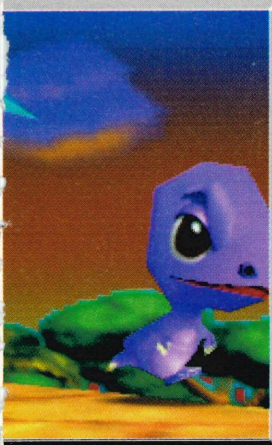
PERFECT DARK

This is the game we've all been waiting to find out about, since the rumours of Rare's semi-follow up to *Goldeneye* started circulating the Internet. Rare have ditched the Bond license in favour of something that will give them more freedom. The storyline goes like this: you play Joanna Dark, who is a secret operative for the Carrington Institute, who is sent to investigate DataDyne, a multi-million dollar company who are up to no good. As you progress deeper into the game, you learn that the company is hiding both good and bad alien beings... and that's all we know, for now!

The main difference between this and *Goldeneye* is that *Perfect Dark*'s environments are an awful lot more interactive, with Joanna able to jump, swim and move objects around. This variety is thanks to a much improved *Goldeneye* engine. But that's not all it offers; the improved engine now allows the game to run in a higher resolution and utilise more polygons and textures to boot.

The game is due for release in the early part of next year and, obviously, we'll be keeping you informed of any future developments over the next few months.

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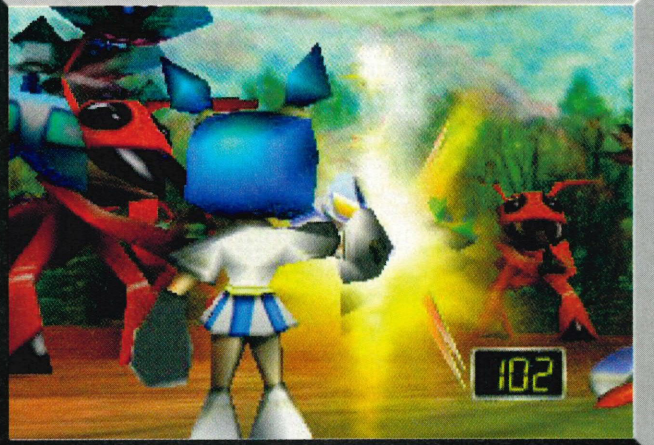


JET FORCE GEMINI

PERFECT DARK

"I wanted to create a world where your dreams could take place. A place that would sometimes make you a bit frightened but also a place where there would be great joy"

cinema. Behind these doors was, we were promised, a very special sneak preview of Rare's awaited follow up to *Goldeneye*, *Perfect Dark*. Obviously, I couldn't resist and the short (three second) video clip the previous day had whetted my appetite for more. What we were treated to was quite stunning. Running on an enhanced *Goldeneye* engine that allowed the game to run in high-res mode, *Perfect Dark* looks set to become THE game to own next year.

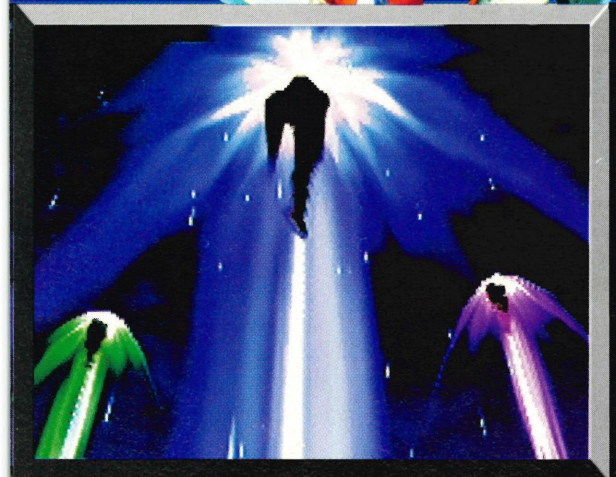
The one really obvious difference between this new game and *Goldeneye* – well, apart from its amazingly super smooth and heavily detailed graphics – is that the environment is a lot more interactive. You can now push and pull objects (there was one level where you had to push a floating stretcher, complete with anaesthetised 'grey', through an alien complex) and the game engine is advanced enough to allow the introduction of vehicles. This was also seen in *Goldeneye* to a certain extent, with the tank, but here it's a lot smoother and there is the promise of more variety.

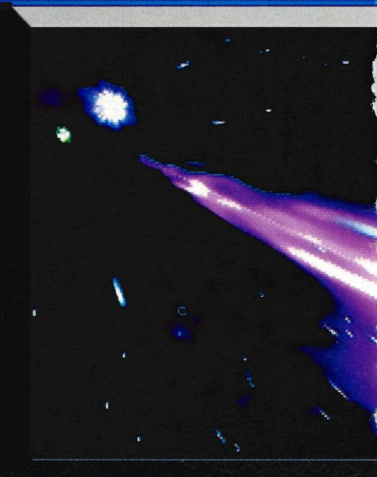
Additionally, the enemy AI used in *Perfect Dark* has been touted as being over 200 times more advanced than *Goldeneye*. How they can measure such a thing is known only to Rare, but from what we saw at E3, they are probably spot on. Oh yes, and to put paid to the rumours, Rare told us that they chose not to renew their James Bond license, as they felt it to be too restrictive, they wanted more freedom. So there.

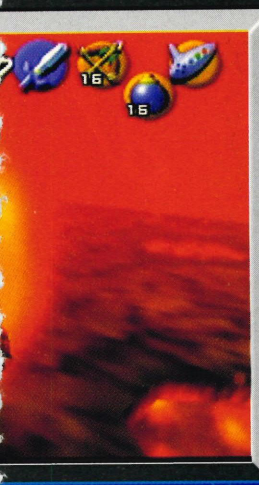
WORTH THE WAIT?

Despite the fact that more machines were given over to *Zelda* than to any other title, there were huge crowds around them and also a substantial queue to get your lucky mitts on a controller. Nevertheless, it was just something that had to be done, if not for you, the readers, then for purely selfish, hedonistic reasons! What was presented was not the full game (it's actually still under construction in Japan) but instead several 'scenarios' that have all been seen by us before in screenshot form.

First off was a trip to the first town Link encounters, and my first jaw dropping experience of the show. I started off bang in the middle of some woods, and thought, 'fair enough, it's like *Mario*, only with slightly more







detailed graphics', but then by simply walking through an opening, I found myself in open country. And just how impressive was this HUGE area that I found myself in? Most impressive! The distance that you could see was basically as far as the eye could see, and that was a long way.

Okay, I thought, let's go and check out that castle in the distance...so I started running. And running, and running. You see, I'm trying to give you an impression of quite how big the game is. Anyway, with the castle still miles away in the distance, the sun started to set. Yes, really. The light then changed from white, to orange, to pink and finally red as the sun made its way behind the distant hills. The effect really was most spectacular, obviously not quite as spectacular as the real thing is, but still, when you see something like that accurately represented in a videogame it blows your mind. The trouble was, when I got to the castle it was night time and they'd closed up, raising the drawbridge for the night! Just a few minutes later, however, dawn broke and they let me in.

Now it was time for my first big disappointment, the towns. We admit that, along with other magazines, we touted the amazingly detailed town screenshots as being rendered in real-time. In other words we thought that you would be able to move your camera around and see them from any angle. This is, in fact, not the case – in the towns the scenes are actually pre-rendered, in a style that's not too dissimilar to

that used in *Final Fantasy VII* on the PlayStation. Oh well – I suppose you can't have everything, all at the same time.

Next onto some fighting stages, to check out the much vaunted battle sequences. This is one feature that really lives up to the hype. You can still go around slashing your enemies 'freestyle' but if you do this, you'll soon start realising it's not the best method: you'll end up swiping at thin air half the time. Fortunately, Shigeru Miyamoto and his cronies have dreamt up a way of making 3D fighting into a thing of reality.

By holding down the trigger button Link enters into his 'fight mode' and immediately focuses on the nearest enemy. The controls are now slightly altered from the normal game: by moving the control stick left and right, Link will sidestep while still facing the enemy. Pressing the 'R'

TWELVE TALES

CRUISN' WORLD

Lincoln had some special praise for the UK based developers, Rare, along with two exciting announcements of new games, namely the follow-up to Goldeneye, Perfect Dark and a new game, Jet Force Gemini

button causes Link to defend himself, a move that must be used when fighting some of the tougher characters. Additionally, if you choose to use one of the projectile weapons (such as the catapult or bow and arrow), your view changes to first person perspective and you can aim with greater accuracy. This system works quite brilliantly and makes fighting a joy to behold!

Bosses. You've seen the screenshots with HUGE bosses... well it's all true! They are huge and superbly well animated. There is one part where Link has to fight a massive fire-breathing dragon type thing, where the basic objective is to throw bombs into the mouth of the beast. Not as easy as it might sound, when you realise that not only does he breathe lots of fire (it's great seeing Link catch alight), he also manages to roll up into a ball and try to crush our little hero! Imagine the experience of being in a lava-filled cavern, being chased along by some crazy dinosaur, with your rumble pak shaking like crazy – pretty cool!

A lot is done automatically for you, due to the limitations of the N64 controller (ten buttons is not enough, you see), like jumping and the camera angles. This is both good and bad; Link will automatically look over the edge of a high up ledge but you can also find yourself running directly into the camera and not being able to see ahead. Hopefully this glitch will be sorted out before the game is released.

Needless to say, *Zelda: Ocarina of Time* was arguably the best thing at the show, on any format, and although it is difficult to judge a game that only offers you a glimpse of the final product (especially under the stress that a big show like the E3 gives you) it's safe to say that *Zelda* will be the epic adventure everyone is expecting it to be.

LIKE A KID IN A CANDY STORE

Ahh, what else? There was quite a big selection of other Nintendo titles and *Banjo-Kazooie* was being heavily pushed – but you can see exactly what we thought of that game in our review, elsewhere in this issue.

The main surprise was that *Twelve Tales: Conker 64* was actually very good. Playing it for about an hour put paid to fears that this game is for kids only, plus it's actually very different from its so-called 'sister' title, *Banjo-Kazooie*. Graphically, *Twelve Tales* was by far and away the best thing on show on the stand (yes, even better than *Zelda*), utilising the N64's hi-res mode and displaying some glorious textures.

Twelve Tales: Conker 64 is probably

TWELVE TALES

JET FORCE GEMINI

PERFECT DARK

POCKET CAMERA

CRUISN' WORLD

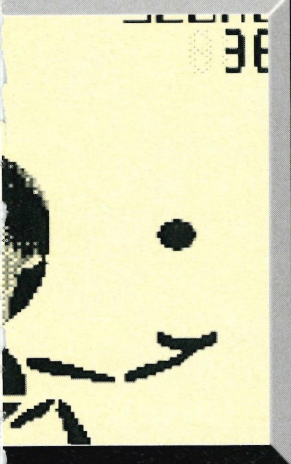
best described as a three dimensional cartoon adventure: it has wonderful characterisation and some classic platform gameplay but probably the most interesting feature was that you could play the game from either Conker's point of view or that of his sister, Berri. From Conker's perspective, it plays very much as you'd expect: various attacks kill the baddies and so on, but for Berri you have the added challenge of not being able to kill the bad guys! Instead you have a faithful pet by your side, whom you have to give orders to and sometimes take control of, who will help you solve the various puzzles.

Another great feature was the four player battle mode, which basically consisted of an all-out bundle between four of the game's main characters. Both of these are highly imaginative features, which will be a vital factor for the game, if people are to perceive *Twelve Tales* as being different from *Banjo-Kazooie*.

F-Zero X was also high on my list of priorities and again, I was not disappointed. Taking its basic concept of fast futuristic racing from the original *F-Zero* on the SNES, *F-Zero X* adds two main new features: speed like you've never seen before and gut wrenching, roller coaster tracks. The game manages to do this at an unbelievable high frame rate – about 60 frames per second – something that only the very latest arcade machines from Sega can boast. You can even play a four player mode without even the slightest hint of slow down. *F-Zero X* also boasts more than 30 vehicles on the track at any one moment. This makes for fast, frantic gameplay of the highly addictive variety. Move over *Mario Kart*, your time is up.

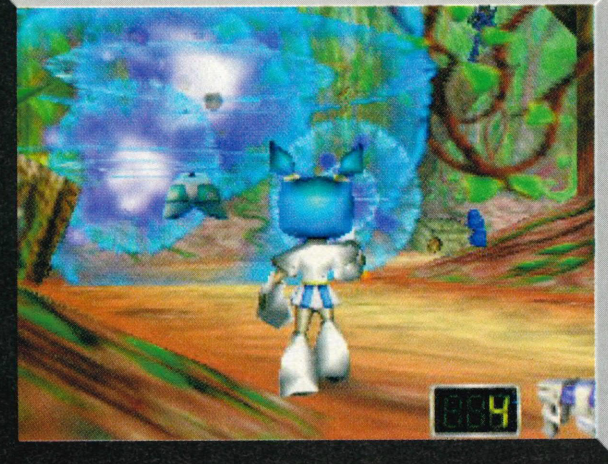
Other titles on show, and all at varying stages of development, were *Cruisin' World* (nah), *World Grand Prix* (not bad) and *Rogue Squadron*, a new Star Wars game from Lucas Arts which makes a whole game out of all of the 'best bits' from their first Star Wars game, *Shadows of the Empire*; basically the flying levels. The premise is that you have to complete various ground and space based battles in a variety of different ships from the Star Wars universe. Although the version shown was very early, it lacked a convincing control method and, compared to the other titles on show, looked very ropy

The worrying news was that there was no news on the 64DD in the main conference; it was only at the Q&A session afterwards that Lincoln even mentioned the device



POCKET CAMERA

TWELVE TALES



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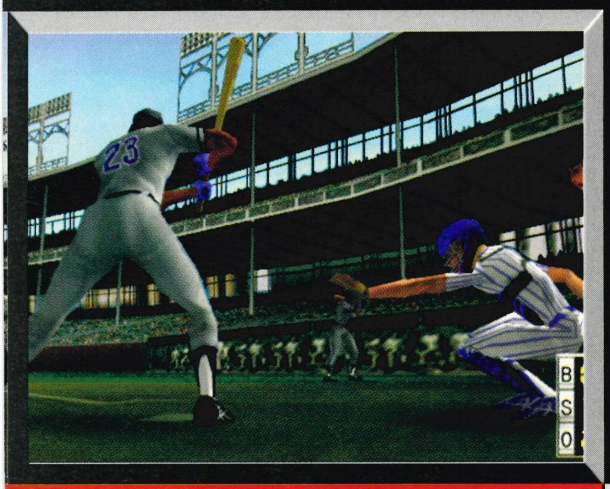
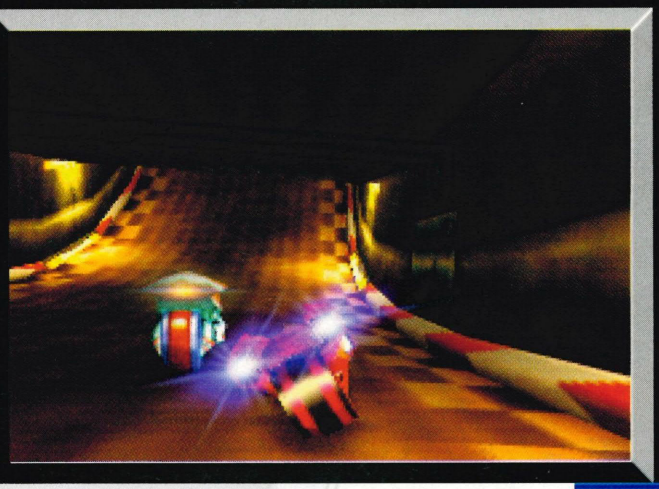
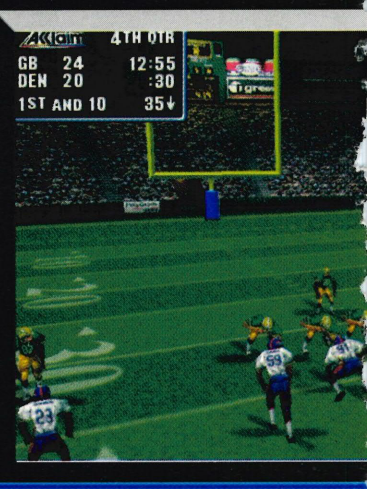


ALL STAR BASEBALL '99



EXTREME G 2



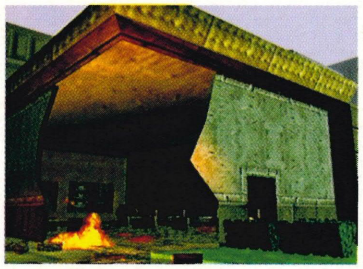
BEHIND THE SCREENS #2

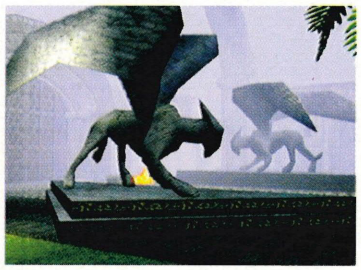
[ACCLAIM]

TUROK 2 SEEDS OF EVIL

If you read last month's preview of *Turok 2*, then you'll be just as excited about this game as we are. However, we weren't prepared for quite how good this game would actually be. There was only one level up and running, with monsters in it, and this was truly stunning. Graphics wise, *Turok 2* is astounding; the levels are huge, displaying all manner of superb lighting effects and this lends a new element to the game, one of suspense. Walking into a darkened room is now kind of scary, especially considering the huge variety of killing machines you'll come up against in this game! Fortunately you have an even better arsenal of weaponry to deal with them this time around.

My personal favourite was the triple rocket launcher, which fired staggered homing missiles: the first hits the target, knocking him up into the air, the second rocket then hits him 'on the volley' and the final rocket splats your enemy into a million little tiny pieces. Ah, a sight to behold. You also have an electrical device which stuns your enemy, allowing you to do whatever you wish to them. This is where you can be especially cruel, as all of the enemies' limbs are hit sensitive. This means that if you shoot someone in the head, you'll blow their head off! With the stun device it was kind of fun shooting the legs off the creatures and watching them crawling around on the floor in agony. Sick, I admit it, but fun nonetheless.





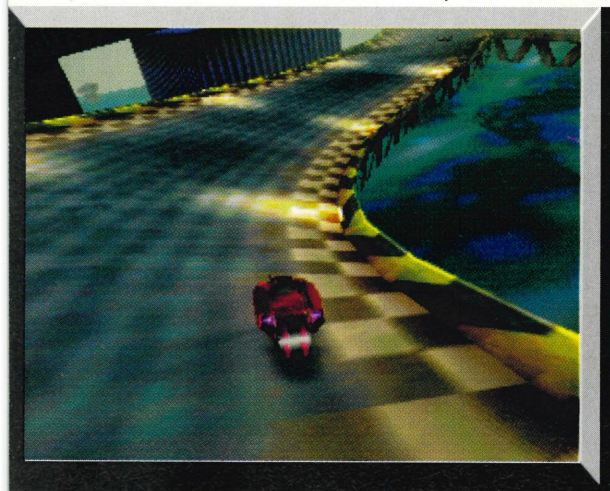
indeed. Let's hope that many improvements will be made before this new game is actually released.

Nintendo were also pushing the Gameboy, big style, with the Pocket Camera, *Pokémon* (Pocket Monsters) and the new colour Gameboy, which will probably sell like hot cakes after it's released this Christmas.

Despite the unusually high quality of software on show, there were few surprise announcements, something that Nintendo have become renowned for over the past few E3 shows... Never mind, we'll just have to console ourselves over *Zelda* and *Banjo-Kazooie*. And *Twelve Tales*. And *F-Zero X*. Oh yes, and the prospect of *Perfect Dark* and *Jet Force Gemini* for next year. The future looks very bright for Nintendo.

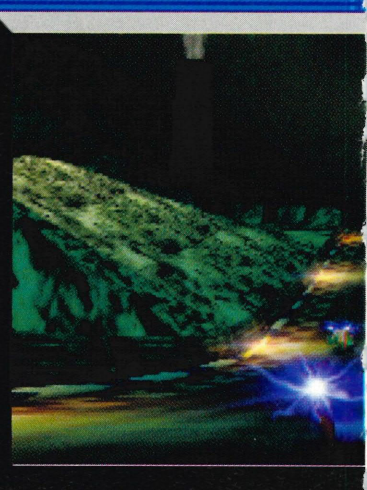
ACCLAIM-NATION

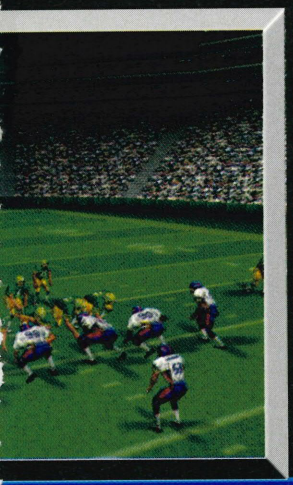
After the grandeur and 'in your face' style of the Nintendo stand, it made a refreshing change to make the short trip over to Acclaim's stand. The only gimmick was a Jurassic Park style



EXTREME G 2

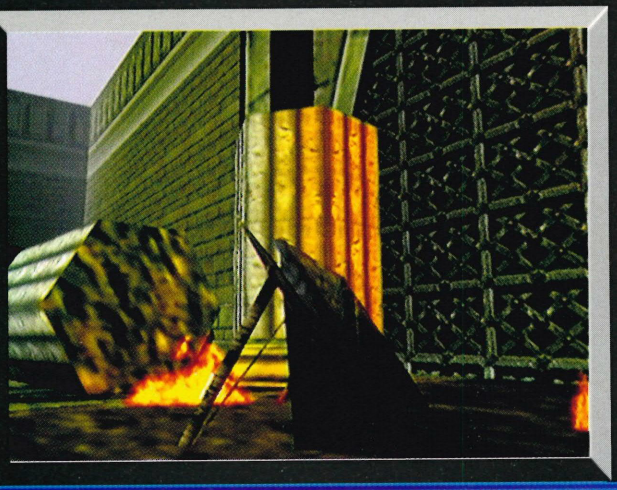
SHADOWMAN





NFL QBC '99

IGGY'S RECKIN' BALLS



TUROK 2

doorway, which had the odd habit of making some rather scary dinosaur growls as you walked through. Oddly enough, this was directly related to the fact that the company was still pushing the original *Turok*. Why? The game is ages old and – more to the point – where was that game's sequel, *Turok 2*? This was to be revealed to me at a slightly later date, with a sneak preview of a game that will shock the world.

For the time being, however, I'd have to make do with Acclaim's ever improving sports series, namely *All Star Baseball '99* and *NFL QBC '99*. Both games were looking particularly sharp in terms of both their graphics and gameplay and you can find out what we think of *ASB '99* in this month's reviews section.

Probably the most interesting title on show to the public (the unfinished stuff was behind closed doors) was *Iggy's Reckin' Balls*. This is a game from Iguana (the development team that's behind the majority of Acclaim's titles) and it is best described as a platform-racer-beat-'em-up. Confused? Interested? Well, let me explain...

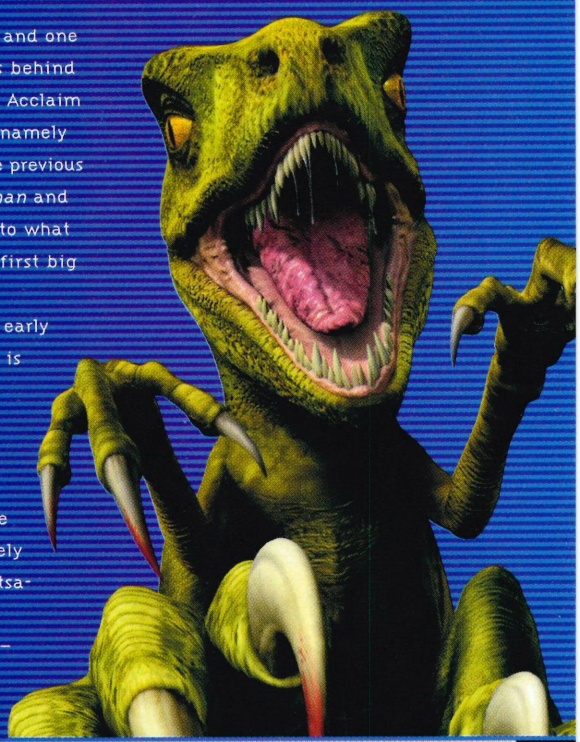
Shadowman has no fluffy bunnies, no clouds with eyes and smiles and definitely no cutesy samples proclaiming, 'Itsa-me'. No, this game is dark

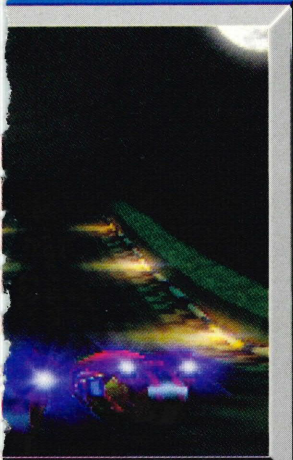
You take control of one of four ball-type characters. You then have to compete over three dimensional roller coaster style tracks, all viewed from side on. This is not all; each of the tracks is multi-levelled and has plenty of obstacles and teleporters to help and hinder you. You also have the ability to use special attacks on your opponents – this all adds up to some frantic racing/fighting type antics. And guess what, *Iggy's Reckin' Balls* even has a cool four player mode. No wonder Acclaim have been singled out by Nintendo for special praise over the last few weeks – they really are doing things with the machine that even Nintendo would be proud of. And that's not all...

Being a member of the 'press' does give you certain privileges, and one of those is to see the games behind doors, away from the public. Acclaim had some goodies on show, namely *Turok 2* (see the boxout on the previous page for details), *Shadowman* and *Extreme G 2*, the follow-up to what was Probe Entertainment's first big hit on the N64.

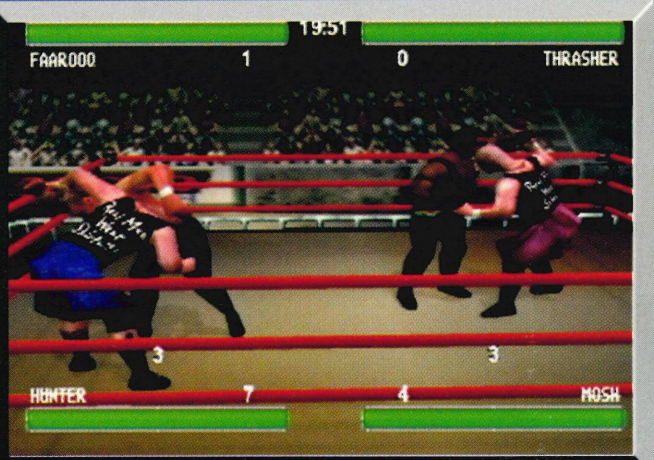
Although we only saw an early PC version of *Shadowman*, it is already looking like the title that will change most people's perceptions of the N64 forever. It has no fluffy bunnies, no clouds with nice eyes and smiles and definitely no samples proclaiming, 'Itsa-me'. No, this game is dark.

You play the *Shadowman* – another of Acclaim's comic book heroes – and





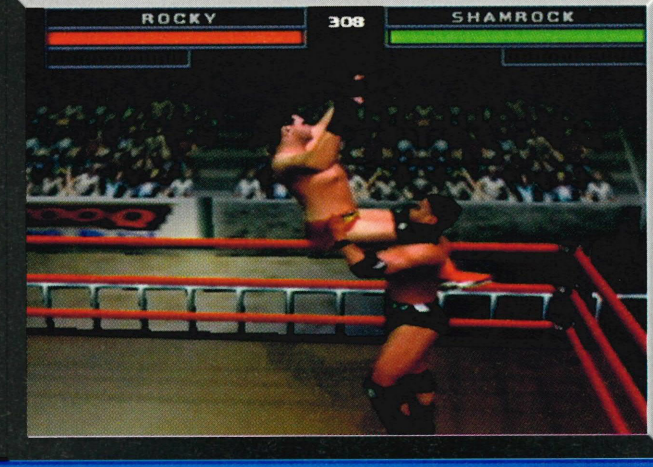
EXTREME G 2



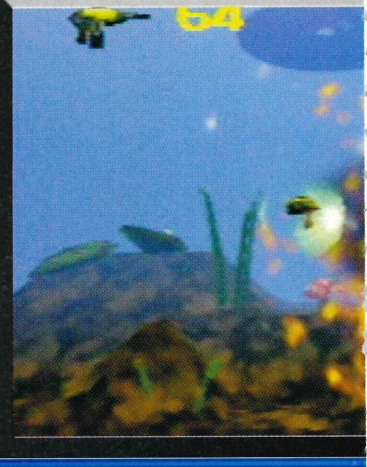
WWF WARZONE

NFL QBC '99

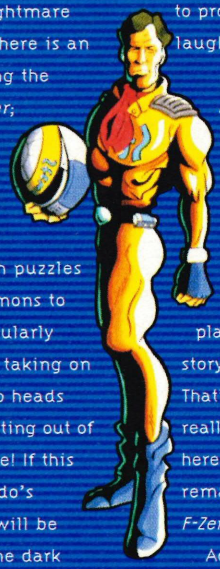
SHADOWMAN



WWF WARZONE



you have the ability to move between the real world and the nightmare world. What takes place there is an adventure very much along the same lines as *Tomb Raider*; the action is viewed in third person (you view your game character from behind) and takes place on huge levels, with puzzles to solve and plenty of demons to kill. These guys are particularly scary, with some of them taking on human form, only with no heads and buckets of blood spurting out of where their neck used to be! If this game can get past Nintendo's ever-so-strict censors, it will be a miracle but hopefully the dark atmosphere will remain to scare all the little six year olds that they want to protect. Ha, ha, ha (cue deep laugh with lots of spooky echo).



Admittedly, after playing *F-Zero X* the day before, *Extreme G 2* has got its work cut out if it's to compete with Nintendo's future racer. The game was shown in video form running very smoothly indeed but when I got my hands on some playable code, it was a different story altogether. S-L-O-W D-O-W-N. That's all that needs to be said really. They've made a few changes here and there but the basic game remains the same and compared to *F-Zero X*'s 60fps... er, hello?

Acclaim are making some great software and it is clear where they're aiming in the market – towards the older age group. With titles like *Shadowman*, *Extreme G 2* and, of course *Turok 2*, there is good news for both older players and younger players who no longer want to be patronised by cute, cuddly characters. Good on you, Acclaim.

MIDWAY TO INSANITY

Midway, the US arcade giants, were probably the biggest publishers of N64 titles over the last twelve months. It's just a shame that most of them were pretty rubbish, really.

So what can we expect from them over the next eighteen months? Well, the big news for the company was that they would be the US publishers of DMA's much delayed *Body Harvest* (to be published in Europe by Gremlin) – this is another title that was looking especially splendid.

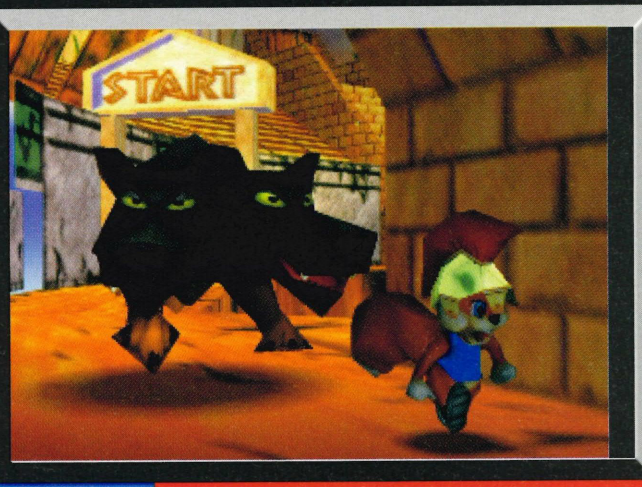
If you don't know the story by now, *Body Harvest* takes place over five different eras of the Earth's history and in each of these time zones, mankind is being attacked by an alien race of giant insects. Starship Troopers anyone? Seriously though, this is much better by far and has a real 1950's B-movie feel to it. The aliens have invaded for one reason...food and they're taking back as many tasty little morsels (that's me and you, by all accounts) as their spaceships can carry. Unsurprisingly, it's your job to stop them! The game

Despite the fact that more machines were given over to Zelda than any other title, there were huge crowds around them and also a substantial queue to get your mitts on a controller

MORTAL KOMBAT 4

SHADOWMAN

BUCK BUMBLE



TWELVE TALES

MORTAL KOMBAT 4

features huge landscapes, huge aliens and a whole lot of shooting but that's not all. Taking its cue from DMA's superb PC/PlayStation outing, *Grand Theft Auto*, there are positively dozens of vehicles for you to control, ranging from your bog standard jeep to ocean liners and even UFOs. Without a doubt, *Body Harvest* is one of the games to look out for this year.

Body Harvest wasn't the biggest game on the stand, however – it was Midway's in-house conversion of their arcade smash, *Mortal Kombat 4* that drew the wealth of the crowds. Despite my overwhelming hatred of the *MK* series, I actually enjoyed playing the game. Although it doesn't stray too far from the tried and trusted *Mortal Kombat* formula, it was fast (surely a first for an N64 fighter) and playable. With the reputation and fan base of *Mortal Kombat*, this game is sure to be a huge hit this Autumn.

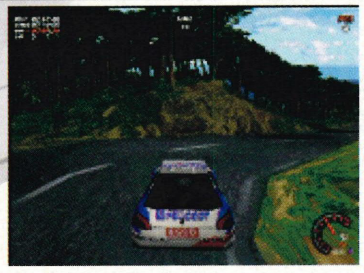
You'll also be very pleased to hear that there was a playable version of *California Rush*, the follow up to

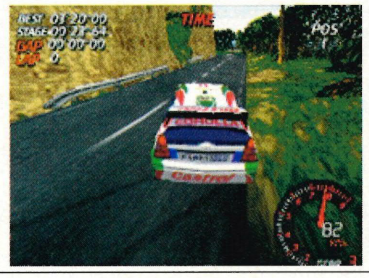
BEHIND THE SCREENS #3

[Infogrames]

V-RALLY 64

A very early version of the hit PlayStation racer, this was basically just a game engine up and running, using PlayStation graphics for the texture maps. Don't worry though, this will change come the final version. What I could see from this unoptimised version, was that it was very smooth and very fast; something that racing games seem to lack on the N64. What was most interesting though, was the fact that there are over 50 tracks promised!





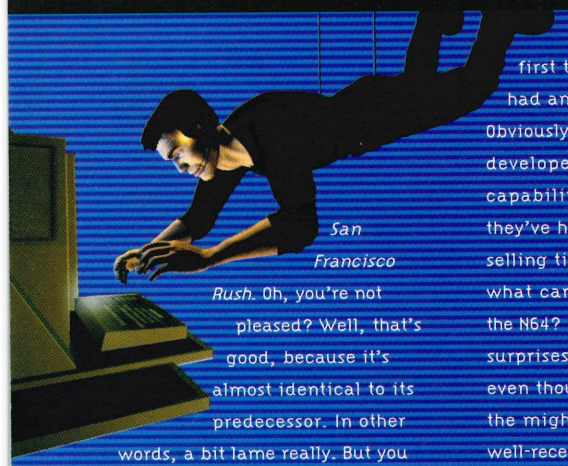
SURVIVOR

NFL BLITZ

SPACE CIRCUS

ODT

WIPEOUT 64



San Francisco Rush. Oh, you're not pleased? Well, that's good, because it's almost identical to its predecessor. In other words, a bit lame really. But you never know, by the time it's released, it may be the N64's answer to *Gran Turismo*. Yeah, right.

SONY GETS A HAND IN

Ah, the new boys on the block. Well, not exactly, but this is the first time that Psygnosis have had anything to show for the N64. Obviously, they were the first developer to show off the capabilities of the PlayStation and they've had some of the biggest selling titles on that machine. So, what can we expect them to bring to the N64? What, *Wipeout 64*? No surprises there then. The thing is, even though this game is up against the mighty *F-Zero X*, plus the pretty well-received *Extreme G* from Acclaim, it is still sure to be a huge hit when it comes out. Why? Simply because the game has a sense of attitude – something severely lacking from the N64's current line up.

What was a surprise was the fact that Psygnosis didn't announce that any other of their hit PlayStation titles would be converted for the N64. No *Formula 1*, no *Destruction Derby* and no *Colony Wars*. Instead we were given news that we would be getting a new game, in the form of *ODT*.

ODT stands for *Or Die Trying* and is a third person action adventure set on a distant planet, where you must save the population from a deadly epidemic. You can choose to play as one of four characters and your task is to hunt down a mythical green orb that will magically heal the population. The game plays very much like *Tomb Raider*, with the action viewed from the third person, and features plenty of shooting and exploring. Who needs Lara Croft, anyway?

Titles like Zelda showed what the real difference between 32-bit and 64-bit software is: power to create games where the only limitation is the designer's imagination

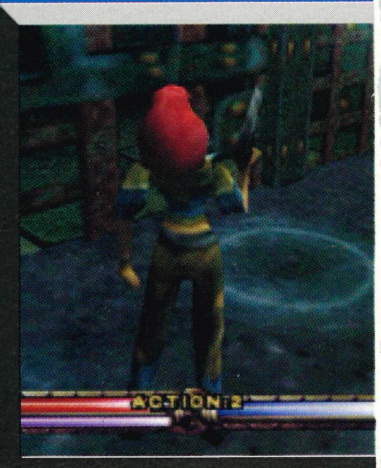
SOLID KONAMI

The Konami stand looked very much like a military complex, complete with 'hard men', and was dominated by one game – the biggest PlayStation title of the year – *Metal Gear Solid* but sorry folks, no news on a N64 version yet. However there were a few N64 titles on show: *Hybrid Heaven* and *Castlevania 64* (on video only) and more interestingly, a game called *Survivor: Day One* in playable form.

Survivor: Day One, places you in the futuristic environment of an ailing spacecraft which has been attacked by aliens. You play the role of one of only two survivors, the other is your female companion who has to be rescued from the clutches of those evil aliens. Great. The game is basically a third person explorer/shoot-'em-up, with some rather special weapons. Although the version shown was very early and lacked any lighting effects and some key animations, it did look like it was basically a spin off from *Hybrid Heaven*, another game set

ODT

WIPEOUT 64



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Clause 1 Subsection A

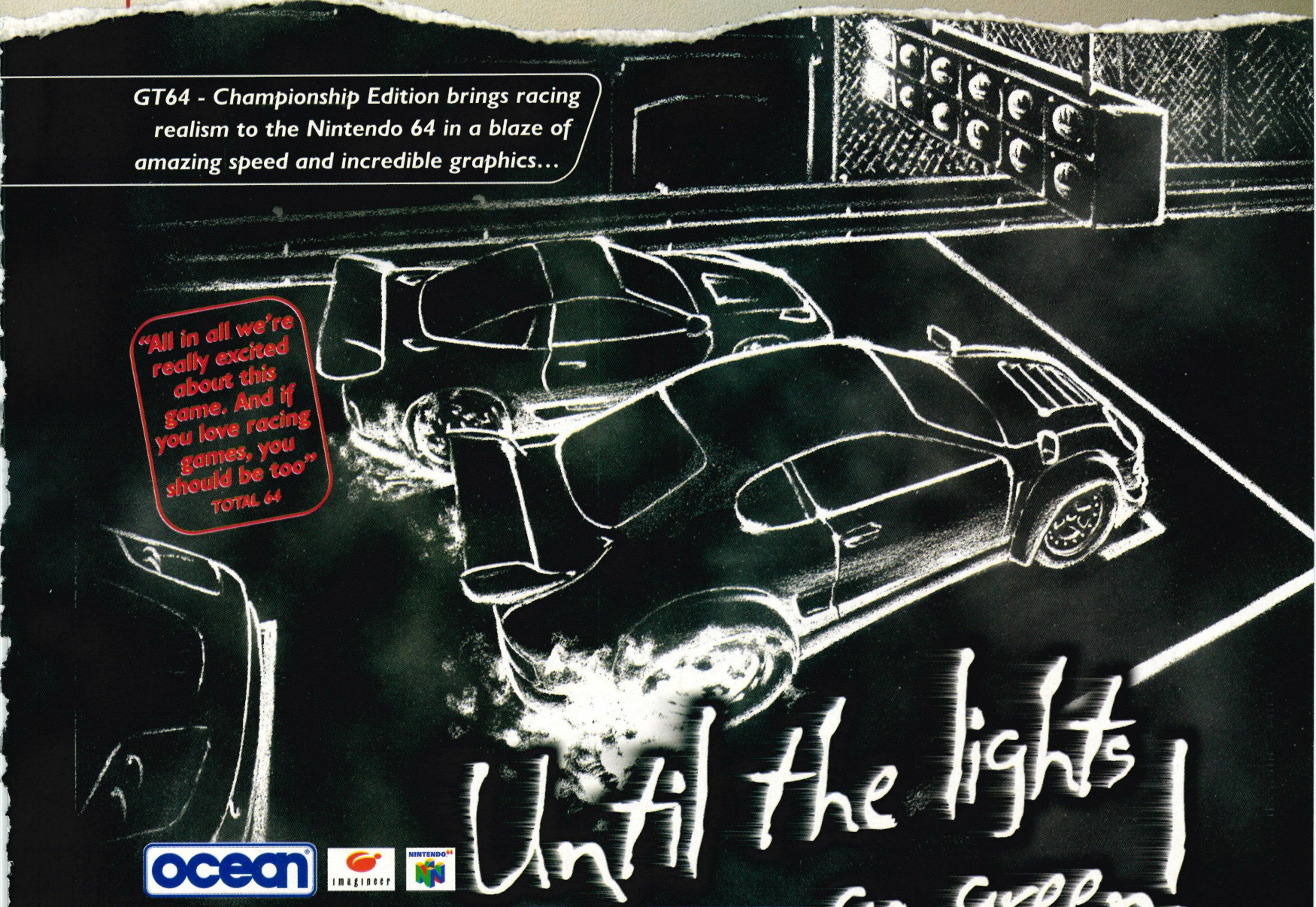
Team orders should be strictly adhered to.

O.I.C.D.

OFFICIAL INTERNATIONAL COMPETITIVE DRIVERS

GT64 - Championship Edition brings racing realism to the Nintendo 64 in a blaze of amazing speed and incredible graphics...

"All in all we're really excited about this game. And if you love racing games, you should be too"
TOTAL 64



Until the lights go green!

ocean imagineer NINTENDO64

Can you pass the N64 driving test?

GT64 CHAMPIONSHIP EDITION

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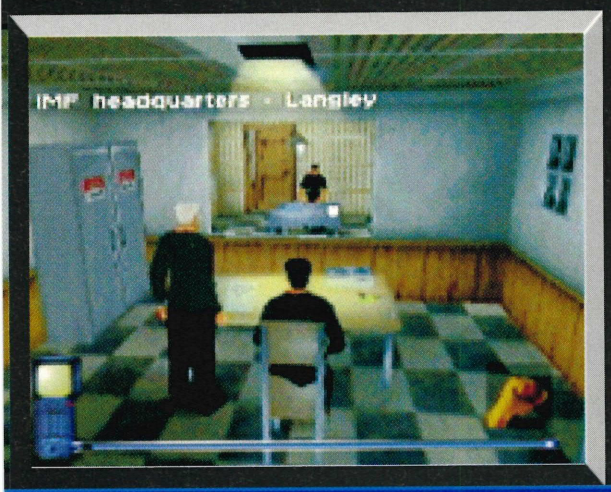

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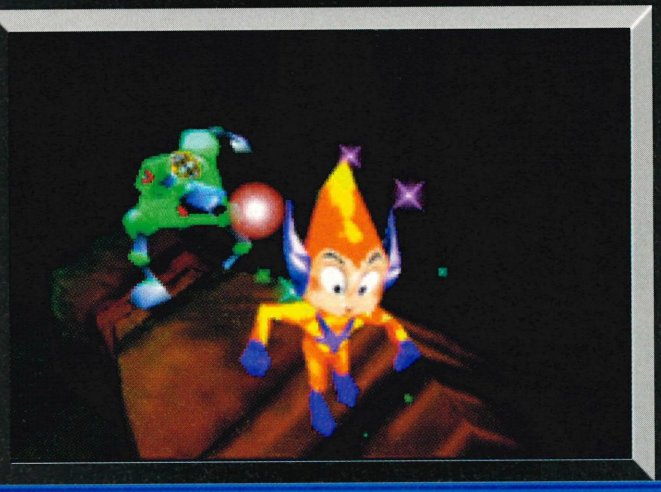
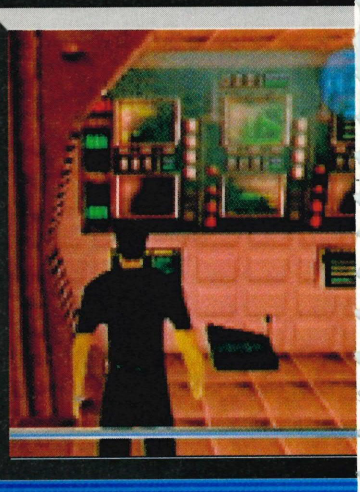


SPACE CIRCUS



in similar circumstances.

What was a surprise was that both *Castlevania 64* and *Hybrid Heaven* were not in playable form (both are much further into development than *Survivor: Day One*) and both are due for release very soon: *Hybrid* in time for Christmas and *Castlevania* in the New Year. Strange...

The good news was, however, that *ISS '98* was on show – and it was the finished version. All those of you who adored the original (I count myself amongst the *ISS* worshippers), won't be disappointed when you see Konami's latest footy game. The animation is smoother, graphics are sharper and a number of refinements and new moves have been added, which will make this the definitive football game on the N64. The only bad news is that it won't be released until September, to tie in with the beginning of the new football season. Boo.

The big news from the Ocean stand was that they were showing a final, finished version of *Mission: Impossible*. Hooray! The game will actually come out at last! And to put any fears you might have to rest, it's looking superb. However, those of you who are expecting a new version of *Goldeneye*, will probably be sorely disappointed. What *Mission: Impossible* is, is more of a spy sim, with many different stages based around scenes from the film. Right from the opening parts of the film, where Ethan Hunt has to infiltrate the embassy, up to the Eurostar train journey and the final confrontation on the roof of the train, it's all packed in here. This last scene is particularly impressive, with Ethan having to dodge the gun fire from enemies, cars driving alongside and a circling helicopter as well. Basically, there is plenty of variety, with enough to keep even those sensitive to food colourings happy.

Wetrix was being given the big push as well and the game was even featured on Nintendo's own stand. I was told that the response from the Japanese was unbelievable and they can't wait to get their hands on our British bred puzzle game. Bulldog!

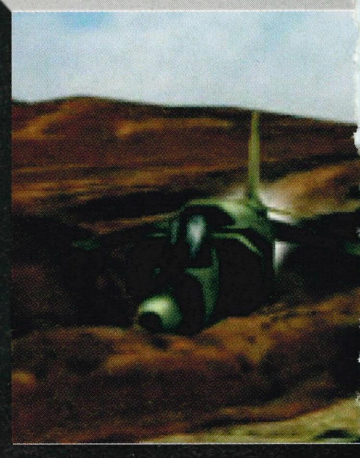
A few other treats also awaited me behind closed doors, with a look at *Space Circus* (see this issue's preview for details), *Jest* and *V-Rally 64*. It would be easy to assume that *Jest* was a very similar game to *Space Circus*, judging purely from screenshots, but this is not the case. Both of the games are three dimensional platformers but where *Space Circus* is definitely more of an exploration type game, *Jest* is far more linear. You play young Jok, an apprentice jester, and have to work your way through many themed levels to a final boss character – an evil Jester named Tarot. The innovation in the game comes in the shape of puzzles and level design. In one particularly cool level, our hero Jok travels into a 1920s gangster film, complete with black and white footage and spools down the side of the screen.

Graphically the game certainly has the potential to

The big news from the Ocean stand was that they were showing a final, finished version of Mission: Impossible. And to put any fears you might have to rest, it's looking superb

RAYMAN 2

GLOVER



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Always be considerate for the safety of other competitors.

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"This is the best racing game on the N64"
N64 PRO

Unless they're in front of you

...Racing around one of 12 different tracks in a choice of 12 fully licensed teams, will drive you into convulsions of pure gameplay related ecstasy. Make your team choice, set up your car to drive the way YOU want it to and be amazed by the fastest 3D engine available on the N64...

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GT64 CHAMPIONSHIP EDITION

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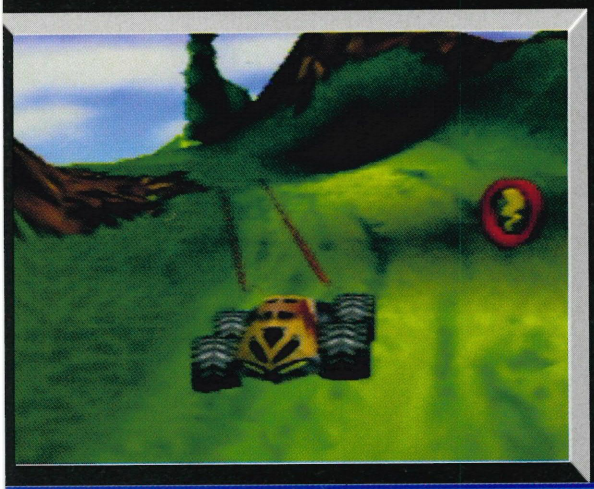
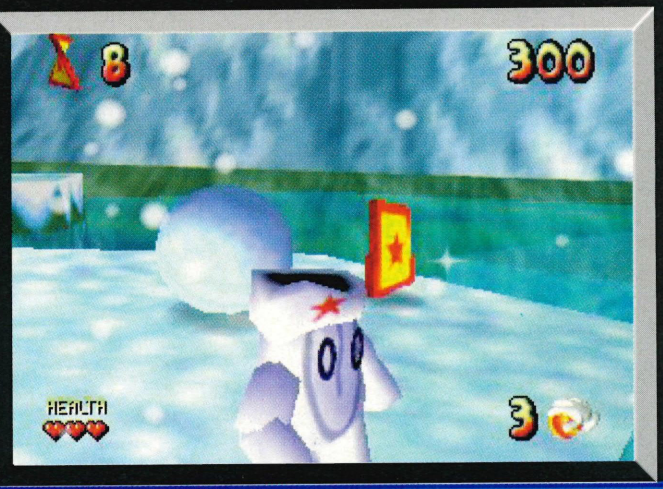


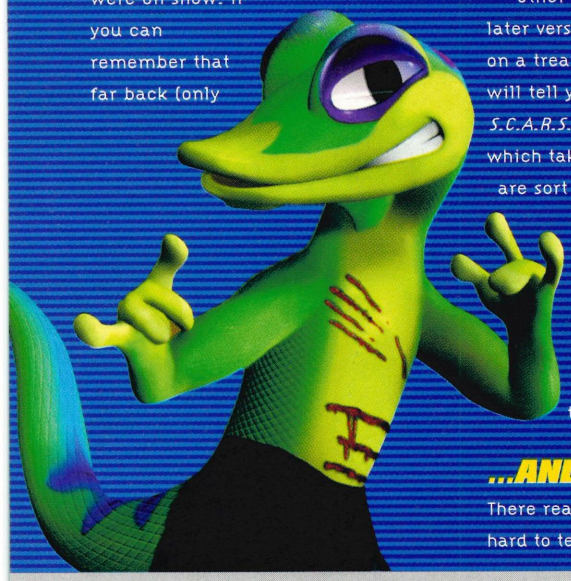
SCARS



GLOVER

be just as good and imaginative as anything we've yet seen on the N64 and it also features some great characterisation and cool humour. Definitely one to look out for in the near future.

There was even more 3D cartoon platform action to be seen at the Ubi Soft stand, where *Tonic Trouble* and a surprisingly good looking *Rayman 2* were on show. If you can remember that far back (only joking), you will possibly remember that the original *Rayman* was a very pretty looking but rather uninspiring 2D platform romp, which appeared on both the 3DO and PlayStation. Well, now that it has been brought to life in three dimensions, the game is looking a lot healthier; think *Mario* with MUCH better graphics and you'll have a good idea of what the game is all about.



Other stuff on show included a later version of *Buck Bumble* (coming on a treat, as our preview this issue will tell you) and a new game called *S.C.A.R.S.* This is a 'fun' racing game, which takes place in vehicles which are sort of a cross between monster trucks and go-karts. The best thing about it was the imagination of the tracks: hills and bends like you've never seen before! This game could even turn out to be as good as *Mario Kart*.

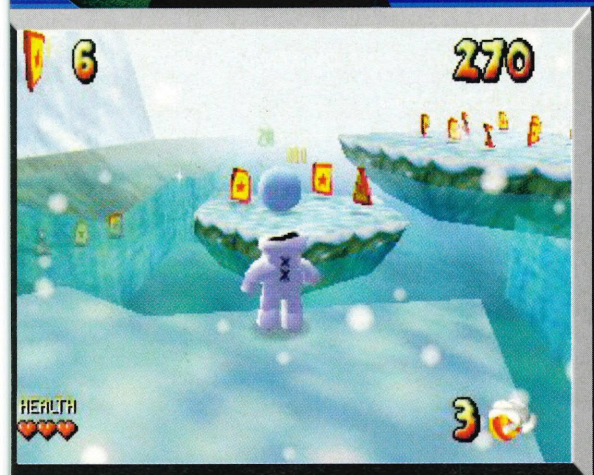
...AND THE REST?

There really was so much to see, it's hard to tell you about all of it in these few pages. We've tried to cover the main publishers but there were a few other games which are also worthy of a mention, due to the fact that they are gonna be cool!

The first of these was a game called *Glover* – a simple concept, from the makers of *Head over Heels* on the ZX Spectrum, but a refreshing idea and a break from all the *Mario* clones that seemed to litter the place. Basically you control a glove in a three dimensional world – the big gimmick is that your glove has many, many different moves, all hand related. At first all of these moves are pretty much as you'd expect from a 3D platformer: run, jump, climb and ground attack but as soon as you find your sidekick, the ball, the game opens up. The ball can be thrown about to attack smaller enemies (it stuns larger ones) and activate traps, rolled along, used as a trampoline, rolled in snow to act as a platform (it grows larger this way), or used as a flotation device in water. Making it through each level requires you to find the ball and master the many ways it can interact with Glover and his environment.

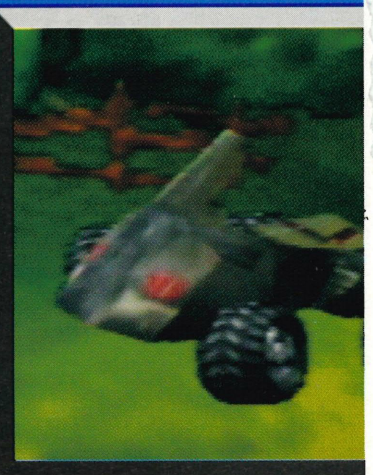
Even more 3D platform action (I was getting a bit tired of these by the end of the show) was to be had with the conversion of *Gex 3D* to the Nintendo 64. Unfortunately, little had changed from the PlayStation version: graphics, controls and almost all of the levels were identical, apart from a single underwater level. *Mario* beater? Egg beater more like!

Moving on to the Activision stand, I was surprised to see an early version of *Quake 2* up and running. Considering that the game was only announced a few weeks earlier, the version on offer was surprisingly competent and apart from the current lack of hi-res visuals, everything was there: lighting effects, the weapons and most importantly, the blood-thirsty gameplay were all intact. Sadly, there was no sign of a multiplayer mode but I was informed that there would definitely be a two player mode, plus a four player mode was currently being discussed. Let's



GLOVER

TWELVE TALES



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Clause 1 Subsection C

Never overtake when the yellow flags are shown.

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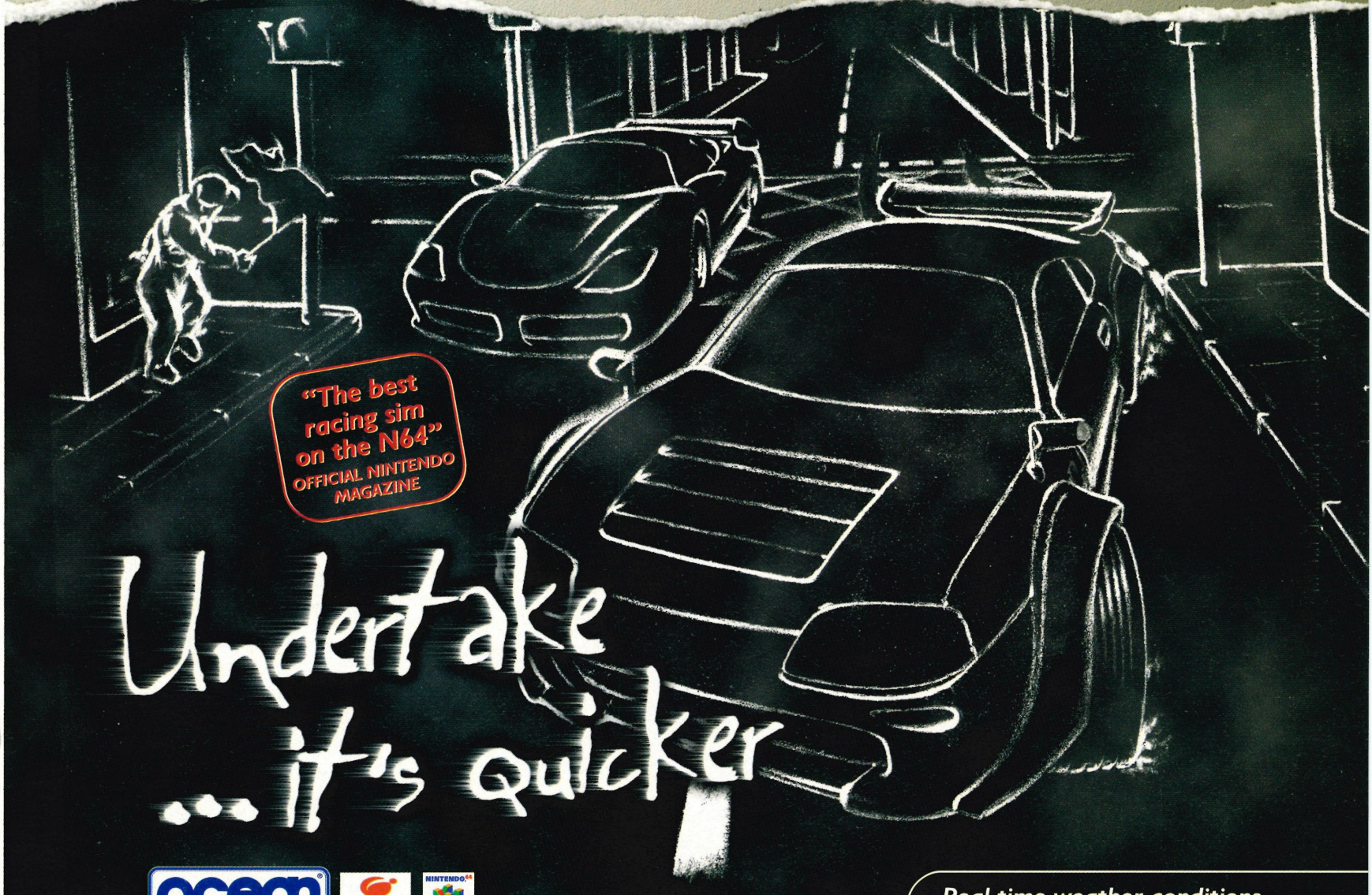
COMPETITIVE DRIVERS



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Undertake ...it's quicker

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...Real time weather conditions, damageable cars and pit stops all add to the incredible racing experience that is the GT64 - Championship Edition.

Can you pass the N64 driving test?

GT64 CHAMPIONSHIP EDITION

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EARTHWORM

With a history longer than your average pint of semi-skimmed milk, *Earthworm Jim 3D* is getting closer and closer to completion. If you read our Work in Progress back in issue thirteen, you'll know that we were pretty excited at the prospect of seeing the world's weirdest hero on the N64. So once more we braved the harsh Scottish weather to see how our Jimbo is doing...

The pig-slide, the most fun you can have with a pig - apart from a plate of bacon butties, of course.

Part man, part television, all evil - but Jim has his flamethrower, so you might just be all right.

START

There was a time when you knew where you stood with your super heroes. Okay, so they had questionable dress sense – what with wearing their underpants outside their trousers – but still, they were brave, strong and well, heroic. However all that has now started to change; poor Superman seems to have become two separate entities (Red and Blue) who can no longer fly but rather zap from place to place, and Batman, well he broke his spine and had to fight Azrael to get back the right to wear the Batpants and hang around with Robin (mark seven).

Never mind repairing Jim's brain - after playing this you'll need some serious psychiatric help yourself!

During this bleak and sorry time, another kind of hero suddenly came to the fore... a rather strange being, part worm (well, all worm actually) who chanced upon a suit from space that just happened to grace its lucky wearer with amazing super powers. Consequently Earthworm Jim was created, and given the age that we live in, we shouldn't be too surprised by it all. Earthworm Jim the cartoon series has been remarkably popular, gracing many different consoles over the years. Now this is set to continue, as VIS Interactive have decided to take up where Shiny left off and throw Jim into the gaming melting pot that is the Nintendo 64.

THE LOWDOWN

PUBLISHER: **Interplay**
DEVELOPER: **VIS Interactive**
EXPECTED RELEASE DATE: **Sept '98**
FORMAT: **Cartridge**

BIGGER, BETTER...WORMIER?

When we first looked at *Earthworm Jim 3D* three issues ago, we were very impressed by the humour, the sharp graphics and the sub-games that were present at the time. These all remain intact and our excitement is very much still active. However, there have also been some noteworthy changes.

When last we saw Jim he was but a flat 2D character in a 3D environment

JIM 3D

Like Jim, when this game is released we'll all jump for joy!

From blackness came forth strength – in worm form.

and whilst this helped to retain the cartoon feeling of the game, here at Total 64 we were a little unsure about how this style would stand up to all the games out there for the N64 with 3D characters. Fortunately this has now been changed – Jim has become a fully paid-up member of the third dimension gang and as you can see from the screenshots, he looks all the better for it.

IN THE CAN?

The storyline has also been tweaked somewhat, for now you're not really playing the game as Earthworm Jim but rather as his Ego (which just so happens to look exactly like Earthworm Jim). You see, Jim was involved in making a movie when a cow fell onto his head, rendering our unlucky hero unconscious. It is your job to journey into the many different areas of his psyche, to repair his cerebral cortex and bring Jim back to life. If it all sounds a little too odd, then... tough! The very essence of the *Earthworm Jim* series is that it is always quirky and often downright bizarre and VIS have spent many hours, working very hard, to make the game as enjoyable as possible.

When *Earthworm Jim 3D* is released you can expect to see 32 of the craziest levels (set on six manic worlds) that you ever thought possible, combined with some of the most challenging platforming action that you're likely to come across. This is broken down by the inclusion of a number of often pig-centric sub-games, such as the pig-slide races (don't ask) and the pocket rocket rides. You'll never, ever be tired of the hours of fun that *Earthworm Jim 3D* offers. Never mind repairing Jim's brain – after playing this you'll need serious psychiatric help yourself! Be afraid, be very afraid...

We'll have a review for you just as soon as we can pig-slide our way up to Edinburgh, to beg them to give us copy. **T64**

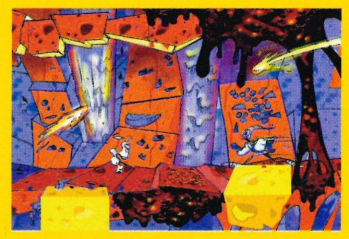
Even super heroes take advantage of the sales!

LAND OF MAKE-BELIEVE

Some cartoons of the early thoughts on just how *Earthworm Jim 3D* would look. If they remind you of a number of cartoons that you love to watch – Bugs Bunny, Road Runner and other Tex Avery creations – then worry not; the resemblance is entirely intentional!

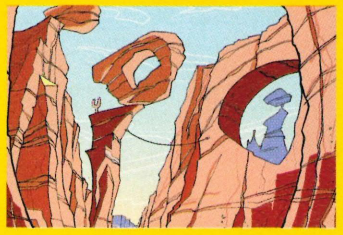
In this first level, named Physical, Earthworm Jim has to do battle with Slobecles and Domesticity, the Goddess of Kitchen surfaces.

This is Fear, where Jim's scariest thoughts have congregated. It is a place of horror movies cliches. Be afraid, be very afraid...

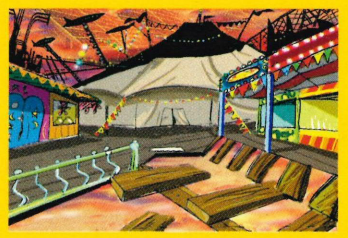


Happiness is cheese, as we all know. Jim has to save the recipe of the ultimate burger from the evil burger chain, headed by Fatty Roswell.

Everyone knows that aggression is an evil thing. Sadly, in this world Jim is caught up in a war between the cows and the pigs.



Jim's fantasy is to be a sheriff in the Wild West. Now he has the chance, protecting a Wild West town from the sprawling metropolis.



The Fairground is the icon of Jim's childhood and Jim must prevent a nuclear reactor being built on it.

SPACE CIRCUS

Many people believe that Dave Lister will be the last human being alive. Not so – here he is and Starshot wants him for the Circus.

Stasis. The time possibly flies by. Michael Jackson would be very envious of all these poor souls.

START There are many people out there who would kill to have this job; a point that occurs to me as I am sitting around in Charles De Gaulle airport, waiting for my flight to Lyon. However, it isn't that simple; most people think that writing about games involves spending 95% of your time playing games and 5% writing, when in fact the exact opposite is the case.

Then, of course there are the games that we see on a weekly basis – "free games" you cry... well, not quite. As you know there are not nearly enough great games on the Nintendo 64, and for every Top Banana game there are about ten Slightly Mouldy N64 titles waiting in the wings. They all have to be played and they all have to be given due attention, and that is one of the hardest parts of the job.

The same thing can be said about travelling to software companies to see just how their latest (and always) greatest title is shaping up. Of course you do get top class treatment (well – nearly always). However, sitting in a room listening to a group of people desperately trying to convince you that *Asteroids 64* (for example) fills a gaping hole in the market can get a little tedious. Thankfully, my recent experiences with Infogrames have actually managed to convince me that there are people out there who are genuinely working towards making top quality software.

So, once more I found myself in the company of Infogrames, this time to look at *Space Circus*, a game that has come to our attention thanks to the number of screenshots and press releases that have come our way over the last few months. Unlike many N64 games, *Space Circus* has remained in a somewhat subdued state, with relatively little information being given to the rest of the world. Finally

Starshot has to encounter a variety of alien beings. For instance, a herd of creatures with M & Ms for heads

THE LOWDOWN

PUBLISHER: Infogrames
DEVELOPER: In-house
EXPECTED RELEASE DATE: Q4 98
FORMAT: Cartridge

More colours than any number of technicolour rainbows, more fun than a night out with the best dancers in Exeter – it looks like Infogrames have done it again, with a real stonker of a game.

It may look like a technicolour turnip, but this is the Space Circus – the greatest show on this or any other Earth.

Come fly with me, come fly, let s fly away.

No dress sense, no common sense, but a hero regardless.

though, the blanket of secrecy was removed and Total 64 were allowed to get a sneak, pre-E3 preview peek at *Space Circus*. This is the latest title from those fine French fellows, who seem to have more top games coming out on the N64 nowadays than seems entirely healthy (especially for your bank balance).

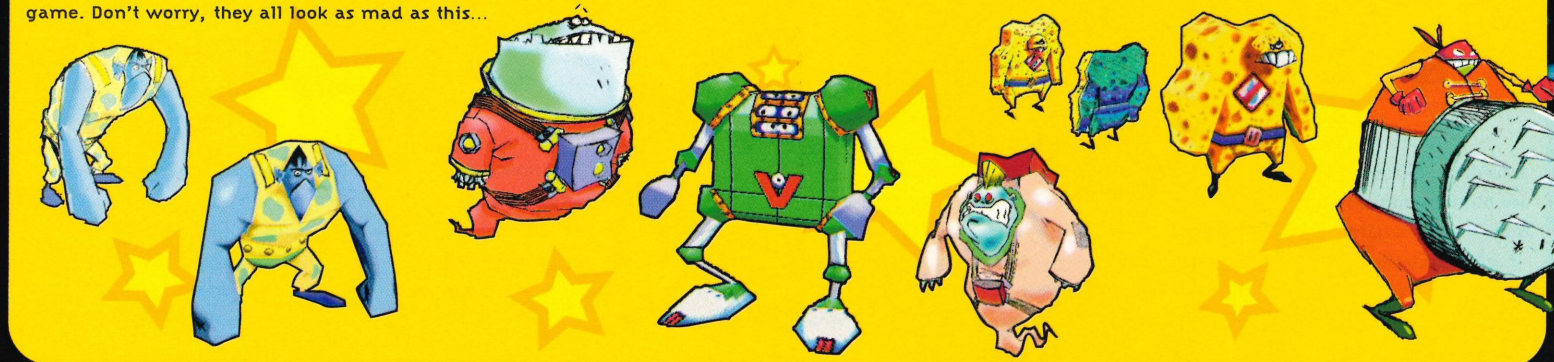
It's-a-me, Starshot...

As you can see from the screenshots, we are in third-person 3D perspective territory here, of the *Super Mario 64* variety. However, before any thoughts of *Space Circus* being a pale imitation of the aforementioned title surface, think again. With all due respect to Nintendo's flagship title, *Space Circus* moves one step ahead of Mario and his chums. For a start, Infogrames have placed an increased emphasis on storyline and character development. They are conscious of the fact that for *Space Circus* to become successful, Infogrames have to quickly establish both the characters and the universe which they inhabit to the buying public. However, this should

As you can see from the screenshots, we are in third-person 3D perspective territory here of the Super Mario 64 variety. However, before any thoughts of Space Circus being a pale imitation of the aforementioned surface, think again

much ruffer

These are some of the early designs for the characters in Space Circus. You will meet over 300 different characters, with a total of 5000 characters in the whole game. Don't worry, they all look as mad as this...



Meet the baddies...

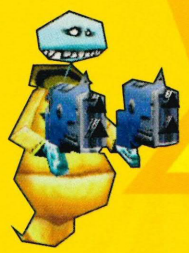
You've already seen some of the early designs for a few of the bad guys that you will encounter in Space Circus. Well, here are some of the finished versions of the nasty foes that you will have to dispense with.

Mechanical foot soldier

A toy designed by Attila Strangelove. However, most toys do not have a 30 megaton H-bomb attached to them. If you see him on his home world of Killer Expo, it's best to keep him at a distance.

The Jaw Phantom

Sentenced to an eternity of boredom, this inhabitant of Ultimacrash is every bit as scary as he looks. You have to feel a teensy weensy bit sorry for him.



Phantom Woo

Before meeting his maker (whoever he, she or it was) Woo was a hired killer cosmonaut. However, death not being the hindrance it once was, he continues his reign of terror on Ultimacrash, in his ghostly state.

General Killkill

The name kind of gives the game away somewhat. Ultimacrash is where you will find him and his motto is "No prisoners, no Amnesty International." Not a nice man.

Mercenary Zbalgoul

Likes to kill wild animals on the planet of Primitron. However, he gets a little carried away and often finds that halfway through a serious drubbin' session he has run out of ammo. Lives by his wits and his tremendous ability to run away very quickly.

Bush Monster

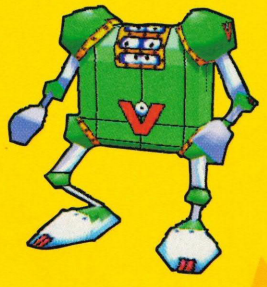
Being a plant can get a little dull sometimes. Fortunately, living on Primitron means that there are always stray tourists around. Who says plants have to live by photosynthesis alone?

Punching ball

An invention that should be in every home. Unfortunately, you will have to travel to Technomum to get one. As its name implies, it's a punch bag – something to lay into when you are stressed. Unfortunately, this poor fella is somewhat underpaid.

Quatroblue

If you're ever in a sandcastle building competition, then this is your man. He is quite literally the fastest sandcastle builder on Tensuns, or on this or any world. Presumably, if you upset him he will chuck sand in your face.



Virtua Robot

Guardians of the Virtua Circus, they are built en masse in the planet Killer Expo. Having suffered a slight problem during manufacture, they have an unfortunate tendency to kill in very large numbers – like hundreds or thousands for example.

Monstrous Soldier

As broad as he is thick and not really known for his mathematical prowess, Monstrous Soldier – or 'Monstrous Soldier AAARGH!!!' as he's known to his victims – is really rather good at dispensing with the little things in life, usually painfully.

Super Sponge

Soft, strong and thoroughly absorbent, Super Sponge is every house-person's dream. Can get into those hard to reach corners and wipe away all those troublesome greasy spots.

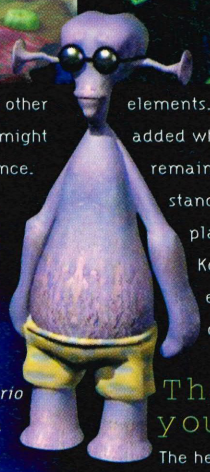
Sweet Pinkos

This little piggy went to a psychiatrist. Pinkos is a rather fretful character and finds it very hard to chill out. Unfortunately, this means that he gets wound up so much that he tends to slap people in the face. Oddly, Pinkos finds it hard to make friends.

Yes, it really is a teapot. No doubt there is some logical explanation for all of this. But then again, maybe not

not pose too much of a problem as the game is based in an environment that they have called 'Toonfiction', which just happens to lend itself very nicely to the wide world of publicity and familiarity (there is even talk about the possibility of a film based on some of the characters from the Toonfiction universe). This strange amalgamation of science fiction and cartoon is the only way in which Infogrames can explain the genre in which they have tried to create *Space Circus*. Trying to further expand on this is like trying to hammer a nail through a lump of whale blubber. However, if you tried to imagine the slightly bizarre offspring of Loony Toons and Mars Attacks, then you would not be too far off.

Infogrames cite Douglas Adams, George Lucas and Jules Verne as other influences on the game, which might give you further points of reference. As you might expect, this is a strange and futuristic universe, inhabited by all manner of weird creatures and even more off-the-wall planets (see box-outs).

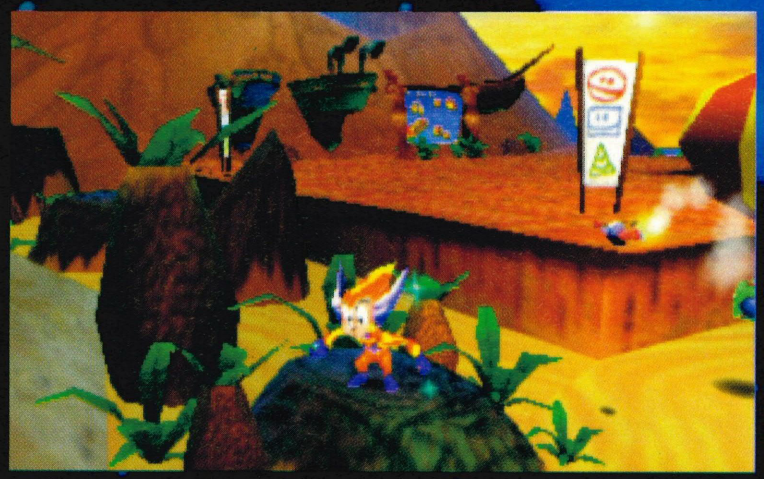


Another departure from *Mario* is that the game is not solely a platform game – *Space Circus* also dabbles with dialogue, or rather nudges it slightly into the domain reserved for *Mystical Ninja Starring Goemon*. Although it has to be said that there was not that much text in this early version of the game, we are promised that there will be more, with emphasis placed on RPG elements. Whether or not the text is added when the game is finished remains to be seen. However, as it stands, the level design and the platform challenges far exceed Konami's effort, even at this early stage in *Space Circus*' development.

That's what you are...

The hero of the game is Starshot, who just happens to be a performer in the Space Circus that gives the game its name. Unlike in our world, where circuses are frowned upon as being a rather inhumane way of keeping animals, in the universe that Starshot inhabits the circus is a traditional, popular and widely accepted form of entertainment. Starshot and his circus chums travel the universe showing off their acts, although, to be fair, these acts are more like curiosities than the traditional 'mighty elephants jumping through giant hoops of fire' displays that we Earthlings are used to. Unfortunately the Space Circus are faced with the familiar threat

Toonfiction – a strange amalgamation of science fiction and cartoon – is the only way in which Infogrames can explain the genre which they have tried to create. Trying to further expand on this is like trying to hammer a nail through a lump of whale blubber



The holiday island of Tensuns – colourful and lush. Check out the amazing sunset in the background.

Reminds me of the halls of residence at university.

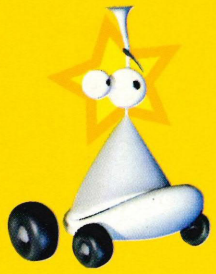
Starshot really shouldn't have had that vindaloo last night.

stars in their eyes

Here are the main characters in the game – Starshot's world is a particularly strange and colourful one. However, at least these characters are the friendly ones. Well, if not friendly, they're at least not out to kill you like everyone else.

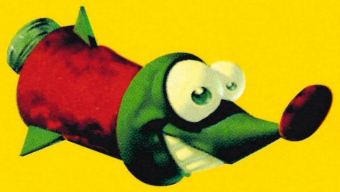
Starshot

Mischievous by nature, Starshot was created to be a starcrusher, but unfortunately he found it hard to be the killer that his destiny foretold. Having a soul he was no use to the military, who promptly sold him to the Star Circus, who felt that his ability to juggle stars would make a nice show for the paying public.



Willfall

A bit of an obsequious sycophant. Ever aware of the fact that he should have been thrown away years ago, Willfall tends to be the talkative one, especially when he thinks he can a) escape danger or B) do a nice bit of sucking up. Wherever there is danger, he will be heading in the opposite direction.



Willfly

A splendid little fellow, dependable and reliable, that follows Starshot wherever he goes. If you collect enough bonuses you can even use him to propel Starshot into the air. This is very useful when Starshot wishes to explore places that were previously unreachable.

Starcash

Hermetically sealed in the heart of the circus, few have seen Starcash – the owner of the Space Circus – but many have felt the harshness of his words. He is constantly surrounded by robotic advisers and keeps in touch with the inhabitants of the Star Circus (usually loudly) via the hologram communication system.

Get used to doing an awful lot of running away in Space Circus – sometimes it's the only way to avoid danger.

Tensuns beautiful ladies – strong and potentially deadly.

Unlike other platformers, each planet looks remarkably dissimilar to all of the others and has an originality and life of its own

of competition, in the form of the Virtual Circus. A bit of rivalry is not so bad, but the Virtual Circus do not play fair and think nothing of destroying anything that is related to the Space Circus (which is not a particularly nice thing to do). As the performers in the Space Circus are not really the violent sort, they all come together, deciding to retaliate, not by use of force, but rather by stalking the Universe for all-new and more interesting acts.

This is where Starshot comes in. He is not the brightest young fellow (in the intellectual sense), however, he does have the advantage of being able to juggle stars, which means there's more than enough brightness in his life. Coming initially from a military background, Starshot is also fit, brave and quick to place himself in dangerous situations. He also has his trusty companions to help him, Willfly (a rocket that can allow Starshot to take to the skies at various points throughout the game) and Willfall (a four-wheeled robot who does most of the talking) to accompany him.

Though the three of them cannot really be considered to be friends, they do combine to make the perfect team and together they will enable you to successfully negotiate the many hurdles that you will encounter in the game.

Wolfgang von Ravel

The Evil ringmaster of the Virtua Circus, who is trying to get rid of the Space Circus. Wolfgang ultimately wants to do away with all the things in the universe that are real and wondrous, by collecting them in his circus and displaying them as virtual images. As befits his status, he has a rather large appetite for destruction.

Although the French are responsible for some of the most famous cars in the world, we reckon that this won't be one of them.

To boldly go...

Space Circus will place you in control of Starshot, as you and your plucky companions attempt to tackle seven different worlds, with up to seven different sub-sections contained in each. Fortunately, each world has its own theme and (more importantly) storyline. Unlike other platformers, each planet actually looks remarkably dissimilar to all of the others and has an originality and life of its own.

Take for example Ultimacrash, a planet where all spaceships which are drawn there by a strange force meet their ultimate doom. The place is inhabited by the ghosts of Russian cosmonauts and American astronauts, who continue the Cold War in space because they have nothing better to do. There is a strong and obvious sense of humour that pervades throughout *Space Circus* – which is one of the reasons that it will have mass appeal.

At first glance you might think that *Space Circus* just looks like yet another cute N64 game, but with its three different levels of difficulty and a sense of humour that would make Terry Pratchett chuckle, it is clear that *Space Circus* will appeal to all ages and abilities.

The greatest show on the Earth?

One of the real annoyances of playing early Alpha or Beta versions of any game, is that all too often you find that the core elements of the game are there, pretty much finished, with only graphical and musical tweaks to be added. Despite the fact that all software developers promise changes, more often than not if the game sucks in its earliest incarnation, then it tends to continue in the same manner until it finds its way to the shops.

The fundamental problem is that developers tend to live with their game for months, if not years, and the pursuit of better graphics tends to swamp such good old fashioned concepts as gameplay. Fortunately, *Space Circus* has a number of key elements that already mark it out for special note. For a start the gameplay is non-linear, apart from having to complete the first two levels. Once this is done, Starshot is then free to roam the Toonfiction universe as you wish him to, completing any of the levels that you fancy. You can even leave a world part completed, only to return at a later point, when you feel like it.

Another great thing about *Space Circus* is the speed at which it runs. Despite the fact that it has yet to be optimised (a weird and quite magical process that seems not only to sharpen the graphics but also speed up the game) *Space Circus* already seems to be running at a fair old rate. In fact, at the moment Starshot is a little tricky to control because of this. Having said that, the version we played had no music, which does tend to hinder the processing power of the N64, and thus reduce speed. However, given the fact that it runs well now, we should have no doubts that Infrogrames will make sure that *Space Circus* carefully negotiates the tricky balance of speed over control. Having said that, since Starshot has three different speeds – tip-toe, walk and run (all controlled by the analogue control stick) – it shouldn't be too difficult to get to grips with. Add to this complete freedom of movement within the oddest series of planets that you are ever likely to come across and you are looking at something that just might be a real classic on the Nintendo 64.

There are very few things that come to the N64 without a whole heap of hype, and often the hype is misplaced, with PR people trying to flog a dead horse, so to speak. Doubtless over the coming months you will see more of Starshot and his friends in posters and competitions and no doubt he will also appear on the front cover of your favourite N64 magazine (Total 64!). Just remember that we told you it was going to be something very good, way before the wheels of publicity started turning. *Space Circus* should be a fantastic little title – it's funny, it's challenging and most rare of all, it's original. You have been warned!

Space Circus should be a fantastic little title – it's funny, it's challenging and most rare of all, it's original. You have been warned!

BUCK BUMB

I hear a little buzzin' – sounds like my little *Buck Bumble* Bee... In a world full of half-baked ideas and sad, confused copies of great games, Argonaut show other developers how it is done. Welcome to a genuinely new experience – a game that actually fills a gap in the catalogue of N64 games.

START

3-D shoot-'em-ups are not exactly in plentiful supply on the N64. In fact, *Lylat Wars* is probably the only real example (aside from *Aero Fighters Assault*, and that one doesn't really bear thinking about). So, when Total 64 heard that Argonaut were busily working on just such a title, the team quite literally jumped for joy. Such is our belief that this title is definitely destined for greatness that we hurried ourselves along to visit Argonaut's offices up in London, to follow up our article in last month's 64-Mations and have a little sneaky peek at just how well Buck Bumble and his insect chums are coming along.

I'M A KING BEE

Yep, buzzin' onto the N64 in September comes Buck Bumble, the new hero for our times (no, really). You see, little do we know it but there has been a terrible chemical leak, and this has transformed all of those little creepy crawlies that like to annoy us through the summer into vicious and super intelligent little critters, hellbent on insectocide (it's like genocide only with insects). With their new-found abilities they begin to develop evil weapons of mass destruction, and were it not for Buck, there would be nothing to stop them.

Fortunately for bugs everywhere, Buck is a mixture of bloody-minded, brave and just plain stupid – all the right ingredients for your average bug hero. He decides to take on the hordes of mutant insects alone, strapping on all the weapons he can find along the way.

Buck Bumble is set across five different environments – Garden, House, Swamp, Rubbish Dump and

Visually it is incredible, the sounds are unbelievable, and there's even a two player mode. Better still, it's a game that tries to offer something other than an update of Mario 64 – what more could you want?

THE LOWDOWN

PUBLISHER: **Argonaut**

DEVELOPER: **In-house**

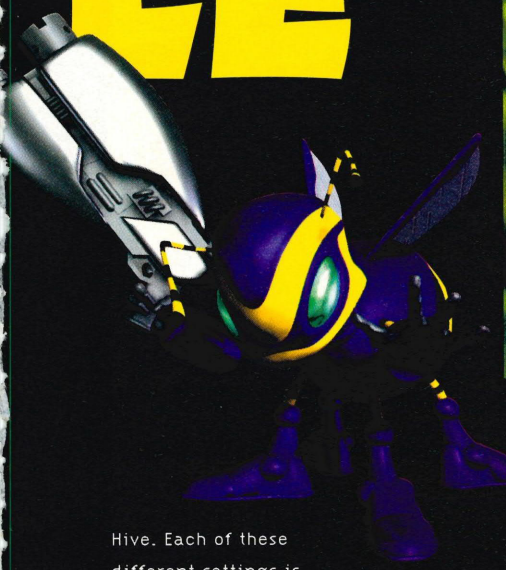
EXPECTED RELEASE DATE: **Sept '98**

FORMAT: **Cartridge**

Crashed and burned! Looks like Buck has bought the biscuit.

When you play *Buck Bumble* you're going to have to get used to the sight of Buck's butt!

LE



When playing *Buck Bumble*, low flying is the order of the day. Mind you, you can expect attacks from above and below.

Buck likes to take time out to chill out before the carnage.

Hive. Each of these different settings is home to four different levels, which have been drawn completely to scale – the effect is mind-blowing. When you actually play *Buck Bumble* you will be reminded – visually, at least – of *Micro Machines 3D* on both the PlayStation and PC. Each of the polygonal worlds not only looks very realistic, but is also very solid-looking and extremely colourful. Most impressive!

We all know that the N64 is more than capable of creating convincing 3D environments, as we have seen in great games such as *Goldeneye* and *Forsaken*, so this may not sound like a spectacular feat. However, the level of detail which Argonaut have somehow managed to squeeze out of your favourite console is remarkable, and (more importantly) each of the levels in *Buck Bumble* is huge. This amount of space gives the player an incredible sense of freedom – you feel that you can fly anywhere, which is obviously a rather large departure from *Lylat Wars*.

In spite of Buck's skill, things won't be easy, there are plenty of beasties out there with only one thing on their minds: stopping brave young Buck from thwarting their plans. Enemies range from the ground-dwelling Ants to the more heavily armed Dragonflies, and, of course, the much larger 'end of environment' baddies that Buck has to face every fourth level. One of the most incredible aspects of the game is the number of enemies who appear on-screen at any one time. Argonaut are working hard to make sure that the game runs at a constant 30fps. Nevertheless, they have been able to literally fill the screen with a swarm of enemies for you to test your aiming abilities, thus creating what is one of the most intense combat-based games to ever grace the Nintendo 64.

ANTENNAED AND DANGEROUS

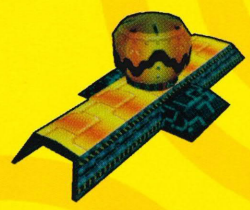
Buck will have eleven weapons at his disposal. Some are obviously more destructive then others but in crisis situations, any upgrade from your starting machine gun is better than nothing.

IN AN ENGLISH COUNTRY GARDEN...

Here are a selection of the opponents that Buck Bumble will come across. Notice that some are ground dwelling and others are strictly airborne. You can run, you can fly, but you just can't hide!

BOMBEET

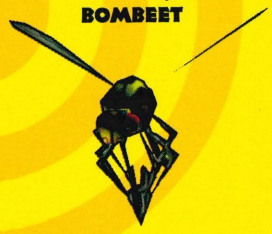
PUMPJACK



BUILDING

DRAGONFLY

TRANSPORT



CRANE

TURRET

WASP

WEV BASE

Buck comes across one of the larger opponents – gardens can be very dangerous places!

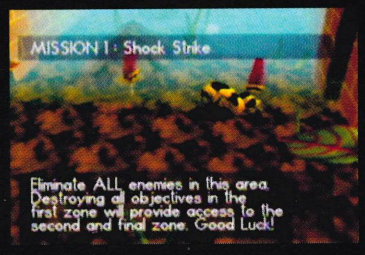
Not that I 'm paranoid but when it gets quiet, I worry.

The insects in front of you are nasty, you have been warned!

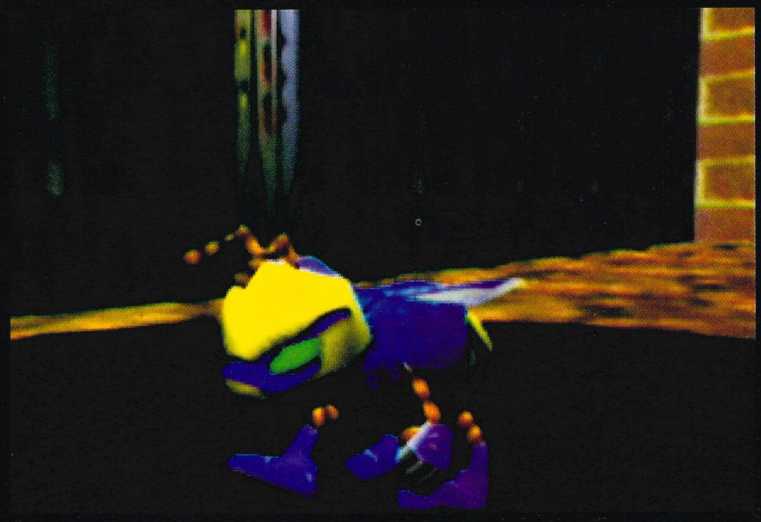
WHEN I SEE THAT BUMBLE BEE, THERE'LL BE SOME STINGING GOING ON...

Fortunately for you, Buck has more than his fair share of weapons at his disposal. These arms range from the standard machine gun that he starts the game with, right the way through to the amazing plasma gun that has a devastating effect on everything that gets in its way. Best of all is the guided missile. This missile is actually controlled by the player, so when the camera (that is usually fixed around Buck's butt) follows the missile, the player can guide it to its target.

However, before all you brainiacs out there start complaining about the lack of cerebral challenge, fear not. Argonaut have ensured that each of the levels strikes a balance between mission-based levels and just plain shooting. At the start of each level you will be informed as to what you are supposed to achieve, be it locating and destroying the insect generators that manufacture the evil swarms, or just a plain and simple 'defeating a boss character' mission. Hopefully this will mean that because of the variety of missions, *Buck Bumble* will manage to sidestep that old problem of repetition that shoot-'em-ups can suffer from.



Less a nose, more a gun turret – it 'll take more than a bit of insect repellent to get rid of this critter.



Meet Buck – he 's the coolest bee you 're ever likely to meet, although dressed like that he 's obviously on the pull.

As you can see from this selection of new screenshots, Buck is certainly shaping up to be a superior looking title. The general look of the game is rather cartoon-like – quaint, if you like – but this is subverted by the look of Buck and his enemies, which is rather futuristic and reminiscent of the Japanese Manga films.

However, what you can't see is the music (obviously), which is also well worth a mention. Finally we are seeing developers managing to find a way to deal with the limited sound capabilities of the N64. Long gone are the days when all you could expect from a game's music is the sort of plinky plonky muzak usually found in lifts. Argonaut have somehow managed to create a soundtrack that they describe as 'Speed Garage,' which is probably accurate. However, for those of you who are not familiar with such terms, the ten tracks (plus the incidental boss character music) are best described as some of the most intense and all-round bass driven tracks that have ever graced your N64.

The levels in Buck Bumble are huge. This gives you an incredible sense of freedom – you feel you can fly anywhere.

With such a variety of enemies (Large and small) you never know what to expect. Perhaps underneath all that is the curry monster...

All the music overlays a series of 'ambient' atmospheric tracks which are pertinent to each environment. What this amounts to is lots of insect noises and other creature effects which give the game a polished feel. For those of you lucky souls who happen to have their N64 linked up to a decent stereo system, you will be able to experience the music in full Dolby Pro-Logic surround sound. For once cranking up the volume on your N64 is actually going to be a worthwhile experience, as it adds even more to the game.

In surround sound mode you hear the insects buzzing behind you and missiles whizzing past your ear and into the background – it really is very difficult to describe just how much this enhances the impact of the game. However, 'intense' (to use the word once more) is probably as close as we can get.

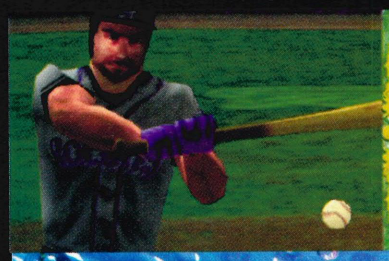
TWO BEE OR NOT TWO BEE

As if that wasn't enough, there will even be a two player mode included, which will allow you and a mate to either race against each other over the vast 3D terrain or fight each other (presumably armed with large cans of insect repellent) in a deathmatch type situation.

Argonaut are putting together what looks like one of the most complete games that has ever found its way onto the N64. Visually, it is incredible, the sounds are unbelievable, and there's even a two player mode. Better still, it is a game that tries to offer something other than an update of *Mario 64* – what more could you want? Hopefully *Buck Bumble* will be a great little game, well worth saving up for. We will be reviewing it as soon as it buzzes its way to the Total 64 offices. **T64**

THE TRUTH

RATED OR SLATED THIS MONTH...



42. BANJO-KAZOOIE

Bearly (ahem) able to contain ourselves, we harassed Rare into giving us one of the big two games of the year.

50. KEN GRIFFEY'S BASEBALL vs ALL STAR BASEBALL '99

Diamonds are forever, or so they say, and it's certainly felt that way this month! We pitch two contenders for the title of best baseball game on N64, to see which one gets the home run.

56. KOBE BRYANT'S NBA COURTSIDE

Is there no end to this American sports fest? I think not, so put on your bouncy plimsoles and your judge's wig and join us at the court.

58. TSUNAMI

Unbelievable! Bangin' bean action from that crazy lot in Japan – they know a thing or two about making red-hot puzzle games.

60. AIR BOARDER 64

What's a skateboard without wheels? A hoverboard! Defy Newton's law and check out the review – just don't fall off!

62. RAMPAGE WORLD TOUR

Crash! Bang! Wallop! An updated classic or a pile of codswallop? We've trashed half the world to bring you the review.

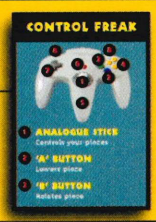
64. BUST-A-MOVE 2

Bubble, bobble, toil and trouble – one of the best puzzle games ever joins the growing list of puzzlers on the N64.

65. JEOPARDY

That well known TV quiz show makes a guest appearance. We're not sure of the questions but we certainly have the answers.

REVIEWS BREAKDOWN



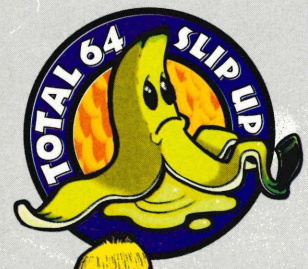
The CONTROL FREAK box will not only tell you what the controls are for the game but will also let you know how well they work and how that affects the gameplay.

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 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!



THE MAVERICKS

NICK 'COMFORTABLE PANTS' JONES

1. ZELDA
2. F-ZERO X
3. BANJO-KAZOOIE
4. TUROK 2
5. BEAN

PHIL COLLINS: JEOPARDY

SIMON 'EXETER CHICKBOY' PHILLIPS

1. BANJO-KAZOOIE
2. SPACE CIRCUS
3. BUCK BUMBLE
4. FIGHTERS DESTINY
5. TSUNAMI

DIRE STRAITS: JEOPARDY

ANT 'CABASSA' GRACE

1. BANJO-KAZOOIE
2. WORLD CUP '98
3. BEAN
4. GOLDENEYE 007
5. MYSTICAL NINJA

RASPBERRY PERET: JEOPARDY

JON 'SMILER' AUSTEN

1. GOLDENEYE 007
2. FORSAKEN
3. BEAN
4. BANJO-KAZOOIE
5. 1080° SNOWBOARDING

HIGH SCORES: RAMPAGE

JUSTIN 'LUNCH HOUR' ANGEL

1. FORSAKEN
2. FORSAKEN
3. FORSAKEN
4. FORSAKEN
5. FORSAKEN

LEVEL 10: FORSAKEN

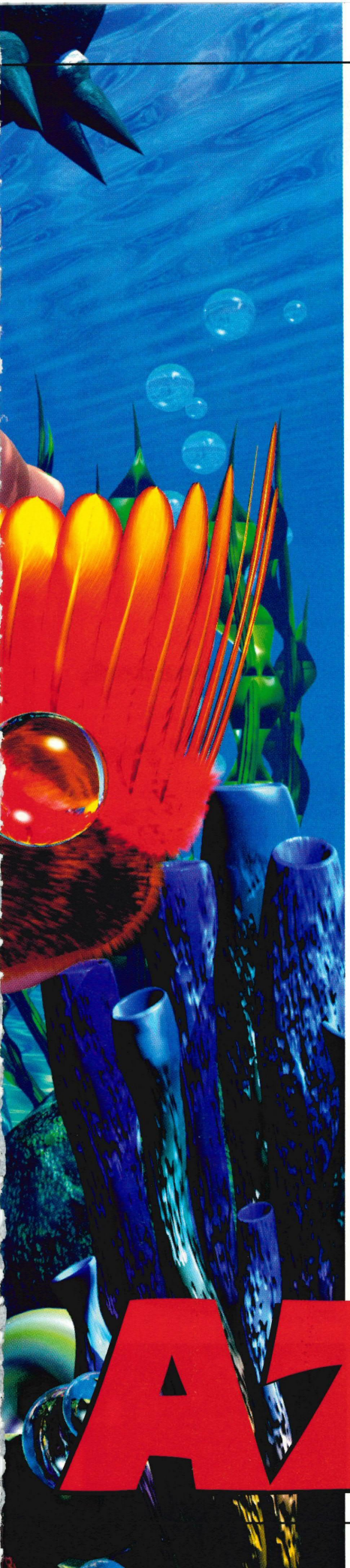
The VERDICT BOX stays pretty much the same but we've done away with the percentages for category scores and replaced them with single numbers. After all, what exactly is the difference between an 82 and 83 percent sound rating?

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.

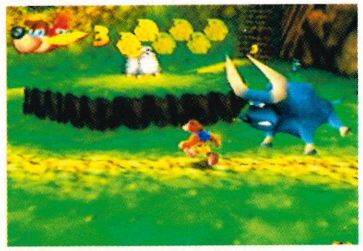
BANJO-K



BANJO-KAZOOIE

In what is turning into a very fine year for N64 software, here's the game that's been on everyone's lips... *Banjo-Kazooie* – a bird of beauty or a big turkey?

Another one of those amazing N64-only effects, look at the water ripples – are they fantastic or what?



With horns that big you know you're in trouble.

START There have been many very famous pairings in history; Laurel and Hardy, Tom and Jerry, Heinz and ketchup. However, none of these has been as strange or as wonderful as Rare's pairing of a cuddly brown bear in short trousers and a bright red bird of unknown but probably Mohican origins (actually it's a female red-crested Bree, for the ornithologists out there).

There's very little point in denying the fact that this game is fantastic; before reading this article you will no doubt have looked over the selection of screenshots and taken a peek at the score, so you know that we're into must-have territory here. But why you ask? Which of course would be a fair point; let's face it, there are more 3D platformers coming out on the N64 than you can possibly cope with – one look at this month's previews section or the E3 report will confirm this fact. Developers out there know that the N64 is capable of creating incredibly fantastic looking 3D environments that no other home console can remotely contend with.

IF YOU WISH UPON A STAR...

However, there is one Holy Gr... (oops sorry 'bout that, got to be careful of the copyright on that one) one special platform game that all developers want to aspire to and that, as we all know, is *Super Mario 64*. It's a game that was heralded as one of the best pieces of software of all times. Now, certainly *Super Mario 64* looks and plays incredibly well but personally – and this one might sound a little bit controversial – I'd say *Super Mario 64* doesn't quite merit all the accolades that it receives, especially three years after it first came out. Admittedly the playability is great, the graphics still look as fresh and as fantastic as they ever did and let's face it, few games have managed to look as sophisticated as *Mario 64*.

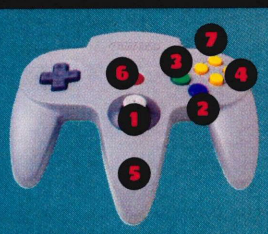
However, my one problem with *Mario 64* is that it looks like a game that was put together to demonstrate the N64's capabilities. Once you get past the 'wow, look at that!' factor, you are left with a game that requires you to collect stars, more stars, and then, yep, some more stars. Nintendo anticipated that many of you out there would want to complete *Mario 64* purely for

INFO

PUBLISHER: **Nintendo** DEVELOPER: **Rare** PLAYERS: **1** GAME TYPE: **Platform / 3D Adventure** VERSION: **PAL**

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

CONTROL FREAK



1 ANALOGUE STICK

This controls Banjo as he and his trusty chum make their way through the many worlds that they encounter.

2 'A' BUTTON

Allows Banjo-Kazooie to both jump and swim.

3 'B' BUTTON

This is Banjo's attack button – when used in conjunction with other buttons it lets you perform a number of attacks, from punches to forward rolls and more. It also allows Banjo to swim underwater. We don't want to give too much away though – you'll just have to play the game and find all the special moves.

4 'C' BUTTONS

These all act independently: the top 'C' Button gives you a first person perspective view of the environments, which is useful when trying to find hidden objects and the others are then used in combination with the other buttons to give you yet more special moves.

5 'Z' BUTTON

Initially this is just used to make Banjo crouch but – you guessed it – it can also be used to perform other special moves that Bottles will teach you along your travels.

6 START BUTTON

As usual, this pauses the game, but it also brings up the menu screen that tells you how many objects you've collected and how many are left to find in whichever environment you are in.

7 'R' SHOULDER BUTTON

Used to configure the camera angle – at times you really do need to.

Sometimes the entrances to levels are particularly well hidden. Others require a leap of faith.

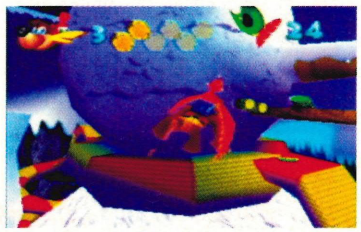
Now is not the time to start suffering from vertigo...

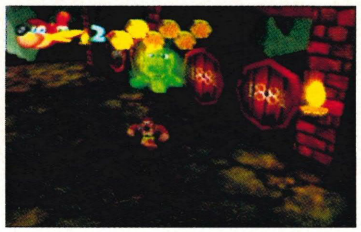
That is what great games should be about, we should whack them in and be amazed, shocked and surprised, staring in wonderment at how (put in the software developer of your choice) managed to make such a thing of greatness

the sake of completing it but I would bet that there are very few of you who've got anywhere near finishing the game.

Whatever your own views of the game, since *Mario 64* there haven't been any platformers that appear to have really tried to use the N64's capabilities to the full. Perhaps this is because of the sheer impact of *Mario* on the N64 and the accolades that it received but now is surely a good time to redress that problem. We all know that there's so much more that the N64 is truly able to create, and now several years of developing software on the N64 has shown us just what is possible.

In certain games we've see flashes of brilliance here and there, but seldom do we get to play a game where we sit goggle-eyed, waiting to see what's around the corner, or to find another new move. It's even rarer that a game will make us laugh out loud, despite our being supposedly old enough to know better. That is what great games should be about: we should whack them in the console and be amazed, shocked and surprised, staring in wonderment at how (put in the software developer of your choice) managed to make such a thing of greatness.





1st Impressions

One look is all it takes – play it for ten minutes and you're hooked. It oozes quality and playability. There are all too few games on any console that grab you instantaneously and this is certainly one of them. Rare have done it again.

All over Gruntilda's Lair are statues of her personage. Let's face it, she's not a pretty sight. Fairest in the Land? I think not.

Clanker the shark seems a little weary and somewhat decayed, in fact it can be said that he's seen better days.

Well, thankfully, *Banjo-Kazooie* is just such a game – if it were a Bank Holiday it would be Christmas Day. *Banjo-Kazooie* is exactly the sort of game that Nintendo want to see on the N64. It's smooth, it shows off the N64's capabilities far better than any other game currently available on the market and it oozes playability, finely sandwiched between addictiveness and quality.

However, before we further warble our way into long lists of superlatives, a brief introduction to *Banjo-Kazooie* and an outline of the plot is required. As you may have noticed from the screenshots, *Banjo-Kazooie* is something of a cartoon based 3D platformer and the story and the characters involved in the game enforce this graphical outlook.

ONCE UPON A TIME

Place the cartridge into your trusty N64 and you are dragged (ready or not) into Rare's all-new playground; a world inhabited by witches, giant snowmen and cast iron sharks. Any of you that are familiar with the famous Discworld series of novels, written by Terry Pratchett, will feel right at home with *Banjo-Kazooie*. The game contains a mixture of fairy tale characters who act, speak and go about their business as if they were really alive today, in the nineties. This gives it universal appeal; it may look like a child's game but underneath the multicoloured surface lies an evil beast of a game, which will stretch the minds of both young and old alike – a magical feat, no less.

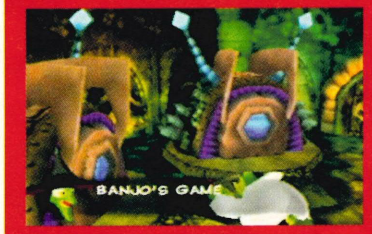
As with all fairy tales, we should start at the beginning, which is, after all, the only place to start...

Well, there's a witch (obviously) who rather fancies herself as the best looking female personage in the land. However, she is informed otherwise by her friendly neighbourhood cauldron in that immortal line "There is another". The 'other' in this case is Tooty, Banjo's sister. Gruntilda the witch is outraged that anyone could be more beautiful than herself and decides to take action (shades of Snow White, methinks).

So, away on her broomstick she flies, off to Banjo and Tooty's

THIS IS THE END...

When you quit the game or you simply die, you'll have to watch this end animation which shows you what failure will mean for Banjo's sister, Tooty. Not that Rare want you to continue playing by pulling on your heart strings. Oh no, not at all...



These are the machines that will take all of Tooty's good looks and give them to Gruntilda, and give Tooty all of the witch's ugliness. It works by 'Gruntilda power' – nasty stuff indeed.

Every witch has to have a henchman to push all the buttons. Here he is, the wicked man who's as docile as he is faithful, which means that he does everything that Gruntilda asks him to, without question.

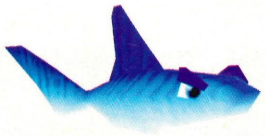
Once the process is complete, Gruntilda steps out of the chamber looking somewhat better looking. In fact, were it not for that slightly greenish complexion she could be considered to be quite attractive.

As for poor old Tooty, she has fared much worse, and has now been turned into a big green bear with something of a bad attitude. Vanity eh? You've just got to save her from this fate, haven't you?

IF YOU GO DOWN TO THE WOODS TODAY...

This is a small selection of beasties that you'll encounter whilst you play. If you think that these are pretty scary, then be warned – there are lots, lots more of them.

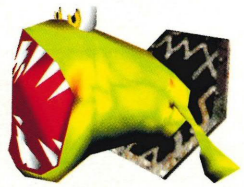
BADCROC
This fella lives in Bubblegloop Swamp. He likes to eat and challenges you to a contest, if you lose he bites you. Be fair, he is a crocodile.



SHARK
Lives in the sea (obviously) in Treasure Trove Cove and makes sure that you do not go out for a swim – he likes nothing better than to take a bite out of you.

MOMMY
Found stalking his victims in Gobi's Valley. Unluckily, being undead he can't be killed, you can only knock him out. Can move pretty fast as well.

GRAVE
A gravestone with a passion for murder. You don't get many of them to the pound, and Mad Monster Mansion's where he's found.



CHOMPA
Turns up on a variety of levels – he even makes an appearance in Mad Monster Mansion in skeletal form. Bursts through holes and bites you!

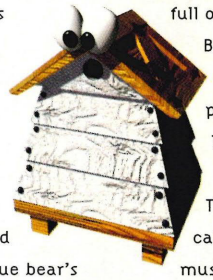
Buy *Banjo-Kazooie* now and it could be Christmas every day of the year, which is not a bad thing really, is it?

You see, Banjo plays a banjo and Kazooie plays a kazoo. It's all too much; heroic and musical – some people have all the luck.

Banjo and Kazooie celebrate finding one of those elusive pieces of jigsaw.

house, with kidnapping on her mind. Committing the dastardly act, she whisks poor Tooty away to her evil castle, to steal young Tooty's beauty using her evil 'Gruntilda power' (whatever that may be) and use it to transform her haggard, warty body, making her a nubile and far more aesthetically pleasing looking witch.

Upon discovering that his sister has gone missing, Banjo and his sidekick, Kazooie (who are joined together by the universal bond that is a backpack) decide to pursue Gruntilda and rescue Tooty from her evil clutches. This task will obviously involve a showdown between Banjo-Kazooie and Gruntilda, but then such tales obviously have to end in a battle. Now how many times have you heard that story before? Bear meets bird, bear befriends bird, bear's sister then gets kidnapped by evil witch, and bear and bird set off to rescue bear's sister. There's nothing like a golden oldie...



IF YOU GO DOWN TO THE WOODS TODAY...(GETTIN' JIGGY WITH IT)

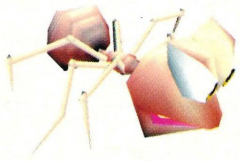
So Banjo-Kazooie have to set forth on their quest to collect pieces of jigsaw, which will allow them both to gain access to all the worlds on offer, and eventually to confront Gruntilda in the final battle. This quest takes our two heroes through nine different worlds, ranging from the calm serenity of Mumbo Mountains, a lush green world full of trees and mountains, to the Bubblegloop Swamp, a rather dangerous environment with piranha-infested water. If you like variety, then *Banjo-Kazooie* offers it to you by the ladle-full. There's a snow-based icy level called Freezeezy Park where you must encounter all manner of semi-frozen foes or, at the other end of the temperature scale, there's Gobi's Valley, set in a mock Egyptian world where (you guessed it) mummies are an ever-present evil.

Each of these worlds is attached to one main level which is Gruntilda's Lair. Here you have to make your way through many puzzles and open doors with the magical musical notes that you collect on each level, to access new areas. This is probably the largest of all the levels – in fact, it would not be

YELLOW FROG
Live in Bubblegloop Swamp in large numbers. Their sneaky jumping makes them hard to hit, especially when they're on the attack.

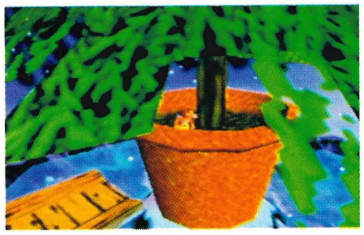
TEETHCHEST
Treasure Trove Cove is where you'll find this fella – he guards many treasures in his chest and you have to get in there to get them, tricky...

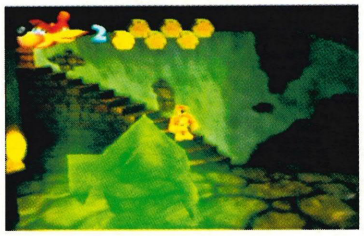
SNOWMAN
One of the most annoying foes on any level, he can be found on Freezeezy Park. He throws snowballs at you, which hurt, and his aim is pretty good.



ANT
Also the name of our designer. This little insect critter lives on Mumbo's Mountain – a little bit stupid but he still can hurt ya, nonetheless.

SKELETON
You'll find this spooky fella in Mad Monster Mansion. Unfortunately, being dead already, he can't be killed, which proves tricky at times.





Sometimes flying is the only way to find those secrets.

As a wise man once said, "Take it easy on the stairs."

Not only do you get the chance to save your sister, you also get the opportunity to rescue nice little animals...

Place the cartridge into your trusty N64 and you are dragged (ready or not) into Rare's all new playground, a world inhabited by witches, giant snowmen and cast iron sharks

unfair to say that Gruntilda's Lair can, at times, be a little confusing and disorientating. Then again, it is the home of your enemy and she wouldn't make it easy for you, would she?

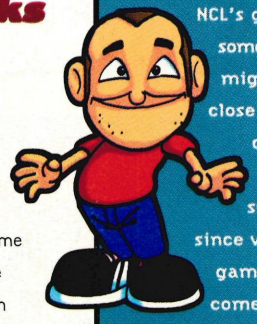
Each one of the worlds that you will encounter is frankly nothing short of spectacular; more than that, each is vast. This is particularly noticeable when you're in the levels in which you can take to the air using Kazooie's more than ample wingspan. Each of the levels also requires much in the way of exploration. You see, there are all manner of nooks and crannies that are home to puzzles, some of which lead to levels, that are obscured or simply hidden from the casual player. To get the most out of *Banjo-Kazooie* you are going to have to work.

Exploration is certainly the name of the game and for both completists and novices the sheer joy of finding a hidden room or puzzle soon becomes a higher priority in the game than the original task in hand. Whilst it may sound as though this shouldn't be the case, it is actually rather clever. Each of the levels that you find becomes a source of fresh wonderment, as you experience a series of puzzles and challenges that you find with relative ease and search for those that you just know are hidden. As you enter each environment, only the very strong willed will be able to leave without trying to find out every little extra that's contained therein. This may indicate a similarity with *Mario 64* – possibly it is, but only time will tell. For now, all that can be said is that such incipient addiction speaks volumes about what Rare have managed to achieve.

MY, WHAT BIG EYES YOU'VE GOT

If you accept that *Mario 64* has, up until now, been considered to be the finest looking platformer that the N64 has ever seen, it comes as

NICK'S COMMENT



Yet again Rare prove that they are the only development team that can emulate the quality of NCL's games. Sadly for some players this game might be a little too close to Miyamoto's classic, *Mario 64*, but it has been such a long time since we've played that game, *Banjo-Kazooie* comes as a breath of fresh air... plus it's got some of the best graphics, characterisation and humour we've seen on the Nintendo 64. Our only reservation is over the game's longevity – it's so addictive, you'll probably complete it in a couple of weeks, but you won't leave the house in that time!

MOTLEY CREW

Here they are, the merry and not so merry band of characters that you meet in the wacky world of *Banjo-Kazooie*.

TOOTY
Banjo's sister, the fairest in the land and frankly the envy of Gruntilda. She's too cute to be left in Gruntilda's clutches.

MUMBO
Magical and mystical Mumbo will happily transform you into all manner of creatures in exchange for Mumbo skulls.

BRENTILDA
Another witch. In fact, she's Gruntilda's sister but she's a good witch and will tell you important information on your travels.

JINJO
This is a poor Jinjo, imprisoned by Gruntilda. If you rescue five of them on each level you will receive a piece of jigsaw.

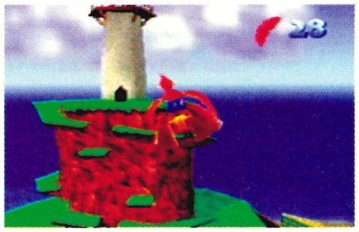
BOTTLES
This little mole fella is Banjo-Kazooie's friend, he has the odd trick up his sleeve and will happily teach you new moves.

GRUNTILDA
Here's Gruntilda (boo, hiss). She's the one who's been doing all the kidnapping and general nastiness.

BANJO-KAZOOIE
Here's Banjo-Kazooie in a rare moment of disharmony. Carrying a bird all day can get annoying, you know.

WALRUS
Not a major character, but we're fans of walruses here at Total 64. Besides, this one gives you another bit of jigsaw – nice one!

It may look like a child's game but underneath the multicoloured surface lies an evil beast of a game, which will stretch the minds of both young and old alike – a magical feat, no less



something of a big surprise that the 'new kid on the block' wipes the floor with its predecessor. The levels are incredibly colourful, which obviously suits the cartoon-like basis of *Banjo-Kazooie*. However, more than this, they are sharp, well-defined and solid. Rare have also somehow managed to get rid of any traces of fogging, a flaw which has been the bane of the N64. In fact, you can see well into the distance when playing the game – this is because some of the finite details are not drawn in. However, the effect is still quite spectacular and in fact, it's often jaw-dropping. There are some traces of pop-up; sometimes flowers will spring out of nowhere or beasties will fade into view. To be fair though, to notice this re-drawing you're going to have to be looking really hard for it and you probably won't detect even its presence when playing the game.

As you might expect, it's the little touches that make *Banjo-Kazooie* the thing of graphical beauty that it is. Probably the greatest examples of this are the numerous water effects: for starters the sea, rivers, lakes and pools are all transparent and they undulate just as water should. It gets even better though; when Banjo swims or runs through puddles of water he creates splashes, if Banjo then jumps on those puddles the splashes are bigger and what's more, when the splashes hit the water again, they create ripples. It is rather difficult to explain just how good this effect looks; certainly it looks realistic but more than this, you realise that these kind of effects are what separate the N64 from lesser consoles.

Needless to say, the many strange characters (see box-out) that you meet in *Banjo-Kazooie* are all equally well realised, especially some of the larger creatures that you come across, such as Clanker, the shark that you have to set free, or the hermit crab you meet in Treasure Trove Cove. Every one of the characters, large or small, has been defined with an almost ineffable amount of inventiveness and humour.

Fortunately the shark has a screw loose, which Banjo-Kazooie can make use of as a means of transportation.

ALL THE BETTER TO HEAR YOU WITH

Sound – here we come to of the N64's biggest bug-bear (no pun intended). One of the biggest weaknesses of the Nintendo 64, without a doubt, is that it simply cannot compete with the CD quality sound of a certain other console system. However, Rare did manage to astound the world with the music on *Goldeneye* and it is with great joyfulness that we can report that they have done it again with *Banjo-Kazooie*. Obviously, the type of music is significantly different from *Goldeneye* but the effect that it has on enhancing the atmosphere of the game is just as impressive. The music is jaunty and in keeping with the cartoon look of the game, with each of the worlds having its own musical score. Even better, within those worlds there are all kinds of cool ambient sounds effects and even further musical tracks when you enter different parts of a level. The office favourite has to be the effect that swimming underwater has on the level music; somehow Rare have managed to create an effect that muffles the music, so that it sounds just like you really are listening to it under the water – now how cool is that?

The N64 may not have the greatest sound capabilities around, but Rare have managed to prove, once again, that it's possible to create more than satisfactory sounds for an N64 game – other developers had better take note of their achievement.

HAPPILY EVER AFTER?

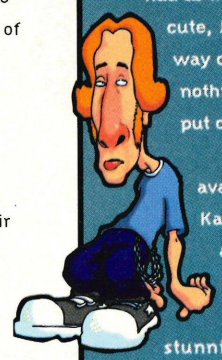
Well, of course it is – not that there was ever any doubt about it. To be fair though, there are some slight (and they are slight) faults. The camera angle doesn't always work as well as it could and sometimes details are obscured from view, or Banjo is lost from view altogether. However, you can control it, if needs be.

The age old problem of longevity and replay value must also be levelled at *Banjo-Kazooie*. Certainly there is an awful lot of challenge here and some of it can be pretty difficult, but if you complete the game you're unlikely to ever return to it – but that's the case with all platform games.

By far the biggest gripe is that the many puzzles and secrets seem to be slightly obvious and more than a little repetitive in their nature. Perhaps it's just that us lot at Total 64 are used to the tricks Rare pull in their games, and as a consequence we know where to look for the secrets and solve the puzzles. Once again, only time will tell – you'll have to let us know what you think.

However these are minor points in what is one of the most important releases for the N64. Rare have done it again; not only have they usurped *Mario 64*'s mantle with *Banjo-Kazooie*, they have also finally proved, beyond a shadow of a doubt, that the N64 is by far the best games machine on the planet. I suggest that you now stop everything that you're doing and raid that piggy bank. Beg for the rest of the cash that you need to buy this game, for buy it you must. **SIMON**

JON'S COMMENT



From the second I plugged this beautiful little cart in, I was hooked. The presentation is superb and the intro sequence hilarious – the characters and their voices had us in fits of laughter. It is cute, but not in the sickly way of say, *DKR*. There is nothing here that should put off the older player. The range of moves available to Banjo and Kazooie is enormous and the game is instantly playable. The graphics are stunning, the real-time sound is breathtaking and the game packs quite a challenge.

Banjo-Kazooie is, I admit, much like *Mario 64* but this is no bad thing, especially since it is – Gasp! Horror! – much better. Yes, those geniuses at Rare have done it yet again. This is the best game on the N64, besides *Goldeneye*.

VERDICT

GRAPHICS	9
Absolutely gorgeous, solid backgrounds and some stunning effects.	
SOUND	9
Stunning effects and great music that compliment the game superbly.	
PLAYABILITY	8
A great challenge and lots of variety but not quite perfect.	
LASTABILITY	7
Unfortunately, once you've completed it you won't play again.	
OVERALL	96
All the power of the N64 squeezed onto one cartridge. Buy it now!	

INFO

PUBLISHER: **Nintendo** DEVELOPER: **Angel Studios** PLAYERS: **1-4** GAME TYPE: **Baseball Sim** VERSION: **US**

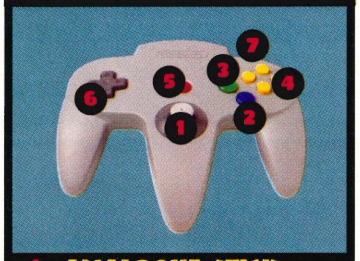
SAVE GAME: **Memory Pak** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **128MB**

MAJOR LEAGUE BAS

Vs ALL STAR BASE

Here in Blighty we might see it as an over-glorified version of rounders, which we all played at school, but in the United States and Japan, baseball is very big business indeed. To celebrate the release of two fine baseball games, it has been decided that they should be featured in a head-to-head competition...

Major League Baseball CONTROL FREAK



1 ANALOGUE STICK
Moves pitching or batting target. Also moves fielders.

2 'A' BUTTON
Bat, pitch or catch.

3 'B' BUTTON
Alter batting target.

4 'C' BUTTONS
Choose pitch and throw to appropriate base.

5 START BUTTON
Pause.

6 D-PAD
Same as analogue

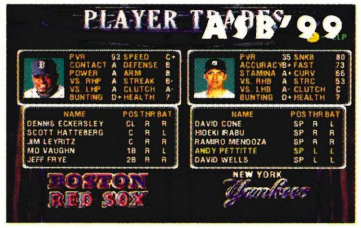
7 'R' SHOULDER BUTTON
Shows pitching target.

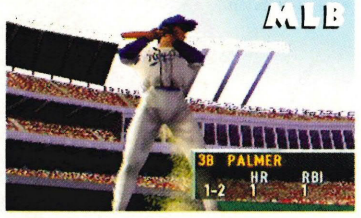
8 'Z' BUTTON
Steal base.

START To most people, baseball has always been the best of the big American sports. Oh the splendour, the sportsmanship, that funny furry green creature with a hooter nose and that totally pointless 'duh-duh-duh-duh' tune that starts off slowly and builds up. You've got to admit that it's better than cricket anyway. Just ask our Editor. Anyhow, this month sees the release of two big new baseball releases, and first up to pitch is Acclaim's title, *All Star Baseball '99*, while Nintendo's own *Major League Baseball* is assuming the batting stance.

At first glance, there are quite a few similarities between the games. They both have official MLBPA licences, which means that they have all of the requisite real-life players, teams and stadia. They also play using a similar control method for both pitching and batting. The pitcher must select the type of pitch required – for example fastball or sinker – and then pitch the ball with the help of a target. The

The fielders are so inept that even this one-legged man completes his home run.





Check out that lovely sand effect!

INFO

PUBLISHER: **Acclaim** DEVELOPER: **Iguana** PLAYERS: **1-4** GAME TYPE: **Baseball Sim** VERSION: **US**

SAVE GAME: **Memory Pak** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **96MB**

EBALL FEATURING KEN GRIFFEY JR. BALL '99

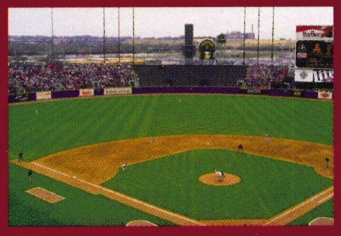
batsman must move his target over the pitcher's and time his swing correctly. In *Major League Baseball* the target blinks in and out with the pitcher's heartbeat, and this speeds up or slows down, depending on how fatigued he is. You can hit the ball up by placing the target just below the ball and so on. Also, the C buttons in both of the games cleverly correspond with the four bases of the diamond for hassle free fielding.

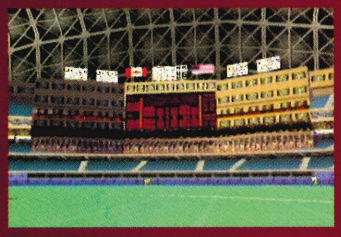
These first impressions don't last however and it soon becomes apparent that there is far more depth involved in the *All Star* game. You have your basic eight pitches, and when you've learned how best to use them, you can become quite the cunning pitcher – as the boy Jones has done – leaving the batsman trying to second-guess you, usually with unsuccessful results. For example, you can use a sinker and curl it down out of your pitcher's box after fooling the batsman into taking a swing for it, so it then counts as a "strike", not a "ball". Alternatively, you can make them think that you are going to but then not do it, so they don't even swing at a totally legal pitch – very sneaky.

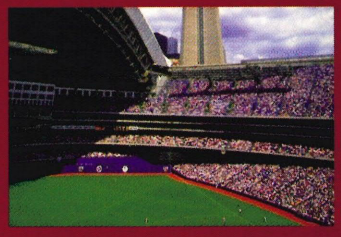
Indeed, strategy is the name of the game for *All Star*. The computer opponents – when set on harder skill levels – have formidable artificial intelligence. You have the option of outwitting them with all kinds of tactics though; you can bunt and slash, double bunt or perform any strategy you can think of. You can also

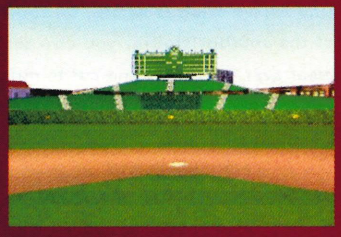
SPOT THE PHOTO

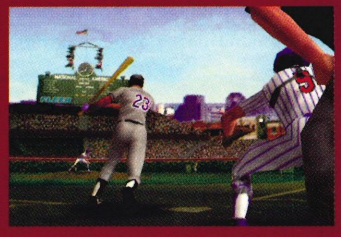
Some of the most impressive graphics in *All-Star Baseball '99* are the beautifully rendered stadia. Here you can compare real photographs with pictures of the stadia from All-Star and Major League baseball. Amazingly, only one of these is a photo, but I won't tell you which

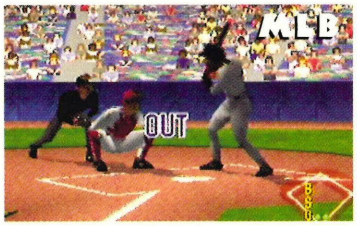


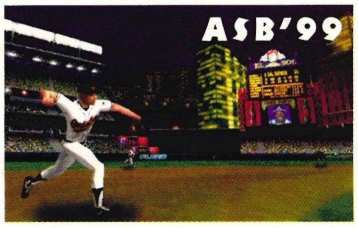






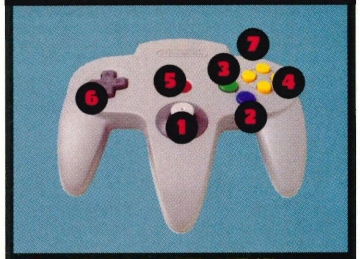






Just look at the beautiful background detail.

All Star Baseball '99 CONTROL FREAK



1 ANALOGUE STICK

Moves pitching or batting target. Also moves fielders.

2 'A' BUTTON

Bat, pitch or catch.

3 'B' BUTTON

Pitch or bat softly.

4 'C' BUTTONS

Choose pitch. Throw to appropriate base. Steal base.

5 START BUTTON

Pause.

6 D-PAD

Not used.

7 'R' SHOULDER BUTTON

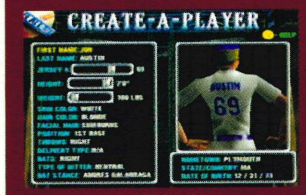
Show options.

1st Impressions

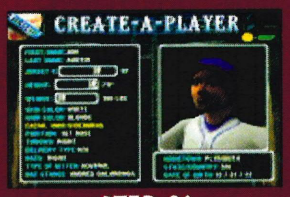
Now I don't like baseball much, and I don't usually like baseball games, but I found both of those featured here to be easy to get into. First impressions of *All Star Baseball '99* were more favourable, due to the astounding graphics which had those PlayStation boys cowering with fear.

CREATE-A-PLAYER

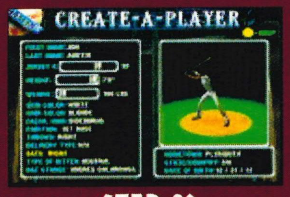
Arguably the most interesting feature of *All Star '99* (and one that no self-respecting game should be without) is the create-a-player option, allowing you to create and field any team that lurks in the recesses of your imagination. Here is a member of the Total 64 team.



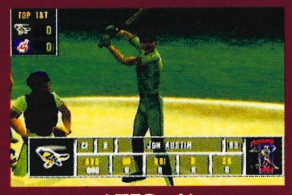
STEP 1:
The first step in creating your fantasy player is to do the basics, giving them a forename, surname and shirt number.



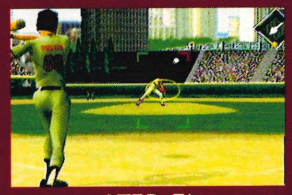
STEP 2:
Next you need to choose your player's skin colour, hair colour, amount of facial hair, weight and height.



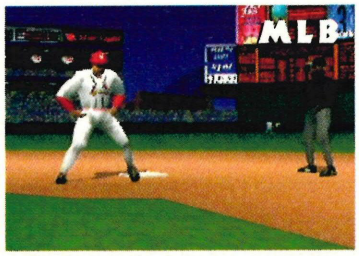
STEP 3:
Pick your favoured batting stance, birth date and hometown, and then train him up.



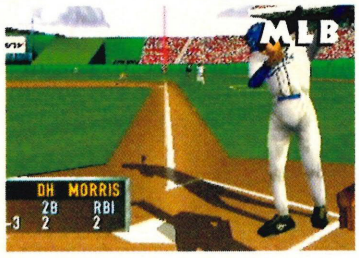
STEP 4:
It may look like Jack Skelington from The Nightmare Before Christmas, but it's supposed to be me!



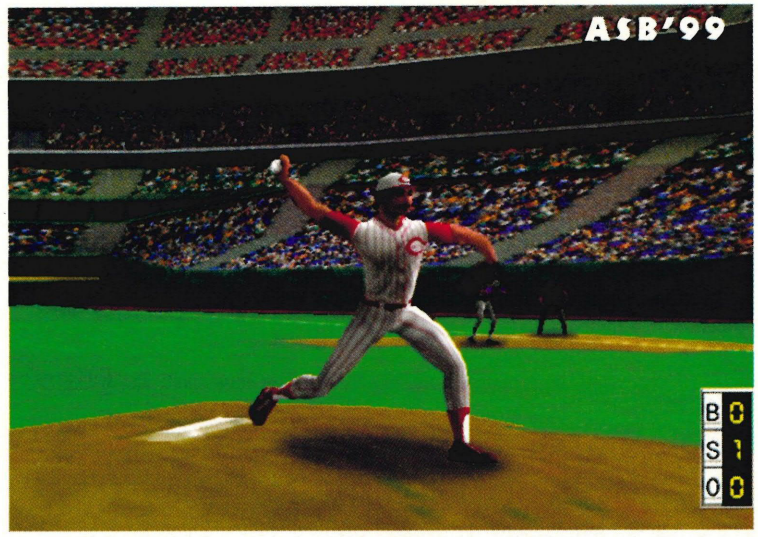
STEP 5:
I may look like The Lips here, in build, but there are two differences: Austin 69 has no girlie hair, and he's just hit the ball!



Michael Jackson, eat your heart out.



I want you to tell all your friends about me...I'm Batman.



Man with unfortunate facial hair forgets to change out of pyjamas for big game.

JUSTIN'S COMMENT

Admittedly there is no comparison in graphics between *All Star '99* and *Major League – All Star '99* will win hands down. Initially, graphics were the deciding point between the two games but after playing both in two player mode for some time, the style of gameplay in *Major League* began to get a lot more appealing. I found that the game was faster, the controls easier and more understandable. I would recommend *Major League* as the better game, in terms of playability. But then again, considering that I'm not an anorak baseball fan, I can't comment fully on what real fans will be expecting from these games in terms of rules, point scoring, styles of balls, bats, stances and so on.

WHAT SOFT SKIN YOU'VE GOT...

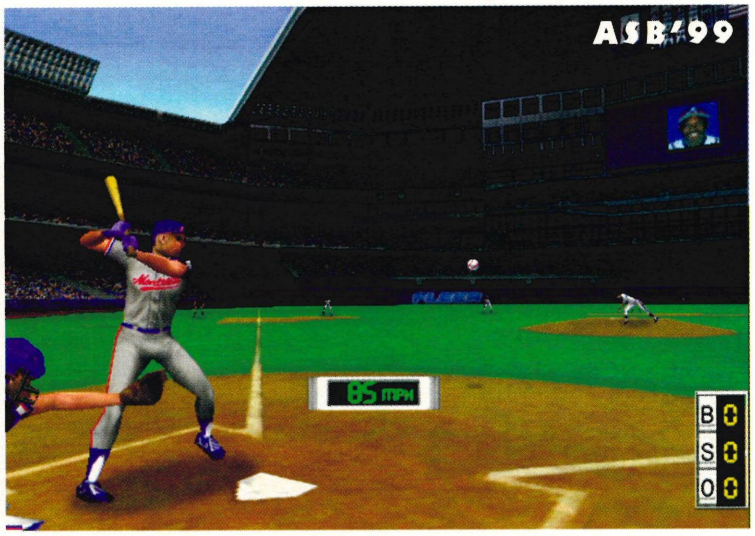
The first thing that's apparent about *All Star Baseball '99* is how stunning the high-resolution (640 x 480) graphics are. The game also makes use of a new motion capture technique, as well as Acclaim's revolutionary 'soft-skin' effect. Soon to be seen in *Turok 2*, this is an effect where a supple 'skin' is wrapped around the polygons, thus preventing unsightly polygon clashes as a character moves. This technique produces by far the best graphics and animation I've ever seen on the N64 – I kid you not. Everything is gorgeously textured, sharp and colourful and the characters move so fluidly that you'll find yourself checking that you haven't turned Sky Sports on by accident!

The attention to detail is stunning too – there are swimming pools in the stands (!) and on many of the stadia there are giant television screens, on which you can actually see a replica of the diamond-based action taking place below!

You have the option of setting the camera angle at either low, high or moderate. Low shows you the most exciting action, but when the ball's in the air it's hard to track, despite the target that shows where it is going to land. The high angle, on the other hand, almost seems to be filmed from a satellite above the atmosphere – you can follow the ball's progress but the men look like tiny little ants. Most impressive of all is where, on some of the smaller stadia, you can see clear over the stands and out to miles get caught up in a quite spectacular tag-down, and can steal bases when your opponent is pitching – great for a laugh when it's one of your chums that didn't see you sneaking to the next base behind him.

All Star Baseball '99 has by far the best graphics and animation I have ever seen on the N64 – I kid you not!

The batsman notices the huge comet that will spell the end of all life on earth – yet the game must go on.



The backstop's incessant tickling will not put off the batsman. Notice the giant video screen in the background.

and miles of superbly detailed rolling countryside in the distance.

There are also over 500 character animations; the catchers and base runners occasionally collide, bats get broken and there is everything from wall and sliding catches to running and kneeling throws. There are over a hundred batting stances, ranging from that of Chipper Jones to Benito Santiago. Also quite impressive, is the range of moves players use when readying themselves to bat, and the tantrums thrown when your player 'achieves' three strikes.

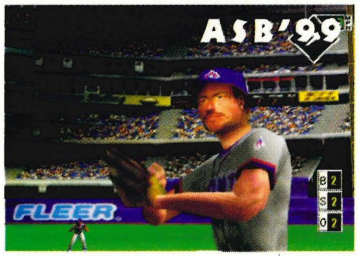
Conversely, the use of anti-aliased graphics in *Major League Baseball* is very bland and uninspiring, especially considering that the game has been in production for over two years, and that it takes up 128 MB, as compared to *All Star*'s 96 MB. The animation is usually quite smooth, running at 30 frames per second but can also be extremely jerky. There are some lovely touches in *MLB* though – the sand that the players kick up and rub into their palms for grip looks superb, as does the behind-the-shoulder camera angle (where you see the ball drop neatly into the catcher's glove) that you get when you're lined up for a catch. Sadly though, the players and the stadia – which would be fine for a cartoon style game but seem weak in an official license – pale into insignificance next to Acclaim's effort, as you will no doubt be able to see from the shots. It looks like Acclaim has scored a home run with its first batsman.

There is a realistic crowd murmur throughout, and they become more boisterous when the game hots up, especially if it is a home crowd, often breaking into chants

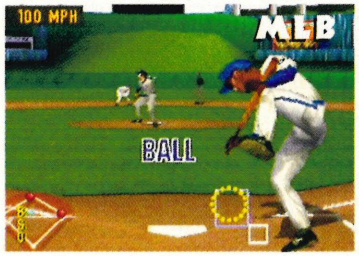
All Star Baseball '99 is also by far the better presented of the two games. While *Major League Baseball* takes its Ken Griffey Jr. connection too far by featuring a dodgy Griffey-performed rap at the introduction and a sparse selection of options presented on, er, a baseball, Acclaim's game has some much more inoffensive music and a large selection of easy-to-follow menu screens to help you get started.

OOH, THE THWACK OF LEATHER UPON ALUMINUM

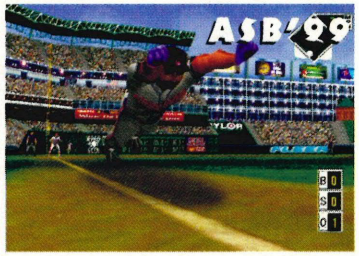
Comparing the sound on the two games paints a similar picture. There are some nice touches from the Nintendo team – the crowd boos a pitcher who purposefully launches a ball into the batsman's



World's smallest man infiltrates top baseball game.



Has he been watching our boy Jones dancing?



That's what you get for listening to Keith Harris.

NICK'S COMMENT

My initial reaction to these two games was that *All Star Baseball '99* was the best game of the two, and I even thought that Nintendo had been naive to think that anyone who saw these two baseball games running side by side would think twice about *Major League Baseball*.

However, after a quick play of both of these titles, I was rapidly preferring *Major League Baseball*. This is probably down to the fact that I'm really nothing more than a casual player – the more arcade qualities of *Major League Baseball* suited me down to a tee.

If, however, you are a fan of the sport and need more depth to your games – as well as beautiful hi-res graphics – then *All Star Baseball '99* is the game for you.

...AND THE REST

There are other baseball games on the N64 for you fanatics. Here's the best of the bunch:

FAMISTAR 64

A cutesy-style Japanese baseball game which is highly playable. Oddly enough, the training games have nothing to do with baseball!
Its score now: 78.

POWER LEAGUE 64

This is the best of the bunch according to The Lips, similar to *Major League Baseball* it is immediate arcade style fun, but only available in Japanese.
Its score now: 80.

KING OF PRO BASEBALL

Similar in look to *Famistar 64* but with even more super-deformed characters. Highly recommended arcade style big headed baseball type action.
Its score now: 82

Celebrations range from high-fives and applause from your team-mates in the dugout, to fireworks going off in the night sky

groin (yes, you can do that!) hecklers can occasionally be heard, adding to the realism, as can a few ambulances outside the stadium and even the odd plane flying overhead. However, its bitty commentary, featuring a lame comment from Mr Griffey himself every couple of minutes (although it is commendable for being sampled and in real-time) can't hold a candle to that included in *All Star Baseball '99*. Featuring the voices of New York Yankee commentators John Sterling and Michael Kay, *All Star's* commentary is similar to that heard on *International Superstar Soccer 64* but more complex, with over 1000 play-by-play calls. Unfortunately – and again much like *International Superstar Soccer 64* – certain comments like "That was the perfect pitch in that situation!" crop up again and again, which can lead to you getting quite sick of them. There is also a realistic crowd murmur sound throughout and they become more boisterous when the game hots up, especially if it's a home crowd, often breaking into chants.

Major League Baseball

VERDICT

GRAPHICS	6
Some nice touches, let down by poorly detailed characters and stadia.	
SOUND	7
Sparse use of sampled commentary and some cool background noises.	
PLAYABILITY	9
Instantly playable arcade style baseball fun.	
LASTABILITY	6
Not enough options and depth to keep you coming back for long.	
OVERALL	79
A playable and fun little baseball game that is great with a friend.	

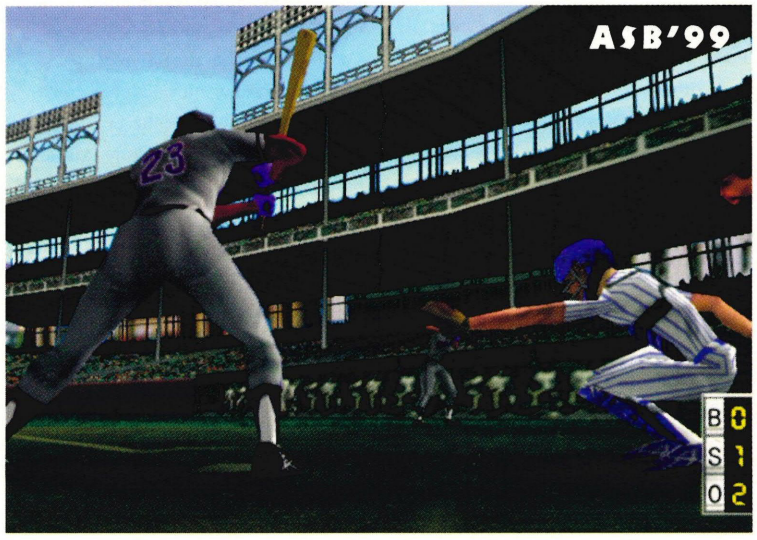
AH, BUT GRAPHICS AND SOUND ARE NOT EVERYTHING...

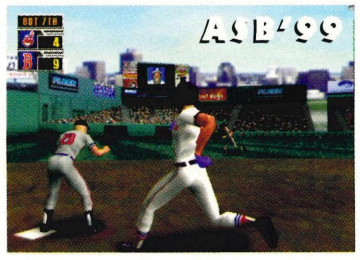
Out of the two, it is *Major League Baseball* that is the most accessible and instantly playable but then, over repeated plays, it can become quite stale, especially when you're playing against the computer opponent. If you hook up with a friend or three in Home Run Derby mode, it'll provide plenty of laughs for a while but its appeal in the long term is doubtful.

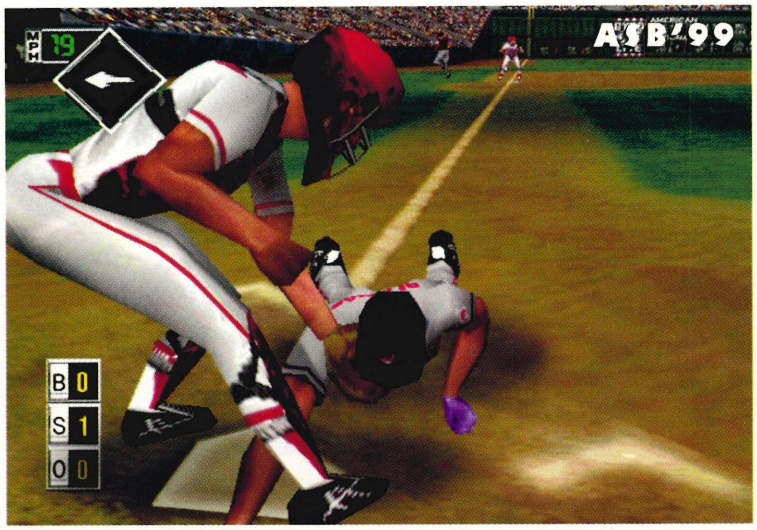
Another problem with *Major League Baseball* is the fact that its gameplay is so heavily tilted towards batting. When you hit the ball you'll always get to the first base, while the fielding team doesn't have a chance. This is highly unrealistic, although it is fun if you're the one holding the bat. *All Star Baseball '99's* play is much more weighted towards the fielding team, which is far more realistic.

Interestingly, scoring a home run in *All Star Baseball '99*, despite being harder than in *Major League Baseball*, does not quite give you the sense of achievement it should, especially when you consider the wide variety of entertaining little animations for the successful *Major League Baseball* player. These celebrations range from high-fives and applause from your team-mates in the dug-out, to huge fireworks going off in the night sky.

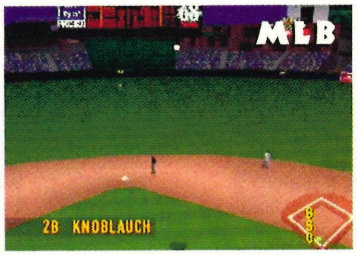
Both of the games are Rumble Pak compatible, and again it is Acclaim's effort which comes out top, making far better use of the vibrating plastic by varying the power and duration of the rumble, depending on the way

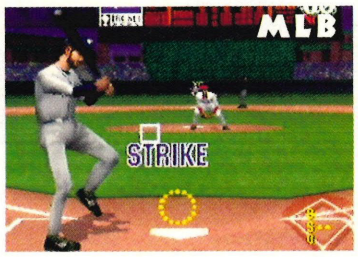






In this unfortunate incident the player seems to have swallowed the ball. Anyone remember the Heimlich manoeuvre?

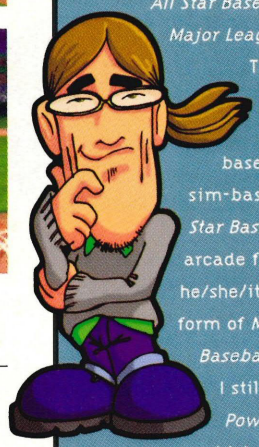




The Crane Technique – not as useful in baseball as in karate.

SIMON'S COMMENT

To be honest, baseball is not one of my favourite sports and as a consequence I am initially wary of baseball titles as a rule. However, I was pleasantly surprised by both *All Star Baseball '99* and *Major League Baseball*. They seemed to offer the serious fan of baseball a decent sim-based title (*All Star Baseball*) and the arcade fan everything he/she/it needs, in the form of *Major League Baseball*. That said, I still far prefer *Power League 64*, which we featured in last issue, if only because it had an immediacy of play that seemed to be lacking in both of the titles reviewed here.



In All Star there are hundreds of managerial options allowing you to change anything, to the smallest details. You can trade and draft players, and the amount and detail of the available statistics is quite mind-boggling

you hit the ball – handily enough, it also warns the pitcher if he is aiming outside of his square.

WHAT IF I HAVE A FETISH FOR REAMS OF NUMBERS?

Where *All Star Baseball '99* really comes into its own is in the options and managerial content of the game. There are quite a few options in *Major League*, such as two batting styles (arcade and traditional) and three skill levels and in both games you have the choice of playing Exhibition, Season, Play-Off or Home Run Derby. In *All Star*, however, there are literally hundreds of managerial options, which allow you to change anything, right down to the smallest details. You can trade and draft players and the amount and detail of the available statistics is quite mind-boggling. The game also takes full account of injuries sustained through a season.

One of the best features however, and one that Acclaim are thankfully using quite often these days, is the create-a-player feature. The ability to create a player, right down to whether or not he has sideburns (probably not a good idea if Mr Burns wants to buy the team!) and then equip him with attributes, is one that increases the longevity of the game indefinitely. It also leads to tons of laughs when you actually field your, say, 250lb Chinese midget or your 100lb, seven foot tall stick-man player!

The difference between these two games can at first be compared to the difference between *World Cup '98* and *International Superstar Soccer 64*. *Major League Baseball* is much more arcade-style in its approach, while *All Star Baseball '99* is definitely more simulation based. This is not the whole story however, as it is the fast and smooth *International Superstar Soccer 64* that comes out on top out of the football games, while the slower and more realistic *All-Star Baseball '99* is the best of the two titles featured here. Besides that is the fact that you can play the latter in either simulation or arcade mode.

SO, HOW HAVE THEY FARED?

What makes *Major League Baseball* what it is, are the thoughtful little touches that *All Star Baseball '99* is invariably without – unfortunately, heaps of good ideas without all the relevant looks and gameplay do not a great game make. If you're not really into baseball, then *MLB* is a nice, fun game, which is great for some light hearted multiplayer action, but *All Star Baseball '99* scores the Grand Slam home run. While not quite perfect, it is the best baseball game that you can buy, on any machine. If you seriously like baseball, then you will absolutely

All Star Baseball '99

VERDICT

GRAPHICS	9
Pushes the N64's boundaries. Best overall graphics yet seen.	
SOUND	7
Full commentary and some realistic effects.	
PLAYABILITY	8
Sim style playability that is not so instant but offers plenty of depth.	
LASTABILITY	9
Enough options and strategic depth to keep you coming back for more.	
OVERALL	87
Thoroughly engrossing and highly realistic baseball sim.	

INFO

PUBLISHER: **Nintendo** DEVELOPER: **Leftfield** PLAYERS: **1-4** GAME TYPE: **Basketball Sim** VERSION: **US**

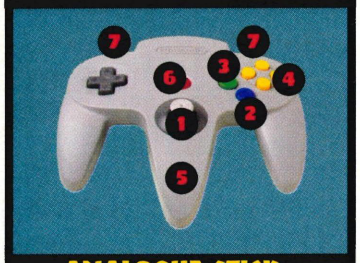
SAVE GAME: **Memory Pak** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **96MB**

KOBE BRYANT'S NBA COURT

START "Oooh, you'd be dead good at basketball!". If I had a penny for every single time someone has said that to me, I'd have, er...about two pounds actually. The point is, the fact that I'm 6'3" tall does not mean that I possess any of the required attributes to be a good basketball player. Such as fitness, for example, or coordination, or indeed any semblance of skill – although I can dribble pretty well, even in my sleep. Therefore, basketball games like this one provide the opportunity for people like me to compete against the likes of Dennis Rodman.

NBA Courtside, which is endorsed by dynamic Los Angeles Lakers star, Kobe Bryant, is another addition to the Nintendo Sports team, developed by the California-based team, Leftfield Productions. It has full official NBA licensing, all 29 teams and up-to-date players, rosters and stats.

CONTROL FREAK



ANALOGUE STICK
Moves your players.

2 **'A' BUTTON**
Pass the ball.

3 **'B' BUTTON**
Take a shot at basket.

4 **'C' BUTTONS**
Stealing, defensive and offensive plays, Fouling and change players.

5 **'Z' BUTTON**
Dash.

6 **START BUTTON**
Pause.

7 **SHOULDER BUTTONS**
Turns your back to opposition.

IN THE ZONE

The first thing that's really noticeable about *NBA Courtside*, is that it's far more of a realistic simulation than an arcade-style 'dribble down the court and score' game, like Midway's *NBA Hangtime*. It's not so instant and you will spend several games having a big can of whup-ass opened in your general direction. Once you get the hang of the play though, you will be performing alley-oops and lay ups like there's no tomorrow.

There's a wide variety of plays and styles available to you. You can use the "post-up move", pull cross-over dribbles and try your hand at a wide variety of slam-dunks, while the game incorporates foul tendencies, free throw percentages and three-point percentages. The controls are well set out and work on a sort of combo system, that makes more sense the more you play it. There is also the option for one to four players to take part simultaneously, in a choice of different situations like three versus one, two versus four and four versus the computer.

When you've got a basketball for a head there aren't many career opportunities open to you.

NBA Courtside is also Rumble-Pak compatible, letting you feel the full force of those dunks, and there are a couple of cool features in the 'create a player' feature and instant replay option – always good when you are in 'smug mode'.

X-FILES

The medium-res graphics are quite impressive, with some very smooth motion-captured animation. However, despite moving smoothly, the players

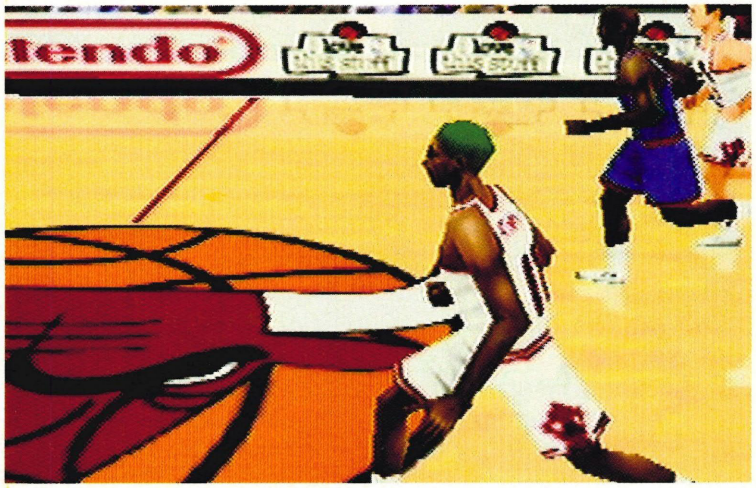
The first thing that's noticeable about NBA Courtside is that it is more a realistic simulation than an arcade-style 'dribble down the court and score' type game, like Midway's NBA Hangtime

1st Impressions

To be honest, I didn't like this game at all at first, which probably has something to do with my general dislike of the hoops game, but may also be down to the fact that it's not really instantly playable and takes some time to get into.

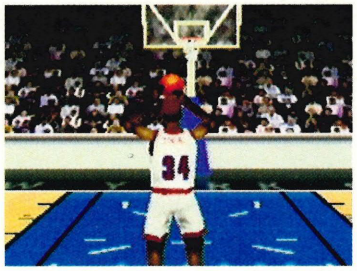
If any sport has enjoyed a considerable growth spurt in the last five to ten years, especially in the United States, it is basketball, which now rivals the American 'big two' of baseball and 'football'. So far, the N64 has not had a truly great basketball game – so will Nintendo Sports provide the slam-dunk?

SIDE

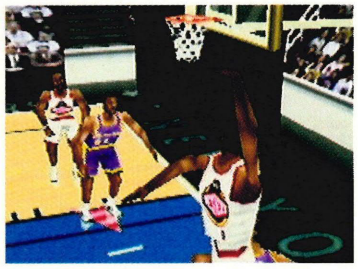


Either this man got dropped in radioactive waste as a baby, or it's Dennis Rodman.

move in a funny way that just doesn't seem quite right. The stars have their real faces texture-mapped onto their polygon based counterparts (although when you zoom in they do look like extras from The X-Files) and the game does play at quite a fast pace. The sound is also quite impressive, with some scratchin' hip-hop style tunes, as well as the usual crowd noises – which were, apparently, recorded during real-life live NBA basketball games. There are over 1000 sampled comments and sound effects. The full play-by-play commentary is provided by the Seattle Sonics' announcer, Vic Orlando, whilst other effects include referee crowd noises and the use of players' real nicknames.

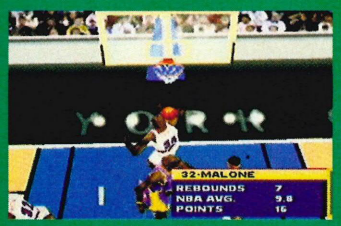


All in all, this makes for the most realistic and relatively enjoyable (and those two are not common bed-fellows in sports games) basketball game yet seen on the N64 – although it is not perfect. For example, some of the dunks could be a lot more exciting and rewarding when you eventually manage to pull them off, plus the gameplay can occasionally become quite dull. The gameplay also lacks the kind of slick style that is evident in, for example, Nintendo Sports' other title, *Major League Baseball featuring Ken Griffey Junior*. *Kobe Bryant's NBA Courtside* is a flawed creature, for sure, but overall this is definitely the best basketball game we've seen on the N64 to date. **JON**



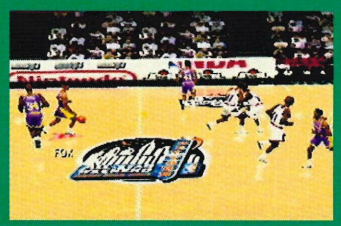
CHANGE YOUR VIEW OF THE WORLD

You have plenty of control over the camera, with loads of angles to choose from. You can also control how far it zooms in. Here are some examples:



An overhead angled view down the length of the court, which is quite close to the action.

A direct overhead view, seen from quite a distance.



A more traditional angle, giving a mid-distance, sideways-on view.

VERDICT

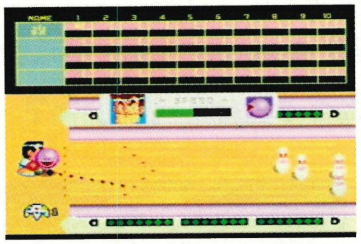
GRAPHICS	7
Look good at first but upon closer inspection have many flaws.	
SOUND	8
Convey the feel of being at a real-life NBA match quite well.	
PLAYABILITY	7
Not instant but loads of realistic plays to learn.	
LASTABILITY	8
Two to four players and loads of tactical depth.	
OVERALL	81
Could be a lot better but is still the best basketball game on the N64.	

INFO

PUBLISHER: **Konami** | DEVELOPER: **In-house** | PLAYERS: **1-4** | GAME TYPE: **Puzzle Game** | VERSION: **Japanese**

SAVE GAME: **No** | RUMBLE PAK: **No** | CARTRIDGE SIZE: **128MB**

TSUNAMI



START It's when playing games like this, that I begin to think that the Japanese are quite, quite mad. In a good way of course. *Tsunami* follows the exploits of a gang of, er, very individual folk, who choose to spend all their days competing for the honour of... well, no-one knows what, but it must be pretty good.

CONTROL FREAK

1 ANALOGUE STICK

Controls your 'bean' and also moves your bowler.

2 'A' BUTTON

Pick up, drop and rotate your 'bean'. Also used to bowl your ball in bowling section.

3 'B' BUTTON

Rotates your 'bean'.

4 START BUTTON

Pause.

5 D-PAD

Same as analogue stick.

FULL OF BEANS

There are three arenas in which they choose to do battle, the first of which is a rather lacklustre bowling game (and frankly, the less said about that the better) but the other two games here more than make up for its poor showing. They look quite similar at first, but play relatively differently.

One is the aforementioned *Puyo Puyo* derivative. Each character has a different method of attack, which is triggered off to varying degrees, by linking at least three similarly coloured beans together. A clever player can set it up so that chain reactions are produced, unleashing the tsunami of the title upon your opponent. It's not quite as simple as it sounds however.

Among the squidgy beans falling from the ceiling are beans locked up in ice, which are inactive until other beans link up adjacent to them, melting the ice. There are also nasty beans which trap your healthy beans in ice, friendly beans which free them from ice, and little purple Pac-Man lookalikes (in ice) which, when freed, gobble up all in front of them.

It's the third game that's the real gem however; a series of beans rise from the floor – you control a pair of wings which can pick up and drop beans and as before, you need to link three and set off the chain reactions. To get straight to the point, this is the

COMMON PEOPLE

The people in Puzzle Land are a bit strange. Here's a selection:

MR SQUARE HEAD

He of the detached flying fists. Possessor of the ubiquitous Tsunami.

THE WISE AND OLD NINJA-MONK

Grows a magic mohican when angered. Bit odd, that.

THE ROCK STAR

The most sane here. Drums, keyboard, guitar, vocals...CONCERT!

THE DEMON BABY

Transforms into a grown woman. Scantily-clad of course.

THE DOCTOR

Has a cool laugh, drinks the odd glass of foul looking liquid and takes the occasional trip to space. Okay...

THE NURSE

Rather than being underpaid for doing a good job of looking after people, she parades around in full bondage gear – yelp!

1st Impressions

At first I thought that this was just another version of that SNES classic, *Super Puyo Puyo*, which is no bad thing, but it soon became apparent that there's far more depth to this superb puzzler, which has kept us entertained in the office for weeks. Unbelievable!

TSUNAMI

Tsunami, eh? Japanese for tidal wave, unless I'm very much mistaken (and I probably am) and that's exactly what you can unleash upon your opponents, in this addictive, engrossing variation on the 'coloured beans falling from the sky' puzzle game. You want to see how many times the word "beans" can be written in one review...

The boxer summons a Tsunami. Unfortunately it looks like it's going to hit him instead...

The doctor contemplates his next move. May I suggest you try a maniacal laugh, perhaps?

most addictive, playable and frantic puzzler – and possibly game – that I have ever played, in two player mode at least. You feel your enemy's attacks as if they are fatal wounds and the pace as a bout reaches its climax has you swearing and screaming, as the beads of sweat start appearing on your forehead. Intense stuff!

LEATHER UNDIES

The SNES-style graphics are nothing amazing technically, but they are functional and it is the character of the graphics which really makes them special. Behind your beans you can see your chosen player, laughing, cringing, attacking or whatever. And it is hilarious. Among the combatants are a nurse who whips out her leather undies, an old, bald ninja who grows a mohican when angered, a doctor who takes a trip through space and a rock star who has you whooping in delight when you achieve his full concert. YES! Similarly, the music is hardly jaw dropping, but does change tempo to suit the pace as the game goes on and there's some cool sampled speech, with each character having their own idiosyncratic catchphrases.

It is hard to rate a game like this. There is always the urge to mark it down because of its simplistic nature – paying fifty pounds to play this on the N64 when the SNES or even the NES could have done the same thing just as well is a strange concept. It's the sort of game that needs to appear on a compilation, really.

Here at Total 64, as you could tell from our review of *Wetrix* a couple of issues back, we think gameplay is the most important factor of a game and rightly so. *Tsunami*'s not as good as *Goldeneye* or *Banjo-Kazooie*, but neither of those games can match the pure fun that *Tsunami* offers. If you are a puzzle demon with a like-minded friend, I suggest you seek out a copy from your cheapest import emporium. Now.

Yes, the Japanese are mad, but we love them for it. **JON**

To get straight to the point, this is the most addictive, playable and frantic puzzler – and possibly game – that I have ever played, in two player mode anyway

VERDICT

GRAPHICS	6
Good, but let's face it, the graphics aren't the main factor of this game.	
SOUND	8
Sampled speech and bouncy ditties, which convey the urgency perfectly.	
PLAYABILITY	10
Immediate and utterly playable puzzle-related malarkey – yes!	
LASTABILITY	8
Loads of depth, strategy and tactics to learn to become grand master.	
OVERALL	86
A surprise hit that gameplay fiends will adore.	

INFO

PUBLISHER: **Human** DEVELOPER: **In-house** PLAYERS: **1-2** GAME TYPE: **Hoverboard Sim** VERSION: **Japanese**

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

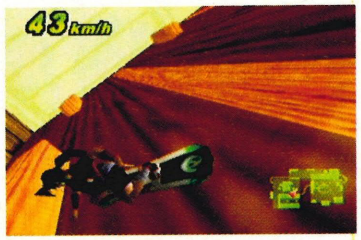
AIR BOAR

Extreme sports – it's a funny old game, full of rich, Pepsi-drinking Americans who are fond of using the phrase "gnarly" and leaping off high objects in situations that are likely to cause a rather nasty body/ground interface. They're usually equipped with a streamlined board or "deck" of some description, too. Enter the air boarders...

This token girl character uses her pig-tails for balance.

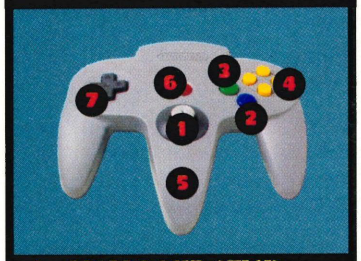
Air Boarder 64 gives you the option for two player fun.

The training mode gives you the chance to hone your skills.



Oh, my dear – what large drawers you have there!

CONTROL FREAK



1 ANALOGUE STICK
Controls your boarder's movement.

2 'A' BUTTON
Jump.

3 'B' BUTTON
Turbo acceleration.

4 'C' BUTTONS
Change stance and perform tricks.

5 'Z' BUTTON
Accelerate.

6 START BUTTON
Pause.

7 D-PAD
Camera angle.

START

Snowboarding games in particular have become very popular recently, due to the success of PlayStation games like the *Coolboarders* series, although the N64's own *1080° Snowboarding* is easily the definitive title.

NOBODY CALLS ME CHICKEN

The latest title is *Air Boarder 64* from Human Entertainment, which takes a cursory glance into the future of extreme sports, where the cool kids have grown tired of snowboarding and now ride nifty Marty McFly inspired hoverboards. Cool. The presentation is reminiscent of that seen in *1080°*, which is no bad thing. You have the obligatory choice of characters and boards, which have various different characteristics, ranging right from beginner to expert level.

The intro demo shows a boarder performing all kinds of heart-stopping stunts and there are some great ideas in *Air Boarder 64* which can help you to achieve this. The backgrounds are fully interactive – your hoverboards can climb vertical walls, jumps will send you tens of metres into the air, and half-pipes are more like drained lakes than the ramp you have down your local park. Stunts can also be formed by utilising the swings and climbing frame in the park, you can ride along railings and even through water fountains – that is something that Mr McFly couldn't do. You can even, with enough height, pull off a 2160° mid-air vertical flip!

There are five courses on offer in *Air Boarder 64*, ranging from a park to a snowy city, to a huge house where you can travel through mouse holes and perform stunts up on the dining room table. Anyone remember Land Of The Giants?

The graphics and animation are not awe-inspiring but run relatively smoothly, despite some occasional slowdown in the frame rate, and do quite successfully convey the sensation of riding a hoverboard. The graphics

Air Boarder 64 takes a cursory glance into the future of extreme sports, where the cool kids now ride nifty Marty McFly inspired hoverboards. Cool

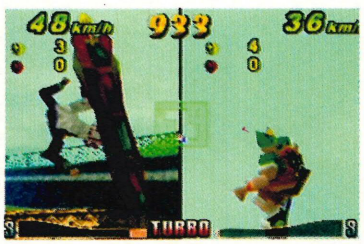
1st Impressions

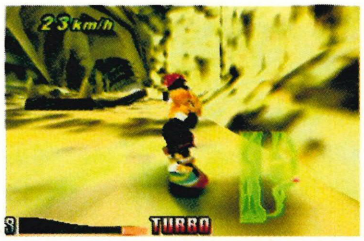
My first impressions were actually pretty good. "Whooah!" I thought, "A boarding game, where the boards fly!" Within seconds I was enjoying learning a selection of jaw-dropping stunts. Most gnarly.

AIR BOARDER 64

DER 64

This is one the boy Lips could show you. Human must have seen last month's time-travelling Lips comic strip.





don't seem to be at a particularly high resolution and the textures occasionally suffer from blurring. The sound consists of some irritating speech samples of "Yeah" and "Whoo", while the music on offer is a collection of some of the most annoyingly pointless tunes ever committed to cartridge.

LIVE LIFE TO THE MAX

There are plenty of bodacious stunts on offer for you to pull off. Look at these:

The rock'n'roll: balance is an important factor of riding the railings across a large bridge.

The melancholy: a standard skateboarding trick is given a new twist, as you soar fifty feet high.

It's easy to utilise the scenery to pull off a variety of tricks.

A one-handed hand plant at the top of the half-pipe. Most impressive.

MELANCHOLY AND THE INFINITE ALTITUDE

Air Boarder 64 is instantly playable and easy to get into but herein lies the problem. All of your usual tricks and stunts are here, from the melancholy to the tail grab, back-flips and hand plants. In fact, there are over eighty tricks for you to master. Unfortunately, however, you will have mastered all of the stunts within a couple of hours and you won't feel the need to come back to learn any that you haven't.

There is a two-player mode, but for some reason it's actually less fun than the single-player mode. There are also some hidden characters thrown in, but you just won't see the point in trying to obtain them.

One good feature is the replay option which gives some entertainment for about, ooh, five minutes, but watching your boarder perform their stunts from a variety of angles is quite entertaining, while it lasts. There are also other options for racing, freestyle performance, a stunt competition and a game where you have to traverse the levels collecting coins, but all of these take part in the same five areas, which means that lastability is not this game's strongest feature.

Another problem is that the first level is easily the best. Playing the other levels afterwards only provides disappointment. That is not to say that *Air Boarder 64* is a particularly bad game – it still stands head and shoulders over any of the PlayStation 'boarding games. Maybe it needs a translation into English before we can fully understand its finer points. Until that day eventually arrives, if you have to have a game like this, you would be well advised to check out *1080° Snowboarding* instead. **JON**

VERDICT

GRAPHICS	7
Colourful and usually quite smooth but prone to slowdown and blurring.	
SOUND	4
Extremely tedious sampled speech and in-game 'music'.	
PLAYABILITY	8
Quite playable and easy to pick up.	
LASTABILITY	5
Not enough here to keep you coming back.	
OVERALL	78
Some great ideas, not quite realised to a high enough standard.	

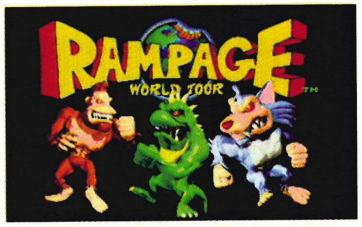
INFO

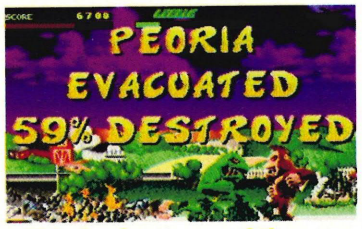
PUBLISHER: **Midway** DEVELOPER: **Saffire** PLAYERS: **1-3** GAME TYPE: **Smash-'em-up** VERSION: **US**

SAVE GAME: **No** RUMBLE PAK: **Yes** CARTRIDGE SIZE: **128MB**

RAMPAGE WORLD TO

TOTAL 64 SLIP UP

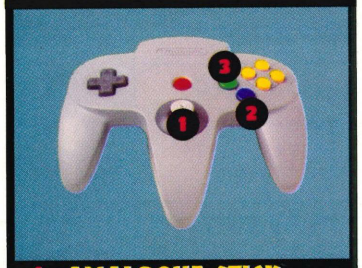




This is about as exciting as end of level screens get!

This is what happens to monsters who decide to play with fuel-injected flamethrowers.

CONTROL FREAK



1 ANALOGUE STICK

This controls your beast.

2 'A' BUTTON

This makes your creature jump. Also combining the A button with down on the analogue stick will make your beast pulverise the buildings' roofs.

3 'B' BUTTON

This makes your beast throw a jab punch.

START

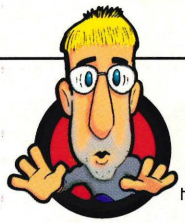
Initially the title didn't ring a bell but after playing the game, memories started flooding back of the grand old days of tapes, big chunky joysticks, green screened monitors and those lethal 64K memories. The game under the spotlight is *Rampage World Tour*, in which you have a selection of three different monsters/dinosaurs to choose from. These are Lizzie – close relation to Godzilla, George – close relation to King Kong, and Ralph – close relation to... er... Ralph. All three of the big toothed folk here are hungry, heartless and human hating and, for some odd reason or another, they've decided to attack every major city in the world, eats its inhabitants and smash it to a pile of rubble. Hey, it's an ancestral instinct for these monsters.

FIGHTING, EATING AND DEMOLISHING

You start off the game on the streets of an American city and as you move through the areas, you basically have to destroy and eat anything that does or doesn't move. To bring the buildings tumbling down you have two options. One is to climb up the side and punch through the walls and windows of every floor. The other way is to climb on the roof, then constantly jump up and down until the ceilings collapse on each floor. What do you do once the building has been reduced to a pile of rubble? Well, you just move on to the next one!

Considering that you are ten times the size of your human opponents, something needs to offer you at least a little competitive combat and this comes in the form of the world's armed

In your campaign you can visit cities from London to Tokyo...although this may sound appealing, every city looks virtually identical

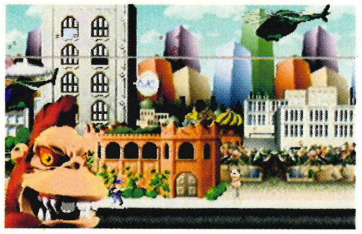


1st Impressions

As soon as the first policeman was snatched from the ground and eaten and my first building smashed to rubble, I immediately thought "Way-hey, here we go"! The graphics were not good but it was all fun. Unfortunately this fun only lasted for about one minute.

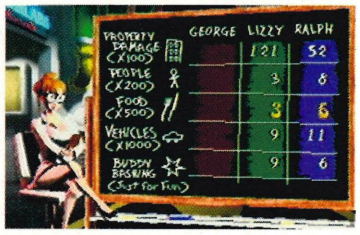
Whilst new and innovative games are constantly being created in the hectic labs of software companies, you still get the occasional golden oldie, revamped and repackaged. Destruction maniacs, here we go!

UR



Is this the only monumental resemblance to Budapest?

You can't beat a good old-fashioned punch up between mates. However despite the brawl it is still dull and unimaginative.



No prizes for guessing where this is.

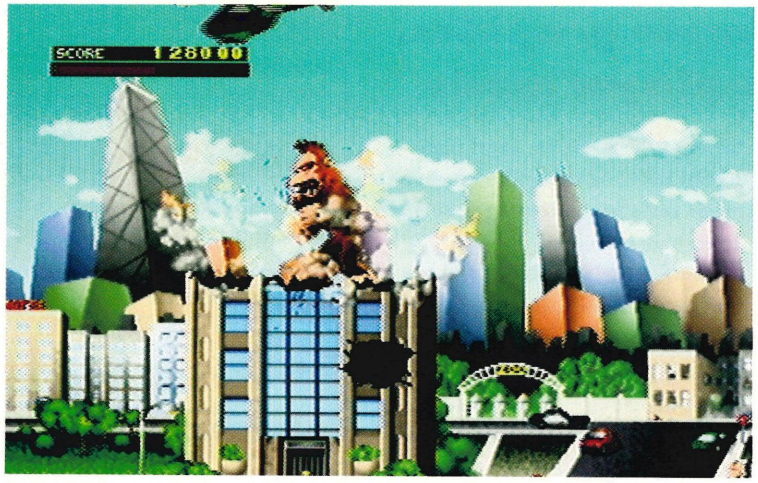
forces. In every stage you're constantly fired upon from tanks, helicopters, jet airplanes, flame-throwers, machine gun crazies and so on.

After destroying a few American cities, you then pack your bags and are off on a world tour of a rampage, hence the title. In your campaign of destructive violence you can visit big cities from London to Tokyo. However, although this may sound a little more appealing, every city looks virtually identical except for a slightly different looking still background and the odd landmark building here and there, like Big Ben in London.

Straight from the start, *Rampage World Tour*'s gameplay is incredibly repetitive and unimaginative. The movement ability of the characters is far too static for a 64 bit machine. Although you can punch, climb and jump about, you can only do either of these in two directions – either up or down, or left or right – there are no three dimensional movements. As a whole, the entire landscape and character of the game is all very flat and square.

There are a few humorous little side shows in the game, like having punch-ups with your opponent if you play two player mode, the monsters throwing up, being electrocuted and so on, but it's nothing too grand.

Overall *Rampage World Tour* has hardly moved on from the old days of Commodores and Spectrums. So as a 64 title – don't bother! It's not yet released over here and looking at the current batch of games coming out on the N64, I don't think that *Rampage*'s creators will have the nerve or sense of humour to do so. **JUSTIN**



Here King Kong's relative is pounding the hell out of an American skyscraper. Good stress busting action – you wish!

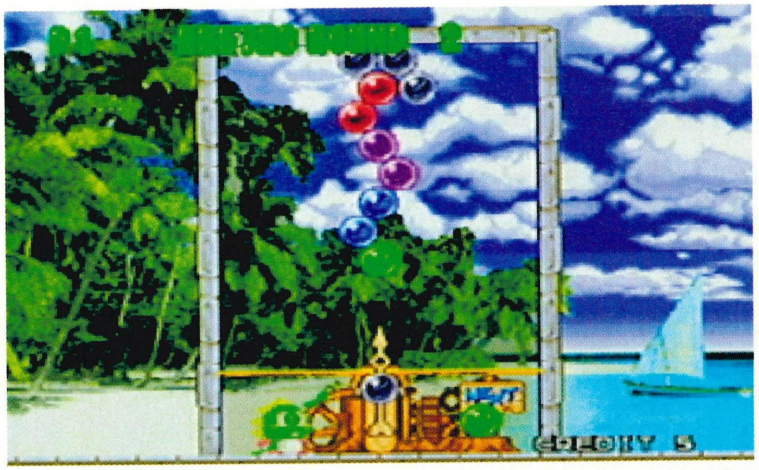
VERDICT

GRAPHICS	4
Very flat, two dimensional. Quite poor.	
SOUND	4
A limited sound stage of guns, bombs and falling buildings.	
PLAYABILITY	3
Extremely repetitive, unimaginative and ultimately unexciting.	
LASTABILITY	3
After playing the first five stages, you've seen it and done it.	
OVERALL	32
Apart from the fun of demolishing US cities, it is dull and monotonous.	

INFO

PUBLISHER: **Acclaim** DEVELOPER: **Taito** PLAYERS: **1-2** GAME TYPE: **Puzzle Game** VERSION: **UK**

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



Yes, this really is the N64 version. The same game that wowed the PlayStation a million years ago... Well, not that long ago.

Whoopee - the two player mode is still there! It's still the best reason for buying the game, but it is such a tired looking game...

BUST-A-MOVE 2

It had to happen - one of the world's most famous puzzle games had to find its way onto the N64, but with so many quality puzzlers on the market, do we really need it?

START Puzzle games are a strange but popular breed, few of them (with the exception of *Wetrix*) will actually stretch the capabilities of your machine in any way whatsoever. *Bust-A-Move 2* is no exception – it has all the expected qualities of your average puzzler; the simple graphics, the irritating tunes and a great two-player mode, nicely put together with that 'easy to get into, hard to put down' gameplay. Addictive? You betcha!

Everyone must know how to play *Bust-A-Move* – they teach the rudiments of the game at primary school. You simply fire multicoloured balls to link them up to similarly coloured balls, so that they will disappear, only to be placed on your opponent's area, thus dooming him/her/it. And in that sense, it is great.

Bust-A-Move 2 has all the expected qualities of your average puzzler; simple graphics, irritating tunes and a great two-player mode

1st Impressions

Er, hello...has somebody just accidentally swapped my trusty N64 for a PlayStation?

BURSTING THE BUBBLE

You can often judge a good title by the response it receives when it arrives in the office here at Total 64. *Bust-A-Move* has warranted hardly a murmur and the reason is obvious. Acclaim proudly proclaim that this new N64 version of *Bust-A-Move 2* has been "converted from the blockbuster PlayStation version." Read that quote again. No, go on. There, do you see the problem? Quite simply, nothing has changed from the PlayStation version, apart from slightly (and I mean slightly) different music and a few more odd character animations thrown in.

This is made worse by the fact that the PlayStation has got a newer version of *Bust-A-Move*, whilst we get a game that is at least two years out of date. This is appalling – the N64 deserves better, you the buying public deserve better and unless Acclaim intend to charge £20 for this, I would urge you to buy something else. **SIMON**

VERDICT

GRAPHICS	Hardly cutting edge, they weren't two years ago...	4
SOUND	Irritating music, but then it always was.	4
PLAYABILITY	Addictive fun, but do you really care?	7
LASTABILITY	Potentially infinite. So what?	7
OVERALL	A tired looking golden oldie, brought to the N64 to rip you off.	60

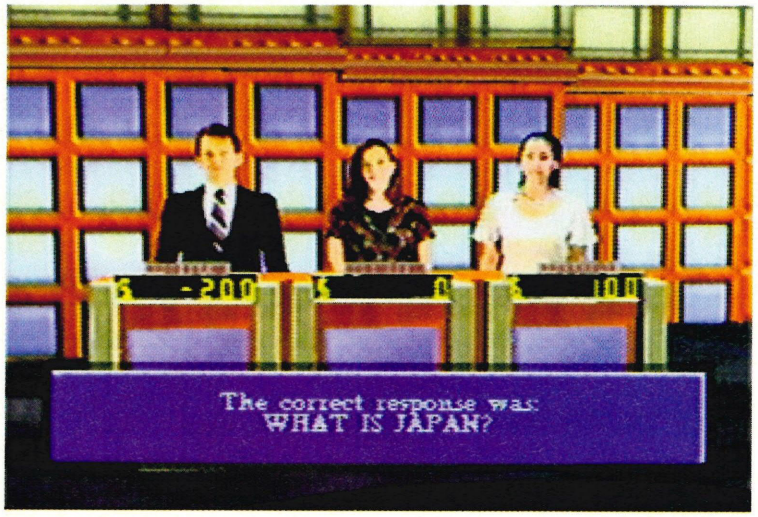
INFO

PUBLISHER: **Take Two** DEVELOPER: **Gametek** PLAYERS: **1-3** GAME TYPE: **Quiz Game** VERSION: **US**

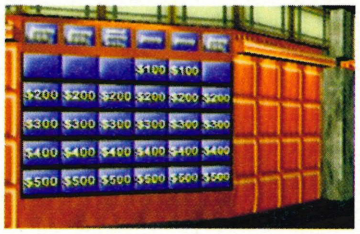
SAVE GAME: **No** RUMBLE PAK: **No** CARTRIDGE SIZE: **64MB**

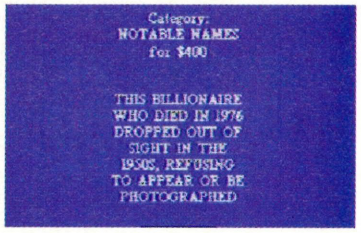
JEOPARDY

Unless you've been to the US and watched it on TV, you're unlikely to have heard of the game show, Jeopardy. Get ready for the white knuckle adventure ride of a lifetime!



Here it is in its full glory. This is as daring as the graphics get. And no, they don't move either.





START *Jeopardy*, the programme, is in the usual cheap and tacky gameshow mould, where three contestants stand before a screen and the host. The aim of the game? You have a choice of topics to answer questions from and each question answered correctly awards you with a certain amount of points. Well, guess what – for all those who haven't got a clue what it's all about but are simply dying to try the game first hand, *Jeopardy* is now coming out on the N64.

On a 64-bit mean machine Jeopardy is a disgrace - too bland and definitely a bore

1st Impressions

When I first played the game I was horrified that I was playing it on a 64-bit machine. Graphics were dull, colours were dull, layout was dull. So, I suppose my impression was – dull.

The game is exactly the same as the TV show, giving you a choice of six topics to answer questions from. You can answer questions ranging in value (and difficulty) from $200 to $1000 – answer the question correctly and you pocket the money. Not literally of course, but in game points. And if you get the question wrong, you are then deducted the worth of the question from your score. Is it really as bland as it sounds? Yep. And just to give you an extra kick when you're down, you're constantly bombarded with a highly annoying American voice repeating the words "Sorry, wrong answer". That is, of course, unless you're clued up on American culture and you get all the questions right. Then the same voice says "That is correct".

This is one problem with *Jeopardy* – the amount of cultural bias. There are many international questions but most of the questions require knowledge of American culture, past and present. Admittedly it is an American game, so you'd expect this but unless you know all about American presidents, soap opera stars, chat show hosts and so on, you're immediately at a disadvantage.

Overall, this is the type of game I would have been unhappy to own back in the days of Spectrums and Commodore 64s. On a 64-bit mean machine, *Jeopardy* is a disgrace. The game is irritatingly too American, too bland and definitely a bore. But there is some light for us, being on the east side of the pond – it's not released over here yet and is probably unlikely to be. So, unless you're absolutely dying to get your hands on a copy and decide to book the next flight to the States, you're safe. You've been warned! **JUSTIN**

VERDICT

GRAPHICS	3
Very unimaginative, dull, monotonous. No thought here.	
SOUND	1
"Sorry, wrong answer". "That is correct". Need I say more?	
PLAYABILITY	2
May be good for the occasional family Christmas party.	
LASTABILITY	1
Play it once – just once – then scream.	
OVERALL	21
Good for the once a year, family Xmas party but that's about it!	

REVIEWS RO

This is the section of the mag where you 'll find a complete listing of every N64 game ever released – essential reading before you make those purchases...

THE ICONS

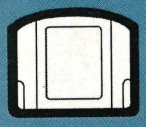
SAVE GAME

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 you'll get 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.

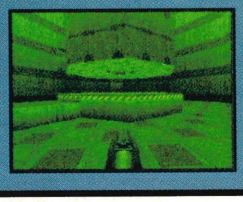
BATTERY | NO | 64 MBITS | 1

89 OUT OF 100

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

UND UP

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's excellent level design, some wicked humour and heaps of attitude.

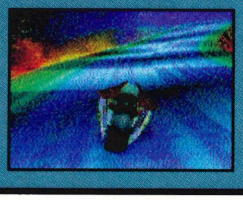
MEMORY PAK: YES
64 MBITS
1-4

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 that 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

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

FIRE ELECTRIC PEN

- PUBLISHER: **Hudson**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

Ever been to your local village fete? Well, if you have, then you'll no doubt have seen the 'buzz off' stall. That's exactly what this game is: avoid touching two wires and move your pen through the course to the end. Quite simply appalling.

MEMORY PAK: YES
64 MBITS
1-2

30 OUT OF 100

FORSAKEN

- PUBLISHER: **Acclaim**
- DEVELOPER: **Iguana**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

3D shooting at its very best. Proves that the N64 can make fast moving games with loads of detail and stuff going on. The one player game is a little linear but the multiplayer option really does rival *Goldeneye* for sheer playability.

MEMORY PAK: YES
128 MBITS
1-4

90 OUT OF 100

G.A.S.P

- PUBLISHER: **Konami**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

This game promised so much, with interactive 3D battle arenas, a fighting system to rival *Tekken* and even an option to design your own fighter. Unfortunately the game fails to deliver on the most important of these aspects – the fighting system – and as a result is very unrewarding.

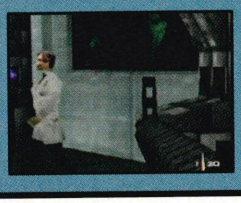
MEMORY PAK | YES | 128 MBITS | 1-2

62 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.



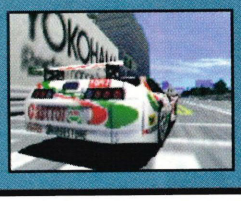
BATTERY | YES | 128 MBITS | 1-4

98 OUT OF 100

GT CLUB

- PUBLISHER: **Infogrames**
- DEVELOPER: **Imagineer**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

You were wondering where the N64's *Gran Turismo* would come from, weren't you? Well, here it is, not quite as good as the PlayStation's best but for racing game starved N64 owners, it's a godsend. *GT Club* offers tracks, speed and realistic handling – this game has it all!



MEMORY PAK | YES | 128 MBITS | 1-2

90 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 | YES | 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.

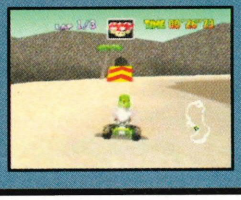
MEMORY PAK | NO | 128 MBITS | 1-2

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.



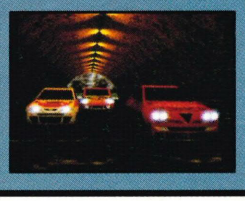
BATTERY | NO | 128 MBITS | 1-4

93 OUT OF 100

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 on 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.

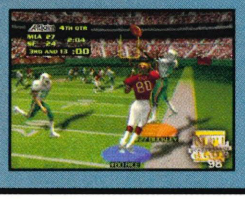
MEMORY PAK | NO | 96 MBITS | 1

89 OUT OF 100

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 enjoyable exploring the immersive landscapes for fun.

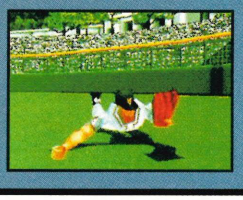
BATTERY | NO | 64 MBITS | 1

95 OUT OF 100

POWER LEAGUE 64

- PUBLISHER: **Hudson**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

With baseball as popular as it is in the US and Japan, it's surprising that we haven't had more games with this theme. Fortunately, *Power League* is one of the better ones and is loads of fun to play – if you're a fan of baseball. Otherwise, it's best that you steer clear.



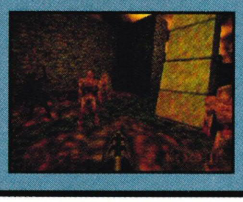
MEMORY PAK | NO | 128 MBITS | 1-2

80 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

SNOWBOARD KIDS

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

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

MEMORY PAK | YES | 64 MBITS | 1-4

80 OUT OF 100

SUPER MARIO 64

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

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

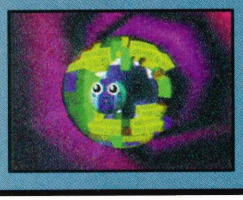
BATTERY | NO | 64 MBITS | 1

96 OUT OF 100

TETRISPHERE

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

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



BATTERY | 64 MBITS | NO | 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.

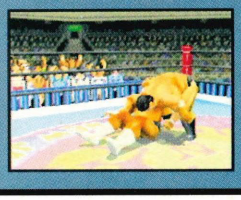
MEMORY PAK | 96 MBITS | YES | 1-2

85 OUT OF 100

TOUKON ROAD

- PUBLISHER: **Hudson**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

Oh dear. After the superb *WCW vs nWo* we are treated to a game which shows us how it used to be done. Shoddy graphics, appalling gameplay and some very poor music add up to...not much really. Please don't buy this game, we beg you!



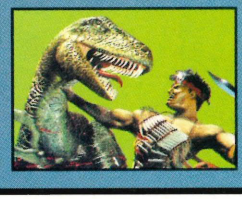
MEMORY PAK | 64 MBITS | YES | 1-2

25 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.



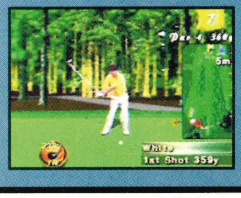
MEMORY PAK | 64 MBITS | NO | 1

89 OUT OF 100

US MASTERS

- PUBLISHER: **T&E Soft**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

Yes, you've guessed it, it's a golf game and it's almost identical to every other golf game ever made. If you like that kind of thing, then you'll probably enjoy this but with only one course we became bored very quickly.



MEMORY PAK | 96 MBITS | NO | 1-4

28 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 | 64 MBITS | NO | 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 | 96 MBITS | YES | 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 | 128 MBITS | NO | 1-2

93 OUT OF 100

WORLD CUP '98

- PUBLISHER: **EA**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 16**

Yet another footie game from those boys at Electronic Arts. But wait, before you start screaming 'it's just like *FIFA*!', listen to this: the gameplay has been tweaked and as a result, the game is MUCH better. Still, if you've got *FIFA: RTWC '98*, then it still might not be worth it...

MEMORY PAK | NO | 128 MBITS | 1-2

90 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.

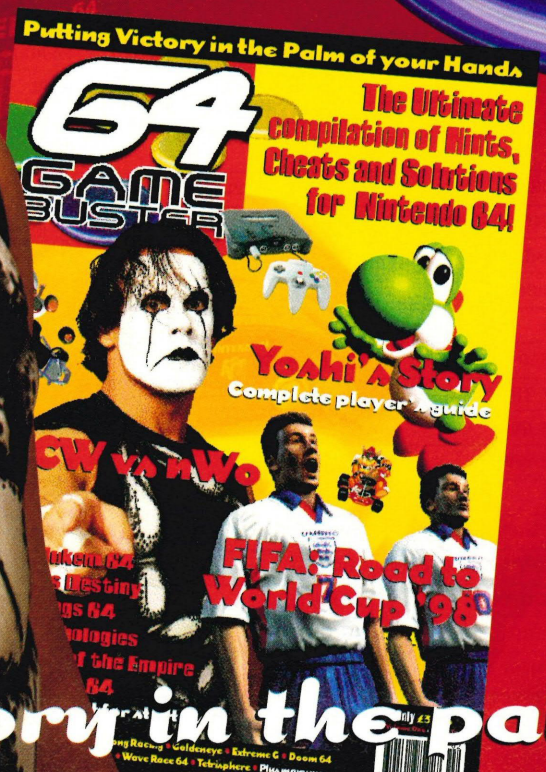
BATTERY | NO | 128 MBITS | 1

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
DARK RIFT	VIC TOKAI	IN-HOUSE	OUT NOW	79	ISSUE 10
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
F1 POLE POSITION	UBI SOFT	IN-HOUSE	OUT NOW	80	ISSUE 11
FAMISTAR 64	NAMCO	IN-HOUSE	OUT NOW	78	ISSUE 11
FIFA 64	ELECTRONIC ARTS	IN-HOUSE	OUT NOW	58	ISSUE 3
FIFA: RTWC '98	EA	IN-HOUSE	OUT NOW	78	ISSUE 12
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
MK MYTHOLOGIES	GT INTERACTIVE	MIDWAY	OUT NOW	31	ISSUE 12
NAGANO WINTER OLYMPICS	KONAMI	IN-HOUSE	OUT NOW	69	ISSUE 8
NBA HANGTIME	MIDWAY	MIDWAY	OUT NOW	51	ISSUE 8
PUYO PUYO SUN 64	COMPILE	COMPILE	OUT NOW	71	ISSUE 12
ROBOTRON 64	GTI	MIDWAY	OUT NOW	54	ISSUE 15
SAN FRANCISCO RUSH	GT INTERACTIVE	MIDWAY	OUT NOW	57	ISSUE 11
SHADOWS OF THE EMPIRE	NINTENDO	LUCAS ARTS	OUT NOW	49	ISSUE 1
ST ANDREWS GOLF	SETA	SETA	OUT NOW	42	ISSUE 1
TAMAGOTCHI WORLD	NINTENDO	BANDAI	OUT NOW	72	ISSUE 15
WAR GODS	GT INTERACTIVE	MIDWAY	OUT NOW	69	ISSUE 10
WAYNE GRETZKY'S 3D HOCKEY	NINTENDO	MIDWAY	OUT NOW	82	ISSUE 2
WAYNE GRETZKY'S 3D HOCKEY '98	MIDWAY	IN-HOUSE	OUT NOW	73	ISSUE 13
WHEEL OF FORTUNE	GAMETEK	IN-HOUSE	OUT NOW	13	ISSUE 12
WILD CHOPPERS	SETA	IN-HOUSE	OUT NOW	72	ISSUE 12
WONDER PROJECT J2	NINTENDO	ENIX	OUT NOW	69	ISSUE 5

All the biggest Nintendo 64 releases torn apart every issue!



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FORSAKEN

Here you have the baddest, meanest, baldest, take-no-nonsense mercenaries in the universe, all out for a day's work and a bit of fun, pillaging the entire Earth and blowing everything away. For the motley crew to spit and swear their way through the planet, all that's needed is a full tank of petrol, half a pack of cigarettes, an open road and a definitive guide, fit only for... the Forsaken.

CONTROLS

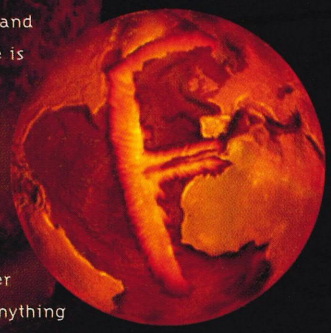
ANALOGUE STICK – Direction
A BUTTON – Forward
B BUTTON – Backwards
C BUTTONS – Strafe
Z BUTTON – Fire primary
A BUTTON – Fire secondary
HOLD A+B – Fire secondary
D-PAD DOWN – Cycle primary
D-PAD RIGHT – Cycle secondary
START BUTTON – Pause
R BUTTON – Fire rockets

THE LOWDOWN

Forsaken is the great new space combat game from Acclaim. There is no emphasis in the plot on points, high scores, time limitations or penalties. Nope, the aim of the game here is pure and simple – collect certain items and just blow away whoever or whatever gets in your way. *Forsaken* can be played in multiplayer mode as well as single player and gives you the option of choosing between eight different mercenary combat craft.

THE SET

The year is 2113. Earth's particle physicists have finally discovered how to manipulate matter at its most basic level, when an uncontrollable fusion rips through the planet. The outcome? Well, what else – the Earth lies in ruins, torn from its orbital axis and exposed to the sun's deadly searing radiation. Within a few short days all human life has been extinguished. News of this disaster soon reaches the ruling council of the multiverse, an investigation is launched and anything considered valuable is removed from Earth, leaving robotic personnel to guard any sites of interest.



Earth has now plummeted into a totally 'out of control' situation and is prey to every fortune seeker and free-loader in the galaxy searching for anything of value not found by the Council.

You are one of the mercenaries; armed with a mean reputation and a small but quick and agile space cruiser, you fly into an array of futuristic tunnels, labyrinthine corridors and majestic halls. This world is an unnatural, barricaded enclosure of metallic and stone walls, glowing crystals, giant computer reactors and lethal electronic force fields. Computerised, robotic gangs rule this twisted underground world, obeying their master, Babalas, who rules the catacombs. Your mission? To get rich, make your name even greater and blow Babalas and his entire fleet away. Lovely!

There's one more thing that you should try to remember: "Failure is not an option for the forsaken."

THE MERCENARY BOYS

Choose between the alternate fighters by moving the arrow on the D-pad to the right. Each fighter has their own history and reputation, based on chemical and adrenaline addiction, mindless violence and their complete lack of discipline, self-control and sympathy.

FOETOID

NIM SOO SIN

LA JAY

CLARK CULVER

EARL SLEEK

TRUCKER

BEARD

LOKASENNA

Although it's not made obvious, each warrior's craft has its own individual strengths and weaknesses, which will become more noticeable the further you progress through the levels.

MISSION 1: NUKE

Objective:

Clear an abandoned nuclear plant of all enemies.

Key notes:

• Throughout the tunnels and rooms you will find various energisers, ammo and shield boosters to revitalise your defence and attack mechanisms.

• There is no on-screen map, so the game layout can become confusing – be careful not to get completely lost. Use the varying colours of the different corridors and tunnels to keep your bearings.

Gameplay:

You start with three lives, although if you enter the options screen before the game you can increase it to five. This level is very simplistic – you can use it to get accustomed to the controls and get a general feel of the game. Basically, you simply need to shoot at anything and everything that moves – there are no friends or colleagues in the world of the forsaken, so kill everything!

Immediately after you've been beamed into the nuclear plant, look beneath you and you will find a Power Pod – this will increase your craft's firepower instantly. Go forward into the first room but beware of the tank on the ground – shoot it quickly.

From here on the mission is just a case of cruising through the catacombs and hunting down the enemy Mechanoid craft. You have to locate and destroy a total of 24 craft, which are shown by a small tally in the top left of the screen, which deducts one every time you kill a Mechanoid. Once you have eliminated the enemy craft, you are automatically beamed into the second mission. **NEXT LEVEL**

MISSION 2: KNOWLEDGE BASE

Objective:

This mission places you within touching distance of Babalas... Hidden within the mission is the defence monitor, protecting Babalas from unwanted intruders. You must locate the bomb and place it beside the defensive shield monitor.

Key Notes:

• In this level there are many locked doors which you have to access. To unlock them you must locate the blue, diamond shaped crystals in the wall and fly into them or shoot them. Next find a locked door, fly into it and if you have located the appropriate crystal, the door should open – each crystal unlocks only one door.

• Every time you die it's the same as in Mission One, in that you lose all your accumulated firepower but you will keep the A-Bomb.

• Although you start on the so called beam-in point, it is not an obvious, monumental eyesore. Therefore 'clock' the site well, as you'll have to rush back here to complete your mission – the blue shield directly in front of you is the most noticeable landmark.

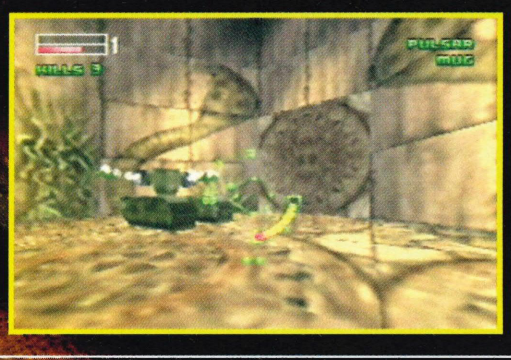
Gameplay:

Once you've beamed into Mission Two, two aerial craft will attack. Once they're destroyed, fly forward to the blue shield and pick up the Orbital Pulsar. To collect the bomb, reverse back from your beam-in stage, turn left, destroy the two tanks with your Mug missiles and a door will open directly ahead of you. Go through the door, straight on through a square tunnel. Turn left into another room and the bomb is there, as well as other bonus energisers. Once you have the bomb, fly back through the door, turn right, back through the square hole and head into the tunnel leading downward into the floor. Activate the crystal on the wall in the first room. As soon as the crystal's activated the surrounding two doors will open, revealing five craft and two tanks. Enter both rooms and collect the energisers. Head back into the central room where you activated the crystal and go through the square door. Go along the corridor, where there are two wall cannons to destroy with missiles. Enter into the room with the large, blue crystal in the centre – there's one craft here – then fly into the square hole on the opposite side of the room, where you'll meet two tanks. Activate the blue crystal on the right wall then go back through the small tunnel, past the large crystal and back along the corridor.

Once you're into the central room again, fly down into the tunnel in the floor, looking out for the two enemy craft. Once at the bottom, fly into the large stone door which will open upon contact with it.

Beware the Exogenon – this spider type creature will come from the ceiling. The best way to destroy the Exogenon is to fly close to it and blast the living daylights out of it with all your missiles and rapid laser fire. Once you have destroyed it, head into the room on the left (do not fly into the ceiling where the Exogenon came from or you will die instantly!). This is the defensive shield monitor – as soon as you enter the room the bomb will drop automatically and you will have one minute to get back to your beam-in point.

Fly back into the Exogenon room, through the doors and upwards into the tunnel. Fly to the very top floor, turn left, straight on through a room and you're home. Ignore all the space craft and fly past them as quickly as you can to beat the clock. **NEXT LEVEL**



THE ENEMY ENCOUNTERED

Only robots and machines with the nerve, attitude and complete lack of intelligence and concern for their well-being would dare to take on such psychopathic, chemical-crazed mercenaries. Here is a list of those that will 'ave a go!

AERIAL T-SHAPED CRAFT

These just home in on you and hover motionlessly, continuously blasting lasers at you.

RISK FACTOR - LOW

AERIAL & GROUND TANKS

These have powerful fire power, so deal with them as quickly as possible. The torpedo firing tanks are even more lethal than the laser firing tanks.

RISK FACTOR - MEDIUM TO HIGH

X-SHAPED AERIAL CRAFT

These are the more agile craft; they can dodge your laser fire and can be a bit of a nuisance.

RISK FACTOR - MEDIUM

CANNONS

These are situated on the ceilings, floor and in the walls. Some fire torpedoes and some fire lasers.

RISK FACTOR - MEDIUM TO HIGH

PROBES

These fire a blue, electronic shield at you, which temporarily shakes your craft to and fro, making it difficult to aim your guns.

RISK FACTOR - LOW

KAMIKAZE CRAFTS

These are the 'bird shaped' craft and are very slick at manoeuvring out of your laser fire. When they're shot down, they deliberately crash into you.

RISK FACTOR - MEDIUM

MISSION 3: BIO-DOME

Objective:

"The MDF are now alerted to your presence, and are at this moment assembling a task force at the Bio-dome compound. You must beam in and neutralise this gathering threat, before it's too late."

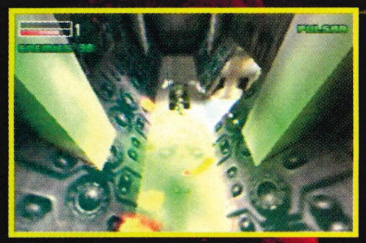
Key Notes:

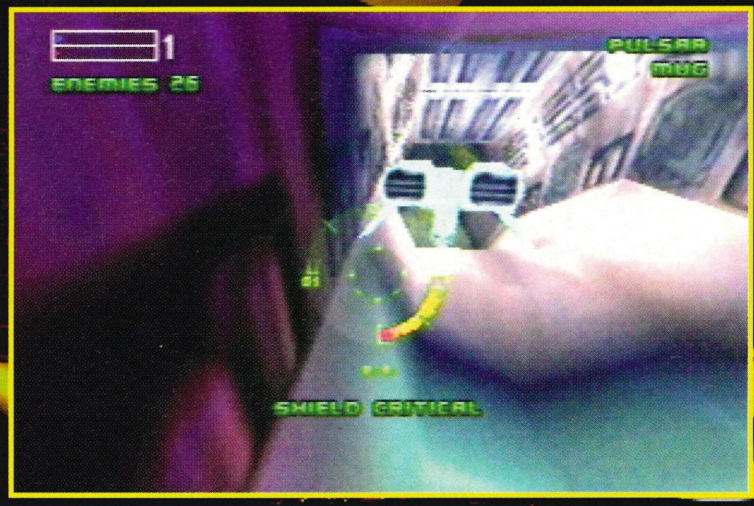
• When you find the MDF gathering, it's best just to put your back against the wall and blast at anything that moves. Don't try and chase the craft or manoeuvre around them, just let off some steam and pull hard on the trigger.

Gameplay:

You are initially beamed into a large dome room, containing a tank and three craft. Go through the hole in the floor, where you'll meet another craft, and up the ramp into the corridor, where five more enemies are lurking. Next head into the electronic blue beam room, which has five craft inside, and forwards into the next room to meet three tanks and two other craft. In this room turn right into the tunnel that's at ground level on the side wall and head up the ramp into another dome room, looking out for the two cannons and four attack craft. Go through the tunnel in the floor again and turn right at the bottom, where there's an electronic-shield firing probe. Go through the room, collecting the Power Pod from the small tunnel in left of ceiling, then head up the ramp, dealing with the cannon, tank and four craft.

Now turn right, then turn right again immediately, into a small square tunnel with a tank, and four more craft inside. Now go up the ramp on the opposite side of the room. Here you will be attacked by a whole array of aerial craft, tanks and cannons – hold your ground and blast the lot of them to kingdom come! Once you have exterminated them all, this mission is complete. **NEXT LEVEL**





MISSION 4: KILL THE HERO

Objective:

"To locate and destroy the prototype war vessel, Metatank."

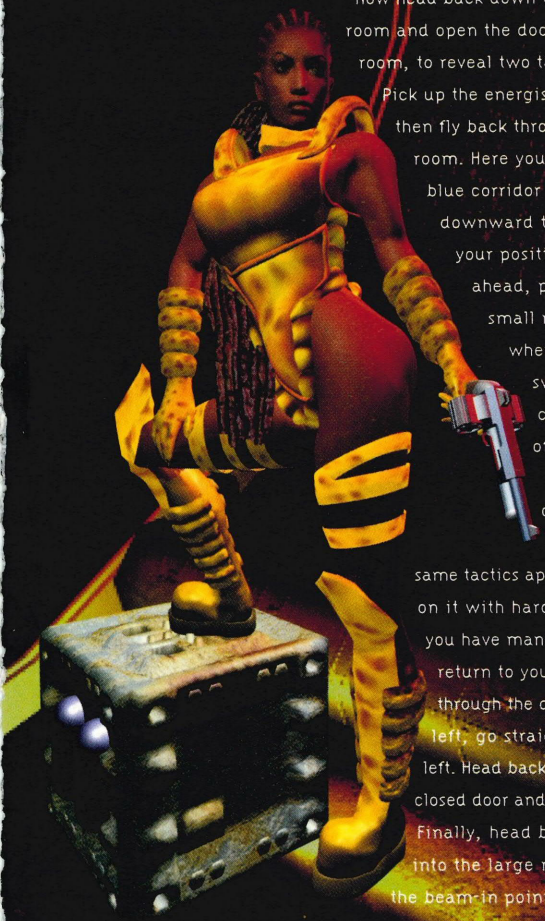
Key Notes:

• In this mission locked doors are activated by purple switches on the wall – to activate them, fly into them or shoot them.

Gameplay:

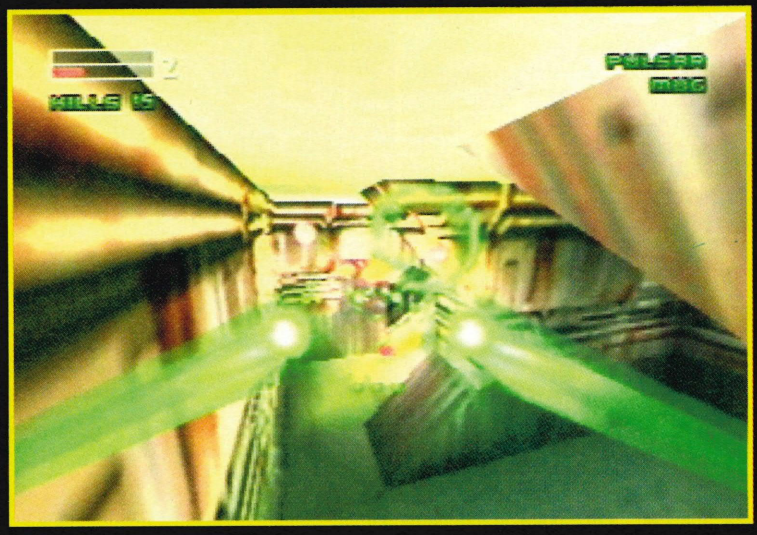
Upon beam-in, go forward into the large room, then turn left into the small tunnel filled with three craft, then turn left again to activate the purple door switch. Exit the room and turn left, activating the purple switch – look out for the cannon on the wall above. Enter the large main room again but this time go straight onto the ramp going up, where there are three craft, and follow the corridor into the green pool room, looking out for the two cannons.

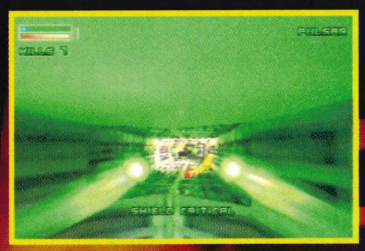
In here there are three enemies to deal with; do so, then enter the corridor opposite, into the deep blue corridor. After dealing with the robot, cannon, missile launcher and four enemy craft in here, open the metallic door to be confronted by two enemy ships and a cannon. Follow the corridor into a large L-shaped room, which features tanks, and two cannons. Take the first right into the downward sloping tunnel, where there's another tank, activate the switch directly ahead then take the left-hand upward slope from the switch into a small room. Take a right now, looking out for the robot and enemy craft which will attack you and go forward and operate the switch.



Now head back down the corridor into the large L-shaped room and open the door in the floor in the middle of the room, to reveal two tanks and yet another enemy craft. Pick up the energisers and operate the purple switch, then fly back through the door and into the L-shaped room. Here you must hover above the door, face the blue corridor and then from there, enter the downward tunnel that's at ten o'clock from your position. Once through here, go straight ahead, past the probe and then through the small room to enter another small room where you can activate the next purple switch. Exit the room by the angled corridor which leads out of the left of the room.

Now, fly into the door at the end of the corridor and it will open... Beware – this is Metatank's lair. The same tactics apply here as with the Exogenon: home in on it with hard, rapid laser and missile fire. Once you have managed to destroy Metatank, you must return to your initial beam-in point. Head back through the door, which will now be closed, turn left, go straight on through the room and turn left. Head back into the blue corridor, through the closed door and follow the green/grey corridors. Finally, head back through the green pool room, into the large room and you will be safely back at the beam-in point. **NEXT LEVEL**





MISSION 5: MANMEK

Objective:

"Manmek, one of the masters of the MDF, lives within the Babalas complex. Your mission is to inflict maximum damage upon his complex. To escape this mission you must find and activate the homing beacon. Once activated you must survive for one minute before you can escape."

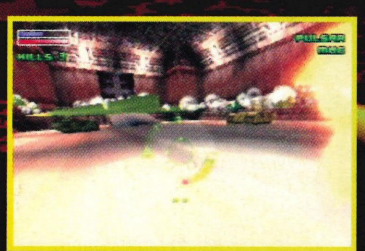
Key Notes:

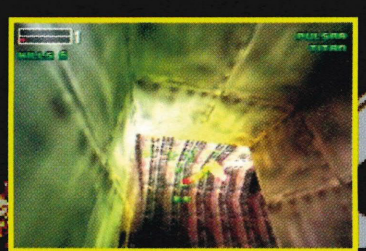
- Use the Titan bomb on the Manmek as it will knock a lot of its energy down. However, DO NOT stand too close when firing the Titan, as the blast is far-reaching and can kill you.
- Do not pick up the Transpulse gun as it is less effective against the Manmek than the normal laser gun with Power Pod combination.
- To damage the Manmek, keep on flying behind it and constantly firing.

Gameplay:

Upon beam-in, immediately fly up to the ceiling of the dome to get a Power Pod to increase your fire power, then attack the two airborne craft and the tank. Fly down the slope in the floor but beware of the three missile firing tanks – destroy them all. Next go up the shaft on the opposite side of the hall from the ramp you just came down. Enter the air-vents from the top of the shaft, looking out for the cannon, then turn right and pick up the Titan bomb and Orbital Pulsar. Turn left, to be confronted by another cannon, then turn left again at end of corridor. Go across the hole in the floor back to the shaft and go right to the bottom of the shaft. Now go along the tunnel past the cannon, then turn right – there are two more cannons at the end of hall.

Once the cannons are destroyed, the door at the end of the room opens and the energy level of the Manmek will appear at the bottom of the screen. Go into the room and collect the energisers (do not collect the Transpulse gun) from the far left-hand side of the room from the door. Exit the room, go back through the hall and back up the shaft to the middle level. Beware – the electric firing Manmek tank will now be prowling the floor. Attack the tank and try to deplete as much of its energy as possible. Keep on attacking until the words 'BEACON ACTIVATED' appear across the screen. Once you see this, enter the door the Manmek has come from, turning right down the corridor and then left into the large dome room – this is the Beacon. Collect the two energisers on both sides of the room, then hit the two switches on the wall behind them. Activate the beacon by flying into the instrument that's floating in the centre of the dome room. You now have one minute to survive – find a safe place, put your back against the wall and kill everything for one minute. **NEXT LEVEL**





MISSION 6: FOUR UNEASY PIECES

Objective:

"Within the monitor plant lie four scattered pieces of the Black Hole gun. Your mission is to gather up these pieces. The Black Hole gun is vital to the efforts of the resistance."

Key Notes:

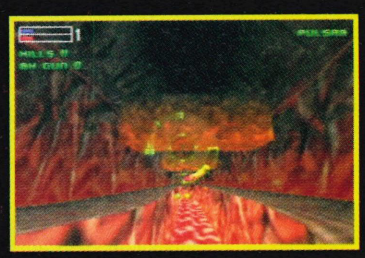
- There are no energisers in either of the circular corridors so beware and make sure you sustain as little damage as possible.
- When you open the door onto A-Force-1 do not enter the room with him; stay behind the open door or you'll also be fired upon by four cannons simultaneously. They can't hit you unless you enter the room, so hold your ground and destroy the A-Force-1 first. Once you've done this, you can then enter the room and take out the cannons.

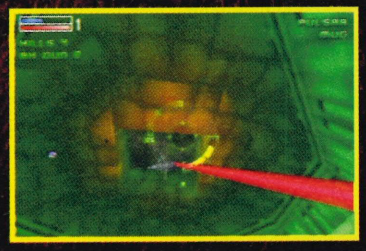
Gameplay:

Stand your ground and attack the four enemy craft; one of them will give you an Orbital Pulsar – get it quick to increase your firepower. Once the craft are eliminated, take either exit out of the dome room. Next fly clockwise around the external corridor, cruising around the entire corridor in one full circle until all craft are eliminated. Now take a left into a side entrance in the wall, then go left around the circular lava-flowing corridor, again eliminating all craft. Once you have completed both circular corridors fly back into the central dome room and you will find your first gun piece. (Collecting this will also open a door).

Now fly into the green pool in the centre of the room, where you'll encounter two enemy craft, collect the energisers here and then open the door at the bottom. Approximately ten craft will attack you immediately; just stand your ground and blast away. Pick up the shield energiser in the small dead end tunnel – once you've killed all the craft you will pick up another section of the gun. Fly downward again into another green pool, where there's another craft, then drop down to the first bridge and enter the tunnel leading from the bridge, where you'll have two deal with two more enemies. You will then enter a large room; pick up the energiser then fly back to the previous room. Here you take the right square hole in the wall, heading past the enemy, down and left, then following the corridor along, dealing with three craft along the way. You will emerge in another large room where you can collect the third piece of the Black Hole gun.

Exit via the door down in the floor – A-Force-1 will appear and you will also immediately be fired at by two cannons. Quickly blast A-Force-1 away, plus the four cannons in each corner of the room, then collect the fourth piece of the gun and it's mission complete. **NEXT LEVEL**





MISSION 7: TEMPLE

Objective:

"Seek out and destroy all enemy resistance within this area. Beam-out will occur once the enemy threat has been neutralised."

Key Notes:

• It's quite easy to get lost or confused in this level, trying to hunt down the various lairs where the enemy are hiding. Look closely in the ground, ceilings and walls for well hidden corridors, tunnels and rooms.

Gameplay:

Go forward through the long corridor, dealing with the three enemy craft, then fly down into the large green room. Here you must branch off to the right of the room, looking out for the cannon, and follow the corridor around. This will bring you back in at the left-hand side of the room. Exit via the right-hand side of the room again but do so by dropping down behind the blue shield. Follow the corridor and enter a large room, which contains a tank and four enemy craft for you to deal with. Next go around to the right of the circular stone corridor and then exit down the yellow tunnel. Go to the right of the square, inscribed wall and enter a large green room – there are a cannon and a couple of enemies to deal with in here. Next branch off immediately to the right, into a blue pyramid crystal room with two tanks in it and then exit via the small rectangular hole at the end of the room. Follow the corridor into the yellow rooms.

These are the main central rooms and from these you can branch off into various tunnels, rooms and halls. From this point on it's basically up to you where you go and in what sequence to do things, as this level is just a case of finding all the craft and destroying them. There are no end of level opponents or time limitations to find your beam-in point. Just cruise around, hunting and killing! **T64**

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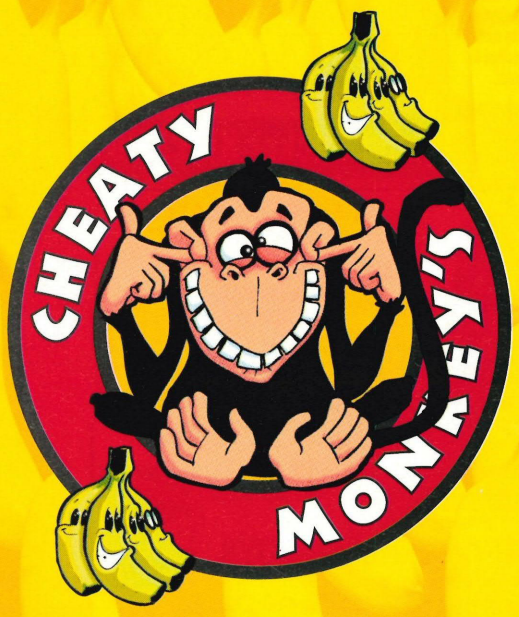
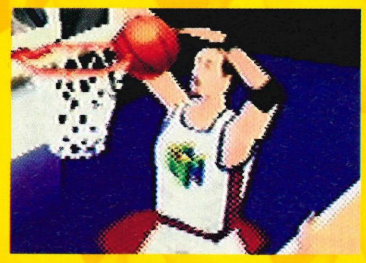
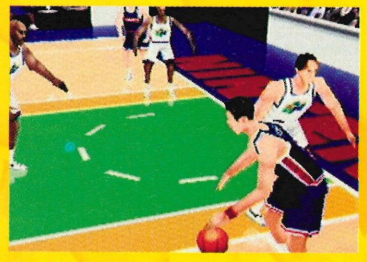


FRESH BAN

KOBE BRYANT'S BASKETBALL





HANG ON THE RIM

If you manage to do a two handed dunk, then holding the B button will make you hang on the rim. Don't do this for too long, though, or you'll be called for a technical foul.

PLAY HIDDEN TEAMS

Hold down the L button and select a Pre-Season game with the A button. Now scroll all the way to the right and you'll find three new teams to play with: Nintendo, N64 and Leftfield.

RAMPAGE WORLD TOUR

WILD WEST

Using George as your character, punch the changing sign on the first level when it shows a picture of a western scene. Complete the level and when the screen shows 'San Diego', rapidly push the punch button. If you do this correctly, a box should appear that says 'Code Correct'; the name of the city should now change to Carson City.

CHANGE CHARACTER COLOURS

When on the character select screen, push Up or Down on the D-pad to change your monster's colour.

HIDDEN CHARACTER

To make your monster transform into VERN, look for a city with a Scum Lab Facility. This should contain toxic waste barrels which, when eaten, change your character into a powerful, flying monster. He can breathe fireballs by pressing Down-C.

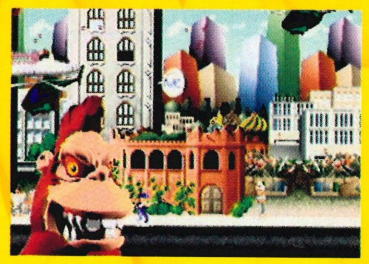
MONSTER ALLERGIES

Each of the monsters has his or her own special allergy. Eating the object that they are allergic to will cause them to sneeze and blow up the nearest building.

George: Dogs

Lizzy: Birds

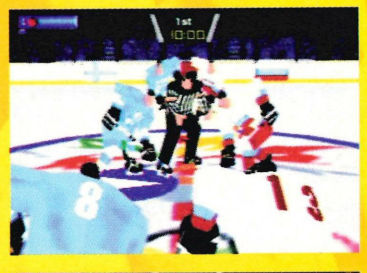
Ralph: Cats

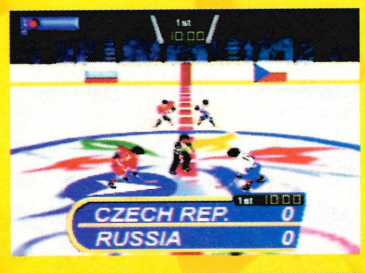


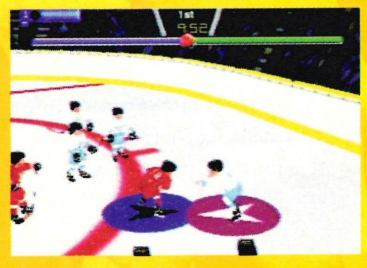
Ohh, ooh, aah, aaah, ohhhh! Oh, how I love fresh bananas! That's why I've cleaned out all my mouldy stock and replaced it with some freshly picked fruit. Every month, from now on, you'll find all the new cheats for N64 games here and some splendid tips from me, the one and only Cheaty Monkey!

BANANAS

OLYMPIC NAGANO HOCKEY







CHANGE ANNOUNCER'S VOICE

At the options screen, hold Down-C and press the R button. This will bring up a menu at the bottom of the screen. Now, to change the announcer's voice, hold Up-C and press R. Enter the code again for a higher voice.

CHANGE BODY SIZE

At the options screen, hold Down-C and press the R button. This will bring up a menu at the bottom of the screen. To change body size, hold Left-C and press the R button. Enter the code again to get another height.

CHANGE HEAD SIZE

At the options screen, hold Down-C and press the R button. This will bring up a menu at the bottom of the screen. To change head size, hold Down-C and press the R button. Enter the code again for a different head size.

PLAYERS AS FIGHTERS

To make the players more likely to fight, go to the options screen and highlight Fighting. Now hold down the L button and enter the following sequence of C button presses: Right, Left, Left, Right, Down, Up, Up, Down, Left, Right, Right, Left, Right, Left

MYSTICAL NINJA STARRING GOEMON

CONSECUTIVE FIGHTING BOSS MODE

To activate this cheat, you will have to find every cat in the game first. You'll know when you've done this, as your life gauge will be full. Finish the game and a 'cat count' will be given and you'll now have access to a new option: Consecutive Fighting. This will let you fight all the four Impact scenarios in a row!

SNOWBOARD KIDS

SUPER CODE

To gain access to all tracks, boards and extra characters without earning them, enter this code at the start screen. Analogue Stick Down, Analogue Stick Up, D-pad Down, D-pad Up, Down-C, C-Up, L, R, Z, D-pad Left, Right-C, Analogue Stick Up, B, D-pad Right, Left-C, and last press Start. If done correctly you'll hear a kid saying "Yeah!"

HIDDEN NINJA TRACK

To get this course you must first earn gold cups on tracks one to eight. Now come first on Silver Mountain and you'll be treated to an ending sequence. You will now be able to access the Ninja Land track.

HIDDEN QUICKSAND TRACK

To get this course you must first earn gold cups on tracks one to six. Your reward is this Quicksand track and an extra snowboard.

THE CHEATY MONKEY

FIND AND KEEP THE BLACK AND WHITE YOSHIS

You may be wondering how to get all those cheeky little hidden Yoshis... Well, never fear, the Cheaty Monkey is here to aid you in your quest! As a matter of fact, the Black and White Yoshis are a bit more special than your average Yoshi; they can eat practically anything (including things that make the normal Yoshis sick) and get three hearts each time they eat a fruit. So, if you want a really good score in *Yoshi's Story*, it's a good idea to find them.

FIND THE BLACK AND WHITE YOSHIS

BLACK YOSHI: LEVEL 2-2

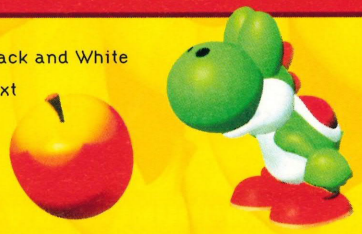
Look for Miss Warp 4 (towards the end of the level) and you'll see a tulip just to the left of her. Eat the tulip to transform Yoshi into an egg and bounce yourself directly upwards to a secret cave. Here you will find a '?' bubble; pop this and collect the large egg that falls out. All you have to do now is to finish the level and your reward will be a black Yoshi!

WHITE YOSHI: LEVEL 3-2

Make your way to the first floating leaf on the level. Instead of riding it, drop down and find Miss Warp 2 and a message about a big egg. As you climb back up to the leaf, walk left through the thin yellow bars and drop down. Here you will find a '?' bubble – pop it to get the big egg. Complete the level and a white Yoshi will be yours!

KEEPING YOUR BLACK AND WHITE YOSHIS

All you have to do to retain your Black and White Yoshis for the beginning of your next game, is to beat the game while still in possession of them.

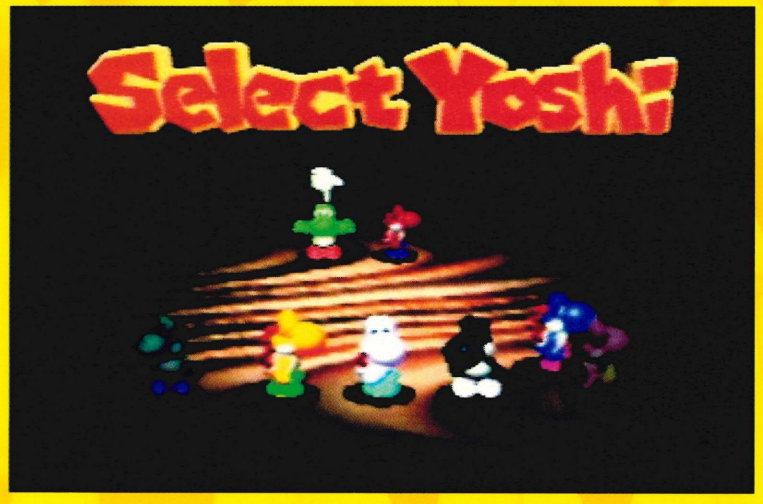


BLACK YOSHI: LEVEL 2-4

Head upwards from the start through several rooms until you find a room with vines from the ceiling. Jump from vine to vine and, if you're fast enough, you'll come to a ledge with a floating bubble. Pop the '?' bubble and grab the egg that falls out. Now just finish the level and the Black Yoshi is yours.

WHITE YOSHI: LEVEL 3-3

Find Miss Warp 3 and head right. When you get to the split in the road, take the top route and go down the vase. Continue right and enter the next top vase – you should see a dog standing next to an orange pipe. Go along here and go into the first orange pipe that you come to. This will take you into a hidden cave where a '?' bubble can be found. To get the white Yoshi, pop this, collect the egg and complete the level.



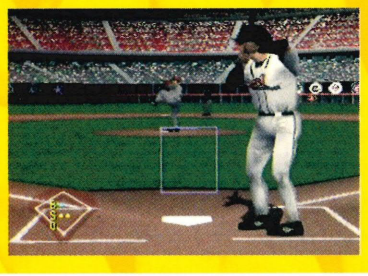
CHEAT AT MAJOR LEAGUE BASEBALL FEATURING KEN GRIFFEY

THROW AN UNHITABLE PITCH

Aim your crosshair anywhere in the strikezone, except inside the yellow hitting circle. Now press the trigger button and press one of the C buttons to look at the bases. Release the trigger and then the C button to bring you back to the batsman. There will no longer be a crosshair or hitting circle; you can now throw any pitch and the computer will swing and miss. Using this method you can get a strike every time.

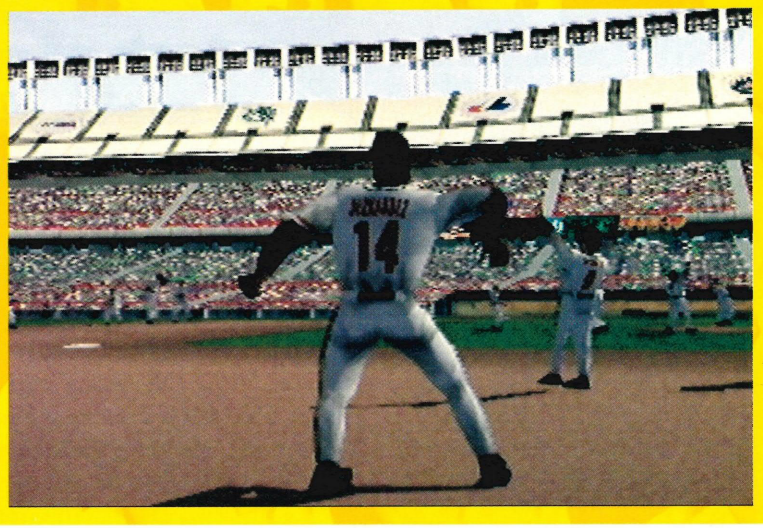
GET THE SECRET TEAMS

Highlight 'exhibition' on the first menu and then press all four of the C buttons simultaneously. Do this several times until you hear a beep, then go to the All Star teams and you'll have access to two new teams: Nintendo and Angel Studios



SEE ENDING

Go to an Exhibition game and select two teams, now on the stadium select screen press all four C buttons several times. If you've done this correctly, you'll hear a chime. Now press the trigger button to view the stadium, and instead of seeing the stadium you'll be treated to the end of game sequence.



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THE FIRIN

It's my second day working on the hallowed pages of Total 64 and already I've been given the joyous task of sorting through the mountain of mail. Hard work, but rewarding in a perverse kind of way...

GAMESTER LMP

Thanks to those lovely people at Gamester LMP – makers of fine accessories for your N64 – we've got loads of joypads to give to you! Every month, the lucky readers who get their letters printed in the Firing Line will receive one of their LX4 joypads, pictured below. Not only that, the sender of the star letter will also receive a steering wheel worth £60! Now that's got to be worth writing in for!

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

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

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

DEAR TOTAL 64

I really only have one question – CDs hold 650 megs of information, while carts can only hold up to 128 megs. Does this mean that PlayStation games are always going to be bigger than N64 games? If this is true, then why did Nintendo go for a cart-based system in the first place?

I was also wondering why there was a distinct lack of any violent or horror games. When is Nintendo going to grow up?

Yours Sincerely,
OLIVER ELLICE, SCOTLAND

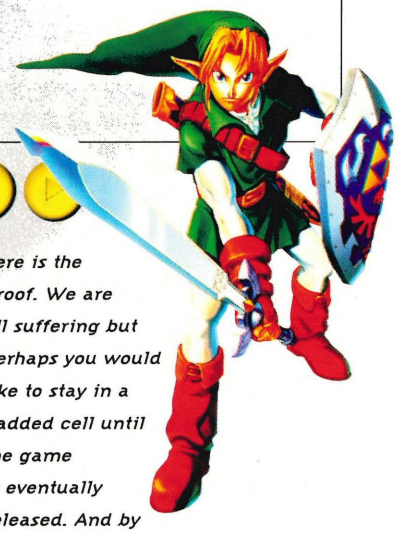
THE TRUTH...

Yes, PlayStation games are bigger but what this generally means is an average game, accompanied by some impressive but hardly necessary FMV animation sequences. Gameplay is what's important, so console yourself with the fact that PlayStation owners have nothing to rival the likes of the mighty **Goldeneye.**

Nintendo's decision to go with a cartridge-based system is not easy to defend, despite their seemingly good reasoning. Nintendo and Sony were originally working together on what would later become the PlayStation, but Nintendo pulled out, expressing a dislike for the CD system – but only after passing Sony their unrivalled computer game knowledge (fools!).

Having a cart-based system is a way of third-party quality control – producers must go to Nintendo for their cartridges. All well and good, in theory but it does not explain the slew of appalling third-party games **(MK Mythologies, Toukon Road)** ***that have seen the light of day. Having carts also cuts down on the problem of piracy.***

As for the lack of violence and gore, that's all down to Nintendo's family policy. They have realised that they're going to have to toughen up though. **Resident Evil 2** ***? Wait until you cop an eyeful of*** **Turok 2** ***and*** **Shadowman!** **T64**



DEAR TOTAL 64

Itchy... eyeballs scratchy... I need some answers...

Need *Zelda*. Stomach has turned to cow fodder waiting – *Zelda* is nigh, death is nigh. Eat brother while waiting. *Zelda* is worth it... kill funny faced Miyamoto if not.

What about Shinjaque, don't worry, I'll soon be earthbound. Need Sephiroth, need Square – far from soft – before brain turns to mush.

Like *Pocket Monsters*, don't know why – feverish relatives maybe... eat the dogs myself – itchy tasty... Need to secure younger brother before Japanese sewer goblins take them both.

I sit in the corner and hum. The Holy Grail is nigh. Itchy tasty... (going to have to stop you there – Jon).

JONATHAN MELDRUM, CARDIFF

THE TRUTH...

Sometimes I really worry about the effect Nintendo has on its customers by delaying a game like **Zelda,** ***and here is the proof. We are all suffering but perhaps you would like to stay in a padded cell until the game is eventually released. And by the way, you can't use the term "Holy Grail" anymore; some other publishing company seems to have bought the rights to it.*** **T64**

G LINE

DEAR TOTAL 64

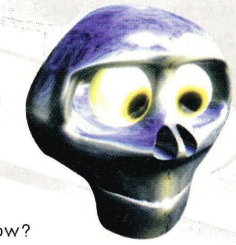
First of all I'd like to say that N64s RULE! Secondly, I'd like to ask if N64 magazines like T64 will ever give away demo cartridges, like PlayStation mags do. I think they will make more people more likely to buy proper games, because they know how good they are because of the demo. Please tell me if you will ever do anything like this.

Yours Sincerely,
BEN GOODMAN, BRISTOL

THE TRUTH...

Blimey, what a good idea! In the next issue we'll give away playable demos of* Turok 2, Banjo-Kazooie *and* Mission: Impossible, *all for a cover price of £79.99. Seriously though, carts are too expensive for this to be feasible. Alternatively, you could always read our reviews to find out if a game is any good – that is what we're here for. T64

DEAR TOTAL 64



Here are some questions for you to answer.

1. Will there be a *Resident Evil*-type game on the N64?
2. Which game should I get – *ISS '98* or *GT 64*?
3. Are there any soccer manager games coming out?
4. Will *Mission: Impossible* be as good as *Goldeneye*?
5. Can I say the new look is cool and far easier to follow?
6. Am I the only person who thinks all these Tamagotchi games on the 64DD are sad?
7. Is it true that there is a new console called the Nintendo 2000?
8. Don't you think Nintendo needs a *Tekken* or a *Virtua Fighter*?

Yours,
GUY HARRISON, CARLISLE

THE TRUTH...

***1. Capcom** are working on one and, of course, there is* Shadowman *to look forward to.*

***2. Depends.** If you've got* ISS 64, *go for* GT Club. *If not, I'd wait for* ISS '98 *but bear in mind that it has been put back a few months.*

3. Unlikely, World Cup '98 *has some management options in it though.*

***4. Hopefully** – Infogrames have only delayed it with this objective in mind.*

5. Yes.

6. Oh no.

7. There are rumours circulating in the industry but since Nintendo have not said anything, we should ignore them, as rumours usually just stay rumours. I would expect that they will at least be thinking about their N64 follow-up. Don't worry though, your N64 has plenty of life left in it!

8. Check out Fighters Destiny. **T64**

DEAR TOTAL 64

In last month's mag there were the Dunn Brothers and countless others in the high scores section with extremely short times. People who cheat to get into the magazine can get a life. Those who think that can do a lap of Frappe Snowland in 0'06.66 seconds must get their heads read.

My account for this is :

1. There is an amazing technique for achieving this.
2. They bribed you.
3. They fiddled with the cartridge.
4. I am reading 0'06.66 wrong, because I believe this reads zero minutes, six seconds and .66 of a second, which seems an impossible time to achieve.

Believe it or not, I don't have anything against Richard or Danny Dunn or Total 64. The best time I achieved on Frappe Snowland is 50 seconds, so I do not see how six seconds is possible.

Please explain everything to me.

Yours Faithfully,
DAVID MILBANK, ABERDEEN

THE TRUTH...

Believe it or not, we are not stupid. Only high scores which are genuine are printed. These are accompanied by either video or photographic proof, which is carefully scrutinised by our team of experts. These times are possible with, as you said, an "amazing technique", such as a short-cut. I do not have the ability to get these times either, but then a mere mortal like you or I cannot begin to comprehend the awesome gaming prowess of the likes of the Dunn brothers. Console yourself with the fact that they probably don't get out much... T64

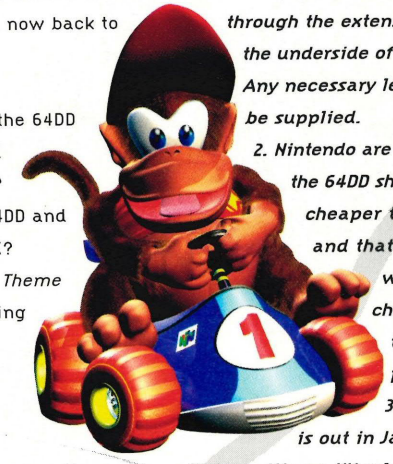
DEAR TOTAL 64

I am writing to ask you just a few questions about the N64, as I have recently bought one and now all that I ever do is play on *Duke Nukem* and *Diddy Kong Racing*. And now back to those questions:

1. How do you connect the 64DD to the N64. Do you need to buy any extra leads?
2. How much will the 64DD and DD games cost in the UK?
3. Will *Theme Hospital*, *Theme Park* or *SimCity* be coming out on the N64?
4. How do you get onto Adventure 2 on *Diddy Kong Racing*?

Thanks for answering my questions.

Yours Totally,
SHANE BROWN, LINCS



THE TRUTH...

1. Your Nintendo 64 will be able to snuggle oh-so-comfortably on top of the 64DD and will be connected through the extension port on the underside of your console. Any necessary leads should be supplied.

2. Nintendo are stressing that the 64DD should be a lot cheaper than the N64, and that the games will also be cheaper, around the £35 to £40 pound mark.

3. SimCity 2000 is out in Japan now and will be getting a UK release soon. Not sure about the other two, although it's quite possibly.

4. Complete the whole game. **T64**

DEAR TOTAL 64

Me and my friend Richard Flecher have started to make a school magazine called N64 Power. We also have a bit of a competition going with four other lads, who have decided to make a mag called PPN Power, which stands for PlayStation (spit), PC and Nintendo Power. The point is they are sponsored by Interactive and receive free gifts and tips on how to make a good mag but basically their mag just stinks. So, we were wondering if you could give us some tips on how to make a good mag?

Also, please could we put in some adverts for your mag in our mag, as we think Total 64 is BRILL. If you were wondering which school we go to, then the answer is Turton High School and we are both in year eight. Also, please could we have Rare's address?

Signing off,
DANIEL RUSHTON, BOLTON
The biggest Total 64 fan ever.

THE TRUTH...

What makes a good mag is quite hard to define. When I approached the rest of the team on the subject, Lips started muttering something about "beer and coffee, coffee and beer", while Nick suggested that insulting your staff tends to make them more productive (I don't know...). Ant says you must remember to get singing lessons – for invaluable Friday afternoon sing-songs – and Sorcha says you need a firm grounding in the principles of grammar.

I think that if you can be serious without being overbearing, and say something slightly different to what everyone else is saying, it's a good start. Try to keep a good atmosphere within the team, and always stay loyal to your readers.

Yes, you can advertise us, please do! In fact, send us a copy of your mag.

As for Rare's address, check in your Goldeneye *book and through directory inquiries. If you have no joy, I expect they don't want to be found – we're in no position to hand it out. Sorry.* **T64**

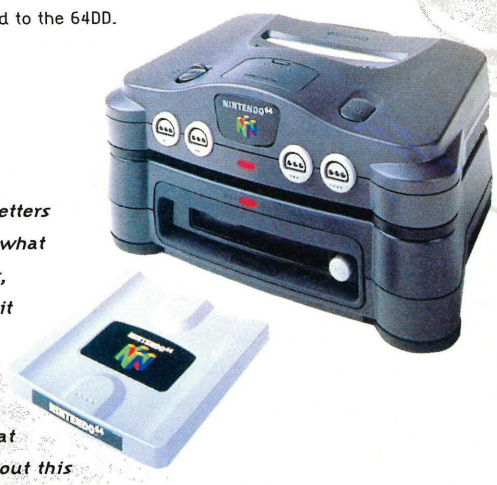
DEAR TOTAL 64

I'm writing in because I'm confused about something that I read on the television. I was sitting down doing nothing so I thought I would have a look on teletext. I put my television on Channel 4, put teletext on and started reading Digitiser, and I came across a page that said "Nintendo pleased everyone when they said that the 64DD will not be out in the West this year if at all!". Is this true?!

Nintendo, the greatest computer games company in the world ever, will not be releasing what is one of the most anticipated piece of hardware they've ever made in the West!

Please answer this question, as I'm desperately looking forward to the 64DD.

Yours Faithfully,
ADAM BROWN, SURREY



THE TRUTH...

We've had a number of letters sent in on the subject of what Digitiser has been saying, and all I can say, is that it should teach people to trust us at Total 64 for the most accurate news.

It's quite possible that the 64DD will not come out this year – the signs seem to indicate that it will be out early next year, although we should wait for an official Nintendo announcement before speculating like this.

As for it not coming out at all, I would think that is highly unlikely. Think about it. Nintendo are, like it or not, losing to Sony in a big way at the moment. Comparatively few N64s have been shifted in Japan. Not to release the 64DD which, as Total 64's mailbag testifies each month, is as highly anticipated in the West as anywhere else – would be a stupid move and whatever Nintendo are, they are not stupid. **T64**

DEAR TOTAL 64

I am happy to hear that *Gauntlet* and *Paperboy* are coming to the N64 in the near future – mostly for *Gauntlet*, which is a classic. Here are my top five classics that I would like to see converted to the N64:

1. *NARC*
2. *Shadow Of The Beast*
3. *Rolling Thunder*
4. *Hero Quest*
5. *Dizzy*

What would you choose?

Yours,
NEIL GASKIN, BRADFORD

THE TRUTH...

I, too, am looking forward to enjoying a bit of Valkyrie-associated four-player monster pulverising in the form of Gauntlet, *although I'm not sure about* Paperboy. *It may surprise me, though.*

Here are the T64 team's choices for N64 conversion.

JON – Elite, Super Metroid *(it's bound to show up at some point, isn't it) and* Bionic Commando
JUSTIN – Double Dragon, Bruce Lee
SORCHA – Heavy On The Magik
NICK – Wizball
LIPS – Head over Heels, Contra
ANT – Underwurlde *(by Ultimate: Play The Game, now known as Rare!).* **T64**

STAR LETTER

I would like to comment on a subject you have recently discussed in the Firing Line - that is, video games being male orientated and not attracting any female players.

If Lara Croft is there for men to look at, who's to say that we ladies don't admire the fine, rippling torsos on the male characters? Since when have six-packs not been attractive to women? Exactly what kind of game do you suppose would attract girls anyway – Maybe *Henrietta Hoover's Housework Challenge*? I don't think so!

Videogaming isn't male dominated, males just like to think it is. My two young daughters love video games and my mum, in her seventies, does too. I have abandoned the iron in favour of the joypad. Move over guys.

Yours Sincerely,
MRS S NICHOLSON, NOTTINGHAM.

THE TRUTH...

I always thought women were by far the superior sex anyway, and not sad enough to look at the men in games like men look at Lara Croft, but your fascination with Turok's rather oddly shaped 8-pack has proved that yes, we are all equal after all. Like it or not though, it is a fact that most games are made by men and most are bought by men. Things are rapidly changing though – it's certainly not unheard of for my girlfriend to give me a complete pasting on a* Goldeneye *death match. She uses underhanded tactics though, like claiming that she didn't understand how the radar worked, while she did all along. D'oh!

Anyway, cheer up, I hear that a dolls house simulator and some kind of washing up game are due to go into production soon... T64

DEAR TOTAL 64

Let me just say that your magazine is the coolest! I have some questions for you guys that I have been wondering about.

1. On your upcoming *Magic The Gathering: Armageddon*, will you be able to pick your cards for your deck or will the decks be pre-constructed.
2. I heard about a thing called *Pocket Monster*. I've read stuff about it and kind of know what it is but do you know the release date for it in the US?
3. In the future, will you be coming out with any other Nickelodeon games apart from *Rugrats*?
4. Have you guys thought about making a *MK Mythologies 2*?

Thanks,
MICHAEL HAUSMAN, USA

THE TRUTH...

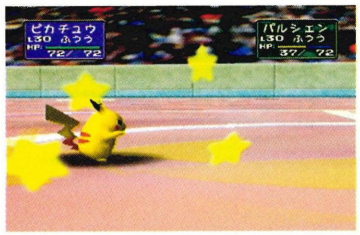
1. I'm sorry but I have absolutely no idea what you are talking about.

2.* Pocket Monster *is a craze that has swept Japan by storm. There are several* Pocket Monster *titles in development for both the N64 and 64DD. You should see something this year. Keep your eyes glued to our news pages.

Disclaimer: If Michael does forthwith glue his eyes to a magazine, neither I, nor Total 64 or Rapide Publishing shall accept responsibility for his actions.

3. We weren't planning on it, no.

4. You seem to have got us confused with Acclaim, THQ and Midway in one letter. Impressive. Despite our unrivalled videogame knowledge, we don't actually make games. And if we did we certainly wouldn't make the sequel to what is arguably the worst game on the N64. T64



DEAR TOTAL 64

Firstly I'd like to say what an excellent mag yours is. I've been buying loads of mags and yours is best. I'd like you to answer these questions.

1. Is there a release date for the 64DD?
2. Is *Tomorrow Never Dies* coming out for the N64?
3. I've read about a Bond-Engine game. Is it true and what is it?
4. Is it true that if you complete *Goldeneye* you can design your own level?
5. Is there a prize for getting the highest score in the high score zone?

Yours,
MATTHEW MILNER, NOTTINGHAM

THE TRUTH...

1. Sigh.

2. No, it's coming out on the PlayStation and it's rubbish. Rare are working on a sequel to* Goldeneye, Perfect Dark, *that will be similar but better and will not actually feature James Bond.

3. I believe you're referring to the* Goldeneye *game engine. This is not a game, but a program on which a game is run. It's confusing, but it's basically what makes* Goldeneye *run as smoothly as it does.* Perfect Dark *will apparently run on an improved version of the same engine.

4. No.

5. Quite possibly – see the high score page for more info. T64

DEAR TOTAL 64

I like hard games – *Yoshi's Story* is too easy, for example – could you point some out.

COREY "THE BEAST" SCHALLEK, USA

THE TRUTH...

Off the top of my head, **Banjo-Kazooie, Forsaken, Goldeneye, Blast Corps, Lylat Wars *and* Turok.** **T64**

DEAR TOTAL 64

If I was a Nintendo programmer I would pay close attention to this as I think there are some great ideas for some blockbuster games here:

1. *Las Vegas Deluxe* - The setting would be in a smoky bar-room where you can sit whilst letting your tub hang low (Your what? – Jon), smoking Cuban cigars and thinking about all the alcoholic beverages that aren't quite worth the walk to the bar, which is ten metres away.

2. Table tennis – What a brilliant idea! Wouldn't it be fun knocking the ball back and forth until you go nuts? It'd be named *Table Tennis 2000*!

3. Why not throw in a strip poker game – a great educational feast for the four and five year olds and it would soon become a classic that the whole family would love.

I'll finish by lightening up your mood with a hearty joke. What type of computer does a fish use? A Fintendo! Isn't it great.

Thanks heaps for the great mag, catch ya later.

RICHARD HARRY, AUSTRALIA.

THE TRUTH...

1. Hmm. Not very likely with Nintendo's family image. It wouldn't be very good either would it? Wait until you're old enough and do it for real.

2. I don't think tan N64 version of the first ever video game, **Pong,** ***would go down extremely well.***

3. Yeah, it would sure teach the kids about numbers and the art of slyness.

I think any Nintendo programmer that paid attention to your ideas would not be working for Hiroshi much longer. I think you're being sarcastic...? **T64**

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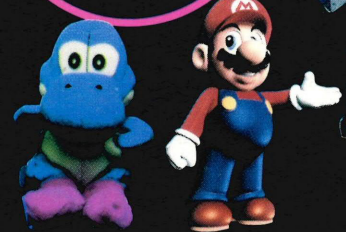

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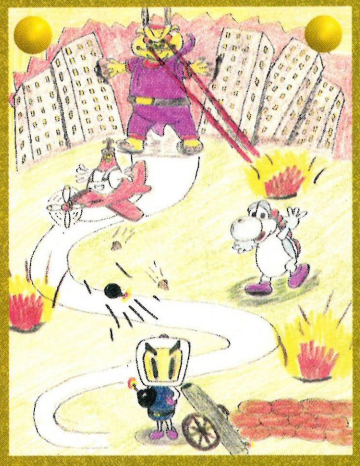
NEW BARNET, HERTS



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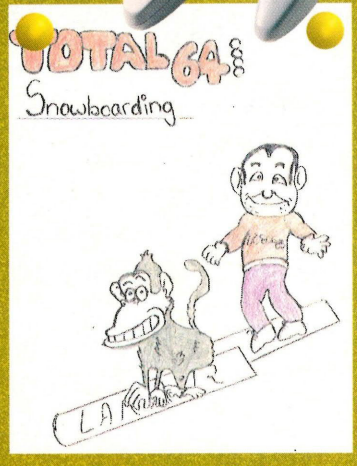

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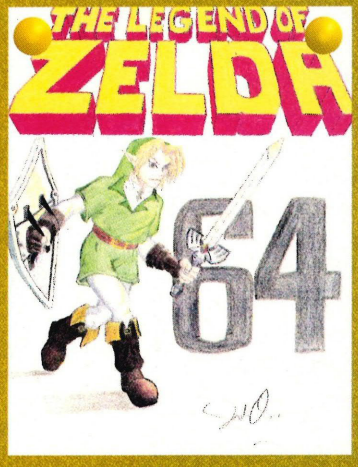

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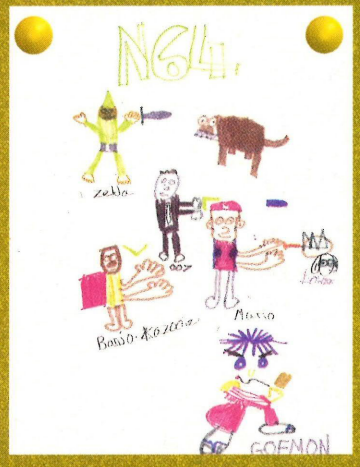

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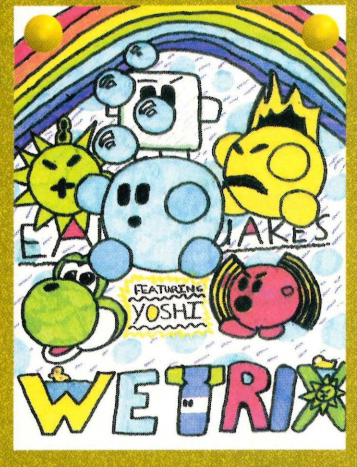

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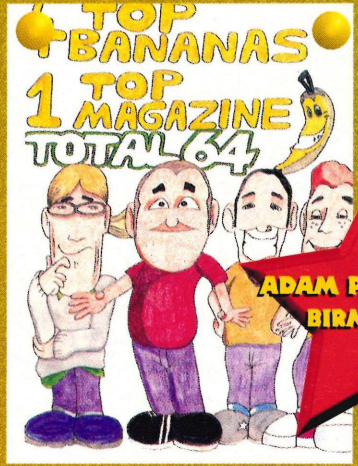

ADAM PAGE – AGE 15
BIRMINGHAM

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.

HIGH SCOR

1080° SNOWBOARDING

AIR MAKE
Ian Onions – 12450 pts

HALF PIPE
Ian Onions – 26990 pts

CRYSTAL LAKE
Ian Onions – 1'03.38
Ian Onions – 26545 pts

CRYSTAL PEAK
Ian Onions – 1'29.59
Norman Obaseki – 21340 pts

GOLDEN FOREST
Ian Onions – 1'20.72
Ian Onions – 21630 pts

MOUNTAIN VILLAGE
Ian Onions – 1'35.32
Ian Onions – 22400 pts

DRAGON CAVE
Norman Obaseki – 1'30.09
Ian Onions – 20770 pts

DEADLY HALL
Ian Onions – 1'10.07
Ian Onions – 64475 pts

LYLAT WARS

CORNERIA
Rob Pierce – 275

ZONESS
Andrew Robson – 347

METEO
Andrew Robson – 426

AREA 6
Greg Ihnatenko – 535

SECTOR Y
Andrew Robson – 253

SECTOR X
Andrew Robson – 288

KATINA
Adam Misosky – 264

MACBETH
Andrew Robson – 232

AQUAS
Andrew Robson – 202

AREA 6
Greg Ihnatenko – 535

FORTUNA
Arron Taylor – 87

SECTOR Z
Dimitri Jarazraj – 122

BOLSE DEFENCE
Dimitri Jarazraj – 269

TITANIA
Andrew Robson – 264

SOLAR
Andrew Robson – 144

VENOM
Andrew Robson – 263

GOLDENEYE 007

DAM
Thomas Yorke – 00:49

ARCHIVES
Tom Nunn – 00:26

FACILITY
Thomas Yorke – 01:09

STREETS
Thomas Yorke – 00:52

RUNWAY
Terry "Raspberry" Perry – 0:20

DEPOT
Robert Ireland – 00:28

SURFACE
Thomas Yorke – 01:02

TRAIN
Nicky Postma – 1:54

BUNKER
Terry "Raspberry" Perry – 0:24

JUNGLE
Simon McCallum – 1:54

SILO
Danny Dunn – 1:48

CONTROL
David Jones – 05:54

FRIGATE
Thomas Yorke – 00:36

CAVERNS
Thomas Yorke – 01:21

SURFACE
Tom Nunn – 1.02

CRADLE
Thomas Yorke – 01:10

BUNKER
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AZTEC COMPLEX
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EGYPTIAN TEMPLE
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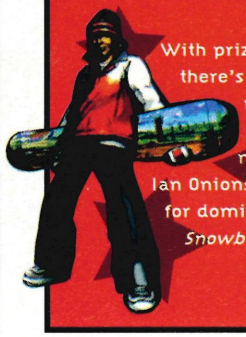
WIN WITH T64!

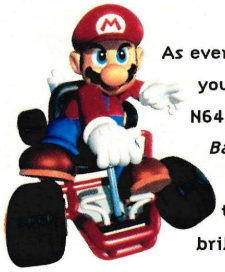


With prizes every month, there's now even more reason to send in your scores. This month's winner is Ian Onions from Wiltshire, for dominating the *1080° Snowboarding* scores.

WINNER
IAN ONIONS

RUNNERS-UP
GEORGE WEIF
THOMAS YORKE
TERRY PERRY
ANDREW ROBSON

ES



As ever, this month's High Scores are sponsored by Excitement Direct. Why don't you check out their advert on page 81 for some great deals on all things N64. The lucky winners will be receiving a copy of our Top Banana game, *Banjo-Kazooie*, which we think is a pretty fantastic prize. So if any of you out there fancy the chance of winning yourselves some great freebies, then send us your scores with the appropriate evidence (photos, videos or bribes) to the usual address. You never know, next time it could be you!

MARIO KART 64

LUIGI RACEWAY

UK Race	1'39.63	Steven Canuck
UK Lap	0'31.77	Richard Dunn
US Race	1'23.10	George Weif
US Lap	0'26.61	George Weif

TOAD'S TURNPIKE

UK Race	2'08.27	Richard Dunn
UK Lap	0'40.31	Richard Dunn
US Race	2'37.29	George Weif
US Lap	0'52.31	Michael Harmsen

WARIO STADIUM

UK Race	0'22.03	Rob Pierce
UK Lap	0'06.14	Lewis Evans
US Race	1'06.37	George Weif
US Lap	0'07.95	Nick McCarty

DK JUNGLE PARKWAY

UK Race	0'35.01	Rob Pierce
UK Lap	0'05.66	Danny Dunn
US Race	0'52.96	George Weif
US Lap	0'07.39	George Weif

MOO MOO FARM

UK Race	1'23.53	Rob Pierce
UK Lap	0'30.18	Danny Dunn
US Race	1'19.49	George Weif
US Lap	0'26.22	George Weif

FRAPPE SNOWLAND

UK Race	0'28.12	Steven Canuck
UK Lap	0'06.66	Danny Dunn
US Race	0'26.13	Loustarinen Tata
US Lap	0'5.56	George Weif

SHERBERT LAND

UK Race	2'05.14	Rob Pierce
UK Lap	0'41.91	Steven Cosker
US Race	1'53.99	Chris Mackiewicz
US Lap	0'42.40	George Weif

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	0'09.30	George Weif

KOOPA TROOPA BEACH

UK Race	1'40.17	Richard Dunn
UK Lap	0'32.61	Richard Dunn
US Race	1'26.19	George Weif
US Lap	0'27.59	George Weif

CHOCO MOUNTAIN

UK Race	1'40.70	Steven Canuck
UK Lap	0'30.50	Richard Dunn
US Race	1'32.76	George Weif
US Lap	0'30.30	George Weif

ROYAL RACEWAY

UK Race	2'08.76	Rob Pierce
UK Lap	0'42.52	Danny Dunn
US Race	1'48.73	George Weif
US Lap	0'35.89	George Weif

BANSHEE BOARDWALK

UK Race	2'08.77	Rob Pierce
UK Lap	0'42.56	Richard Dunn
US Race	1'50.70	George Weif
US Lap	0'36.50	Loustarinen Tata

KALIMARI DESERT

UK Race	2'12.98	Rob Pierce
UK Lap	0'41.67	Danny Dunn
US Race	1'51.67	Loustarinen Tata
US Lap	0'34.91	Loustarinen Tata

MARIO RACEWAY

UK Race	1'02.63	Steven Canuck
UK Lap	0'20.23	Richard Dunn
US Race	0'57.63	George Weif
US Lap	0'18.29	Thomas Jr

BOWSER CASTLE

UK Race	2'17.71	Rob Pierce
UK Lap	0'45.64	Richard Dunn
US Race	1'58.24	Loustarinen Tata
US Lap	0'39.20	George Weif

RAINBOW ROAD

UK Race	4'55.63	Danny Dunn
UK Lap	1'35.60	Mark Phillips
US Race	5'02.04	George Weif
US Lap	1'22.55	George Weif

DIDDY KONG RACING

ANCIENT LAKE

UK Race	0'43.05	Justin Marshall

WALRUS COVE

UK Race	1'42.01	Roger Asquith

FOSSIL CANYON

UK Race	1'12.46	Roger Asquith

CRESCENT ISLAND

UK Race	1'17.43	Nicky Wallis

HOT TOP VOLCANO

UK Race	1'16.35	Nicky Wallis

WINDMILL PLAINS

UK Race	1'49.54	Justin Marshall

JUNGLE FALLS

UK Race	0'48.54	Roger Asquith

DARKMOON CAVERNS

UK Race	1'52.47	Mike Crampian

SNOWBOARD KIDS

ROOKIE MOUNTAIN

UK Race	0'35.00	Jon Austin

GRASS VALLEY

UK Race	1'54.58	Jon Austin

BIG SNOWMAN

UK Race	2'13.57	Jon Austin

DIZZY LAND

UK Race	1'51.24	Steve Takle

SUNSET ROCK

UK Race	2'11.18	Jon Austin

NINJA LAND

UK Race	0'27.96	Nick Jones

NIGHT HIGHWAY

UK Race	1'46.00	Steve Takle

QUICKSAND VALLEY

UK Race	1'45.30	Nick Jones

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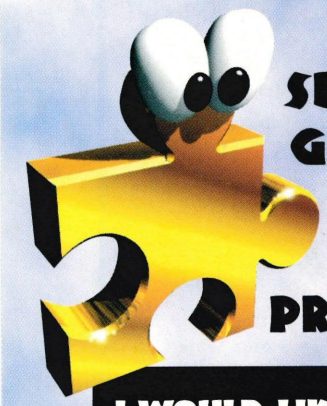

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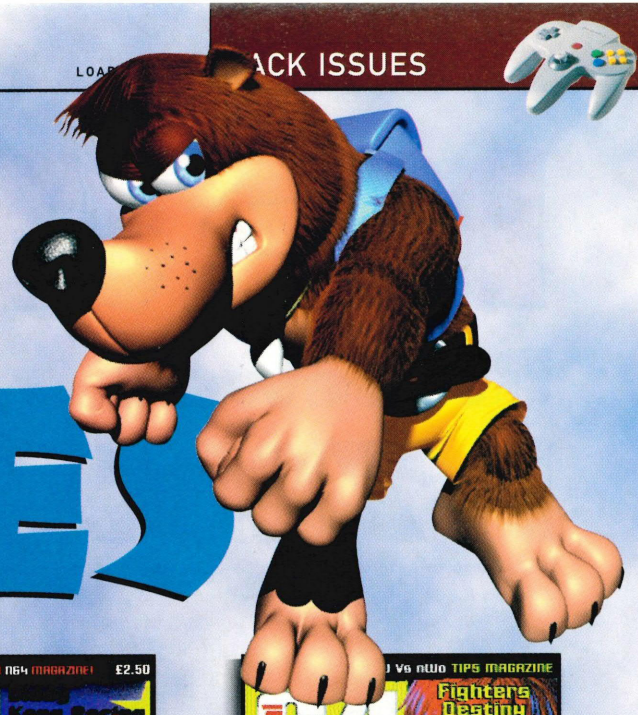

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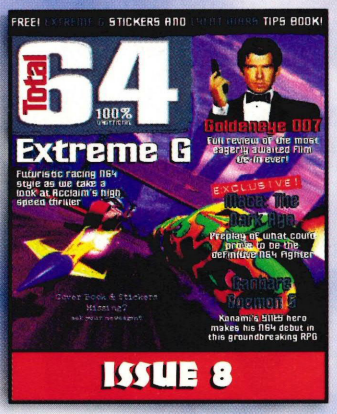

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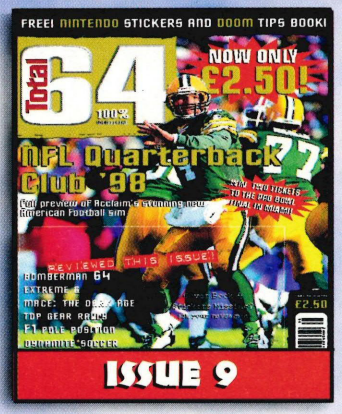

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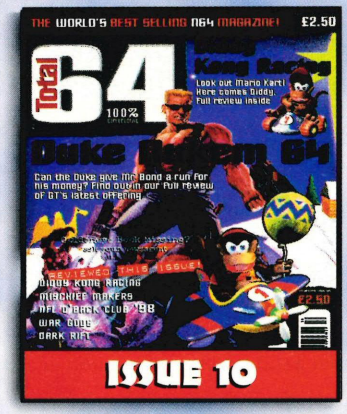

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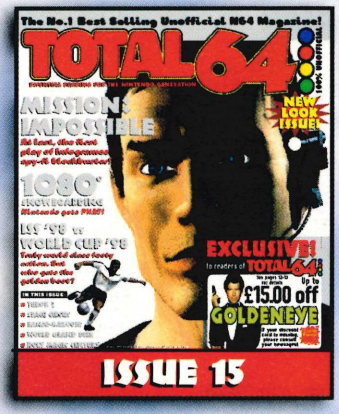

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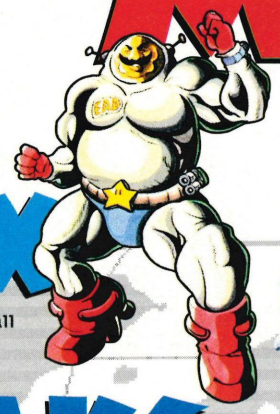

Reviewed

F-ZERO X

If Japanese release dates are to be believed, we'll have the full story on the best racing game ever made!

BIO FREAKS

3D fighting taken to the extreme... Not only can you walk around your opponent but you fly as well!

TIPPED!

GT 64: CHAMPIONSHIP EDITION

Everything you ever wanted to know about the N64's best racing game – and that's not all, we may have some tasty *GT* related prizes for YOU to win as well!

IGGY'S RECKIN' BALLS

Iguana continue to amaze on the N64 and their latest title is no exception – it's a three dimensional racing-fighting game with balls! We'll explain more next month...

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BANJO-KAZOOIE

A complete solution to Rare's *Mario*-drubber! Every jigsaw piece discovered! Every note unearthed! Every Jinjo freed!

Previewed

BODY HARVEST

Insects are all around us and they're taking over the world! Time travel trough history and zap those pesky aliens before they munch their way through half of humanity!

And we ask...

WHATEVER HAPPENED TO THE GAMEBOY?

Nintendo's evergreen console is now ten years old and to celebrate, we'll have a special feature discussing what you can expect from the Gameboy over the next year. Pocket Camera, Gameboy Colour, Pocket Monsters and much, much more!

MORTAL KOMBAT 4

Can Midway resurrect the flagging *MK* series? We'll have a good idea when we finally get our hands on this potential *Fighters Destiny*-beater.

MISSION: IMPOSSIBLE

It's finally complete – we'll give you the complete lowdown on the game we've all been waiting for!

DON'T MISS THE NEXT ISSUE OF TOTAL 64... OH MY GOSH, ARE YOU READY FOR THE REWIND?

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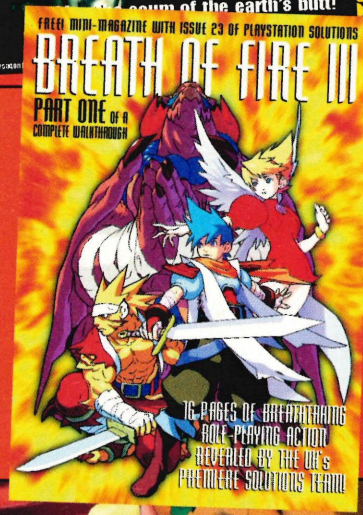

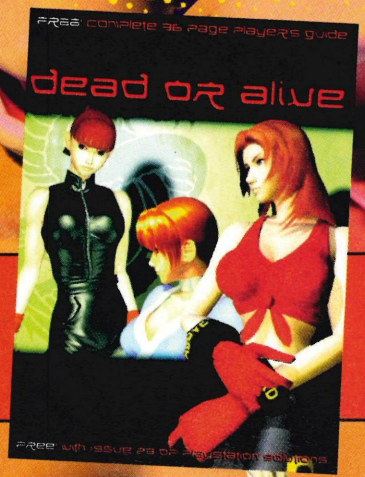

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ADS Publisher Services Inc
3400 Dundee Road
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PUBLISHED BY
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Exeter, Devon, EX4 4EP.
Tel: 01392 495155 Fax: 01392 491135

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.

"BANJO'S GONE TO THE TOWER, TURN IT UP - I NEED MORE POWER!"

Yet another great game from Rare... Of course, I'm talking about *Banjo-Kazooie* – at last someone's made the impossible possible. In other words, someone's made a platformer that's better than *Mario 64*! And the best thing is that by the time you read this, you'll be able to buy it – are Nintendo sorting it out, or what?

And judging by the state of play at the E3 (yes, I am still recovering from the jet lag) Nintendo are, at last, really beginning to show the sort of software that we all know they're capable of.

Oh, and the big news on the Total 64 front is that I'm off to work on a secret project (very hush-hush) so I'm leaving the magazine in the 'capable' hands of Simon 'The Lips' Phillips and his trusty sidekick, Steve Tackle. This begs the question, can Steve tackle The Lips? Or can The Lips get round the... Ahem. Well, the jokes are endless, in a sort of two joke type of way.

Anyway, you'll be hearing a lot from the new Total 64 duo over the coming months and with a name like Lips and Tackle, they've just got to be a riot!

So for now, I bid you a fond farewell, Nintendo lovers everywhere.

Good night and thanks...

Nick

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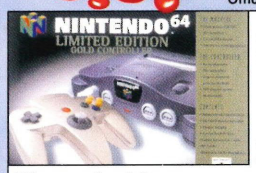

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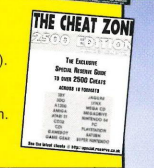

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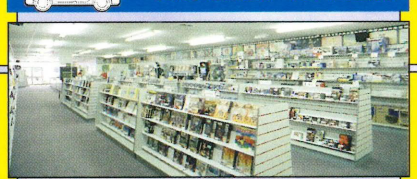

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