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PREVIEWS N GEX 64 64MATION N HYBRID HEAVEN N WIPEOUT 64 N S.C.A.R.S.

FEATURE N GAMEBOY SPECIAL GUIDE N FORSAKEN SOLUTION PART TWO

RAPIDE PUBLISHING

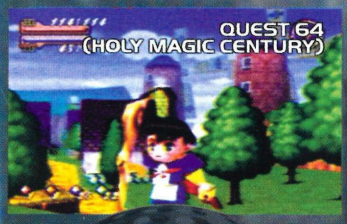
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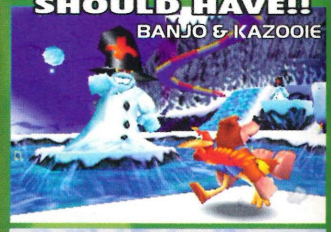
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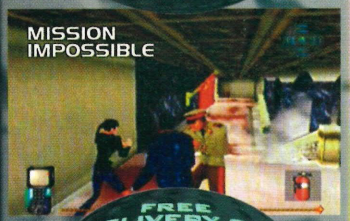
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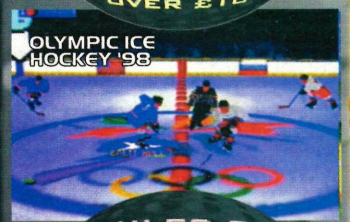
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FEATURE

26. WHATEVER HAPPENED TO THE GAME BOY?

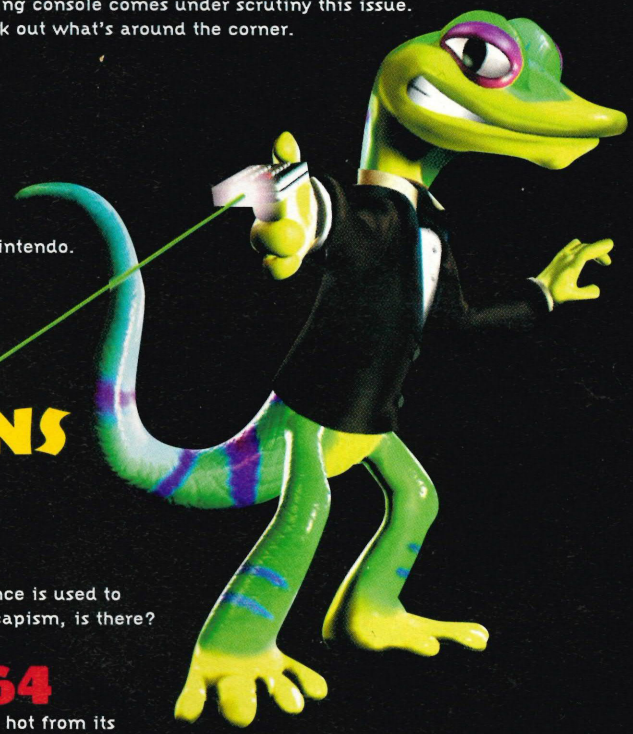
The world's most phenomenally enduring console comes under scrutiny this issue. We examine its lasting appeal and check out what's around the corner.

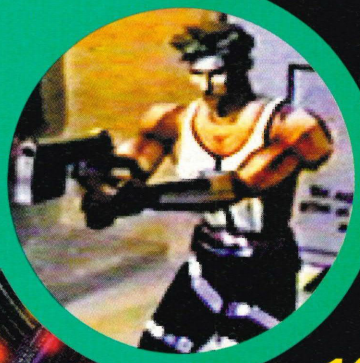


PREVIEW

22. GEX 64

The fast talking lounge lizard works his way over to Nintendo. We bring you a first peek into the gecko's grotto.





64-MATIONS

14. HYBRID HEAVEN

The future is a bleak place where science is used to despicable ends. Nothing like a little escapism, is there?

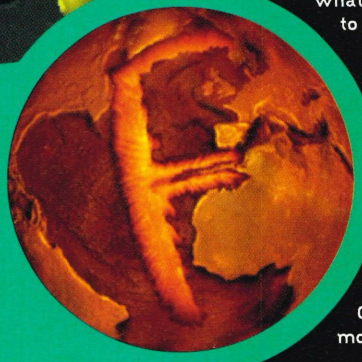


16. WIPEOUT 64

The benchmark futuristic racer is flying onto the N64, hot from its success on a certain other console. And we've seen it. Yes, we have!

18. S.C.A.R.S.

What would happen if you took a bunch of beach buggies and grafted animal-like qualities on to them? The result may be quite a lot like *S.C.A.R.S.*, really.



SOLVED

70. FORSAKEN – PART II

Good news for all of you out there who followed our exhaustive *Forsaken* guide last month: here's how to get to the end!



CONTENTS

REVIEWS

34. MISSION: IMPOSSIBLE
This is the game that the world has been holding its breath for so long for – which explains why so much of our planet is blue – but is it any good?

40. MORTAL KOMBAT 4
Isn't it about time that the Nintendo had a beat-'em-up to shout about? It is, as it happens. Handy that!

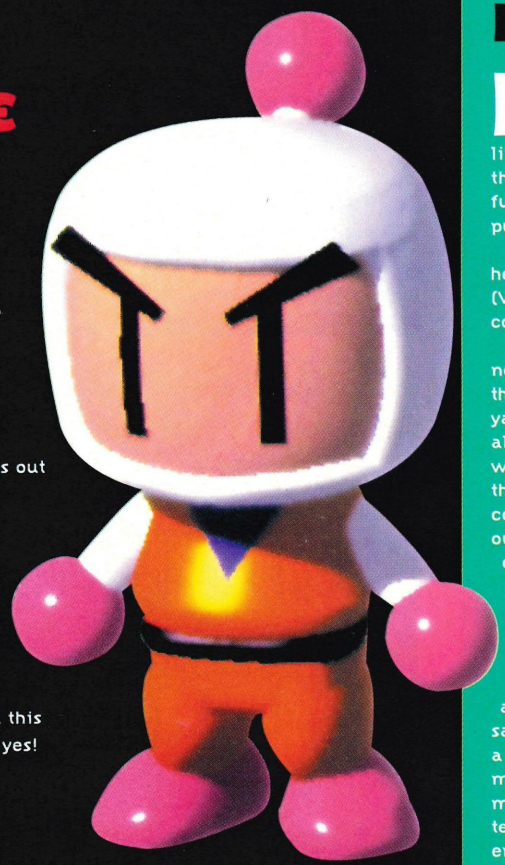
46. QUEST 64
The first RPG hits our curvaceous console and turns out to be... Well, read our review to really find out.

52. BIO-F.R.E.A.K.S.
This is the month that will become known as beat-'em-up heaven. And this game has jetpacks and lasers – oh yes!

56. BOMBERMAN HERO
The grid-locked champion swaps his mazes for side-on platforming antics but does the bombtastic playability remain intact?

60. VIRTUAL CHESS
Those of you with no friends and a burning desire to play chess should take a peek at this 'amusing' update of the classic game.





THE REST

82. Cheaty Monkey
86. The Firing Line
91. Pics Win Prizes
92. High Scores
94. Subscriptions
95. Back Issues
97. Next Month
98. Sign Off

EDITORIAL

It's been a month full of turmoil and upheaval here at the T64 tower. The boy Jones has said his farewells and limped off into the sunset, so spare a thought for him, as you realise all the fun he missed out on while we were putting this issue together.

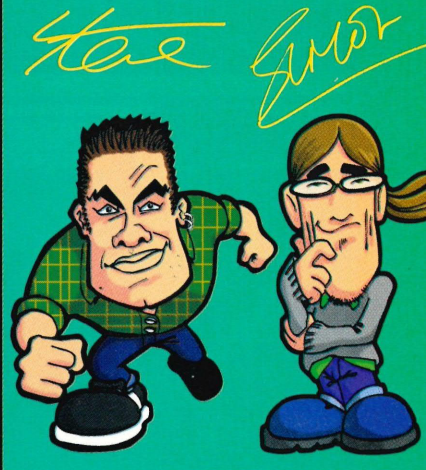
By 'we', I do mean we, for at the helm of your favourite Nintendo oracle (Who said orifice? Go and stand in the corner!) are two chummy chaps.

Lips will be familiar to you all by now, but fear not, for I am here to be the balance to his ballast, the ying to his yang – he's the lady to my man! We've already started as we mean to go on as we play 'good editor/bad editor' with the staff writers (I was the good guy, of course!) and my genial good-natured outlook on life has made the perfect counterpoint to Lips' almost tyrannical outbursts as the deadline gradually loomed ever nearer.

What our new double act means to you lot out there in the real world, is twice the fun, twice the dedication and twice the trouble and all for the same price of admission. It's just like a Saturday afternoon double bill at the movies! So sit back, flick through the mag and pick the popcorn out of your teeth, as we bring the world of Nintendo entertainment to you.

Ladies and gentlemen, I give you...

LIPS AND TACKLE!
– That's me on the end, that is!



NEWS

UK RELEASE DATES

JULY 1998

Cruis'n World (Midway)
Banjo-Kazooie (Rare/Nintendo)
Iggy's Reckin' Balls (Iguana/Acclaim)

AUGUST 1998

Rev Limit (Seta)
Deadly Arts (Konami)
Chopper Attack (THE)
Quest 64 (Konami)
Tonic Trouble (UbiSoft)

SEPTEMBER 1998

Castlevania 64 (Konami)
Buck Bumble (Argonaut)

OCTOBER 1998

BioFreaks (Midway)
Extreme G 2 (Acclaim)
International Superstar Soccer '98 (Konami)
Mission Impossible (Infogrames)
Bomberman Hero (Hudson)
Twisted Edge Snowboarding (Boss)
F-Zero 64 (Nintendo)
Body Harvest (DMA)

Tell me about your mother

Since the arrival of the N64, one of the most long-awaited and exciting prospects for the 64DD has been Nintendo's huge fantasy role playing adventure, *Earthbound 64* – known in Japan as *Mother 3*. News has just emerged that the game has been moved from 64DD to cartridge, which is both good and bad. It's good because it means that we in the West will almost definitely see it, and bad because it may be that Nintendo have had to scale down their ambitious project to fit it onto a cart, although it is a massive 256 megabits.

The news has fuelled the rumours that the 64DD is dead. Total 64 reckons that this is unlikely for many reasons – one of them being Howard Lincoln's speech at E3 – and then there is the fact that Nintendo have now announced an *Earthbound* add-on disk.

Earthbound itself is an RPG which will be different than, but possibly more than a match for, *Zelda*. It is already being touted as a unique experience for every player, as the way you act can shape the game in large ways.

For example, you can plant a tree at the base of a cliff, then later in the game, when that tree has grown, you can use it to get up the cliff. With the add-on disk, it will also make use of the 64DD's internal clock, running the game in real-time. If you start playing at four in the afternoon and go back to it at ten at night, the sun would have set, plunging the land into darkness. The disk will also give you the chance of going back into the world as different characters, with different tasks to perform, and there is the option of future disks with new adventures in the same world.



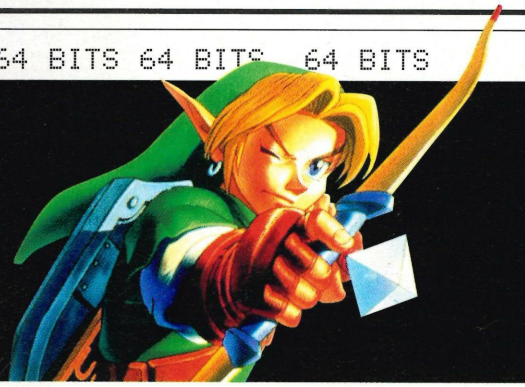
Earthbound 64 will not just feature one playable character, but around ten, all of whom will have different tasks to complete. Nintendo say that there should be around 60 hours gameplay for an RPG expert, and a whole lot more for the rest of us. More news as we get it. **T64**

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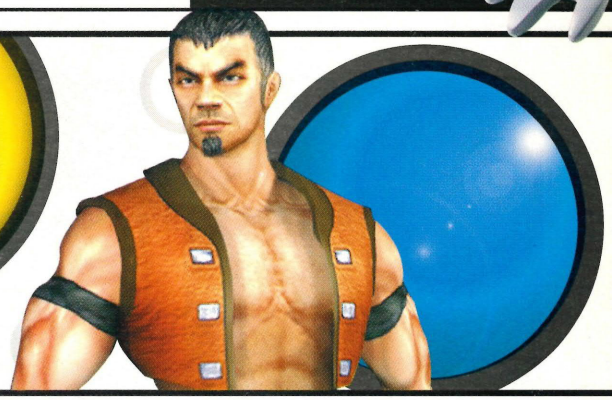


ZELDA TEAM SPLITS!

Nintendo messiah, Shigeru Miyamoto (All Hail!) has revealed his plans for the *Zelda* team once the game is completely finished. "Once we finish *Zelda 64*," says Miyamoto, "the team will be split in two. One will work on a sort of sequel while the other team will be working on a brand-new game using the *Zelda* engine. This will speed up game development." After the delays *Zelda* has faced, we certainly hope it does too, Shigs. Nintendo do not usually adapt game engines like this, and it is thought that Rare might have inspired them with *Perfect Dark*.



PAGE 6: Earthbound 64, Zelda.
PAGE 7: Winback, Goemon.
PAGE 8: Ogre Battle 3, Virtual Pool, Fighting Force.
PAGE 9: Knife Edge, Sony and Nintendo cooperate?
PAGE 10: Evil Ant, Battletanx, World Grand Prix.
PAGE 11: Charts.
PAGE 12: Banjo-Kazooie sequel, Top Gear Overdrive.
PAGE 13: Peripheral Vision.



Be a winner

Any of you N64 owners out there suffering from the *Metal Gear Solid* blues (but with *Goldeneye* and *Perfect Dark* on the way, are you mad?) should be overjoyed to hear that Koei are working on *Winback*, a third person perspective game which so far looks quite similar to the Konami PlayStation title. You control Jean-Luc Cougar or his female assistant, both of whom work as agents for an anti-terrorist outfit called S.C.A.T., and must avoid detection whilst infiltrating lairs and saving hostages.





The idea is very similar to the adventures of Solid Snake, with the emphasis being not on shooting, but on stealth and avoiding detection. Cougar has over 350 actions to help you achieve this, and if you can't avoid being detected, he has a supply of weapons such as flamethrowers, explosives and machine guns to give him a hand. One of the most useful looking manoeuvres is the ability to lock on to your enemies and, for example, roll sideways to avoid gunfire while keeping them targeted – something that was missing in *Goldeneye*.



There are currently four areas in which the action takes place, these being some office grounds and an office building, an abandoned factory and a control centre. *Winback* is indicative of the interest that many more Japanese companies are taking in the N64, which can only be a good thing for everyone. With its superb graphics and objective-based gameplay, *Winback* is looking like it could be very special indeed, and is set for a year-end import release. **T64**

NOVEMBER 1998

1080 ° Snowboarding (Nintendo)
V-Rally 64 (Codemasters)
Sim City 2000 (Maxis)
NHLPA Hockey '99
Micro Machines (Codemasters)

DECEMBER 1998

Legend of Zelda: Ocarina of Time (Nintendo)
Top Gear Racing (Boss)
Turok 2 (Iguana/Acclaim)
Nightmare Creatures
Road Rash 64 (EA)
Wipeout 64 (Psygnosis)
Superman (Titus)
Nuclear Strike (THQ)
Space Race
Hybrid Heaven (Konami)
Donkey Kong 64 (Rare/Nintendo)
Quake II (Id/Activision)

TBA

Twelve Tales: Conker 64 (Rare)
Actua Golf (Interplay)
Aeronaughts (Ocean)
All-Star Baseball '99 (Acclaim)
Andretti Racing (EA Sports)
Bio Tetris (Amtex)

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GOEMON GOES 2D!

Konami's *Goemon*, of *Mystical Ninja Starring Goemon* fame, is currently returning to his old ways: the mystical world of sideways two-dimensional scrolling. All that is known so far about the new title, is that Goemon's friends, Ebisumaru, Yae and Sasuke will all be featured, and that there will also be a two player cooperative game.





Bottom of the Ninth (Konami)
Buggie-Boogie (Nintendo/Angel)
Command and Conquer (Virgin)
Daikatana (ION Storm)
Dear Blue (Konami)
Dragon Storm (MGM)
Duke: Time to Kill (GT Interactive/Eurocom)
Earthbound 64 (Nintendo)
F1 Simulator (Video System USA/Paradigm)
Flights of the U.N. (Video System USA)
Ghouls'n'Ghosts 64 (Capcom)
Kirby's Air Ride (Nintendo)
Konami Baseball (Konami)
Looney Tunes 64 (Ocean)
Magic: The Gathering (Acclaim)
Mega Man 64 (Capcom)
MLB Strike Zone '98 (GT Interactive)
N64 Basketball (Z-Axis)
NBA FastBreak '98 (Midway)
NBA Jam '99 (Acclaim)
Off-Road Challenge (Midway)
Paperboy 64 (Mindscape)
Pocket Monster: Pikachu Genki Dechu (Nintendo)
Powerslave 64 (Lobotomy)
Powerslide (Emergent)
Robotech: Crystal Dreams (Gametek)
Roto Gunner (TecMagik)
Shadowman (Acclaim/Iguana UK)
Spooky (ICE)

US RELEASE DATES

JULY 1998

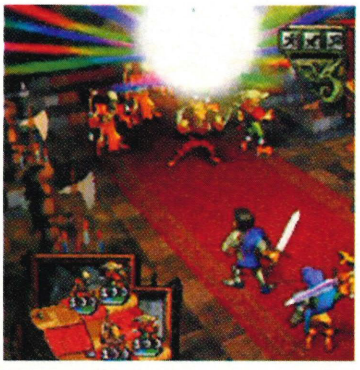
Off-Road Challenge (Midway)

Take ogre the world

Nintendo's console war with Sony, especially in Japan, is going to revolve around one thing and one thing only over the next year – RPGs. The Japanese love them you see, and it is mainly because of *Final Fantasy VII* that Sony now have the upper hand over there. *Zelda 64* should balance things out but it can only be good news for Nintendo that third-party developers are also earnestly working on RPG/strategy-type games to boost the number of N64 RPGs out there.

One of these is Quest, who're working on the tentatively titled *Ogre Battle 3*, an updated version of *Ogre Battle* on the SNES. Quest are keeping tight-lipped about the actual storyline but what is known, is that you build up and control an army, which you move around the land in real-time. When you meet other people in the countryside, you'll either talk to them or fight them depending on whether they are lawful, neutral or chaotic (remember D&D?). When you engage in battle, the screen shifts to an isometric battle screen – not wholly unlike that in the *FF* series – and your forces must duke it out with all manner of medieval magic and weaponry.

Although the *Ogre Battle 3* is currently only scheduled for a Japanese release so far, we've heard that a number of US publishing companies have apparently shown interest in releasing the game in the West. So, start looking forward to all manner of adventures involving knights, wizards, dragons and wyverns, and of course, ogres! **T64**





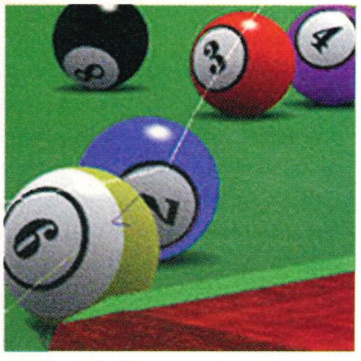


Rack 'em up!

For those of you who can never manage to get a game of pool down your local because of the big, scarred bloke who nicks your 40p when you put it on the table, *Virtual Pool 64* – which is developed by Celeris and published by Crave Entertainment – will come as something as a relief.

Crave say that *Virtual Pool 64* has an innovative and excellent control method, which revolves around spin, impact point and strength, and that the ball collision trajectories are also extremely realistic.

To put it in other words, just combine this with nine game modes, real-time lighting effects, the ability to adjust the table, and more options, stats and game modes than you can shake a long, chalked stick at, and you have what promises to be the most realistic pool simulation ever! **T64**



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NINTENDO SHARES DROP

Nintendo suffered a blow recently when their shares dropped by 470 yen to 13, 150 yen – that's a drop of four percent – on the Osaka Securities exchange.

PLAYMOBIL ON N64?

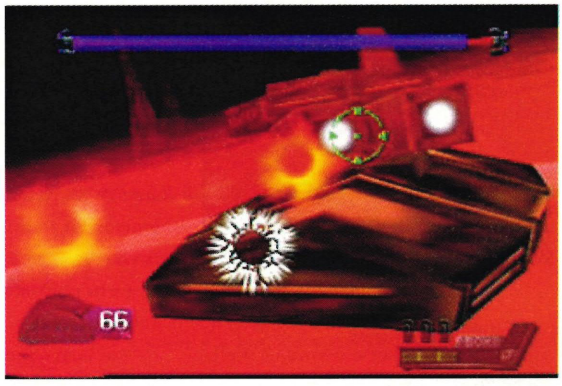
Remember Playmobil? Of course you do! Well those chunky Playmobil chaps and chapesses are set to star in their own N64 game. Oddly enough, *Hype: The Time Quest* is an RPG, where you play a fearless knight who's out for revenge against an evil Black Knight. On the way there are plenty of spells to cast, puzzles to solve, people to meet and monsters to kill. Nice.

USE THE FORCE...

Coming soon from famous *Tomb Raider* developers, Eidos, is *Fighting Force*, a scrolling beat-'em-up in the tradition of *Final Fight*, with four characters to choose from, and plenty of big weapons and manoeuvres. There are some cool ideas in the game, such as the ability – when you're playing as the obligatory wrestler character – to pick up your enemies and use them as weapons!

Walking on a Knife-Edge





For some strange reason, the N64 seems to have a shortage of decent flying shoot-'em-ups. Sure, there's *Forsaken* and *Lylat Wars*, and *Buck Bumble* on the way, but three games is not really enough. Coming soon from Kemco in a bid to sort that out is *Knife-Edge*, a roller coaster ride through the caverns of Mars.

Players can choose to play as one of three gunner characters, manning the weapons of a ship which is making a reconnaissance mission to Mars, where the Earth colonies have been overrun by mysterious alien forces. You see the action from a first-person viewpoint, blasting the enemies out of space with a target crosshair.

There is a spectacular set path through the caverns, which is also in real-time, giving you the chance to perform evasive manoeuvres when the enemy launches their rockets or lasers at you. This set path approach could make *Knife-Edge* a very linear game, but Kemco are confident that certain features that they've incorporated will prevent that from happening.

Depending on the character that you have chosen, your kill ratio and the difficulty level, new routes will become available. Backgrounds will range from alien cities to underground tunnels to alien occupied human colonies.

Rumours now suggest that although *Knife-Edge* will work with the standard N64 joypad, it may also be compatible with an upcoming N64 light-gun, which companies like Interact have expressed an interest in producing.

Knife-Edge should see be on import release this winter. **T64**

Sony and Nintendo team up



A strange piece of news has emerged: rivals Sony Music Entertainment and Nintendo will be working together, albeit without Nintendo's blessing, on the distribution of certain N64 games. "How can this be?" I hear you ask. Well, Psygnosis, who are working on several N64 games – most notably *Wipeout 64* – are part owned by Sony, so Sony are in a good position to make a deal to distribute. Geddit? Indeed, it's very shrewd work on Sony's part, as it means that if Psygnosis are adamant that they will produce N64 software, Sony will still make money from it. **T64**

Mission: Impossible (Ocean/Infogrames)
F1 World Grand Prix (Nintendo/Video System/ Paradigm)
Waialae Country Club True Golf Classics (Nintendo/T&E Soft)

AUGUST 1998

WWF: Warzone (Acclaim/Iguana West)
Iggy's Reckin' Balls (Acclaim/Iguana)
Flying Dragon (Natsume/Culture Brain)
Gex 64: Enter the Gecko (Midway/Realtime Assoc.)
International Superstar Soccer '98 (Konami/Major A)
Bomberman Hero (Nintendo/Hudson)
GT 64 Championship Edition (Ocean/Imagineer)
NFL Quarterback Club '99 (Acclaim/Iguana)

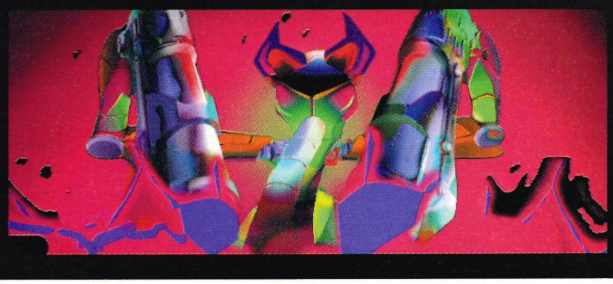
SEPTEMBER 1998

Fighting Force 64 (Eidos/Core)
Cruis'n World (Nintendo/Eurocom)
NFL Blitz '98 (Midway)
Body Harvest (Midway/DMA Design)
Buck Bumble (Ubi Soft/Argonaut)
Deadly Arts (Konami/KCEO)
SCARS (Ubi Soft/Vivid Image)
Superman: The Animated Series (Titus)
Twisted Edge Snowboarding (Midway/Boss)
WCW/NWO Revenge (THQ/Asmik)

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BUCKED UP!

Last month we misinformed you lot out there... I know that this may seem hard to believe, but we did. In our preview of *Buck Bumble* we said that the publisher was Argonaut and the development was done in-house. However, Ubisoft are, in fact, publishing the game and all that programming type stuff is being completed by Argonaut. All this will be made much clearer next month, when we have an exclusive review of *Buck Bumble*, exclusive preview of *Rayman 2* and an exciting feature on Ubisoft itself.



Q3 1998

Bust-A-Move 3 (Acclaim/Taito)
Glover (Hasbro/Interactive Studios)
Intensor (BSG Labs)
Last Legion X (Hudson)
Madden NFL '99 (EA Sports)
NASCAR '99 (EA Sports)
NHL '99 (EA Sports)
Space Circus (Ocean/Infogrames)
The Glove (Reality Quest)

OCTOBER 1998

VR Pool 64
(Crave Entertainment/ Celeris)
F-Zero X (Nintendo)
Twelve Tales: Conker 64
(Rare/Nintendo)
Extreme-G 2 (Acclaim/Probe)
Fox Sports College Hoops '99
(Fox Sports/Z-Axis)
Knife Edge (Microwares/Kemco)
Penny Racers (THQ/Takara)
Space Station: Silicon Valley
(Take 2/DMA Design)
Top Gear Overdrive
(Kemco/Snowblind)
Turok II: Seeds of Evil
(Acclaim/Iguana)

NOVEMBER 1998

Legend of Zelda: Ocarina of Time
(Nintendo)
Micro Machines V3
(Midway/Codemasters)
Tonic Trouble (Ubi Soft)
Castlevania (Konami)
Charlie Blast's Challenge
(Microwares/Kemco)
Earthworm Jim 3D
(Interplay/Vis Interactive)

Tanx for the memory



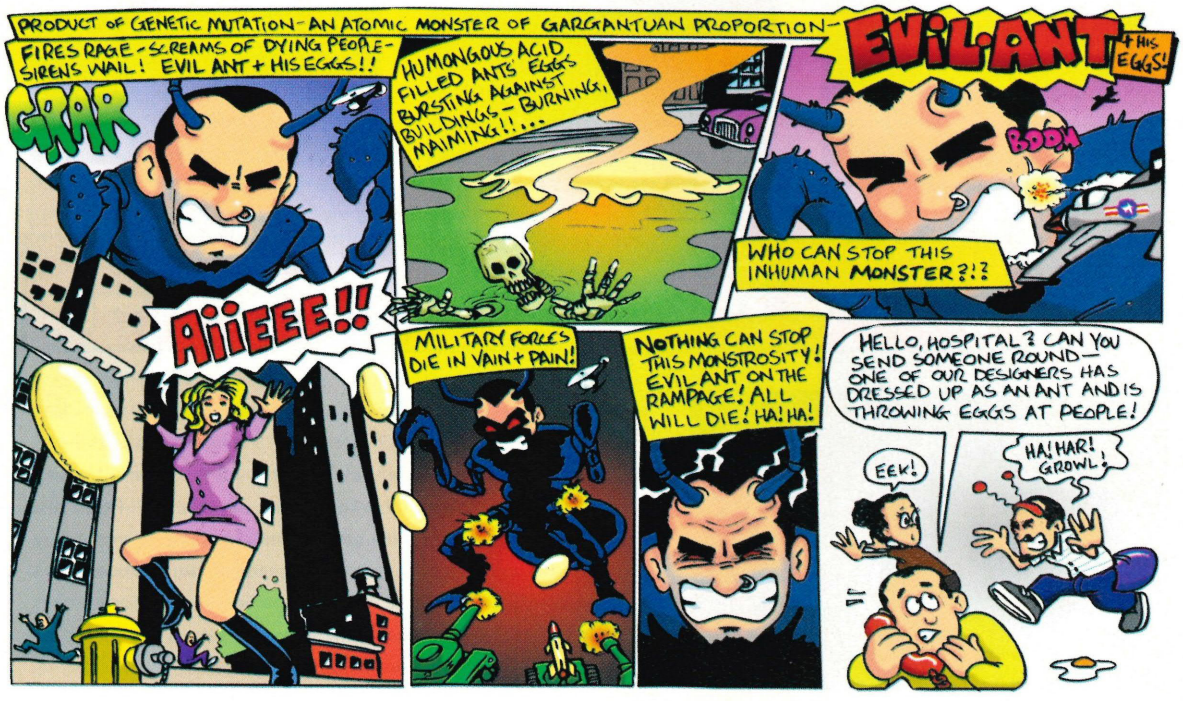
Ever had a falling out with a mate over a woman? Well, the inhabitants of the possible future in *Battletanx* would know that feeling all too well. You see, a virus has emerged from South America which targets double-X chromosomes or, to me and you, the genetic bits that make up women. As a result of this, most of the women on the planet have died and the remaining few have become all powerful and are viewed as goddesses by the men. Governments have fallen and a state of martial law has been declared. Each woman, or group of women, has amassed a tribe of men to protect her from other tribes that want to poach her to become more powerful. At the head of each tribe is a battle-lord, and this is where you come in.

You take control of one of a number of these battle-lords and, it just so happens, you have a definite penchant for settling disputes over women in a large armoured tank. There are three tanks, a battle tank, a motorcycle tank and a railgun, for you to choose from, which are all customisable and can be upgraded with nifty pieces of kit like flamethrowers, guided rocket launchers and even a nuclear bomb.

The battles take place in cities all over the States, such as Chicago and Los Angeles, where the environments are fully interactive. Anything can be destroyed; is there a building between yourself and the opponent that you are hunting down? Drive through it then! You are in a tank, after all.

The most exciting part of *Battletanx* at this stage has to be the four-player, split screen death-match, that apparently runs at a constant 20 fps, so you and your mates will be able to indulge in some total carnage!

All in all, *Battletanx*, scheduled for release by 3DO next year, is already looking quite spectacular. **T64**



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DEVELOPERS GRAPPLE FOR WRESTLING RIGHTS

Electronic Arts has bought the lucrative rights to World Championship Wrestling (WCW) from THQ, the company that provided the N64's excellent *NWO vs WCW* game. In return, THQ have now signed a ten-year deal to produce games for WCW's competitors, the World Wrestling Federation (WWF). Acclaim, who have developed WWF games for years, will release their last WWF game, in the form of *Warzone*, next month.

A GOOD GRAND PRIX GAME?

Paradigm, who brought us the excellent *Pilotwings*, are working on a game that could stand head and shoulders above the other Grand Prix games on the N64, which have so far all proved disappointing. The game, even at 60% completion, manages to run smoothly and at a high rate, with loads of other cars on-screen at once. There will be a host of drivers and cars, and all the authentic tracks to race around once the game is completed. More news next month.

GAME CHART ATTACK

Our charts are now compiled and supplied by those lovely people at GAME. If you can predict what the top five games will be next month, and are lucky enough to get picked out of Total 64's hat, you could win a game of your choice! Write on a postcard to the usual address and don't forget to tell us which game you'd like if you win. You can contact GAME on 0181 9741555 or visit them at their website at www.Game-retail.co.uk.

1.	WORLD CUP '98	EA SPORTS
2.	FORSAKEN	ACCLAIM
3.	GOLDENEYE 007	NINTENDO
4.	ISS 64	KONAMI
5.	WETRIX	INFOGRAMES
6.	MYSTICAL NINJA	KONAMI
7.	YOSHI'S STORY	NINTENDO
8.	NBA COURTSIDE	NINTENDO
9.	RAMPAGE WORLD TOUR	GTI
10.	WCW VS NWO	TH*Q
11.	SNOWBOARD KIDS	NINTENDO
12.	SUPER MARIO 64	NINTENDO
13.	TOP GEAR RALLY	NINTENDO
14.	BUST-A-MOVE 2	ACCLAIM
15.	DUKE NUKEM 3D	GTI
16.	DIDDY KONG RACING	NINTENDO
17.	MARIO KART 64	NINTENDO
18.	LYLAT WARS	NINTENDO
19.	QUAKE	GTI
20.	SHADOWS OF THE EMPIRE	NINTENDO

Milo's Astro Lanes (Crave/Player 1)
NBA Jam '99 (Acclaim/Iguana West)
Rat Attack (Mindscape/Pure)
Rayman 2 (Ubi Soft)
Roadsters '98 (Titus)
Rush 2: Extreme Racing USA (Midway/Atari Games)
Survivor Day One (Konami)
V-Rally '98 Arcade Championship Edition (Ocean/Infogrames)
WipEout 64 (Psygnosis)

DECEMBER 1998

In-Fisherman Bass Hunter 64 (Take 2)
Nightmare Creatures (Activision/Kalisto)
Quake 2 (Activision/Aaron Seeler Productions)
Star Wars: Rogue Squadron (LucasArts/Factor 5)

Q4 1998

All-Star Tennis '99 (Ubi Soft/Smart Dog)
Air Boardin' USA (Ascii/Human Entertainment)
Battletanx (3DO)
Chameleon Twist 2 (Sunsoft/Japan System Supply)
Dex-Drive (InterAct)
Dual Heroes (Hudson/Electro Brain)
Legend of the River King 64 (Natsume/Pack-In)
Lode Runner 64 (Big Bang)
Magic Flute (Sunsoft)

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SIAMESE FIGHTING TWIN SEPARATED AFTER BIRTH. Originally announced as one game, the sequel to the fighting game, *Hiryu no Ken Twin* (to be released as *Flying Dragon* in the US), is now turning into two separate *Hiryu no Ken Twin* titles. *SD Hiryu no Ken 64* will feature super deformed fighters and is on the way for a late summer '98 release. No details are available yet, but it is quite possible that the game will feature the popular item-collection mode from its predecessor.

Virtual Hiryu no Ken 64, the second game, is on target for a winter release. This game will be similar to *Flying Dragon*'s 'virtual mode', using a more traditional combat system with realistic characters. Could this, at last, be the holy grail we have all been praying for? We'll keep you posted...

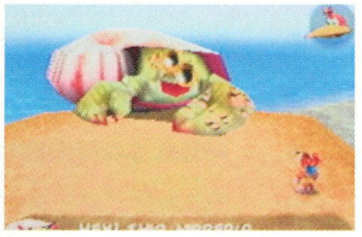


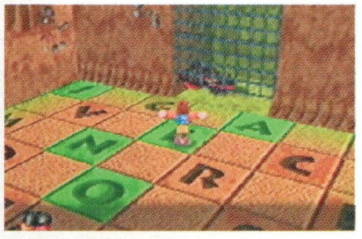
STOP PRESS

What is Banjo-Tooie?











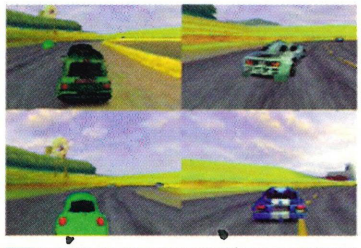
Players who've now completed their American versions of *Banjo-Kazooie* may well be wondering exactly what Mumbo is talking about at the end of the game. Without giving too much away, he shows areas of *Banjo-Kazooie* that it's impossible to access, and then says something about *Banjo-Tooie*. So what's all that about then?

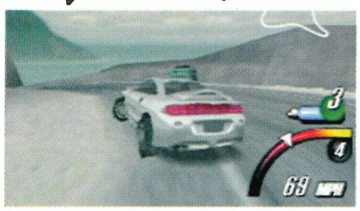
Well, just days after *Banjo-Kazooie* stormed so spectacularly onto U.S. shop shelves, Rare made an announcement that "*Banjo-Tooie* will be the official sequel to *Banjo-Kazooie* – a totally new game we'll release in 1999." Rare also confirmed that, "We've included some areas in *Banjo-Kazooie* that can't be accessed without first playing *Banjo-Tooie*. The secrets revealed at the end of the first game will only come into play during the second, so until then, you can look but you can't touch."

It isn't clear yet just how this will work, but because the game doesn't save onto joypad memory cartridge, there are only three possibilities. The game will either come on 64DD, or it will require you to collect some codes, which when used in the first game – in the sandcastle for example – will open the new worlds. It may even come on a cart – a bit like a bridge adaptor – which fits between the console and the cart.

Banjo-Kazooie owners may see this as an expansion-type rip-off at first, but the possibilities offered by Rare's original idea are very exciting. In *Banjo-Kazooie* you already have arguably the best game on the N64. *Banjo-Tooie* will most definitely be both a major improvement on the first game, and a superb game in its own right, and at the same time, it will make the original *Banjo-Kazooie* both bigger and better!

It will be interesting to see how this idea works out, but it seems as though it could provide great value for those who buy the original. **T64**







Get yourself in gear

Hot news for all you driving fanatics: Snowblind are now working on a sequel to what is possibly the best driving game on the N64, *Top Gear Rally*.

Top Gear Overdrive, set for a US release through Kemco in late '98 with a European release to follow, looks set to improve upon its predecessor whilst also being radically different. Apparently, *Top Gear Overdrive* will not be a driving simulation, as much as a cheating simulation. You will be able to force your opponents off the road using a selection of gadgets, take sneaky short-cuts which put you in the lead, and use certain parts of the background – such as hay bales and traffic cones – by knocking them over into the path of your oncoming opponents – tee, hee!

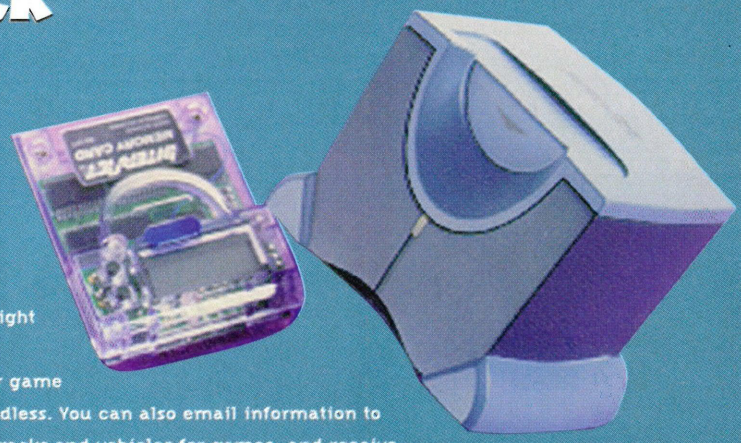
Overdrive also plans to improve on the rather disappointing showing of the multiplayer mode on *Top Gear Rally*, which should definitely please anyone who remembers the *Top Gear* games on the Super NES. This time around there will be a four-player option, as well as a two-player option with competing computer cars.

Top Gear Overdrive will also have enhanced graphics and a more arcade style feel to it and will feature seven dangerously twisting tracks (plus their mirrors) with hairpin turns and a variety of terrain, eight cars (with some secret hidden ones for you to find too), loads of add-ons and power-ups. Also included is the ability to build up cash, which can then be used to upgrade your car or buy a new one.

All in all, the game looks like it could take the title of 'best N64 driving game' when it is released. Not a hard thing to do, but we live in hope... **T64**

PERIPHERAL VISION

SUFFERING FROM A LACK OF DEX-DRIVE



You know that feeling where you've just got to the last level of *Forsaken* (eh, Justin?) and you find that the only way to save it is by wiping off your *Turok* last level save, or by buying a new memory card? D'oh! Well, if you also happen to be a PC owner, InterAct may have the solution for you. Smaller than a mouse, the DEX-Drive is a new peripheral which is, basically, a data up-link between an N64 and a PC, meaning that theoretically you can store thousands of game saves, straight onto your hard-drive.

This is not all though. The DEX-Drive also gives you the opportunity to attach your game saves to emails, so the possibilities are endless. You can also email information to your friends, receive new weapons, tracks and vehicles for games, and receive cheats from the InterAct we site or other places on the net.

The DEX-Drive will be released in October, retailing at between £30 and £40.

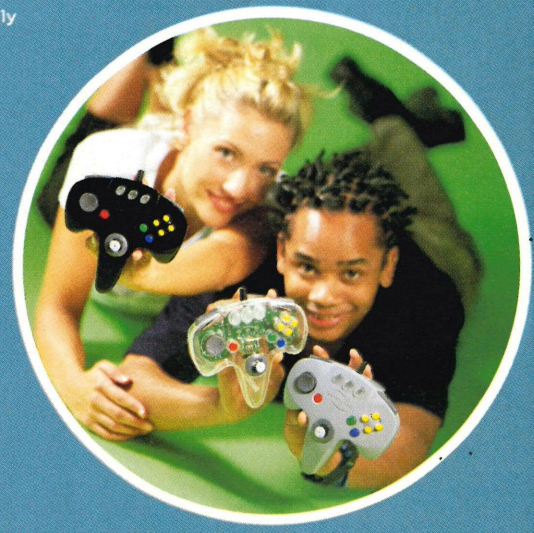
CAUGHT IN THE VORTEX



Coming soon from InterAct UK is a revolutionary new joypad, which may change the way we play 3D games forever. Or it may not. Called the Vortex 3D Control System, it looks like a joypad mounted on a tough metal base. Tilting the joypad is then used to move your character – think of it as a large version of the N64's analogue stick. You can also rotate the pad, creating the effect of a steering wheel. If you want to play more conventionally, you can just disconnect the pad from the base.

On the actual pad, there is an eight direction D-pad and ten fire buttons, as well as both auto-fire and slow-motion switches. For added value, the pad also comes with an internal memory card and rumble facility – a complete package! The Vortex sounds an extremely interesting idea, to say the least, and we'll be thoroughly playtesting it for a peripheral review next month.

GAMESTER LAUNCH IS GO!



Nintendo 64 peripheral makers Gamester are set to launch a new series of joypads in August. Taking the idea of the official pad, Gamester have remodelled it for what they believe is increased comfort and control.

The pads will be available in black, grey and clear (with red, green and blue insides) and will feature the addition of Independent Turbo Fire, Auto Fire and Slow Motion switches.

The best bit though is the competitive pricing. Gamester's pads will retail at £17.99 or £19.99 for the clear variety, compared to Nintendo's extreme pricing of £29.99. We'll be thoroughly playtesting the pads for a review as soon as we get our grubby little mitts on them.

HYBRID

Every now and again, a new game creates its own whirlwind of interest, based purely on its quality and originality. Sit down, hold tight and await the coming of the genetic storm that is *Hybrid Heaven*.



This guy has a suit of armour that Robocop would be proud of, and something tells me he's going to need it!



There are some spectacular backgrounds in *Hybrid Heaven*, such as this Neo-Industrial/Aztec style, er... hybrid.



THE LOWDOWN

PUBLISHER: **Konami**

DEVELOPER: **In-house**

EXPECTED RELEASE DATE: **TBA**

FORMAT: **Cartridge**

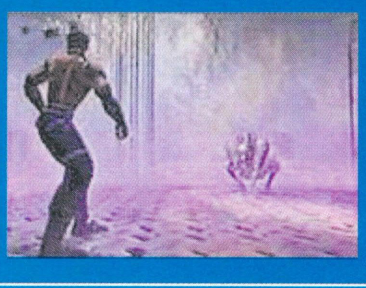
START Gameplayers and critics the world over are still eagerly awaiting the release of this much-anticipated title. *Hybrid Heaven*, which is Konami's latest baby, was first introduced to the world last year, and since then it has managed to catch the imagination of every Nintendo critic and gameplayer.

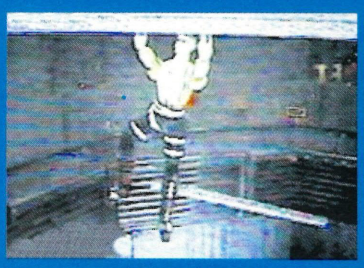
This interest peaked at the latest E3 event as *Hybrid Heaven* was finally revealed to the public, who were blown away by the new game's most obvious qualities. Both press and gameplayers alike openly commented on its highly gorgeous, smooth graphics and equally smooth gameplay.

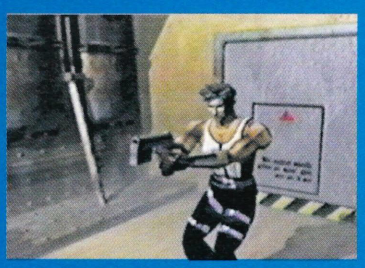
HERE'S THE SCIENCE BIT!

Hybrid Heaven is part of the 3D polygonal gang of games and is made up of 3D environments and spy-intensive plots. The game itself contains a mixture of adventure, action and role-playing elements, and takes the best qualities from each game genre. However, it still uses the more usual role-playing antics such as menu-driven decisions and superb graphic scenes.

One major difference from the rest of the role-playing crowd though, is in the combat decisions. Here *Hybrid Heaven* has taken a big step forward, breaking from the norm. Is it possible? With most other role-playing games, as soon as you're in a combat-based section, you have to switch to another screen for the combat options. However, in *Hybrid Heaven*'s combat scene, only the camera angles change, moving in a turn-based combat sequence, and so giving you greater scope and visual enjoyment of the fighting scene, which is pretty cool!



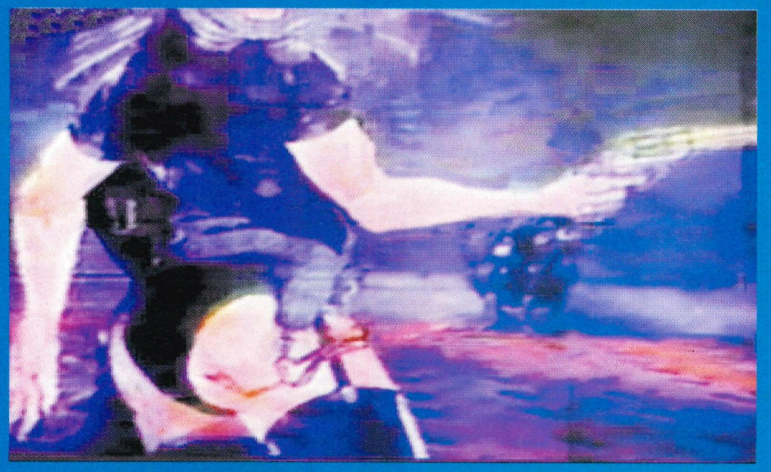




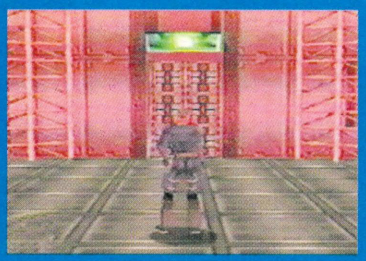
HEAVEN



Obviously, fat grey zombies will have a part to play in the game, but we won't tell you what it is... yet!



At last, the N64 has something to match the celluloid-free wiggle of the young Ms. Croft. About time too.

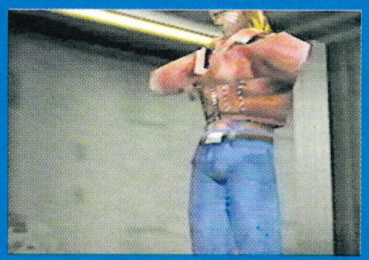


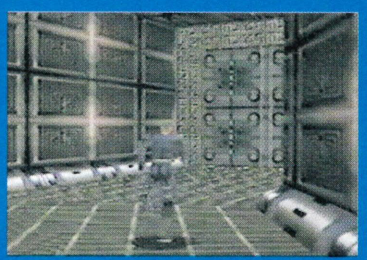
The *Hybrid Heaven* characters also learn more fighting moves, the more combat scenes you get into and so are constantly being upgraded.

YES, IT'S ANOTHER OF THOSE FUTURISTIC HELL-HOLES

"What's the game actually about?" I hear you say. Well, the player is drawn into a dank, hostile world far off in the bleak future where and – guess what – the human race has fallen into decline, the world has plummeted into turmoil and science has grown totally out of control (that's certainly the state of affairs in the T64 office already, so at least we'll be prepared for the future!) *Hybrid Heaven*'s hero is Johnny Spader, and the aim of the game is all about propelling him through the violent world, taking out any enemies that get in his way.

The plot of the game unfolds with the kidnap of the President of America by an unknown guerrilla group. Quite obviously the world is then thrown into turmoil, so our hero Johnny is sent to go and find the big man. On his search Spader and his small hard nut team become entangled in a plot of government blackmail, cover-ups and dirty deeds.



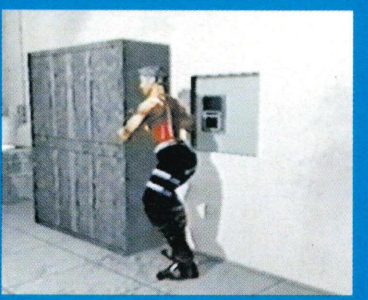


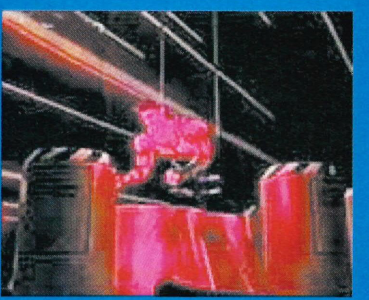
Spader eventually finds out that the government tried to create the ultimate synthetic soldier in a highly ingenious scientific project of a scope that the world had never seen before. This quite monumental human creation has now turned into the ultimate Frankensteinian demon, which is also accompanied by a band of mutant genetic freaks as it roams, becoming more physically and mentally twisted as the game progresses. Your mission is to kill them all and find the president.

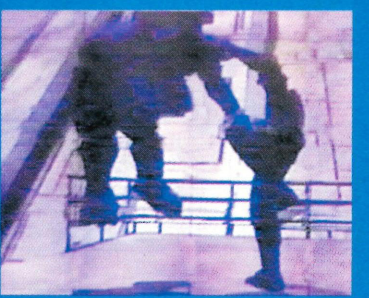
THE FUTURE IS NOW

It all sounds great, but will it really be as good as all the hype? Will it seriously set up the N64 for the new millennium? The only downside to all of this is that gamers in the West won't be able to get their hands on a copy of *Hybrid Heaven* until Christmas time.

All in all, *Hybrid Heaven* certainly looks and sounds to be a blinder of a game, and from everything that we've picked up on here at T64, we certainly can't wait to play it... and we'll get it before you! Of course, you'll be right behind us! **T64**







WIPEOUT



THE LOWDOWN

PUBLISHER: **Psygnosis**

DEVELOPER: **In-house**

EXPECTED RELEASE DATE: **Q4 '98**

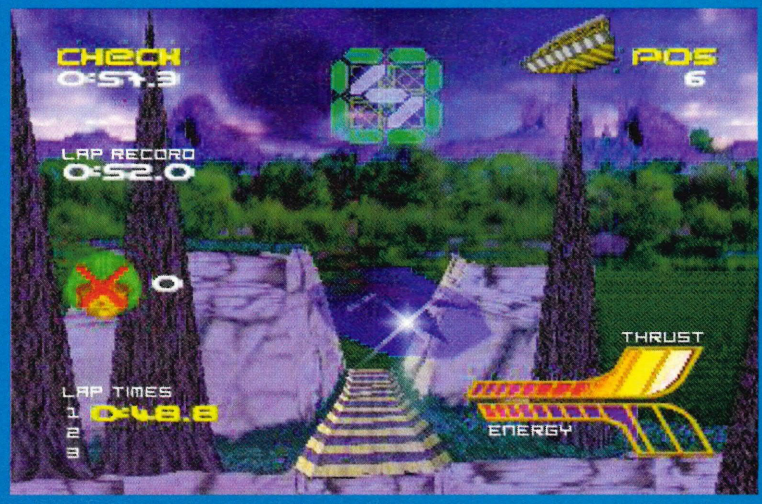
FORMAT: **Cartridge**

T64

There's a time when the future of racing will be very cool and for us N64 owners that time will be very soon indeed...



Admittedly it looks just like the PlayStation version but you can bet that Psygnosis will work some serious 64-bit magic.



We're not sure how they've done it but look at the view into the distance, and there's no sign of fogging!

START There was once a time when racing games were easy; you just tried to drive a pretty silly looking collection of pixels around an all too simple track. Of course, all that has changed and racing games have now not only been graphically enhanced but have also become a damn sight more complicated. Thanks to *Mario Kart* the world got its first racing game with added weapons and thus the whole concept of tactical (and what's more, evil) racing was born.

Now arguably, when Psygnosis first brought *WipEout* onto the PlayStation, they were really only mixing elements taken from *F-Zero* and *Mario Kart* and then placing them in a big fat gaming cauldron. However, the game was more than that, much more. *WipEout* almost reinvented the racing genre, spawning more than its fair share of very pale imitations. When Psygnosis released *WipEout 2097* they went one better, making a title that was not only superior to its predecessor, but also achieved the rank of a timeless classic – a title which few have managed to compete with, let alone surpass.

WE'RE FLOATING IN THE AIR...

However, fear not – we're not getting all mushy about the PlayStation but rather acknowledging the achievements made by Psygnosis. What's more, as you should all know by now, Psygnosis are developing software for the N64 and the first title that they have announced is *WipEout 64*! For those of you who have never heard of any of the *WipEout* games (where have you been all of your life?) here is a brief summary of what they're all about.





Firstly – and this is probably the most obvious if you've had a look at the screenshots – *WipEout* is set in the future. This is a wild world where the Michael Schumachers of their time not only get the opportunity to crash into their opponents but also to blow them up using all manner of fiendishly evil weaponry. Obvious, too, is the fact that you race with hovercraft (well, some kind of levitating vehicle that floats above the race track) as opposed to traditional cars. The comparisons with *F-Zero X* are really pretty obvious, and no doubt the average village idiot who has read this or any other N64 magazine in the last couple of months will have seen the similarities between the two new titles.

However, there is something that definitely separates the two games, especially in the UK, and that's image. The *WipEout* series of games has always represented the very cutting edge of coolness itself – the epitome of style if you like. Therefore we expect that *WipEout 64* will quite possibly outsell even the mighty *F-Zero X* when the two are released, just in time to hit the Christmas run later this year.

WARP FACTOR NINE

One of the best things about the game on the PlayStation was its soundtrack, which featured music from the likes of the Prodigy, Future Sound of London and Fluke – all big names in the world of dance music. Whether or not this will be the case on the N64 will remain to be seen (or indeed heard). However, at the moment Psygnosis confidently predict that the sound that will feature on the N64 version will be every bit as good as its PlayStation counterpart.

All in all, *WipEout* promises to be a pretty smart racing game, featuring six new tracks, five new weapons and as many as 15 vehicles on the screen at the same time, which is really a very respectable figure. What's more, if they manage to get the four-player mode running smoothly and more importantly, quickly, we should be looking at another one of those 'must have' titles of '98. Expect a work in progress report very soon indeed. **T64**

S.C.A.R.S.

Hands up if you've like to see another futuristic racing game on the N64, one that combines elements from a number of games with some original ones, lots of weapons and speed, a four player option and some cool cars and tracks... Oh, that's nearly all of you. Well, let me introduce a new friend of mine. N64 gaming public, meet S.C.A.R.S.







START

While the N64 may not have all that much in the way of realistic driving simulations, it is the place to be for the driving games which don't try too hard to make realism their most important factor – *Mario Kart 64*, *Diddy Kong Racing* and *Extreme G* are three of the best games you can buy, *Extreme G 2* looks great so far, *F-Zero X* is out soon and is looking awesome, to say the least, and *Wipeout 64*, which we saw running just the other day at only 65% completion, seems like it could blow even Nintendo's title away. Who needs *Gran Turismo* anyway?

To carry on in this grand tradition, coming soon to an N64 near you is *S.C.A.R.S.*, which you can add to that already impressive list.

S.C.A.R.S., which stands for 'Super Computer Animal Racing Simulation', is being developed by Vivid Image, who made the excellent *Street Racer* on the SNES. So far it's looking like it will be a cross between *Wipeout* and *Mario Kart*, and it could be better than both, from what we've seen already. Like all the best games, it needs a story to set the scene. Are you comfortable? Then I'll begin...

The year is 3000 AD and human beings no longer rule the Earth. Oh no. The fools went ahead, developing their supercomputers and still not heeding the warnings of late 20th Century films such as Terminator, Terminator 2, and err...Superman III. Of course, the inevitable happened and the computers – being far more intelligent than humans – overthrew their fleshy-bodied masters and then even developed complex emotions.

Unfortunately, among these was a sense of boredom, and pretty soon the computers grew tired of whipping their human slaves and instead sought entertainment in the popular human sport of racing.

So they set about developing cars that would mimic the Earth's most fearsome animals, equipped them with powerful weaponry, and set them against each other on dangerous



The graphical effects are looking top-notch. The texture on the snow, for example, is looking superb.





Even E.T.'s spaceship won't put this car off!

THE LOWDOWN

PUBLISHER: **Ubi Soft**

DEVELOPER: **Vivid Image**

EXPECTED RELEASE DATE: **TBA**

FORMAT: **Cartridge**

tracks. All of a sudden, there was more fun than you would find in a big bag o' fun. The cars became faster, the weapons more powerful and the tracks more psychotic. Now this is where you come in...

S.C.A.R.S. has everything a speed freak could want. The graphics are most reminiscent of *Wipeout* and, even though it sounds so clichéd, they really do look stunning. Imagine the Psygnosis classic with buggies and you won't be a million miles off. It's overall tone is dark and moody, yet at the same time very bright and colourful. The game moves at a very impressive pace, often with many racers on screen, and Vivid Image are confident that the high frame-rate will be maintained throughout. Indeed, there were little or no signs of any slowdown in the version we saw running.

As you speed along the tracks in an effort to win the race, you will pick up power-ups which you can use to knock your opponents out of the race. There are no bananas and red turtle shells here though, and the weapons, instead of being the stereotypical guns and bombs, are more original and actually have a far more exciting effect on the race than simple explosions. Luckily, you can carry two weapons at any time – check out the weapons boxout below for more details.

One of the most exciting features that's going to be included in *S.C.A.R.S.* is the multiplayer option, which will allow up to four players to race around simultaneously. From the early version we played it seems incredibly fast, fun and frantic, especially when you get lumbered with the hot potato – argh! Get rid of it!

There are also three other game modes for you to play. the Grand Prix mode includes the Carbon, Crystal and Diamond Cups, plus a Custom Cup for you to put together. These are made up of several races each and represent different difficulty levels – you must



S.C.A.R.S. manages to handle loads of polygons, and therefore cars, on-screen at once, maintaining a high frame-rate.





The Lion car is overturned, but it'll soon be off again!

FEEL THE POWER

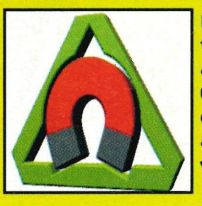
These are the power-ups that you can pick up along the way, with details of their effects.

TURBO



Like it says, a boost of turbo speed, which can be used in different ways – three short bursts or one long one.

MAGNET



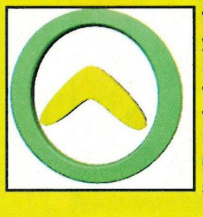
Is thrown onto the track and pulls any cars into it. Can be charged to different strengths and also destroyed with bullets.

SEEKER



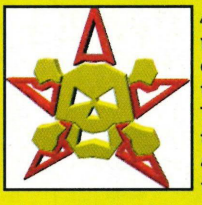
A long-range weapon, the seeker will fly around the map until it hits an opponent. A seeker that has been charged will fly further if necessary. It can be destroyed with bullets.

BOOMERANG



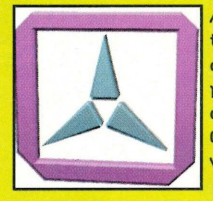
Will circle around your car until another one comes within range and will then home in on it before returning. Can be used several times.

TIMEBOMB



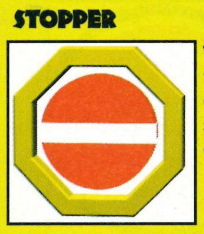
Activated when you pick it up and will explode when the timer reaches zero. The idea is to pass this 'hot potato' on to another car, if there is one close enough!

STINGER



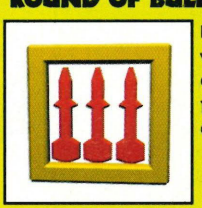
As used by the police, the stinger can be dropped behind you, puncturing the tyres of the car at your rear. Can be destroyed with bullets.

STOPPER



Will rebound cars that hit it. Can be charged to different strengths and also destroyed by bullets.

ROUND OF BULLETS



Fired forwards, these will slow down any car they hit. Can be powered-up to many different strengths.

SHIELD



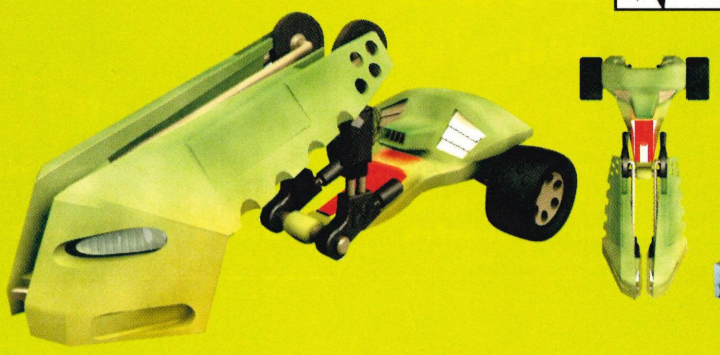
Surprisingly, this causes your car to be shielded for a while from attacks. There are no different charge levels.

LIFE IN THE ANIMAL KINGDOM

There are nine cars to choose from in the game. You can play as a cheetah, cobra, lion, mammoth, mantis, panther, rhino, scorpion or a shark. Here are some of the designs for the most impressive cars.

THE MANTIS CAR

Looks quite fragile, but makes up for this in speed. Hopefully the large claws will double up as weapons!



THE RHINO CAR

Several tons of twisted steel and a very large horn. Does this make for a powerful and frightening car? Of course!



THE MAMMOTH CAR

A match for the Rhino in terms of power and strength, and those tusks will surely provide plenty of battering fun.



THE LION CAR

The King of the Jungle, and now the King of the Road. The Lion roars across the tarmac, leaving all behind him a wreck.



THE SHARK CAR

Predatory and completely unreasonable, the Shark car will creep up from nowhere and savage his opponents.



THE OTHERS



come first in one race before you can progress to the next. Completing all of the cups will gives you access to the Mirror Mode, effectively doubling the number of tracks available to you and making it 54 in all!

Challenge mode is only available once you complete a cup, and only in one player mode. The idea is to race against one CPU opponent with the opponent, difficulty level, number of laps and track all set automatically. The best bit about this is that winning the Challenge mode gives you access to previously unavailable cars, but you'll need to be good to get them all!

Another mode, only available in one player, is the Time Attack mode (Ghost mode). Like *in Mario Kart*, this gives you the opportunity to set a new time and then race against your ghost in an effort to beat that time. Having someone to race against always shaves seconds off your time, so this is a good idea for anyone aiming for the high scores section.

The nine cars that are available in *S.C.A.R.S.* are all completely different, adding to the lastability of the game for those people who want to become proficient with all of them. There are five features which differ for each of the cars: speed, acceleration, grip, armour and weaponry. So, if a car has lots of armour, you're less likely to be blown up, but it will then be heavier and so it will have a lower top speed, although the added downforce would probably help you to turn the corners more easily – it's complicated! You'll need to experiment to see which combination of skills suits your driving abilities best.

The cars are also faithful to the animals they represent, so the Rhino will be heavily armoured while the Cheetah will be very fast. It is not yet known whether the Shark car will go underwater and eat other cars for its lunch though. Shame.

As you race, you collect points in certain categories, depending on how you have played. These are Fastest Lap, Aggressiveness, Lapping Other Cars and Perfect Bonus, awarded for finishing a race without sustaining any damage.

The tracks in *S.C.A.R.S.* are varied and original. There are nine zones, which include three tracks each, such as canyons, snow and Aztec. You can also play at night, when you have the ability to turn your headlights on and off – it doesn't sound much, but it is very cool.

Another cool feature in development is the Playback option, which is only available in one-player mode. This, amazingly enough, will show you a playback of your earth-shattering performance, which you can view from all different angles. You can also choose what camera position the car is viewed from, making it into an interactive ego-pampering road movie, of sorts.

So far, *S.C.A.R.S.* is looking like a very mouthwatering prospect. It is entering into an N64 genre which has extremely fierce competition, but its blend of features, both familiar and original, plus cool graphics and the multiplayer mode may well make it the best of its type on the N64 when it's released through Ubi Soft in a few months' time. **T64**





IN THE ZONE

There are nine zones for you to race through in *S.C.A.R.S.*, and here they are.

AZTEC



Racing right through the remains of this ancient civilisation is amazing, but you've no time to stop and look! The road surfaces change without warning, so you have got to stay alert.

ISLAND



A bit like the Koopa Beach level on the SNES, this zone sees you racing around an island paradise. Keep to the sand, as it is the fastest route through the levels.

RALLY



A twisty-turny country road. To complete all these races successfully you'll have to learn how and when to use your brakes and handbrake, as there are lots of very nasty corners.

WATER



Features underwater roads and sharp turns plus large 'boulevards', which are packed full with a huge supply of various lethal weapons. Happy blasting!

SKI



These mountain tracks are packed with nasty surprises. If you're not careful you will be slipping and sliding all over the place. The snow and lighting effects on all these levels are gorgeous.

CANYON



The tracks here all feature loads of cool variations on the standard route. Are they short cuts, or are they riddled with danger? That's for you to find out!

MOUNTAIN



In these levels there are mutant aliens that will do their best to put you off. Most of the road surfaces are off-road and there are some nasty corners.

BLADE



Set in an industrial city. Claustrophobic and polluted, it is littered with sharp 90 degree turns, which will require extreme skill.

SECRET TRACK

?

One for *S.C.A.R.S.* masters. By far the hardest tracks, these will only become available to you once you've finally become king!

GEX 64

When the multimedia dimension is threatened by total invasion by the evil and demented Rez, there is only one hero to call upon. And he's a gecko – wouldn't you know it?

START What does the console that has the world's best platform title really need right now? A championship calibre beat-'em-up, perhaps? Maybe a racer to equal the awe of *Out Run*? No, another platform game, that's what.

But wait, this one's different. This platformer is actually worth paying attention to. Think of a phenomenally enduring games icon. Bring to mind the cheeky faced antics of a famous platforming perennial. Name me one platform hero that has appeared on no less than three – soon to be four – videogames systems. And the answer is... Gex!

Bet you weren't expecting that. Well, maybe the huge lettering above this column was a bit of a giveaway, but there you go.

What we have on our hands here, is something of an enigma. Let me tell you for why...

YOU GEXY LITTLE THING!

Gex had something; that essential je ne sais quoi that propells a lame game into a name game. It could have been the cheeky asides that Gex drops into the gameplay. It might have been the formulaic gameplay that always let you know what was expected of you.



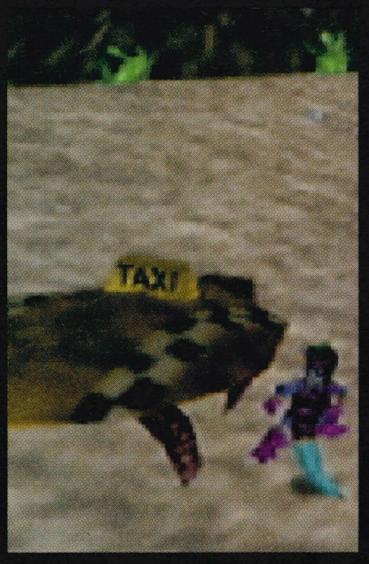
For some reason, Gex felt hesitant about diving into a large hole with a thrusting arrowhead just outside.

It may even have been the bright and cartoon-like TV world that Gex lived in. Whatever it was, Gex had enough of it to bring him back from the brink of 3DO obscurity and into the second generation of software for Sony's little grey box.

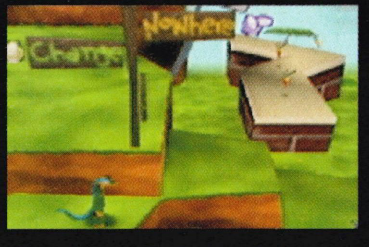
Fresh from conquering the world of the PlayStation, Gex is now headed to your curvaceous machine with all the sass and attitude for which he is justly renowned. Crystal Dynamics are busy preparing the title for its big 64-bit debut, hopefully sometime later this year.

Gex 64 itself will be highly similar to the PlayStation release, but with extra levels and additional hidden areas to make sure that the Nintendo version is the king of them all. The first extra level that you encounter is an underwater swimming level, in which the wreck of the Titanic plays a central role.

The TV worlds that Gex must enter range through cartoon comedy and Hammer style horror to kung-fu capers. Gex changes his costume to suit the world that he is in and even alters his on-screen moves to suit the theme. Expect to see Gex striking the Crane move straight out of The Karate Kid in the Kung-Fu Theatre levels. The levels that everyone in the T64 office can't wait to see are those where Gex







The signposts in *Gex 64* are as much use as those in Bristol.

dresses up as a stormtrooper from Star Wars and waves a lightsabre about. Yes!

YOU ARE STRONG WITH THE GEX!

If you are lucky enough to have seen the PlayStation version of this game, then you know what to expect. The new and improved 64-bit version of the game will be instantly recognisable to any keen devotees of the 32-bit experience. *Gex* promises to be a slick 3D platformer, that's very much in the *Mario 64* mould. The PlayStation version has been hailed in many of its reviews as a *Mario* beater, so hopes for the superior Nintendo version are very high.

The freedom of movement here is complete, with Gex being able to run in any direction, fast or slow. Gex also has the ability to use his suckered feet to scale walls and cling onto ceiling surfaces. This makes the gaming possibilities huge for the



It ain't over 'til the fat lady sings. Or lands on your head.

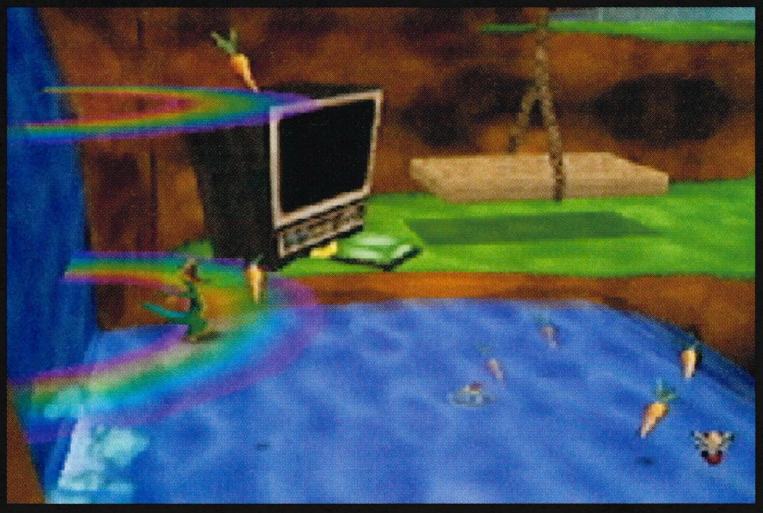
THE LOWDOWN

PUBLISHER: **GT Interactive**

DEVELOPER: **Realtime Associates**

EXPECTED RELEASE DATE: **Sept '98**

FORMAT: **Cartridge**



"Somewhere over the rainbow, way up high!" Despite the trippy nature of Toon TV, Gex looks a little jaded by it all.





"Ah 'm gonna shoot a wabbit. Wuvverly wabbit pie for me!"

little lizard's Nintendo debut. He also has a host of special moves, like his licking tongue with which he gathers up flies to boost his health. Gex also performs an effective leaping kick – karate style – which should knock any bad guy for ten. Add to this not only his well known tail-whip attack, but also the ability to grab a platform's edge with his tongue as he falls past and Gex is shaping up to be a highly controllable character.

Where the N64 scores big points over the Sony machine is in its ability to generate silky smooth graphics and extra flourishes that just make you go 'Wow!'. *Gex 64* has proved ripe for showing off such advances, with the Pre-History Channel being filled by amazing red-hot lava flows for Gex to negotiate and the futuristic Circuit Central themed levels being neon lit, Tron-style affairs with wall to wall pulsing colours.

I'VE GOT GEX ON THE BRAIN!

How effectively the programmers will deal with the age old Nintendo bug bear of misting, remains to be seen. *Gex*'s playing areas are all relatively large but the gecko in a suit moves at a leisurely pace, with the priority being on accurate and well-timed platform leaping rather than rapid exploration. Recent footage of the Nintendo version of *Gex*, as unveiled at the E3 show in Atlanta this year, suggests that it won't be too much of a problem.

From the moment that you started the game, greeted by Gex's suave "Heel-leoow!" you knew that you were in for something a bit special

One of the most attractive areas of the PlayStation version were the witty throwaway comments with which the laughing lizard would harangue the player through the game. For the UK release, these were recorded by the

REMOTE CONTROL

Gex 64 will be structured around a map screen, giving access to each world via a giant TV screen. Each world has a variety of missions to accomplish in order to receive a reward, in the form of a remote control. These remotes are essential to your progress through the game, as later levels will only be available after you've collected a set number of the little blighters.

There are three different ways to collect these remote controls: the majority wait to be found at the end of the mission on each level but finding the silver bonus remotes will take more lateral thinking. Some are hidden in devious parts of the playing area, which may remain otherwise unseen, whilst others are awarded after you've gathered a quantity of themed collectible items. This promises to make *Gex 64* a platformer with plenty of longevity underneath its pretty surface. Even when you've completed all the levels, you won't have seen it all.







Now this is what you call Flower Power!



Gex's antics makes the hunter's head spin!



Gex hitches a lift on the back of a Turtle Taxi and rides from area to area in the sea. Look out for the Titanic on the way past.



venerable Leslie Philips. From the moment that you started the game to be greeted by Gex's suave call of "Heel-leoow!", you knew that you were in for something special.





The sharks are hungry for some tasty Gecko meat!

In this area, the N64 is at a slight sonic disadvantage to its cousin, as Sony was able to stream all of the dialogue direct from CD, giving a quite massive storage area to stuff full of witty quotes and quips. Sadly, at present, it looks unlikely that Mr. Philips will reprise his role for our version of the game.

Let's hope that the Nintendo version retains all the character and charm of the PlayStation version and adds a polished sheen to the title, to bring another top calibre platformer to our little boxes of fun. **T64**

3D'OH HISTORY LESSON

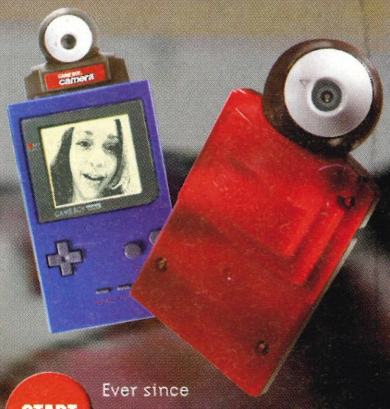
When Gex first sprang onto our screens, it was on the ill-fated and short lived 3DO console. The machine was powerful and the intention was that it would become an industry standard console base, much like Windows is to the PC world. It never happened: people just didn't buy the things, so companies never developed top software for the platform and the whole project spiralled into oblivion, to become a footnote in the annals of videogame history.

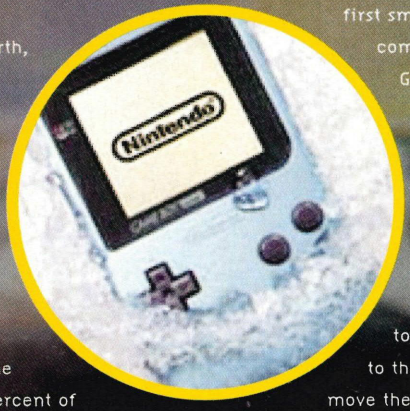
There was one survivor that refused to roll over and die. Gex had built up quite a following in 3DO-land – largely due to the comparative lack of quality software, it has to be said. What was surprising was when that self same game was released on both Sony PlayStation and Sega Saturn, people bought it in their droves. The game mixed traditional two dimensional platform antics with some wall-climbing antics and called it revolutionary. It clearly wasn't.

Fresh from conquering the world of the PSX, Gex is headed to your curvaceous machine, with all the sass and attitude for which he is justly renowned

THE NINTENDO - LONG LIVE TH

The Nintendo Game Boy is the most popular hand held gaming device in history. With the latest introduction of the Game Boy Pocket, is the whole era of hand held gaming moving into a new phase? Total 64 has taken a look at the Game Boy and where it's been, where it is now and where it's going.





START

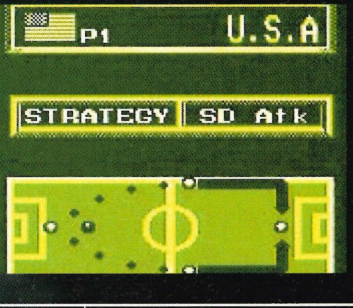
Ever since its release, almost nine years ago, the Game Boy has kept its niche in the market as the number one hand held games machine and has, over the years since its release, remained the sole survivor amongst its past competition. Bearing in mind that the Game Boy lives in one of the most dynamic and fastest growing industries on earth, the word impressive doesn't even begin to describe its achievements. Above all, it is still very alive and very, very kicking. The Game Boy has eighty percent of the market share at present and is still on the rise! Nintendo actually sold twenty percent more Game Boys this year than they did last year. Are you impressed yet? You should be.

The birth of Nintendo as a computer games company started in the early 1980s, with the introduction of their first small hand held LCD computer games – the Game and Watch. Remember them? The Game and Watch was a small square object which usually had only two buttons – one to move a character to the left, the other to move them to the right. And that was your lot – well, apart from telling the time and giving you the option of an alarm. In their day they were the biz and satisfied many a screaming child in the back of a car on a long journey.

Then came the late eighties and the technology of sound and light was on the move again. Two turntables overtook the live band; Compact Disc overtook vinyl; Robo Scan laser lights overtook the revolving glitter disco ball and Snap overtook Buck's Fizz. With this cultural move taking place, it wasn't long before the vision of Nintendo moved up into another gear and paved the way for the legendary Game Boy. In 1989 a new era began in game playing...

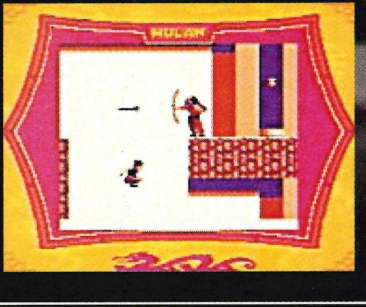
OLD HABITS DIE HARD

The original Game Boy retained its distinctive grey and purple livery for many years, and it's only recently that Nintendo decided to scrap the mould and go back to the drawing board. The result? The release of the Game Boy Pocket.









GAME BOY E KING!







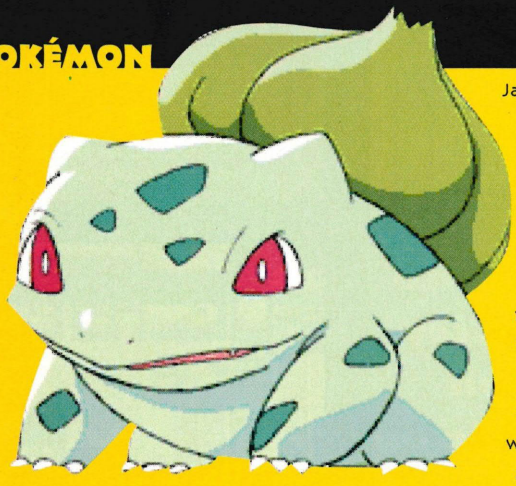
Throughout the Game Boy's history it has come up against some worthy rivals – mainly the Atari Lynx and Sega's Game Gear – both of which posed a considerable threat in the early nineties. But Nintendo still did not lose their faith in the Game Boy's design and kept on churning out the same machine, years and years after its introduction. This obviously proved to be a good move as, for some reason or another, the competition gave up the fight and died. But was this also the beginning of the end for the Game Boy? Was it phased by the ever growing popularity of consoles and PCs? What do you think!

THE SECRET OF SUCCESS

Various reasons have been given by the press and buying public as to why the Game Boy has always managed to hang in there, despite changing times and fashions. Perhaps one reason is the image of the Nintendo Game Boy. For some reason it's always been seen as cool to own a Game Boy.



POKÉMON





Japan has once again given their heart to a monster, or rather monsters. It's not Godzilla this time, it's the *Pokémon*. The craze apparently started on the Game Boy out in the Far East and has now spread to board games, toys, clothing and even snack food! The *Pokémon* craze is now apparently hitting the States so no doubt, in given time, it will be over here. The game is said to be a role playing affair and is also said to be superb. Keep your eyes peeled!

The Game Boy has always remained the machine to be seen standing with in the playground, on the bus or on your living room couch. Grumbling grandparents and aunts, and envious





cousins have always commented on little antisocial Johnny, sitting in the corner of the room, silently twitching away frantically with his little grey plastic machine.

Perhaps the biggest reason for the Game Boy's success is its emphasis on playability. Almost hamstrung by its archaic monotone Liquid Crystal Display, the Game Boy was never a competitor in the eye candy stakes. Although both of its main rivals were able to boast of 'full' colour displays, Nintendo's little champion was able to run from its batteries for hours and hours longer than either of the competition. This was a vital selling point for gamers on the go. True, that little screen could be difficult to see if the lighting conditions were less than ideal but the cheerful 'Ker-plink' sing-song tone that greets you as you turn the machine on each time says it all: you're gonna have fun.

The emphasis was laid squarely at the door of the games themselves. Without graphical flash to fall back on, the games designers needed to hook the public with something else. As a result, the enormous Game Boy back catalogue boasts some of the most addictive and playable games of any system.

THE GODFATHER MAKES YOU ANOTHER OFFER YOU JUST CAN'T REFUSE

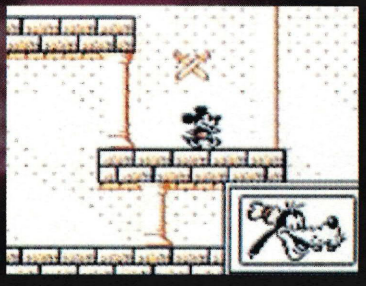
The Game Boy that we've all come to know and love has come to an end. A new cultural revolution is under way to take the hand held computer into the new millennium. Make way for the new godfather... the GAME BOY POCKET!

What is this innovation? Is this the fatal change that is going to cause the downfall of the Game Boy? Have nine years of grand tradition just gone totally down the pan? No, no, no, no and no. Here at Total 64 we believe that the Game Boy is now rolling back its sleeves and is just about ready to kick the whole world into oblivion... yet again.

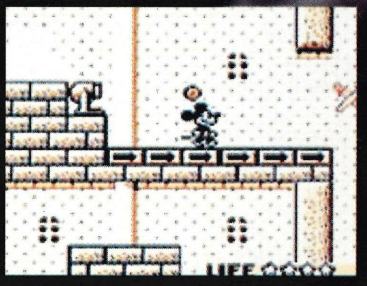
AN IRRESISTIBLE FORCE TO BE RECKONED WITH

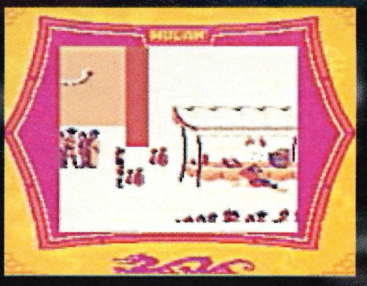
What are the differences then? Well, first of all the Game Boy is smaller – although the screen is still the same size – and the colours are different. With the Pocket you have the choice of red, yellow, green, black, silver, clear and – as a very special limited edition – ice blue. You still have all the games as well. Nintendo have a 'backward compatibility policy' which means all the games you could buy on the grey Game Boy will still be playable on the Pocket, so your collection can still grow.

On the first day we received the new Game Boy Pocket here at the dingy dungeon, it was agreed that I'd be the one responsible for doing the write up. I did initially see the parcel arrive in the office, but then that was it. It just vanished. Then for around three hours our associate editor, Steve Takle, was seen walking around the office, smirking and grinning with self-concealed madness. Occasional giggles and sneers would burst from the games room, then minutes later would echo form various parts of the room, behind people, under desks. Then, still intent in some devious plan, Steve snuck back to his desk and with his head arched downwards









You still have all the games as well. Nintendo have a 'backward compatibility policy' which means all the games you could buy on the grey Game Boy will still be playable on the Pocket, so your collection can still grow

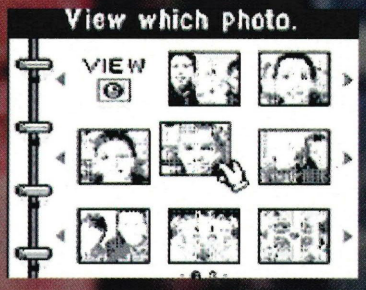


The Game Boy that we've come to know and love has come to an end. A new cultural revolution is under way, to take the hand held computer into the new millennium. Make way for the new godfather... the GAME BOY POCKET



and a huge demonic grin across his face, intently tapped away on the small machine held in his hand.

Was he planning the downfall of the office? Had this month's torment from Lips and Rapide's weird brew of coffee, beer and videogames finally toppled him? Nope. It was far, far worse than that. Steve had found the Game Boy Camera.



to 30 images at any time and store them all in the Game Boy Pocket's memorised photo album. However, it's only after you've taken the shots you want that the fun really begins – which Steve rapidly found out, to the detriment of the rest of the office.

Once you have your photos, you can then jazz up the pictures using comical add-ons such as fangs, horns, big ears, flowers, large eyebrows, moustaches and so on. Unfortunately we see our editors with drooling teeth and scary eyes every day, so it didn't make them look any different. Why didn't Nintendo include a few normal facial features?

Anyway, apart from all the facial add-ons you can also paint your own masterpieces over the photos and can cut, paste and so on. You can also choose from nine special mirror image and split-screen lenses to divide up pictures. It's like having a mini LCD kaleidoscope right in the palm of your hand – everything you could possibly wish for is here!

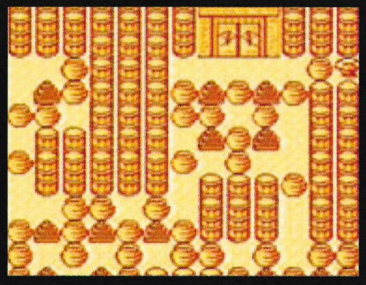
You can also put the camera on a timer, create an animation and best of all, print all the pictures you take onto sticky-back paper so you can bribe and blackmail all your friends and enemies.

The test now is to see whether the Game Boy will be around for another decade. The sales in Japan already suggest that this may well be the case, as five hundred thousand were sold in the first week. Admittedly the future does look good for the Game Boy and the hand held console. And with the introduction of a backwards compatible colour Game Boy next Spring, things are certainly looking fantastic for Nintendo and the Game Boy buying public. Whether people will quickly become bored of the Pocket's add-on hardware remains to be seen, but the possibilities here are endless.

So has the Game Boy Pocket taken the hand held gaming experience on to a new phase? Well I think that's for you to decide. With the added bonus of the Games Booster for the Nintendo 64 – with which you can connect a Game Boy to your 64 machine – I think the answer must be a resounding yes. The future is definitely looking rosy red for everyone's favourite little lump of plastic.

THE JAMES BOND GADGETS

"What Game Boy Camera?" I hear you all scream. Well Nintendo's new Game Boy is set to bring the digital revolution to the palm of your hands. Before the Pocket, games were the most important feature – not any more. Oh no. (What? Are you sure about this? I mean, the camera's pretty cool but it is called, after all, the GAME Boy! – Steve.) A detachable camera lens can now be bought as an add-on device for the Game Boy Pocket. The tiny fisheye photographic device can capture up



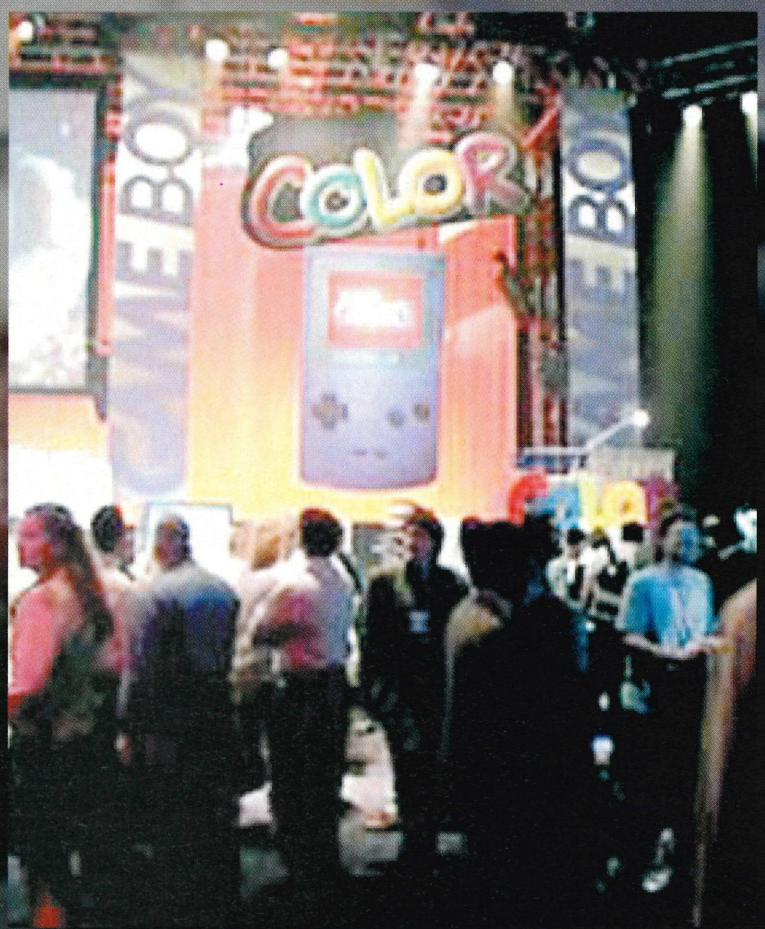




GAMES, GAMES AND MORE GAMES PLEASE!



Image is important, looks are important, the price is important but at the end of the day it all comes down to one thing – games! Nintendo have always made sure that their Game Boy is constantly bombarded by new titles, to keep the customer overwhelmed, addicted and very much in love. Altogether there are over one thousand software titles to buy on the Game Boy, ranging from *Tetris* to *Turok* and from *Super Mario* to *Superstar Soccer*.



The Game Boy would, of course, be nothing without the games. Just how well would a 'Boy' sell? There are a few games that every game boy or game bird should own. The whole Total 64 team sat down at our very own round table and argued out a list of the top titles that no self respecting Game Boy owner should be without. When asked for comment, Lips merely blew a raspberry and walked away. We presume that he doesn't wish to comment...

STEVE'S CHOICE SLICES

NINTENDO ALLSORTS

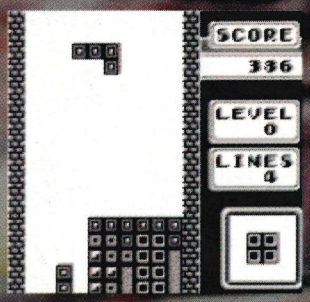
REVENGE OF THE 'GATOR

A charming little number, full of piquancy and a well-rounded sonic bite. The cheery tunes were perfectly suited to this cartoon take on the arcade machine and the scrolling gameplay was exemplary. *'Gator* didn't try to simulate the real experience, but preferred to offer an animated romp on an imaginary table. The ball physics was not all that it could have been, but as arcade pinball games go, it is enormous fun.

SHOOT ME UP!

BURAI FIGHTER DELUXE

Do you remember the arcade blaster *Space Harrier*? *Burai Fighter* took the premise of this game and squeezed it to fit our little grey buddies. It was a side-on scrolling shoot-'em-up that saw you control a space cadet strapped into a big thrusting jet pack. The whole point of the game was to blast your way through each level in traditional shoot-'em-up style. In fact, the only shoot-'em-up to top *Burai Fighter* was the mighty *R-Type* itself, which somehow managed to be even better than the SNES version!



PUZZLE ME THIS

TETRIS

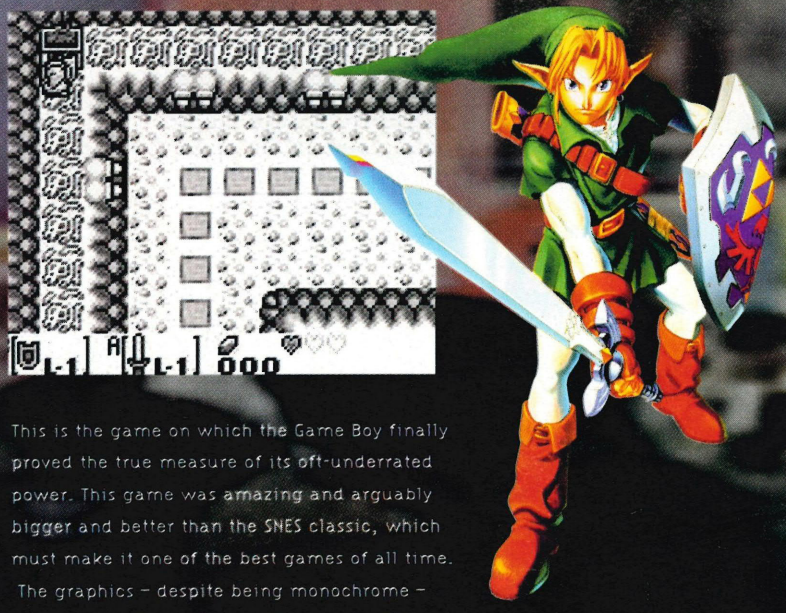
There can be only one. The classic, the most addictive, slickest, most fiendish, infuriating and demanding puzzle game ever – *Tetris*.

This game has splurged onto more formats than any other videogame (except for chess, perhaps, if you count that) but the best version is still on the Game Boy. There is no finer two player game to be had than an equally matched head to head *Tetris*-A-Thon. I remember one occasion in 1995, when we were having a videogames session in my flat – four lads and a fridge full of beer – which went on until the wee hours of the morning. We had about a thousand pounds worth of cutting edge technology lined up (two PlayStations, two TVs and multiple copies of games) and yet we still ended up hunched over linked-up Game Boys in a frenzied *Tetris* challenge. I emerged Tetris King, by the way. (Yes, that's quite enough of that trip down *Tetris* memory lane thank you, Steve – Simon.)

JON'S WHOLESOME HOME-BAKED BAPS

LIVE BY THE SWORD!

LEGEND OF ZELDA IV: LINK'S AWAKENING



This is the game on which the Game Boy finally proved the true measure of its oft-underrated power. This game was amazing and arguably bigger and better than the SNES classic, which must make it one of the best games of all time. The graphics – despite being monochrome – were almost as detailed as those on the SNES too.

A huge challenge, and a game that will be cherished for all time.

ROUND ONE: FIGHT!

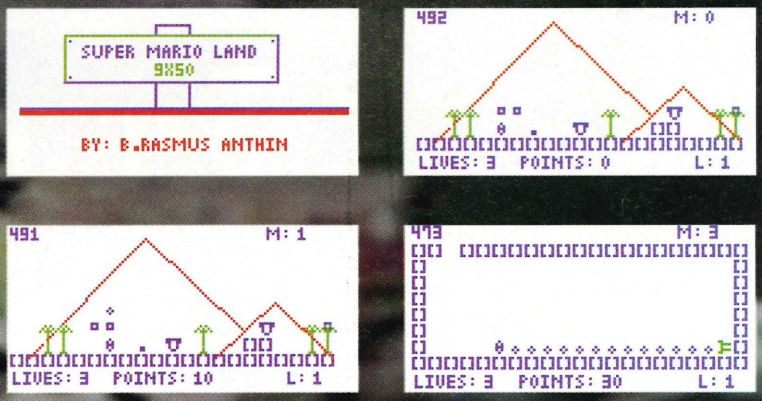
STREET FIGHTER 2



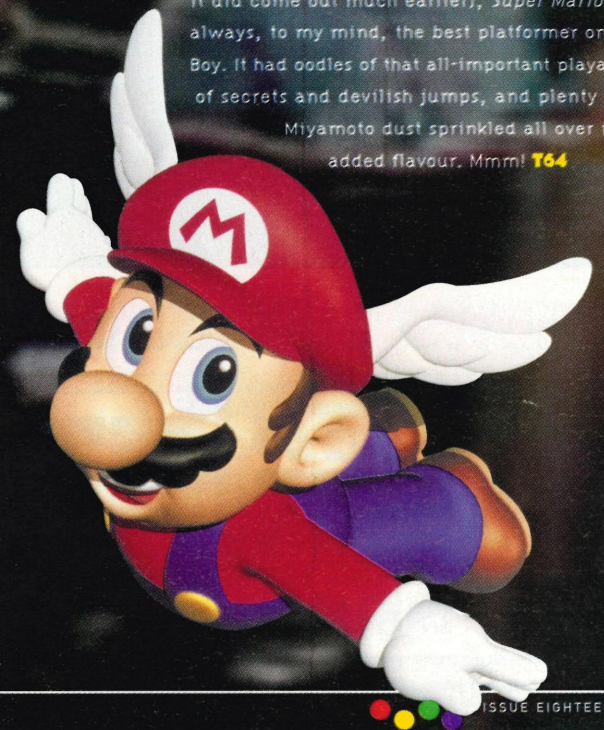
Ah, how they scoffed at Capcom when they said that they were converting the best fighting game ever (take that, you crazy *Tekken* freaks) to Nintendo's hand-held wonder. What a surprise it was to find that, like *Zelda*, it was almost identical to the SNES version. It played the same, looked wonderful and provided hours of fun, playing countless battles as Ken, Ryu and the rest of the Street Fighting gang!

EATING THOSE MUSHROOMS AGAIN?

SUPER MARIO LAND



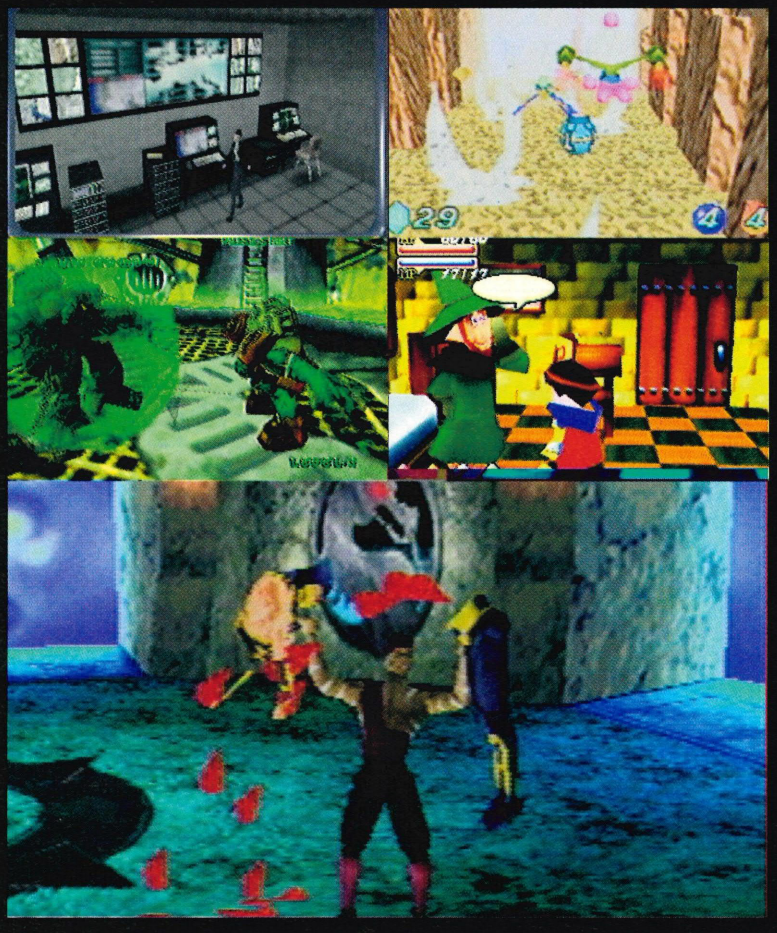
While it lacked the graphical finesse of the likes of the above two games, (well, it did come out much earlier), *Super Mario Land* was always, to my mind, the best platformer on the Game Boy. It had oodles of that all-important playability, tons of secrets and devilish jumps, and plenty of magic Miyamoto dust sprinkled all over it for that added flavour. Mmm! **T64**



CRITICAL MASS

PLUCKED AND STUFFED THIS MONTH

Last month we had a full compliment of writers, beavering diligently away to bring you all the very best in reviews. This month, with the departure of the Boy Jones, we welcome a new face, albeit not a very attractive face (unless it's very dark). We give you...Steve Takle. He's not very good but then you just can't get the staff these days. I'm just being mean 'cos I played Wipeout 64 when he was away (har, har, har).



34. MISSION: IMPOSSIBLE
We pull off the impossible and review the game you've all been waiting and waiting for. Let's just hope that it doesn't self-destruct...

42. MORTAL KOMBAT 4
Vengeance shall be mine sayeth Midway, and with bone-crunching glee they return with the year's best beat-'em-up.

48. QUEST 64
Throw away those boards, chuck out yer dice and rejoice as the first ever RPG for the N64 tries its luck at the hands of the evil Shadow.

54. BIO FREAKS
Take one beat-'em-up out of the shop? Why not take two, with yet another Midway stormer.

58. BOMBERMAN HERO
Yet more heroics from the man who would be a bomb. Leap and bound to our review of the latest in the long line of Bomberman titles.

62. VIRTUAL CHESS 64
Keep your boards, dust off those chess pieces and wince in agony as the game that no-one's been waiting for gets a bit of a slappin'



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.



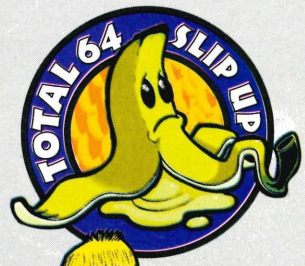
In the INFO BOX you'll find useful information on memory requirements, number of players, rumble pak compatibility and cartridge size.

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



SIMON 'MEGLOMANIAC' PHILLIPS

1. WIPEOUT 64
2. MORTAL KOMBAT 4
3. MISSION: IMPOSSIBLE
4. GOLDENEYE
5. WORLD CUP '98

SIMPLY RED: Mortal Kombat Mythologies



STEVE 'NO MAC' TAKLE

1. BANJO-KAZOOIE
2. MORTAL KOMBAT 4
3. GEX 64
4. WETRIX
5. MISSION: IMPOSSIBLE

FILTHY LUCRE: Wild Chopper



ANT 'MULTI-TASKING' GRACE

1. WIPEOUT 64
2. BANJO-KAZOOIE
3. MISSION: IMPOSSIBLE
4. GOLDENEYE
5. FORSAKEN

FLATPLANS: Virtual Chess 64



JON 'SHADOW' AUSTIN

1. GOLDENEYE
2. BANJO-KAZOOIE
3. WETRIX
4. FORSAKEN
5. MORTAL KOMBAT 4

BADGER BAIT: Bomberman Hero



JUSTIN 'NEVER FINISHED' ANGEL

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

JUST ABOUT EVERYTHING: Forsaken

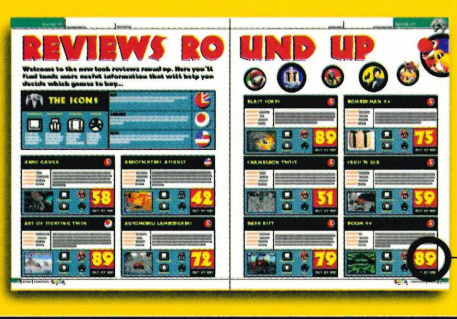
ROUND UP BREAKDOWN

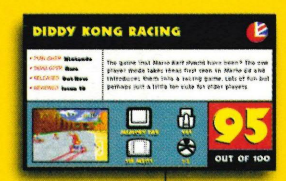


The VERDICT BOX stays pretty much the same but we've done away with the percentages for category scores and replaced them with single numbers. After all, what exactly is the difference between an 82 and 83 percent sound rating?



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





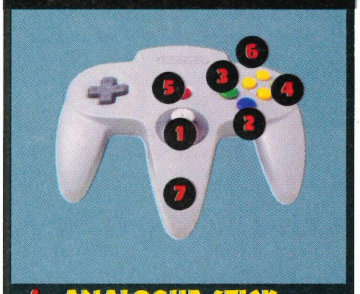
REVIEWS ROUND UP has been totally revamped and now gives you all of the information that you would expect from a review – albeit in a bite sized chunk! You can make those all-important purchasing decisions, safe in the knowledge of what you're getting.

INFO

PUBLISHER: **Ocean** DEVELOPER: **Infogrames** PLAYERS: **1** GAME TYPE: **Third Person Strategy Shooter** VERSION: **NTSC**

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

CONTROL FREAK



1 ANALOGUE STICK

Moves your character through 360 degrees in the fully 3D environment. You can even walk backwards.

2 'A' BUTTON

A is for Action. If you need to do something, try stabbing at the 'A' button, as there's a good chance it'll be the one. It also selects the next weapon to be used from the equipment menu.

3 'B' BUTTON

Activates your equipment menu, which allows you to select a new weapon or tool to use in any given situation. Press it again when you're in the menu to highlight the required icon and use the 'A' button to select it.

4 'C' BUTTONS

The 'Down-C' button makes Ethan crouch. It's a good job that he doesn't look like he's doing number twos, or that would be really funny.

5 START BUTTON

If you have any queries about the current mission, the facts are all there for you as soon as you pause using this button.

6 'R' SHOULDER BUTTON

Holding this when you have a gun selected as your weapon brings up a target crosshair. This enables you to accurately aim your shots before you fire at the enemy. This is very useful when ammo is in short supply and you need to conserve your bullets to survive.

7 'Z' BUTTONS

Otherwise known as the trigger button, and for a very good reason in this case – this fires your selected weapon.

MISSION:

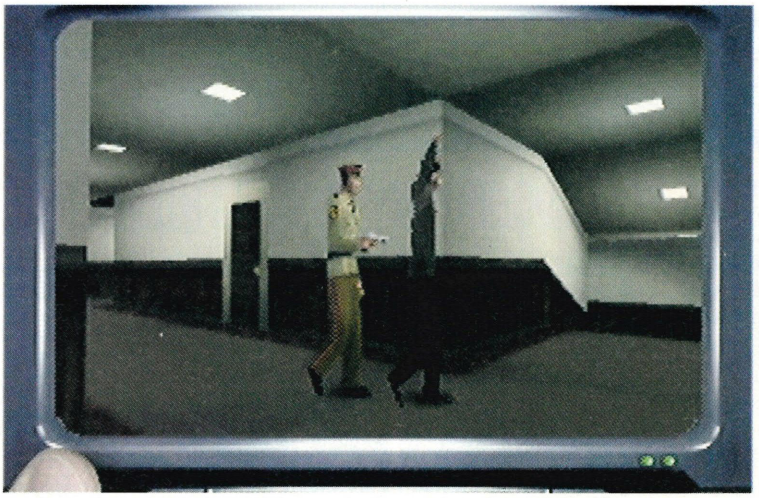
It's here! It's finally here! The game of espionage and infiltration that seems like it's been in development since before the N64 itself, was smuggled past Ocean's stringent security by one of our best operatives and delivered safely into our hands. Now, the question is, have Infogrames managed to create a *Goldeneye* beater, or is that *Mission: Impossible*?

START Oh, cool: THAT music! Yeah, mission briefing – now I'm ready. This is all very secret service and that, isn't it? Right, now where's me gun – I'll just get it out, run into the next area and blow the bad guys away. Ah, that didn't work then. Hmm, time for a more strategic approach, methinks...

And that's what *Mission: Impossible* is all about. If you're looking for a quick fix of *Doom*/*Duke Nukem* style shooting action, then think again, because *Mission: Impossible* has you enquiring as much as firing.

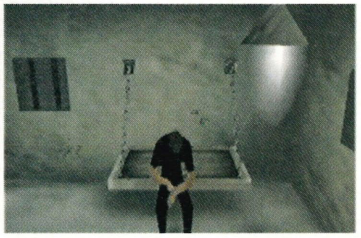
TEN A PENNY, TIN PAN ALLEY, PLUG AWAY TILL THEY ABSOLUTELY PERISH

These action/adventure free roaming shooters seem to be ten-a-penny in the wish list stakes at the moment and sometimes it seems as if every software developer has at least one on their current schedule, so it's going to take something pretty special to grab your attention. The thing is that although there's plenty of these games just around the corner, as with many genres on the N64, they're pretty poorly represented on the machine at the moment. Admittedly, you have the king-of-all-it-surveys title in Rare's *Goldeneye*, but after that there's only the dated *Doom* itself and the cheap



The only trouble with your fellow operatives is that you're never quite sure when they'll throw in the towel.





It's all gone horribly wrong for Ethan. Or he's fixing his watch.



1st Impressions

The famous theme tune promises a quality experience that extends into the military-style menu interface. The graphics are impressive enough and you are free to move in any direction. It's looking good so far...

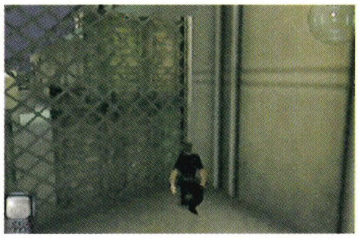
IMPOSSIBLE

an' cheerful *Duke Nukem* – beyond that, there's nothing worth speaking of. Until now.

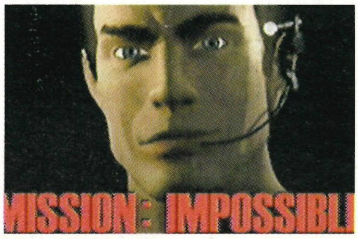
Mission: Impossible is head and shoulders above the latter two games in terms of graphical polish. This game is seriously good looking. If it were a Hollywood actor, it could be Tom Cruise himself, appropriately enough, as the pint-sized heart throb took the lead role in the film itself. Not a Brad Pitt, then but a Cruise, at least, which is not bad at all.

If anything, Mission: *Impossible*'s gameplay is more closely related to the PlayStation's hallowed *Tomb Raider* series than *Doom*, though of course, Ethan's backside isn't nearly as welcoming as Lara's! The camera view that's employed is third person, looking over Ethan's shoulder. This doesn't place you inside the body of the main character, but rather sees you as a kind of remote controller; acting like a kind of translator between Phelps (Ethan's boss and mentor) and the main man, Ethan himself.

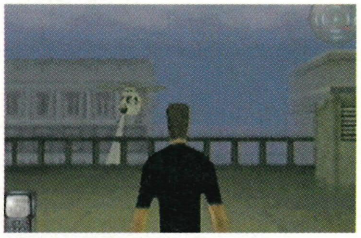




Ethan lands from the top of the crates over the fence.



Please hold the line, caller. I'm putting you through right now.



It would appear that yer man has missed flight 42 to Ibiza.

GO GADGET, GO!

No self-respecting secret agent would ever leave home without an arsenal of gadgets with which to take on the world. *Mission: Impossible* has its fair share of paraphernalia, from the overtly offensive to the covertly cowardly. It's just a bit of a puzzle where Ethan keeps his equipment! A few of the tastier items from the secret agent's home shopping catalogue are modelled below:



SMOKE GENERATOR

These little puppies, if popped in a ventilation shaft, will provide an accurate simulation of a serious fire. This is useful for clearing a populated area or for providing a retreat with an effective smoke screen (groan!).



ROCKET LAUNCHER

Yes! This is some serious hand-held firepower! It would be overkill to bring this to bear on individual enemies, so save it for bringing down larger enemy vehicles such as helicopters.



EXPLOSIVE GUM

This isn't the same stuff that you can buy from a joke shop, so do not try giving it to your mum – she'd be so angry that she'd blow up in your face. The stuff is ideal for smashing progress-blocking windows, though.



FACE MAKER

No IMF agent would be able to complete their missions without this essential bit of kit. It allows you to assume the identity of a key enemy, which can be vital in completing some levels.



DART GUN

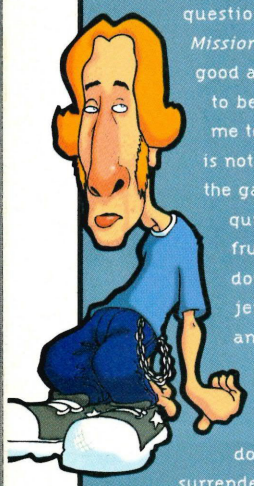
The dart gun is perfect for those stealth-specific missions. It is silent, so it won't attract any unwanted attention, and puts enemies to sleep immediately. They'll stagger around afterwards, but they won't be able to offer you any resistance.



COMMUNICATOR

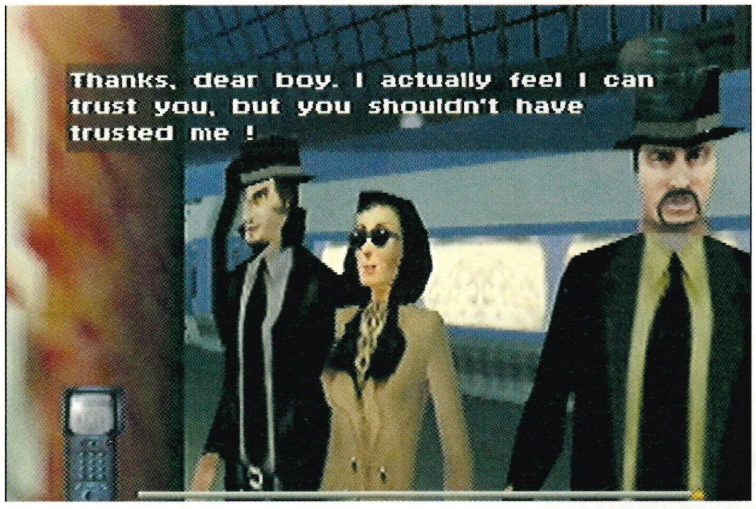
You'll have this item on every level. This is the means by which Phelps – your boss – can transmit vital updates on your mission details. It also contains a database with all your mission objectives and data stored in it.

JON'S COMMENT

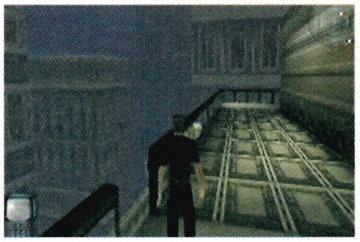


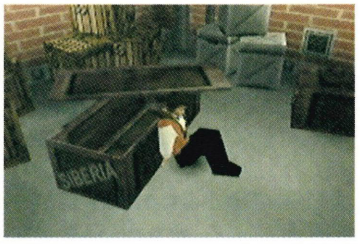
Well, the most important question of all is, is *Mission: Impossible* as good as it was touted to be? Well it pains me to say it but, no it is not. However, while the game remains quite hair-pullingly frustrating, right down to Ethan's jerky movements, and questionable if independent decisions (but unlike Steve, I do like the way he surrenders with a gun in his face; it's realistic!) it still pulls you back time and time again, for "one more go" at completing the level you're stuck on.

Certain levels, such as the wire one, show how polished the whole game could have been, and while *Mission: Impossible* is indeed a disappointing release in need of that little tweak and tuck here and there, it is also a solid and original game that deserves a place in your collection. After *Goldeneye*, of course.



Never trust a woman who wears dark glasses at night and stands between the Bruise Brothers!





Mission failure means being sent to Siberia. In a box.

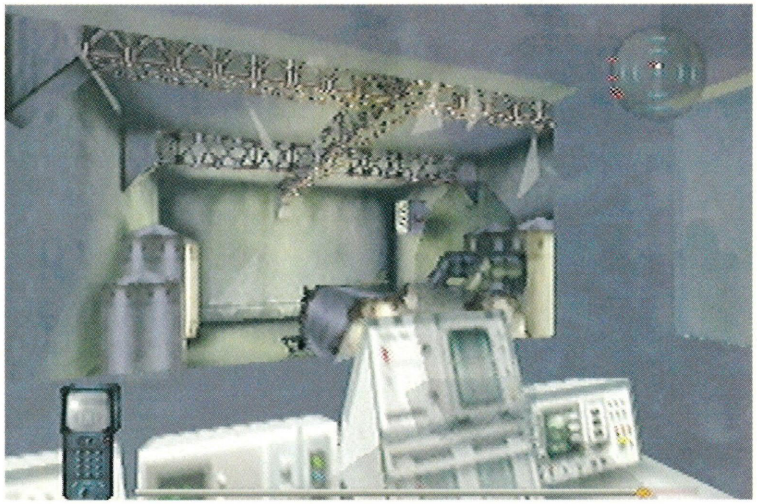
It's amazingly frustrating to see one of your allies jump up, grab hold of the lip of a wall and pull himself up, because you have no chance whatsoever to attempt this manoeuvre.

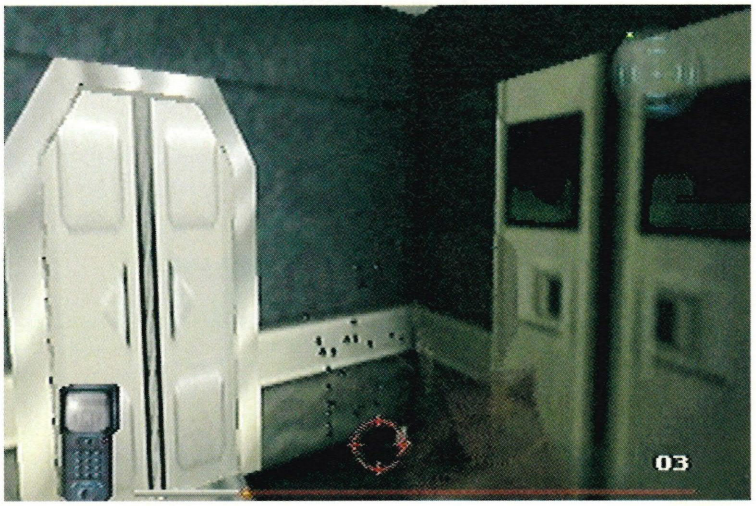
SOMEONE'S LOOKING OVER YOUR SHOULDER

This viewpoint has both its advantages and disadvantages. The third person perspective allows you to view a far wider area than the character can see and also gives you some advance warning of anyone sneaking up behind you, who would remain unnoticed by the character himself until it was too late. The trouble is, though, that the camera trails behind Ethan by some distance, so it's all too easy to round a deceptively deserted corner and find a big battalion of soldiers lurking in wait. The first sign that you may get that you're under fire is when Ethan takes a bullet, and your health is already damaged before you know what's hit you.

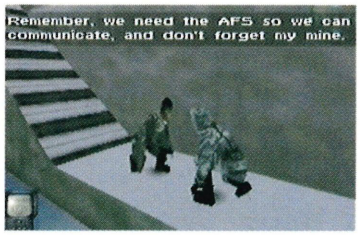
The control method itself is also somewhat quirky and imprecise. The analogue stick does offer you great control over the movement of your man. Ethan moves at different speeds depending on how far you move the stick, move it a little and he walks, further and he'll run. So far, so *Mario*. He can be bit of a fiddly customer to steer, though, so expect to spend a fair amount of time overcompensating for your last movement.

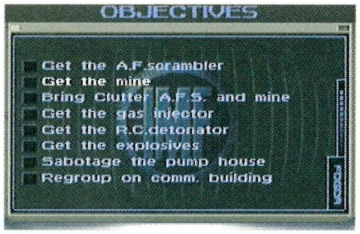
Whereas this isn't a problem on the wide open levels, more confined corridors can see you running from wall to wall and bouncing off them. The control is much more manageable at a walking pace, though and slowing down at tricky spots will definitely be to your advantage.

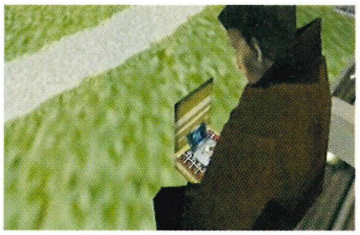




Mission: Impossible is a real mixed bag. Some of the levels are real gems but unfortunately, some of the others are so painful to play that you will never return to them once they have been cleared







Ethan also has a jump button, but using it is a hit and miss affair. It's fine for getting up onto a ledge or raised area, but more specific jumps can soon become a nerve-wracking experience! Depending on the use of the analogue stick during the leap, the distance covered will alter. A firm thrust sees Ethan leap large distances, while a gentle tickle will make him take a short hop. The proper timing of a running jump seems somewhat mismatched with your actions, which proves an unnecessary risk. If you do have a jump to make in order to clear a gap or avoid a hazardous surface, it's advisable to come to a complete stand still and perform the leap as if it were a separate set piece. The more cynical among you may well suspect that this set piece is roughly the length of the graphics' jump animation. It does suggest that the gameplay is run to fit the graphics engine, somewhat.

BEING ENVIRONMENTALLY MINDED

The environments are, at times, both lavish and beautifully crafted. The barren and uninspiring blank slate that was the early Arctic compound level soon gives way to claustrophobic corridors and glossy ambassadorial receptions. This is one game that does reward with its locale, the further that you progress through the levels. The polish and level of detail is also superb – it's mighty impressive when you notice the bullet holes in a wall from your recent gunfight.

The walls look pretty solid and the various pieces of equipment, such as computer screens and keyboards, are individual enough to avoid looking like stock items. They also vary greatly from mission to mission and this adds to the sense of reality that the game successfully generates.

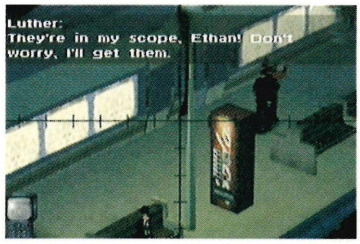
This seems to contrast wildly with the fact that the artificial characters' intelligence is variable, to say the least. At times, the enemy is clever enough to follow you around when you're acting suspiciously and issue you with a warning for being where you shouldn't. Failure to acknowledge his warning to desist will see your mission fail. At other times, though, these guys will just stand around and do nothing – and I don't mean that they're lazy workers; the characters simply stand still: totally immobile. They'll stand stock-still until you bring them the message or information that you need to clear the level. It's as if someone forget to switch them on. Hmm.. sounds a bit too much like a computer game to me!

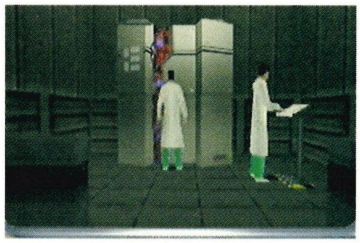
Because of the linear, objective based nature of the game, what you are able or unable to do at any given time is dictated. If there is no logical requirement for you to be able to jump, you just can't do it: you forget how to jump. The Embassy Function level is a prime suspect for this; press the button as many times as you like, and it won't work. It is amazingly frustrating to see one of your allies jump up, grab hold of the lip of a wall and pull himself up, because you have no chance whatsoever to attempt this manoeuvre. Ethan Hunt evidently missed the IMF's Advanced Mobility training course. To put it more simply: because you aren't supposed to do it, you can't.

WHERE'S THE CREDIBILITY?

Perhaps even worse than this – well, maybe not quite so fundamentally frustrating but just as offensive – is the fact that if the game decides that the odds are too highly stacked against you, then you merely watch a scene whereby Ethan surrenders.

Now I deliberately say Ethan, and not 'you', because this clearly isn't what you would do here. You would stand your ground and fight like a man, wouldn't you? But no, the game doesn't let you whip out the biggest weapon you have and go kill-crazy with it. If a single guard draws his weapon at you at the wrong time, what do you do? Fight your way out of a tough situation? No – you surrender, that's what! It gets sooo frustrating at times, to the point where





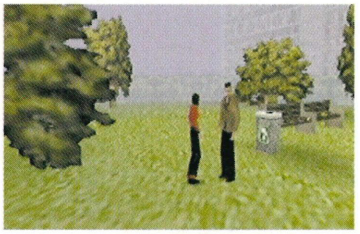
It may be a super-computer, but super-hero tights?



Oh yes, he does. Time and again. It's a good job that you don't see this screen with involuntary frequency, or that'd be annoying.

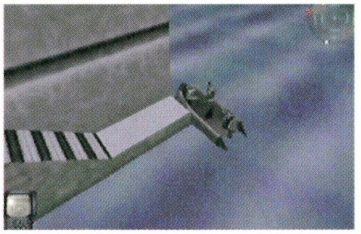


Y´know, these toilets really worry me. There´s a guys and gals cubicle, sure, but who wants to use that urinal?



you'll eventually find yourself yelling defiant abuse at the screen.

At the end of the day, it doesn't matter how many deficiencies this game has; a good many of you will rush out and buy *Mission: Impossible* anyway, just because it's there. It plugs a gap in the market that has been empty for too long, now that *Goldeneye* is no longer the new kid on the block. And you wouldn't actually be making a mistake. No, not at all.

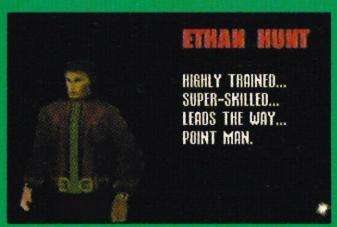


You see, it may be pant thwartingly linear and the puzzles themselves may all be both routinely and insultingly straightforward but it is fun.

Completing each mission may not be the most difficult exercise ever, but the sense of achievement at the end of the level is huge. This game oozes atmosphere and sucks you into the world of espionage that is *Mission: Impossible*. You'll really start to think like a secret agent and plan your route carefully, walking calmly past the guards in an acquired guise and being as stealthy as possible.

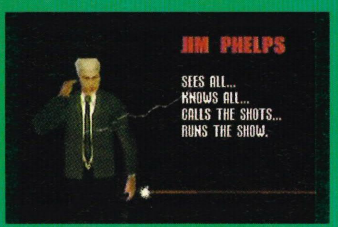
THAT'S THE TEAM SPIRIT, THAT MAN!

Mission: Impossible is an ensemble game, with your character needing to interact with and rely upon a team of trained individuals. Some of your colleagues will recur in several levels, while others are specific to a geographical location. Here are the main members of the *Mission: Impossible* Force.



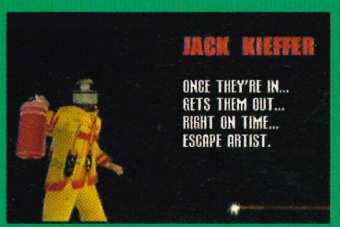
ETHAN HUNT

He is the central character of the game and the agent that you will control throughout. He doesn't look anything like Tom Cruise, honestly. Tom Cruise never had an inverted isosceles triangle for a torso.



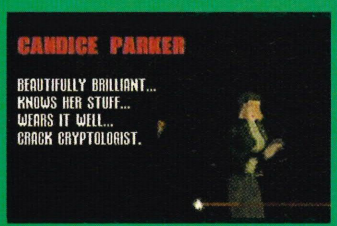
JIM PHELPS

Phelps is the head honcho of the IMF and the boss and mentor of Hunt. His is the voice that guides you through the game via radio communication. This man has a dark secret that you only uncover in the later levels.



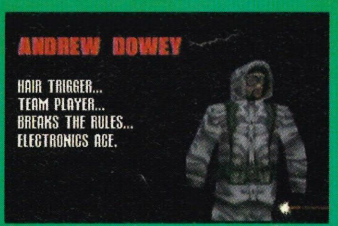
JACK KIEFFER

Jack's a one man logistical legend. You'll be glad to see his face, as it guarantees a safe passage away from a mission. Kiefer can be relied upon to clear a secure exit path from the area.



CANDICE PARKER

When Hunt is on one of his hyper dangerous missions, Candice is the companion of choice. She has been a researcher at MIT and is the agent that you want by your side if you are trying to bypass computer security.



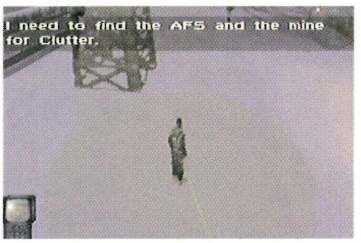
ANDREW DOWEY

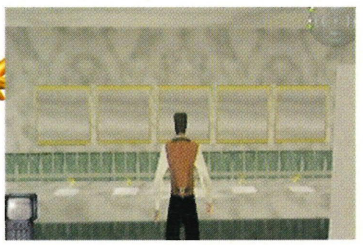
He's a highly experienced combat veteran and a crack shot to boot. In a combat situation, Dowey is a good man to have by your side, plus he's also an electronics wizard and can bypass sophisticated alarm systems.



BAG OF BANANAS - SOME ROTTEN AND SOME RIPE!

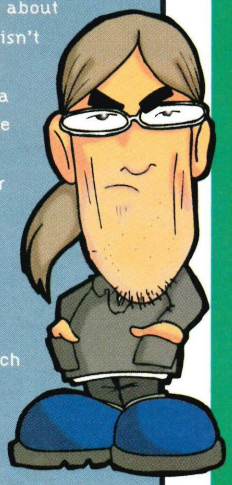
To be honest, *Mission: Impossible* is a real mixed bag. Some of the levels are real gems but unfortunately, some of the others are so painful to play that you'll never want to return to them once they've been cleared. Fortunately, the good outweighs the bad, so you shouldn't regret buying *Mission: Impossible*, it's just a real





Is there a vampire sub-plot in M:I that I'd been unaware of?

SIMON'S COMMENT



Personally speaking, I reckon that *Mission: Impossible* is a top game. However, there will be many of you out there who will be hopefully expecting *Goldeneye*. The thing is, when you think about it, Rare's top title isn't really about being 007, it's basically a collection of all the action sequences strung together for effect. This is not a criticism, but you have to be aware that with *Goldeneye*, you shoot people, switch things off and perform a number of other switchy-shooty type tasks. *Mission: Impossible* goes further and in fact aims for depth over action.

However, such is the variety of missions in the game that you will invariably prefer some to others. This is mainly because some have more action in them than others. Basically, for those of you that are prepared to forgive all the little discrepancies *Mission: Impossible* will be the answer to all of your gaming prayers. And for the rest of you lot out there? Well, I would seriously suggest buying this game as it is an enjoyable and indeed cinematic romp.

THE LOWDOWN ON THE TOP LEVELS

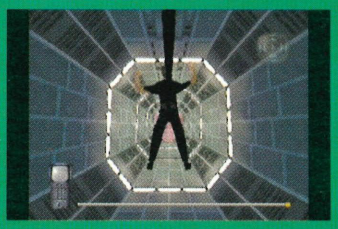
The main strength of *Mission: Impossible* is the variety of the levels. Some are set in wide open expanses, while others take place in claustrophobic darkened corridors, filled with noxious gases. Not all of the missions see you running around with your weapon drawn – some require a very different approach. Here are three of the most distinctive missions.

STATION

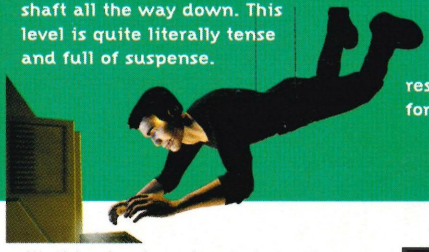


This is perhaps the best level in the game. You take control of two snipers located in the roof of a train station. Your objective is to safeguard young Ethan while he runs around, trying to locate the level's key adversary. You must eliminate any enemies who are trying to shoot Ethan by using your telescopic sights and sniper rifle. You must also avoid shooting any civilians, as this will terminate your mission. Great long distance sniping action.

TERMINAL ROOM



You get to play a human yo-yo here. Ethan is suspended by wires from the ceiling of a tall vertical shaft and it is your task to lower him safely down the chamber by paying out the line. It's not as easy as it sounds, thanks to the defensive laser grid that criss-crosses the shaft all the way down. This level is quite literally tense and full of suspense.



EMBASSY FUNCTION



Ethan assumes the guise of a guest at an ambassadorial party. Your mission is to make contact with two agents in order to retrieve vital intelligence information. This level sees Ethan walking nonchalantly around the embassy, as you carry out your objectives in a highly covert operation. Drawing your weapon, acting suspiciously, or entering a restricted area will result in your capture. A fine level for an undercover lover.

shame that you have to take the rough with the smooth.

The missions on offer are varied, ranging from locating your accomplice by coercing an enemy into driving you to him, to hanging suspended from the ceiling by a fibre rope and lowering yourself past security laser sensors. Another great level finds you working your way along the roof-tops of a moving train in pursuit of your quarry – a man who flees you at full speed – while you take out helicopters with a small bazooka.

The trouble is that this all of this sounds a good deal more exciting than it actually is. And that's *Mission: Impossible* all over, I'm afraid. The screenshots all look gorgeous, the missions all sound exciting and the scenarios are well thoughtout but the whole somehow manages to end up as less than the sum of its parts.

It may have something to do with the game's very lengthy development period, it may have something to do with it having been handed over from one development team to another, along the line – we're really not sure where things went awry.

What is certain is that *Mission: Impossible* is a missed opportunity. What we've got here is an exciting premise and a solid enough game engine, let down by a lack of details and fine tuning at the very last stage. Maybe if we'd let them have another six months... **STEVE**



VERDICT

GRAPHICS	8
Pretty slick and solid feeling, shame about the blocky characters.	
SOUND	8
Groovy toons and nice spot effects. Some good speech, too.	
PLAYABILITY	8
So addictive, you'll be playing on and on as you curse the control system.	
LASTABILITY	8
Varied missions and a difficulty option: you'll be playing this for a while.	
OVERALL	83
A worthwhile strategic shooter that won't disgrace your collection.	

INFO

PUBLISHER: **Midway** DEVELOPER: **Eurocom** PLAYERS: **1-2** GAME TYPE: **Beat-'em-up** VERSION: **US**

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

MORTAL KO

Mortal Kombat has returned, back from the home console wilderness that has so blighted its most recent incarnations. Now it's bigger, badder, bloodier, and what's more, it's got a score to settle... Other fighting games on the N64 get down on your knees, for the mighty Mortal Kombat series is back and it's in the third dimension!

CONTROL FREAK



1 ANALOGUE STICK
Controls movement of character, but not the most effective way of performing those special moves.

2 'A' BUTTON
Low punch.

3 'B' BUTTON
High punch.

4 'C' BUTTONS
Allow you to block, perform a high or low kick or run.

5 'Z' BUTTON
Block.

6 START BUTTON
Pause/quit.

7 D-PAD
For those beat-'em-up masters – moves the character and brings those special moves to life.

8 'R' SHOULDER BUTTON
Used to sidestep your opponent's deadly blows.

START

Many of you out there will know the heritage of the *Mortal Kombat* series, and from a critical point of view it would be fair to say that it's had something of chequered past. Let's face it: the first two times the *Mortal Kombat* series made an appearance on the N64 we were all deeply disappointed by games that just seemed to have the words 'cash' and 'in' stamped all over them. Many thought that *Mortal Kombat Trilogy* and *Mortal Kombat Mythologies* would have marked the end of the line for a series of games that had always represented all that was truly excessive and gruesome about beat-'em-ups.

Yet the series has always had its own band of die-hard fans, the true devotees of Fatalities – indeed *Mortal Kombat Mythologies* actually came into existence largely because of their love of the character Sub-Zero. The cartoon series and the two subsequent films have done nothing to harm the continued support for *Mortal Kombat* games; some would argue that they helped, in part, to fire up the current resurgence of interest in martial arts movies in America.

However, after its abysmal foray onto the N64, it was hoped by many that the *Mortal Kombat* series would never darken the N64's door again. Certainly there will be some who may well distrust trying yet another *Mortal Kombat* game, but fear ye not!

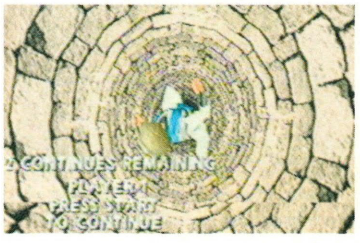
It would seem that, wounded from the slating that this and many other N64 mags gave both previous titles, Eurocom have gone away and given their dynasty a thorough makeover, finally producing a game worthy not only of the game's heritage, but also of the might of the N64.



With fifteen characters on offer, you are certainly going to be spoilt for choice.

EVERYONE LIKES KUNG FU FIGHTING

So what do you get when you buy this game? Well, of course, you





1st Impressions

Mortal Kombat? Oh no, not again... but wait, this is actually pretty good. It's fast, it plays like a proper beat-'em-up... My word, this might just be, no it can't be... but wait, it might well be the best beat-'em-up on the N64!

OMBAT 4

THAT'S GOTTA HURT

Arron Taylor, our resident beat-'em-up king, wasted no time in showing us all his gaming ability by pulling off every Fatality in *Mortal Kombat 4*. So, just for Total 64, he has very kindly compiled a list of his top ten fatalities:

1) QUAN CHI - LEG RIP

Command:
Hold low kick for five secs, F, D, F, release low kick.



This is the best fatality in the game. No question. Quan Chi rips off his opponent's leg and beats them to death with the wet end as they try to crawl away!

2) REIKO - SHURIKEN FRENZY

Command:
B, B, D, D+HK (from a few steps away).



For sheer brutality, this is the next on the list. Reiko throws stacks of massive shurikens into his opponent, the last one hitting right between the eyes!

3) JAREK - EYE LASERS

Command:
U, U, F, F+block, (from a few steps away).



You can't beat a good bit of laser action. Jarek shoots his opponent's head off, then the torso. Very messy!

4) JAX - ARM RIP

Command:
Hold low kick for three secs, F, F, D, F+release low kick.



Back from *MK II* is this old favourite. Only this time, Jax rips their arms off one at a time to watch them squirm!

5) TANYA - NECK TWIST

Command:
D, F, D, F+HK.



You really have to see this one in action. Tanya spins around and snaps their neck. Sounds bland, but the way their head goes all floppy is pretty sick!

6) RAIDEN - ELECTRIC SHOCKER

Command:
Hold Block, F, B, U, U+HK.



Raiden holds his foe aloft and sends a massive electrical charge right through them, causing their body to explode. Two replays are shown for maximum effect!

7) REPTILE - FACE CHEW

Command:
Hold both punches and kicks, get close, tap up.



Reptile jumps up onto his opponent's shoulders and proceeds very messily and noisily to eat their face off, revealing only their skull. Mmm, great.

8) TANYA - KISS OF DEATH

Command:
Hold Block, D, D, U, D+release block+press block+high punch.



Another belter from Tanya. She kisses her opponent, who then has every limb snapped back the wrong way, before exploding, scattering body parts everywhere.

9) SCORPION - TOASTY 3D

Command:
B, F, F, B+block.



Ahh, the ol' *MK I* death move! Scorpion ignites his opponent, who then wanders around on fire being burnt alive. Nice.

10) KAI - BODY RIP

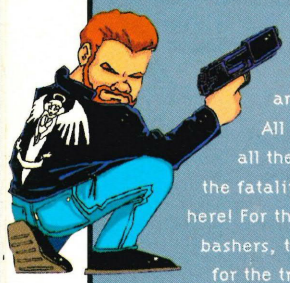
Command:
Hold block, U, F, U, B+HK.



The final entry to the Gore Top Ten, Kai holds his opponent over his head and then rips them in two, holding both halves aloft watching the blood flow!

So there you have it, the Top Ten fatalities in *MK 4*. There are many others, but these are my own personal favourites! Enjoy!

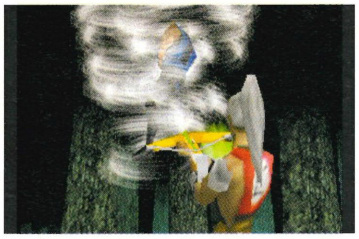
ARRON'S COMMENT



This is the best beat-'em-up on the N64 but this is also no *Tekken 3*.

MK4 is superb, plain and simple. Having played the arcade version for the past six months, I can honestly say that this really is arcade perfect. All the moves... all the juggles... all the fatalities... it's all here! For the button bashers, there's plenty, for the true grandmasters, alike. Learning all of the combos, the juggles, fatalities, morphs, secrets and the Kombat Kodes will take even the most experienced a good few months at least.

However, as the Lips says, this lacks subtlety and depth. I really can't imagine staying late to work in six months time and seeing Lips and Tackle trying to kill each other. Well, not on *Mortal Kombat 4* anyway!



You spin me right round baby, right round, like a record baby...

get everything that you have come to expect from the *Mortal Kombat* games. *Mortal Kombat* would not be *Mortal Kombat* without a liberal dose of blood, a variety of very weird and wonderful characters and moves aplenty. This time you also get the third dimension as an added (but expected) bonus.

Once more, that old cliché about the N64 still lacking any quality titles (and specifically with regards to N64 beat-'em-ups) must be mentioned. Of course, *Fighters Destiny* is pretty good in the old pick up and play, quick fix departmen, and it has shot through the N64 market like a meteor, bought by fans of the genre who are desperate to quench their desire to pummel the hell out of some opponents, whether computer controlled or of a far more sentient and tactile variety.

However, for all its many qualities and deserved praise, *Fighters Destiny* fails to deliver what all fighting fans want. Certainly Ocean's fighter is excellent and its also innovative; up until now it was the best beat-'em-up on the N64. However, it never really had much in the way of competition, until now. *Mortal Kombat 4* delivers by the bucket-load everything that you lot out there want.

Rejoice, as *Mortal Kombat* is a title that not only has a history but one that also requires an awful lot of play before all of those hitherto unknown moves can become available to you. Once learned though, they are like old friends who can be relied upon when placed in one of those difficult situations.

We N64 owners may never get to play a *Tekken* or even a *Street Fighter* and the *Mortal Kombat* series may well be considered (by some) to be the poor relation of Namco and Capcom's great titles but as far as this reviewer is concerned, a good beat-em-up is

Mortal Kombat would not be Mortal Kombat without a liberal dose of blood, a variety of weird and wonderful characters and moves aplenty. However, this time you get the third dimension thrown in, as an added (but expected) bonus

MK HARD BOYS (AND GIRLS, OBVIOUSLY)

CAGE



After Shao Kahn's defeat, Cage's soul is free to leave for a higher place. From up in the heavens he observes that his friends are once again engaged in battle. When he learns of the war waged against the Elder Gods by the evil Shinnok, Cage seeks out Raiden once more to help him restore his deceased soul and join Liu Kang in his quest. Once again, Johnny Cage finds himself fighting alongside Earth's warriors

FUJIN



Better known as the God of Wind, Fujin joins Raiden as one of the last surviving gods of the Earth. Their counterparts were defeated in a war of the heavens between Shinnok's forces and the Elder Gods. He now prepares for the final battle between the forces of light and Shinnok's hell-spawned warriors of darkness.

JAREK



Believed to be the last member of Kano's Klan, the Black Dragon, Jarek was being hunted down by the special forces agent, Sonya Blade, for crimes against humanity. With the emergence of a much greater evil, Sonya focuses her strength of the new menace of Quan Chi. Jarek now finds himself fighting alongside Sonya and Earth's warriors to help them try to defeat the evil Elder God, Shinnok.

JAX



When Sonya disappears whilst she's tracking the last living member of the Black Dragon, Major Jackson Briggs heads after her. He soon finds that Sonya's mission has led her into a battle with the forces of an evil Elder God. This is a battle that they must win or their own world will crumble at the hands of Shinnok



Known for his grace and poise, Reptile decides to teach Raiden a few ballet steps.





There's nothing better than whipping out your weapon.

a good beat-'em-up and *Mortal Kombat 4* is certainly that.

For once it really must be said that all you happy Nintendo 64 owners out there will be able to buy a game that isn't second best – or indeed second rate – but a title that is up there with the very best of them all, and, quite frankly, that has to be a very liberating and exciting experience to say the least.

ONE IN THE EYE

Fans of the *Mortal Kombat* may well be disappointed that all the Babalities, Animalities and Friendship moves are no longer present in *Mortal Kombat 4*. but what this actually means is that the combat is now unhindered, and (more importantly) unrestricted by such moves, concentrating instead on the more basic elements of fighting. However, as already been mentioned the Fatalities and the Stage Fatalities remain, a decision which we reckon makes for a vast improvement over previous incarnations.

By removing some of the tired old fripperies of the older *Mortal Kombat* games Eurocom have managed to focus the game on the pure enjoyment of fighting and learning the combat moves. There is now a much greater emphasis placed on the player having to figure out the special moves, the juggles and even the Fatalities. As a consequence *Mortal Kombat 4* has now become less of a fighting game in the mould of a grotesque version of the Three Stooges and more like a serious beat-'em-up, albeit one that does not take itself too seriously.

In fact this is one of the strengths of *Mortal Kombat 4*; when you first play *Mortal Kombat 4*, the unskilled will just bash the joypad willy nilly, pulling off random moves, some of which will be far more effective than others. However – and this is where the longevity creeps in – there are a whole heap of moves and strategies to master, which makes you begin to appreciate that in fact, underneath the adolescent exterior, there really lies a masterful beat-'em-up.

JUST GET A LOAD OF THIS...

Having seen an awful lot of what I could call, graphically challenged beat-'em-ups on the N64, it is good to relate that *Mortal Kombat 4* more than does justice to your N64.

KAI

A former member of the White Lotus Society, Kai learned his skills from the great masters throughout Asia. He then journeyed to the Far East after meeting his friend and ally, Liu Kang, in America. Now, they are reunited to assist Raiden in his battle with Shinnok.



LIU KANG

Still the immortal champion on *Mortal Kombat*, Liu Kang next found himself venturing into the realm of Edenia to rescue the Princess Kitana from the vile clutches of Quan Chi. Unsuccessful in his mission, Liu returns to Earth and mounts an effort to bring together the Earth's greatest warriors. He does it this time, not only to free Kitana's home world, but also to assist his mentor and Earth's protector – Raiden.



QUAN CHI

A strange sorcerer who knows free forming arts, he is most powerful in black magic. Quan Chi used his abilities to free the now evil Elder God Shinnok from his confines down in the Netherealm. In exchange for his services, Shinnok has granted Quan Chi the position of Arch-Sorcerer of his now expanded Netherealm.



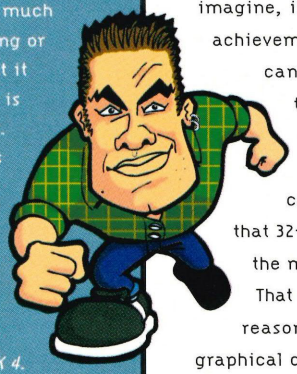
RAIDEN

The God of Thunder returns to Earth after the defeat of Shao Kahn, but finds a new threat arises when Shinnok's evil forces, led by Quan Chi, attack the Elder Gods. With the heavens thrown into a state of disarray, Raiden exists as one of the last gods of Earth. He must come to the aid of his Elders and put an end to the villainous reign of his ancient enemy.



STEVE'S COMMENT

This is the kind of game that will see your mother's ear glued to your bedroom door, wondering what all the grunting is about. It will keep you up late at night and, more importantly, give you digit blisters to be proud of. Whilst *MK 4* does lack a little in terms of finesse – there's not much in the way of wrestling or combat ballet – what it has by the truckload is in-yer-face brutality. Oh yes, the Fatalities make a glorious ending to the most bitter battle; they are the glacé cherry on the top of the artificial cream cake that is *MK 4*. There's enough variety here to keep you coming back for more time and again, learning all the different ways to dispatch your foes. And that'll be why they call it *Mortal Kombat* – it does exactly what it says on the tin.



Comparisons to both the arcade version and the PlayStation version are very favourable indeed. The N64's *Mortal Kombat 4* looks very much more solid and far more polished compared to the PlayStation's and also manages to bear something more than a passing resemblance to the arcade game that it is based on. This, as you can well imagine, is really something of an achievement, and once more you can quite happily show off this little beauty safe in the knowledge that all of your PlayStation owning chums will have to accept that 32-bit power is no match for the might of the N64.

That given, it might be thought reasonable to assume that the graphical charms of *Mortal Kombat 4* might have hampered other areas of the gameplay, namely speed. Not so – once again Eurocom have come up trumps, to make the game run like a greased pig down a sloping greasy tunnel. Due to its arcade heritage, the speed at which *Mortal Kombat 4* runs is quite important, and we are not disappointed. Arron Taylor, who is our resident fighting guru, reckons that it is every bit as fast as the arcade version and just as enjoyable. There's nothing all that graceful about *Mortal Kombat 4* (unlike many other famous beat-'em-ups) but then it's supposed to be a frenetic battering session, and it certainly is that.



CAN'T TEACH AN OLD DOG NEW TRICKS?

Probably the most important question raised concerns the quality and the usefulness of the 3D environment that Sub-Zero, Raiden and chums now find themselves in. Well, to be fair, opinion is divided. There are those that feel that there is little difference from the previous *Mortal Kombat* games and those who believe that it really has made a serious improvement to the series. Certainly the combat has changed little, which means that it looks the same as it always did, move wise at least, and in some cases you could be forgiven for believing that the added depth that use of the third dimension brings is something of a unnecessary gloss.

However, in my opinion this is not the case. There the are moments, as you sidestep a ferocious attack and the camera pans around to follow you, that you appreciate the subtle difference that the 3D environments brings. Admittedly you are left with a small feeling that perhaps Eurocom could have actually used this a little more, but then being able to encircle your opponent might have prolonged the fighting itself or much worse still, converted the game into the world's first fighting game where neither of the opponents actually stand a chance of hitting each other, and that would never do. Consequently I reckon that they have perhaps struck a pretty good balance, allowing you to enjoy



REIKO

As a brave general in Shinnok's armies, Reiko once lead the forces of darkness into battle against the Elder Gods. He was once thought to have been killed during that onslaught, but now he has resurfaced and is ready to join the battle against Earth's forces.



REPTILE

Once a general in Shinnok's evil Army of Darkness, Reptile belongs to an extinct race of reptilian creatures. Reptile was banished down to the Netherealm after he committed genocide – he destroyed several species. Responsible for the death of many millions, Reptile is a dangerous ally for the forces of evil to use.



SCORPION

In the hope of gaining Scorpion as a new ally in the war with the Elder Gods, Quan Chi makes the dead ninja an offer he cannot refuse – his life, in exchange for his services as a warrior against the Elders. He accepts, but hides an ulterior motive.



SHINNOK

Banished to the Netherealm for the crimes he committed against his fellow Elder Gods, Shinnok is freed from his confines by Quan Chi. With the aid of a traitor he is then able to overtake the realm of Edenia. From there he wages a war against the Elder Gods, awaiting a chance to enact revenge against the god who banished him there – Raiden.

Mortal Kombat in 3D without spoiling the sheer fun that the game has to offer. Let's face it, *Tekken 2* (and even more so for *Tekken 3*) have never really been anything more than 2D fighting games that have hankered after 3D in a way that is not entirely healthy – so why shouldn't *Mortal Kombat 4* follow suit?

What we have is a game that has risen phoenix-like from the ashes. It would be foolish in some respects to say that *Mortal Kombat 4* represents the first next generation beat-'em-up on the N64 – it isn't. We have still to see the beat-'em-up that other consoles would kill for. *Mortal Kombat 4* lacks the sheer beauty and that almost dance like quality that Namco's titles possess, and also doesn't have the innovation that *Fighters Destiny* brought onto the Nintendo 64. Furthermore, whilst it more than amply wipes the floor with the rest of the beat-'em-ups on the N64 and is clearly head and shoulders above them, it is surely still far from the best that the N64 can produce.



Sub-Zero does an impersonation of the boy Jon, and very well observed it is too.

Unlike so many beat-'em-ups on the PlayStation, *Mortal Kombat 4* has questionable longevity. Certainly there are more than enough different levels and loads of moves for you to master, but once you've done this, the sheer 'blood and guts' fest aspect of the game will surely become more than a tad tiresome. Despite the fact that there is an option to turn off the blood and gore I cannot imagine playing *Mortal Kombat* in six months time.

It might well be fair to argue that *Mortal Kombat* 4 isn't quite the mature game that fighting fans want. Basically it lacks the subtlety of a classic, and so though it is great fun for a while, maybe even for a long time, eventually it will seem somewhat empty

That criticism aside, you should still think of *Mortal Kombat 4* as being a great beat-'em-up. It's the pinnacle of beat-'em-ups on the N64 right now and I hope that other developers take note of the innovation that it brings. Just don't be fooled into believing that this is anything more than the gaming equivalent of an adrenaline rush and you won't be disappointed – it's great while it lasts, but you can't expect it to last, or indeed play forever. **SIMON**

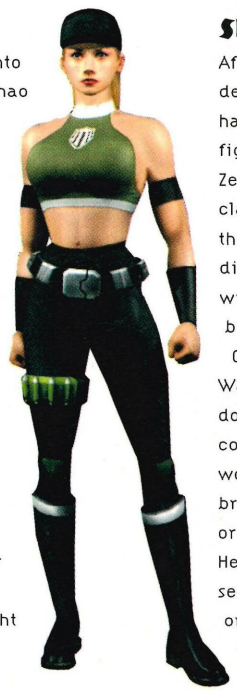


Hey kids! Don't try this at home – it really hurts.



Surely there must be an easier way to obtain dinner money?

SONYA



After her journey into the outworld and Shao Kahn's near destruction of Earth, Sonya becomes a member of Earth's own outworld investigation agency. Her first mission leads her to join Liu Kang on his quest to aid the troubled Thunder God, Raiden. She must try to survive long enough to warn her government of the new menace brought on by Quan Chi.

SUB ZERO



After Shao Kahn's defeat at the hands of Earth fighters, Sub Zero's warrior clan, known as the Lin Kuei, is disbanded. But with the new threat brought on by Quan Chi, the bold Ice Warrior once again dons the familiar costume – once worn by his brother, the original Sub Zero. He also holds secrets passed on to him by his sibling – secrets that could hold the key to stopping Shinnok.

TANYA



As the daughter of Edenia's ambassador to the realms, Tanya invites a group of refugees fleeing their own world into the safety of Edenia. But soon after Queen Sindel allows them through the portal, she learns that one of the warriors is none other than the banished Elder God, Shinnok. The portal leads down into the dark pits of the Netherealm and the once free realm of Edenia is now at the mercy of the evil Shinnok.

VERDICT

GRAPHICS	Solid, very bloody and relatively crisp. — 8
SOUND	All you can expect from an arcade beat-'em-up. — 7
PLAYABILITY	Pick up and play or be a master – you decide. — 9
LASTABILITY	Plenty of levels and options, but not a timeless classic. — 8
OVERALL	The best beat-'em-up on the N64 – for now. The best is yet to come... — 90

INFO

PUBLISHER: **THQ** DEVELOPER: **Imagineer** PLAYERS: **One** GAME TYPE: **RPG** VERSION: **US**

SAVE GAME: **Battery Back-up** RUMBLE PAK: **No** CARTRIDGE SIZE: **128MB**

QUEST 64

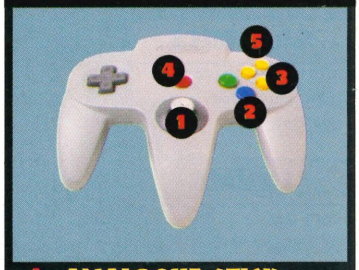
We've all heard of Link – that bomb-throwing, arrow-shooting, smashing and dashing elf extraordinnaire – and Cloud Strife, not a former member of SOLDIER, but quite a tough fellow with a large sword and demon-summoning abilities. Now to add to this list of RPG luminaries, allow me to introduce (dah-dah!)... Brian, a small boy with a quiff and a stick...

START It's amazing that it took so long. With all the millions of people around the world drooling in anticipation of the likes of *Zelda: Ocarina of Time* and *Mother 3*, the N64 has only just witnessed the arrival of its first RPG, about two years into its life, which is rather strange considering that the SNES was RPG heaven. Given the state of play today, it seems that all upcoming console wars will be fought around the quality of the RPGs which grace the different systems, and indeed, the Nintendo 64's continued success might depend on whether the above two games can match the combined might of Square's *Final Fantasy* series.

Quest 64 then, which is developed by Imagineer and published by THQ, has an important role to play. It is obviously not of the same pedigree as say, the Nintendo titles, but a solid base of good quality but lesser RPGs (*Shadowgate*, *Ogre Battle*) can only be a good thing.

So, is *Quest 64* the perfect game to keep you occupied until that silly Princess Zelda gets kidnapped again for the umpteenth time, or is it simply a cash-in on the current RPG fever? Read on, dear readers, and all will be revealed...

CONTROL FREAK



1 ANALOGUE STICK
Controls Brian.

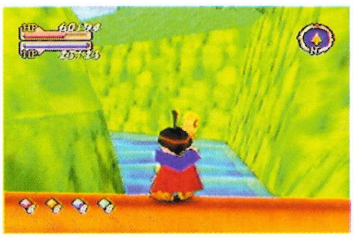
2 'A' BUTTON
Open chests, collect spirits, attack.

3 'C' BUTTONS
Casting spells.

4 START BUTTON
Pause, look at stats.

5 'R' SHOULDER BUTTON
Fires secondary weapon.







Brian meets some strange people on his journeys, like this woman with a green moustache.

A SPIRITED YOUNG LAD

Quest 64 details the adventures of a bright young lad named Brian. In the Japanese version his name was the much cooler 'Shinjaque', but then Imagineer decided that we fussy old Westerners don't like foreign names, so they proceeded to change all the names of the characters and places. Kennishire, anyone?

Anyway, Brian – following in the footsteps of his father's craft – is a Spirit Tamer. When you walk around the countryside, you will see wisps of smoke rising from the ground. These are spirits; walk into them to catch them and then you can decide which of the elements you would like them



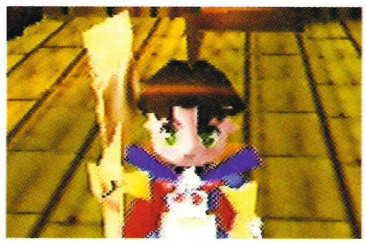
1st Impressions

I actually begged to review this game as I was looking forward to it so much, and at first I loved it. The graphics are gorgeous and there is always something appealing about exploring towns and stealing from strangers.



When is that lad going to learn to keep his thieving hands to himself? This does not set a good example. Tut, tut!





Meet Brian. Somehow, even Link manages to look tougher.

One lovely effect is the way that the game runs in a sort of nearly real-time, progressing from day to night and back again as you progress through the game. First the sky turns to a deep pinky orange colour, then red, blue and eventually black, which adds a lot more atmosphere during the scenes set in woodland areas

to represent. The choice is between Earth, Wind, Fire or Water, but more on this later.

Brian's father has disappeared, you see, and the magical tome of the spirits has been half-inched by the Master Wizard, and like anyone would, Brian sets out on a quest to find them, and put right everything else that has gone wrong on the way.

The game plays in a similar style to *Super Mario 64* or *Banjo-Kazooie*, traversing large and colourful lands, but without the jumping. It is instantly playable and very simple to get into. As Brian, you need to wander from town to town, helping people out and conversing with them. When you're in the countryside between the towns, you are susceptible to attacks from monsters and demons and when this happens, you will enter fight mode. This is a cross between a real-time fighting system (SNES *Zelda* and *Secret Of Mana*) and a turn-based one (The *Final Fantasy* series). This new system commendably tries to do something different, apart from the music that is, which is highly suggestive of the in-fight music from *Final Fantasy VII* – you can almost hear Square on the phone to their waiting army of lawyers.





In the fight mode, you and your enemy are surrounded by rings of light, showing how far you can move, and there is also a ring of light which encases the whole battle area. When it is your turn, you have as much time as you want to decide what to do. You can move anywhere inside your ring, and then decide whether to use your magic or an item, or you could just decide to club them around the head with your knobbly stick. As soon as your enemy has chosen what to do during its turn, you can move again, giving you the opportunity to try and dodge some attacks. If you make it to the edge of the larger circle of light, you can then escape the fight altogether – which comes in very handy sometimes.

The magic use is also quite well structured, employing a simple and innovative system. The four C buttons correspond directly with the

DAY AND NIGHT

One of the best features about the graphics in *Quest 64* is the real-time lighting techniques which mean that the game turns from day to night, and back again, as you play. Here you can see some of the stages in the process – daytime, evening, night and morning again.



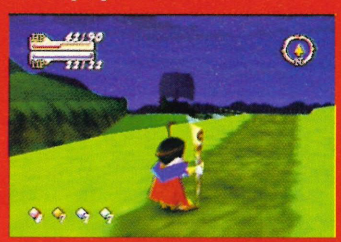
Inside the walls of Dondoran by day. Notice how far you can see.



Brian watches the sky change colour. Remember your Quest!

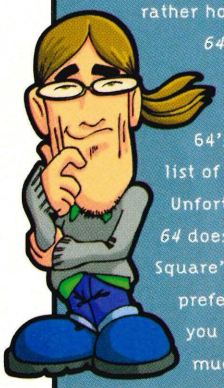


Red sky in the morning... Brian's warning. Uh-oh.



Darkness pervades the land, making it look a bit scary.

SIMON'S COMMENT



I was expecting so much more from *Quest*, thanks in part to (dare I say it?) *Final Fantasy VII*. Since that game I have been a bit of an RPG fan, and as such I was rather hoping that *Quest 64* would fill the RPG-shaped hole in the Nintendo 64's ever growing list of top titles.

Unfortunately, *Quest 64* doesn't even touch Square's masterpiece, preferring to offer all you lot out there a much watered-down RPG. This is such a pity, as I was looking forward to a spot of turn based combat action.

Still, never mind, eh? You can bet that there will more RPGs in the future, and hopefully they will be much better than this.

PEOPLE POWER

There are many people Brian will meet on his journey, and most of them are nice enough too provide him with some much needed help on his way. Here are some of the most important you will meet.



An innkeeper. These guys and gals are important, as they heal you and give you the chance to save your progress.



This old hag, I mean nice old lady, gives you wings which help you to speed up your journey.



I'm sure Brian is too young and innocent to think what I'm thinking at this point...



This is Shannon, a fellow adventurer who you meet at inns all over the world.



Brian gets to meet the King of Dondoran. Unfortunately, the Kingdom is in trouble and they need Brian's help.



This lady gives you fresh mint leaves from her garden which refill magic power. I'll have to try that...

For some reason, Imagineer have decided to take out one of the most important aspects of the RPG genre - the ability to amass cash and buy, sell or barter for a variety of goods

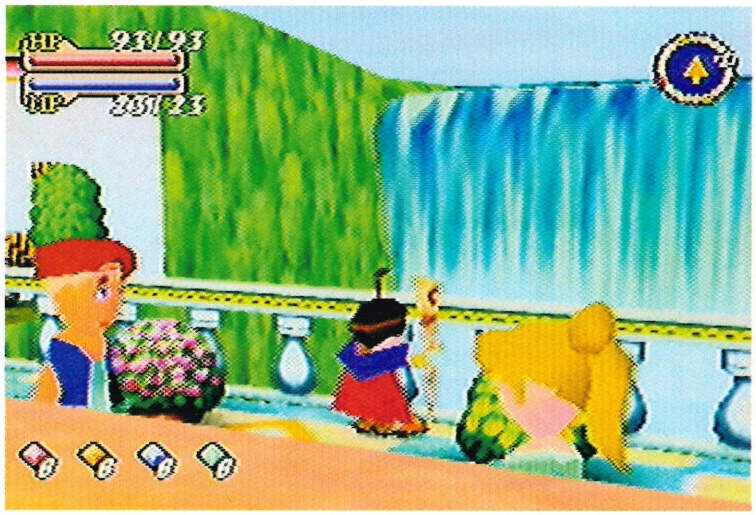
aforementioned four elements – Fire, Earth, Wind and Water – and each of these has their own spell – fireball, for example. However, as you power up your magic, you gain the ability to combine two different elements, which produces different effects like 'Attack Power Up' (Fire, then Earth), 'Heal' (Water then Earth) and 'Spirit Armour' (Earth then Water). Later you can do more, such as combining Earth and Fire to create a destructive lava spell. Unfortunately, experimenting with the elemental spells is not really encouraged, as the real differences between their effects are so slight. In fact, no matter how powerful your magic gets, your club strangely still always seems to inflict more damage, which renders the magic pointless to a degree.



Brian pauses to watch the sun rise. Er, hello... haven't you got a world to save? Kids today, eh? No respect. Sigh...

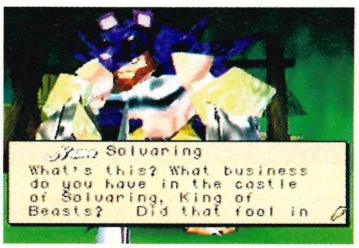


Brian stops to make a wish: "Oh fountain, I wish this game had been better!" His wish was not heeded, unfortunately.



Brian contemplates suicide after realising that there is no way to control his hair. Please don't jump Brian!





Believe it or not, this fella is only the first boss!





A villager...bet he's got an interesting story.

CASTLES IN THE SKY

Graphically, although far from perfect, *Quest 64* is superb, using some very impressive touches. The animation on Brian himself is brilliant. He is cute and colourful, and moves incredibly fluidly, with quite a large range. The backgrounds, despite suffering from the old *Mario 64*-style 'the camera is positioned behind a house so we'll make the house vanish rather than move the camera to a better position' problem, are colourful and very varied with lots of different textures. There is also hardly any fogging – when you stand atop a castle or a mountain, you can literally see for miles into the distance – a welcome change. The towns also look very nice, with large, detailed and very majestic-looking castles, fountains and ships.

Another lovely effect is the way that the game runs in a sort of nearly real-time, progressing from day to night and back again as you progress through the game. First the sky turns to a deep pinky-orange colour, then red, blue and eventually black, which adds a lot more atmosphere during the scenes set in woodland areas.

It's a shame that the characters do not note the change from day to night as well, as it sounds stupid if you, for example, visit the house of the worried mother in the first town. She complains that her children are out playing and that she is worried because it will be dark soon – even if the sun is just rising at the time. Duh!

This lack of continuity is also evident in other ways. For example, in the first village you will meet a girl who is called Shannon, who says that (like you) she is about to start on a quest. You'll then see her several times along the way, but if you go back to the same village later, she'll still be standing in the inn, saying she is just about to leave on her quest.

Unfortunately, none of the other characters or monsters can follow the high aesthetic standard set by Brian. The enemies themselves are sorely lacking in any kind of originality or style, and are nowhere near as well rendered nor as smooth moving as our Brian. The effects caused by the spells are not particularly impressive either. The N64 could and should put to shame the effects used in *Final Fantasy VII*, but it doesn't – a water spell is, for example, illustrated by, err, some water. This is fair enough, but it could have been a whole lot more imaginative and stylish.

Quest 64 is nothing particularly spectacular sonically either. The music is good enough, but very generic. It sounds like the



Brian finds a question mark in a cornfield... So it's him that makes those circles! He had us fooled all along.

STEVE'S COMMENT



I'm not exactly the world's biggest RPG fan, so *Quest 64* was batting from behind with me to begin with. I spent some time snuggled up in front of the telly with me old chum Brian, admiring his err, very individual hairstyle... The trouble is, that's just about the only thing you haven't seen before. Run about a bit, have a meaningless chat with another stranger, and pilfer a prize from a person. There are no innovations to mention here.

Quest 64 has the undeniable advantage of being the first RPG on the new generation Nintendo, and it's a perfectly competent exercise in the genre. It's just a shame that it wasn't more inspired.

LET'S GET READY TO RUMBLE!

As Brian explores the countryside, he will become embroiled in battles with a selection of dangerous foes. When this happens, he enters into fight mode. Here you can see some action screenshots of Brian battling enemies, with some examples of the options open to him.



Brian versus a Dragon. Somehow, I don't think that he stands that much of a chance.



When close enough, one of Brian's most effective attacks is with his trusty stick. Bam!



Brian casts a Wind spell. He was warned that too many beans can have a detrimental effect...



If you can, moving outside of the larger circle of light gives you the chance to escape the battle.

music to every other RPG that you have ever played, just more annoying; trying to sound epic, timeless and olde-worlde, but not quite managing to do it with convincing style. The characters make the same noise as they do in all those other RPGs as their text appears letter by letter in the boxes – you'll know what I mean when you hear it. All the sound effects are just your usual collection of thuds and swishes, along with young Brian's footfalls, which unfortunately stay the same whether he is walking on grass, rock or cobbles.

WHERE'S THE BUYABILITY?

Unfortunately, despite all of *Quest 64*'s promise, and while it remains pretty good, *Quest* is not the great game we all hoped it would be. The main reason for this is its simplistic nature. You travel along from one town to the next, searching through people's houses and stealing from their treasure chests, which is always a good thing (better still for it being a completely original idea... NOT!).

Despite its frustrating problems, Quest 64 remains a thoroughly playable and often fun RPG. Experienced players will hate its simplicity, but for younger players who have not had any experience of role-playing, its lack of confusing RPG-depth and menus may prove appealing

The people themselves rarely, or never, say anything of any value. In fact, almost everything they say is completely banal, and you can find yourself wanting to cast a fireball at the annoying guy who goes on about his daughter wanting to be a singer. So what? You find out from them that a local robber/knight/nasty bloke has stolen some gem, then you go and face him, beat him, and start the cycle again – it gets repetitive sometimes.

The random attacks seem to come far too regularly, and sometimes you face several sets of foes with just a few short steps between them, which gets very annoying. It is useful that a compass is included, and that when you win a fight you get turned to the way you were facing beforehand, but often you will find yourself going backwards, as it is hard to tell which way you have come, especially if you



If I were you, Brian, I really would not be considering going in there... It's a good thing he's a brave Spirit Tamer.



Brian stands on the prow of the ship. A new continent awaits! Or maybe he's just feeling sea-sick.



You can see how small Brian is – even this leprechaun towers above him. Does he stand a chance?



Boss number two does not look as scary as the first one, but is much tougher, and indeed, much rougher.

escape from a battle, as you are not turned to face the right way and the landscape often looks the same on all sides.

For some reason, Imagineer have decided to take out one of the most important aspects of the RPG genre – the ability to amass cash and buy, sell or barter for a variety of goods. Instead what you are given is all you get, and items can only be used once. Many special items can't even be used on bosses – sorry, but unless I've missed something, special items are there for you to save until you really need them! It's also a big shame that Imagineer didn't include other party members to help you along your way, which is apparently something they were working on at quite a late stage into the game. Also missing is a good storyline and engaging character development – essential ingredients of a good RPG.

A CHALLENGING QUEST?

The difficulty level in *Quest 64* is also very strangely set. If you travel through the land fighting in all or most of the battles that you come to, you will run out of power-ups and soon die. For example, you keep getting attacked by a huge Wyvern long before you can feasibly handle one, let alone several of them in a row. This means that you find yourself trying to escape from every fight.

Despite the battles being hard, the game is actually quite easy. There are no fiendish puzzles, no brain-testing practical problems, just the odd object to take to someone, and some great big monsters to kill. The monsters are often difficult, because having avoided all the battles on the way up, you won't have built yourself up – but you don't have a choice, as you would be dead if you had tried. Confused?

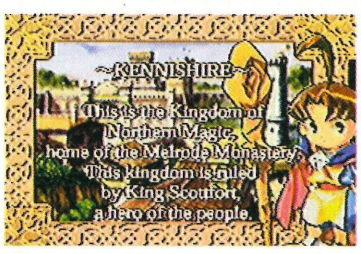
Avoiding most of the battles (and you won't be missing much, as they are not exactly a bundle of fun) an experienced player will breeze through the game in well under twenty hours, with a disappointing end-sequence as their sole prize.

Despite its frustrating problems, *Quest 64* remains a thoroughly playable, and often fun RPG. More experienced players will hate its simplicity, but for younger players who have not had any experience of role-playing, its lack of confusing RPG-depth may prove appealing. **JON**



Could anyone who has any idea what Brian is doing here please write in and tell us. I am joking, of course.





Kennishire, obviously made up for a US audience.

VERDICT

GRAPHICS	Superb in places, but also occasionally dodgy. — 7
SOUND	Often far too formulaic. Sometimes gets irritating. — 6
PLAYABILITY	Easy to get into and simple and fun, but often frustrating. — 7
LASTABILITY	Not enough depth to keep you coming back, and too easy. — 6
OVERALL	May appeal to people new to RPGs, but for RPG stalwarts – forget it. — 79

INFO

PUBLISHER: **Midway** DEVELOPER: **Sapphire** PLAYERS: **1-2** GAME TYPE: **Beat-'em-up** VERSION: **US**

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

BIO-F.R.E.A



In a not too distant cyber-future, where the earth has taken an apocalyptic turn for the worse, contact sports are not what they used to be. People don't worry that a boxer will leave the ring with concussion, or possible mild brain-damage. No, in this world, combatants will not leave the arena alive, and will be lucky if enough pieces of them can be found for anything like a proper burial...

CONTROL FREAK



1 ANALOGUE STICK
Controls your freak.

2 'A' BUTTON
Fire weapon, activate shield.

3 'B' BUTTON
Fly.

4 'C' BUTTONS
Punches and kicks.

5 START BUTTON
Pause.

6 D-PAD
Same as analogue.

7 SHOULDER BUTTONS
Side step right and left.

START In Neo-America, the giant corporations are battling for control of limited primary resources through sabotage, espionage and any other means possible. When there is a dispute over territory or any other form of capital, they hold a contest between their representative *Bio-F.R.E.A.K.S.* (Biological Flying Robot Enhanced Armoured Synthoids), with the winner collecting all of the spoils for their parent company.

Bio-F.R.E.A.K.S., which is developed by Sapphire (know for *Rampage: World Tour*) and published by Midway (of *Mortal Kombat* fame) takes the form of a 3D beat-'em-up in the style of *Mortal Kombat*, where fast and gory action is the order of the day. Oh, did I mention gore? Yes, blood, severed heads and steaming entrails are all high up on the menu today, so make sure that you have your indigestion tablets handy.

Bio-F.R.E.A.K.S. is not just another disappointing N64 3D beat-'em-up for you to throw on the pile without a second thought. Like *Fighters Destiny* before it, it doesn't try to rip off the *Tekkens* of the world, but tries to do something (or rather things) quite new. It sometimes succeeds, sometimes fails but should always be commended.

The first notable difference is in the backgrounds, which expand on the idea seen in *Mace: The Dark Age*.



After beating Purge, does Minatek give him a sportsmanlike hand up off the floor? No, he fires missiles at his prone body!



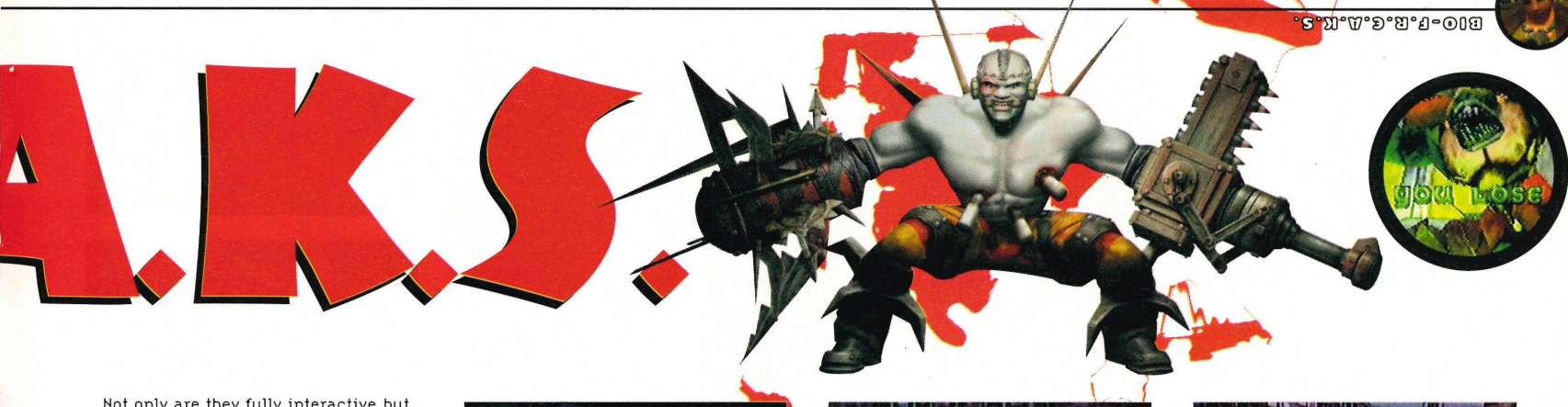


The platforms provide somewhere for a rest, but usually not for long.



1st Impressions

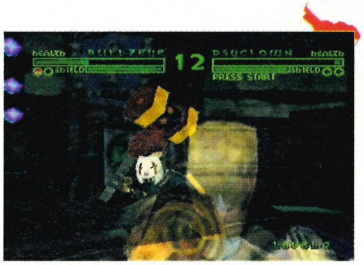
When I first saw this, I was awed by the superb characters and graphics and every new fight ended with me thinking "What a good idea." Unfortunately it wasn't long before I was thinking "What a good idea, but...".



Not only are they fully interactive but they are also huge, with all kinds of platforms that you can escape to for a brief respite. There are giant rolling crushers for you to throw your opponent into and beautifully light-sourced lava pools, which it's advisable you avoid. There's even a level where you can battle underwater, trying to avoid the triple-threat of not only your vicious opponent, but also of drowning and the piranha-type fish that will devour all that's on your bones, given half the chance. Although this is a great idea, it's just not quite implemented properly, as you usually find that you don't really use the backgrounds and prefer to stay in a smaller area to fight.

Another new idea is that every character has the ability to fly for a short period of time, allowing you to reach those high-up ledges. Again, the idea is good but it fails to elevate the game to the heights it's grasping for. Mid-air combat is mostly unwieldy and pointless, and running (flying) away doesn't solve anything, as your opponent will fly straight after you. It does allow for a few impressive aerial moves to be pulled off, but these are too complex to do in the middle of a frantic battle and they could have been available to be performed in mid-jump, without having to resort to kick starting the rocket boots.

Every character also has their own high-powered projectile weapon which is activated with the single touch of a button. This can lead to pointless battles, where the combatants stand as far away from each other



The first person view looks good but is not very practical.



Zipperhead's shockwave move proves too much for poor Delta.

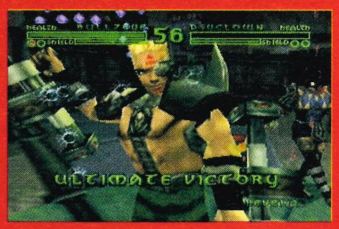


Zipperhead stands over Bullseye's dismembered body.

Oh, did I mention gore? Yes, blood, severed heads and steaming entrails are high up on the menu today, so make sure that you have your indigestion tablets handy

GORE, GORE GALORE!

It has already been said that *Bio-F.R.E.A.K.S.* is a tad gory. Here you can see why:



Bullseye celebrates as that damn clown tries desperately to find his make-up plastered head.



Zipperhead manages to beat his opponent to a pulp, despite the loss of a vital appendage – his right arm!



Delta – whose arm seems to have fallen off – has made a mess all over the camera. Anyone got a cloth?



Bullseye revels in glory, seemingly unaware of the four feet of cold steel through his body.



Bullseye and Psyclown scrap it out, each missing an arm – seems pretty fair...

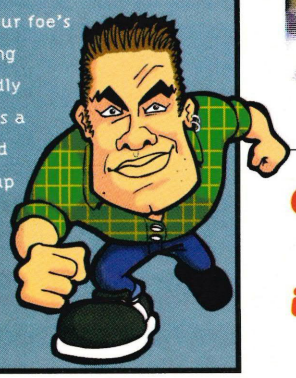


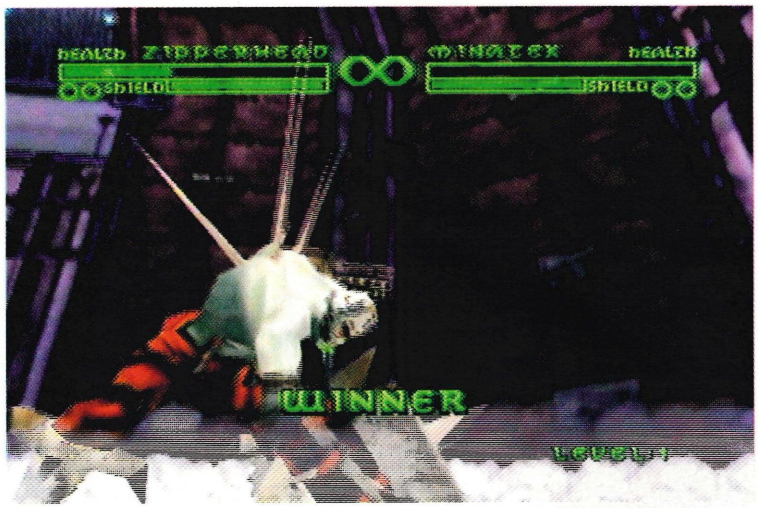
Ssapo was warned that the cream had gone off but the glutton didn't listen – serves him right!

STEVE'S COMMENT

While it may not boast the most complex combos list or a multitude of tricky reversals, *Bio-F.R.E.A.K.S.* is good fun. It's a button basher's paradise – special moves are easy to throw off – but complex moves are there as well.

For me, though, *Bio-F.R.E.A.K.S.* has two big advantages over other beat-'em-ups: jetpacks and lasers – oh yes! It really is satisfying to fly over your foe's head, laying down deadly fire. This is a good, solid beat-'em-up and no mistake – you got a problem with that?





Someone should tell him that wearing several feet of steel through your body went out of fashion.





Cyber-bull versus clown does not really seem fair.

as possible, just blasting away until a winner is declared. The answer to this comes in the form of a shield, which you can activate at any point in the battle for a short period of time. Laser blasts, guns and the like are not effective against this, so you're forced to get down and dirty with a series of chainsaw/nasty looking sharp object assisted fisticuffs.

A final original feature which again doesn't quite work, is the ability to fight from a first person perspective, which looks great but is extremely difficult to control.

Character design is simply stunning, producing the nastiest muthas you're ever likely to see in a videogame. Check out Zipperhead, a mutant with spinning blades on his legs, a variety of weapons grafted onto his arms and a series of large spiked objects shoved through his torso. Nice

GOOD-LOOKING FREAKS?

As you can see from the screenshots, on these pages, Sapphire have done a superb job on the graphics in *Bio-F.R.E.A.K.S.*, making it easily the best looking fighting game around. The character design in particular is quite simply stunning, producing the nastiest muthas you're ever likely to see in a videogame. Check out Zipperhead, a mutant with spinning blades on his legs, a variety of weapons grafted onto his arms and a series of large spiked objects shoved through his torso. Nice. Then there's Purge, an evil human helicopter with fire-spewing, deadly rotating claws where his hands should be, or what about Minatek, a gimungous robotic man-bull with a huge ball-and-chain and a very evil laugh? Yes please.

The incredibly fluid animation utilises soft-skin technology (so there is none of that polygon clash evident in *Fighters Destiny* or *WCW vs NWO*) and is extremely detailed – even the expressions on the faces of the freaks will change as the battle wears on, depending on how they are faring. It runs at a consistent 30 fps and shows absolutely no slowdown. The arenas themselves are equally impressive,

FREAKS, ONE AND ALL!

The guys and galls in *Bio-F.R.E.A.K.S.* are not really the types you'd want to take home to meet your dear old mother. Let's introduce a few of them:



Bullseye, the *Duke Nukem* lookalike, is a good all round character, fond of the phrase "Dance, freak dance!".



Sabotage is similar to Bullseye in many ways, but with spears, and a more shapely rear-end, obviously...



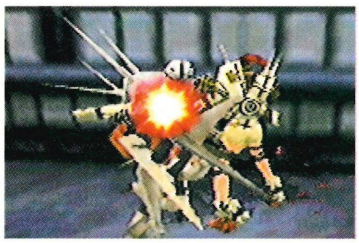
Minatek is a cyber man-bull armed with a wrecking ball and missiles. You don't want to spill his pint...



Ssapo is, er, sort of a giant turtle, but he is likely to kick Leonardo and company's asses, any day.



Psyclown is a bit scarier than the clown in *Fighters Destiny*. Unfortunately his mallet does not squeak when used.





Battle of the big boys as Ssapo and Minatek gear up.



Ssapo attempts to put Minatek out of action with, er... a bubble. Back to the drawing board, pal.

being both extremely colourful and realistically light-sourced, with plenty of texture on show.

Perhaps most impressive are the introductions and celebrations your characters indulge in before or after fights, complete with some sampled speech, superb animation and a great sense of humour. Ssapo, a giant green monster, waves to the crowd like a little kid and is prone to puking all over his fallen opponent, while Miss Sabotage shoots a spear into the crowd and proclaims "I lose more boyfriends that way".

What doesn't make sense is that, despite the rest of the graphics being so good, the aforementioned shields are pretty awful, looking a bit like those activated during the knife fight at the beginning of sci-fi flick Dune. The sound is quite impressive though, complete with the usual crowd noise and sampled speech, plus all of the relevant screams, barfs and ripping noises, all accompanied by some bangin' cyber-choons.

Now to the gore. Yes, somehow this game has got past Nintendo, (probably by knocking it over the head with a large mallet and sneaking past before it regained consciousness) with a level of blood and guts not yet seen in an N64 game. You can rip or slice off your opponents' arms, leaving them to fight on with bloodied stumps and do whatever they can with their legs. The blood which then spurts out even splatters all over the camera if it gets in the way and incidentally, bullets occasionally punch mean-looking holes through the lens.

Another cool feature is when you play as, for example, Sabotage. You can throw spears which either stick into the ground and walls until the fight finishes or, if they hit the target, go right through your opponent, and stay there. Do this enough times and you'll laugh as your opponent staggers around like a half-human pincushion, with fifteen spears piercing his or her body. Then there are the instant fatality moves which either decapitate or slice in twain your unwary, hapless opponent. They are easy to pull off but also easy to counter – so they don't happen often, but it is hilarious seeing your warrior celebrate victory while your opponent lurches around in the background, minus head, then falls over in a fountain of blood.

DANCE, FREAK, DANCE!

While all of this sounds very good, the game actually loses out in possibly the most vital area. While *Bio-F.R.E.A.K.S.* is more than playable, it just does not have the *Tekken*-beating combat system, the holy grail we have all been praying for. Each character has plenty of special moves, which are possible after a few practices, but you'll find that they don't work in quite the way they should and so resort to frantic button pushing, which seems to be more effective. It comes across as a sort of hybrid of *Mortal Kombat*, *Mace* and *Killer Instinct*, and manages to be better than all three, although not as good as *Fighters Destiny*.

There is enough here to keep you coming back, with loads of moves (viewable when you pause the game) and combos to master, two hidden characters to find on top of the original eight, and opponents so tough on the most difficult level that you'll only last a few seconds before being torn limb from limb. The very end baddie, incidentally, is absolutely huge and really takes some beating.

Bio-F.R.E.A.K.S. is nowhere near as good as *Tekken*, but it doesn't try to be – it certainly won't appeal to those beat-'em-up freaks who prefer the scientific smoothness and combo breaking crunch of the Namco games. What it is, however, is a simple, highly fun filled gore-fest of a beat-'em-up, for those of you who are not looking for sophistication, but for *Mortal Kombat* style button-pressing madness and lots of death. Having said that, *Mortal Kombat 4* makes its appearance this month, so check out the lead review. Without that, this would be the one to go for, but it seems that Midway have beaten themselves to it. **JON**

VERDICT

GRAPHICS	8
Discounting the shields, everything in this game looks horribly gorgeous.	
SOUND	8
Plenty of sampled speech and some techno ditties and crowd noise.	
PLAYABILITY	7
Easy to get into and fun, but about as deep as a small puddle.	
LASTABILITY	7
Loads of moves and a stiff challenge to boot.	
OVERALL	84
Solid beat-'em-up with great ideas that aren't quite realised properly.	



Purge: I have only one question. Would anyone like some toast?



Zipperhead is the man when it comes to ripping opponents in two. I don't know how he manages in the gents though...

INFO

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

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

BOMBERMA

This new title from Hudson Soft is the latest in a long line of *Bomberman* games. The N64 has already played host to *Bomberman 64*, which some people would argue was one of the poorer games to see the light of day on the machine. Now, with *Bomberman Hero*, how will his explosive antics stand up against the present batch of new releases on the Nintendo?

START Platform games have always been there in the thick of the competition between game genres and software companies. Last month, we at Total 64 received one of these new additions to the world of the platform game, which came in the form of *Banjo-Kazooie*. We were all highly impressed with what we saw, to put it mildly.

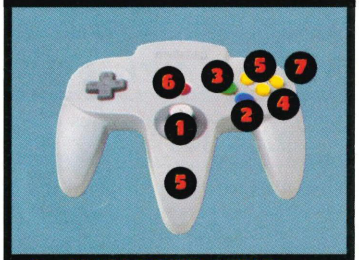
Now we have *Bomberman Hero*, the latest instalment in the legacy that has been Bomberman, seeing the little guy crop up on nearly every gaming platform (groan! – Tackle) ever conceived. The heart and soul of *Bomberman*'s success has been the frenetic bomb inspired gameplay and on every *Bomberman* release, its focus has always been squarely on the multi-player option.

For bombers with no buddies, the one player option was always the short stick in the bundle, and it was always over too soon. The gameplay against the CPU lacked a little something. It lacked that sense of victory following cornering your best mate in a hole and blowing him to pieces. Of course, he lorded it up over you when he was able to kick the bomb away and into your back yard! And it was just that kind of give and take that helped to made *Bomberman* great.

So we were overjoyed to hear that *Bomberman Hero* was a one player only adventure. Oh Lord, how we did rejoice at the prospect of a spot of solo bombing and plodding! You see, while it would seem like commercial



CONTROL FREAK



1 ANALOGUE STICK
This controls your Bomberman.

2 'A' BUTTON
Jump.

3 'B' BUTTON
Throw bomb.

4 'C' BUTTON DOWN
Drop bomb.

5 'C' BUTTON UP, LEFT, RIGHT
Change view of camera.

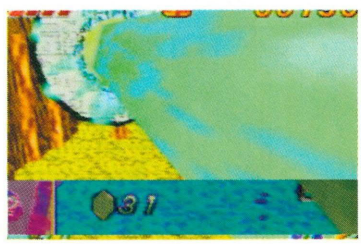
6 START BUTTON
Pause.

7 'R' SHOULDER BUTTON
Drop bomb.



The Legoland express makes a quick getaway when Bomberman fails to pass the security screening. That' ll be the bombs, then!





Some lasers are piddly little affairs. Not this one!



1st Impressions

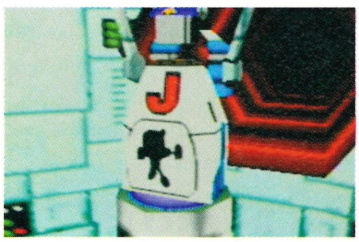
On the first level, I found the game quite enjoyable. The colours were nice and bright and the gameplay seemed steady and smooth running. Then the repetitiveness kicked in and took it downhill.



AN HERO







suicide to remove the one gameplay element for which *Bomberman* is so justly celebrated, HudsonSoft hope that the new approach has given the franchise fresh legs. By starting afresh, as it were, the developers are looking to drag a successful – and lucrative, it must be added – games icon bang up to date. Can *Bomberman* leap up and away from the foundations of his semi-2D past into the current 3D games arena?

A PLATFORM TO STAND ON

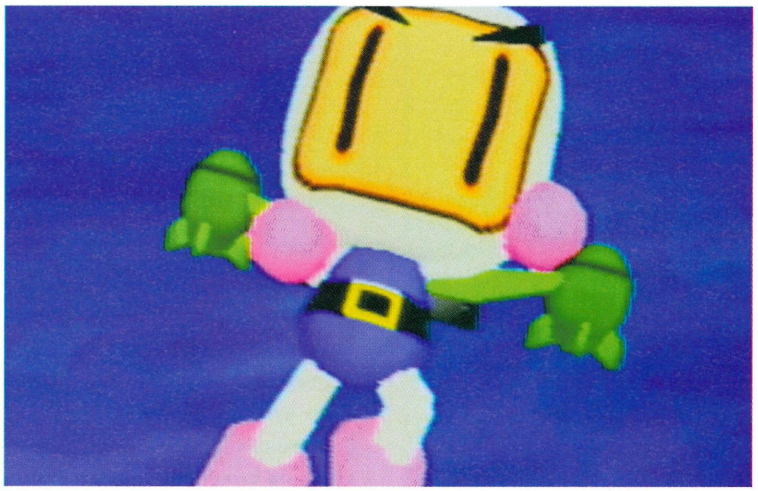
Ever since *Donkey Kong* was released on the Commodore Vic 20 and the *Roland* games on the Amstrad, the platform game has been one of the oldest and dearest members of the computing and console game world. Then there came the revolutionary *Sonic the Hedgehog*, which took the genre on to new heights on the Mega Drive. Moving on again, *Super Mario 64* and now *Banjo-Kazooie* have both propelled it further. The future does indeed look good for the platform gamer. So, in spite of this, can this new title, *Bomberman Hero* keep its head above the water and sit proudly, up with the current big boys of the platform world?

BOMBS AWAY

The main aim of *Bomberman Hero* is for you to collect as many diamonds as possible, to progress through the levels and kill all of the end of level baddies. Despite *Bomberman Hero's* game engine running in 3D format, the actual gameplay is similar to that of the 2D camp, with your character, the Bomberman, moving from left to right throughout the levels.





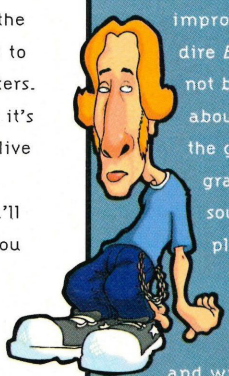


Up, up and away: with a single jetpack, he can clear tall buildings and still make it home in time for tea.

On your travels, whilst looking for the diamonds you will meet a lot of different shaped nasties that range from bouncing Zebedee lookalikes (the rolling eyed springer from the cult TV show Magic Roundabout) to flesh eating slugs and giant lobsters. You don't have to kill them all but it's a lot more fun if you do! Go on – live a little.

To do some serious killing you'll need to use... yep, your bombs! You can either kick, throw or drop these bombs into the path of the enemy – not too many options, but it's more than enough to wipe those nasties from existence. Your bombs can also be used for blowing away doors and

JON'S COMMENT



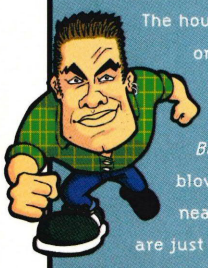
Okay, so *Bomberman Hero* is a improvement over the dire *Bomberman 64*, but not by an awful lot. Just about everything about the game is okay: the graphics are okay, the sound is okay and it plays...okay.

Unfortunately, okay does not cut it in the 64-bit market, and with *Banjo-Kazooie* around, there's no place for this game. Bomberman is still a cool bloke though, and we're all still waiting earnestly for a superb Bomberman platform game.

The future does indeed look good for the platform gamer. So, in spite of this, can this new title, Bomberman Hero, keep its head above the water and sit proudly with the current big boys of the platform world?

STEVE'S COMMENT

Gah! Grr! Snarl! They've got it all wrong! This isn't *Bomberman*; this is a sub-standard take on *Mario 2* on the 8-Bit NES, waaaa-aay late! It's a travesty and more than that, it's a tragedy! *Bomberman* is cool. No, *Bomberman* was cool – spot the difference.



The hours that I've wasted on the arcade style puzzler that was original formula *Bomberman*, happily blowing up all of my nearest and dearest, are just too numerous to recount. Suffice to say, I was looking forward to seeing the 64-Bit remixes but have been sorely disappointed both times.

The multiplayer mayhem has gone and with it, the whole point of Bomberman. He is a hero without a cause. Hudson Soft should be commended for trying to elevate their character above single-screen cult icon, but there's a long, long way to go before we're convinced.

This unimaginative platformer which doesn't take any risks and is squarely aimed at the younger player. Bad Bomberman – send him to bed without any dinner.



It looks very much like this post office counter stamp is about to stamp Bomberman out. Don't you believe it, buddy!





blowing up various crates and boxes, some of which hide diamonds and various energisers.

The overall character movement of the Bomberman himself is quite good: he can jump and walk in eight alternate directions and can also jump across onto a ledge, swing, then pull himself up. It's not bad, but is really all quite run of the mill stuff, these days.

The colours of the graphics are appealing and are nice and bright, which in my view is one of the key elements for any good platform game. *Bomberman Hero* also uses some very good platform style 'bubble gum' type graphics, with plenty of wacky creatures stuck in wacky, amusing surroundings. These environments vary greatly, as Bomberman travels underwater, across castles, through canyons and more, which gives an appealing composition of colours and themes in the game.

THE DOWNSIDE

However, enough of the good points – let's look at the downside. Now for

The overall movement of the Bomberman himself is quite good: he can jump and walk in eight alternate directions and can also jump across onto a ledge, swing, then pull himself up

END OF LEVEL NASTIES

At the end of some levels, you must inevitably take on some big bosses and kick their butts to get through to the next stage. This may sound fun and the graphics of the bosses do liven up the game a bit, but destroying them is such an easy task that it only underlines the dullness and repetitive nature of the gameplay. To beat any boss, all you have to do is face them and constantly fire bombs at them – it's that simple. Here's a taster of the big guys that will try to give you the heebee jeebees.



A GIANT LOBSTER!



A LASER GUN AND A HALF!



Bomberman contemplates the Ion cannon and the prospect of a fairground ride for free. Good job he has a safety helmet, really!

DIF'RENT STROKES

Not all of the levels see Bomberman running from pillar to post and throwing bombs, oh no. Some of them see the little chap strapped into a variety of vehicles for a quick runabout in a particular environment. They all take place in a corridor-style level, where the landscape forces progress along in a linear development. Bomberman has to traverse these levels, dodging enemy fire in an almost shoot-'em-up manner. And dropping bombs.

JETPACK



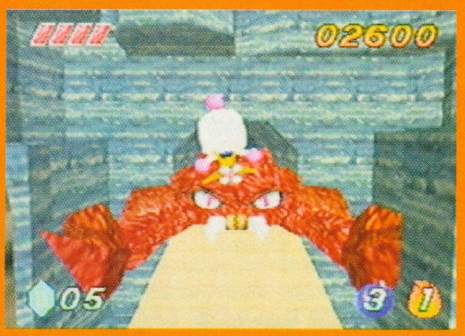
It looks like something taken straight out of *Pilotwings*, but this time, you have bombs. Nice. The trouble is that you never feel like you can fly off into the sunset. The corridor forces you down a gun-filled canyon; just wait until you're staring down the barrel of the big gun at the end!

HELICOPTER BEANIE HAT



By means of a cunning propeller attachment to Bomberman's helmet, he is able to fly across open expanses of water. Again, he is able to drop bombs on the heads of any unwitting foes (that will be why they call him the Bomberman, then!). Oh, and he must have the neck muscle strength of an elephant, when you come to think about it.

PROPELLER A PIED



This'll be where the phrase 'the Plimsoll line' will have come from. Bombi is one of the few heroes whose footwear range includes a pair of propeller plimsolls. Manta rays, Easter Island stone heads and snipping crabs are among the adversaries you will face here. It's just a good job that yer man can hold his breath for a very long time, really.

starters, the monsters in *Bomberman Hero* are always exactly the same type of thing; they may well look slightly different but they all do more or less the same actions and are very static and monotonous. Also, all of the level layouts are the same. Although the scenery will differ, you usually go from the left to right of the screen or (in the case of underwater situations) you go straight ahead. This makes the actual gameplay incredibly easy and quite repetitive.

THE BIG BANG

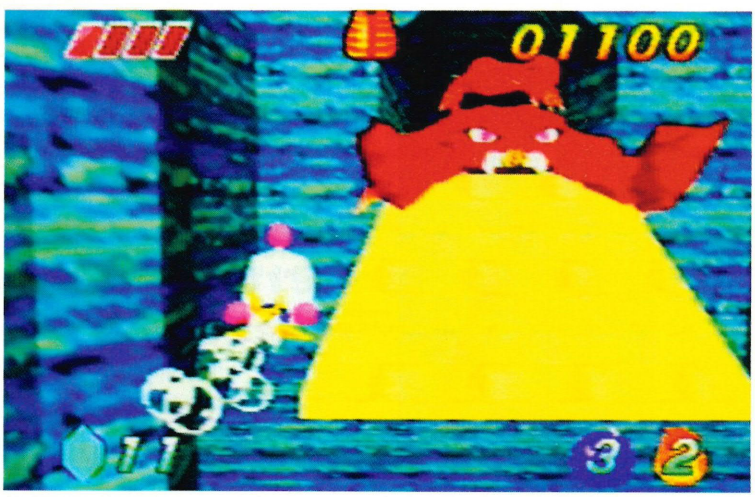
Admittedly I didn't have much to do with the original *Bomberman 64* but from what my colleagues have told me, *Bomberman Hero* is definitely an improvement on the original. But does this mean *Bomberman Hero* can hold its head high against the *Banjo-Kazooie* crop of platform games that are now being created by software companies? The answer, quite strongly, must be no.

Bomberman Hero sadly falls down heavily in the path of other recent platform games. It's far too easy and although the graphics are constantly changing, the title's gameplay remains almost exactly the same throughout. Although it will definitely appeal to younger gameplayers, *Bomberman Hero* would need a lot of developing and improvement to stand up against the pick of the bunch. **JUSTIN**





It does look like Bombi's head is poultry produce.



Perhaps Bomberman knows something that we don't - you should attack crabs with propeller boots, of course!

VERDICT

GRAPHICS	6
Some nice colours and good smoothness but nothing inspirational.	
SOUND	6
Sound is reasonable, with nice, playful cartoon type tunes.	
PLAYABILITY	6
It's easy to play and quick to pick up.	
LASTABILITY	5
A little too easy and therefore not addictive.	
OVERALL	63
Bomberman's betrayal can't stop this cutesy little romp being fun.	

INFO

PUBLISHER: **Titus** DEVELOPER: **In-house** PLAYERS: **1-2** GAME TYPE: **Chess Sim** VERSION: **US**

SAVE GAME: **Battery Back-up** RUMBLE PAK: **No** CARTRIDGE SIZE: **64MB**

VIRTUAL CHESS 64

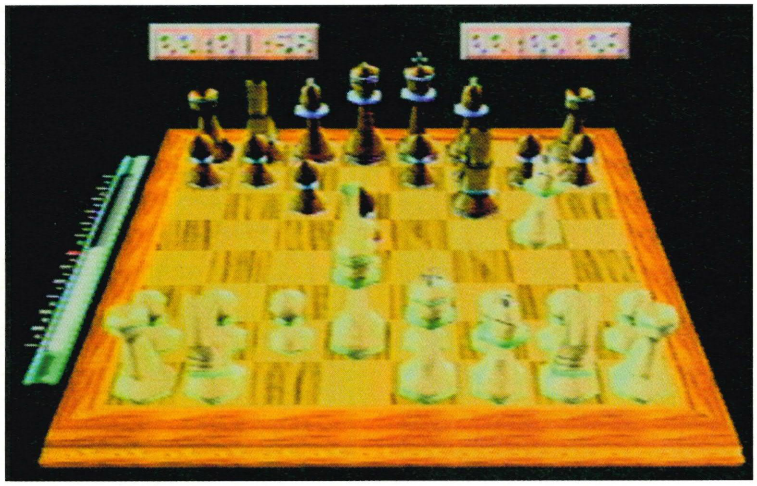
The long wait is now over - you can all sleep soundly at night and regain your appetites. It's just what the most powerful games console in the known universe has been waiting for. Behold, the new era of gaming has finally arrived... the chess title!

START

Perhaps one of the world's most popular recreational games has now come to your TVs, with a lethal 64-bit kick in its tail. This raises all kinds of questions: how can a chess game be jazzed up with new graphics and digital sound and yet still be appealing to chess fans? Can chess appeal to a new generation? Will the notion of two spotty teenagers hacking at it with their joystick to thumping techno music be able to hold an appeal on a console?

All these questions can finally be answered with *Virtual Chess 64* but frankly, well, I don't know. Admittedly the thought of a chess game on the N64 doesn't seem appealing to me.

Virtual Chess 64 gives you a fair few alternative options on how to play the game. Firstly you can choose between a standard two dimensional or three dimensional view of the board and the pieces. The three dimensional version looks good but you're constantly having to alter the angle of the board so you can have a good look at where all the chess pieces are. For pure concentrated playing, the two dimensional board is actually much more appropriate.



It looks like the real thing. The question is: if you love chess so much, why not spend the money on a really nice proper chess set?

THE 64 BIT INJECTION

The added console 'jazziness' has been put in when you manage to take one of your opponent's pieces. In reality you just lift it from the board and put it to the side but not here. Oh no. Here in the world of electricity and memory chips you see a pitched battle between the pieces. However, after a while these side shows do become a little annoying and take up too much time.

The bonus with this title is that you have an excellent tutorial option which tells you everything from the rules to gameplay tactics and strategies - all good stuff for the beginner. So would I recommend this game as a chess player? If you're a beginner or you have to play on your own - it comes recommended.

Basically, if you love chess then you'll be well up for *Virtual Chess 64* but this sort of thing is hardly what your N64 was made for. **JUSTIN**

1st Impressions



My initially thought was "How will a chess game work in the console world?" and after seeing the first display of graphics and game styles, I was unsure. However, after playing against an arch enemy colleague (from a PlayStation mag!) it actually became enjoyable.

VERDICT

GRAPHICS	A low mark but it has all the graphics you'd expect for a game like this.	4
SOUND	A soothing ambient soundtrack that suits the game.	5
PLAYABILITY	Easy to get into and an excellent tutorial mode, if you like that sort of thing.	6
LASTABILITY	If you like chess, you'll probably play it a lot.	6
OVERALL	Not an exhilarating ride but what do you expect from this recreational activity...sorry, sport?	54

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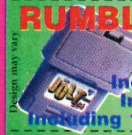


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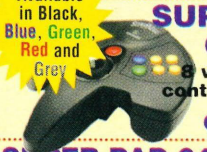
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TOTAL REC

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.

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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.

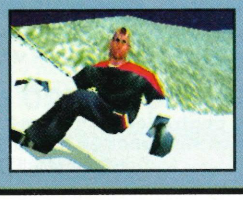
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USA
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1080° SNOWBOARDING

- 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.



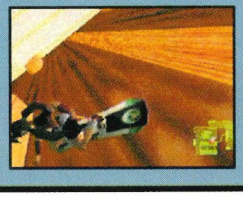
BATTERY | YES | 128 MBITS | 1-2

89 OUT OF 100

AIR BOARDER 64

- PUBLISHER: **Human**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

When is a snowboarding game not a snowboarding game? When it's called *Air Boarder 64*. This title is basically your average snowboarding game, just set in the future. Unfortunately, it's fairly average and to be honest, your money could definitely be better spent elsewhere.



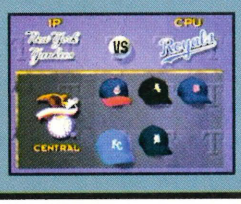
MEMORY PAK | YES | 64 MBITS | 1-2

78 OUT OF 100

ALL STAR BASEBALL '99

- PUBLISHER: **Acclaim**
- DEVELOPER: **Iguana**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

If you're a baseball fan then this is the title for you. Unbelievable hi-res graphics and realistic commentary make this the best baseball game money can buy. However, this game is for serious gamesplayers out there – to get the most out of *All Star*, you'll have to play it for a long time indeed.



MEMORY PAK | YES | 96 MBITS | 1-4

87 OUT OF 100

BANJO-KAZOOIE

- PUBLISHER: **Nintendo**
- DEVELOPER: **Rare**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

Superlatives cannot do this game justice. Rare have managed to create what is quite possibly the best platform/3D adventure game on any console. Don't let the cute graphics fool you – this is a beast of a game and we at Total 64 urge every last one of you to buy it.



BATTERY | YES | 128 MBITS | 1

96 OUT OF 100

ALL







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

BUST-A-MOVE 2

- PUBLISHER: **Acclaim**
- DEVELOPER: **Taito**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

A great puzzler that has caused many a sleepless night for *Bust-A-Move* addicts. However, that said, this has to be one of the greatest rip-offs ever to have been thrust into our offices. The bottom line is, unless it's less then £25, don't even go there.



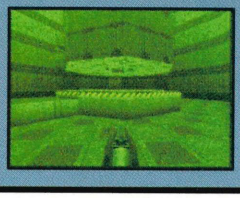
MEMORY PAK | NO | 96 MBITS | 1-2

60 OUT OF 100

DOOM 64

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

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



MEMORY PAK | NO | 64 MBITS | 1

89 OUT OF 100

DIDDY KONG RACING

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

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



MEMORY PAK | YES | 128 MBITS | 1-4

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.



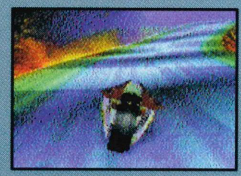
MEMORY PAK | YES | 64 MBITS | 1-4

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

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

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.



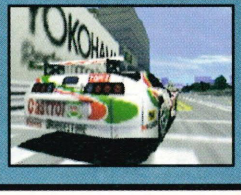
BATTERY | YES | 128 MBITS | 1-4

98 OUT OF 100

GT 64: CHAMPIONSHIP EDITION

- 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 64* offers tracks, speed and realistic handling – this game has it all!



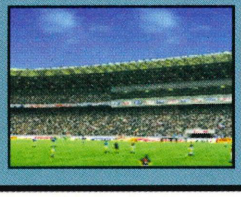
MEMORY PAK | YES | 128 MBITS | 1-2

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.



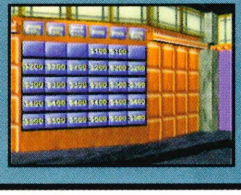
MEMORY PAK | NO | 64 MBITS | 1-4

97 OUT OF 100

JEOPARDY

- PUBLISHER: **Take Two**
- DEVELOPER: **Gametek**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

Dull isn't the word but there are plenty of four letter words out there that would fit the bill. A TV show transferred to the N64? Whatever next – *Question Time 64*? I wouldn't touch this title if my life depended on it and neither should you.



NO | NO | 64 MBITS | 1-3

21 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*.



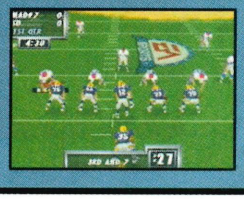
MEMORY PAK | NO | 64 MBITS | 1-2

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

MAJOR LEAGUE BASEBALL

- PUBLISHER: **Nintendo**
- DEVELOPER: **Angel Studios**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

Not the best looking baseball game ever to have graced the N64. However, what *Major League Baseball* lacks in graphical loveliness it more than makes up for in playabilty. That said, *Major League Baseball* doesn't quite make the grade – especially compared to *All-Star Baseball '99*.



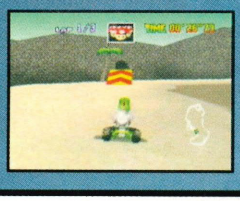
MEMORY PAK | YES | 128 MBITS | 1-4

79 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

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.



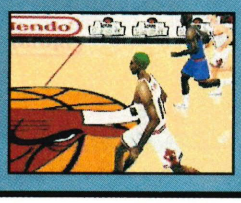
MEMORY PAK | NO | 96 MBITS | 1

89 OUT OF 100

NBA COURTSIDE

- PUBLISHER: **Nintendo**
- DEVELOPER: **Leftfield**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

A serious attempt at producing a more simulation based basketball game. However, this is not quite the top title that we were all hoping for. Graphically it's a little shoddy but the atmospheric commentary and the wealth of options means that this is still the basketball game to buy for the N64 at the moment.



MEMORY PAK | YES | 96 MBITS | 1-4

81 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.



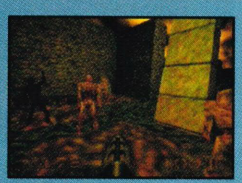
BATTERY | NO | 64 MBITS | 1

95 OUT OF 100

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*.



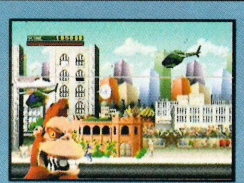
MEMORY PAK | YES | 128 MBITS | 1-2

90 OUT OF 100

RAMPAGE WORLD TOUR

- PUBLISHER: **Midway**
- DEVELOPER: **Sapphire**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

Crash, bang, wallop and yawn your way through the world, destroying buildings. This was mildly amusing in the eighties but now it's just plain dull. Avoid this tosh in the same way that you might try to avoid a kiss from your great-great grandmother.



NO | YES | 128 MBITS | 1-3

32 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 | 64 MBITS | NO | 1

96 OUT OF 100

TSUNAMI

- PUBLISHER: **Konami**
- DEVELOPER: **In-house**
- RELEASED: **Out Now**
- REVIEWED: **Issue 17**

A strange one really that follows the tried and tested formula of all great puzzlers; add one part dull graphics to two player action, with more than a liberal splash of playability. Not quite up to *Wetrix*'s standards but a mighty fine and addictive puzzler all the same.



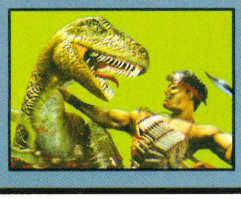
NO | 128 MBITS | NO | 1-4

86 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

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.



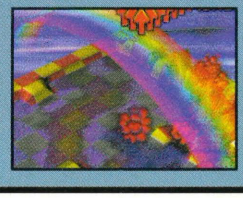
MEMORY PAK | 96 MBITS | YES | 1-4

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 | 128 MBITS | NO | 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 | 128 MBITS | NO | 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
ART OF FIGHTING TWIN	CULTURE BRAIN	IN-HOUSE	OUT NOW	89	ISSUE 14
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
FIRE ELECTRIC PEN	HUDSON	IN-HOUSE	OUT NOW	30	ISSUE 16
G.A.S.P.	KONAMI	IN-HOUSE	OUT NOW	62	ISSUE 16
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
MRC	NINTENDO	NINTENDO	OUT NOW	80	ISSUE 7
NAGANO WINTER OLYMPICS	KONAMI	IN-HOUSE	OUT NOW	69	ISSUE 8
NBA HANGTIME	MIDWAY	MIDWAY	OUT NOW	51	ISSUE 8
NFL Q'BC '98	ACCLAIM	IGUANA	OUT NOW	89	ISSUE 13
POWER LEAGUE 64	HUDSON	IN-HOUSE	OUT NOW	80	ISSUE 16
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
SNOWBOARD KIDS	NINTENDO	ATLUS	OUT NOW	80	ISSUE 13
ST ANDREWS GOLF	SETA	SETA	OUT NOW	42	ISSUE 1
TAMAGOTCHI WORLD	NINTENDO	BANDAI	OUT NOW	72	ISSUE 15
TETRISPHERE	NINTENDO	IN-HOUSE	OUT NOW	84	ISSUE 10
TOP GEAR RALLY	NINTENDO	KEMCO	OUT NOW	85	ISSUE 10
TOUKON ROAD	HUDSON	IN-HOUSE	OUT NOW	25	ISSUE 16
US MASTERS	T&C SOFT	IN-HOUSE	OUT NOW	28	ISSUE 16
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

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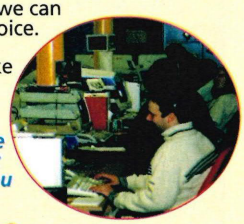
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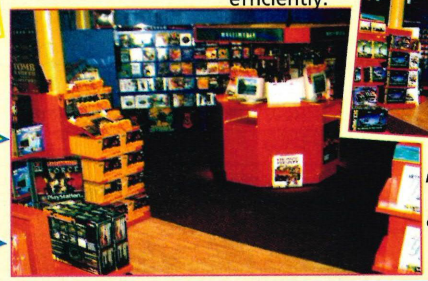
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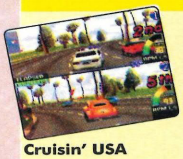
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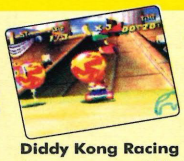
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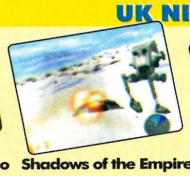
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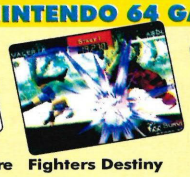
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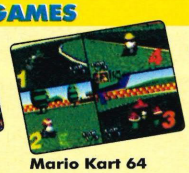

Cruisin' USA

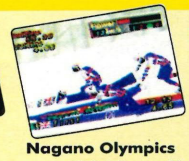

Diddy Kong Racing


Int'l S'Star Soccer Pro

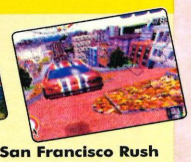

Shadows of the Empire


Fighters Destiny

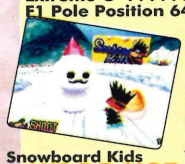

Mario Kart 64

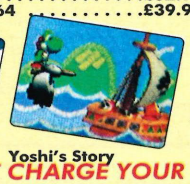

Nagano Olympics


Pilot Wings


San Francisco Rush

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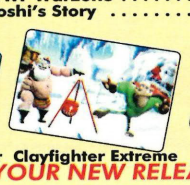

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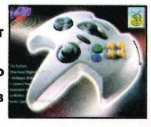
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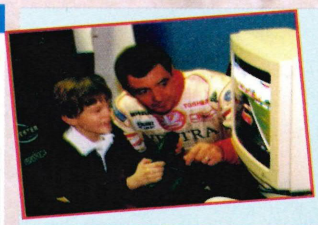
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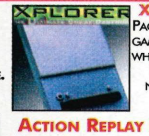
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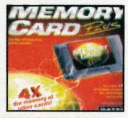
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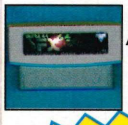
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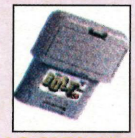
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FORSAKEN

Behold...the conclusion to the world of crazed mercenaries, bionic robots, space battles, psycho mania and destructive anarchy (and no, it's not Eastenders). Here's the second part of the guide for *Forsaken*



NOTE:

Due to the advanced game engine used in *Forsaken*, the enemy craft do not always attack in the same place. The craft may also attack on different occasions, due to the amount of time you have taken to complete a certain section, and may attack in greater numbers if you failed to completely wipe them out in a previous room or stage. This solution will be able to guide you through the geography of the levels and give you warning of the sorts of enemies you can expect to encounter and where you're going to meet them.

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

MISSION 8: DREADNOUGHT

Objective:

"Dreadnought is in the Babalas repair yard. Your mission is to beam-in and take advantage of Dreadnought's temporary disability. To escape from this mission you must find and activate the Homing Beacon. Once activated, you will have to survive for a one minute period before beaming out."

Key Notes:

• To reduce the Dreadnought's health bar (you cannot kill him outright) use the Transpulse gun. The Transpulse gun fires laser bolts which can ricochet off walls, ceiling and floors and home in on anything moving or alien. Therefore fly behind or beside the Dreadnought and simply fire your guns at the wall. The laser bolts will bounce off the wall and hit the Dreadnought as long as he is in sight. Do not get in front of the Dreadnought, as it will constantly fire missiles at you.

Gameplay:

Upon beam-in you will immediately be fired upon by the cannons in front of you. Escape the fire by taking the first left from your beam-in corridor into a tunnel, collect the energisers and fly to the far edge of the tunnel. Do not leave the protective cover of the tunnel, as you will be shot at by more cannons. Take out three cannons from the tunnel cover. As long as you remain tucked against the left wall, the cannons cannot reach you but fortunately you can reach them. Once you have shot three of the cannons, go back the way that you came, along the tunnel. Cross the corridor to the opposite tunnel, collect the energisers and fly out of the far end of the tunnel.

You will now have arrived in the Dreadnought repair yard. Immediately fly to the right of the repair frame and behind the last remaining cannon. Once you have destroyed this last cannon, the Dreadnought will be released from its repair support. Fly around the repair yard clockwise, collecting the four energisers then enter the corridor the Dreadnought disappeared down, looking out for the tank here. Follow the Dreadnought around the circular corridor, shooting at it constantly as you're in pursuit.

Once its energy has been reduced considerably the words 'Homing Beacon Activated' will appear across the screen. At this point leave the Dreadnought and find the Homing Beacon, which will be a small red pod found down one of the two corridors branching off from the main circular corridor. Fly into the Homing Beacon and it will instantly disappear. After this you will be attacked by three craft – as before, put your back against the wall and open fire on them. You have to survive for one minute. Don't re-enter the circular corridor once the beacon has been activated. **NEXT LEVEL**





MISSION 9: TUBE

Objective:

"Reports indicate that a prototype Spawn Carrier Unit (SCU) is hidden within the confines of the abandoned New York subway system. Your objective is to seek out and destroy the SCU."

Key notes:

- Ignore the small tally of 50 craft in the top left of your screen. You do NOT have to kill 50 enemy to get through the level. It is only there to fox you.
- Fly past ALL the enemy craft you meet until you get to the second main track corridor.
- You will only find one life energiser and this is right at the beginning, so try not to get into any hasty, unnecessary gun fights.

Gameplay:

You begin in a large room, submerged in green water. Immediately reverse backwards into a small square tunnel and turn right. You will find a Powerpod. Head back to the large room and fly downwards and through the tunnel at the bottom right of the room. Fly straight through, into the first main track corridor and along it. You will fly over two tanks and past many craft – ignore them all. As soon as you get to the end of the track corridor, turn left into a tunnel and go forwards, where you will meet a cannon and two tanks. DO NOT collect the weapon energy. Follow the tunnel to the right, go forward and at end of the tunnel turn left into a small passageway. Follow the passageway around to the right, avoiding the enemy craft, then turn right again into the second main track corridor, where you will meet another tank.

Now fly to the end of the corridor, this time killing all the craft encountered: another tank, four beam laser craft and a ceiling cannon. Once you've reached the end of the corridor, fly upwards through the tunnel in the ceiling. Fly to the end of the ceiling tunnel, then turn right into a corridor and follow it around to the left, picking up the weapon energiser. Fly back the way you came, around the corridor and back up though the ceiling tunnel. Turn right from the ceiling tunnel and fly back along the second track corridor until you pass a small square tunnel leading from the corridor on your left, where an enemy craft is lurking.

Enter this tunnel and follow it around to the right then take the first left. Follow it around into a large room with two tanks in it. Stay within the safe cover of the tunnel and shoot at the tanks in the large room. Eventually you will be attacked by a number of small craft. Destroy as many as you can but try and ignore the small, insignificant craft and shoot at the SCU. This will appear to be about the same size as the smaller craft but will have a slightly more square front to it. Shoot at the SCU constantly until it is totally destroyed – once it explodes, the mission is over. **NEXT LEVEL**

MISSION 10: DEATH TO THE INVADER

Objective:

"The MDF have discovered the whereabouts of your home base and have selected the computer matrix as their primary objective. Your goal is to fend off their attack until they tire of the battle."

Key Notes:

- This is one of the hardest missions of the game. The more lives you can reach this level with the better.
- Be very rigorous in saving both your fire power and your energy level. You will need as much as you can spare for the final combat with Nutter at the end of the mission.
- Make sure you destroy all other enemy craft before engaging in combat with Nutter, as whilst you're in combat with him, the other craft will be eliminating your Matrix computers. Nutter doesn't fire at the Matrix.
- This is a difficult level. Be patient with it.

Gameplay:

You'll beam-in to one of the four Matrix rooms. Fly immediately downwards from your beam-in point, fly to the left of the room and collect the Powerpod. Continue around the outer circular corridor until you find the second Matrix computer room – destroy the probe attacking the Matrix. Now return to the first Matrix room and exit via the green corridor to the left of the room. Destroy the two tanks and the four cannons in the green corridor, then return to the Matrix room and fly through the hole in the ceiling above the Matrix to collect the Pine mines. Fly back down into the Matrix room and back to the green corridor where the tanks emerged from. Leave a Pine mine here – this will destroy the next three tanks that will eventually come along.

Fly back into the Matrix room and fly anti-clockwise around the circular corridor. Pass through all four Matrix rooms, killing all the enemy craft that attack the Matrix. You will see a tally at the top left of the screen showing how many enemy remain – try to lower this number as much as possible. Keep on checking your Pine still remains in the same place at the green corridor entrance and if it has gone, replace it quickly. All in all, nine torpedo firing tanks will arrive and hopefully your Pines should deal with most of them. Carry on flying around the four Matrix rooms, occasionally side tracking into the two main tunnels branching off, to collect an Orbital Pulsar, energy pack, weapon energiser and two Powerpods.

When the 'enemy remaining' tally is approaching nine, fly out into the green corridor where the tanks emerged from. Collect an Orbital Pulsar and continue to fly onwards, up the corridor and up the ramp. You will now enter a large yellow room – follow the maze of vents and collect the Single Beam laser. Once you've got it, fly back to the Matrix rooms. Now when your enemy tally nears four, Nutter will appear. This is another Mercenary – destroy him to clear the level, following the instructions below. **NEXT LEVEL**

HOW TO DEFEAT NUTTER

As this is the first Mercenary you will have encountered, you WILL struggle to defeat him. When his name appears at the bottom left of your screen, make sure you have collected every energiser and weapon there is to collect around the main Matrix corridor, or he will fly around and collect them for himself.

When Nutter is in range, first fire all three Solaris missiles at him – this will knock his energy down to about half way. Do not chase him, do not let him get behind you and do not get into a one-on-one combat with him if you are unsheltered. By now your weapon energy will be low, so make sure when you do shoot that the majority of your laser bolts hit him. Once you have hit him with the Solaris missiles, get him to follow you into the dark, yellow lit corridor, where the probe craft emerged from. Fly down the corridor and out into the large room. Now, as soon as you exit the corridor, turn and face Nutter. Trap him against one of the two small alcoves at the end of the corridor and fire continuously at him with the Single Beam laser. Once he's dead, that's mission ten complete.

MISSION 11: NUKE





Objective:

Once you have completed level ten, it's time to go back to level one: Nuke. This time you have to destroy all the craft and complete the level in two minutes 30 seconds. Once you have done this, new missions will emerge. **NEXT LEVEL**

MISSION 12: CATCH THE ORB

Objective:

"Your mission is to capture the Golden Orb of Matter. This object is of great religious significance to the MDF. Its capture will send shock waves all the way to your nemesis, Babalas. Once the Orb has been recovered, return to the beam-in point. Warning! Reports indicate four bounty hunters have been detected within the immediate vicinity."

Key Notes:

- When you fire at the Metatank, just before it explodes get well back, as the immediate blast will knock down your life energy.
- Kill both of the mercenaries with the Trojax gun.

Gameplay:

After beam-in fly forwards into a large room, then turn left and collect the Powerpod behind the wall. You will now face the Metatank. Simply fly underneath it and open fire continuously upon it. The Metatank cannot harm you if you are directly underneath it. Once you have destroyed it, fly into the square hole in the left-hand side of the room and collect the life energiser, Orbital Pulsar and another Powerpod. Collect the Mug missiles from the far right-hand side of the large room too, then exit through the large metal door.

You will now enter another large room, where you will see the mercenary Cerberq steal the Golden Orb and fly off with it – and you can't do anything about it! Enter the two small rooms next to the room – where there are eight enemies, all in all – and collect the energisers. Now fly through the metal door on the far right-hand side of the room.

In these next rooms you will be faced by another mercenary, named Sceptre. Take the immediate left, then the immediate left again, into a red corridor. Fly forwards, then right and along into a large white room. Collect all the weapons in here, then fly back into the red corridor and fly to the end, into the purple room. Collect more weapons here, then fly back down the red corridor and into the white room again. Put your back against one of the room corners and await Sceptre... Every time you see him open fire. Make good use of your Solaris missiles. Once he's finally dead leave the white room, fly down the red corridor and take the first right.

Open the metal door that you come to, then fly down the corridor, around to the left and into a large room, with two tanks, and a wall cannon inside. Head to the large closed door at the far right of the room, open it but do not enter the room. Instead, fire at the three tanks inside, then once they're destroyed you can safely enter the room. Turn right, exiting the room via the small corridor. Fly upwards through both the blue electric fields and activate the purple door switch. Fly back down and collect the life energiser, dealing with the four craft you encounter. Now head back the way you came and back into the room where the wall cannon and two tanks were. Open the low metal door in the middle of the room. Enter another room, collect the energisers and go down the ramp. Enter a similar large room with two tanks and cannons inside, activate the door switch on the wall and collect the pod in the centre of the room – this will automatically open two doors. Enter both small rooms – there are two aerial tanks and one craft in each room – collect the energisers, then enter the metal door next to the wall activator.

On entering the door you will be in the lair of Cerberq and HK5, who are both mercenaries. Fly to the bottom of the large shaft and take a right. Fly around the circular corridor, collecting the energisers and kill both the mercenaries. Upon killing Cerberq you will be able to collect the Golden Orb – now get back to the beam-in point, ignoring all craft along the way. **NEXT LEVEL**









MISSION 13: ALPHA

Objective:

"Your objective is to clear all MDF resistance in the volcanic tunnel network of the Alpha installation."

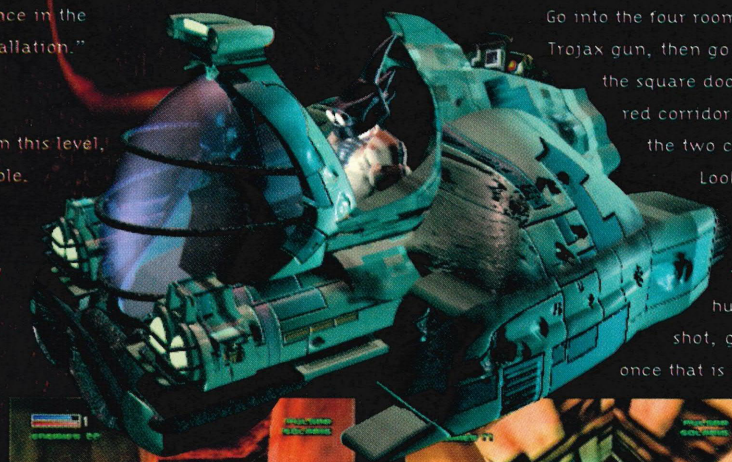
Key Notes:

• There are no life or weapon energisers on this level, so conserve your energy as much as possible.

Gameplay:

There are 23 craft that you have to destroy here. You begin in a large domed room. Collect the Powerpod above you, looking out for the enemy craft, then exit via the small square hole and head into the lava room. Take the first left, then collect the Powerpod and go back into the lava room. Go down the square tunnel that's directly opposite you and into the red corridor, where you'll meet two craft. Now take the first left – there are two aerial tanks and six small craft waiting to greet you – and fly around the lava hall, collecting the Powerpod and Mug missiles. Exit through the square hole in the ceiling.

Go into the four rooms up here and collect the Pine mines and the Trojax gun, then go back through the hole in the floor and out of the square door, into the lava room again and back into the red corridor. Now turn left, then left again, dealing with the two craft and the tank, and enter a brown room. Look through the square hole in the floor and then shoot at the craft you see – there are approximately eleven craft. If there are any that you can't hit, fly through the hole and hunt them down. Once the last craft has been shot, go down the tunnel and destroy the cannon – once that is gone it's mission over. NEXT LEVEL













MISSION 14: MALDROID

Objective:

"The war robot Maldroid's lair is protected by a fearsome phalanx of mechanoid warriors. To escape from this mission you must find and activate the homing beacon. Once activated, you must survive for a one minute period."

Gameplay:

Shoot the three cannons from where you begin in the rock room. Once they are destroyed, fly backwards and up through the tunnel and collect the Powerpod. Go forwards and enter the rock room again, take the left exit and go through the door into the yellow room, where there are two ceiling cannons and two tanks to deal with. Again, take the first left out of the room and follow the short tunnel, looking out for the ceiling cannon. Collect all the energisers here, then go back into the yellow room.

Take the left exit from the room in the top of the wall, where there are three craft. Fly down the tunnel, open the door at the end and fly into the arena room. Take the left exit from the arena room and head down a small corridor, again looking out for the ceiling cannon. At the end of the corridor is a small room, where you can collect some Energisers, including a Golden Powerpod.

Now fly back into the arena room and attack the walking robot, Maldroid. Shoot at him continuously until his energy is low, at which point the words "Beacon Activated" will appear on the screen. Turn around and head back to the small room where you got the Golden Powerpod – on your way you will see the red homing beacon. Fly into it and then, as quickly as possible, fly back into the small room. Now put your back against the wall and shoot everything. If you do not move you should only have to deal with three craft. Once your minute is up, that's mission complete. NEXT LEVEL






MISSION 15: SHIP

Objective:

"'Ship' is the space bound MDF troop transport. Your objective is to destroy all of the enemies lurking within".

Gameplay:

The level begins with 43 craft for you to destroy! You are immediately attacked by three craft. Collect the Energisers in the room and fly up the shaft in the centre of the room. Enter a large brown room. Fly around killing all the enemies – one tank and three craft, then exit through another shaft going up through the ceiling. Destroy the ceiling cannon then enter the red corridor and blow the craft you encounter away, before flying down the blue shaft to destroy three aerial tanks.

At the bottom of the shaft there are a tank and three craft to destroy, before you fly into the large circular room. Eliminate the two floor cannons and five craft, then fly to the far end of the room and exit via the grey shaft, going upwards. Now enter the grey room and destroy the cannon, two tanks and five other craft. Fly along the grey corridor into a large room, blowing away two more cannons and a couple of tanks along the way. This is the final room – you must kill all of the craft in the room. If any craft still remain on the tally, you have to fly back the way you came, looking for them. Once the last craft is destroyed it is mission over. NEXT LEVEL












MISSION 16: POWERDOWN

Objective:

"This structure is the focal-point of the MDF's communication network. You must locate and destroy the Com-Navi router. The successful completion of this mission is a vital step in reaching your ultimate goal: Babalas."

Key Notes:

- Every time you fly into or fire at a clock a timer begins and you will be given a certain amount of time to get to a certain door. When a timer begins, ignore all craft that you encounter on the way, as they will slow you down and you will miss the opening of a door.
- If you get to a certain door and the time has run out, simply fly back to the clock, hit it again and the timer will restart.

Gameplay:

You begin in an underwater room – enter the door to your right and collect the Powerpod, then exit via the square tunnel in the bottom right of the room. Go through the tunnel and enter another large room – complete with eight enemy craft – and exit via the tunnel at the far left of the room. Go through the tunnel, up the ramp and fly to the surface of water, then exit through the brown tunnel in the ceiling. Go through the metal door and fire at the clock on the wall. The timer will now begin: get back to the original beam-in room and exit through the large door now opened in the ceiling. Fly upwards and enter the room, where you will encounter two tanks and three cannons.

Now fly up in the grey tunnel in the ceiling and activate the door lock. Then fly back into the room and fly up the purple tunnel in the ceiling, dealing with the two craft you meet. Go through the metal door, looking out for the two cannons and activate the purple door switch on the wall. Quickly fly back to the grey tunnel and go through the metal door and activate another door switch. Fly back into the purple tunnel, through the door, then open the locked door in the floor – three craft will appear. Now activate the clock, fly back into the grey tunnel, through the door and through a new opening in the ceiling.

Enter the green corridor, turn to the left and fly to the end of the corridor, where there's a tank to deal with. Open the right door, beating the four aerial tanks, activate the door switch and then open the door next to you, where you must face two more craft before you can collect the life energiser. Now fly back into the corridor and take the first right. Activate the clock, then fly back to the second door, where you collected the life energiser. Open the door and enter the opened door in the ceiling. Enter a tunnel, fly to the end, then enter a small square tunnel, leading to the flashing reactor room.

In the reactor room, fly down to the floor then look up, where you will see a vent opening. Fly through the vent, entering a large room with a red ceiling, then fly past the tanks and exit at the opposite side of the room. Beware – if you touch the ceiling it will take some of your life energy. Turn right and enter the locked door, avoiding the two cannons, then go through the small room and on through the locked door at the opposite end of the room. Enter the computer room – ignore the two tanks, instead take an immediate right and fly down the ramp. Hit the clock here, then fly back to the room where your last starting point was and fly through the now open door in the ceiling.

As soon as you enter the door you will be in a vent – turn left and enter the small square tunnel at the bottom of the vent wall. Collect the extra life here, then fly back to the vent and up through it. You will now enter the room with the Com-Navi Router. Activate the three purple switches, one at a time, surrounding it and three doors will open. Kill all the craft that come at you and the protective arms of the Com-Navi Router will fold down. You must then get to the entrance of the Com-Navi room and fire at the single red light that is seen at the top of the Com-Navi. You have now completed the mission. **NEXT LEVEL**













MISSION 17: SAVE THE DRONE

Objective:

"Your mission is to guide and protect the carrier drone on its journey through the bunker complex. The drone is carrying a primitive device, rescued from the Bradbury museum. This device will ultimately play a vital part in the downfall of Babalas."

Key Notes:

If you still have the extra life from the previous level, it will stand you in good stead for completing this level.

- With your first life, ignore the drone and the switches and fly to the very end of the level, killing all the enemy craft, tanks and cannons along the way. Do this right to the final red room where the drone has to go.
- Once the path has been cleared, go back and activate the drone and the track switches. Even though you have killed all the enemies you saw, more craft will occasionally appear along the way, trying to destroy you and the drone, so beware.

Gameplay:

Follow the beam-in room to the right, where you'll meet your first craft of this level and collect the Powerpod. Ignore the drone and fly down the grey corridor to the right, simply following the track. Just before you leave the grey corridor, activate the switch on the wall so that it is pointing to eleven o'clock and not one o'clock. Follow the track into the green room, dealing with the two cannons, then continue onwards into the next room, where you'll meet one tank and one craft. Do not activate the switch in this room!

Follow the track into the brown room, destroying the tank and three cannons in here, then activate the switch. Go into the next green room, which has two cannons, then fly into the following split level room and take the green tunnel in the wall immediately to your left as you enter the room. This is the maze area. Take the following route: first right, first left, second right, first left, second right, first left, first right and then right again.

Once though the maze, activate the wall switch, then get back to the large split level room. Fly up to the next landing and enter the square tunnel in the right wall. Fly into the room, meeting one craft along the way, then fly immediately downward to activate the switch in the small hole in the floor. Once you've done this, fly back through the tunnel into the split level room. Fly up the split levels and follow the track into the multi-platform room, where there are two tanks and two cannons to beat. Activate the three switches underneath each split level platform, then go into the next room.

Follow the track, through the grey room then into another brown room, where there are another two cannons. Go into the following yellow room, which contains two tanks and two cannons, then follow the track into the lift room – there are a tank, two craft and four cannons to contend with here. Now activate the switch next to the fourth landing down and the lift will move downwards (once the drone is on it). You can now fly all the way back to the drone, activating the switch in the beam-in room and then basically following the drone all the way into the final red room, killing any craft along the way who fancy their chances.

Mission completed **NEXT LEVEL**







MISSION 18: BATTLEBASE



Objective:

"This area bears the location of the Power Crystal. Its function is that of power provider for the entire Babalas complex. Your mission here is to locate the exact whereabouts of the Power Crystal. This information will prove very important later in your quest. Escape from the mission by finding and activating the homing beacon. Once this beacon is activated you will have a one minute delay before escape is possible."

Key Notes:

- There are no life energisers to collect in this level, so preserve your energy as best as possible.
- There are also only two weapon energisers, so again, conserve fire power as best as possible.

Gameplay:

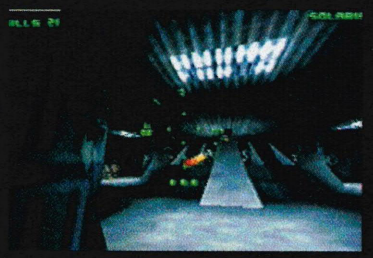
You are beamed into a small square room – collect the Orbital Pulsar and fly up the ramp, which is guarded by four cannons. Enter the second room: the door at the far end is locked. Immediately fly behind the far left cannon and collect the Powerpod. From there, pick off the cannons and destroy them all.

There are two ramps running down both sides of the room. You can fly down either one, as both rooms are identical. Enter the large room which has two cannons and three tanks to beat. Once you've destroyed the enemy in here, go to the far end of the room, head down the ramp and open the door, where there are four more cannons. Don't enter the room – shoot the two cannons opposite you from behind the cover of the door (using the Beam Laser to destroy the cannons), then fly back into the large room. Go up the ramp into the second room and down the opposite ramp into the opposite large room, where there are two cannons and four more tanks. Again, once these are destroyed go to the far end of the room, head down another ramp and open the door, then destroy the two remaining cannons.

Once this is done, go back to the second room. You will now be able to open the locked door. Do this and you will then enter the Power Crystal room, which is protected by seven cannons. Once you have destroyed the cannons, collect the energisers and activate the homing beacon. Your one minute survival time will now start. When this is done, immediately fly back to the beam-in room, put your back against the wall and open fire on the approaching enemies. Once the minute is up, you have succeeded! NEXT LEVEL









MISSION 19: RAMQAN

Objective:

"Your ultimate goal and a glimpse of the battle that must finally be fought. Hidden within the monster's lair is a homing beacon. Activate this and freedom is only a minute away."



Key Notes:

- In this mission you will have to be very patient – take your time and you should be fine.

Gameplay:

You begin in a dark metallic den. Fly up the ramp and into the room which has four pillars to collect the energisers. Now fly through the hole in the floor into Ramqan's lair. Avoid Ramqan and fly into the blue lit room, which is guarded by two cannons. Collect all the energisers and fly to the wall between the lair and the blue room you are in. Every so often strafe upwards, fire at Ramqan, then duck back down again as he returns the fire. If you stay behind the wall barrier, Ramqan's Scatter missiles and torpedoes cannot hit you. Continuously shoot at Ramqan until all his energy has virtually been eliminated – this will activate the homing beacon. Now you can fly into the red homing beacon, which will appear at the bottom left of the room. Once it has been activated, fly back to the wall barrier for one minute and just keep your head down. NEXT LEVEL

MISSION 20: NUKE

Objective:

You now have to go back to the Nuke level and kill all the enemies in less than one minute 40 seconds. **NEXT LEVEL**





MISSION 21: DEFEND THE POWER

Objective:

"The MDF have targeted your base for attack! You must protect the four reactor cores fueling your base, as they rise in sequence."

Key Notes:

- On the first reactor core you do not have to fend off the enemy craft from attacking as its protective shields will close before the enemy have used enough fire power to destroy it. However, this is not the case for the other three.
- On the fourth reactor core that you are protecting, leave a Pine mine at each of the three tunnel entrances that the enemy craft attack from. Unless you employ this tactic, there will be too many craft for you to defend the reactor from.

Gameplay:

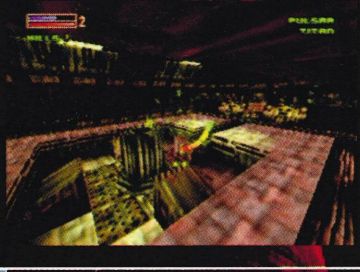
You are beamed immediately into the first reactor room. Turn around and fly into the room behind you and collect the Powerpod. Fly back into the reactor room and then fly through the tunnel entrance at the far right-hand side of the room. Follow the tunnel to the end and enter a split level room, which contains a solitary tank. Exit through the tunnel behind the platform where the tank was and enter another square room, with a large green tunnel going down in the floor. Ignore the hole and enter the small square tunnel at the far right end of the room. Fly through here to collect an extra life, then fly back into the previous room and enter the green tunnel going down through the floor to enter the second reactor room.

Once the reactor core's protective metal barrier comes down, protect it from all the enemies who shoot at it. When the second reactor has been saved, fly through the end door where the aerial tanks came from, where another tank is lurking. Unlock the metal door and fly through it and you will then enter a multicoloured corridor. Fly to the end of it, where you will enter the room with the third reactor core. Again, attack all the enemies that shoot at it. In each corner of the room is a corridor – two of the corridors are a light pinkish colour, do not enter these.

When the area has been secured, enter the darker coloured tunnel which has the opening and closing metal doors – you will see these doors as you turn the first corner of the corridor. At the end of the corridor you will come to the fourth reactor room – destroy all the craft until the reactor is safe, then it's mission complete. **NEXT LEVEL**



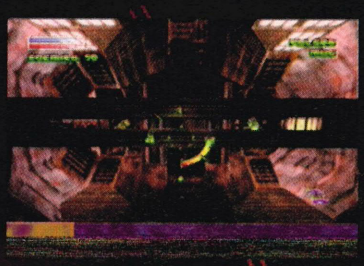















MISSION 22: REFINERY

Objective:

"Hidden within the refinery complex are the last reserves of the MDF, their elite corps. Your mission is to cleanse the refinery of all traces of the mechanoids."

Gameplay:

You start with a tally of 50 enemies to destroy. You are beamed into a circular room – fly backwards from here into a tall thin tunnel, containing a single craft, following it to the end to collect a Powerpod. Fly back into the beam-in room and exit by the tunnel on the opposite side of the room, following it along to collect the various energisers, then enter the green room. Collect the life energiser here and deal with the craft. Now go through into the red room and take the right tunnel, where another craft is lurking. Turn left from the tunnel into the electric beam room, shoot the four craft, then fly down the room thorough the square hole at the bottom.

Collect the Mug missile down here, then continue to fly down into the lava tunnel which contains two more craft. Take the first left from the lava tunnel and collect the energisers. Head through the small square tunnel at the far end of the lava room, then go up the vent, up the stairs, then take a left into the green corridor. Follow the corridor into a small metal gangway to collect the energisers and head back into a blue room, which has two craft and two tanks to destroy. Now wipe out the last of the craft and it's mission finished.

If some craft still remain, fly back through all the rooms, tunnels and corridors back to the beam-in room, searching for any craft you missed. **NEXT LEVEL**

MISSION 23: SEWER

Objective:

"The Parisian sewer system is teeming with mechanised hordes. Your mission is to take out as many as you can in a four minute period."

Gameplay:

This mission bears an uncanny resemblance to the first mission, Nuke. The only objective here is to fly around and kill as many enemy craft as you can in four minutes – it couldn't be simpler!

CONGRATULATIONS!

You have won the battle against the enemy, made yourself rich and caused death, mayhem and destruction on the planet Earth. Now then, where's the next planet? (And what's for tea?) **T64**








LEVEL HEADED CHEAT

Now you've done all the hard work, suffered for hours and driven yourself to the brink of insanity, here's a cheat! With this cheat you can gain any level you want and have a maximum of five lives. Here's how it's done:

- Get to the introductory screen where it says 'Press Start'.
- Enter the sequence – A, R, Z, D-pad Up, D-pad Up, Up-C, Down-C, Down-C.

Once you've entered this the words 'Mission open' will appear with the word 'yes' beneath it. If it doesn't say yes, use the D-pad to change it.

- Once you've done this press Start, then choose the single player option.
- You will now be given the option of going to any level you want. Use the D-pad to choose your level.

Was it all worth it?... Of course it was!


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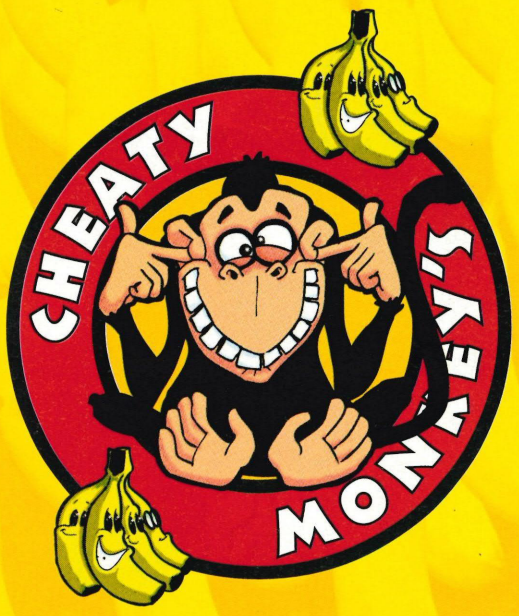
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ahead of the game.

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FRESH BAN

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100 RED FEATHERS

In Mad Monster Mansion, have Mumbo turn you into a pumpkin. Leave and go up the path where Brentilda is, near the volcano. Go into the small hole and follow the path and you'll meet a spell book man. After you've spoken to the spell book man, go back and enter REDFEATHERS on the sandcastle floor in Treasure Trove Cove. Your red feather limit will go from 50 to 100.

BOTTLES' PICTURE PUZZLE CHEATS

To activate these you need to first have the Jiggy from the sandcastle in Treasure Trove Cove. Go to Banjo's house and look at the picture of Bottles using the Up-C button – you may have to reposition yourself a few times. Bottles will give you some puzzles to complete, and you will get prizes if you are successful. Bottles will give you codes which you must, again, enter on the sandcastle floor. Their effects can be reversed by spelling out NOBONUS. The prizes are as follows:

WASHING MACHINE BANJO

When you've beaten puzzles one to six, Banjo will tell you that there are no more, but he is lying, aha! Go back and beat the puzzle to be rewarded with a code that will turn Banjo into a washing machine!

BIG HEAD BANJO

Do the first puzzle to get this code.

TALL SKINNY BANJO

Complete puzzles one to four.

GIANT BANJO-KAZOOIE

Complete challenges one to six.

BIG HANDS AND FEET AND TALL SKINNY BANJO

Beat challenges one to five.

BIG HEAD AND WINGS KAZOOIE

Complete puzzles one to three.

200 EGGS

Change into the croc in BubbleGloop Swamp. Leave the level, turn left, and go to the pipe which leads to the snow world map. Go through the pipe at the top and you'll meet a bloke with a spell book. He gives you the code BLUEEGGS, which you must enter on the sandcastle floor. You must speak to him to get the code.









Oooh, oooh, aah, aaah aah! True to their words (as ever) those lovely boys at Total 64 – oooh, ahh, need to scratch my chin – have provided me with a whole new batch of fresh bananas. No more slushy black bananas for me any more. I could get used to this, and so could you, as Cheaty Monkey will keep bringing you brand new cheats every month!

BANANAS

MORTAL KOMBAT 4

ALTERNATE COSTUMES AND WEAPONS

Hold Start and hit any button on the character select screen.

PLAY AS GORO

Complete the game as Shinnock. Select the hidden character on the select screen on versus and hold block. Move up three, over one to Shinnock, then press run, whilst still holding block.









CHEAT MENU

Access the options menu, select Continue Options, and hold block and run for 15 seconds.

AUTOMATIC FATALITIES

Enable automatic fatalities in the Cheat Menu. Hold down and press high punch from anywhere on the screen to do a fatality. You must be close for pit fatalities.

PLAY AS MEAT

Go to group mode, play every character and win. After this anyone you select will be Meat, a skeleton version of your selected character.

PLAY AS NOOB SAIBOT

Complete the game as Reiko. Select the hidden button on the character select screen, press block and move up two and over one, to Reiko, then press run.



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FORSAKEN

SECRET CHARACTERS

There are eight secret characters in Acclaim's futuristic blaster. They are Sceptre, Ex-Cop, Jo, Nubia, Cerbero, Mephistofun, HK-5 and Dr. Nepenthe. These are spread throughout the one-player game. If you see one and manage to destroy him or her, you will then be able to select them.

SAVING AFTER EVERY LEVEL

To save after a level that's not a save point, go back to the last save level and do it again, after completing the level after it.

GORE MODE

At the 'Press Start' screen press Z, Down on the D-Pad, Up-C, Left-C, Left-C, Left-C, Left-C, Down -C.

UNLIMITED NITRO BOOSTS

At the 'Press Start' screen, press B, B, right shoulder button, Up on D-pad, Left on D-pad, Down on D-pad, Up- C, Left- C.

PSYCHEDELIC MODE

At the 'Press Start' screen press A, right shoulder button, Left on D-pad, Right on D-pad, Down on D-pad, Up-C, Left-C, Down- C.

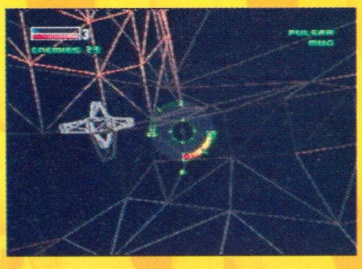
WIREFRAME MODE

At the 'Press Start' screen press L, L, R, Z, Left on D-Pad, Right on D-Pad, Up-C, Right-C.

BYPASS ADS

Start the game. On the first title screen press rest, then start again. This time you will be able to skip past over a minute of ads.

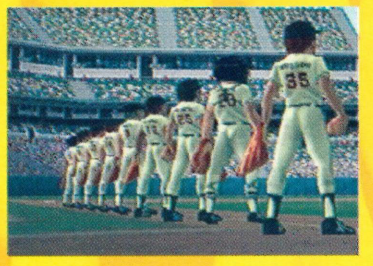
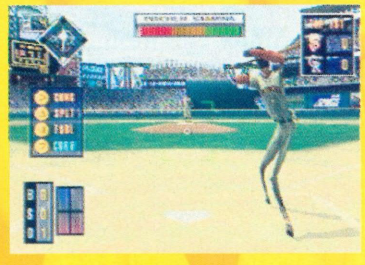
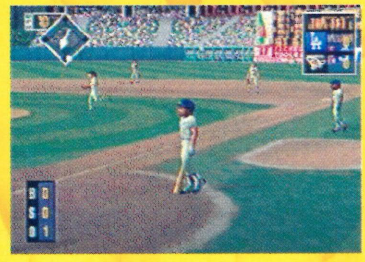
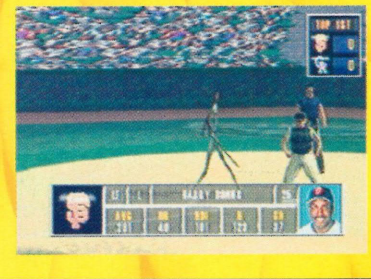





ALL STAR BASEBALL '99

ABDUCTION CHEAT

To get Acclaim's much-ballyhooed Ultimate Cheat, go to Enter Cheats and enter ATEMYBUIK. Start the game and choose the stadium Alienopolis. The second team will now be bug-eyed green aliens! Their abilities will remain normal, however.

WETRIX

This one is not a cheat exactly (for a full *Wetrix* guide check out this month's 64 Game Buster) but a little effect that allows you to see the amazing physics engine that the water in this game runs on. The first thing you have to do is complete all 16 practice rounds (eight 1UP/CPU and eight 1UP). Then complete every game mode, except practice and multiplay, so that the first background screen is green. Then, while on the main menu, hold Up-C and move the control stick around to view a large spike of water. Holding Down-C creates a large water vortex which you can control.











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THE FIRI

Welcome one and all to the hallowed pages that are your forum. These are your pages, to bring to light your opinion on things Nintendo and to ask the questions you can't find the answers to anywhere else.

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!



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Or email us at:
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DEAR TOTAL 64 & JOE KELLY OF BRISTOL

Having read Joe's letter (volume 2 – issue 4) I feel compelled to say that I am now a little bit bored of hearing the same old thing: "My N64 is better than your PlayStation, no – my PlayStation is better than your N64 etc, etc." The truth is that they are both great platforms with great games. Okay, the PlayStation does have more games than the N64, but I don't think that's a cause for concern among us N64 owners.

The PlayStation has some great titles, you all know what they are; *Tomb Raider*, *Tekken*, *Gran Turismo* – I don't need to go on. There's no point trying to pick fault with these games, as I have seen done so many times in order to make the N64 look better; the truth is that there's no comparison between those games and those on the N64. As new technology becomes older, the software that is available invariably becomes better, because the developers have got used to the limits of that technology. The Sony PlayStation is old now, indeed some of its games are in their second or third incarnations.

The N64 on the other hand is still relatively new and as such, the games cannot be compared to current titles on other platforms (although they do hold up very well). They should in fact be compared to the titles that we saw for the PlayStation in its infancy. For instance, compare *Mario 64* to *Rayman* and then tell me that you're still worried about the lack of quality titles. If you want a prediction of the future, compare *Tomb Raider II* to *Rayman*, and multiply the difference by *Mario 64*, and that's the kind of advances we can expect to see in the next few years, and I can't wait.

Just a few extras:

1. Is it possible to actually beat 100 opponents in *Fighters Destiny* without conceding a point? (I can't get the Joker as a selectable character.)
2. Thanks for the great mag.
3. This one is for Joe: I don't get dizzy when playing *Mario 64*, but those first person shoot-'em-ups sure do give me motion sickness!

Yours sincerely
PAUL SWANSTON, NEWARK

THE TRUTH...

Good points and most of them well made. Not sure what your strange pre-occupation with* Rayman *is (check out next month's exclusive preview of* Rayman 2, *by the way). Anyway, the point is – and this is the annoyance – Mario 64 certainly gave an indication of what N64 was capable of but it held a greatness that very few of the games that have followed have actually managed to surpass. There's a growing disparity between say, what Nintendo and Rare produce and what other third party developers manage to create. There have been some recent successes; look at the difference between* Forsaken *on the PlayStation and the superior version on the N64. However, the N64 needs more titles like this and Nintendo need to give developers all of the tools that they need, especially since it won't be too long before Sega's 128 bit machine – The Dreamcast – becomes available to the public.

In answer to your question, I'm afraid that you will have to try harder on* Fighters Destiny, *there is no easy way to get the Joker. (Apart from getting an editorship alongside Lips, that is! – Tackle.) T64



NG LINE



STAR LETTER

I live in Rhode Island in the United States of America. I enjoy reading your great magazine. I picked up my second issue about one week ago. Your new look makes the whole magazine much more enjoyable to read and peruse. I can't say that I base ALL of my purchasing decisions on your magazine because I have only read two issues. I also commend you on your professional appearance. In your next issue, I wonder if you could include the prices of games and subscriptions in US dollars?

I am extremely upset that *Tomorrow Never Dies* isn't being released on the N64. I may just resort to buying a Sony PlayStation...or maybe not.

I just have two more questions before I depart: I understand that *Superman 64* is already out in England. How much is a converter for UK games in US dollars, including shipping costs? Also, is Nintendo planning to come out with another system besides the 64DD?

Thank you once again for making my reading experience a pleasure.

Whole-heartedly,
DAVID LOEBSACK



THE TRUTH...

Well, what can we say; a happy reader methinks, and that's what we like.

1. Actually we are now trying to work towards including both UK and US prices in our mag. This will take a little bit of time, but it will happen, you will just have to be a little bit patient that's all. (Are you sure about this, Lips? – Tackle. Yes, of course I am, I am actually awake at all those meetings, y'know.)

2. Don't be sad that Tomorrow Never Dies *will not be worming its way over to the N64. In fact the game as it stands is looking lamer than your average three legged sheep. (It's being developed and published by Black Ops and MGMI respectively and neither company has an impressive track record in the industry – Tackle.) Moreover, a sequel (of sorts) to* Goldeneye *is well under way, although it will not feature 007. No doubt you will have heard about* Perfect Dark *and we can assure you that not only will it be better than* Goldeneye *but it will more than likely be the best game on any format, so fret ye not.*

3. Despite the fact that Superman is known for travelling at excessive speeds, the game itself has yet to get anywhere near the UK and will hit the US shelves way before it touches down here.

4. Nobody in the offices can even remotely understand why you want to get a converter for your machine. You want to play slower and more expensive PAL games on your NTSC machine? Virtually every game comes out in the US earlier than in the UK, so we are all much confused. However, the converter that you require must surely be on sale in the States, where you won't have to pay for any expensive shipping costs.

5. Another system other than the 64DD? Well, it is almost inconceivable that Nintendo are not already working on a successor to the N64. Now that Sega have announced that they are launching the Dreamcast, it would seem certain that Sony will reveal to the world their plans for PlayStation 2 (or whatever it will be called). Now Nintendo have always tried to be at the forefront of gaming technology (Erm... I do hate to disagree with my old chum here, but it always seems to me that Nintendo enter the next-gen race later than anyone else but with superior hardware – just look at how long the SNES took to vanquish the Sega Megadrive. The wait may be a long one, but it will be worth it, I'm sure! – Tackle.)

There's me just being positive and the boy Tackle goes all serious on me – typical! Anyway, as I was saying before I was rudely interrupted, you can be assured that when they consider the time to be right to put the N64 to bed (which won't be for quite some time) they will release a new and improved console that will wipe the floor with the competition and amaze the games industry.

For now though, just enjoy your Nintendo 64 – it is, after all, the most powerful games console on the face of the Earth. **T64**

QUESTIONS, QUESTIONS, QUESTIONS



1. When the 64DD comes out, will companies still produce for the N64?
2. I've been told by a science teacher at school that the N64 does not have one 64-bit chip in it but rather two 32-bit chips. Is this true?
3. Will there be a game like *Time Crisis* coming out on the N64?
4. Will any of the game developers for N64 make a decent beat-'em-up?

THE TRUTH...

1. They certainly will! The 64DD (if and when it is released) will initially only sell to a limited number of people. However, if it does well the 64DD may well become a standard peripheral and with the great number of titles that will be available for it, you'd be foolish not to buy one. (Erm... I think it needs to be said that the 64DD won't actually work without the N64 itself. The most exciting thing about it is the prospect of upgrade disks to be used in conjunction with your cart. Imagine another twelve courses for *Mario Kart*, for instance. The original game engine and artificial intelligence of the initial code on the cart would be used but used in conjunction with an all new set of courses on the DD disk. Clever, huh? The possibilities are endless! – Tackle.)

2. This is true but as your maths teacher will tell you, 32 plus 32 equals 64.

3. Yes! There were a number of lightguns for the N64 shown at the recent E3. This would suggest that there will be some sort of shooting at the screen type game coming onto the N64 at some point, hopefully soon.

4. Check out the review of *Mortal Kombat 4* in this issue, the future of beat-'em-ups surely starts there. T64



DEAR FIRING LINE

I own an N64 but I only have three games; James Bond, *Diddy Kong Racing* and *Mario 64* and have beaten all three. Is there any game that you would suggest that I could get that is more of a challenge?

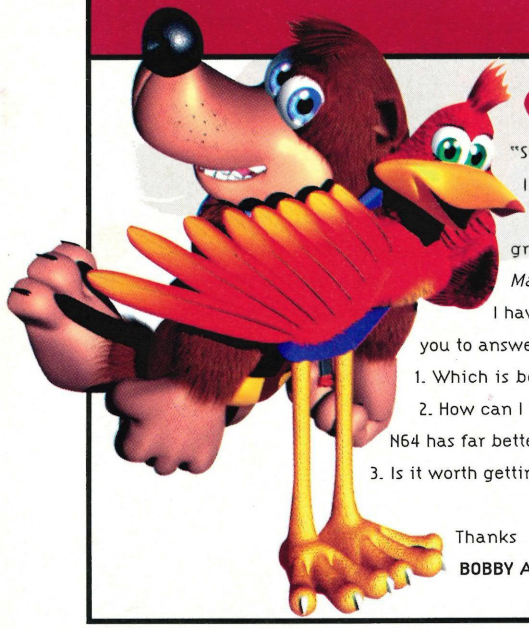
My friend says I should just get a PlayStation because it's a hell of a lot better. What should I do?

Thanks,
MATT ATKINSON

THE TRUTH...

Personally speaking, I doubt very much that you have completed* Goldeneye, *and to have finished* Mario 64 *– and I mean really, really finished it – you must have the patience of a saint. However, you may well be some sort of insatiable games animal so you shall be given the benefit of the doubt. You want Total 64 to recommend you some challenging games? I thought that's what we did every month! Anyway, I would have thought that* Forsaken *would have given you plenty of challenge both in single and multiplayer mode. For your puzzling/platform needs there is the wondrous* Banjo-Kazooie, *which as our very own 'shadowman' will tell you, is pretty challenging. These two games alone will keep you busy until* Wipeout 64, F-Zero X, Hybrid Heaven, Shadowman, Perfect Dark *and* Zelda *(to name but a few) are released over the next few months. (For a more immediate fix of puzzling frustration, how about* Tetrisphere *– just get your head around that! – Tackle.) I personally would take* Wetrix *over* Tetrisphere *any day but there you go. So basically you won't need to buy a 32-bit machine, give the N64 four months and it will finally have all the software titles that you lot out there have been craving for. T64

DEAR TOTAL 64



Great mag – love the cheats section. I've only just got my "Super Machine" so it is a great help. I have sold my PlayStation to my little Bro to get an N64. I have two great games so far; *Goldeneye* and *Mario 64*.

I have a few questions that I would like you to answer.

1. Which is better: *Lylat Wars* or *Pilotwings 64*?
2. How can I prove to my brother's friend that the N64 has far better graphics than the PlayStation?
3. Is it worth getting a Gameboy emulator?

Thanks
BOBBY AYRES

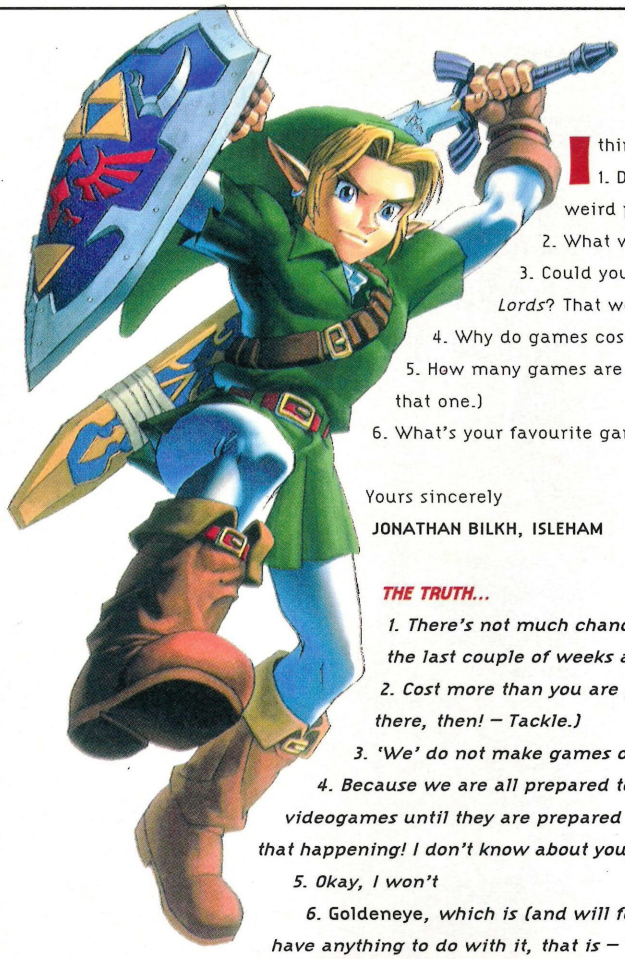
THE TRUTH

1. It very much depends on what you want from a game. If you fancy a bit of blasting action, then *Lylat Wars* is for you. However, they are both great flying games. (*Pilotwings 64* was not quite as engrossing as the SNES version, it has to be said, whereas *Lylat Wars* is a modern masterpiece of cinematic dogfighting – Tackle.)

2. You have *Goldeneye* and *Mario 64* and you need something more to show to your brother's friend? Get *Forsaken*, *Banjo-Kazooie* and later *F-Zero X* – that should shut 'em up. (As would a banana down the mouthpiece! – Tackle.)

3. Only if you have some Gameboy games to start with. T64





DEAR FIRING LINE

I think your mag is really brilliant and honest about games. I have a few questions:

1. Do you think that *Paper Boy 64* will actually be a big hit? The only chance that game has is that some weird psycho will spend all his savings on it.
2. What will the 64DD actually do?
3. Could you bring out a version of the PC game *Myth: The Fallen Lords*? That would be good.
4. Why do games cost so much?
5. How many games are there altogether on the N64? (You don't have to answer that one.)
6. What's your favourite game?

Yours sincerely

JONATHAN BILKH, ISLEHAM



THE TRUTH...

1. There's not much chance of it doing that well. We've been playing the original over the last couple of weeks and to be honest, it is just plain dull.

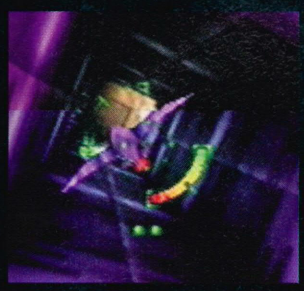
2. Cost more than you are prepared to pay, I would imagine. (No room for optimism there, then! – Tackle.)

3. 'We' do not make games or indeed publish them, we leave that to people with lots of money.

4. Because we are all prepared to pay whatever they charge. More fool us! We should all boycott videogames until they are prepared to charge less than the weekly grocery bill of a family of four for a single game! (I can really see that happening! I don't know about you, but I couldn't go a week without a game of some sort, so I guess they've got us there – Tackle.)

5. Okay, I won't

6. Goldeneye, *which is (and will for some time to come remain) the best game on the planet. (Unless* F-Zero X, Wipeout 64 *or* Zelda *have anything to do with it, that is – Tackle.)* T64



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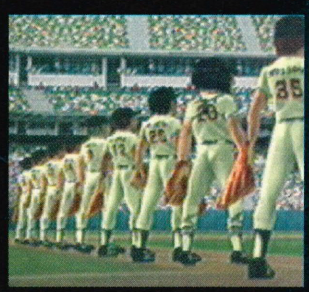
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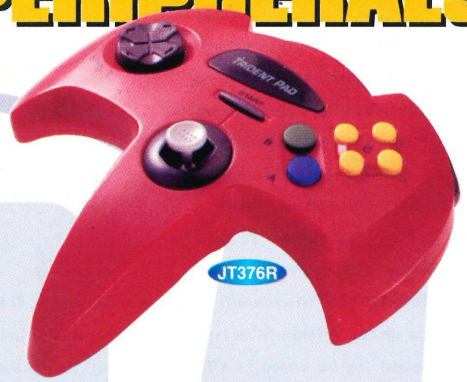


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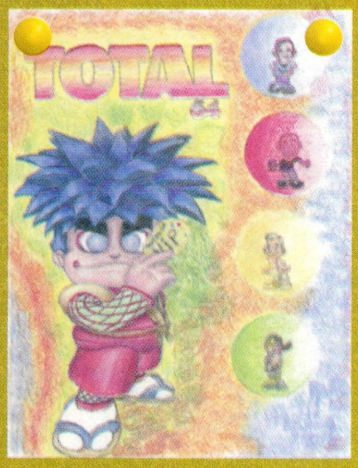
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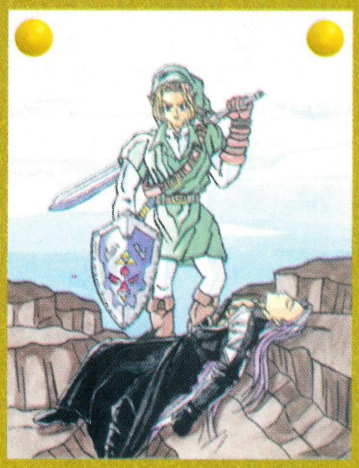
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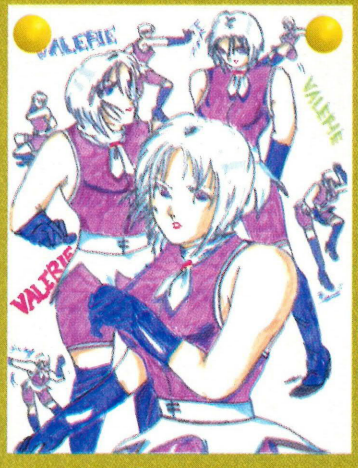
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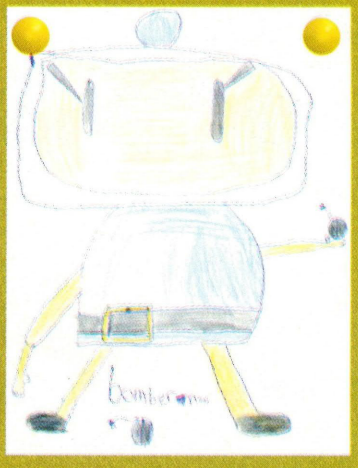
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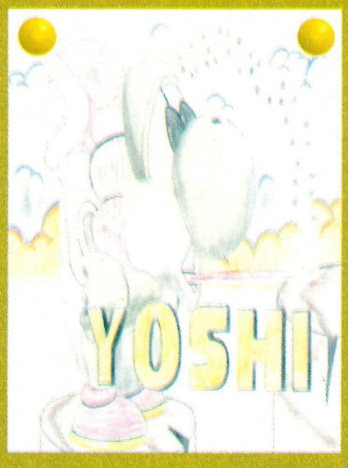
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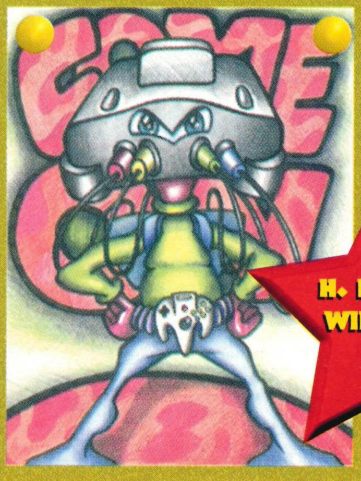
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FIRE

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.

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GOLDENEYE 007

DAM
Thomas Yorke – 00:49

ARCHIVES
M. Hartop/M. Williams – 00:22

FACILITY
M.Williams – 00:58

STREETS
Thomas Yorke – 00:52

RUNWAY
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CRADLE
Thomas Yorke – 01:10

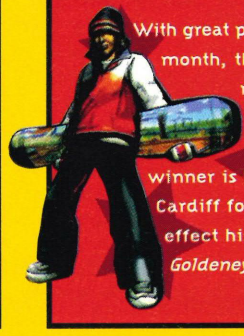
BUNKER
Norris Mortimer – 00:28

AZTEC COMPLEX
Adam Robinson – 03:55

STATUE
Michael Hartop – 2:46

EGYPTIAN TEMPLE
Michael Hartop – 01:02

BE A WINNER WITH TOTAL 64

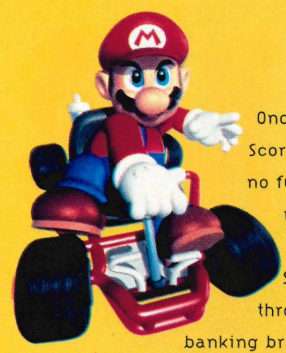


With great prizes on offer every month, there's even more reason to send in your scores now! This month's winner is M. Williams from Cardiff for putting into full effect his license to kill on *Goldeneye*. Well done!

WINNER
M. WILLIAMS

RUNNERS-UP
ABRAHAM ALZOUMAN
M. HARTOP
PATRICK PFEFFER
GREG IHNATENKO

ES



Once again Excitement Direct have done the good deed of sponsoring our High Scores pages and if you're ever in need of new software and hardware, then look no further than Excitement Direct's advert page for all the top deals. This month's winner of High Scores has earned themselves a Mad Katz steering wheel and four runners-up will be given a control pad each. Send us evidence of your scores – be it photos or videos – so that we can sift through them and pick out five lucky winners. Blackmail, treachery and offshore banking bribes will all be considered.

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	1'51.04	Greg Ihnatenko
US Lap	0'34.05	Greg Ihnatenko

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	0'05.41	Greg Ihnatenko

DK JUNGLE PARKWAY

UK Race	0'35.01	Rob Pierce
UK Lap	0'05.66	Danny Dunn
US Race	0'51.68	Greg Ihnatenko
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	0'26.14	Greg Ihnatenko

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	0'5.51	G.Weif/G.Ihnatenko

SHERBERT LAND

UK Race	2'05.14	Rob Pierce
UK Lap	0'41.91	Steven Cosker
US Race	1'47.97	Greg Ihnatenko
US Lap	0'35.74	Greg Ihnatenko

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	0'26.14	Greg Ihnatenko

CHOCO MOUNTAIN

UK Race	1'40.70	Steven Canuck
UK Lap	0'30.50	Richard Dunn
US Race	1'32.57	Greg Ihnatenko
US Lap	0'29.77	Greg Ihnatenko

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	0'18.07	Greg Ihnatenko

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	4'52.47	Greg Ihnatenko
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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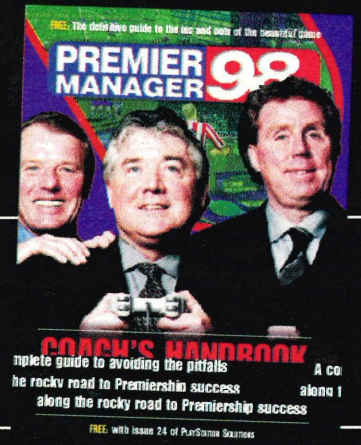
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Reviewed
F-ZERO X

It may have slipped a month in Japan, but we'll bring you the first review here in the West.

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MORTAL KOMBAT 4

The N64 now has a beat-'em-up to be proud of and we can show you how to Kombat the Mortal way.

BUCK BUMBLE

If you want to know how satisfying it is to be an aggressive bumble bee, find out in our exclusive review.

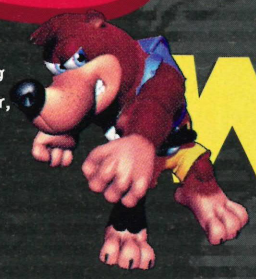
Previewed
RAYMAN 2

Can this sequel to a decidedly average platform game make the grade? The outlook looks good.

GUIDE

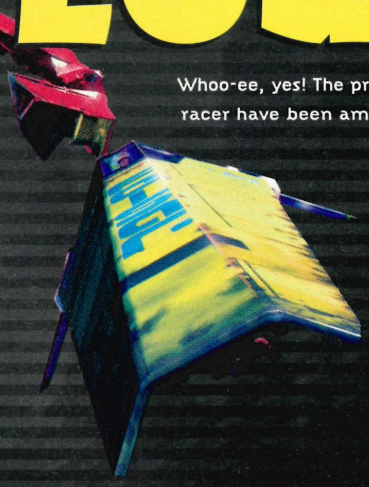
BANJO-KAZOOIE

The most gorgeous and stunning platform game in the world ever, has been filleted like a kipper and placed upon a platter for you, as we present the first part of our Player's Guide.



WIPEOUT 64

Whoo-ee, yes! The previous sixty-three incarnations of this futuristic racer have been amazing and now the Nintendo version looks like being the best of the bunch.



Feature
UBISOFT

Ubisoft are a software developer that you'll be hearing a lot more of in the coming months. Total 64 talks to the team and finds out what they have in store for us all.

DON'T MISS NEXT MONTH'S ISSUE OF TOTAL 64 - HAVE YOU GOT THE STAMINA?

TOTAL 64

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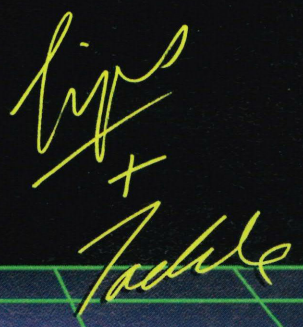
DOUBLE THE TROUBLE



How good does it get? Two editors and two great games, the first being *Mortal Kombat 4*, which in our opinion is the best beat-'em-up on the N64, and then there's the much anticipated *Mission: Impossible* – all this in your favourite, new look Total 64 magazine!

Here at Total 64 we are really getting in the mood for Christmas. You see, PR people have suddenly re-emerged from their cocoon-like state and started beating at our door, taking us all out for meals and offering us trips to foreign climes. Not that we can be easily bribed or anything, but let's just say that over the coming months we'll be bringing you lots more exclusive reviews and exciting previews of all of the games that we've all been waiting for. Plus, as from next month, we'll be bringing you the posters that your bedroom walls have been aching for. Only Total 64 can offer you this and much more every month! We can't wait, and I am sure that you lot out there can't either.

THE QUESTION IS, HAVE YOU GOT THE STAMINA?



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NINTENDO 64

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