OFFICIAL! LEAVES OTHER N64 MAGAZINES IN THE SHADOWS!

TOTAL N64

FEATURING GAME BOY COLOR



FIRST REVIEW!

QUAKE II

Fragging Hell! Hail the game that shreds Turok 2's bloody carcass!

EXCLUSIVE! PLAYED & TESTED!

SHADOW MAN

Voodoo psycho horror in the land of the dead! We've got the low-down on the serial thriller!

BUSTED!

STAR WARS EPISODE 1: RACER

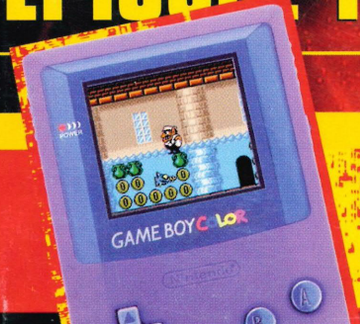
The complete Jedi Master's guide to intergalactic racing!

FANTASTIC OFFER!

£5 OFF WILD THINGS JOYPADS!

VOUCHER INSIDE!





10 PAGES DEVOTED TO THE GAME BOY COLOR!

REVIEWS: ISS '99 • WWF ATTITUDE • PAPERBOY • BUST-A-MOVE 4

BOYZONE

THE HOTTEST PREVIEWS, REVIEWS AND TIPS FROM THE WONDERFUL WORLD OF GAME BOY COLOR!

RAPIDE PUBLISHING
Volume 3 Issue 6 [No.30]
£3.99
9 771466 354006 06
Printed in England



simplyGAMES

Dreamcast

PC games

the best games
the best prices
free worldwide delivery

N64
jet force gemini • shadowman • hot wheels turbo racing
star craft • nfl quarterback club 2000 • pokémon snap
each only £35.99

pre-order your **dreamcast** console with **1 free game** for only **£189** and pay nothing until your order is despatched

http://www.simplygames.co.uk

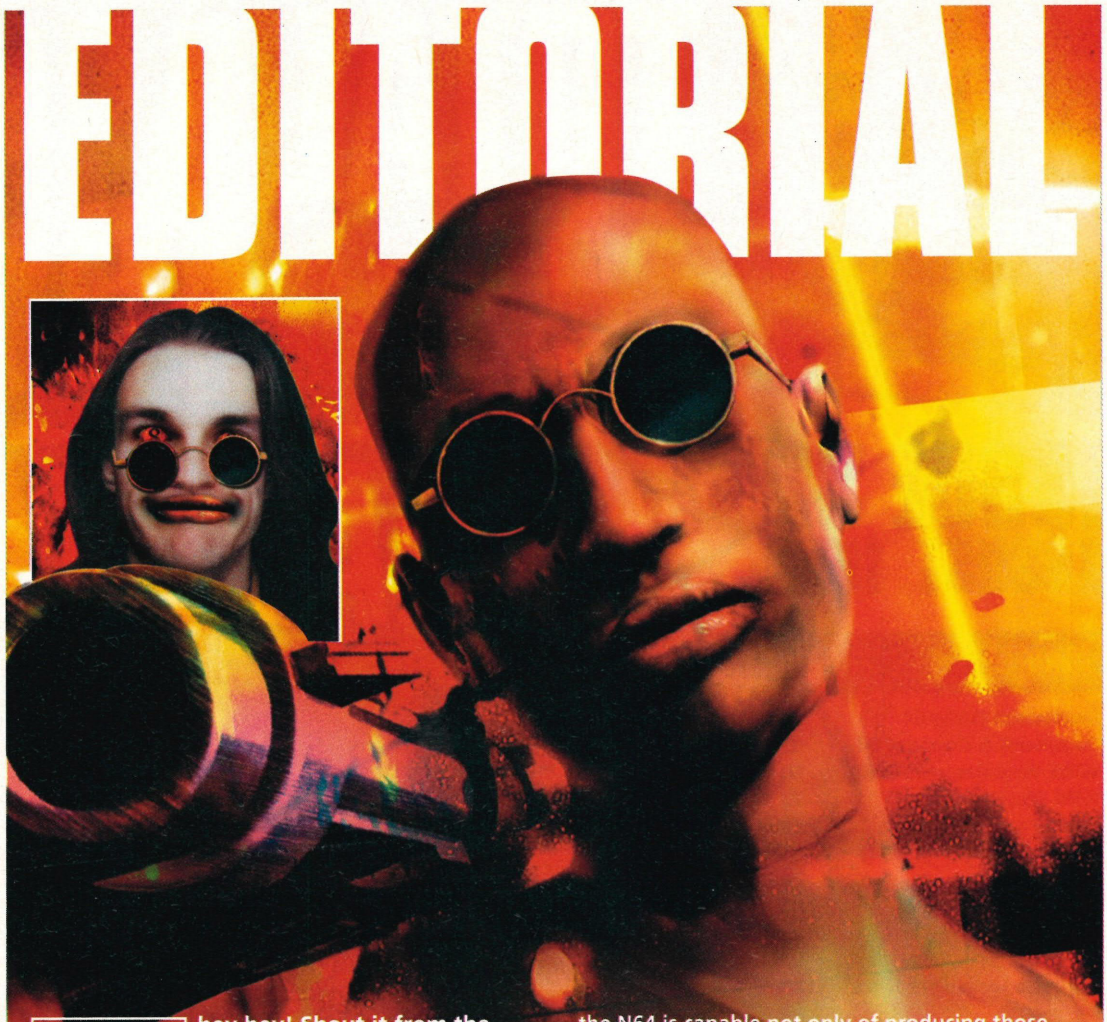
TOTAL N64 FEATURING GAME BOY COLOR

total64@rapide.co.uk
Managing Editor
Chris Marke [chris@rapide.co.uk]
Editor
Simon Phillips [simonp@rapide.co.uk]
Reviews Editor
Jon Austin [jonaustin@rapide.co.uk]
Sub Editor
Adam Oxford
Senior Staff Writer
Lee Barrass
Staff Writer
Paul Stocks
Designer
Nick Cox
Production Manager
Steve Michaels [steve@rapide.co.uk]
Production Assistants
Brian Garwood, Andrew Dunn
Advertising Production
Liz Charles [adprod@rapide.co.uk]
Production Co-Ordinator
Anna Matheson [anna@rapide.co.uk]
Paper Controller
Karen De La Rue [elvira@rapide.co.uk]
Subs Manager
Lisa Smith [subs@rapide.co.uk]
Tel: 01392 495155
Fax: 01392 491135
Head of Advertising
Gerard Richardson [sales@rapide.co.uk]
Sales Executive
Jenny Ross
Advertising Tel: 01392 495155
Advertising Fax: 01392 433505
ads@rapide.co.uk
Business Development Manager
Julia Richardson
Editorial Director
Dave Perry [gamesanimal@rapide.co.uk]
Production Director
Mark Ayshford [ayshie@rapide.co.uk]
Financial Director
Jerry Davison
Managing Director
Mark Smith [marksmith@rapide.co.uk]
Printed by
Southern Print (Web Offset) Ltd,
17-19 Factory Road, Upton Ind. Est.
Upton, Poole, Dorset BH16 5SN
Distributed by
MMC, Octagon House,
White Heart Meadows, Ripley, Woking,
Surrey, GU12 6HR
Tel: 01483 211222 Fax: 01483 224541
Published by
Rapide Publishing
1 Roman Court,48 New North Road,
Exeter, Devon, EX4 4EP.
Tel: 01392 495155 Fax: 01392 491135
Thanks to
Project K & Madeira Games
(Official suppliers to Total N64)

RAPIDE PUBLISHING

No part of this magazine may be produced or transmitted in any form or by any means, electronical or mechanical, including photocopying, recording or by any information storage or retrieval system without written permission from Rapide Publishing Ltd. This magazine is not published, authorised by, or associated in any way with Nintendo of America Inc. Nintendo of Japan Inc, or any associate or affiliate company. This magazine is not and should not be confused with any publication that is printed or distributed by Nintendo of America Inc. Nintendo of Japan Inc, or any associate or affiliate company. Nintendo® is a registered trademark of Nintendo Inc. The following are trademarks owned by Nintendo: Nintendo 64®, Super Nintendo Entertainment System®, Super Nes®, Nintendo Entertainment System®. All copyrights and trademarks are recognised.

EDITORIAL



Whey-hey! Shout it from the rooftops, the software drought is finally over! My surly scowl and maudlin countenance are no more. Unusually for me, I have been miserable; I never realised the effect that way too many American sports sims would have on me. But now, thankfully, that is over- I never want to hear grown men shout "Slam-dunk" or "Windmill" and suchlike again.

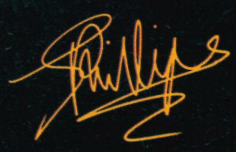
Fortunately, I won't have to, as the next few months are going to get much more exciting as developers (and their PR) crawl out of their cocoons, bringing with them all those games that we have been reporting about for what seems like forever. In fact, we have had problems shoe-horning everything into the magazine - much to Coxy's annoyance, especially as he has had to re-design Boyzone.

For 64-bit lovers, there are plenty of great reviews for your delectation. Admittedly, two them are sequels (*Quake II and F1-World Grand Prix II*). However, as both of them are sequels to great games, we were more than happy to welcome their return with a warm embrace. Then there's the small matter of the *World Driver Championship*, which is the sort of driving game that N64 owners have been craving for since the console's inception.

Hovering over us all death-like is *Shadow Man*, which is yet another game that proves that the N64 is capable not only of producing those cutesy games that we're used to but also some very, very dark ones too. Older gamesplayers will be able to revel in what is not only a fantastic game but also something that is specifically tailored to the more mature gamer. As you would expect, we got hold of the cartridge before anyone else, and as always we bring you the most complete feature on it.

All in all, it's been a great month – one that will hopefully mark the end of the dearth of N64 software that has so blighted the last few months. So, enjoy the mag and rest easy knowing that not only have you bought the best N64 magazine in the world, but also there's a whole host of great games contained within these pages, and there will be again month after month after month. Nice one, Nintendo!

Take it easy on the stairs



Simon Phillips **Editor**

PS: Over the last few months we've been literally swamped with mail, and if you have written in we would like to thank you. If you haven't then why not join in the fun?



TOTAL N64

FEATURING GAME BOY COLOR

CONTENTS

ISSUE 30
AUGUST 1999

Insight 16

Destruction Derby 64 16
Command & Conquer 64 17
WWF Wrestlemania 2000 18
Wild Water 18
Vibra Pak: Voucher 2 19
Hercules: The Legendary Journeys 19
Road Rash 64 20
Roadsters Trophy 21
Taz Express 21
Rugrats: Scavenger Hunt 22
Rayman 2 22
Tonic Trouble 22
Jet Force Gemini 22
WS 2000 23
Blues Brothers 2000 24
WWF Attitude 24
Zelda: Gaiden 25
Armorines 26

Reviews 30

World Driver Championship 32
F1 World Grand Prix 2 36
Quake II 40
Premier Manager 64 44
Mario Golf 46
Shadowgate 64 48

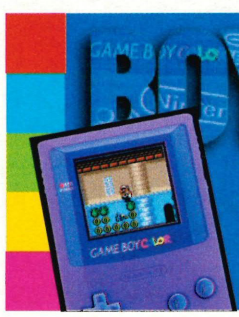
Regulars

Insight 16
Critical Mass 30
Interaction 53
The Burning Issue 54
Write On! 57
Subs and Back Issues 50
The Tips Index 59
High Scores 88
Next Month 92
Total Recall 93
Boyzone 103
The Picture House 114

6 SHADOW MAN



Acclaim have developed some storming games over the years, but Shadow Man is the greatest ever!

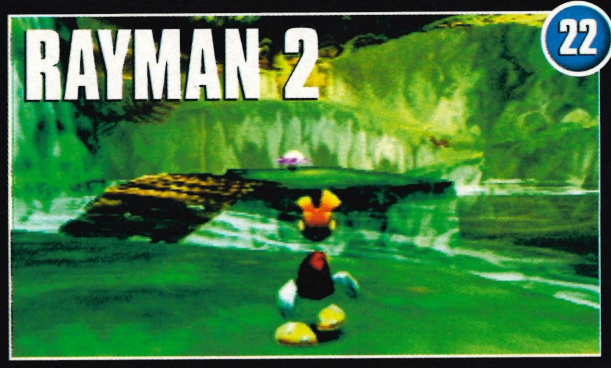


Boyzone's had a major overhaul this month, and as well as the usual tips, reviews and news, we've also got an exclusive with Game Boy developers extraordinaire, Crawfish! Check out our exclusive Godzilla news!



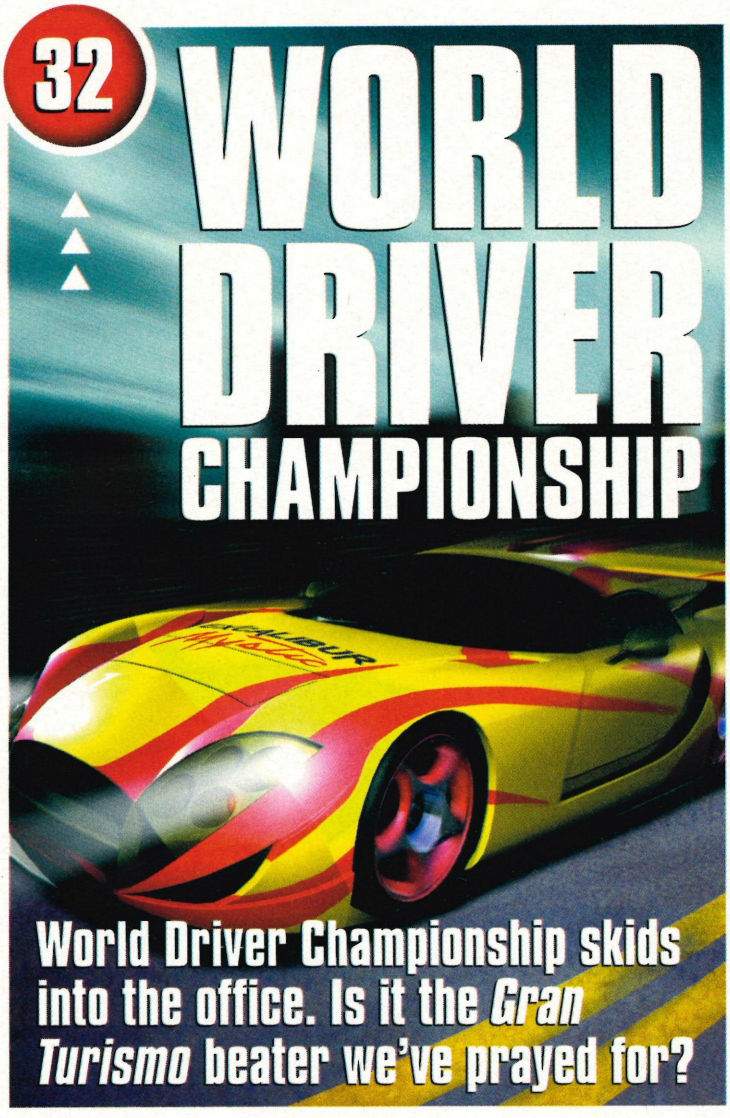
INSIGHT

Rayman 2 turned up in the office and blew us all away, while **WWF Attitude** and **Armorines** also impressed our socks off!







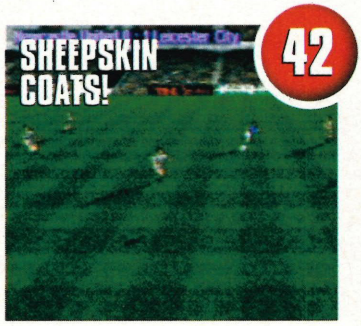


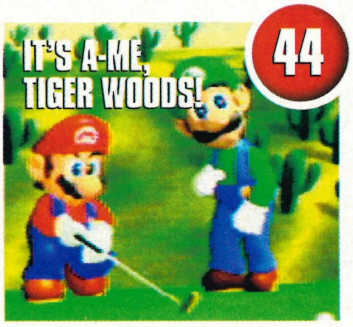












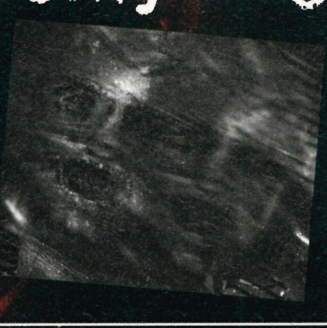
RAPIDE PUBLISHING

1, Roman Court, 48, New North Road,
Exeter, Devon, EX4 4EP.
Tel: 01392 495155 Fax: 01392 491135

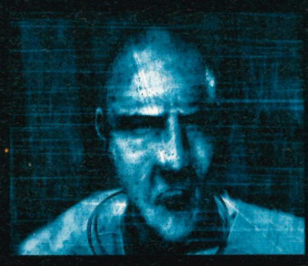


DeadMan Walking

Striding purposefully through fields of pink Yoshis, inanimate objects with eyes that go "*meeeew*" and plumbers with over-sized moustaches, is the saviour of not only the N64 but of all humanity, from a hideous darkness that we can only begin to imagine...





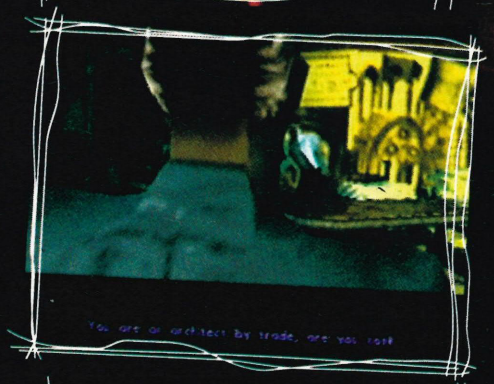


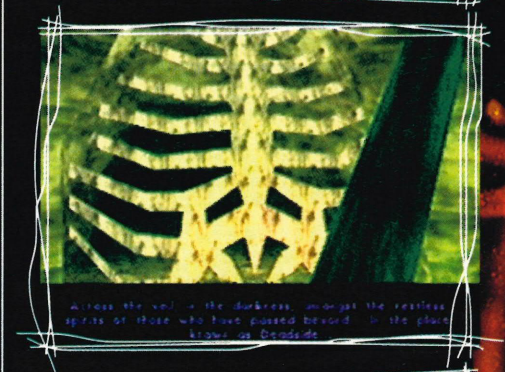
Cut-Scene Chillers

Shadow Man features loads of high-quality real-time cut-scenes which propel the game along in a thoroughly movie-like manner. These are probably the best yet seen on an N64, and each features voice-acting rather than text, utilising advanced sound-compression technology. It often seems that videogame developers are wary of creating voices for their heroes, just in case they get it wrong and make them sound stupid (see *Mario 64*), but it seems that they've got it spot on with Shadow Man's Louisiana drawl.











Somewhere in games heaven, two prodigal games were conceived. At birth they were almost identical, but as they grew, many began to notice significant differences. One, *Zelda*, was sweet and loving, and gave with no thought of reward; yet his brother was a dark and twisted soul who was never happier than when he was setting hamsters on fire and terrorising old ladies with baseball bats wrapped in barbed wire. His name was *Shadow Man*.

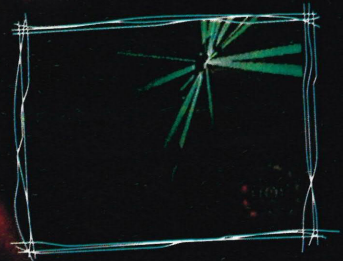
Acclaim's *Shadow Man* (developed right here in the UK at Acclaim's Teesside Studios) is often seen as being a gory *Tomb Raider* clone, along the lines of, say, *Soul Reaver*. But in truth a much more realistic reference point to start with is the Nintendo classic mentioned above. Unlike Lara's games, *Shadow Man* does not work solely on the principle of finding a switch to open a door but is more reliant upon the acquisition of magical new skills which precipitate access to hard-to-reach new areas. If you loved *Zelda* but found that it was occasionally bordering on the sickeningly cute, then *Shadow Man* is the game for you. It'll still sicken you however, just in a different way...

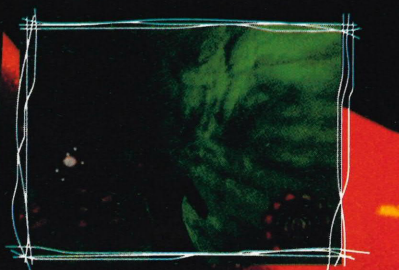
Shadow Man has been trumpeted as the beginning of a new era in adult gaming, and this will undoubtedly give it a warm reception from the N64 masses when released this August. The George Romero splatter associated with *Resident Evil* or *Turok 2* never had anything grown-up about it, relying more upon shock horror and bloody slapstick to entertain the player.

Shadow Man adopts the approach of films like The Haunting or The Exorcist; niggling psychological horror that burrows into your mind and fills you with revulsion. Those of you that have seen Candyman will certainly recognise the putrid atmosphere which pervades the game.

A hideous power, known only as Legion ("for we are many") has hit upon a decidedly evil plan reeking of Armageddon. His dream is to create a hideous factory, The Asylum, which will harvest the souls of the dead, concentrating their dark power and twisting it beyond human imagination. Once ready, this power will be unleashed upon the innocent masses of the world, giving the hordes of the undead access into our world to defile and destroy. And eat brains, of course. As Mike LeRoi, it is your task to do the old hero thing and put things right. ▶▶



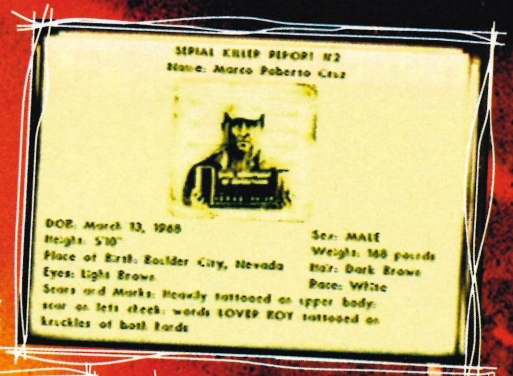


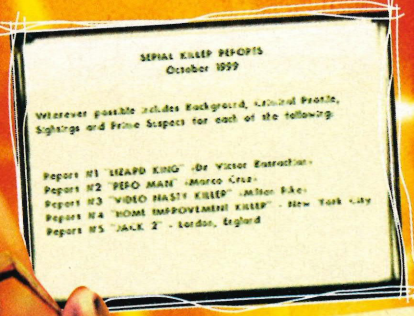


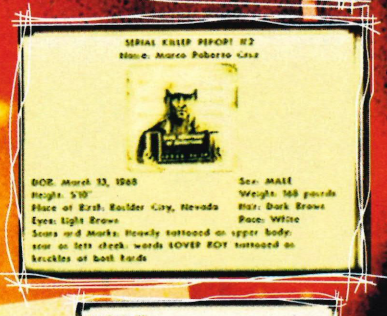
Defile On File

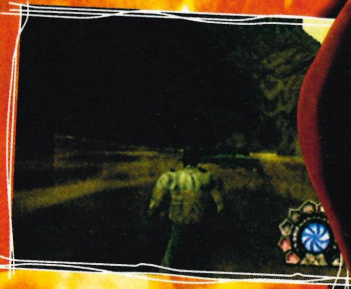
If you need more information about the horrible dregs of mankind that you are pursuing, you can take a look at your FBI-style casebook. This contains helpful information on 'The Five' that you may find useful in your adventure. You also come across the journal of Jack The Ripper, which shows top-secret information about the design of the Asylum!

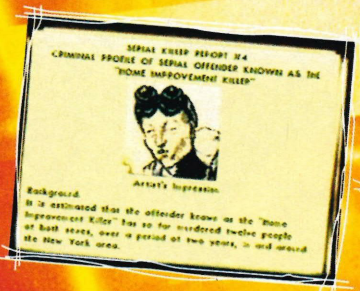


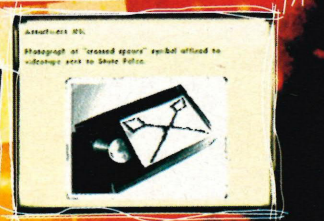








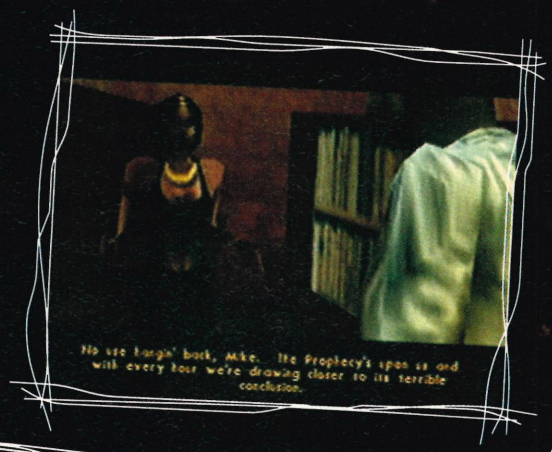


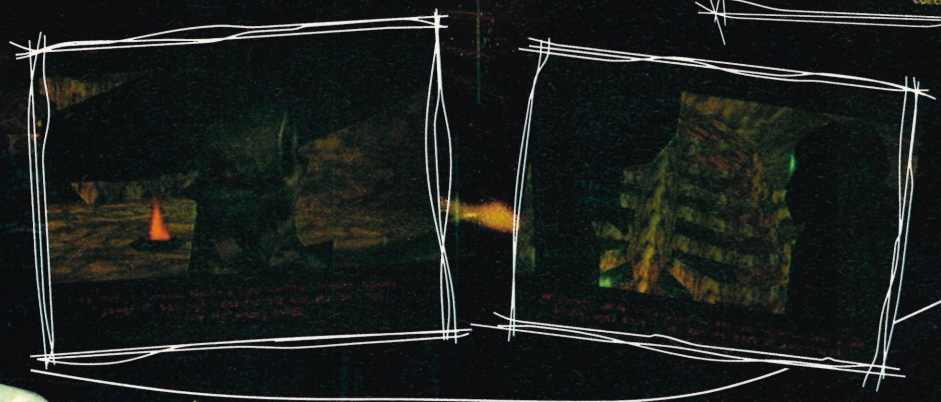


With Friends Like These...

Shadow Man's buddies are an odd sort, but they provide invaluable advice throughout the game. Agnetta is the voodoo priestess that foresaw the end of the world in a dream and sent Mike on his quest. She's also the weirdo that implanted the Shadow Mask into his chest cavity...

Jaunty is the guardian of the marrow gates, the entrance to the realm of the shadow paths in Deadside. A skeletal snake in a top-hat who speaks with an Irish accent, Jaunty is mates with cannibalistic weirdo Jeffrey Dahmer, who died when another inmate in his prison stuck a mop handle through his eye socket, but is all right really. Despite the seeming distrust between Jaunty and Shadow Man, they are both working towards the same end, and you can't get very far without Jaunty's help. Can you trust a snake, though?









▶▶ Mike himself is a bit of a departure for a videogame hero. He's black for a start (it's sad that I can't think of another one off-hand), he's skinny and wretched-looking, and moves in a laid-back and thoroughly unheroic manner, loping across the landscape in his dirty blue jeans and shades with the conviction of a thoroughly unwilling champion. And he cusses like a trooper. Hearing words like w**ker, b**locks and bullsh*t from an N64 sound-chip is something that is surprising and unnerving all at once, emotions that Acclaim Studios Teesside are planning to forcefully extract from you at every possible opportunity (probably with a large hook, dripping with bits of brains from recently murdered children, of course).

A hit man (code name: Zero) with a dark past and a far darker future, Mike has a relationship with a voodoo priestess called Agnetta, who at some point knitted his ribs into a powerful voodoo mask which allows him to travel between dimensions (I don't know, the things that pass as 'kinky' for young people these days, eh?).

His inability to die and his ability to travel between Liveside (where we live) and Deadside (a twisted nether reality where tortured souls roam) is what makes him the man for the job of stopping Legion in his tracks. It's not something that he is desperately happy about, but he's not about to add the deaths of four billion sentient beings to his already tortured conscience. You see, Mike already feels responsible for the brutal deaths of his parents and younger brother Luke, who were murdered in a mob attack that was supposed to be targeted at him.

Shadow Man is an absolute joy to play. Mike/Shadow Man may well be the most versatile videogame character ever, but his movements are nevertheless fluid and easy to execute. Although some of his actions are unconventional (he doesn't swim like any other character) his control soon becomes second nature, and thankfully, the bane of similar games like *Castlevania* has been exterminated as the camera movement is absolutely perfect, with none of that hideous swinging about usually associated with the *Tomb Raider* engine.

Shadow Man is also probably the best looking console game ever – when used in combination with the 4MB expansion pak, ▶▶

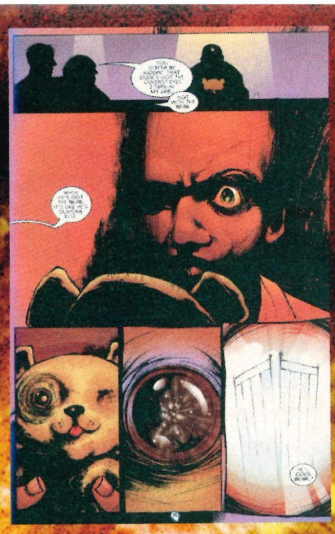




Comic Apocalypse

Shadow Man, like *Turok* and *Armorines*, is based on an Acclaim Comics series of graphic novels. The unlikely hero's adventures are documented in a thoroughly uncompromising style. To see what extent the game is based upon the comic, check out our interview with Acclaim Studios Teesside.











The Asylum Seeker

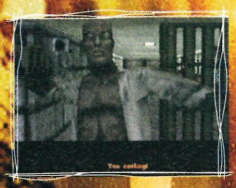
When in Deadside, the already quite intimidating Mike LeRoi transforms into the being known as Shadow Man. Shadow Man is recognisable because of the glowing mask implanted in his chest, and the more powerful he becomes, the more the mask and his eyes glow brightly. As you progress through the game, Shadow Man also acquires voodoo tattoos (known as 'Gads') which give him some stonking new powers. These also glow with an angrier red the more powerful you become.

Shadow Party



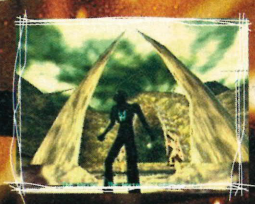


Shadow Man's launch party was a dark and frightening affair, with hordes of skinny games hacks cowering in their boots. We were forced to dress in paper forensic suits, and shepherded onto buses where we were whisked away to a secret location and visually and sonically assaulted with a high-tech pyrotechnic show of lights, fire, horrifying sounds and some quite disturbing video imagery. It's nice to see someone doing something different with a launch party!



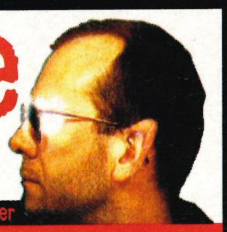








Wise Words



An interview with Guy Miller

Deep in the bowels of his hell-spun chamber, Acclaim Studios Teesside's Creative Director Guy Miller sits, staring intently at the dismembered cranefly he placed in a spider's web. Total N64 prised him away just long enough to answer some questions (from behind the safety of a glass screen, of course!)...

TN64: So, *Shadow Man*. A bit controversial isn't it? Was it always intended to be so?

Guy Miller: It's only controversial because it goes against the rather banal 'norm', in that *Shadow Man* is aimed at 'mature' gamers, dealing as it does with 'mature' issues. Like death. And serial killers. And death. We did not intend to court controversy from the outset, though we were not so naive as to believe that we wouldn't inevitably – and certainly in America – end up in the moral minority's unimaginative spotlight.

TN64: Has the game's content caused any friction with the higher-ups in Club Mario?

Guy Miller: Not at all. Club Mario has been highly supportive throughout. They realised early on that they shouldn't take certain issues in the game out of context but look at the game's more unpleasant aspects as a whole, as intrinsic parts of the overall narrative.

TN64: What are the closest cultural reference points to *Shadow Man* – what were the main influences behind the plot and atmosphere of the game?

Guy Miller: Movies: 7even, Silence of the Lambs, Eraserhead, anything by Cronenberg. Books/writers: Anything by Joseph Campbell (but especially 'Hero with a Thousand Faces'), Clive Barker's 'Books of Blood', The Bible (for the gore, mainly), the FBI's handbook on murder – 'Practical Homicide Investigation'...

TN64: How closely does the plot follow that of the comics?

Guy Miller: We've taken our lead from the first four issues of the re-launched Shadow Man comic book by Garth Ennis and Ashley Wood, and then we ran with it – into the very jaws of the Abyss itself...

TN64: Did you research voodoo for the game? Does *Shadow Man* feature elements that people who know their voodoo would recognise?





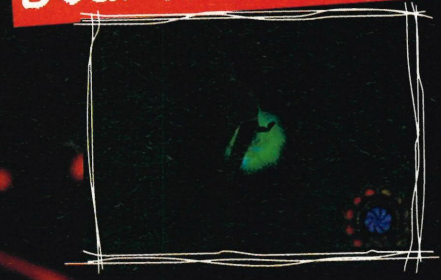


▶▶ anyway. *Shadow Man*'s hi-res world (or worlds, to be more precise) is absolutely huge, spanning Louisiana's swamplands, many massive temples, the London Underground, New York tenements, and a huge prison. Then, of course, there's the sprawling, claustrophobic wasteland of Deadside, and the mile high structure we call The Asylum, which you must explore thoroughly. Some sections of it are so big that you need to catch trains and cable cars from one place to another! Each and every location looks different and is beautifully detailed, textured and light-sourced, with Acclaim's revolutionary VISTA engine completely eliminating the hideous fogging associated with games like *Turok 2* . Shadow Man himself is amazingly rendered and animated, and his foes are similarly impressive. The great lighting, weaponry and magic effects are just the icing on the cake.

All of this graphical loveliness would come to nothing if it didn't achieve its end though, which is to unsettle the player. So the question you want to ask is "Did it scare you guys?". Yes, it did, although "scare" probably isn't the best word for it. We certainly felt a chilling revulsion build up in the bottom of our collective gut as we played, which made us re-double our efforts to make those evil b*st*rds pay for their handywork.

For example, one level sees Shadow Man searching through a disused New York apartment block in Deadside. When we began, it just seemed a bit run-down, but the further you venture, the more deranged it becomes. Disturbing words have been scratched into the walls in fresh blood, and many corridors are home to a Shining-esque river of blood. The place is just about deserted, but the flickering shadows cast across the walls by Shadow Man's torch occasionally caused our hearts to miss a beat, and when we realised that the strange bird-boxes scattered about were stitched together from human skin, we felt quite sick. Another incident involving the corpses of a group of women, some tape recorders and some sticky tape is too gruesome to explain in this magazine, and besides, we wouldn't want to spoil it for you. Just bear in mind that the movie 7even is tame compared to what you'll find... ■

Bear Necessity









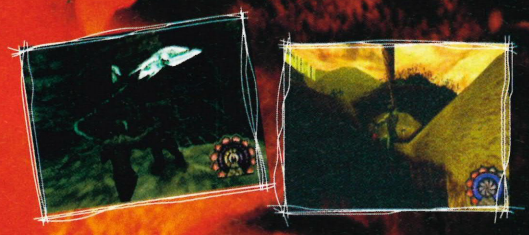
Luke LeRoi's battered old teddy bear is all that Shadow Man has to remind him of his lost bro'. The bear thus acts as an emotional link across the void with Luke, which allows Shadow Man to travel between Liveside and Deadside at any time he chooses, using the power of his Shadow Mask.

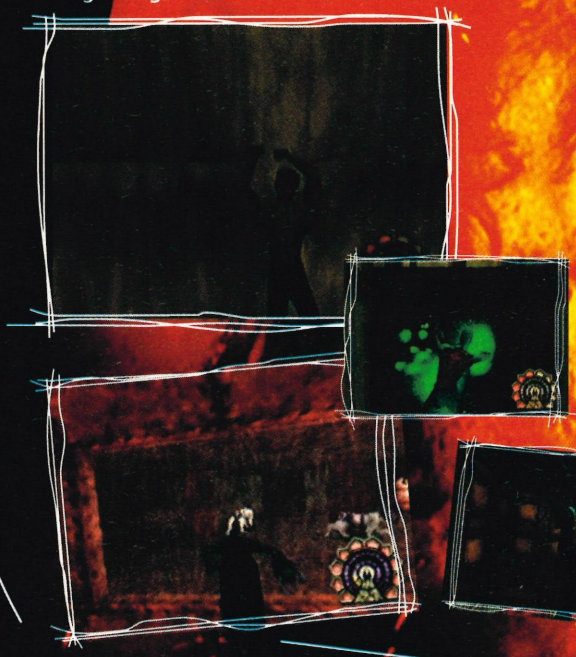
A Man Of Many Talents

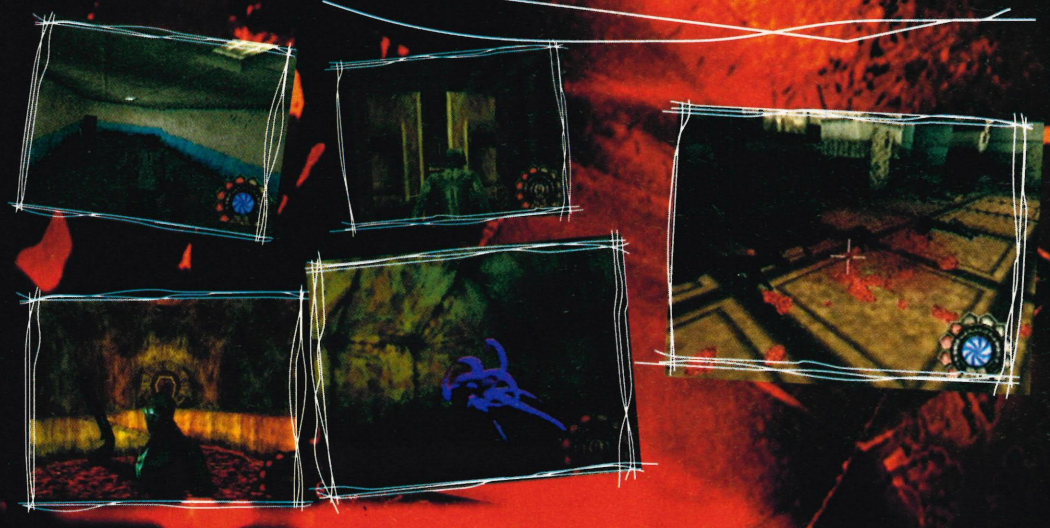
Shadow Man can boast something that few other games can... a truly original and unique control system. The pivotal point of this is that you have a certain separate degree of control over each of Shadow Man's arms. A different weapon or object can be assigned to each hand and used independently of each other. Using the *Zelda*-style lock-on, they can even be aimed at two different enemies! This adds another dimension of thought to *Shadow Man*'s control. For example, if you leap to a ledge with the hope of grabbing on with your hands, you'll have no joy unless at least one of them is empty – many's the time that you'll find yourself frantically putting weapons away in mid-air so that you don't miss the ledge and plummet into a pool of lava! Likewise, while he can quite happily hang from objects with only one hand, you'll need both before he's able to move along a ledge or a rope. When shuffling along a ledge with his hands, he can even do a move that none of us have ever seen in a game before: lifting his legs under his chin, he can spring backwards, allowing him to get to some otherwise unreachable ledges!

On top of this, Shadow Man can run, swim, roll, duck, strafe, jump and hang from objects, and he can pull out or use weapons at any point during these manoeuvres.

Extra voodoo powers in the form of 'Gads' are made available to Shadow Man throughout the game. These include the ability to scale waterfalls of blood, and being able to go to daytime Liveside as Shadow Man – necessary for polishing off those boss bad guys.







interview continued...

Guy Miller: Well, one of the programmers actually built an altar to Legba, the 'Opener of the Way'. He's now in an institution, so the moral of the story is 'Don't f*ck with voodoo, kids...' People who know voodoo are few and far between. I 'know' voodoo, but I wouldn't say I actually 'knew' voodoo. Only the Loa actually 'know' voodoo. And they ain't telling...

TN64: What can you tell us about the VISTA engine?

Guy Miller: *Shadow Man* uses Acclaim Studios Teesside's proprietary VISTA (Virtually Integrated Scenic TerraAin) game engine. What this basically means is that in *Shadow Man* we're going to be able to take the player outside and away from the claustrophobia of the current spate of tunnelware, and into a brave new world where you can see as far as the horizon without the need for a depth-cueing fog. VISTA allows us to create breathtakingly expansive exterior landscapes. It allows us to create a mile-high citadel in the heart of Deadside, a citadel that you can enter and exit seamlessly, in real-time...

TN64: *Shadow Man* features loads of amazing cut-scenes. Are we talking over an hour's worth, possibly? How difficult was it to fit them onto an N64 cartridge?

Guy Miller: Over 40 cut-scenes and an hour's worth of in-game speech. Our technical guys are particularly brilliant, so it wasn't a problem.

TN64: How long will *Shadow Man* take the average gamer to complete?

Guy Miller: We're talking approximately 70 hours of gameplay.

TN64: How true are the rumours that *Shadow Man* will have at least one sequel?

Guy Miller: Truer than a truth serum. *Shadow Man* was always intended as a trilogy. The current incarnation is merely the first instalment.

TN64: Tell us something about the game that no-one else knows.

Guy Miller: In a certain (secret) section of the game, Shadow Man wears totally groovy flares, baby...

TN64: Can you tell us, in five words, why people are going to want to be checking out *Shadow Man* when it is released in August?

Guy Miller: Incredibly awesome atmospheric horror experience.

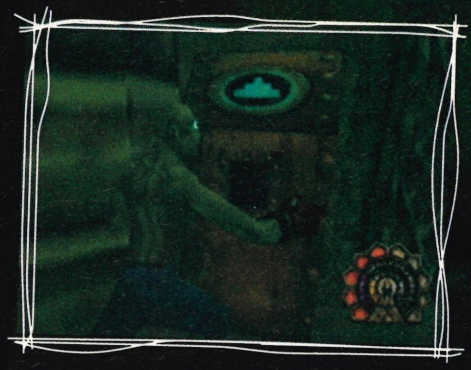
Guy Miller, thanks for your time. Please don't kill our children.

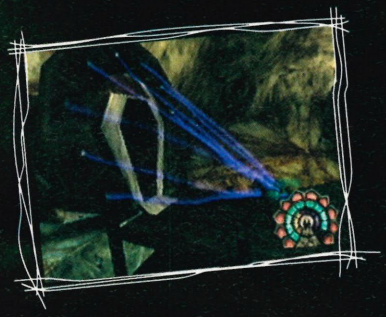
Gatecrasher!

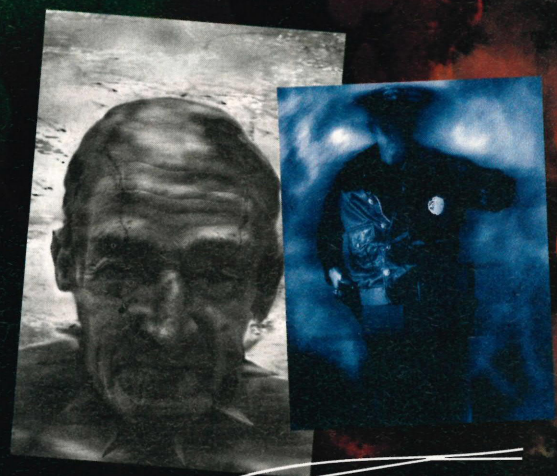
Shadow Man's progress is halted by many barriers throughout his journey. Some require a quite simple strategy to overcome - for example, you must locate the engineer's key to open certain doorways in the Asylum. Deadside barriers are more forbidding. Shadow Man must collect dark souls in order to increase his shadow level and break through the Paths Of Shadow, while huge fiery doors can only be opened with the prisms that are collected from the remains of the dead serial killers.



▲ Shadow Man finds the all-important security swipe card he's been looking for. Unfortunately, it's still attached to a hand!







Serial Thrillers

Legion has enlisted the help of five of the most evil men ever to walk the Earth in Shadow Man, including the original Cockney scumbag, Jack T. Ripper. The others are also based on serial killers from real-life or fiction. The 'Home Improvement Killer', who likes to fashion furniture from human body parts, bears a striking resemblance to Ed Gein, who made lamp-shades from human skin and mobiles from noses. Nice.

Then there's Dr. Victor Batrachian, otherwise known as 'Dr. Death', who looks like Hannibal Lector and brings to mind British GP Dr. Harold Shipman, otherwise known as 'Dr. Death', who is charged with the murders of fifteen elderly women after forging their wills to make himself the sole beneficiary.

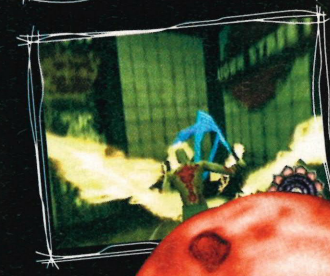
Another of the killers, Marco Roberto Cruz, has a heavily tattooed upper body and looks like Robert De Niro's Max Cady from psycho-horror movie Cape Fear.

As you extract your brutal and just revenge, we implore you not to falter. These men deserve only the most hideous of fates...

Spectral Weaponry

Mike LeRoi's admittedly impressive arsenal of high-calibre weaponry (including a sub-machine gun, an Uzi 9mm and twin pump-action shotguns) may make messy work of crocodiles and dogs, but once on Deadside they are completely useless, which is where weapons of a more eldritch origin become useful. The Shadowgun is Shadow Man's most useful ally, as it never runs out of ammunition and seems to become more powerful as he does, making a noise like the dying scream of a supernova (I expect). The Flambeau is another beauty, arcing flaming ribbons of pure pain towards those who stand in Shadow Man's way. Our personal favourite, however, is the superbly monickered Violator, a spinning, clawed machine gun variation that rips through hellspawn like a hot light sabre through butter, and makes a thundering noise that was sampled in the bowls of hell itself. Other objects such as torches also prove necessary later on.



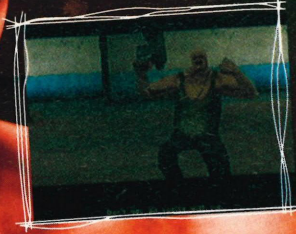








▲ "Who wants to be violated next? COME ON!"







Ghouls, Crocs And Freaks

Shadow Man will encounter all kinds of creatures hell-bent on his destruction, and they prove a pain in the butt whether Liveside or Deadside. In the real world, Mike LeRoi has to contend with angry rottweilers, sharp-toothed crocodiles (who will chase you into the water!) and general gun-toting maniacs. In Deadside, however, it is two-headed zombified dwarfs, snarling monsters that run around with their arms flailing wildly, orgasming zombie-women and pig-orc butchers with pierced nipples that you'll have to deal with. It doesn't matter what you face, however, as they all end up in the same pile of globby mess.









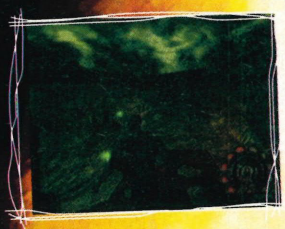
Deadside Or Alive

There are many areas in the game that you get to visit in Liveside and Deadside. While some areas seem quite bad by the light of day (a run-down New York apartment block, for example), their night-time alter-egos are hideously twisted versions of the same. Bath-tubs full of blood, strange words written on the walls in blood, and torrents of, well, blood surging down the hallways all make appearances along with piles of broken and buzzing televisions and strangely placed bird-boxes. The apartment is more or less deserted, but this is what makes it so chilling, with a strange whining noise in the background. Scary stuff.









TOTAL N64 — FOR NINTENDO 64 AND GAME BOY COLOR

PLAYED & RATED

***Shadow Man*, then, is undoubtedly an absolute masterpiece, even in its incomplete form – a sprawling, technological and creative masterpiece that puts the boys and girls from Acclaim Studios Teesside right up there with Miyamoto and pals at the forefront of videogame design. It hits the shelves on August 27th, and we'll have found everything in time for our full review next month. Prepare to be scared... JON**

PREDICTION RATING

93%

INSIGHT

EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

FIRST LOOK

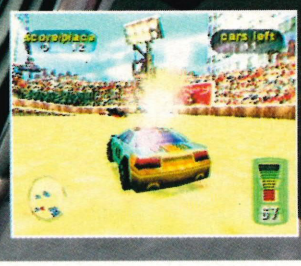
CRASH, BANG, WALLOP!

DESTRUCTION DERBY 64





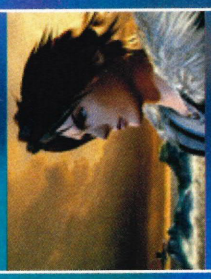




The game which has caused the biggest stir in the Total N64 office recently is, surprisingly, an update of the PlayStation classic *Destruction Derby*, with members of N64 Gamebuster and Total PlayStation distracted from their respective jobs for a couple of hours as we test-drove half-finished code. Although the graphics are nothing to write home about in their unfinished state, the gameplay and car physics are stunning, allowing for some amazing crashes! In one instance a car hit another one and was sent into the air off of a high ledge, spinning around as it went. It exploded in mid-air, and the ensuing fireball eventually landed on another two cars, knocking them out in the process! This high-octane violence is the reason why *Destruction Derby 64* may provide the best multiplayer gaming experience on the N64 (not to take anything away from the single-player game, which is similarly impressive). Look for a release later in the year.

64 BITS

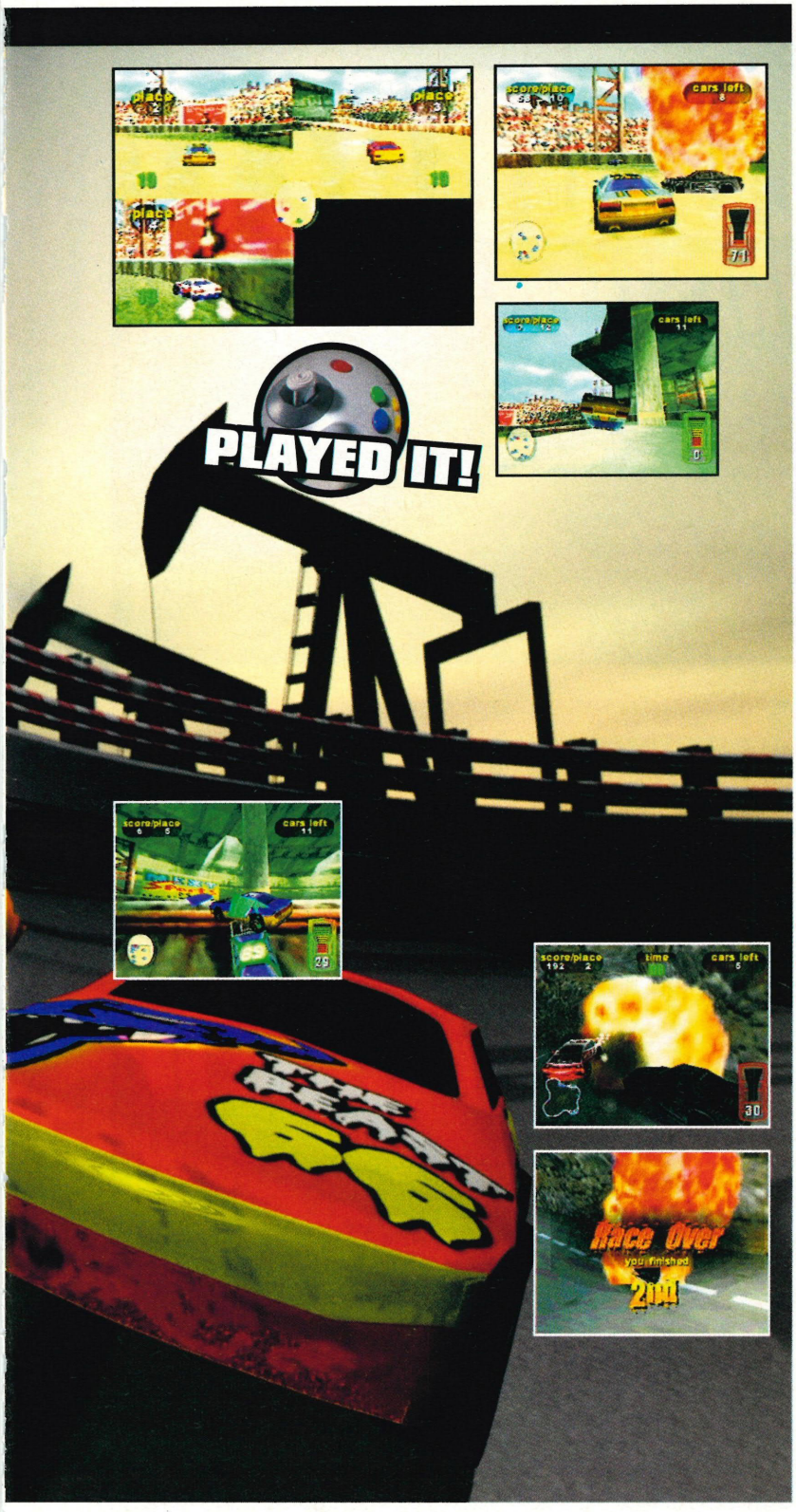
SQUARE SEE SENSE!



There's little doubt that the N64 has missed out by not having the great developers Squaresoft on their side. Think of just how great the impact of having any one of the *Final Fantasy* games would have made, not only on existing N64 owners but also to potential console buyers. Alas, we will never know, although it seems that come the release of the next generation console, Squaresoft might very well be returning to the Nintendo fold. Given that the 'Dolphin' will have the FMV-friendly DVD, it would seem that Squaresoft are much happier to develop software for the new format, and Nintendophiles will be able once more to enjoy the lovingly created RPGs. We can't wait!

COULD IT BE MAGIC?

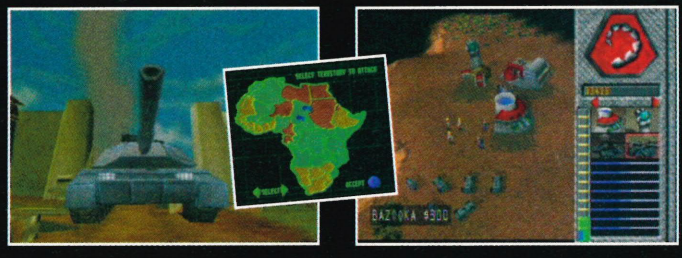
RPG fans rejoice! That most untouched genre of games on the N64 is finally being plundered. 3DO have announced that they are developing *Crusaders of Might and Magic* for the N64. As yet we know little of the game. However, as ever, we'll bring you the first news and shots as soon as they are made available.



FIRST LOOK | PUBLISHER: LOOKING GLASS STUDIOS | DEVELOPER: NINTENDO/THE

CONQUER'S QUEST

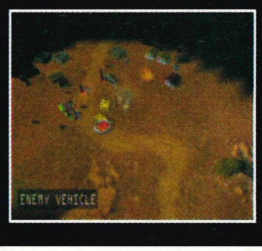
COMMAND & CONQUER 64

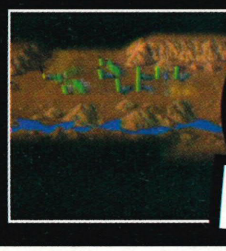


Just arriving in our offices a little too late to be included in our reviews section this month, *Command and Conquer 64* has finally been released (albeit in the US). Strategy fans have been pretty much ignored on the N64 up till now, but this is all set to change, with not only *C&C* being released but also the futuristic *Starcraft*, which should hopefully appease even the most ardent armchair megalomaniac.

Our initial impressions are somewhat mixed. Those familiar with the *C&C* series will find very little difference in Nintendoland – a comment that is becoming all too familiar at the moment with the wealth of old PC and PlayStation games finally finding their way to the N64.

However, for the uninitiated, *Command and Conquer 64* is everything that you could want from a real-time strategy game (minus the multiplayer option). We'll be putting *Command and Conquer* through our tough assault course in our comprehensive review next month.





RELEASE DATE
AUTUMN 1999

64 BITS

64 DD BACK FROM THE GRAVE



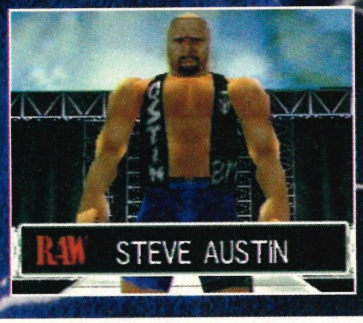
Will it be released or won't it? That's the question on everyone's lips. Apparently, the 64DD could well be released in both Europe and the US, but whether it does or not is dependent upon how well the peripheral fares in Japan. Given that the N64 has hardly been the most successful console in Japan, it could well mean that we won't see it. However, our main concern is that if Nintendo are thinking of releasing a new peripheral for the N64 (presumably within the next year), then perhaps this suggests that the 'Dolphin' may well not be arriving next year but rather later than Nintendo boasted. Certainly to launch a peripheral that would have a little over – or even under – a year of useful life would be foolish in the extreme, so perhaps – just perhaps – the release date of the 'Dolphin' is indeed later than we'd hoped...

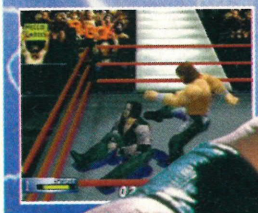
FIRST LOOK

STONE COLD CRAZY!

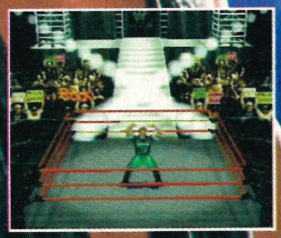
WWF WRESTLEMANIA 2000

WWF Wrestlemania 2000 is the first wrestling game to come from THQ since they nabbed the lucrative WWF licence. Running on an updated version of the *WCW vs NWO: Revenge* engine (a good thing, as it's considered the best engine from any wrestling game), *WWF Wrestlemania 2000* features all the WWF's top stars, as well as improved graphics and a more in-depth create-a-wrestler option. Due for release around Christmas, this game could really give Acclaim's *WWF Attitude* a run for its money.









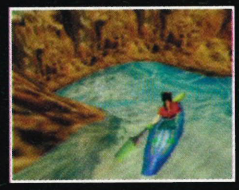


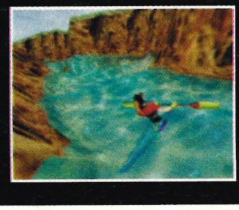
FIRST LOOK | PUBLISHER: UBISOFT | DEVELOPER: UBISOFT

YAKS, GNUS AND MOOKS

WILD WATER

When the N64 first appeared, one of the things that really made people sit up and take notice was the water physics in one of the launch titles, *Wave Race 64*. Ubisoft are about to take this to the next level with *Wild Water*, a game based on the perilous sport of white water rapid canoeing. While we think that a game about gnus and yaks would be a better idea than one about canoes and kyaks, we have to admit that *Wild Water* is looking very impressive, with a variety of twisting courses to get to paddles with. We should be dipping our toes in by the end of the year.





64 BITS

RARE FORCED TO SLIP...



Not that we are complaining or anything, but it seems that *Jet Force Gemini* has fallen foul of the evil slip monster once again. Originally Rare's intense blaster was due for release back in April but was then pushed back to August. Now it seems that once more *Jet Force Gemini* has been delayed until the end of September! Apparently Rare are tweaking the game after the response it received when it had its first major public airing at E3. Oh well, no doubt it'll be even better when it does hit the shelves, though that extra wait is somewhat frustrating!

SURF'S UP!

In keeping with the future of gaming, it has been announced that the Israeli company Surf Communication Solutions has developed a modem for the N64. We are somewhat at a loss as to its practical applications for N64 owners. On-line gaming? Shopping? Banking? We know not. However, the technology is there – how it is to be used will be something of a revelation to us. When we know, you will!

GET YOURSELF A VIBRA PAK FOR FREE!

WILD THINGS

VIBRA PAK VOUCHER 2

TOTAL N64 FEATURING GAME BOY COLOR



Hurrah to those mightily friendly chaps at Wild Things for providing us with 75 Vibra Paks, to give away for free to 75 lucky people - Part 2.

For those of you who are unfamiliar with the Vibra Pak, we reviewed it back in issue 24 saying that it was 'without a doubt... the best Rumble Pak', and gave it a stonking 9 out of 10. Given that it also contains 1MB of memory and retails at a ridiculously cheap £9.99 it is, without a doubt, the bargain of the year.

To get your hands on a Vibra Pak, all you have to do is collect two vouchers – the first was printed in last month's mag and the second is printed above – if you have them both then send them to us the usual address:

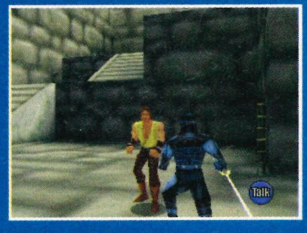
I Want A Vibra Pak, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP

No purchase necessary. Vouchers can be provided upon written request. The lucky 75 will be picked from a large sack.

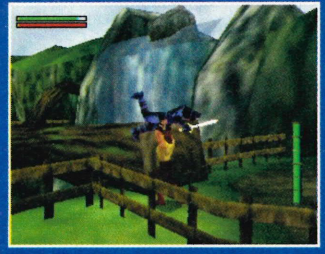
FIRST LOOK | **PUBLISHER: TITUS** | **DEVELOPER: TITUS**

STRONGER THAN A VERY STRONG THING...

HERCULES: THE LEGENDARY JOURNEYS







There's just space to show some early shots of *Hercules: The Legendary Journeys*, another Titus title that this time puts you in the well-worn sandals of that ever-so-slightly strong bloke from Greek 'miffs'. Your quest is to rescue Zeus, the famously libidinous god, who has been imprisoned by Ares who, in a fit of nastiness, had the good humour to release two nasty Titans that must also be dispensed with. We've not had a chance to play this, but hope to by next issue when we shall be bringing you more info. Watch this space, as silly people are prone to say.



64 BITS

MARIO'S ON THE MAP



It had to happen, but we never expected that of all the places in the world to have a street named after Nintendo's mascot, Sweden would ever have been in the running. Proving that the plumber is as mightily popular in Scandinavia as he is everywhere else, Kungsbacka have decided to name a street 'Marios Gata' (or 'Mario's Street' in English). Apparently, Bergasala – who own the rights to distribute Nintendo's wares – felt that naming the street after Mazza was an appropriate way of honouring the little fella.

UPDATE

BAD TO THE BONE

ROAD RASH 64





Road Rash on the PlayStation was a bit of a disappointment, eschewing as it did the violence of the previous incarnations and concentrating instead on simple racing thrills. Luckily, *Road Rash 64* heralds a return to form. That form, of course, meaning the ability to knock your opponents off their bikes by clubbing them around the head with a cosh. Cool. We played on some incomplete code, and it was obvious that the foundations of a brilliant game are already in place. *Road Rash 64* could provide some stiff competition for *Carmageddon 64*. And if you liked the game on the Megadrive, you're going to love this!







64 BITS

THE METALLIC ARM OF THE LAW

Titus have announced that they will be bringing Robocop games to the N64 and Game Boy! Nothing is known about the games as yet, but you can expect them to be a mixture of shooting, shooting and a liberal dose of shooting for good measure. The last time the cyborg made an outing it was one of those 80s film licences that, whilst popular, hardly pushed the boundaries of videogaming. We're hoping that Titus will do something a little bit special with this potentially superb licence.

EC F'N W!

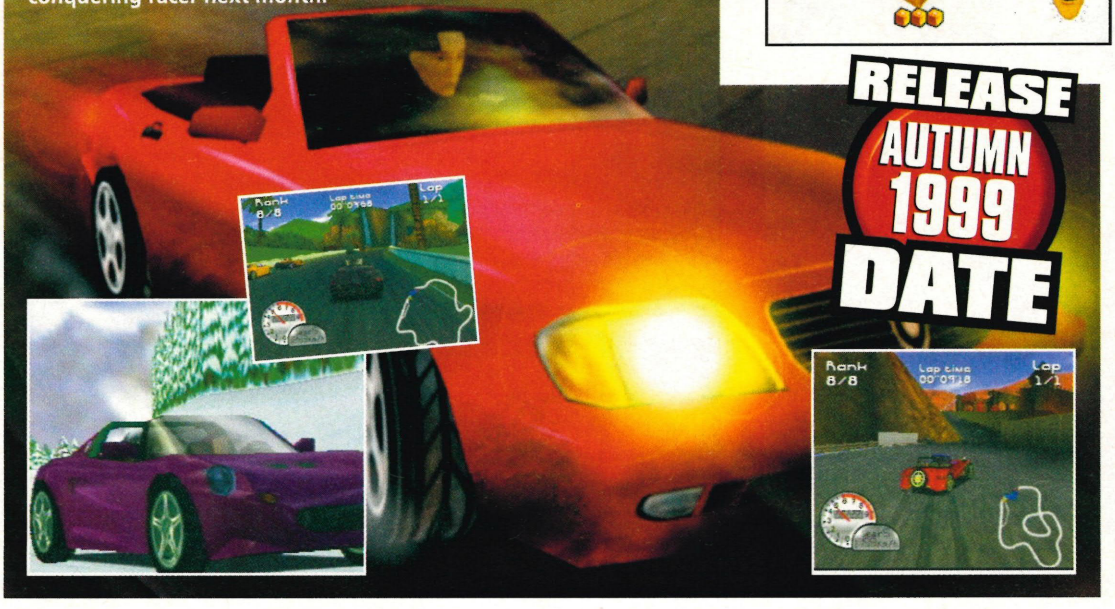
This news is thoroughly unconfirmed, but we predict that Acclaim Entertainment will sign a deal to make wrestling games based on ECW (Extreme Championship Wrestling). ECW is a Philadelphia-based promotion which has become notorious through its use of barbed wire and other dangerous objects in its matches and would, no doubt, be the basis for an excellent game. Financial troubles have led the ECW to seek a videogame deal, and with Acclaim's track record in that field, the partnership could produce something of beauty. And extremely violent one, of course. Acclaim's long-running licensing deal with the WWF has run out, but they still have the super *WWF Attitude* engine!

UPDATE | PUBLISHER: TITUS | DEVELOPER: TITUS

I'LL HAVE ANOTHER! ROADSTERS TROPHY



Sounding like a variety of beer that you'd find at one of those 'real ale' festivals, *Roadsters Trophy* is now the title of what was to be both *Roadsters '98* and *Roadsters '99*, but due to much slippage has finally settled on a beverage-based moniker to be on the safe side. However, whilst the name has changed, the game is still very much the same, pitting you as it does in the seat of any one of 30 dream convertibles with fully configurable engines and parts. It is clear, though, that *Roadsters Trophy* will have its work cut out against stiff challenges from *World Driver Championship* and *Rally Masters*. However, the four player mode and some of the most gorgeous looking graphics of any racing game should ensure that this little puppy will easily and successfully compete against its rivals. What stands in its way – more so than any of its rivals – is the handling; the version that we played was somewhat erratic in this department, but we are sure that Titus will be at pains to redress this problem. We should be getting a preview version for next month's issue, so we'll bring you the complete lowdown on this potentially all-conquering racer next month.



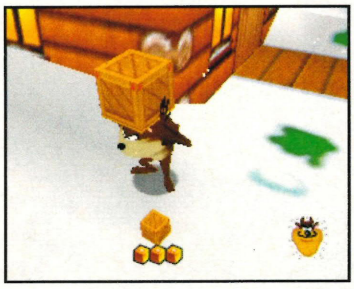
FIRST LOOK | PUBLISHER: INFOGRAMES | DEVELOPER: INFOGRAMES

SPECIAL DELIVERY! TAZ EXPRESS

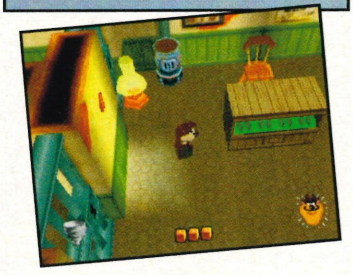
Who the hell do you think you are? You sit there all day, generating filth and watching football. You never lift a finger to help! Well that's it, you're going to get a job, or you're out!". Yes, here at Total N64 we've all heard this in the past (especially Lee), although nowadays we're all hard-working and reliable (except Lee). This time it's everybody's favourite Tourette's sufferer, Taz who finds himself at the less pleasant end of a woman's tongue, and it's your call in life to be his spiritual guide through the ups and downs of his new job as a parcel courier!

All Taz has to do is take a crate from A to B, but this often proves far more difficult than he would've thought, and he soon finds himself negotiating tricky platforms, fiendish puzzles and spectacularly grumpy enemies.

Taz Express is shaping up very nicely and actually contains some – gasp! – new ideas, so we wait with impatience its release later this year.









64 BITS

JET FORCE GEMINI UPDATE!





Unconfirmed rumours seem to suggest that the reason for *Jet Force Gemini*'s one month delay are that the game has been given something of a major graphical overhaul. Screenshots seem to support this fact. Although the backgrounds and colours are similar to what they were before, the main characters seem to have been changed from their squat, cutesy former selves into taller, stronger and all-around more credible-looking humans. We should see the game in September. Emphasis on the word "should"...

FIRST LOOK

HEY, TOBBY!



RUGRATS: SCAVENGER HUNT

THQ's Rugrats game on the PlayStation was a rather uninspired platformer, so it's a relief to see that the N64 version is going to try something different. Starring the nappy-clad toddlers of the cartoon, *Rugrats: Scavenger Hunt* takes the form of an interactive game rather like *Mario Party*. As those of you who have played that game will testify, this is actually an idea that works very well, and THQ also seem to have implemented it perfectly.



UPDATE | PUBLISHER: UBISOFT | DEVELOPER: UBISOFT

HE'S 'ARMLESS ENOUGH!

PLAYED IT!

Imagine our surprise when unfinished *Rayman 2* code arrived in the office and preceded to make *Banjo-Kazooie* and *Mario 64* look like primary school projects!

Extended play revealed a game that really is on its way to becoming the greatest platform adventure ever.

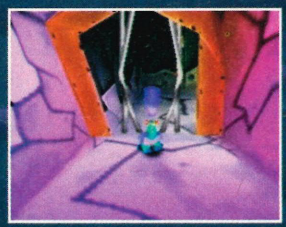
Rayman is an incredibly versatile fella, able to do all of those normal platform game actions, as well as shooting his fists out as weapons, swinging from overhead plants, and using his fist as a spectacular magic rope! Other levels see the limbless one sliding down icy tunnels, avoiding the jaws of a hungry beast, and flying through something which looks like the Death Star trench run from Star Wars!

Rayman 2 is released in the autumn – before *DK64* (Rare take note!).

UPDATE | PUBLISHER: UBISOFT | DEVELOPER: UBISOFT

BREATHE INTO TONIC TROUBLE

Ubisoft's *Rayman 2* may have left the French developers' other 1999 platform game in the shade, but it has to be said that *Tonic Trouble* is looking mightily impressive in its own right. Starring an alien called Ed, who has caused a few problems on Earth by spilling his alien beer as he cruised through the solar system, *Tonic Trouble* is aimed at a younger audience than *Rayman 2* and is more the classic platform game in style.



64 BITS

IT HAPPENED... ...THIS TIME LAST YEAR

Excitement was generating for DMA's *Silicon Valley*, and the first batch of decent *Turok 2* shots were circulating. In the charts, Rare's *Banjo Kazooie* was the clear leader at the summit, whilst *Goldeneye* continued to sell well at number two. Every magazine was covering *Zelda* in some shape or form. The highly anticipated *Top Gear Overdrive* was announced, and World cup fever had captivated the nation. We were all suffering from a lack of summer sunshine, and the mag, the then Total 64, had just engaged in a radical redesign – not for the first time, you'll probably have noticed.

N64s literally became fashionable as they embarked on a tour of the US with clothing supremo Tommy Hilfiger. Various stores and stars of Nickelodeon show "All that" joined the roadshow which also showed off N64 titles *1080° Snowboarding* and the then-forthcoming *F-1 World Grand Prix*. The chance to play, win and simply enjoy the latest N64 range was evident, and even a TV appearance wasn't inconceivable.

RAYMAN 2



THE TUBE, SIR



Tonic Trouble's most enticing features are the colourful graphics and the absolutely bonkers sense of humour; the game includes a CD-worshipping village, a woolly mammoth with a pilot's licence, and a hippy samurai who teaches Ed how to use a magical stick and bow-tie combination! Should be great!

UPDATE | PUBLISHER: THQ | DEVELOPER: SILICON DREAMS

OWEN TO A NAME CHANGE... WS 2000

What has been going on with *Michael Owen's World League Soccer*? It feels like aeons since we first previewed the game back in October. The title, which was already looking like being a sensational product even at such an early stage, has now changed its proverbial spots completely. Formerly under the guidance of Eidos, THQ have now taken up the reigns. The title has also altered. *WS 2000* is now the game's name, and this too sparks rumours about the involvement of Michael Owen himself – surely too big an asset to leave out of the title? Strange things abound in the videogames industry!

Happily, the game appears to have come on in leaps and bounds amidst the oddity of it all, and is still looking like a world-beater. Graphically it is superb, and it plays pretty damn well too. Real players, some fantastic moves and Peter Brackley spitting adjectives – this is definitely worth keeping an eye out for.



64 BITS PERFECT COMPETITION





Some remarkable stories have been cropping up in the games industry recently, but none more so than the one involving the Guardian newspaper teaming up with top-notch games developers Rare. The broadsheet newspaper, and arguably the most unlikely of publications to involve itself with the industry, is set to run a sensational *Perfect Dark* competition. With *Perfect Dark* being undoubtedly the most anticipated game of the year, the Guardian is offering you the chance to actually appear in the game – your face will be pasted onto one of the characters. The competition was due to run from July 3rd, and more details of it can be found at the Guardian's web site: www.guardianunlimited.co.uk

FIRST LOOK | PUBLISHER: TITUS | DEVELOPER: TITUS

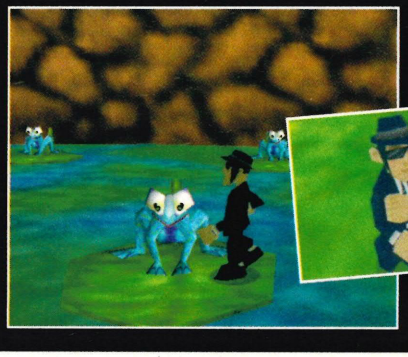
BLUES CONTROL

BLUES BROTHERS 2000

Some consider the erroneously titled Blues Brothers (hey, apart from a fleeting glance of John Lee Hooker and Frank Frost, the music of the film is predominantly soul) to be one of the all time classic movies, and to be fair it is one of the funniest films ever. Titus were originally the team responsible for the platform game featuring Jake and Elwood from the classic film. With the recent cinematic sequel having appeared, it comes as a surprise that Titus have already put together another game loosely based on the Blues Brothers. In a move that will not surprise too many, *Blues Brothers 2000* is... is... is a 3D platform adventure! However, it does look pretty impressive, and if our early play of the title is anything to go by, then *Blues Brothers 2000* looks to be shaping up rather nicely. You play the game as Elwood Blues who, having just got out of prison, has to get the band back together. Titus have been forced to be a little creative with the environments that Elwood comes across, which have little to do with the movie. However, as the movie itself has not exactly endeared itself to the British public in the same way as its predecessor, this is not such a bad thing. As a result, Titus have been able to focus first and foremost on gameplay rather than relying on the film's licence to carry the game. We'll bring you more on *Blues Brothers 2000* next month when we'll be putting the cart through its paces. Until then, enjoy these shots.



RELEASE DATE AUTUMN 1999





UPDATE

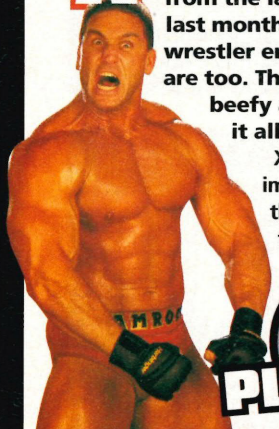
OH, YOU DIDN'T KNOW?

EXCLUSIVE!

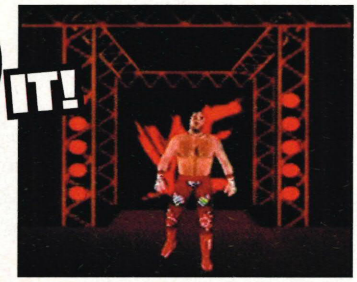
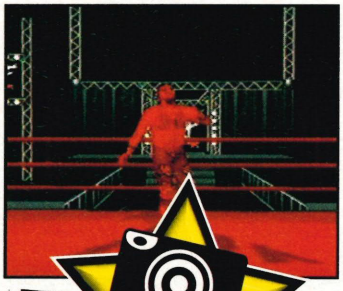
WWF ATTITUDE

Acclaim have been nice enough to send us an updated version of *WWF Attitude*. The only notable difference from the last build we had (you didn't miss the feature last month, did you?) is that all of the much hyped wrestler entrances have been added, and stunning they are too. The animation is so fluid and the characters so beefy and solid that you'll marvel at the beauty of it all. Or you would do if they weren't all ugly.

X-Pac and the Undertaker have two of the most impressive entrances, and all of the wrestlers have all the lights, flames, fireworks, music and movements that they use in real life! Review next month.



PLAYED IT!

NEW PICS!

64 BITS

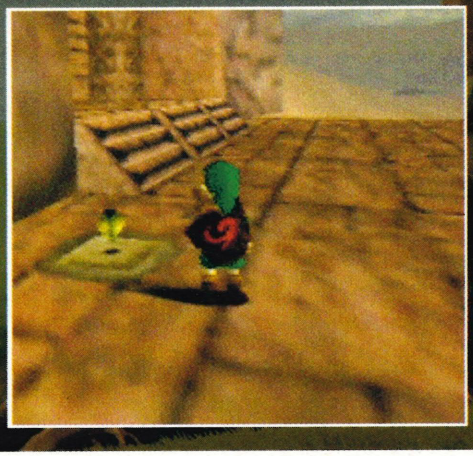
HAPPY DAYS AGAIN



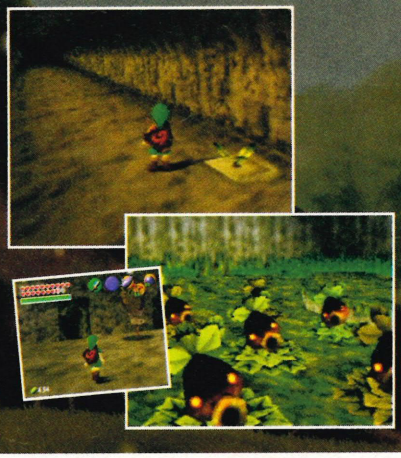
With the imminent release of the Sega Dreamcast this September, Nintendo owners and supporters can look forward to recommencing the bitter rivalry that saw them through the 1980s. Following the Master System Vs NES, Megadrive Vs SNES and the N64's slaughtering of the Saturn, the battle had somewhat fizzled out in recent times. Now, however, war is set to resume with Nintendo scoring a direct hit already. Following the announcement of Nintendo's new Dolphin machine, Sega's stock price has taken a tumble to an all-time low in Japan. Without going into excessive detail about the intricacies of the financial world, Sega's stock price fell to just one point above "not investment worthy" status – despite the Dreamcast having a price cut and the US Dreamcast marketing campaign getting underway. Round one goes to Nintendo with Sega suffering from a severe confidence crisis. Round two will follow shortly.

NEWS

LEADING US ALL DOWN THE GAIDEN PATH



It has now been confirmed that *Zelda* is to return, at least in Japan. *Zelda: Gaiden* will be shown at the Spaceworld show in Tokyo. Details as to the exact nature of this sequel are as yet unknown, and we are unlikely to unearth them until the game is shown at the show in August. Though speculation is rife, we do know that not only is there a GBC sequel to *Zelda* in the offing, but also touted is the possibility of *Zelda: Gaiden* being specifically released on the 64DD in Japan. If this proves to be the case then this version might never see the light of day in the West. However, this seems highly unlikely; a *Zelda* sequel would no doubt prove to be very successful if released onto the Link-loving populace. Whatever the outcome, be it GBC, N64 or 64DD, Link is to return, and that can only be a good thing.



UPDATE | PUBLISHER: MINDSCAPE ENTERTAINMENT | DEVELOPER: PURE ENTERTAINMENT

RAT'S THE WAY TO DO IT!

RAT ATTACK



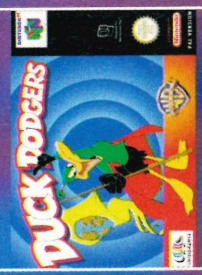


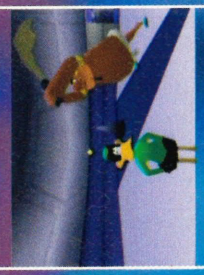
This weird and wonderful puzzler has been bouncing around the industry for over a year now, although a firm date as to when it would finally rear its verminous head was never actually forthcoming – until recently, that is. Mindscape have now commissioned *Rat Attack* for a September release, and with every new viewing we see it seems to get better and better. We haven't the space to reiterate the details of what it consists of again, although we do have to confirm just how pretty-looking it has now become. Both the rats and cats – the stars of the title – are looking superb with some fine detail added and smooth animation within the game. It is pretty much nearing completion, and we will be bringing you more about it in the next issue.



64 BITS

DAFFY DOES DODGERS!





Starring everybody's favourite black duck, *Duck Dodgers In The 3rd Dementia* is the latest videogame rendition of a popular Warner Bros. cartoon series. Apart from the lisping bird, a number of other characters from the series are pencilled in for this action/adventure style romp. Duck Dodgers' arch rival and no.1 space villain, Marvin the Martian, continues to thwart our hero's quest for intergalactic calm and has sent out robots and aliens to stop 'Dodgers.' With lots of gameplay modes and a host of wonderful animation, *Duck Dodgers* looks set to put the 'Toons' well and truly on the map. Keep 'em peeled for more in forthcoming issues!

UPDATE

INSECTS D'ARMOR ARMORINES



NEW PICS!

Just before deadline, we managed to get our hands on a copy of Acclaim's stunning shooter, *Armorines*. Although the game is not yet finished, the levels that are up and running so far are unbelievable. Imagine, if you will, *Turok 2* set in the movie Starship Troopers but with bigger bugs and you're there.

Unbelievable as you may find this, the bugs actually make the dinosaurs in *Turok 2* look like cuddly children's playthings, all exoskeletal spines and salivating mandibles, and some of the weapons make even the cerebral bore look like a water pistol...

Armorines is out later in the year. Until then, you'll just have to enjoy our totally exclusive screenshots!



EXCLUSIVE!

PLAYED IT!





NEW & IMPROVED DIGITAL SERVICE

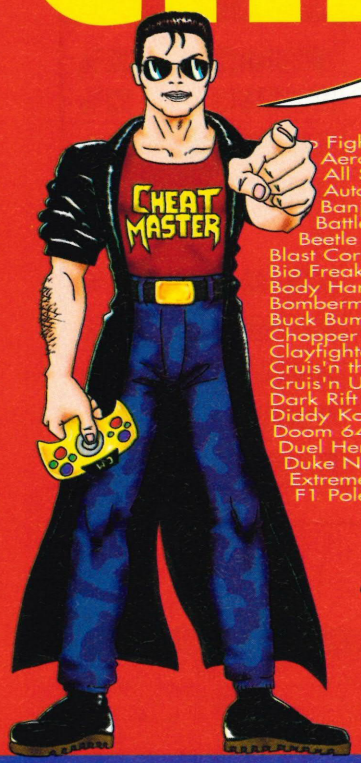
CHEATS & TIPS FOR OVER 1000 GAMES

INCLUDING release dates, charts & news

INTERACTIVE TELCOM

N64, PSX, PC & GAMEBOY

NINTENDO 64 CHEATS & TIPS



HI I'M THE CHEAT MASTER, IF YOU'RE STUCK AND FRUSTRATED THEN CALL ME. I'M THE WORLDS LEADING SUPERPOWER FOR CHEATS, HINTS AND TIPS. A SIMPLE CALL AND YOU'VE GOT THE CHEAT!

- Fighters Assault
- Aero Gauge
- All Star Baseball 99
- Automobili Lamborghini
- Banjo Kazooie
- Battle Tanx
- Beetle Racing Aventure
- Blast Corps
- Bio Freaks
- Body Harvest
- Bomberman 64
- Buck Bumble
- Chopper Attack
- Clayfighter 64
- Cruis'n the World
- Cruis'n USA
- Dark Rift
- Diddy Kong Racing
- Doom 64
- Duel Heroes
- Duke Nukem 64
- Extreme G 1 and 2
- F1 Pole Position
- F1 World Grand Prix
- Fifa 64, 98 & 99
- Fighters Destiny
- Flying Dragon
- Forsaken
- F-Zero X
- Gex
- Glover
- Golden Eye
- GT 64 Championship Edition
- Hexen
- International Super Soccer
- ISS '98
- Killer Instinct Gold
- Lylat Wars
- Mace : The Dark Ages
- Madden 64
- Mario Karts
- Mario Party
- Micro Machines 64
- Milo's Astro Lanes
- Mike Piazza's Strike Zone
- Mischief Makers
- Mission Impossible
- Mortal Kombat 4
- Mortal Kombat: Sub Zero
- Mortal Kombat: Trilogy
- Multi Racing Championships
- Nagano Winter Olympics '98
- NBA Courtside
- NFL Quarterback 98
- NHL 99
- Penny Racers
- Perfect Stricker
- Pilot Wings
- Quake 64
- Rampage Universal Tour
- Rampage World Tour
- Rogue Squadron: Star Wars
- Rush 2
- San Francisco Rush
- SCARS
- Shadows of the Empire
- Snowboard Kids
- South Park
- Space Station
- Star Wars: Racers
- Star Wars: Rogue Squadron
- Super Mario
- 1080 Snowboarding
- Top Gear Rally
- Top Gear Overdrive
- Turok 1 and 2
- Vigilante 88
- Virtual Chess 64
- Virtual Pool
- V-Rally
- Waialae Country Club
- War Gods
- Wave Race
- Wayne Gretsky's 3d Hockey
- Wipeout 64
- WCW Vs NWO World Tour
- WCW Vs NWO Revenge
- World Cup '98
- WWF War Zone
- XG2
- Yoshi's Story
- Zelda

TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL

PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP

AUDIO SERVICE

09066 098009

Calls cost 60p a minute to this number

This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00 after 24 June, before this date once the call time has exceeded 5 minutes the call will be terminated upon next request. Ensure your calling from a touch tone phone. Accuracy of the information is not guaranteed. Please put comment or queries in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA or call our customer service on 0845 0202011 (local call rate applies)

CUSTOMER SERVICE: 0845 0202011

FAX CHEATS & TIPS NEWSLETTER



N64 & PSX FAX-BACK

CHEATS, TIPS, REVIEWS & WALKTHROUGHS FOR ALL THE TOP GAMES INCLUDING:

Zelda	Beetle Ad Racing	South Park
Goldeneye	Castlevania	WCW Revenge
Fiffa 99	Micro Machines	Vigilante 8
V-Rally	Rogue Squadron	Turok 2

Plus the latest NEWS, CHARTS and a chance to WIN over £10,000 worth of prizes

To order FAX CHEATS & TIPS, lift the handset on your fax machine, dial the number below and follow the simple instructions.

FAX-BACK SERVICE

09062 994950

TOTAL GAMES NETWORK Calls ONLY cost 25p a minute to this number

COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN

GAMEBOY COLOR

10 TO BE WON

28in COLOUR TV

3 TO BE WON

MOBILE PHONE

10 TO BE WON

GRAN TURISMO 2

50 COPIES TO BE WON

PLAYSTATION

10 TO BE WON

NINTENDO 64 plus GOLDENEYE

10 TO BE WON

DREAMCAST

5 TO BE WON

09066 098101

Calls cost 60p a minute to this number

Call the number above & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN

All entries must be received by the final closing date of 30th November 1999.

This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. Ensure you are calling from a touch tone phone. There is no limit to the amount of entries any individual can make. At least one of each prize will be awarded 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into the competition means full acceptance of the rules and conditions. Send a SAE for full competition rules to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA.



HI I'M THE CHEAT MISTRESS. WHY DON'T YOU CHECK OUT MY SPECIAL FEATURES!

GOLDENEYE WALKTHROUGH

CHEATMISTRESS PRESENTS THE ULTIMATE WALKTHROUGH TO THE ULTIMATE GAME

AUDIO SERVICE

09062 995020

Calls cost 25p a minute to this number

CHART ATTACK

CHART COMMENT

Pre-Phantom Menace fever has not only propelled Star Wars: Racer to the top of the charts, but it has dragged Rogue Squadron back to the top with it. South Park is still doing well - you'll listen to us next time, eh? Mission: Impossible's resurgance is quite surprising...Elsewhere, you'll notice that Rayman 2 has topped our Most Wanted chart, and with good reason!

BLOCKBUSTER TOP 10 CHART

JUN	JUL	GAME	PUBLISHER	DEVELOPER	SCORE
-	1	STAR WARS: RACER	NINTENDO	LUCASARTS	95%
2	2	ROGUE SQUADRON	NINTENDO	LUCASARTS	92%
2	3	V RALLY '99	INFOGRAMES	EDEN STUDIOS	86%
6	4	WCW / NWO REVENGE	THQ	ASMIK	91%
3	5	FIFA '99	EA	EA	94%
4	6	SOUTH PARK	ACCLAIM	ACCLAIM	69%
9	7	THE LEGEND OF ZELDA	NINTENDO	NINTENDO	95%
-	8	MISSION: IMPOSSIBLE	INFOGRAMES	INFOGRAMES	65%
5	9	MICRO MACHINES 64 TURBO	CODEMASTERS	CODEMASTERS	91%
7	10	F-1 WORLD GRAND PRIX	NINTENDO	PARADIGM	90%

Dept. TOP 10

JUN	JUL	GAME	PUBLISHER	DEVELOPER	SCORE
-	1	STAR WARS: RACER	NINTENDO	LUCASARTS	95%
4	2	ROGUE SQUADRON	NINTENDO	LUCASARTS	92%
3	3	FIFA '99	EA	EA	94%
2	4	THE LEGEND OF ZELDA	NINTENDO	NINTENDO	95%
-	5	SOUTH PARK	ACCLAIM	ACCLAIM	69%
5	6	TUROK 2	ACCLAIM	ACCLAIM	82%
8	7	MICRO MACHINES 64 TURBO	CODEMASTERS	CODEMASTERS	91%
-	8	MISSION: IMPOSSIBLE	INFOGRAMES	INFOGRAMES	65%
6	9	F-1 WORLD GRAND PRIX	NINTENDO	PARADIGM	91%
-	10	WCW VS NWO REVENGE	THQ	ASMIK	91%

TOTAL N64 MOST WANTED

JUN	JUL	GAME	PUBLISHER	DEVELOPER
-	1	RAYMAN 2	UBISOFT	UBISOFT
1	2	PERFECT DARK	NINTENDO	RARE
4	3	DONKEY KONG COUNTRY	NINTENDO	RARE
5	4	ZELDA: GAIDEN	NINTENDO	NINTENDO
8	5	JET FORCE GEMINI	NINTENDO	RARE
-	6	WWF WRESTLEMANIA 2000	THQ	ASMIK
9	7	BANJO-TOOIE	NINTENDO	RARE
10	8	ISS 2000	KONAMI	KONAMI
-	9	ROADSTERS TROPHY	TITUS	TITUS
-	10	RIDGE RACER: REVOLVER	NINTENDO	NAMCO

TOTAL N64 MOST PLAYED

JUN	JUL	GAME	PUBLISHER	DEVELOPER	SCORE
-	1	SHADOWMAN	ACCLAIM	ACCLAIM	N/A
-	2	WORLD DRIVER CHAMP.	MIDWAY	BOSS	93%
-	3	QUAKE II	ACTIVISION	ACTIVISION	93%
-	4	MARIO GOLF	NINTENDO	NINTENDO	73%
-	5	PREMIER MANAGER	INFOGRAMES	GREMLIN	89%
-	6	WWF ATTITUDE	ACCLAIM	ACCLAIM	N/A
-	7	ARMORINES	ACCLAIM	ACCLAIM	N/A
-	8	F-1 WORLD GRAND PRIX II	NINTENDO	PARADIGM	91%
-	9	CARMAGEDDON 64	SCI	SCI	N/A
-	10	DEMOLITION DERBY 64	THQ	THQ	N/A

RETRO CHART 1 YEAR AGO

1998	1999	GAME	PUBLISHER	DEVELOPER	SCORE
1	-	BANJO-KAZOOIE	NINTENDO	RARE	93%
2	-	GOLDENEYE 007	NINTENDO	RARE	95%
3	-	WORLD CUP '98	EA	EA	88%
4	-	GT64	INFOGRAMES	INFOGRAMES	75%
5	-	FORSAKEN	ACCLAIM	ACCLAIM	91%
6	-	YOSHI'S STORY	NINTENDO	NINTENDO	84%
7	-	EXTREME G	ACCLAIM	ACCLAIM	74%
8	-	ISS 64	KONAMI	KONAMI	90%
9	-	RAMPAGE WORLD TOUR	MIDWAY	MIDWAY	52%
10	-	DIDDY KONG RACING	NINTENDO	RARE	82%

RELEASE DATES

Our release schedule is brought to you by Department 1, and while it is the most accurate list you will find anywhere, bear in mind that in the games industry release dates often change with the wind...Whatever you are looking for, give Department 1 a ring on (0171) 916 8440.



JULY

4X4 Mud Monsters	USA	20-07-99
F1 World Grand Prix 2	UK	04-07-99
Harrier 2001	USA	06-07-99
In-Fishermans Bass-Hunter	USA	20-07-99
Mario Golf	USA	27-07-99
Monaco Grand Prix	USA	16-07-99
Monster Truck Madness	USA	??-07-99
New Tetris	USA	27-07-99
Pokemon Snap	USA	27-08-99
Quake II	UK	02-07-99
Survivor Day One	USA	20-07-99
Tetris	UK	??-07-99
Tonic Trouble	USA	10-07-99

AUGUST

Carmageddon 64	UK	??-08-99
Command & Conquer	UK	??-08-99
Duke Nukem: Zero Hour	UK	18-08-99
Duke Nukem: Zero Hour	USA	18-08-99
Gex 3: Deep Cover Gecko	USA	25-08-99
NFL Blitz 2000	USA	25-08-99
NFL Quarterback Club 2000	USA	14-08-99
R/C Revolt	USA	??-08-99
R/C Revolt	UK	??-08-99
Shadow Man	USA	20-08-99
Shadow Man	UK	27-08-99
Tonic Trouble	UK	??-08-99

SEPTEMBER

Army Men: Sarge's Heroes	USA	??-09-99
Gauntlet Legends	USA	22-09-99
Hybrid Heaven	USA	22-09-99
Jet Force Gemini	USA/UK	27-09-99
Lego Racers	USA	14-09-99
Ogre Battle 3	UK	??-09-99
Paperboy 64	USA	15-09-99
Rayman 2	USA	20-09-99
Road Rash 64	USA	14-09-99
Roadsters Trophy	USA	16-09-99
Starcraft	USA	28-09-99
WWF Attitude	UK	??-09-99

OCTOBER AND BEYOND

Army Men: Sarge's Heroes	UK	20-10-99
Biohazard 2	JAP	TBA
Daikatana	UK	??-11-99
Donkey Kong 64	UK	??-12-99
Eternal Darkness	UK	TBA
Jungle Emporer Leo	UK	??-??-00
Mario Golf	UK	??-10-99
Nuclear Strike	UK	TBA
Perfect Dark	UK	??-10-99
Pocket Monster Pikachu	USA	TBA
Ridge Racer: Revolver	UK	??-11-99
Riqa	UK	TBA
Road Rash 64	UK	TBA
Shadowgate Rising	UK	??-11-99
Tonic Trouble	UK	TBA
Top Gear Rally 2	UK	??-10-99
Top Gear Hyper Bike	UK	??-11-99
Turok 3	USA	??-11-99
Twelve Tales: Conkers Quest	UK	TBA
Twelve Tales: Conkers Quest	USA	TBA
WCW Mayhem	USA	TBA
Win Back	USA	TBA
WWF Wrestlemania 2000	UK	??-11-99
Xena	UK	??-11-99
Zelda: Gaiden	UK	??-??-00

HAVE YOUR SAY & WIN A GAME!

Its time to get your voice heard in the greatest N64 magazine!

Send us a list of the five games you play most regularly, and the five upcoming games you are most looking forward to, and we'll print charts every month. Oh yeah, and one of you every month will be picked out of a hat, winning a stonking new game in the process!
Cut out this form and send it to the address printed on it!

My 5 most played games are:	My 5 most wanted games are:
1	1
2	2
3	3
4	4
5	5

Name: .....

Address: .....

.....

.....

.....

.....

Postcode: .....

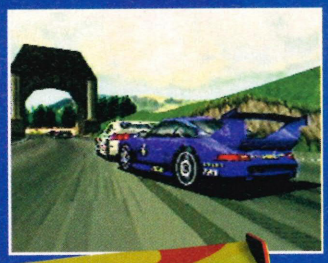
Send your entries to:
Chart Attack, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

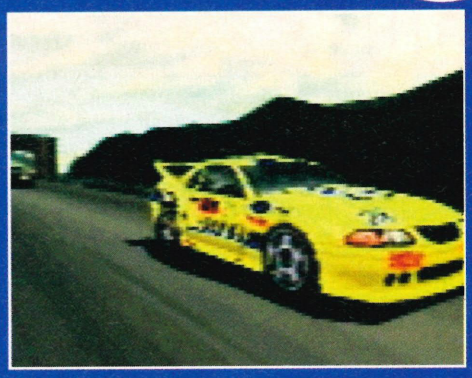
REVIEWS

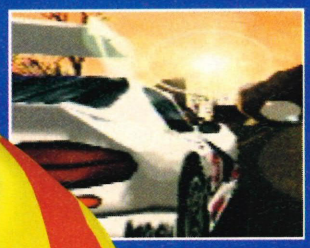
CRITICAL MASS

WORLD DRIVER CHAMPIONSHIP 32

Just as we thought the N64 was beginning to dry up completely in the racing genre department, like the proverbial 'two buses at the same time' scenario, along comes *F-1 World Grand Prix II* and this stunning title. *World Driver Championship* is without doubt the slickest piece of kit to drive into our office showroom. If racing is your thing and speed is what you crave, then sit back, fasten that belt, and prepare yourself for some tarmac brilliance.







90-100%

Gold Award

The Total N64 Gold award is given to games that are the cream of the crop. We don't hand these out willy-nilly you know! It's our guarantee of quality.

80-89%

Silver Award

The silver award is given to games that are not going to warrant everyone's attention. They are great, just not quite the up to our high standards!

F-1 WORLD GRAND PRIX II 36

As the F-1 season begins to heat up, we take a ride with Paradigm in their latest videogame model. All of the cars and stars feature in the sequel to last year's classic. Fasten your steering wheel, we're going for a ride







SCORES

90-100%
Hotter than Star Wars Episode 1 – buy!!!

80-89%
Not quite as good as a trusty blaster.

61-79%
Obi-Wan Kenobi would not train this...

41-60%
Turned to the Dark Side – there is no hope...

00-40%
You wouldn't wish this on Darth Maul!

QUAKE II 40



The original was cool, the sequel is red hot! We quaked with fear as the Activision super-shooter blasted into the office!





PREMIER MANAGER '99 44

As the world prepares for the start of the next season, Infogrames lend a helping hand to budding football managers everywhere. Cigar smokers only need apply.





AND THE REST...

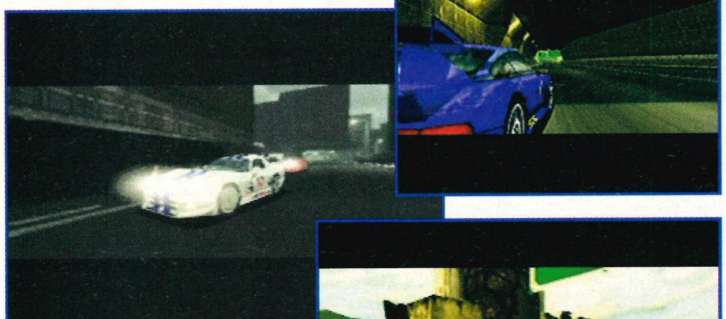
Mario Golf 46
Shadowgate 64 48

REVIEWS

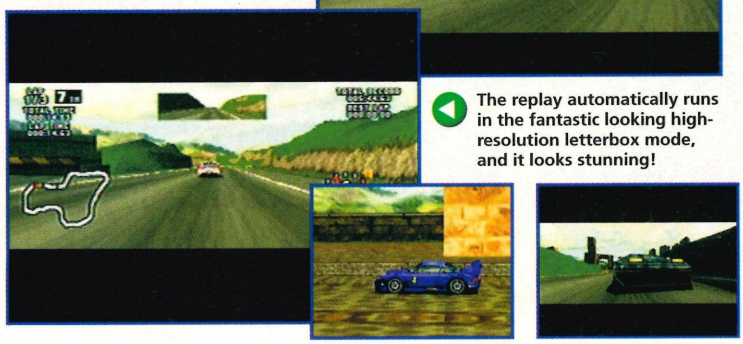
PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
MIDWAY	BOSS GAME STUDIOS	£50.00	OUT NOW		NTSC	MEMORY PAK	YES	NO

WORLD DRIVER CHAMPIONSHIP





World Driver Championship has some very impressive lighting effects.



The replay automatically runs in the fantastic looking high-resolution letterbox mode, and it looks stunning!

We've been hyping Midway's World Driver Championship like crazy since last summer, and for once we haven't been disappointed.

Let us dispel some modern myths for you. Latoya Jackson and Michael Jackson are not the same person. Jim Morrison, Elvis and Hitler do not work in Asda in Ludlow. And the N64 *can* do driving games. Whoah! I know full well the implications of what I'm saying, but it's true I tell you!

You see, while there is no better system for arcade racing games (with *WipEout*, *Diddy Kong Racing*, *F-Zero X*, *Mario Kart*, *Star Wars: Episode 1 Racer*, *Micro Machines* and *Beetle Adventure Racing*) and although *F1 World Grand Prix 2* is arguably the definitive F1 game on any system, the GT and Rally styles which are so well supported on the PlayStation have not yet had a champion on the N64. *GT 64* and *V-Rally '99* were heartily lapped up by N64 owners, but in truth they came nowhere near matching the likes of *TOCA 2* and *Gran Turismo*.

Boss Game Studios, a veteran at producing top-notch racing games, has been playing the odd bit of *Gran Turismo*, which is obvious after a short time at the wheel. Although it is not in the title, the game is based on GT racing, taking place on the streets of famous cities throughout the world, using souped up road cars. Although there is no official car licensing, it is obvious where the inspiration behind the cars comes from, so while there is no Dodge Viper, for example, you'll find something that looks a bit like one.

Boss has obviously put a lot of effort into the graphics engine, and produced a game that really sparkles. The cars themselves are wonderful, with reflective surfaces and wheels with individual suspension animations. The courses themselves are also very

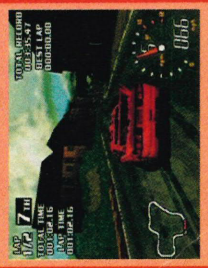
PLAYABILITY

The car handling is perfect, meaning that World Driver Championship is an absolute joy to play, every time.

Software supplied by: **Madeira Games**

BUSTED!

THINK PINK!
On the car selection screen you can choose the colour of your motor by pressing the Z button, but if you don't like any of these colours and would rather go for a lovely pink, then start a new championship, and enter your name as IGN64! Lovely!



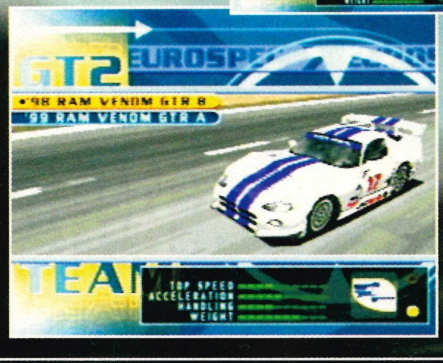
THE CAR'S THE STAR

There are around 30 cars in World Driver Championship, and they have one main thing in common – they all look totally gorgeous!



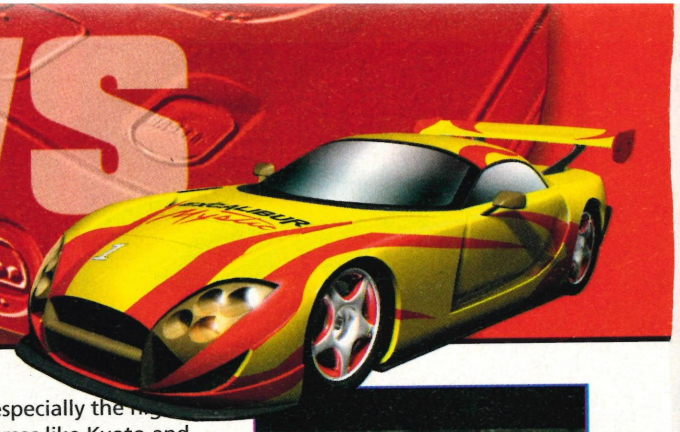






You don't get to use this beauty until quite a way into the game, but it's worth the wait.

REVIEWS



SPLIT-SCREEN SHENANIGANS



World Driver Championship features a superb two player mode, which is played with a horizontal split, or a vertical split in hi-res mode.

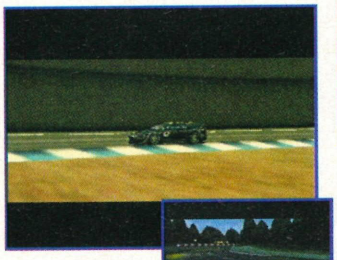


There is the option of racing with two computer-controlled cars as well, for more competition.

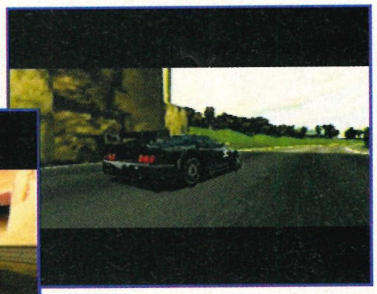


You have the option of racing in a high-res mode, letterboxed and with a vertical split.









The lens flare is a thing of beautiful loveliness, although it occasionally obscures your vision. Which is realistic I suppose.

impressive, especially the hi- time city courses like Kyoto and Las Vegas, and background details such as helicopters and hang-gliders are the real icing on the cake. Particle and lighting effects are also evident, and the whole thing moves at a fantastic speed and with a very smooth frame-rate. On a more detailed course, with loads of cars on screen and your wheels kicking up clouds of dust, you will occasionally catch a hint of slowdown, but it really doesn't detract from the game at all. Of course, the game also runs in a hi-res mode without the expansion pak (albeit in letter-boxed form) and the replays really are jaw-dropping.

GRAPHICS

Loads of tracks and plenty of secret cars to unlock means that you'll be playing this for quite some time to come.

Where World Driver Championship really comes into its own though is with the beautiful handling and car physics, which are quite different for each car. It's something you have to get used to, but once you've mastered a particular car it gives you great satisfaction when powersliding around corners and overtaking other cars through tricky S-bends. Counter-steer is fantastic, and you have to really fight to correct those skids, similarly the way the cars lose traction on different surfaces is great, although highly frustrating at times. There is no ridiculous catch-up, like that evident in *Beetle Adventure Racing*, either – if other cars get in front of you, they try their hardest to stay there, and they also seem to hold grudges, viciously shunting you off the road at the first opportunity if you've previously had a run-in with them.



The only real let down is the music. While *Gran Turismo* featured the considerable talents of Feeder and Ash, World Driver Championship features a horrible widdly guitar soundtrack straight from the depths of your worst nightmares. The engine sounds are authentic, though. You could also argue that that it's a shame that you can't tune up your existing car, but this was actually more of a bane than a joy for most *Gran Turismo* owners.

With a superb two player mode, loads of great cars to unlock, and ten courses plus variations and mirror modes, this game will hold your attention for months and provide you with a serious challenge. Whether World Driver Championship is better than *Gran Turismo* or not is largely irrelevant. The fact is that it is a stunning game and one you should all own.

RATED BY: JON **TOTAL N64**

TOTAL N64 PLAYED & RATED

At last, the N64's very own *Gran Turismo*.

ACID TEST

+ Beautiful graphics. Exquisite handling.

− Hideous soundtrack. No four player mode.

93%

BUSTED!



If you're coming into a tight corner with a car slowing down in front of you, rather than braking, you can use the other car to slow you down enough to take the corner safely, whilst ramming your opponent off the road at the same time! It takes a bit of practice, but when mastered this tactic is has a real dark undertone of evil.

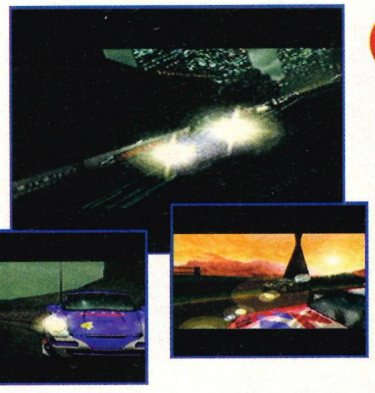


Learn to use your brakes and gears. It's better to slow down a bit too much and take the corner well than to go around too fast and crash into the wall.



Learn the track like the back of your hand, as it's often a mistake to glance at the map during driving. The slightest lapse of concentration can easily cost you the race.

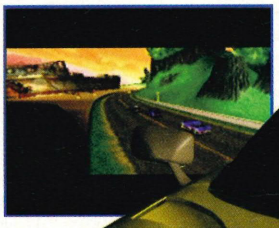
LET'S SEE THAT AGAIN!





Maybe the best feature is the stunning hi-res replay mode, allowing you to see your defeat or victory in stunningly life-like renders.



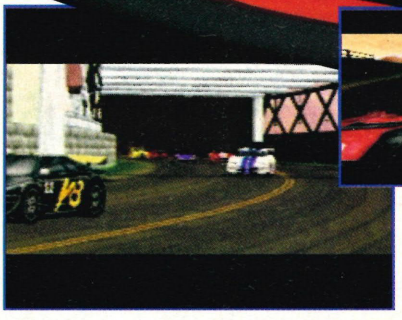


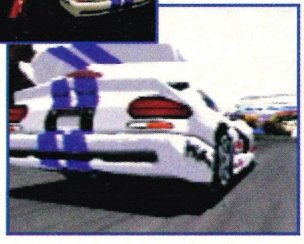


See your skillful driving from a variety of stunning camera angles in the smugness-inducing replay mode.









This course is Hawaii, which takes you through built-up areas, along the coast and past some beautiful countryside.



You can have some stunning crashes in World Driver Championship, although there is no damage feature.

REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
NINTENDO	PARADIGM	£39.99	OUT NOW		PAL	MEMORY PAK	YES	YES

F-1 WORLD GRAND PRIX II

TOTAL N64 FEATURING GAME BOY COLOR

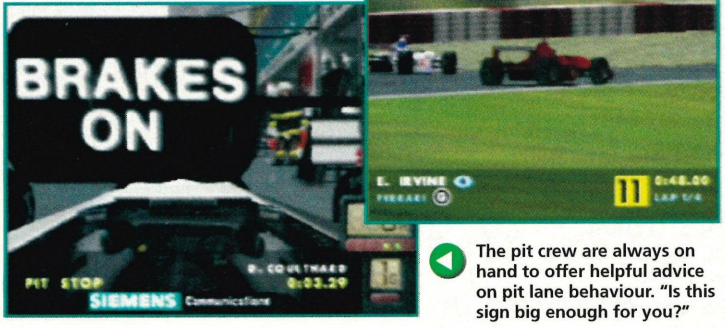


F1 World Grand Prix reaped excessive rewards last year and now intends to do so again. Fasten your seatbelts!

You're falling behind and sweating like a pig in a porn star's thong. There's a mad German on your tail and a slow Belgian, three laps down, is holding you up. To make matters worse, your mother in-law is in the pit lane waiting to give you a roasting regarding your comments about her varicose veins in a Sunday newspaper. To be a true professional you have to stay calm, concentrate and be flight of foot – remember, high-powered fibre glass cars can be tamed and navigated; angry mother-in-laws have to be avoided at all costs. The world of F1 is the high-pressure, intense spotlight of dangerous motorsport. Here you will find the glitz and the glamour one would usually associate with Hollywood premieres and award ceremonies. Big-screen idols will wander around the pit lane (pre-race) with their Gucci shades sparkling amidst a flurry of camera flashes. The oil monkeys of the pit crew, who manufacture the race from their track-side overalls, will stand aside, overshadowed by their olive-skinned, multi-millionaire megastar drivers. As the starting grid becomes



However efficient the pit crew are, one can't help wondering why they look so much like firemen.



The pit crew are always on hand to offer helpful advice on pit lane behaviour. "Is this sign big enough for you?"

PLAYABILITY

Once again Paradigm have come up trumps in the playability department. F1 WGP II is even more playable than the first with a vast improvement in speed.

Software supplied by: FFI

BUSTED!

OVERTAKING LEGALLY

Overtaking is always a difficult with very few opportunities to pass your opponent. To stand a better chance you should prepare yourself properly before making your move. You'll also find it easier to wait until a corner approaches and cars slow down.



Approach corner from the opposite side of the track. Brake gently.



Timing is crucial. Turn into the corner whilst jabbing at the accelerator - this will give you the traction needed to stay on the tarmac.



Use as much of the kerb as possible - put the whole car over it if you want.



Get on the juice as soon as you see the curve straighten and go through the same routine on approaching the next.

TEAMS

As one would expect for an official F1 product, every team has been included to the original 1998 specifications. This generally means each team sports authentic car design complete with sponsorship, and each car harbours attributes identical to their real life counterparts. Pit crews also perform in a similar manner, with the lesser-known teams such as Arrows and Minardi falling way short of the likes of Ferrari and McLaren.









The scarlet Ferrari - A car that is almost red yet not quite a member of the purple family

REVIEWS



The in-car camera, albeit one of the most realistic views to play with, brings home the poor visibility these drivers have to face.

awash with multi-national reporters and film crews, the warmed tyres will be rolled out and the lights arranged for that manic beginning. F1 can no longer claim to be a sport – it's an international glamour event.

GRAPHICS

Surprisingly for a game sequel, the graphics haven't had much of an overhaul. They are still the fairly basic renders from the original.

What Paradigm have done to keep as much realism about the sport included in the game is to eliminate the poseur elements. That means you will see little of the scantily clad, breast-heavy models, hardly any Champagne popping incidents, and even less of Val Kilmer and his Versace suits. All we have on show is a wealth of car set-up options, a full selection of authentic teams, and drivers that are strictly modelled on their real life counterparts. No detail has been omitted. From the grassy circuit of Hockenheim to the German flag emblazoned on Schumacher's helmet, detail has most certainly been applied. We were all impressed with the original F1 game – the aptly titled *F1 World Grand Prix* – so when this little number finally arrived in the office we were gathering around the N64 vomiting buckets of anticipation. Overall, there isn't a lot of new features that set it apart from the original, but the changes that have been made have aided the game considerably. For a start, the main downfall of the predecessor was the lack of speed at which the cars travelled. Although it was fast enough, it did tend to lack the high-octane excitement of the real thing. Thankfully, this has been rectified and the game runs at a furious rate – almost too fast now (there's no pleasing a games journalist these days!). As well as this, driver AI (Artificial Intelligence) has been greatly enhanced. Cars that once drove around upon very ordered rails will now manipulate the full width of the track. Some will act aggressively to overtake, whilst some will be overly cautious in wet conditions. Accompanying this is the chance of them ramming your rear if you brake early, or losing control of the car if you put them under pressure. Sheer, sensational simulation.

To keep the game as realistic as possible, new team colours and a fully updated driver roster have been included, complete with the ordered circuit schedule for the 1998 season. From Albert Park in Australia to the Japanese circuit of Suzuka, each Grand Prix is accompanied by Friday and Saturday warm-ups, a qualifying session and a full race if you desire. There is also a two-player mode and a straightforward exhibition 'quick start' mode for the impatient amongst you. Overall we a looking at a definite improvement. F1 fans should be racing out for a copy.

RATED BY: LEE **TOTAL N64**

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

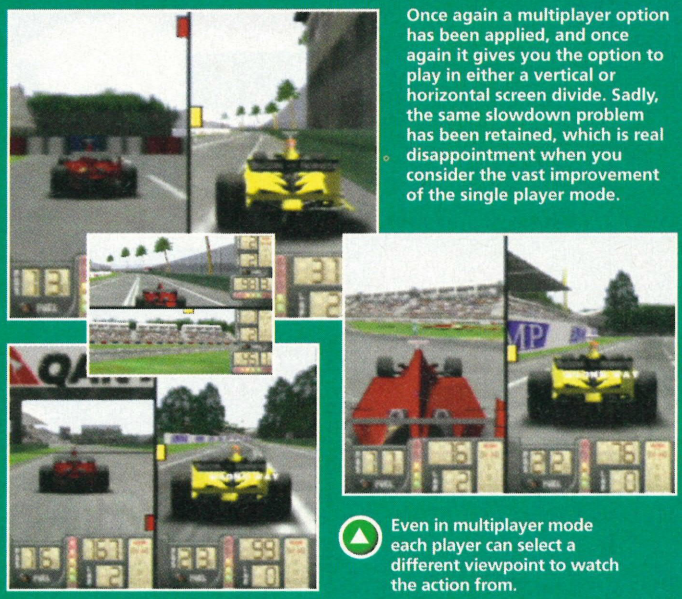
Still a cracking piece of kit, sadly with too few enhancements on the original to make it truly exceptional.

ACID TEST

- **+** A lot faster than before and with updated stats.
- **−** It is very familiar to the original and multiplayer is too slow.

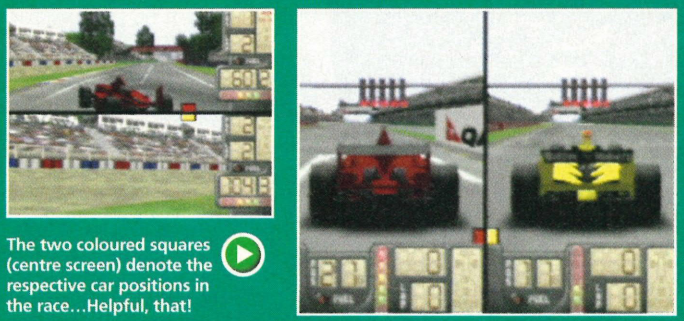
91%

MULTIPLAYER



Once again a multiplayer option has been applied, and once again it gives you the option to play in either a vertical or horizontal screen divide. Sadly, the same slowdown problem has been retained, which is real disappointment when you consider the vast improvement of the single player mode.

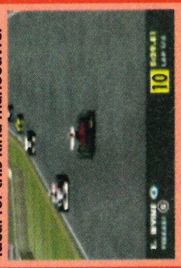
Even in multiplayer mode each player can select a different viewpoint to watch the action from.



The two coloured squares (centre screen) denote the respective car positions in the race...Helpful, that!

BUSTED!

OVERTAKING ILLEGALLY
Cut corners to cheat your way to victory! (Note: turn the flags option off to do this). Chicanes or long 'S' bend corners are ideal for this kind manoeuvre.





Do not consider using your brake pedal on your approach to the corner.



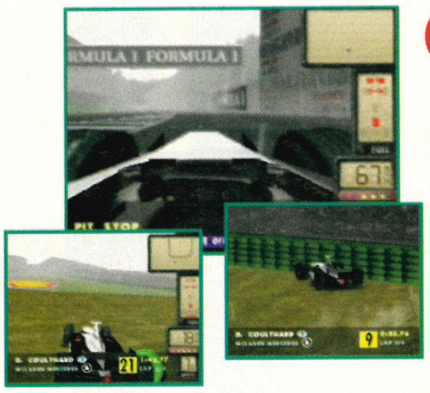
Release your accelerator and bounce over the grass and the gravel.



Cut back across the tarmac accelerate and release again.



If you were near a bunch of cars this may well have earned you a healthy position if you performed it correctly.





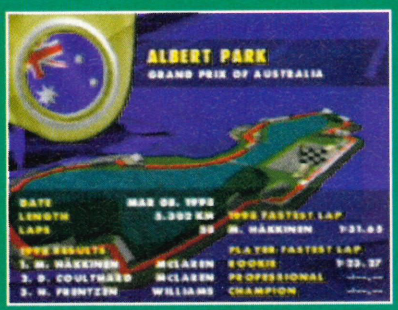
The slightest error of judgement on your part will see your car lose traction and skid.





COURSES

From sunny Australia's Albert Park to the rain-sodden surroundings of Silverstone, England, every course is represented authentically and in fine detail too. Track specification has been implemented to the letter, and each have been graphically enhanced from the original.





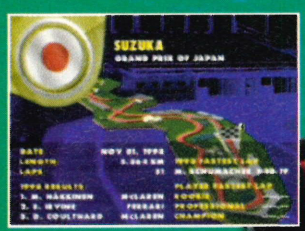


It may not be the hardest course on the circuit, but Albert Park looks lovely in the sun.





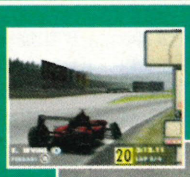
The tax haven that is Monaco. Stomping ground for the rich, playground for the famous and awkward street circuit for the humble grand prix driver.





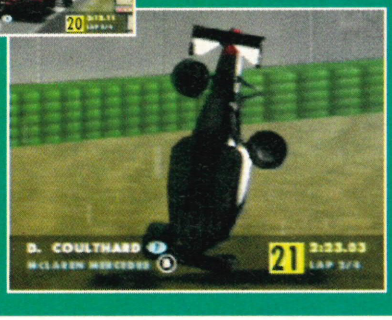
DAMAGE INC.

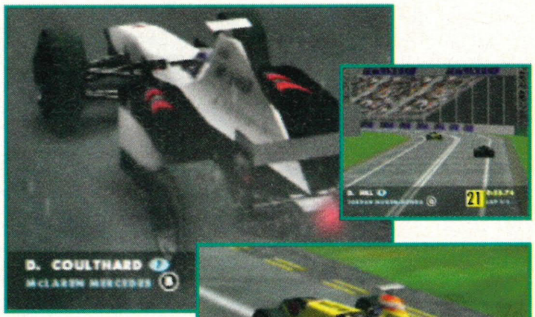
F1 World Grand Prix II not only gives you a considerably faster driving experience, it also gives rise to some spectacular death-defying crashes. Apart from losing your mind at the blistering pace, one wrong turn could lead to a wheel coming off or irreversible nose cone damage.



Spectacular it may be, but we're quite sure that the sponsors are not as excited by the damage to their car!







The weather conditions can be set to random and change during a race. The rain looks cool but is a nightmare to drive in.



REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
ACTIVISION	RASTER PROD	£39.99	OUT NOW		PAL	MEMORY PAK	YES	YES

QUAKE II







With Goldeneye and the Mighty Turok 2 on the N64, is Quake II 'ard enough to muscle in and get a piece of the action?

It's difficult not to bring the mighty *Goldeneye* into a review of a first-person shoot-'em up. As soon as people hear that there is a new shooter on the way they say in a knowing tone, "I bet it won't be better than *Goldeneye* – nothing is better than *Goldeneye*". This sort of remark is beginning to get a little dull. It's not that I am sick of *Goldeneye* – and before I get a million letters of complaint, for the record, *Goldeneye* is a superb game and in its genre it has yet to be bettered – I just don't think that it is or should be the centre of the N64's gaming universe.

So what about *Quake II*? Fortunately, it is a great game that deserves to be bought by every N64 owner – thank heavens for that!

So just why is *Quake II* an essential purchase? For a start, it does something that even *Turok 2* failed to do: it pays no attention to any other first-person shooter and relies on its fantastic gaming engine and high octane visceral thrills to do all the work. *Turok 2* tried, and failed, to emulate *Goldeneye* by attempting to give players a mixture of action and puzzles and, if truth be told *Turok 2* was neither a great shoot–'em up nor a worthy successor to *Goldeneye* - it simply tried too hard to be all things to all gamesplayers, and thusly can be considered to be a triumph of style over form and function.

GRAPHICS

Expansion Pak is essential if you want to see the game at its best. Overall, though, it doesn't look as 'sexy' as Turok 2, though it runs faster and without fogging... The choice, as they say, is yours.

Quake II doesn't fall into this trap; it is unashamedly shallow. Certainly there are some aspects of the game that could loosely be considered to be puzzle-ish, but the puzzles, such as they are, wouldn't keep Einstein awake at

YOU GOTTA HAVE FRIENDS

Definitely the high point of the game. The multiplayer mode is perhaps the most enjoyable to be found on any N64 game. You have four modes to choose from: DEATHMATCH, FRAGTEAMS, FLAGWARS AND DEATH TAG.











The multiplayer modes might not look as splendid as the one player game. However, where would *Quake* be without a multiplayer mode? Fortunately, *Quake II*'s is superb!

Software supplied by: **Activision**

BUSTED!

Always worth considering is the fact that there are three secrets per level. These take the form of power-ups that are necessary for you to survive. Here's one of them. The trick is to always be on the look out for hidden areas/ darkened corners – there might just be treasure hidden!



Cracks are usually a sure sign of secret things that remain latent to all but the truly observant. But how do you get the goodies? Well, dear readers, read on....



One quick blast of the ol' gun and the crack will become a hole that you can pass through to get to the hidden treasure.



In this case it's some armour, which, believe me, you'll need.

TOTAL N64 FEATURING GAME BOY COLOR

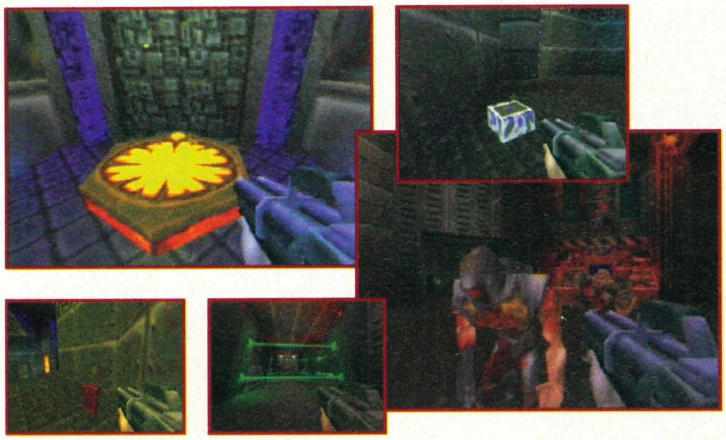
YOU NEED THE POWER!

Yet another argument for purchasing the Expansion Pak. Here is what *Quake II* looks like with and without the Expansion Pak. If these two shots do not convince you then nothing will. Which one is which? Answers on a postcard to... No, really the Expansion Pak makes a huge amount of difference!





REVIEWS



TOOL TIME!

Where would *Quake* be without weapons? *Quake II* offers a wealth of powerful and not-so-powerful weapons. Here are TN64's favourites!





The infamous BFG, the classic *Quake* weapon. It might be slow to fire, but it is certainly devastating!

The Super Shotgun – not the most powerful weapon you'll find. However, it is certainly the most used in the one player game.









night. They act as a momentary distraction to the carnage and add a little bit more longevity to a game that already has bucket-loads of lifespan.

Though it is clear that the game is weighted more heavily towards the multiplayer experience, the misanthropic of you out there will find that the single player experience – with its all-new levels and three difficulty settings – are more than amply provided for. There's little in the way of storyline; something about some evil force known as the Strogg who are poised to take over the world. Rather than send in an elite group of Special Forces, Earth has chosen to send in just you – you'd think that the powers that be would take these threats to our planet's safety a little bit more seriously! However, they don't, and it's left to you to save the world. So, there you have it – your excuse to blast seven bags of bejesus out of a race of aliens – which is just the way we like it.

SOUND

The effects and music sound as though they have come from of an episode of Dr Who. However, they add incredible atmosphere to the game.

However, *Quake II* has never really been about the single player mode, and though it is a rather accomplished and enjoyable romp, the multiplayer mode is where it's at.

Developers Raster Productions have quite clearly put in a great deal of effort to ensure that the multiplayer mode is one of the most enjoyable on the N64. With a wealth of options to choose from such as Deathmatch, Fragteams, Flagwars and Deathtag, you can be sure that you'll be playing this for quite some time. The multiplayer



games run very smoothly, though, as you would expect, the graphics depreciate accordingly to maintain the frame rate.

It is quite hard to find fault with *Quake II*. If pushed I would have to say that the animation of the characters – certainly in the multiplayer game – are a tad jerky, but to be honest you have to really look (and if you do you end up being killed). The one player mode can get a little repetitive, but that has never stopped people loving similar games such as *Doom 64* or the original *Quake 64*. So there's not much to complain about.

The bottom line is that *Quake II* offers everything that you'd expect from a first-person shooter, so if you want the fastest, most fun multiplayer game on the N64 (assuming that you own a you know what), then *Quake II* should be your next port of call until *Perfect Dark* comes along...

RATED BY: SIMON TOTAL N64

TOTAL N64

PLAYED & RATED

Solid blasting action with a great multiplayer. Just don't expect the grey matter to be challenged!

ACID TEST

+ Great multiplayer! Shallow blasting action!

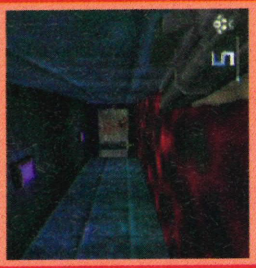
– Not as graphically lovely as some. Repetitive one player mode.

93%

BUSTED!

As you progress through the levels, things begin to get more and more tricky. Always expect the unexpected.

To give you some indication of the kinds of traps that you will encounter in *Quake II*, get a load of this.



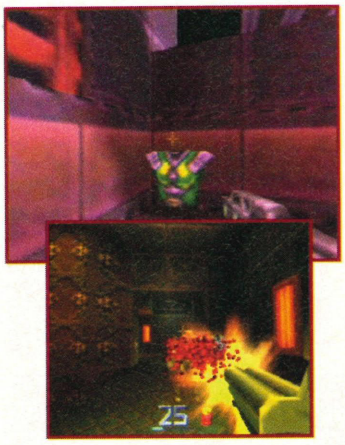
There you are, walking down a corridor, and then all of a sudden the floor disappears on you and it's lava time!



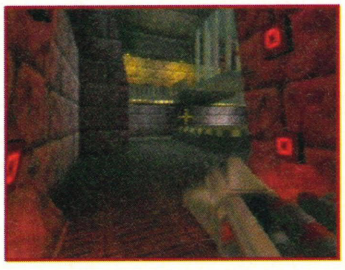
Fear ye not. Walk down the corridor towards the glass – worry not about the rapidly diminishing health.

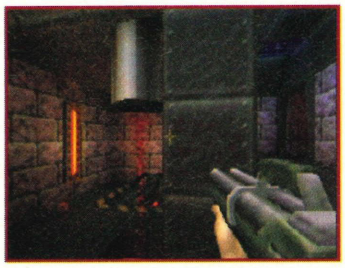


Shoot the glass, in true *Die Hard* fashion, and gain your freedom with only a Strogg to deal with.









Whilst in full combat mode, spend a moment to check out the minced-up bodies – now that really is sick!





NEIGHBOURS FROM HELL

On your mission you will come across twelve different types of foe. Some, like the Light Gunner, are easy pickings. Others, though, are a somewhat more difficult to contend with. Here for you is our list of the six most frustrating enemies that you will face in *Quake II*.



Gladiator: Armed with a very powerful railgun, the Gladiator, though relatively slow, can be the cause of many a thrown-down joypad.



Gunner: With a machine gun and an automatic grenade launcher, Gunner is not lacking in the weapons department. However, he is slow on the draw, and the quick of reflexes can usually see him off.

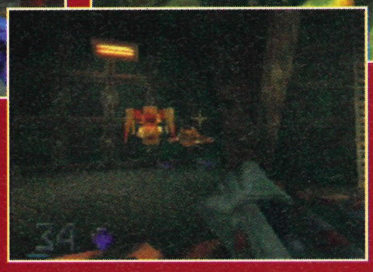


Beserker: Though not known for frothing at the mouth, this puppy is fast – though not too powerful. However, if there is more than one attacking you then you could be in trouble.



Tank: With three weapons at their disposal, the aptly named Tank is often to be found at the end of a level, which is the last thing you need when your energy is low.

Icarus: A real pain in the ass to shoot at. This is due, quite obviously, to the fact that this little fella is airborne and is pretty swift in the movement department.



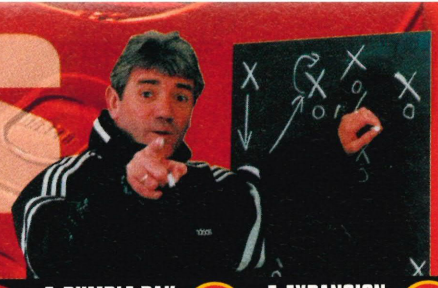
Flyer: Another aerial attacker. With medium to hard armour, the Flyer can be a swine to hit – especially as they always hunt in packs.







REVIEWS



PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
INFOGRAMES	GREMLIN	£39.99	JULY		PAL	MEMORY PAK	NO	NO

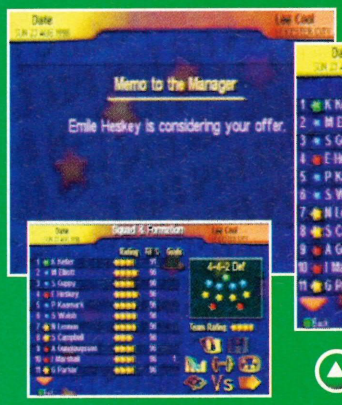


PREMIER MANAGER 64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYERS AND SQUADS

Players and squads are the backbone of every football game, and never have they been so important than in a management simulation. Every single British player features with a series of authentically represented attributes and age. They are true to their respective playing positions and have a value corresponding to the barmy situation in real life.





Players are assessed under seven disciplines. Passing, tackling, control, shooting, heading, control and pace. The high the score the better they are.



Once you have chosen your first eleven you can then go through team tactics with them. Formations and style are just two key areas.



Do you wear a sheepskin coat and lots of gold? Can you swear profusely whilst sucking on a Cuban cigar? Yes? Read on!

Kevin Keegan's meteoric rise to the summit of British football has seen a fair few twists and turns. He began his career as a shy, curly-haired youngster with lowly Scunthorpe before joining giants Liverpool for what now seems a paltry sum. Now, after successive spells in management with Newcastle and Fulham, king Kevin has finally reached the highest point a career in football could take you to; he appears on the box of an N64 football game... Did we mention he is now the England manager?

It's been a long time in coming. The N64 has been crying out for a soccer management game for what seems like an age now, but thankfully the chaps at Infogrames have done us the gracious deed of providing us with one. The *Premier Manager* series has been going since the heady days of the SNES and has seen many incarnations since. After regular performances on the PlayStation under the guidance of Gremlin, the N64 version of *PM64* is more or less a direct port of the PlayStation's '99 version with a few improvements thrown in.

PLAYABILITY

There is more than enough depth to this game to keep you playing for hours. With the ageing option on, games can last for months as season after season passes by.

You begin the game with the option to launch a full career mode or simply choose any club (by far the most enjoyable

Software supplied by: **Infogrames**

BUSTED!

TRANSFERS
Unless you have bags full of cash, you will struggle to tempt the big players to play in the lower divisions. Check for free transfers and older guys; you can pick up real bargains on the free.

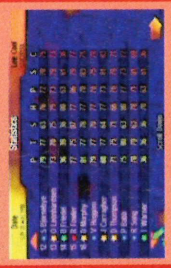


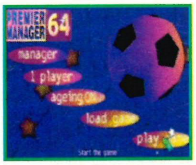




TRAINING
Training can be invaluable for managers on a low budget. Apart from 'fitness' training for your out-of-shape midfield stalwart, try assigning the youngsters to various disciplines.











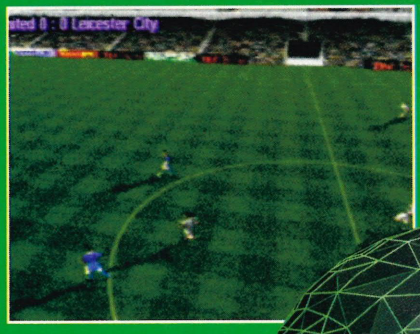
option). You are given the choice of a position at a lowly third division outfit and a message from the board describing their ambitions and intentions for the season. The more ambitious they are, the higher the chances of coining some extra cash out of them! It's then down to you to guide your team to victory. You can delve into the market at random, sell players, release them on a free transfer, and sort out contracts for existing members on your employee list.

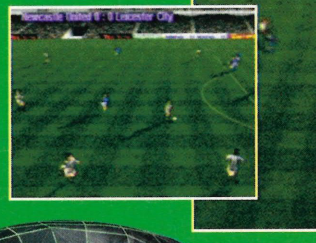
Premier Manager 64 certainly has depth and will be hugely popular with all footie fans – after all, it is the only one on the N64.

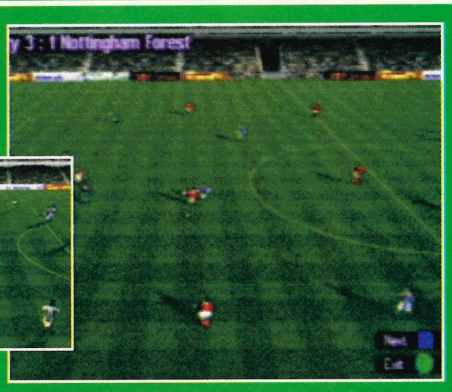
RATED BY: LEE TOTAL N64

A REAL HIGHLIGHT

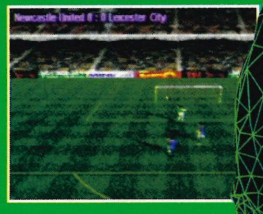
One of the greatest pleasures us N64 owners have in life is getting hold of something a little far in advance of our PlayStation brethren. The highlights of the game utilise the infamous *Actua Soccer* engine with a running commentary by Barry Davies. Whereas the PlayStation version can only muster the *Actua 2* engine, the N64 utilises the engine of the advanced *Actua Soccer 3*.



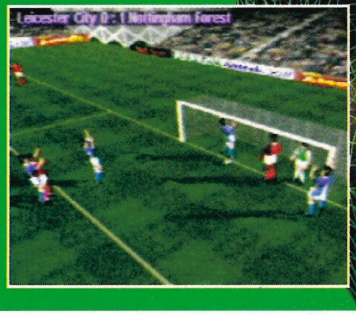


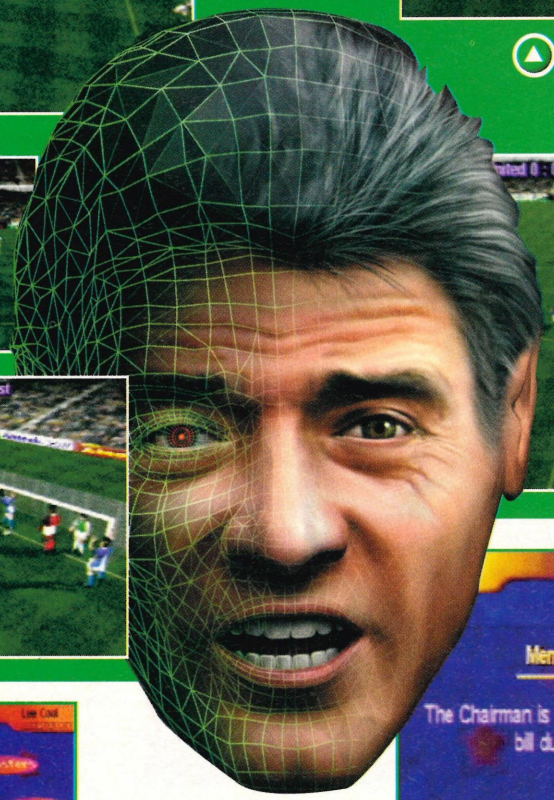


In true TV style, the camera will zoom in and out of the action freely. It zooms so far sometimes that it is quite impossible to know what is actually happening!



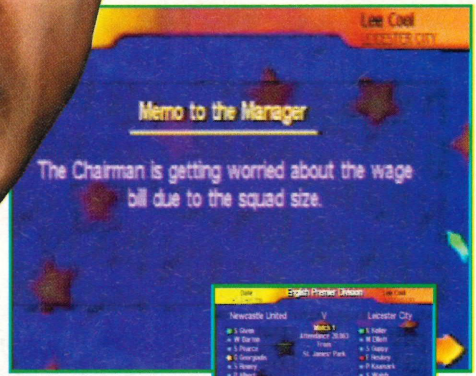






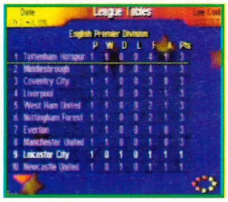


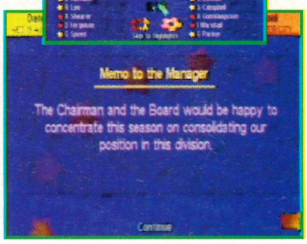
The match is played on this screen with the time ticking on centre screen. You can then watch the highlights afterwards.











TOTAL N64 PLAYED & RATED

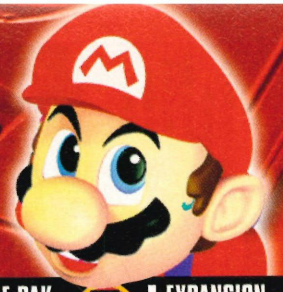
Not a bad attempt at football management and certainly the best on the N64. Well, actually it's the only one!

ACID TEST

- **REAL players, REAL teams – a REAL simulation.**
- **Doesn't generate the excitement one would've expected.**

89%

REVIEWS



PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
NINTENDO	IN-HOUSE	£50.00	OUT NOW		NTSC	MEMORY PAK	NO	NO

MARIO GOLF

PEOPLE POWER

As one would expect from a Mario game, the full roster of characters is again included. This means you get to play golf with the likes of Mario, Luigi, Donkey Kong, Peach and a few extra chaps as well. Each have strengths and weaknesses, and all of them perform silly moves and weird squeaky noises dependant on their performance.



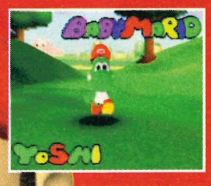
Overshadowed brother of the much-loved fat guy... He must be getting teed off with it all by now.



Mario, the oldest swinger in town

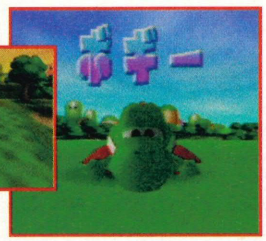


She may be a lady, but there's no stopping her... She'll 'putt' you in your place









Mario proves that cheats prosper by dropping a ball out of his pants while his dim-witted brother looks on.

How many sports games can claim to include a fat plumber that goes clubbing with his mates and a dumb-looking ape?

We don't believe this short, fat plumber is ever going to suffer from loss of popularity. The multi-talented Italian has been a star in his own right throughout the last decade and has appeared in far too many titles to mention. Unlike many other game stars though, Mario has not resigned himself to doing the same thing over and over again. Apart from chasing a princess through acres of sprawling 3D worlds, he has fronted kart racing games, starred in a beat-'em-up, and also spawned the world's first electronic board game. Now, as the summer months are with us and the scent of strawberries and cream fill our senses, Mario has undertaken a crash course in that most leisurely of pursuits, golf, proudly standing abreast his first sports simulation.

With a distinct lack of golf games on the N64, cunning Nintendo have patched together this relatively untested genre with their reliable star. This has culminated in a cutesy simulation complete with a host of comedy sketches and squeaky stars. As a game, it's fun to play. That is, if you know what you're doing!

With this being the Japanese version of *Mario Golf* and predominantly written in their native language, there isn't a lot one can understand properly. To be fair, one can't appreciate fully the options at your disposal until a PAL version arrives.

ACCESSIBLITY

Graphically, Mario Golf is pretty sound but nothing overly special. It harbours some nice animations and is as colourful as one would expect for a Mario game, but what else is there to do with a golf game!?

What we can surmise from the depths we have plummeted thus far is that it isn't the triple-A title we have come to expect from a game starring Mario. As far as fun goes, it isn't bad, but the things that make anybody want to buy a golf game – i.e. the professionalism of the sport and the tactical approach

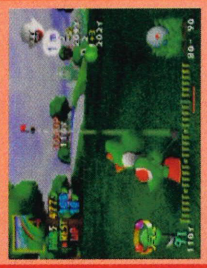
Software supplied by: **Madeira Games**

BUSTED!





PUTTING
Gradients and over-hitting are the main stumbling blocks on the green, so click the 'R' button to cycle through the different settings beforehand.



DRIVING
Driving is purely a power thing, although accuracy does play a key part if you are to do any good on the hole. Select a 1W club and take the power bar to the max.



CHIPPING
A decent chip shot from a bunker or the rough can lead to a good score on the hole. A sand wedge or 9I is advisable, and check the distance to the hole.





needed for each shot – just aren't there. It appears to be neither a true simulation or a crazy sports title. Having said that though, there isn't a lot in terms of alternatives for the N64, so maybe we should pin our hopes on EA, Acclaim or Konami to provide us with the real thing.

The PAL code will give us a fairer account of *Mario Golf*, but if you don't speak the language or are not planning on turning Japanese in the near future, sound advice would suggest you wait for English instructions.

RATED BY: LEE TOTAL N64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

The golf is cool and the characters are smart. It's just a shame it's mostly in Japanese. Be sure before you buy.

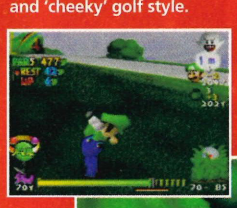
ACID TEST

- ✚ Not a bad golf game with some fun elements.
- ✖ Mostly in Japanese and largely unreadable.

73%

LUIGI - HIS MOMENT

He is arguably the most underrated of the Nintendo character staff, yet one of the most enjoyable to play with. Constantly in the shadow of his big brother, the green-capped 'skinnier' Italian deserves his own game. We have started a campaign now by showing you his 'loveable' cosmetics and 'cheeky' golf style.

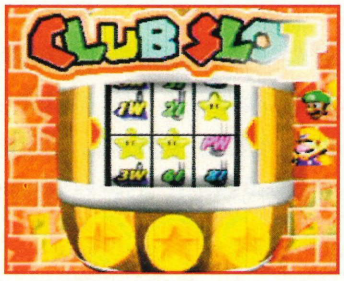








Luigi gives us the thumbs up after we single him out from his friends. Like us, he knows he is unappreciated, overworked and lacking recognition for his duties.

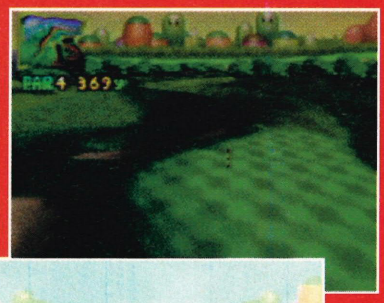


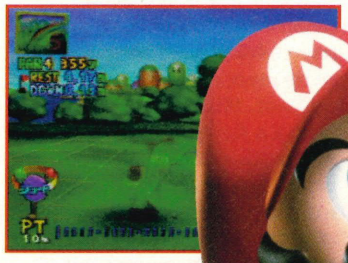
The club slot is a fruit machine that selects what clubs you'll be taking on the course. The Japanese are obviously nuts!

GREEN

There are many things synonymous with golf. Firstly, there are the hideous 'Rupert the Bear' checked trousers that make you look kinda funny, then there are the outrageously long walks from teeing off to holing your balls. But the one thing that stands out the most is the amazing greenness of it all. Everywhere you turn you are confronted by green; fields, trees, bushes – it's all over the place!











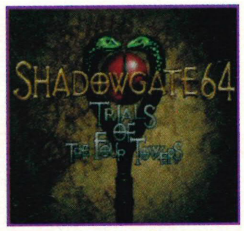


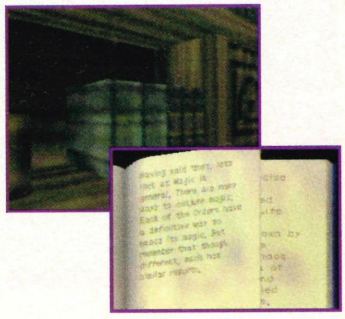


REVIEWS

PUBLISHER	DEVELOPER	PRICE	RELEASED	PLAYERS	VERSION	SAVE GAME	RUMBLE PAK	EXPANSION
KEMCO	IN-HOUSE	£50.00	OUT NOW		NTSC	MEMORY PAK	NO	NO

SHADOWGATE 64



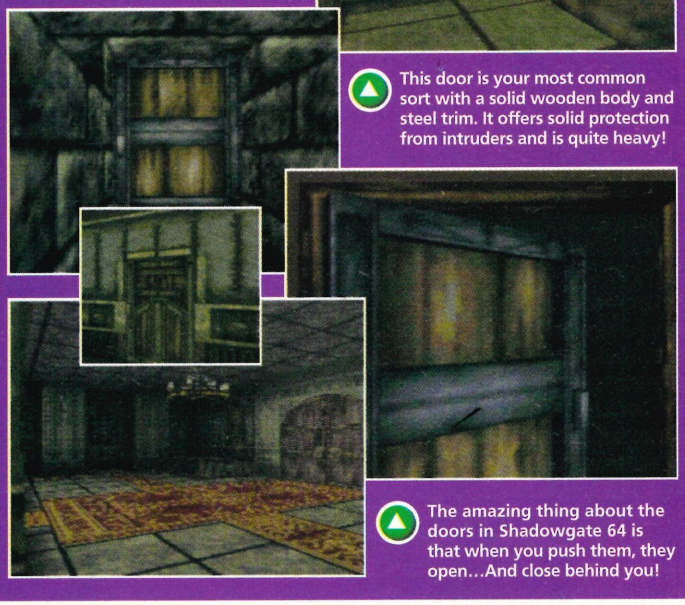


DOORS R' US

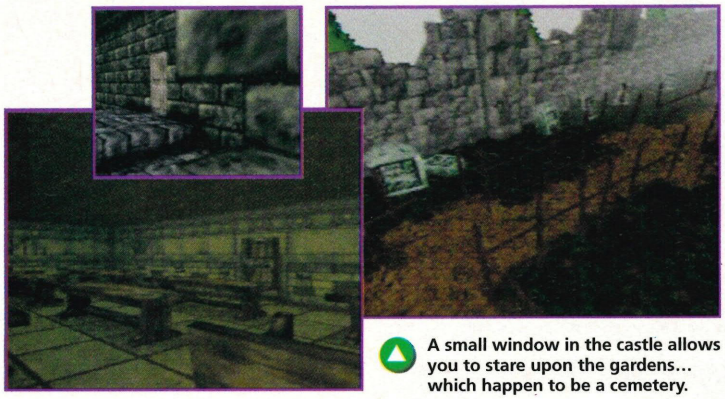
As one is commonly aware, adventure games are not only plagued with a series of puzzles and characters to interact with, they have a multitude of doors for you to wander through. These wooden, and sometimes metal, hole-fillers can be vital if you are to find your way out of corridors and passageways.



This door is your most common sort with a solid wooden body and steel trim. It offers solid protection from intruders and is quite heavy!



The amazing thing about the doors in Shadowgate 64 is that when you push them, they open...And close behind you!



A small window in the castle allows you to stare upon the gardens... which happen to be a cemetery.

Adventure games have been a popular, if not repetitive, genre on the N64. Shadowgate is just another number in the order!

With so many adventure games currently saturating the market, there can be no doubting the competition a new addition to the pantheon would be up against. With *Shadowgate 64* being a first-person shooter, and with it being such a drab-looking magic and mystery kind of title, the chances of it crashing the *Quake II* party or the *Zelda* revolution look distinctly improbable. We have all seen titles that, on the surface, sound remarkably interesting. We read the back-box blurb and find the whole episode quite exciting. *Shadowgate 64* is one of these such titles. The précis tells a tale of a wild and mysterious adventure plagued with intrepid warriors and an abundance of sorcery and magical intrigue. It promises so much yet ultimately delivers little. The lying continues as the 'exciting' first-person gameplay falters and leaves you with a static jolly into grey dungeon surroundings and graphically disappointing castle environments. The genre is becoming dated; *Shadowgate 64* is currently green and furry and living in a Somerfield 'reduced' basket.

GRAPHICS

Not the brightest set of fireworks in the display, the drab and often cloudy graphics do nothing to endear you to the proceedings. Bland is the best description.

Software supplied by: **Madeira Games**

BUSTED!



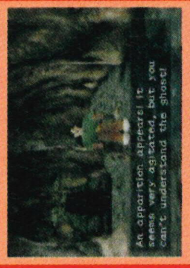
When you find the pickaxe you can use it to perform all manner of helpful chores. Apart from helping you climb high walls, you can also use it to bash through a ceiling.



The chap sitting in the adjacent cell is another confined young magician. After a lengthy discussion with this chap, you will find out some helpful titbits that will aid you later on... Jot them down.



Stuck in your cell? The first thing to do is kepp the bone after eating the meat. Move the hay and prise open the door with your bone.



An apparition will appear as you get further into the game. At first this appears to be nothing in particular – until you inspect, that is. Look for a vital manuscript.



So what is *Shadowgate* all about then? Well, firstly you play the role of a young sorcerer called Del. Hardly the most exotic name considered for an enthusiastic young magician amidst a realm of fantasy! He has the duty of restoring peace to the land... blah, blah... and defeating the evil sorcerer... blah, blah... and rescuing the fair maiden... blah, blah, blah... You get the picture. *Shadowgate 64* isn't going to break any innovation records and it probably won't make the top twenty in the charts, but if you like this sort of thing you might well extract some enjoyment from it.

RATED BY: LEE TOTAL N64

TOTAL N64 FEATURING GAME BOY COLOR

PLAYED & RATED

A little bit boring after a while, but by no means the worst title you'll ever play on the N64.

ACID TEST

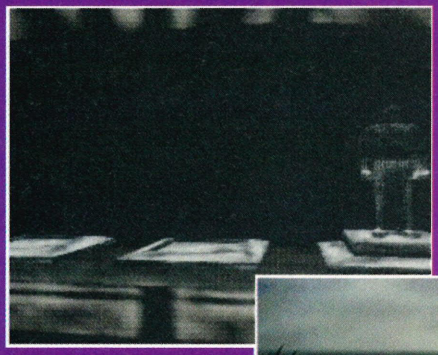
+ Graphically very pretty and there are some large levels on offer.

– Lacking in the generation of excitement department.

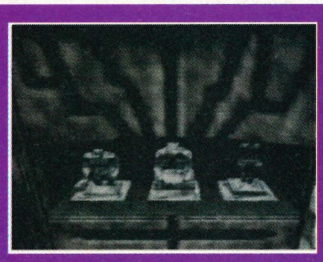
60%

OPENING DRIVEL

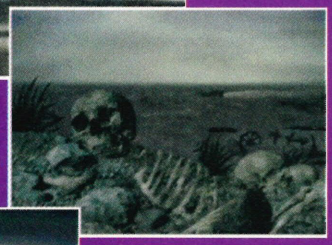
The opening scenes of *Shadowgate 64* depict an olde wartime battlefield scenario. As the N64 wrestles with the concept of intro sequences, we have largely seen considerable progress being made as it strives to emulate its PlayStation adversary. Sadly, *Shadowgate* opens in a drab manner, typical of the game itself.







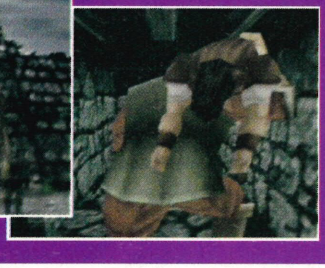
The story begins in a medieval setting with two feuding groups. There is a lot of cheering and plethora of flying arrows and sword swiping.



It isn't clear from the cut scene itself who the good and the bad people are. These guys look alright, though.



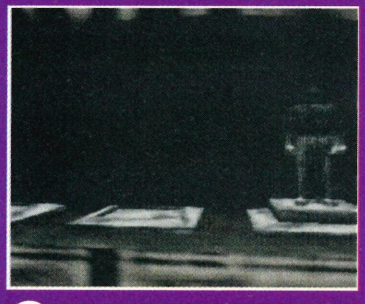




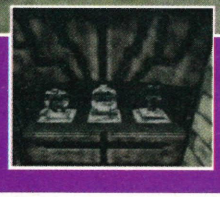
The end of the opening scene shows a barren open landscape plagued with the tradgedies and disastrous consequences of war. It is lucky for us that the modern world has learnt from such travesties and doesn't attempt conflict anymore!!

A PUZZLING EXAMPLE

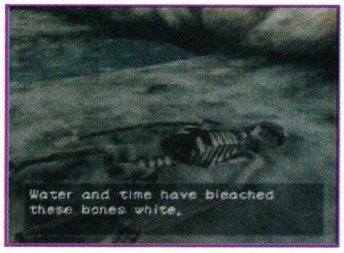
The monkey puzzle is just one of the many brain-teasing conundrums you will encounter during your quest. This particular problem involves the three evolution stages of man and a number of stone statues. The idea is to place them in a certain order to open a door. Why you can never just barge them open, a la TV cop shows, I'll never know.







The first statue of man is already in place and gives you the idea needed to search for the other two. It isn't the hardest puzzle you'll ever see.



The reason for the glow-in-the dark skeleton is water and time. Apparently they have bleached his bones.



SUBSCRIPTIONS

FREE STUFF! When you subscribe to Total N64!

Yes, that's exactly right! Not only will we give you twelve issues at less than their cover price, we'll also throw in a FREE controller, a FREE Tremor pack and a trendy FREE bag to carry it all around in, all supplied by Gamester LMP, and delivered FREE. Just think, no more going to the shop to buy Total N64, worrying that it may be sold out!







SUBSCRIPTIONS

I want to subscribe to Total N64 magazine for the next 12 issues

☐ **£45** including delivery anywhere in the UK

Method of Payment

☐ **CHEQUE** (made payable to Rapide Publishing)
☐ **POSTAL ORDER** (made payable to Rapide Publishing)

Please charge my credit card:

☐ VISA ☐ ACCESS ☐ MASTERCARD

Card no: .....

Expiry date: .....

TOTAL N64

Name .....

Address .....

.....

Postcode .....

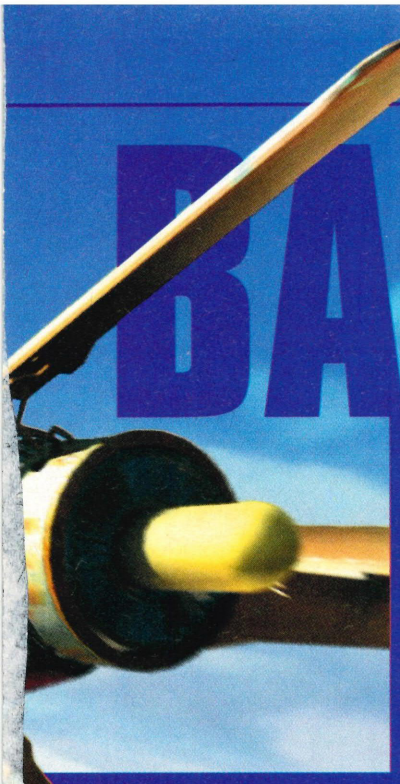
Telephone .....

Signed ..... Date .....

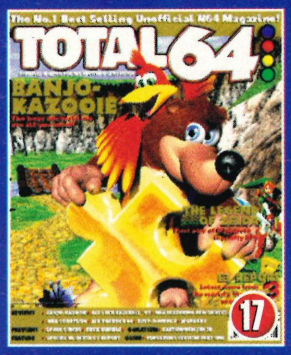
Send payment and this completed form to:
Subs Dept, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

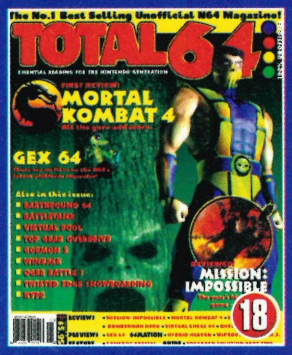
Please note: subscription will start automatically with the next available issue.
If ordering by phone please quote reference: TN30.

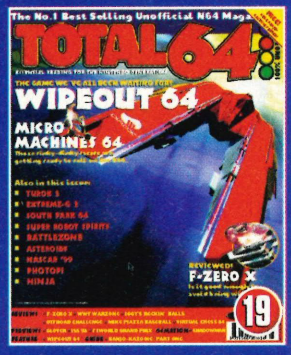
BACK ISSUES

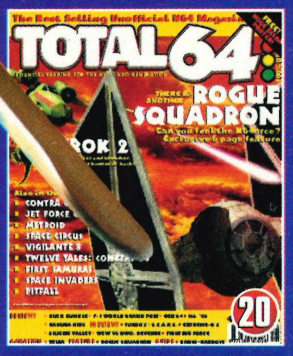


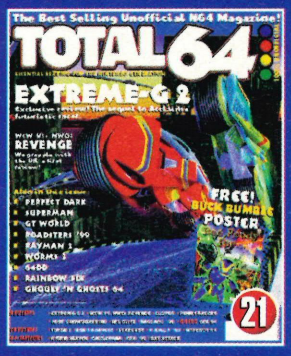




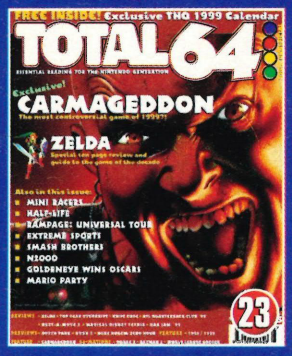






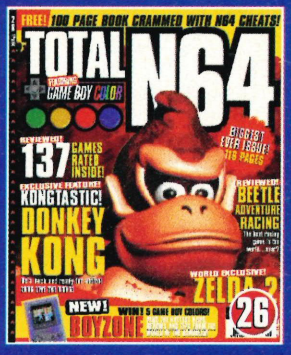


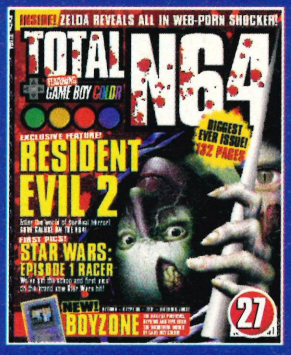




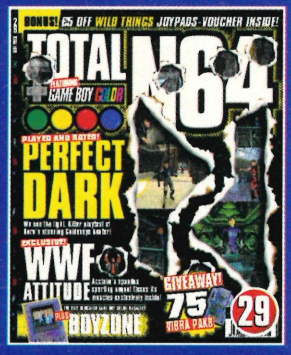












BACK ISSUES

Please send the following back issues of Total 64/Total N64:

£4.95 EACH

- Issue 13
- Issue 14
- Issue 15
- Issue 16
- Issue 17
- Issue 18
- Issue 19
- Issue 20
- Issue 21

£4.95 EACH

- Issue 22
- Issue 23
- Issue 24
- Issue 25
- Issue 26
- Issue 27
- Issue 28

Total Price £.....

Name .....

Address .....

.....

Postcode ..... Telephone ..... Date .....

Method of Payment

☐ CHEQUE (made payable to Rapide Publishing)
☐ POSTAL ORDER (made payable to Rapide Publishing)

Please charge my credit card: ☐ VISA ☐ ACCESS ☐ MASTERCARD

Card no: ..... Expiry date: .....

Send payment and this completed form to:
Subs Dept, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.



MORE POWER

MORE AMMO





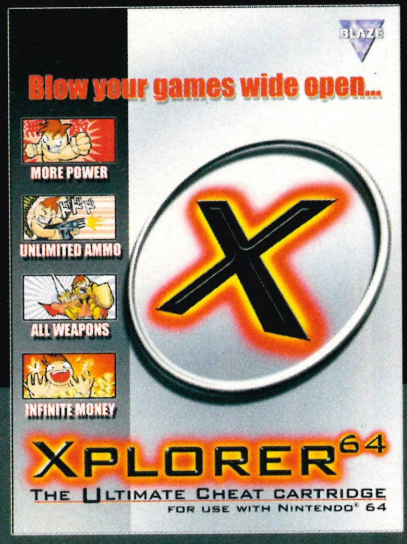
MORE CASH

XPLORER IS THE MOST ADVANCED CHEAT CARTRIDGE AVAILABLE FOR YOUR N64. PRE-LOADED WITH OVER 100 CHEATS FOR THE LATEST AND GREATEST GAMES, XPLORER GIVES YOU MORE POWER, MORE AMMO, MORE CASH AND LETS YOU ACCESS HIDDEN GAME SECRETS LIKE NEVER BEFORE!

CODES ARE LISTED IN YOUR FAVOURITE MAGAZINES AND ON THE XPLORER WEBSITE SO THERE'S ALWAYS NEW CHEAT CODES AVAILABLE FOR THE LATEST GAMES.

TAKE YOUR GAMEPLAY TO THE NEXT DIMENSION AND FIND OUT WHAT MADE XPLORER THE NO. 1 BEST SELLING CHEAT CARTRIDGE IN THE UK IN 1998!*

*PLAYSTATION VERSION:- CHARTTRAK 1998



XPLORER64™

THE ULTIMATE CHEAT CARTRIDGE FOR NINTENDO™ 64

AVAILABLE FROM ALL GOOD RETAILERS. CALL FOR DETAILS OF YOUR NEAREST STOCKIST

BLAZE

"Nintendo" is a trademark of Nintendo Inc.
"Xplorer" is a trademark of Future Console Design Ltd

FIRE INTERNATIONAL LTD
UNIT 15, SHAW WOOD BUSINESS PARK, LEGER WAY, DONCASTER, DN2 5TB

INTERACTION

SERVING THE NINTENDO NATION WITH STYLE!

Every month, Interaction will bring you the best guides and tips anywhere, and it will also give you the chance to contribute to this wonderful mag. Send in your letters, questions, tips, reviews, pictures, high scores and anything else you can think of, and you may win a prize.



BURNING ISSUE 54

It's too hot to handle! Every month we print the best and worst letters that you send to us - send us a letter and join in the fun!

ART 56

'Can you tell what it is yet?' More pictures, cartoons and damn fine efforts from budding artists. Has your picture been printed this month?

READER REVIEWS
WRITE ON! 57

Once more we offer you the chance to get your reviews into our mag. This month *Turok 2* and *Banjo-Kazooie* get the treatment.

TIPS INDEX
BUSTED! 59

If you can't get past level one then this is the place to be. All the cheats and codes for all the latest games can be found here!

HIGH SCORES 88

Reckon you are good at games? Well if you do, here's the place to show your mettle! Check out these pages to see the best of the best!

TOTAL RECALL 93

Total N64's thorough round-up of every game on the N64. We've played all of them!

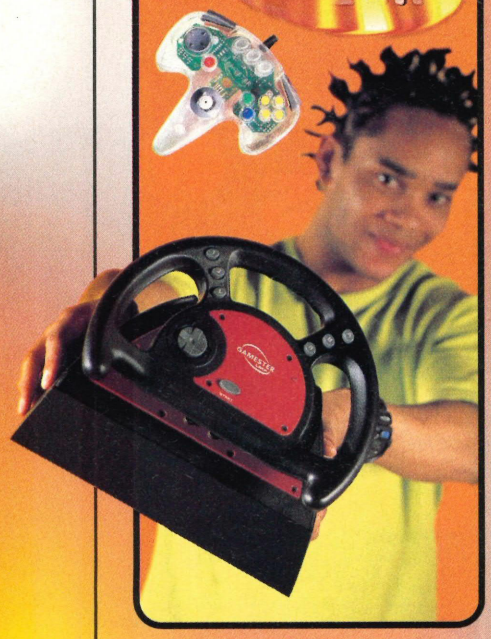
THE BURNING

Write to: The Burning Issue, Total N64, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

The Burning Issue gives you, our beloved readers, the opportunity to air your views. You must have something N64-related to get off your chest and here's the place to do it. What we are looking for is opinions, criticisms or good old fashioned venom. There are a wealth of top prizes supplied by dear old Gamester LMP that really ought to give you ample incentive. Get on your soapbox and spit it out! To make things even more tempting, you can now email your opinions to: burning_issue@rapide.co.uk

GAMESTER LMP

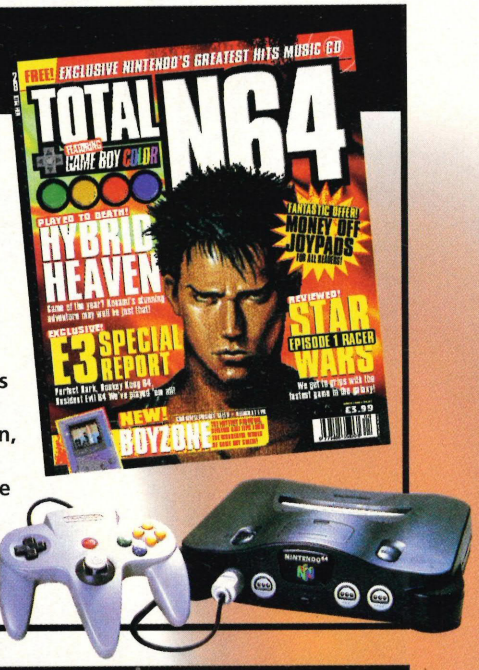
Each month Gamester will be providing us with some top quality prizes for your opinions on the hottest Nintendo subjects. We will give the 'Star Opinion' letter an N64 steering wheel and six lucky runners up will get a pad and a Tremor Pak with 1MB of memory. So get thinking and send in your thoughts or responses to any of the letters you read on these pages for the chance to your mitts on some cool free stuff!



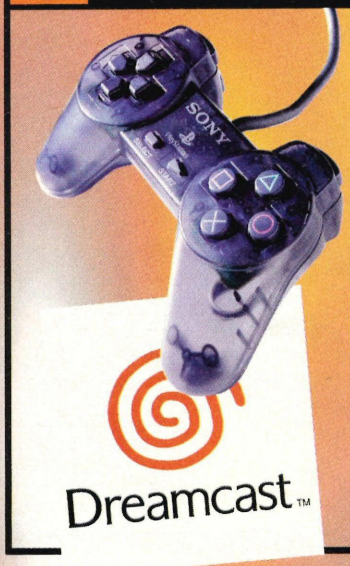
I Need My Fix!

TN64,
I would like to vent my concern towards the current situation of the N64's software market – or lack of it. Total N64 is my number one magazine and I buy it regularly, but in the last few issues there appeared to be a lack of top-notch games coverage. Without even thinking about what I was doing, I decided to buy a couple of other magazines, and to my astonishment I found them in exactly the same situation – TN64 even appeared to cover more than the other mags, even the official mag! So after telling myself how stupid and spend-thrifty I had been, I decided to write to tell you my disappointment with Nintendo. With the strength of the PlayStation and with the impending release of the Dreamcast, I would have thought it was time for Nintendo to bang some games out and attract potential new owners. They have, once again, blown their chance to revive some much-needed confidence in this flagging console.

Brian Callow
Sutton



Game On!



TN64,
I've been reading the specifications for the new PlayStation 2 and N2000, and I'm starting to feel a little concerned about the future of gaming. With the Dreamcast having a modem, and subsequently access to the internet, and the aforementioned console unquestionably following suit, I'm starting to think the cost of gaming could become astronomical. Most of us have played a game on the internet against people in different continents, and I'm pleased the internet gives you that option, but with the popularity of internet gaming increasing and with the machines of the future set to add to this situation, I'm among the many who feel this will be the future and games specifically made for internet gaming will become the standard. This will lead to an exclusive market and put the cost of gaming through the roof! You play most games for hours, and if you were to receive a phone bill for your troubles, many will not be able to play them anymore. The future is worrying for the games industry.

Kelvin Thomas
Bridgeport

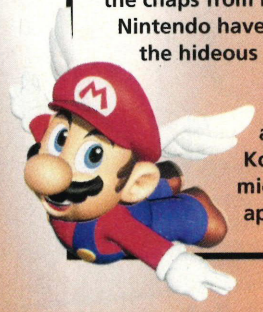
ISSUE



Controversial!

TN64,
I, and a lot of my friends, are devout Nintendo followers and appreciate the service Nintendo have given to the games industry over the years. However, the current crop of characters Nintendo have ploughed into N64 games, albeit recognised and synonymous with Nintendo, are looking somewhat dated by today's standards. Whereas the PlayStation has invested in characters like Lara Croft and the chaps from Resident Evil, Nintendo have stuck with the hideous cartoonesque sorts, like Mario, Yoshi and Donkey Kong. They might be appreciated by the younger market, but most Nintendo gamers have owned earlier consoles and are at a riper age. There is realism in PlayStation games that gives you an alternate fantasy but still retains some authenticity. Nintendo games serve to transport you to make-believe worlds that inspire no conventional practicalities which could aid you in your gaming experience. The N64 is nothing short of a visual spectacle with 'fun' stamped all over it. We don't want fun all of the time, though. We want a little involvement and authentic role play. Lose the Mario Brothers, Nintendo.

Sean Denben
Nottingham





Child's Play



TN64,
I love Nintendo, which is why I'm so unhappy about the way Sony has nearly taken over the videogames industry. The thing that annoys me the most is the way that Sony's console is under-powered, over-hyped and ultimately SHIT. In the Burning Issue No. 28, Lars Elkstrom from Denmark made some brilliant points. He generally said how the Sony console was perceived as "cool" (even though it isn't.) I found a picture at Christmas in a different magazine. The picture is of three stooges who waited outside a games shop until midnight so they could get their hands on the very mediocre Tomb Raider III. Think about it: these weirdos waited until midnight. Surely this kind of behaviour isn't as "cool" as Sony owners would have us believe?

I would also like to tell everyone why 'Dolphin' is going to kill Sony's new heap of junk. One of the main reasons that the N64 has under-achieved somewhat is because it was unjustly seen as a kiddie's console. But with Winback, Res Evil, Turok 3, Riqa, Perfect Dark and many other adult games coming out on Nintendo labels, this untruth shall be laid to rest once and for all. I believe that Nintendo has learnt its lesson about producing a few too many child-orientated games. Don't get me wrong, they're all good games, but there are far too many.

Brian Murray
N. Ireland

IN THE TRASH CAN



IN THE CAN
"Are there any good N64 games that you can suggest I should buy?" *Aidan Nash*

IN THE CAN
"Should I just buy your mag? Most of the others are pants and I don't like them ." *Antony Jones*

IN THE CAN
"How do you write reviews? I love English but what you guys do is astounding!" *Jon Gibbon*

IN THE CAN
"I don't own an N64. Could you send me one plus some games and joypads so that I can understand what all the fuss is about?" *James Donald*

IN THE CAN
"Are there any plans for another Nintendo console?" *Brian Miller*

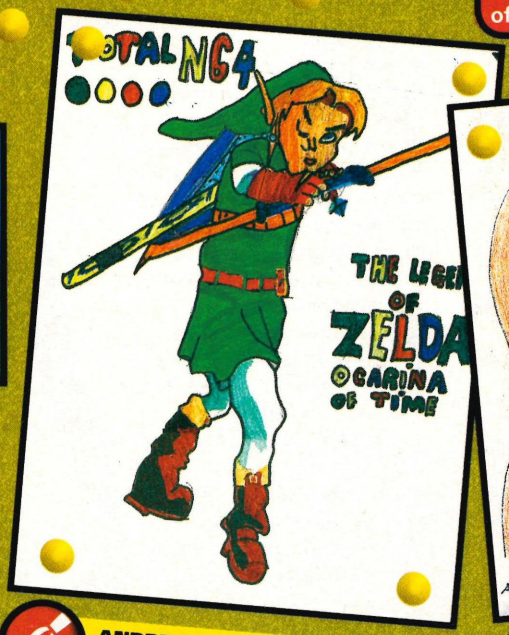
ART

FIRE

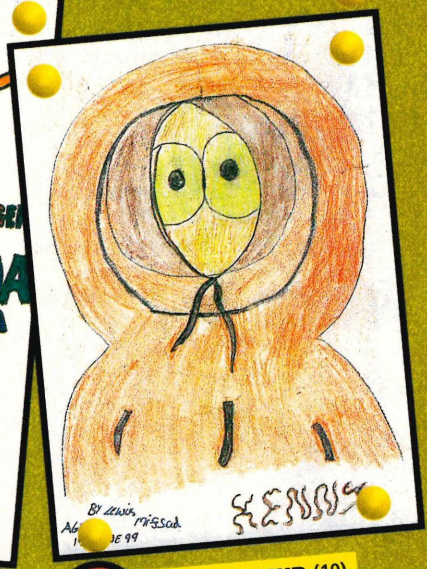
Top prizes awarded for artistic endeavour! Thanks to those fine chaps at Fire, the Star Picture winner will receive an official N64 pad, two Jolt Paks with built in 1MB memory, two X-tender cables and two official N64 keychains. Runners-up will get a a Jolt Pak with 1MB memory and an official N64 keychain.



CHRIS ANDERS (9)
WIDNES



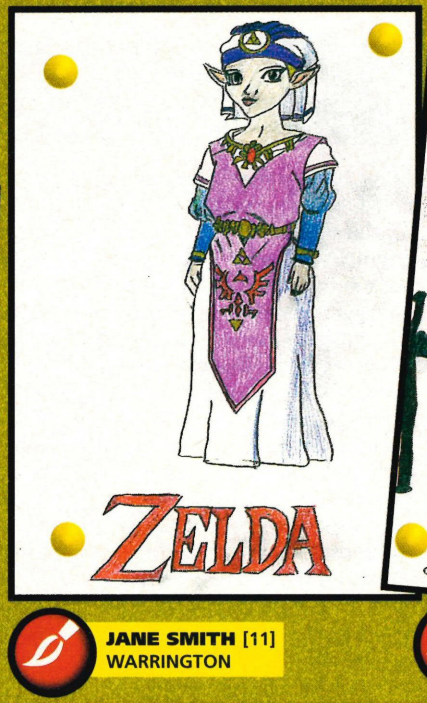
ANDREA CARUSO (10)
NO ADDRESS



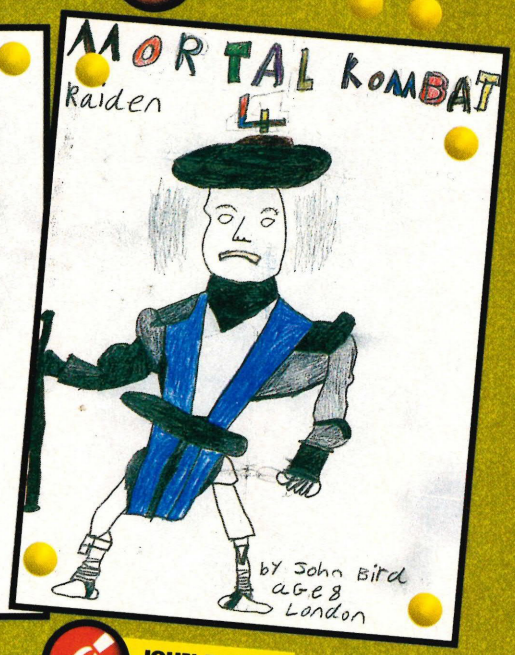
LEWIS MIFSUD (10)
HORSFORTH



NICK POPE (7½)
WESTERN AUSTRALIA



JANE SMITH [11]
WARRINGTON



JOHN BIRD (8)
LONDON

SEND YOUR ARTWORK TO:

Art, Total N64, Rapide Publishing, 48 New North Road, Exeter, EX4 4EP.

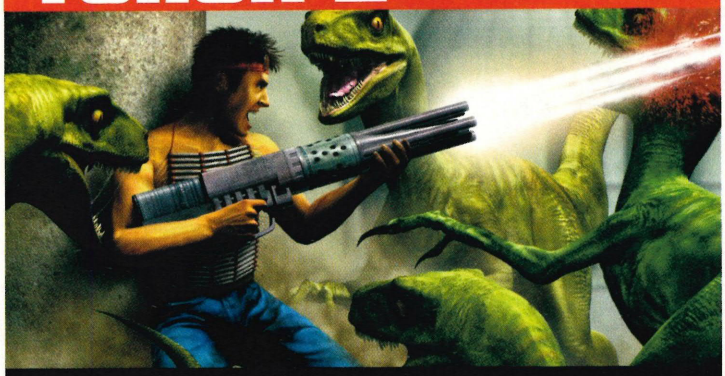
READER REVIEWS WRITE ON!

THINK THAT YOU CAN DO BETTER THAN THE HIGHLY TRAINED WRITERS ON TOTAL N64?

Have you got too much time on your hands when you could be writing reviews? Well, if you don't put your time to good use, you might end up writing something obscure, irrelevant and wholly pointless. To you we say channel your talent, focus yourself and one day you might be as good as us. No, really. Send in your reviews to wow us with your writing talents. You never know, you might just win yourself a prize...

Reader reviews • Reader reviews • Reader reviews • Reader reviews

TUROK 2



It's quite hard to choose my favourite game, but I would have to say that I like Turok 2 the most. Unlike other first-person shooters that I have played, Turok 2 is much more geared for people who like to just blow things away rather than trying to complete missions that also involve shooting things.

Turok 2 is in many ways the perfect game to waste an afternoon on as you can just wander around the massive levels and spill blood, which is very cool!

Also, if you can get your friends around, Turok 2 is by far the best multiplayer game around. It is better looking than Goldeneye, faster, and you can jump off platforms. It is a shame that there are not quite enough weapons to choose from, though you don't really miss them.

All in all, Turok 2 is a great game that no N64-lover should be without. It has the looks, the sound and playability that no other game has. I am still playing it months after I got it for Christmas, and I expect that it'll take ages for me to get onto the next level!

I love Turok 2 and I can't wait for the next Turok game!

Mark Greenham

Leicester





95%

Reader reviews • Reader reviews • Reader reviews • Reader reviews

BANJO-KAZOOIE



There are few games out there that truly impress – certainly most of them are on the N64, but still you have to ask yourself: when was the last time you were truly impressed by a game? Banjo-Kazooie was one such game. Admittedly, I am big fan of Super Mario 64, but having played that to death, I never imagined that anyone would come anywhere near to what I consider to be Miyamoto's finest gaming moment.

Though many argue that Banjo-Kazooie is just Super Mario 64 with bells on, I feel that combining the bird and the bear was a rare (pun intended) stroke of genius, though to control the two was quite difficult at times with the great number of button combinations required to be learned.

People also forget that Super Mario 64 was an established title in as much as everyone knew about Mario and chums, but the same cannot be said of Banjo-Kazooie, and yet it shot straight into the charts – testament to the game's greatness.

With such amazingly varied gameplay, huge worlds with some of the most fantastic graphics that you have ever seen, Banjo-Kazooie is one of the best games available on any console and should be in your collection.



91%

Sarah Marsden

London

SEE YOUR NAME IN PRINT AND BE THE ENVY OF YOUR MATES BY SENDING YOUR REVIEWS OF ANY N64 GAME IN TO:

WRITE ON!, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP

TRADE ENQUIRIES WELCOMED

VISA | EUROCARD MasterCard | SWITCH | DELTA

SPECIALIST IN MAIL ORDER IMPORT VIDEO GAMES AND ACCESSORIES

www.projectk.com Email: info@projectk.com TEL: 0181 508 1328

For a free price list of imported games, accessories and merchandise send a Stamped Self Addresse Envelope

Cheques and Postal Orders made payable to PROJECT K Add £2 per item for P+P £15 for INSURED COURIER on Hardware

PROJECT K

FAX: 0181 508 3845

PROJECT K, The Seedbed Centre, Langston Road, Loughton, Essex, IG10 3TQ

PLAYSTATION IMPORTS



Dance Revolution Mat	CALL
NTSC to PAL Booster	£16.50

JAP Gran Turismo 2	SEPT 30
JAP Bio Hazard 3	SEPT 30
JAP Dino Crisis	JULY
JAP Ace Combat 3	£49.99
JAP Fire Pro Wrestling G	£49.99
JAP Rasetsu Sword	£49.99
JAP Guitar Freaks	CALL
JAP Microman	£42.99
JAP Septentrion	£42.99
JAP Dance Dance Rev	£49.99
JAP Dr Slump	£42.99
JAP Beatmania	£45.99
JAP Cybernetic Empire	£44.99
USA Tail Concerto (Bandai)	CALL
USA Ehrgeiz	CALL
USA Sports GT Racing	£19.99
USA Final Fantasy VIII	SEPT 7
USA Clock Tower 2	AUG 16
USA Jade Cacoon	JULY 28
USA Need for Speed 4	£19.99
USA Parasite Eve	£45.99
USA Brave Fencer (FFVIII DEMO)	£45.99
USA Bushido Blade 2	£45.99
USA Mission Impossible	SEPT 2
USA Xenogears	CALL
USA Soul Reaver	CALL
USA Street Fighter Zero 3	£42.99
USA Resident Evil 2 Dual Shock	£39.99
USA Lunar Silver Star Story	CALL
USA WWF Attitude	CALL
USA Star Ocean	£47.99
USA Quake 2	AUG 25
USA WCW vs NWO Thunder	£19.99







BEATMANIA POCKET 2



9 Arcade Tunes
5 Arcade Buttons
Scratch Deck
Funk Jazz Groove
DJ Battle
Reggae
Break Beats
Rave

£34.99

PROJECTORS & DVD IMPORTS

100inch LCD Projector	£995
All Region DVD Players from	£385
Region 1 Macrovision Disabler	£86
BLACK BOX NTSC to PAL Convertor	£70



Visit Project K Web page, latest NEWS for Dreamcast Playstation, Nintendo, as well as Tips and Codes. Whether you need a bypass code or pocketstation user guide. Latest news on games such as Parasite Eve 2, Secret of Mana 2 or , Virtua Strike 2, Metropolitan Highway and Squaresofts latest RPG 'Dew Prism'

NINTENDO 64 IMPORTS



Hi Res Pak	£21.99
USA Quake 2	CALL
USA Duke Nukem Zero Hour	AUG
USA Goemans Great Adv	AUG
USA Pokemon Snap	CALL
USA Gauntlet 3D	SEPT
USA Hybrid Heaven	SEPT
USA Star Wars Pod Racers	CALL
USA WWF Attitude	JULY
USA World Driver Champ	£49.99
Pokemon Snap Guide	JUNE
FOLLOWING N64 games	£20 EACH
Off Road Challenge GASP	WCW vs NWO

SEGA SATURN IMPORTS

Japanese White Saturn	£99
2 in 1 Universal Convertor and Ram Catridge	£27.99
4 Meg Ram Catridge	£8.99
USA Magic Knight Rayearth	£35.99
JAP Deep Fear	£23.99
JAP Radiant Silvergun	IN STOCK
JAP Dungeons + Dragons	CALL

POKEMON IMPORTS

Pokemon Pinball built in rumble for GB Colour



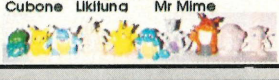
USA Pokemon

USA Gameboy Pokemon	IN STOCK
Pokemon Pinball (inc rumble)	CALL
Pikachu Boxed Set Models	£12.99
Pikachu Cuddly Toy MEDIUM	£13.99
Pikachu Cuddly Toy LARGE	£25.99
Shaking Pikachu Cuddly SMALL	£8.99
Shaking Pikachu Cuddly MEDIUM	£9.99
Pokemon 16 Cm Model	£18.99
Pocket Monster Ball	£10.99
10 Pokemon Keychain	£9.99
Pokemon Mini Models SETS	
12 Pokemon SET 1	£13.99

Butterfree Seadra Poliwrath Beedrill
Raichu Nidorino Nidoking Gloom
Golduck Slowbro Fearow Arbok

10 Pokemon SET 2 Incl:-	£11.99

Parasect Meowth Psyduck Jynx
Alakazam Magneton Cloyster
Cubone Likliuna Mr Mime



DREAMCAST IMPORTS



£CALL

Arcade Sticks	£CALL
Light Gun	£CALL
Racing Controller	£55.99
Joypads	£28.99
Puru Puru Pak	£25.99
SVHS LEADS	£15.99
RGB Scart lead	£19.99
Virtual Memory System	£24.99
Die Hard Arcade 2	£39.99
Sonic Adventure	£45.99
Virtua Fighter 3	£45.99
Sega Rally 2	£45.99



Air Force Delta	JULY 29
Seventh Cross	£19.99
F1 Monaco GP	£34.99
Power Stone	CALL
Pen Pen Tricelon	£32.99
Marvel vs Capcom	£47.99
Psychic Force	£34.99
Aero Dancing	£29.99
Blue stinger	CALL
Redline Racer	£42.99
House of the Dead 2	CALL
Get Bass inc Fishing Controller	CALL
Coolboarders	AUG
King of Fighters	£49.99
Buggy Heat	£45.99
Soul Calibur (NAMCO)	£49.99
Shen Mue	OCT
Giant Glam	£47.99
Shutoko Battle	£47.99
Expendaful	CALL
Toukon Retsude 4	AUG



MERCHANDISE...MUSIC CD'S...POSTERS IMPORTS

CLOUD ON BIKE POSTER + MODEL £19.99



STREET FIGHTER ZERO 3 COLLECTORS KEYCHAINS EACH SET £7.99

SET 1 SET 2



SET 3 SET 4





Zelda Music CD £32.99 Boxed Set of 3 Zelda Models £15.99







Rinona Silphie Seifer Squall Zell
Final Fantasy 8 12 cm Models CALL
20" x 14" Final Fantasy 8 Posters CALL
Final Fantasy VIII Music CD £16.99





3inch FFVIII Keychain Models (£6 EACH)
Barrett Wallace Cait Sith Chocobo
Cid Highwind Red XIII Tifa Lockheart
Vincent Valentine Aerith Yuffie
Final Fantasy VII Music CD'S EACH £16
FFVII CD Set, Poster & Model CALL
Parasite Eve Movie CALL
20" x 14" Final Fantasy 7 Posters £6
Tobal 2 Models Set (Pack of 3) £10
Xenogears Music CD CALL



South Park 10 piece Keychains £20
Totoro Shaking Soft Cuddly £15
3 inch Tekken 3 Models £15
Fist of Northstar Models £25
Rockman Models £10
9" FULLY PAINTED MODELS £79
Mai Ryu Ken Chun Li Gouki Barrett
Diddy Kong Keychain Models £9
SNK Models (5 different Sets) EACH £10
City Hunter Music CD £16
Tekken 2 Music CD £12
Soul Edge Music CD £19
Dragon Ball Z Music CD £16
Evangelion Music CD £19
Ghost in the Shell Music CD £19
Laputa Music CD £19
Ki Ki's Delivery Service Music CD £19
My Neighbour Totoro Music CD £19

Interesting Devices Ltd

PlayStation Dreamcast NINTENDO 64

Visit these Home Pages for more products. Many we are not allowed to mention here.

http://www.interesting-devices.com/n64 For N64 products

http://www.interesting-devices.com/gameboy/x-changer For Gameboy products

FREE Gift with orders over £50

Just quote N64FREE. Choice of N64 memory card or Flashing Keyring



Dreamcast Console (Jap)

Stepdown & Contoler

£199

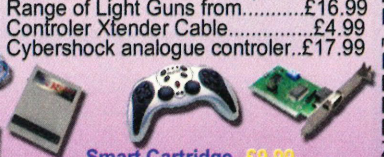
Dreamcast Games £45

NTSC-PAL colour converter	£34.99
RGB Scart Cable	£14.99
VMS Memory Card	£19.99
Virating Pack	£24.99
Spare Control Pad	£19.99
Controler Extension Cable	£9.99
Arcade Stick	£44.99
Stearing Wheel	£44.99
Step Down Convertor	£14.99



Playstation

Coloured Replacement Case	£17.99
Memory Cards from	£2.99
Smart Link (for Smart Cart)	£19.99
Vibrating Vest	£24.99
Action Replay Pro V3 (Datel)	£34.99
RGB G-con Scart Leads	£3.99
NTSC-PAL Colour Converter	£9.99
VCD adapter (No MOD needed)	£34.99
Laser Unit (NEW not recon)	£34.99
Range of Light Guns from	£16.99
Controler Xtender Cable	£4.99
Cybershock analogue controler	£17.99



Smart Cartridge £9.99

The Smart Cart allows you to play your Import playstation games without the need for a MOD chip. Simply plugs into the back of the Playstation.

RAMNET £34.99

Memory Card Copier

Allows you to copy your Playstation Memory card to another Memory card. It also allows you to copy your memory card to your PC and back allowing the use of 1000s of Saves on the Internet for extra levels, lives and endings etc. Supplied with software and sample saved games.

Miscellaneous

Leather Phone Cases	£4.99
Flashing Keyring (flashes when mobile phone is about to ring)	£4.99
Flashing Ericson Antenna	£4.99
Ericson 5110 Fascier (with slide)	£19.99
Ericson Football Antenna	£4.99
Ericson Micro Antenna	£4.00
ZIP 100 Disks	£9.99
ZIP 100 Internal Drive	£59.99





Nintendo 64

Nintendo 64 with Golden Eye	£94.99
Nintendo 64 with Super Mario	£94.99
Nintendo 64 Games	£5 below RRP
Original Nintendo Controler	£19.99
Xtender control pad cables	£4.99
Action Replay Pro (Datel)	£34.99
Memory Cards from	£6.99
Jolt Packs	£6.99
Jolt Pack vibrating memory from	£9.99
Novelty Nintendo keyrings from	£2.99
RF Unit	£9.99

DVD Players

Pioneer DV515 Auto Region £449

Pioneer DV-K101 All Region £369



Postage and Packaging

£2 small items

£10 large items

Cheques & Postal Orders made payable to Interesting Devices Ltd

Interesting Devices Ltd
24 The Crescent
Keresley End
Coventry
CV7 8JT

Phone: 01203 339805 Fax: 01203 339804

Voice lines open 10am-4pm Mon-Fri

http://www.interesting-devices.com
http://www.z64.co.uk
http://www.dvd-world.co.uk

VISA MasterCard SWITCH DELTA JCB SOLO

All prices include VAT
No Credit Card surcharge

THE TIPS INDEX BUSTED!



CHEATS SUPERMAN

PLAY AS A CAR!

Go to Practice mode in the title screen. Pick up the car (with B) and fly with it (Z). Then go through all the rings around the Lexcorp building, and once you fly through the last red ring (remember you MUST fly through it), you should end up inside the car.

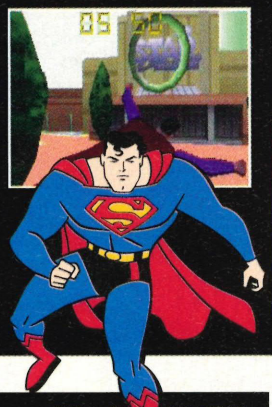
INFINITE HEAT VISION, X-RAY VISION, FREEZE BREATH, AND SPEED

At the title screen, press and hold A, B, C-Down, C-Up, and press Start.

LEVEL SELECT

First beat the first ride. When it asks to save, enter YES. Now exit to main menu and go to Load Game. When it asks to enter Rumble Pak, press B, then A. You should now have access to any level.









CHEATS A BUG'S LIFE

LEVEL SELECT

To get the Level Select, go to the main screen. Go to the ant hill and hold Z and all the C buttons and press R. There will be an arrow pointing right at the bottom of the screen.

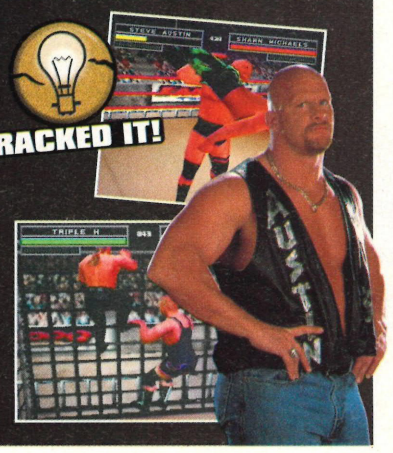


CHEATS WWF WARZONE

CALL ANOTHER WRESTLER

Here are the secret codes which allow you to call for expert computer help while fighting. Hold all the buttons together during a match. Be warned that this means an instant disqualification.

Ahmed – L, R, Z, C-Down, ↑.
Bret Hart – L, R, Z, C-Left, ←.
Bulldog – L, R, Z, A, ←.
Faarooq – L, R, Z, B, ↑.
Goldust – L, R, Z, B, →.
Kane – L, R, Z, B, ↓.
Shamrock – L, R, Z, A, ↓.
Mankind – L, R, Z, C-Left, ↑.
Mosh – L, R, Z, C-Down, ↓.
Owen Hart – L, R, Z, C-Down, ←.
Rock – L, R, Z, A, →.
Shawn Micheals – L, R, Z, B, ←.
Steve Austin – L, R, Z, A, ↑.
Thrasher – L, R, Z, C-Left, ↓.
Triple H – L, R, Z, C-Left, →.
Undertaker – L, R, Z, C-Down, →.



BUSTED!

GOLDEN NUGGET 64

Easy Money
Use all your money in the 'Catch Of The Day' slot machine. Select the maximum bet and spin. Press S to pause game play during the spin. After that, change the player name and reset the purse. Your character will receive $1000 for resetting the purse minus the $300 maximum bet, allowing $700 to be made each time this procedure is followed.

K GRIFFEY JR'S SLUGFEST



Automatic Home Run
When you are controlling Ken Griffey Jr at bat, press L, L, R, R, L, L. Ken will point his bat towards the ball. Successfully hit the pitch to automatically hit a home run.

NBA LIVE '99

Bonus Teams
Enter the Rosters screen and select the 'Create Custom Team' option. Enter one of the following locations and the corresponding team that consists of members of the development staff.

EA	Europak
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels
Hitmen	Rebounds

Flip The Ball During A Free Throw
Press R when your player is at the free throw line.

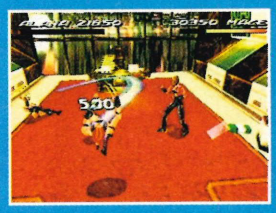
Old Lady Throw
Hold C-Left while shooting a free throw.

CHEATS FIGHTING FORCE 64



SPECIAL MOVES
Each character lists a special move at the end of their character bio. Each of these button configurations work for all characters, giving each character four special moves.







WEAPONS ON THE FIRST STAGE
As soon as you start the level, there is a police car to your left. Destroy it and a weapon will come out of the boot. After that you go through the gate and should then see a black car. Destroy it and another weapon will come out of the boot.

BIG WEAPONS
Car Engine – If you completely destroy a car as Smasher, you can grab the car's engine.
Aeroplane Gun – On the Air Base stage, go inside the hanger and destroy the plane. After it is destroyed, you will then be able to use its gun.

CHEAT MENU
At the main menu, press Up + B + C-Left + C-Down + Z until a gun shot is heard. Now go to the OPTIONS screen to access the cheat menu.

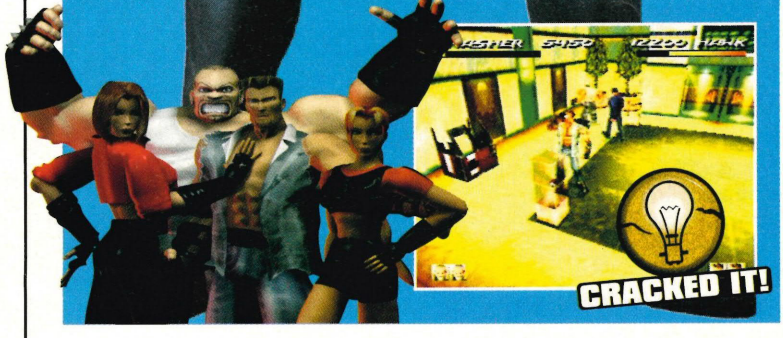




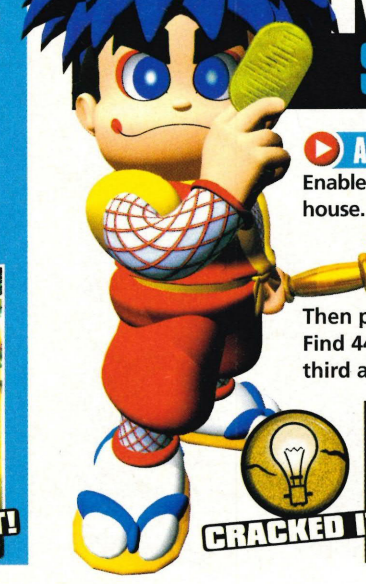
BAZOOKAS ON EVERY LEVEL
This code will give you a bazooka in every level. The code is: R, R, R, B, C-Down, Z, C-Left, and L.

LOADSA MONEY!
To get more money, walk up to walls and start rolling. Make sure you roll against the wall. Money should come out. We know this sounds crazy, but it works.

WEAPONS AT THE START OF STAGES
When you are about to finish a stage, pick up any weapons from the ground and take them with you to the next stage.



CHEATS MYSTICAL NINJA 2 STARRING GOEMON

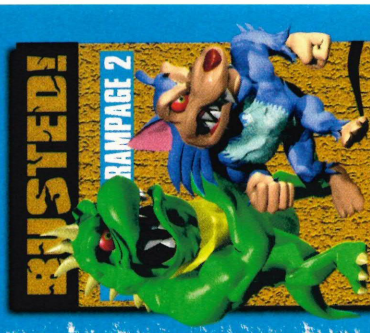


ALTERNATE COSTUMES
Enable four player mode, then go to the prediction house. You will be able to change costumes.

FOUR-PLAYER MODE
Have controllers in all four slots. Then play the game with one or two players. Find 44 hands from various levels. Then, on the third and fourth controllers, hold C-Right + Start.







Get All The Characters
To get all the characters in Rampage 2, enter the password 'NOT3T' in the password screen.

Cheat Menu
To access the Cheat Menu, enter 'BVGGY' as your password. Now go to the Options screen. You will see a new option, 'CHEATS'.

Play as Alternate Alien
To play as the alternate alien with a name you could only pronounce if you ripped your own tongue out, enter the password '81GKL'.

This should give you a purple alien that looks like Myukus and also has perfect stats.

Play as George
To play as George, enter the password 'SM14N'.

Play as Lizzy
To play as Lizzy, enter the password 'S4VRS'.

Play as Myukus
At the password screen type in 'NOT3T'.

Play as Ralph
To access Ralph, enter the password 'LVPVS'.



CHEATS SUPER SMASH BROS.

CHANGE OUTFITS
You can change your character's outfits by tapping the four C buttons at the character select screen.

ITEM MENU (NOT JAPANESE VERSION)
Play the versus mode 50 times to get the items menu. You will then be able to select the number of times and which items appear.

I DIDN'T MEAN TO EAT HIM!
To get rid of someone you've swallowed by accident, just press the L button to pull off Kirby's "Hello!" taunt and he will discard whatever power he took on.

LIFE STEALER
When playing a team stock game and you run out of lives, you can steal one life from your partner by pressing Start. If you don't ask first you might get a punch in the mouth, however.

ROTATE CHARACTERS
You can rotate and view the characters from different angles by entering the character bio section and holding Z.

PLAY AS JIGGLY PUFF
Finish the game and then you will face Jiggly Puff in a battle. If you beat Jiggly Puff you will be able to use her in the game.

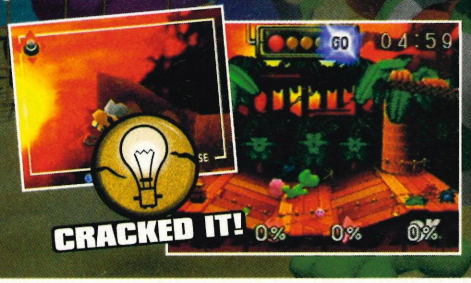
MUSHROOM KINGDOM
To get Mushroom Kingdom, you must beat the game with all eight original characters on any difficulty with any amount of lives.

MUSIC TEST
Complete Bonus 1 & 2 with all characters (including secret ones) and a "music test" option will appear on the data screen.

PLAY AS NESS
To play as Ness, beat the one-player mode with any character with three lives on NORMAL difficulty. Don't use any continues.

PLAY AS LUIGI
To play as Luigi, pass the Bonus Practice 1 with at least eight main characters. When Luigi challenges you, defeat him and he'll be playable.







CHEATS NHL '99



BIG PLAYERS
Enter BIGBIG as a code.

BIG HEAD MODE
Enter BRAINY as a code.

VIEW ENDING SEQUENCE
Enter VICTORY as a code.

FAST GAME PLAY & CLOCK
Enter FAST as a code.

VERY FAST PLAY & CLOCK
Enter FASTER as a code.

ENABLE CAMERA FLASHES
Enter FLASH as a code.

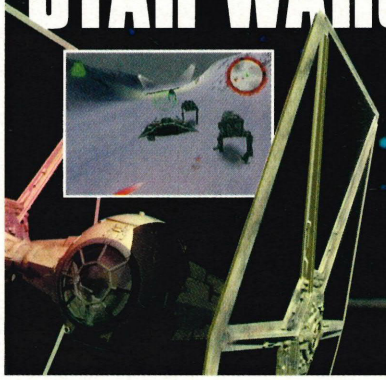
NO GOALIES
Enter PULLED as a code.

HARDER CHECKING
Enter CHECK as a code.

ALTERNATIVE GOAL SOUNDS
Press Z when the instant replay begins after scoring a goal. Continue to press Z to hear various sounds and hold Z to play the current sound.



CHEATS STAR WARS: ROGUE SQUADRON



FLY THE TIE INTERCEPTOR
To get your hands on a hijacked TIE Interceptor, enter the password TIEDUP at the password screen. The TIE Interceptor is hidden behind the Millennium Falcon in the hangar. You need to push up on the stick to get to it.

CRACKED IT!

RADAR CODE
Did you ever notice how the radar in *Rogue Squadron* doesn't work like a real radar? If you go to the Password menu and enter the word "RADAR", it switches to a different mode where the objects with higher altitudes are displayed brighter than low-flying ships.

BUSTED!

STAR WARS: EPISODE 1 RACER

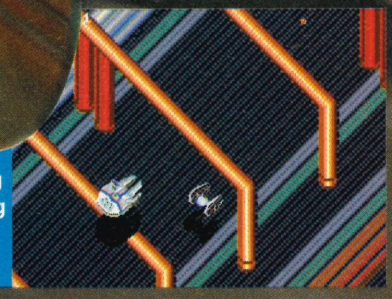
The biggest movie of the year. The biggest licence ever. Possibly the fastest game too – so we thought we'd give you a helping hand...

COMPLETE GUIDE

TOTAL N64 REVIEW SCORE 95%

HISTORY

Remember the old Star Wars game in the arcades? Sitting in that creaky booth, blasting waves of TIE fighters as you tried to annihilate the Death Star? The games have come a long way since then, with Racer being the first pure racing game from the Lucas boys following the earlier hit Rogue Squadron, but it bodes well for the future of the massive-selling Star Wars licence.





The environments you will be racing in, on and through are ever changing. To make sure you are ready for the challenge it is a good idea to practice on the easy tracks.

GETTING STARTED

There are three leagues of races in Racer – Amateur, Semi Pro, Galactic. Each one is harder than the one before. On completion of each league you are awarded with access to one of four invitational races. To truly be the champion pod racer of the galaxy you will need to win all four of these races. Each track varies wildly from the others; pitfalls await around every corner, and of course you have the other racers all wanting to be up on the winner's podium. To make sure you don't fall foul of the Zero Grav Tunnels or wipe out on the ice fields of Ando Prime, take a look at the track guide below for essential tips for winning all the races.

We have included guides for all of the tracks in the game, from the very easy first league to the very hard invitational league. For ease of use we have decided to show you the five hardest points on each track so you can overcome them, without us spoiling the thrills and spills that make the game so good. Dotted throughout the guide are handy hints and essential tips so you can pick up new tricks as you read through the rest of it.

OK, before we get on with the important stuff, a quick word about upgrades. Upgrading can only be effective if you choose the right parts, whacking your top speed up but neglecting your cornering is a recipe for disaster. At the same time is it useless to have impeccable corner ability, if you are lagging way behind the pace. So the key to successful upgrading is equality between all of the different areas.

FLAG 'EM DOWN

By pressing L you can see the location of the other racers by their liveries:





BUSTED!

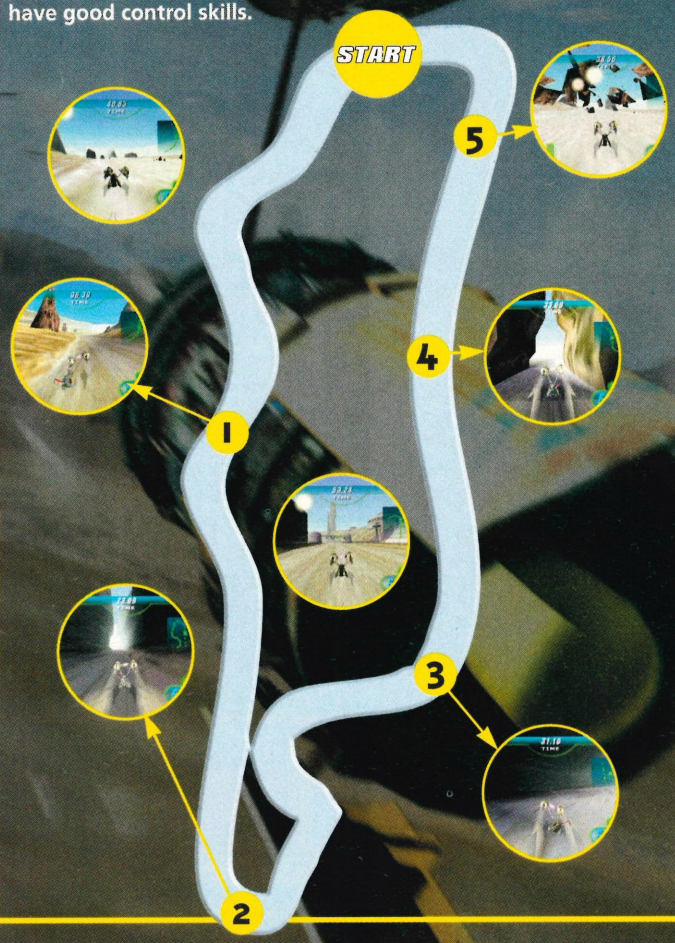
AMATEUR LEAGUE

The races in this league are not much more than practice tracks. Succeeding will set you up nicely for the other, harder leagues, and should clue you up about some of the different environments you will be racing in. You will also get access to the first invitational track.

TRACK 1: BOONTA TRAINING COURSE

Planet: Tatooine • Difficulty: Easy • Avoid at all costs: The largest of the rocks.

1. From the start, speed up the hill and into the wide canyon.
2. The corners here are wide and loose so put your foot down. Slow slightly as you enter the narrower canyon and follow this winding path through the gully.
3. Exit onto the boulder field slowly through the tight gap.
4. The numerous rocks that litter the track can be smashed through apart from the largest ones, but if you can help it, they are better avoided.
5. Once safely through this area the finish is in sight. It is worth playing this track over a couple of times just to make sure you have good control skills.



TRACK 2: MON GAZZA SPEEDWAY

Planet: Mon Gazza • Difficulty: Very Easy
Avoid at all costs: The large pillars in the middle of the track.

1. A fast start greets you as you begin this track, avoid the huge pillar, won't you!
2. This wide, sweeping corner should offer no problems. You can take it at full speed.
3. Another huge, easily avoidable pillar to, er, easily avoid.
4. This is the most dangerous corner on the track. Ooh, scary.
5. Follow the course through four or five sweeping bends and then on to the finish.





QUICK TIP

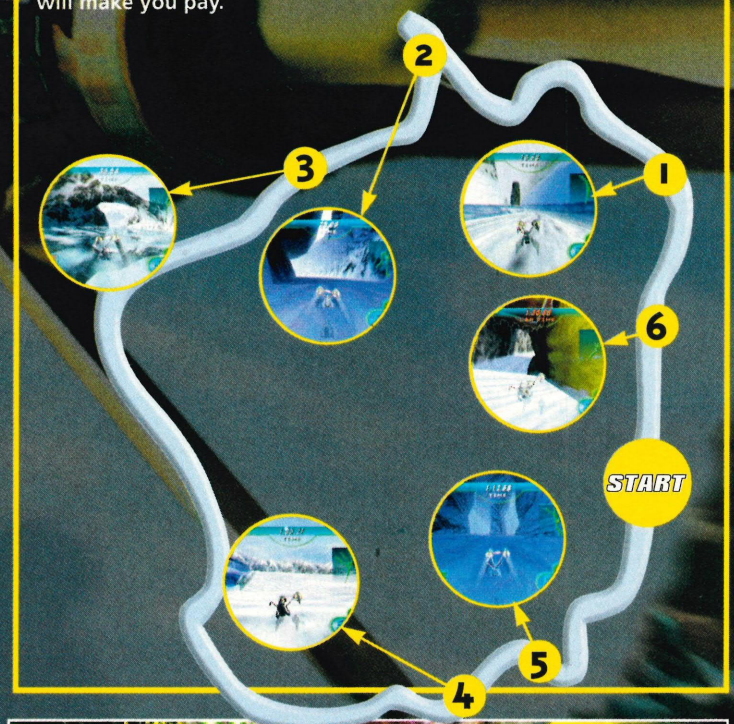
DUAL CONTROL MODE

Select an empty game save (to erase, press C-Up), then hold the Z button while scrolling through the letters on the name entry screen. To enter a letter, hit the L button. Enter the following word: RRDUAL. When you're finished, select 'End' and hit L again. Now enter your name the usual way.

TRACK 3:
BEEDO'S WILD RIDE

Planet: Ando Prime • Difficulty: Medium
Avoid at all costs: The badly placed boulders on the ice field, where you have little control.

1. The first of the multiple routes starts here, you can go either high or low, but neither is faster than the other.
2. Immediately after the bridge is a tight left corner that can catch you out if you are not careful.
3. The ice field can be very messy if you don't line yourself up with the four gaps you need to pass through. Control is limited so slow if you need to.
4. As you near the sloping cave entrance, veering left or right will lead you to an alternative route up over the top. Large boulders litter the track, so take care.
5. If you decided to take the cave route you are offered another choice, one is wide, twisty and littered with ice, the other is narrow and twisty. You choose.
6. Once you have completed one lap, a bonus route hidden in the tents will open, however, if you are not a good driver the icy floor will make you pay.



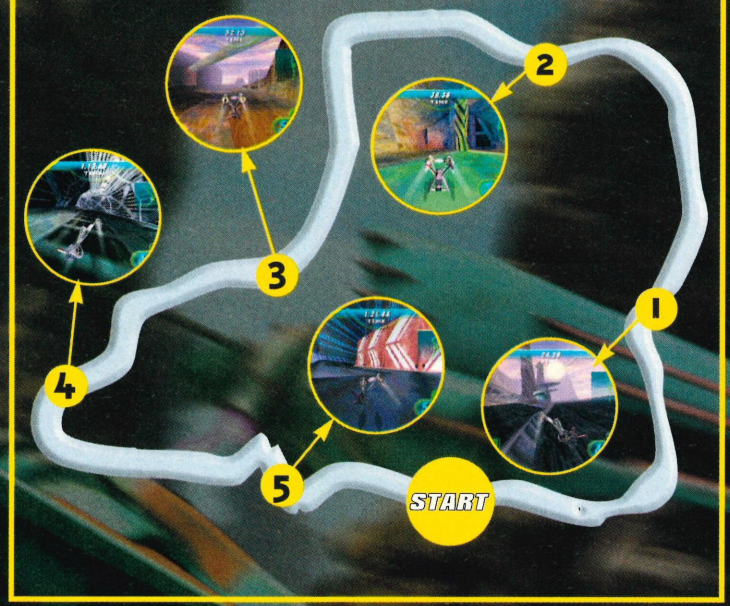




TRACK 4:
AQUILARIS CLASSIC

Planet: Aquilaris Difficulty: Medium • Avoid at all costs: The alternately closing doors that have a habit of closing at the wrong time.

1. Here the track splits off to the left to offer another route if the first one is crowded. This route is no slower or faster than the other.
2. This set of two doors randomly open and close on alternate sides of the track. If you make the first door, switch to the other side of the track to make the second.
3. This easy outdoor section should see you at top speed. Use the jumps as an aid to overtaking.
4. This corner is one of the only sharp ones on the whole track. You will need to brake to avoid crashing.
5. Don't relax as you blast out onto the wide open section towards the finish – you have a nasty S-bend to negotiate before the line is in sight.



You can now control the game with two analogue sticks. Using controllers in ports one and three, for left and right controls respectively, press forward on both of the sticks to drive and pull back to steer.

BUSTED!

TRACK 5: BOONTA TRAINING COURSE

Planet: Malastare • Difficulty: Easy/Medium • Avoid at all costs: The pillar in the middle of the tunnel section.

1 The first right-hand corner on this track is quite tight and can catch you out if you don't brake slightly as you enter.
2 As you drop down the slope to the methane lake, you need to keep an eye ahead for the lights that mark where the track is on the other side, otherwise it is easy to miss it.
3 Here you will see a track leading up over the mound to the right. This is a simple shortcut that can save valuable seconds in a race.
4 There are three routes to take through the tunnel section. Ideally take the middle path, but either of the two side paths will do – they all meet up a few yards down the track anyway.
5 The jump ahead needs extra speed if you are to make it – you will also need to press down to glide the last few feet. Straight after this is a very tight hairpin right – your extra speed will need to be curbed to make it round.







QUICK TIP

INVINCIBILITY

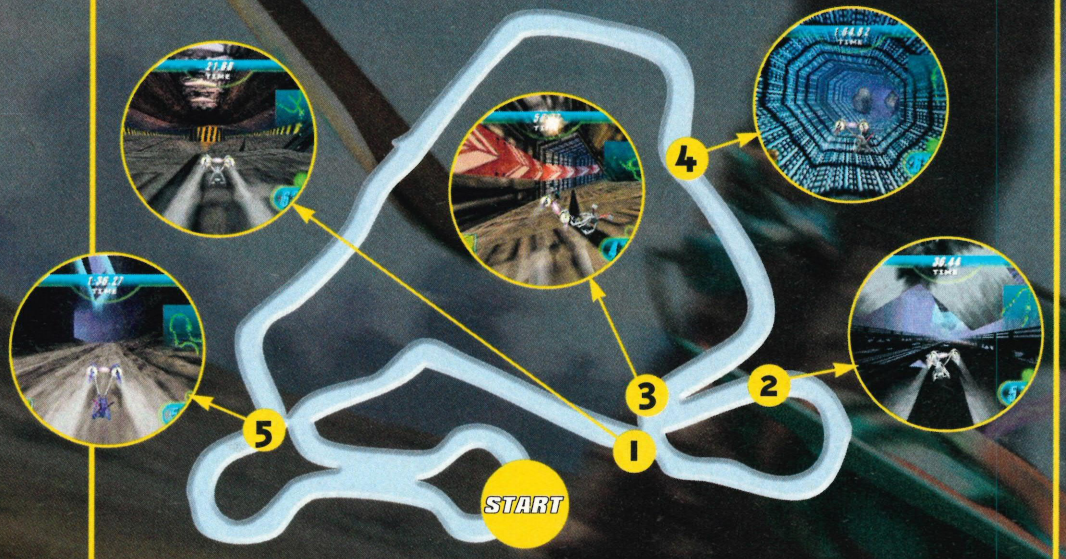
Select an empty game save (to erase, press C-Up), then hold the Z button while scrolling through the letters on the name entry screen. To enter a letter, hit the L button. Enter the word: RRJABBA. When you're finished, select 'End' and hit L again. Now enter your name the usual way.



TRACK 6: VENGEANCE

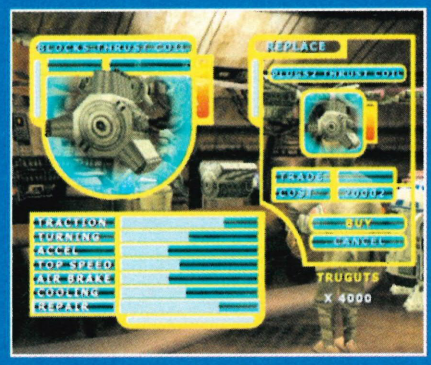
Planet: Oovo IV • Difficulty: Medium/Difficult • Avoid at all costs: The many, many rocks in the Anti Grav tunnels.

1. Once across the first bridge, get ready for a tight figure of eight section – you will need to slow to avoid clipping an engine. It seems easier if you go right first and then switch left.
2. The giant spinning cogs here are more than capable of stopping you in your tracks – they are quite easy to avoid if you don't try to be cocky.
3. At the end of the straight, after the spinning cogs, is a very tight right-hand hairpin. As your cornering power will no doubt be pretty low, you will need to slow down to a crawl to get around.
4. This is the start of the long Anti Grav tunnels section. There are many obstacles to avoid, including huge rocks and lasers. Don't be afraid to slow down if it will help you avoid a collision.
5. This is the point the Anti Grav tunnels finish and the normal track restarts. You now have just a few easy corners between you and the finish.



QUICK TIP

Upgrading is important but you should save your money from the first seven races as you can win these without any extras. Once you get into the Semi-Pro league you will find the competition more difficult. The key to winning is upgrading.







There are only actually about eight different tracks, but each has new bits added on later.

Begin a race and press START to pause it. Now press ←, ↓, →, ↑ on the D-Pad — when you restart the game your pod will be invincible.

BUSTED!



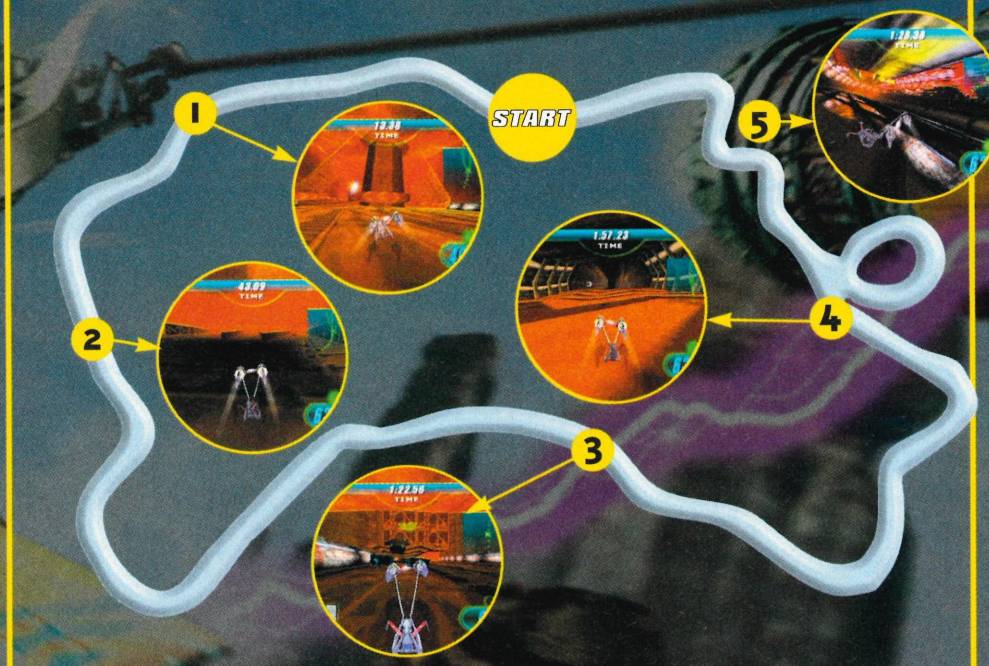
Sections with barriers can suddenly become sections with huge drops on either side.



TRACK 7: SPICE MINE RUN

Planet: Mon Gazza • Difficulty: Easy/Medium
Avoid at all costs: The mine carts in the later tunnels can loom out of nowhere – a collision is fatal.

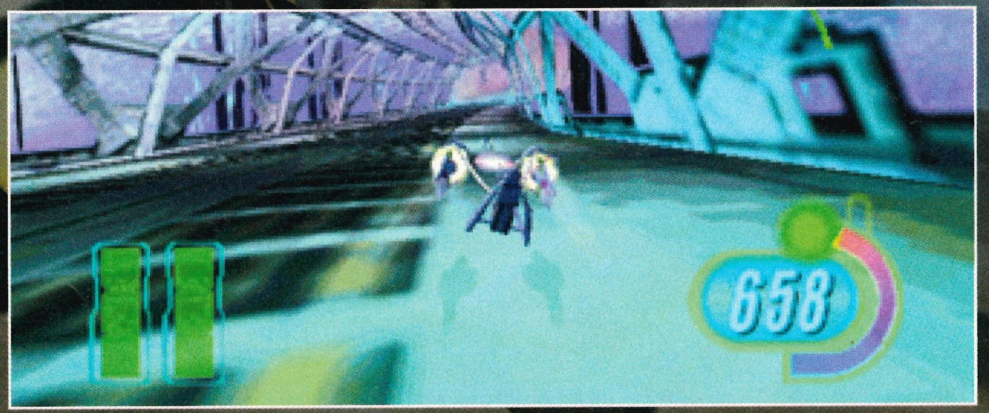
1. As you head down the hill towards the mining area, the track splits into two before rejoining and splitting again. Both of the routes have a second split, but neither will offer you any real advantage. The right route seems slightly quicker.
2. Once you have rejoined the main track, you are again presented with a split, this time three ways. If you can, take the middle route, but either of the other two will do.
3. Watch out for the neon lit tunnel section. Mine carts are still working in here, and a crash into one of these things will see you coming off worse.
4. Yet another split, both tracks take you to exactly the same place via their spiralling length.
5. The last split carried you to this twisty tunnel section – the corners are sharp and should be taken with care. Once you see daylight you can speed to the finish.



QUICK TIP

If playing on the Winner Takes All setting and you are losing a race badly, pause the game and choose restart before you finish or you will lose out on the chance to pick up the money. You may feel like a bit of a cheat, but hey, if you weren't a cheat you wouldn't buy this magazine!





QUICK TIP

MIRROR MODE

Select an empty game save (to erase, press C-Up), then hold the Z button while scrolling through the letters on the name entry screen. To enter a letter, hit the L button. Enter the word: RRTHEBEAST. When you're finished, select 'End' and hit L again. Now enter your name the usual way.

BUSTED!

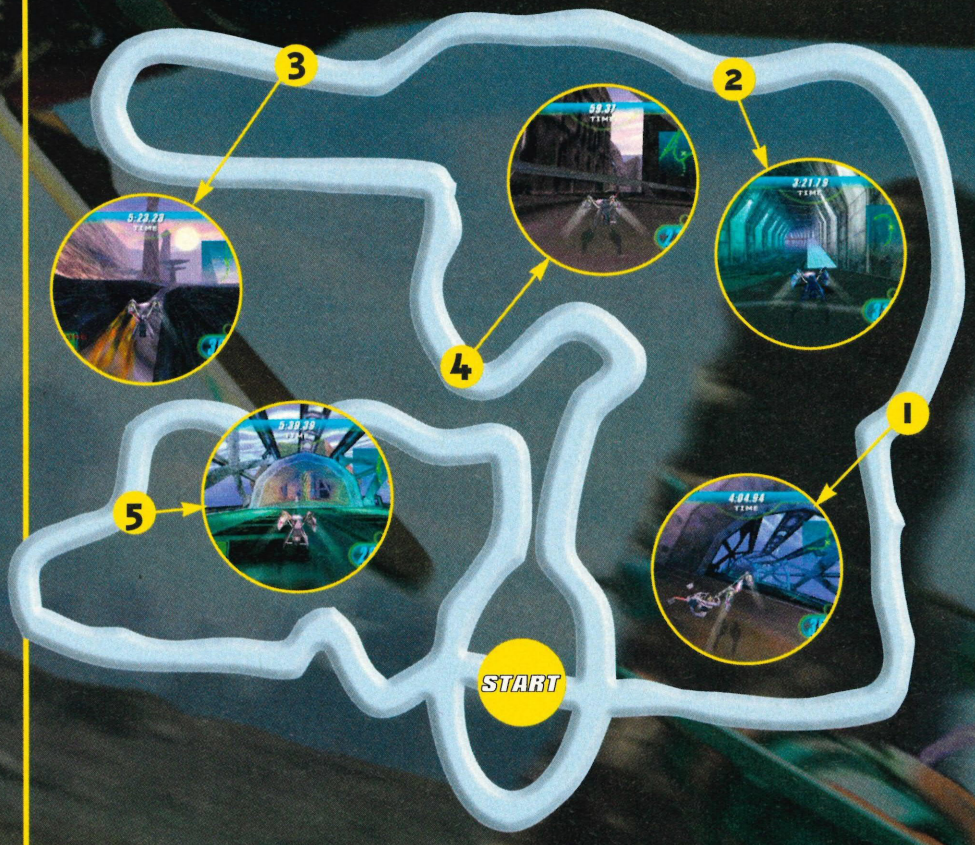
SEMI PRO LEAGUE

Another seven tracks await you in the Semi-Pro League. You should now be finding each one to be a bit more of a challenge, but if not, you can always up the stakes on the map selection screen by pressing left or right and setting the races to Winner Takes All. Now see if the computer is happy with second place.

TRACK 1: SUNKEN CITY

Planet: Aquilaris • Difficulty: Easy/Medium • Avoid at all costs: Once again, the opening and closing doors await.

1. As with the amateur Aquilaris track, the first alternative route offers little more than an escape lane.
2. The killer doors strike again. You should be looking ahead as you approach so you can choose the best route.
3. The outdoor area has been extended for this track, and you now have many routes that you can take. Be careful not to get lost.
4. This tunnel has both a high and a low route through it – neither is any faster than the other, but at least you have the choice.
5. Here you have a series of tight corners – take them at less than full speed or you might be in trouble. Once through that little lot, the S-bend from the previous track looms into sight, before the finish line appears.







The Aquilaris group of tracks are probably some of the easiest in the game, that said you still need to take care on the harder sections. Every track has at least one hard bit to overcome.



Pause the race during gameplay and enter ←, ↓, →, ↑ on the D-Pad to activate mirror mode.

BUSTED!

TRACK 2: HOWLER GORGE

Planet: Ando Prime • Difficulty: Medium/Hard • Avoid at all costs: Using excessive speed on the ice section, you need to make it through a small gap.

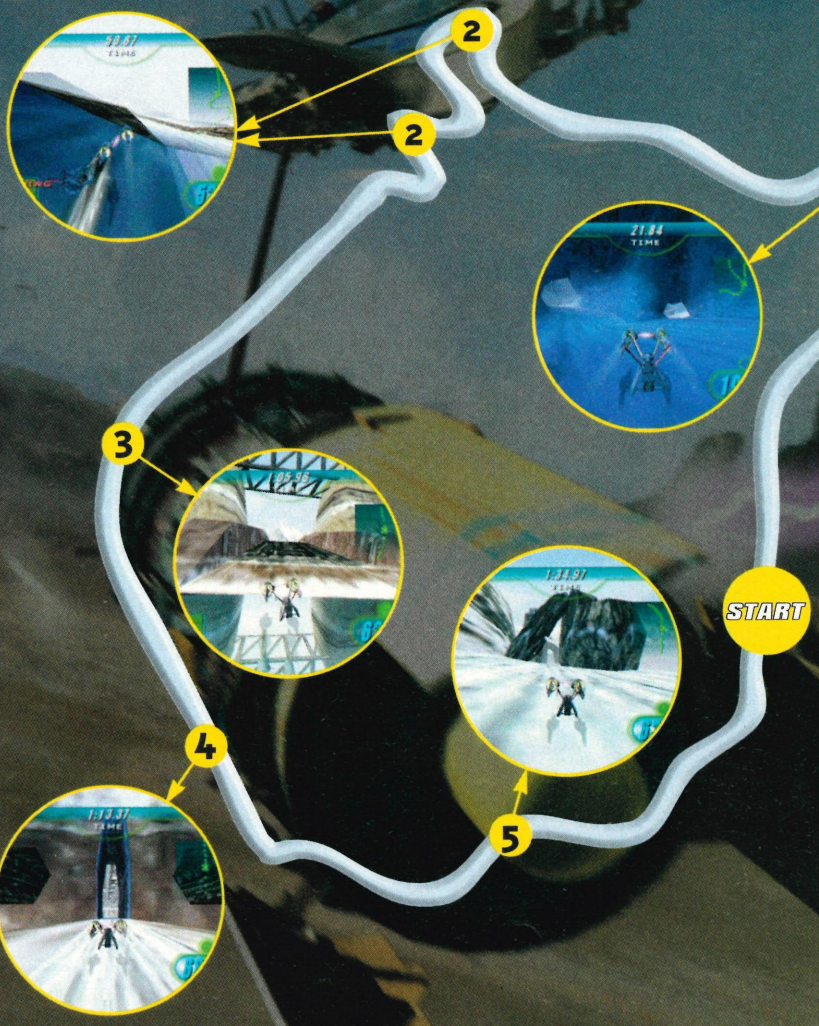
1 After the long, straight start section, the track twists away downhill. In the cave at the bottom the track splits dramatically. Both routes are roughly the same length, but the right-hand route is easier.

2 Once back onto the main track you face some sharp corners in the cave section. Some light braking is needed.

3 After the big jump you drop onto the ice field. Here you must negotiate your pod through a narrow gap in the ice wall. If you are travelling too fast your sideways movement will cause problems.

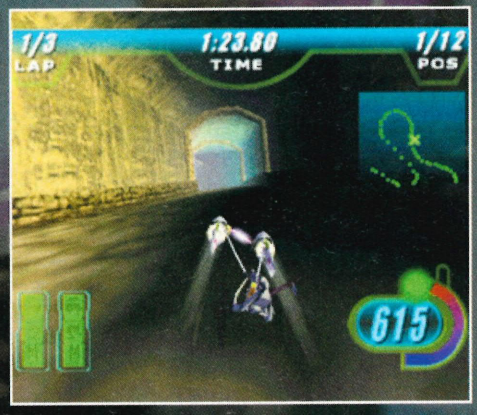
4 If you made it through the last gap you will be speeding along a cambered track leading towards another gap. This one is even tighter than the last, and staying central is critical.

5 The area leading to the final straight is strewn with huge boulders – hit one of these and you will come off worse.









QUICK TIP

PLAY AS JINN REESO

Select an empty file, then press and hold the Z button while you scroll through the letters. Spell out the word 'RRJINNRE' by holding Z and pressing the L button while over each letter.



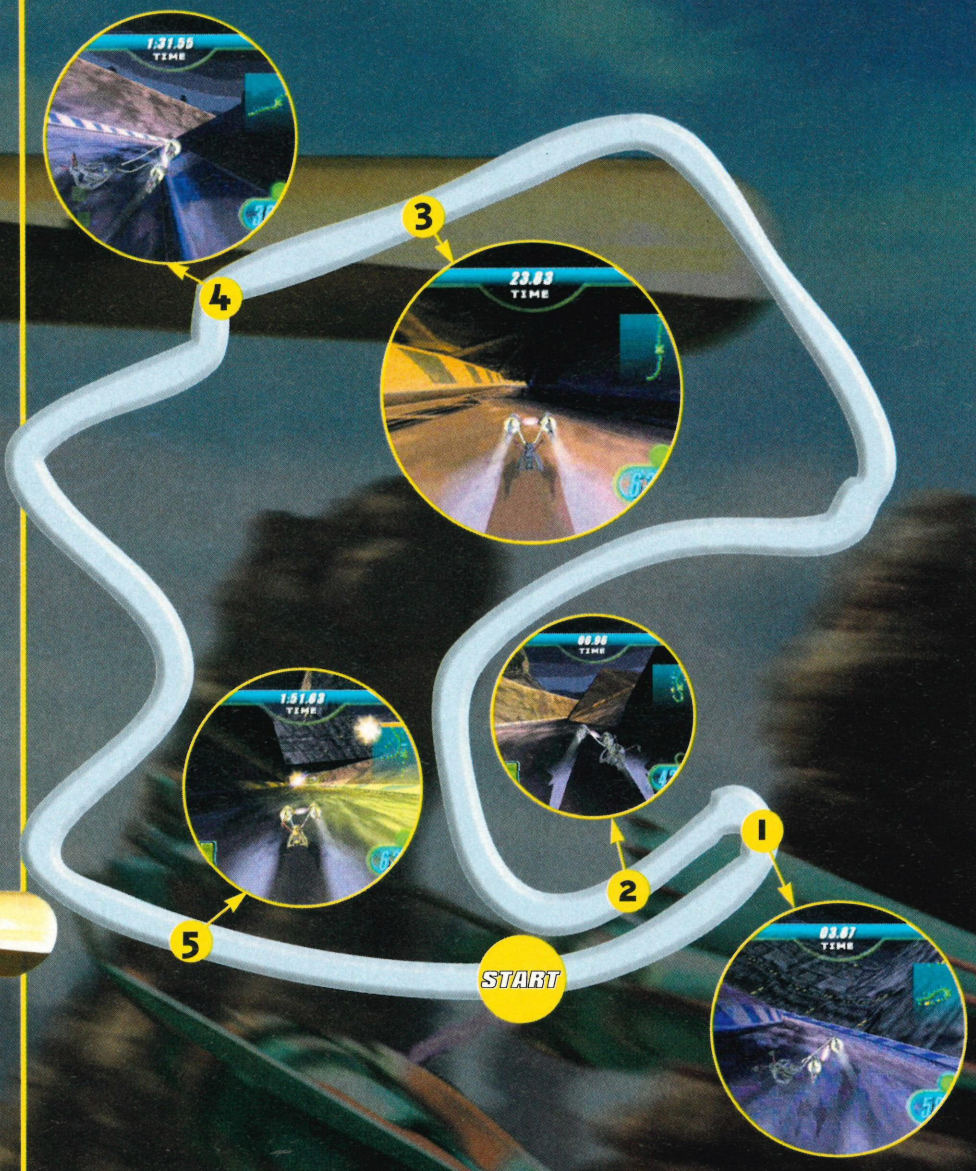




TRACK 3:
DUG DERBY

Planet: Malastare • Difficulty: Easy
Avoid at all costs: If you miss the shortcut, a massive boulder will smash down onto the track in front of you.

1. The first corner on this track is the only really tight one – brake to make it around safely.
2. Just after the first corner is a very useful shortcut up over the hill. The computer will use this, so make sure you do too. If you miss it you will have the added worry of dodging a huge boulder.
3. This tunnel is deceptively narrow, with corners jutting out at intervals. Just one tight-ish corner before the final straight, you may want to brake slightly.
4. The long final straight is very fast, so good speeds can be reached.
5. Don't forget about that hairpin at the end, though.

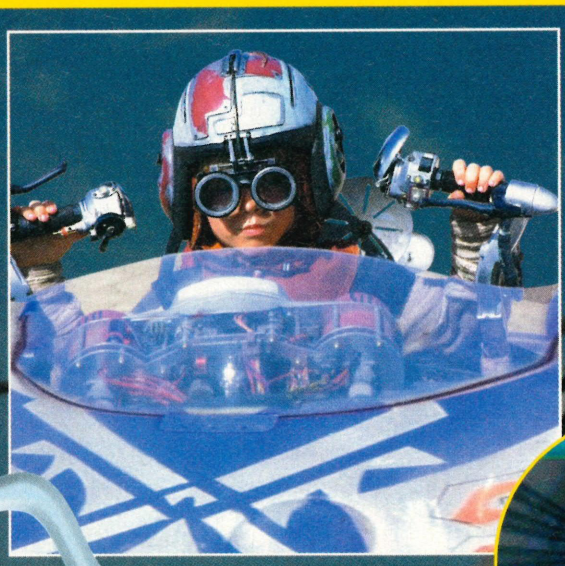


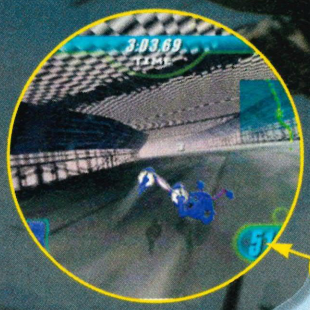
You should see the code spell out in the bottom left corner of the screen. When you are finished, highlight END and press the L button.
NOTE: This code only works AFTER you have unlocked Mars Guo.

BUSTED! TRACK 4: SCRAPPER'S RUN

Planet: Ord Ibanna • Difficulty: Medium/Hard • Avoid at all costs: Some of the deceptively tight corners

1. Your first obstacle on this difficult track is a large drop into a walled section of track – if you approach the jump at any angle but straight you will go over the wall.
2. The second drop is smaller, but the danger is just as great. Brake as soon as you land or you will smash into the tight right-hand corner at the bottom.
3. You need to slow down for this tight S-bend leading onto the wider track.
4. There is a tight left here, but it can still be taken fairly fast. Don't get too cocky though – one mistake at this speed and you will be one engine short of a pod racer.
5. When you see the arch get ready for a big jump over a big fall. No boost is needed, but press down just to be sure.













1 2 3 4 5 START

QUICK TIP

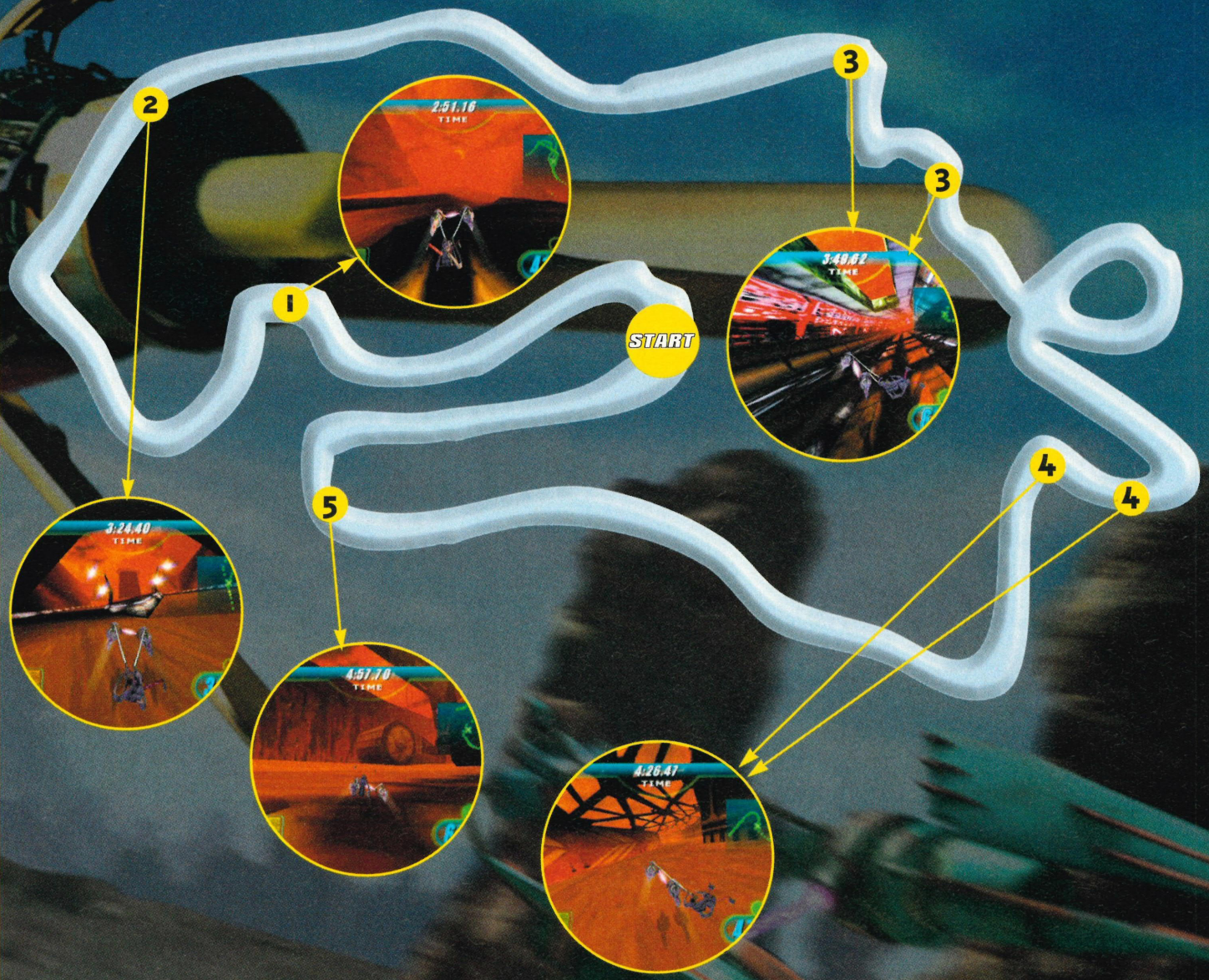
PLAYER TAUNTS

Dis the competition with Racer's taunt feature. At Tournament Mode's main menu, hold the Z Button while pressing A to start a race.

TRACK 5:
ZUGGA CHALLENGE

Planet: Mon Gazza • Difficulty: Medium/Hard • Avoid at all costs: The huge mining vehicles dotted about – you won't win in a head-on.

1 As the track widens, the multiple routes start. There are about seven in all, and none offer any great advantage.
2 Another split that joins and splits again soon after. It rejoins again leading into a tunnel.
3 A nice selection of slow and fast corners to test your reactions. Don't be afraid to brake if your cornering isn't up to it.
4 Yet another group of closely set corners – remember those brakes now.
5 As the track drops away you will see a huge, moving mine vehicle. If you are lucky it will be moving away from you – if not you are in for a crash. Either way, aim yourself between its huge caterpillars. You might be lucky.



You'll see a brief sequence in which your racer and a rival trash-talk each other in a hanger.

BUSTED!



TRACK 6: BAROO COAST

Planet: Baroonda • Difficulty: Hard • Avoid at all costs: Falling off of the broken bridge.

1. After the initial starting section the track narrows suddenly as it crosses the bridge. Stay left or you will clip the corner.
2. This second bridge is short but dangerous due to the broken section on the right. Stay left or you risk sliding off.
3. Choose any route you want through the beach section but remember to keep one eye on the map so you don't go too far off course.
4. You will need to slow considerably for the twisty section after the beach – this section is made easier by taking the shortcut through the undergrowth.
5. This tight tunnel section needs careful braking to make it around in one piece. After this you re-enter the start section, where another narrow bridge awaits.



QUICK TIP

Some of the shortcuts only open after one or two laps have been completed, so if you see somewhere that looks like it might be able to open, check it out on later laps.

Also remember that what looks like a shortcut can turn into a long route without you realising it. Beware.





QUICK TIP

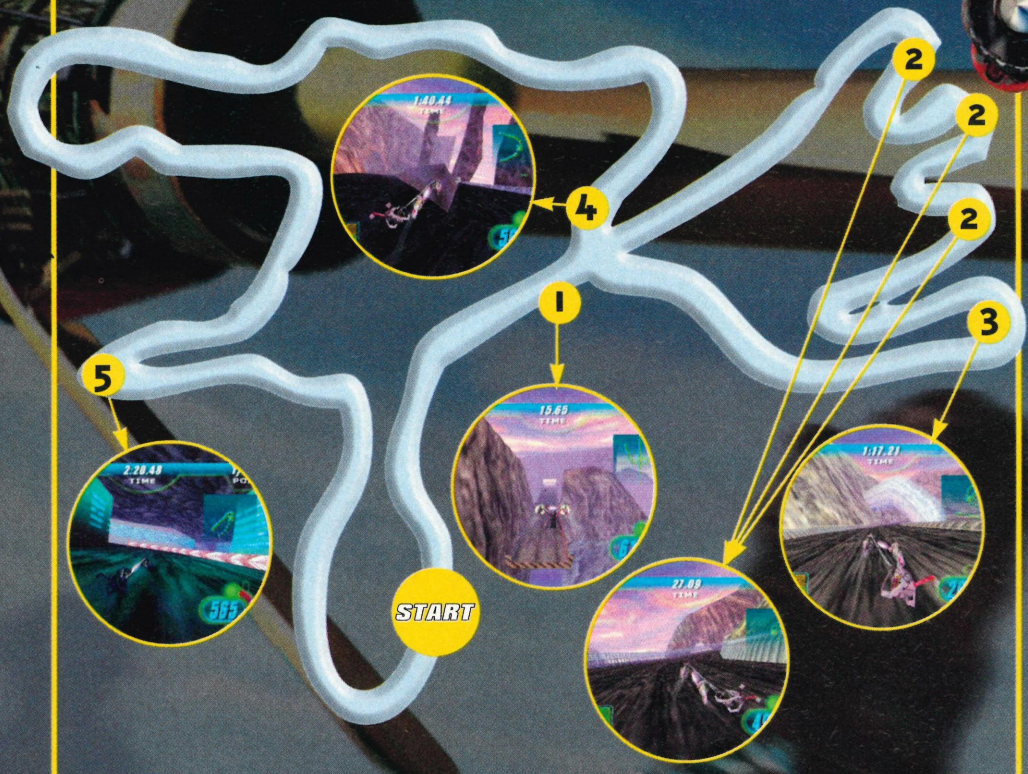
SEBULBA'S POD RACER

To get Sebulba's Pod to race with, all you have to do is win the last race, and he will be able to be selected!

TRACK 7: BUMPY'S BREAKERS

Planet: Aquilaris • Difficulty: Hard • Avoid at all costs: Crashing at the very, very tight hairpin near the end.

1. This is the first of several jumps, so you need to keep your speed up to a decent level. Immediately after the third jump is a vicious right-hand corner.
2. A nasty collection of five sharp corners where you will need to use your brakes well if you want to keep both of your engines.
3. As you pass the waterfall the ground can drop away from underneath you. This usually happens only on the second lap, but be ready on all three.
4. A familiar split in the track that can gain you a few valuable seconds if you see it in time. If you don't think you'll make it, play safe and go the other way.
5. Watch out for this very, very, very tight hairpin left – you will definitely need to brake heavily to make it around safely.







QUICK TIP

It can be all too easy to clip the side, but the better the condition your pod is in after a race, the less money you have to spend on repairs. Bear in mind that careful driving is also rewarded with more money to spend on upgrades and new parts, so take it easy.



Also, it mentions it in the manual, but double tap R to flash his vents. Enjoy!

BUSTED! GALACTIC LEAGUE

The final league also has you racing over seven tracks, and you definitely need to do some major upgrading if you want to take any of the money. As you would expect, this league features the most difficult courses in the game, so if you aren't up to scratch you will find out now.

TRACK 1: EXECUTIONER

Planet: Oovo IV • Difficulty: Hard/V Hard • Avoid at all costs: The huge and numerous rocks in the Anti Grav tunnels.

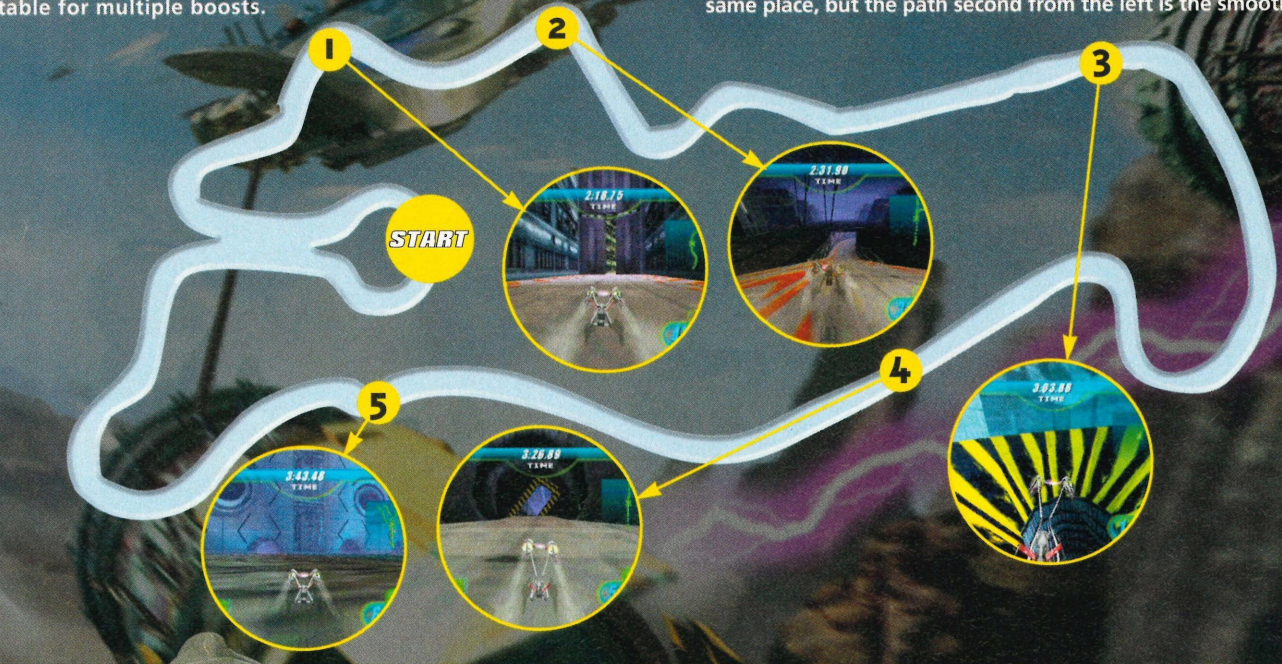
1 Here you will come to a very tight gap between two pillars. Line yourself up as soon as you see it, especially if there are other racers near.

2 As the hill drops away into the tunnel, slow down and get ready to veer off up the slope – this leads to an easier alternative route. Going this way takes longer, but the track is suitable for multiple boosts.

3 Ahead it looks like the track comes to a dead end, but it actually drops vertically into an Anti Grav tunnel. You need to slow as you approach.

4 Be ready for the turning door to turn as you get near – it always does, so stay central whatever.

5 Leading out of this wide open area are four routes – all lead to the same place, but the path second from the left is the smoothest.







Don't be fooled by long, straight sections of track, there is always a hard corner waiting.



The Anti Grav tunnels are usually strewn with rocks, but in some you can reach 1200mph

QUICK TIP

TURBO BOOST

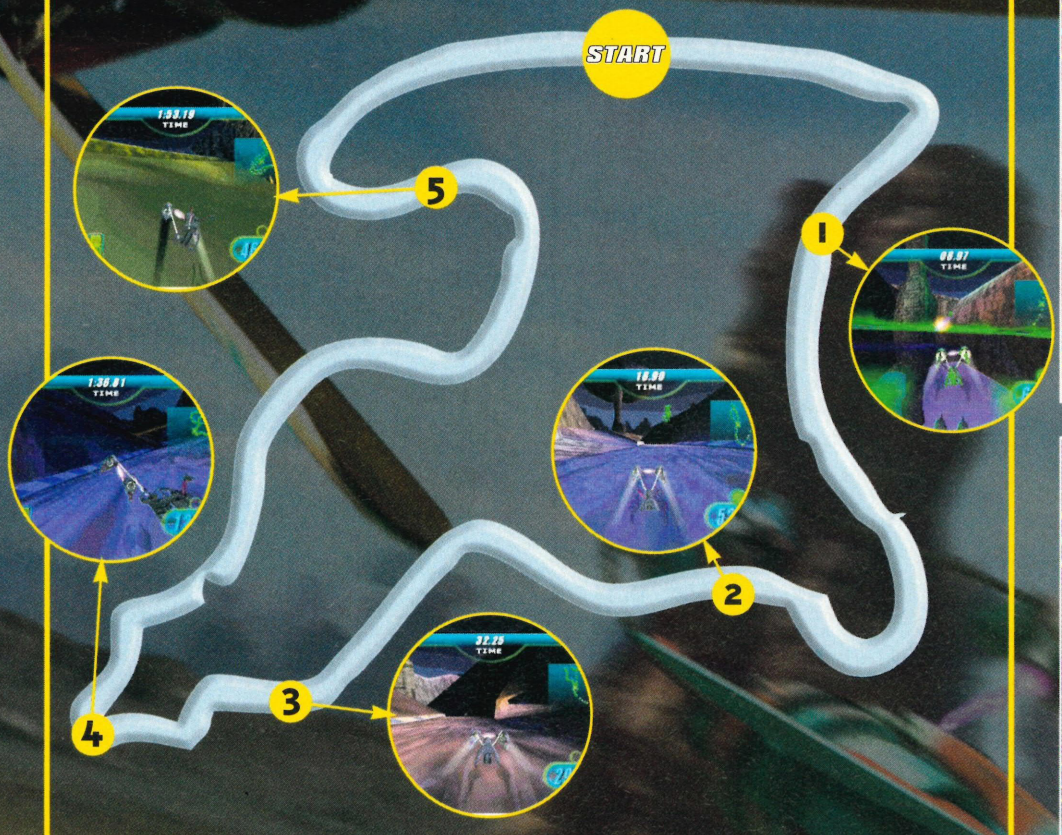
At the beginning of the race the announcer will count you down, saying: 'Three... Two... One!'



TRACK 2: SEBULBA'S LEGACY

Planet: Malastare • Difficulty: Hard
Avoid at all costs: Indecision. Choose a route and stick to it.

1. Keep your eyes on the lights on the far side of this large methane lake or you risk hitting a hidden rock.
2. Take the right path at this split in the track. Both ways are roughly the same length, but the right route is easier.
3. Take the right into the cave for a much easier path that will knock valuable seconds off of your time.
4. If you missed the right turn into the cave you will be faced with several tight turns straight after one another. You should have taken the cave route.
5. As the road opens out and follows the edge of the cliff, you can drop off the edge and cut out a large chunk. Aim for the cave on the opposite side so you don't get disorientated and lost.



QUICK TIP

Different pods have different characteristics, some are wide and short while others are long and thin, speed and controllability also vary. Try a few different types out on the first track to find a pod that suits you.

The main thing to remember is that all the pods can be upgraded to suit your needs.







Just before he says 'One!', push the analogue stick UP and press A. If it worked your pilot will give a shout.

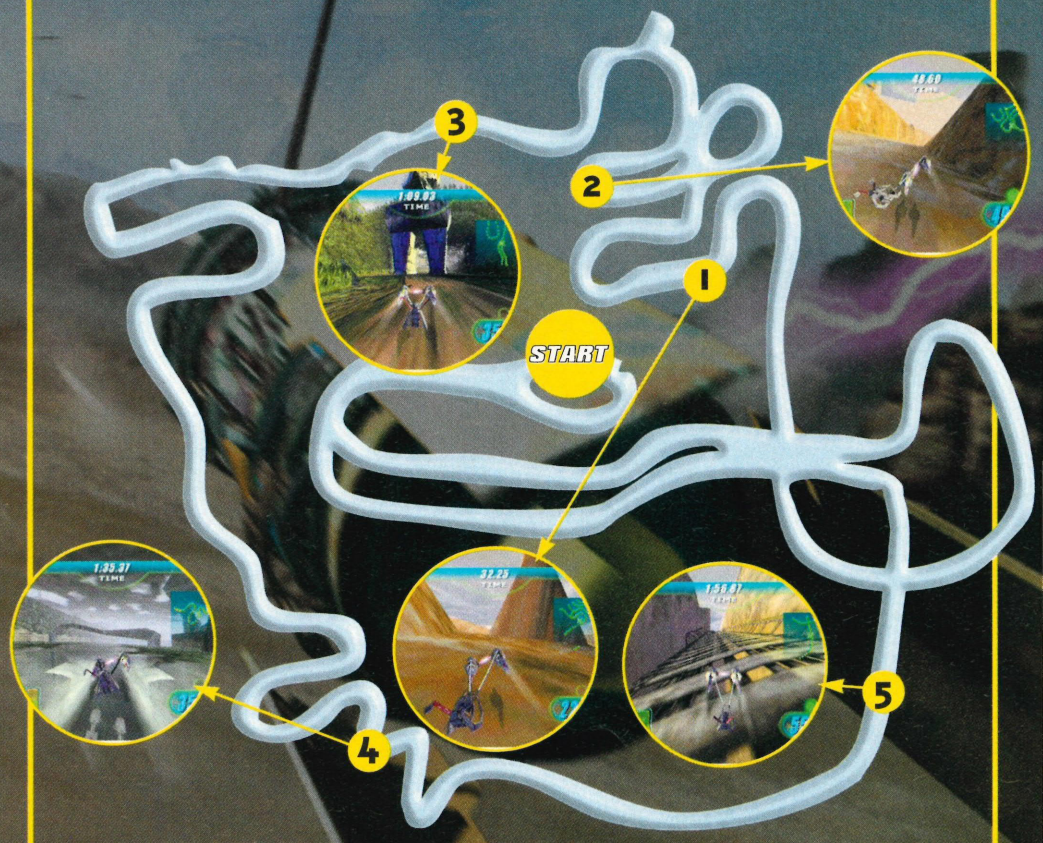
BUSTED!



TRACK 3:
GRABVINE GATEWAY

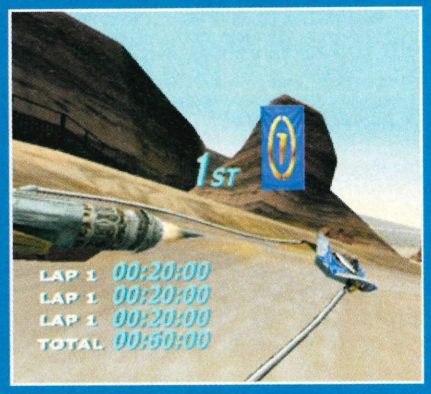
Planet: Baroonda • Difficulty: Hard/V Hard
Avoid at all costs: Going too fast in the twisty canyon section.

1. When you see a large pillar of sandstone, get ready for a quick shortcut. Turn up the hill behind the pillar and squeeze through the gap to emerge having chopped the corner completely off.
2. Take it easy for the whole of this narrow, twisty canyon section. The computer players will be going slowly so don't worry about losing places.
3. As the track splits around the huge tribal statue, choose a route and stick to it. Both ways are the same length.
4. This waterlogged section is very fast and very twisty. You also have the problem of mid-track obstacles such as logs and other flotsam to avoid.
5. Another of those nasty broken bridges. To make it across safely you need to stay to the right.



QUICK TIP

It can sometimes be hard to see what is happening with the track ahead of you, keep an eye on your corner map as this shows not only the main route but also the shortcuts and alternative routes. But remember that just because a track looks shorter, doesn't mean it's faster – it may have more traps to avoid!





QUICK TIP

UNLOCK HIDDEN CHARACTERS

Here are the times/tracks needed to unlock the hidden characters and their racers in the game:



Try out different views to find the one that suits you, this engine view can be very hard to use.

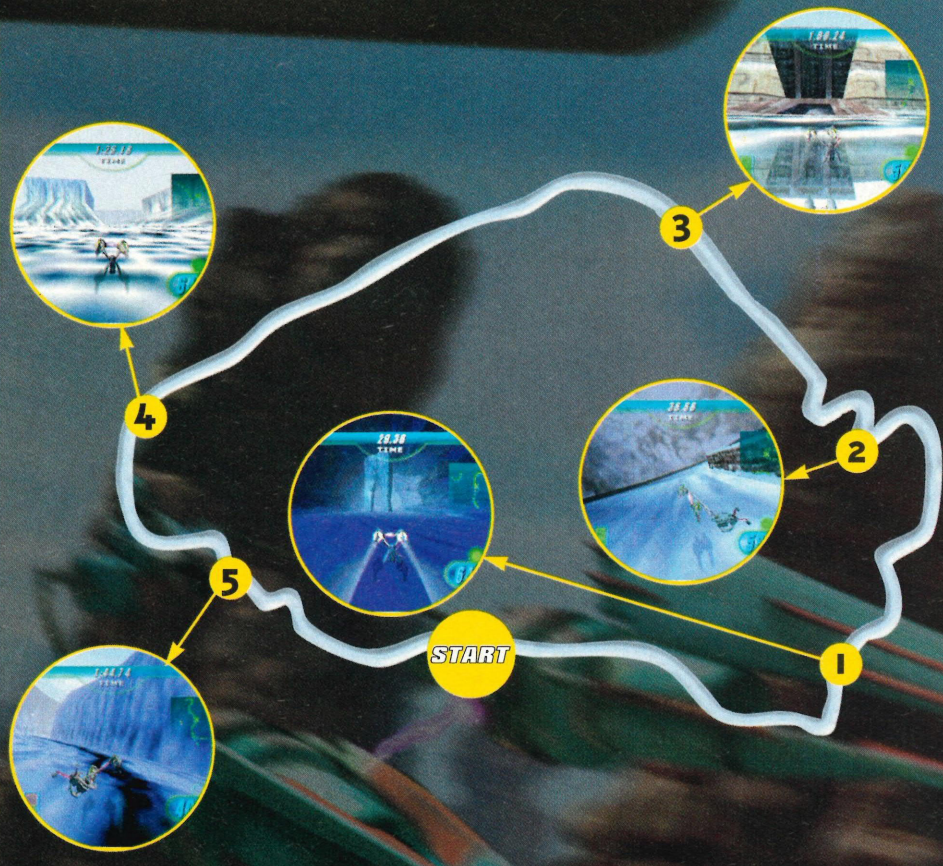




TRACK 4:
ANDOBI MOUNTAIN RUN

Planet: Ando Prime • Difficulty: Medium/Hard • Avoid at all costs: The falling rocks on the snow field.

1. When the multiple routes start in the cave you need to make a decision. Narrow routes offer the best speed and wide routes offer the safest option.
2. Nasty sloping set of corners in the open leading to a nasty sloping set of corners in a cave. Take it slowly.
3. A narrow tunnel entrance has replaced the gap at the end of the ice field. Stay central as you enter and be careful as you speed along the narrow track inside.
4. There are multiple routes through this fairly open snow field, try to stay away from the perilously balanced rocks as they sometimes fall.
5. The canyon area just before the finish line is deadly at high speed and heavy braking is recommended.

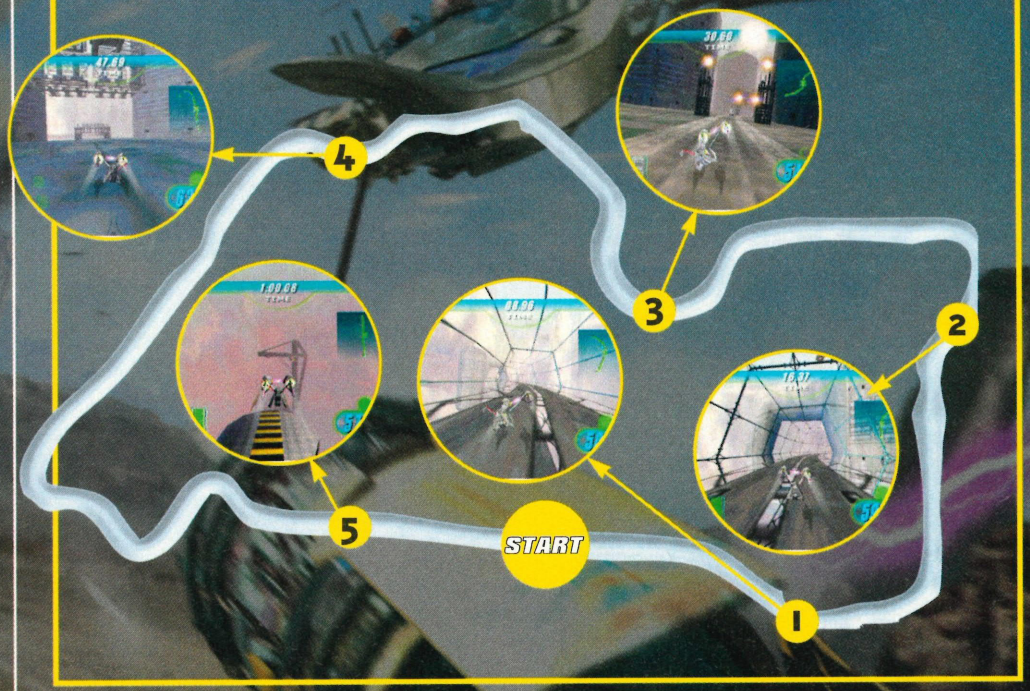


SEBULBA		**ALDAR BEEDO**		**RATTS TYERELL**	
The Boonta Classic	Lap Time: 02:04:210	Beedo's Wild Ride	Lap Time: 01:02:986	Howler Gorge	Lap Time: 01:31:370
Galactic Circuit	Race Time: 06:20:012	Amateur Circuit	Race Time: 03:16:697	Semipro Circuit	Race Time: 04:48:510

BUSTED! TRACK 5: DETHRO'S REVENGE

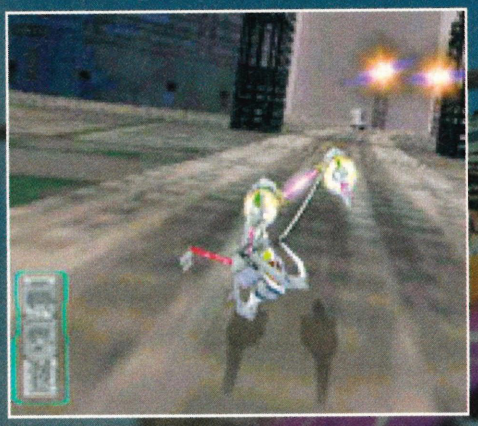
Planet: Ord Ibanna • Difficulty: Hard • Avoid at all costs: Crashing off the edge (yeah, like you can stop yourself).

1. The first curving section of track needs a subtle mix of speed and care. The sides are open, so one mistake and you can fall to your doom.
2. Once again this open section needs careful driving mixed with enough speed to keep up with your rivals. No easy task considering you also have breaks in the track that need to be jumped over.
3. Trying to follow the track through this open section is more dangerous than not. Take as many shortcuts as you can, but stay close to the route or you will miss your exit onto the bridge.
4. It is difficult to follow where the track is going through this area. Use your on-screen map to help navigate.
5. You need to make it over two huge jumps (you can't even see the other side) in this section of track. Stay central and press down just to be safe.









QUICK TIP

Remember you can boost your speed by pressing the control stick up until the light on your speedo turns yellow. Let go, then quickly pressing and holding the Accelerate button again. Be careful when using this near corners or damage is guaranteed and also remember that you will overheat eventually.



QUICK TIP

MAWHONIC
Andobi Mtn Run
Galactic Circuit
Lap Time: 01:39:309
Race Time: 05:05:648

SLIDE PARAMITA
AP Centrum
Invitational Circuit
Lap Time: 00:58:410
Race Time: 03:03:260

QUICK TIP

Damage your engines enough for them to turn red and you will find your pod pulls over to one side. The best thing to do should this start to happen is to smash the engine completely off and start over with a fresh one. Otherwise you will carry on for quite a while, losing speed all the time and also losing places.



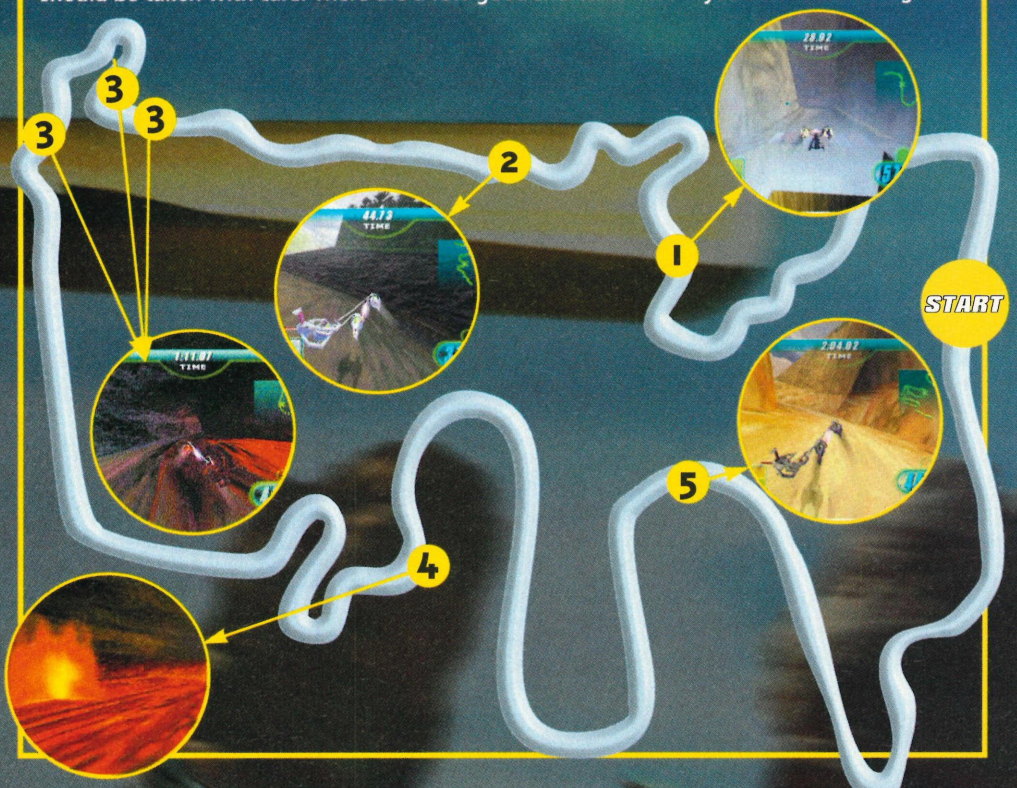




TRACK 6: MOUNTAIN RALLY

Planet: Baroonda • Difficulty: V Hard/Super Hard Avoid at all costs: The burning, scalding, engine-destroying lava.

1. This downhill section leads to a jump through a waterfall – stay central and press down if you want to make it. Too little speed and you are swimming.
2. You must negotiate a group of very sharp corners interspersed with fallen logs that send you flying if you hit them. Speed is not a problem, but you need to stay away from the edges to avoid damage.
3. At this point you are inside the volcano. The only advice here is to stay away from the lava and keep your speed down to a manageable level.
4. More lava-fuelled fun. Keep your speed down and try to take the middle route as often as you can. This is generally the safest.
5. The section of track that takes you through the sandstone canyon is very twisty and should be taken with care. There are a few good shortcuts here if you look hard enough.



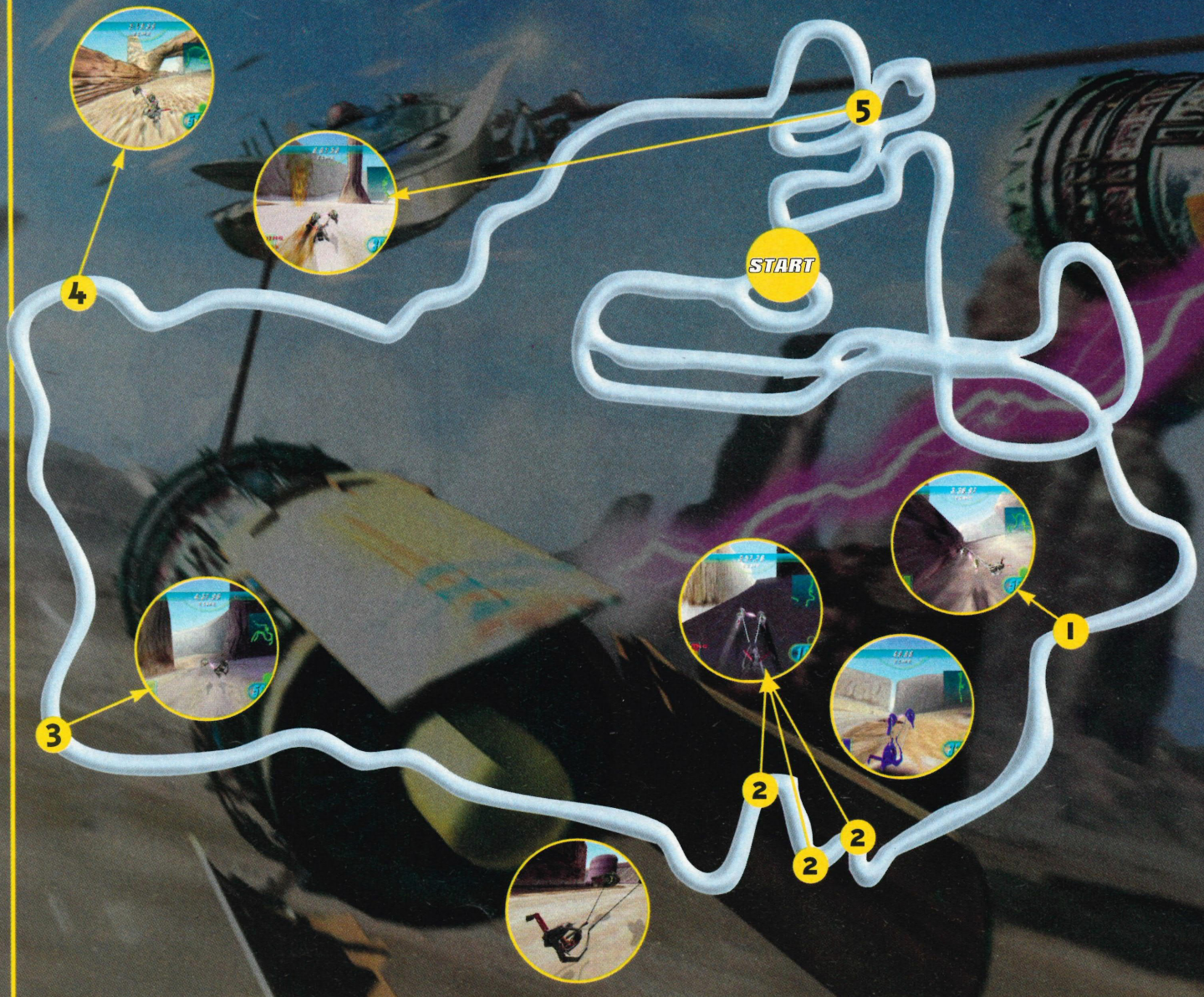


CLEGG HOLDFAST			**BULLSEYE NAVIOR**		
Aquilaris Classic	Lap Time: 01:04:700		Sunken City	Lap Time: 01:52:620	
Amateur Circuit	Race Time: 03:16:926		Semipro Circuit	Race Time: 05:43:101	

BUSTED! TRACK 7: THE BOONTA CLASSIC

Planet: Tatooine • Difficulty: V Hard • Avoid at all costs: Everything!

1. You have the choice of many different routes – all of them snake through narrow, rocky canyons, so take care.
2. The track rises on the right-hand side to offer an alternative route – take it and you will find making the jump that follows much easier, although the route itself is slower.
3. So many choices, and all of them narrow and twisty. Whichever route you take, you need to keep your speed down to a manageable level.
4. You may find this section of track hard to follow if you don't control your speed. There are a couple of dead ends here to fool you, so keep an eye on your map.
5. This whole area is dotted with gas pockets which explode as you approach. There is no safe route, but there seem to be less eruptions at the edge of the track. If you get caught and your engines catch fire, just keep going for as long as possible.



QUICK TIP

ARK BUMPY ROOSE
Bumpy's Breakers
Semipro Circuit
Lap Time: 02:09:358
Race Time: 06:47:380

WAN SANDAGE
Scrapper's Run
Semipro Circuit
Lap Time: 00:44:904
Race Time: 02:23:978

BUSTED!

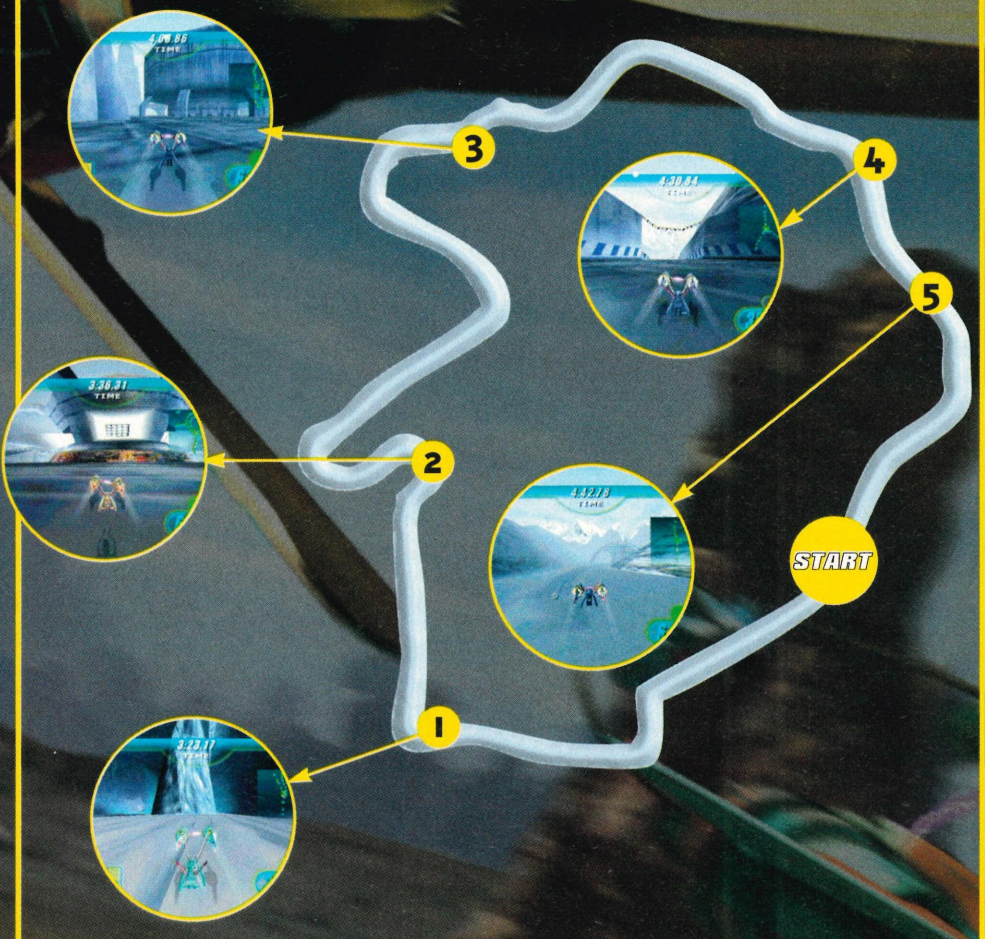
INVITATIONAL LEAGUE

This is the last group of tracks in the game. There are only four, but they are very hard, and rightly so; these tracks are the result of all your hard work in the other leagues. Win all of these races and you will earn the option to race all of the tracks in mirror mode, theoretically giving you another 25 tracks to race.

TRACK 1: ANDO PRIME CENTRUM

Planet: Ando Prime • Difficulty: Hard/V Hard • Avoid at all costs: Getting lost.

1. As soon as you enter the caves you are given the choice of two routes – the right is slower but easier, and the left is faster but far harder.
2. As the large, round structure looms into sight, you have the choice of about five different paths. They are all roughly the same length, so just pick one and go for it.
3. Again, many routes to choose through the city area, but none of them offers you any great advantage. Just go with the flow.
4. Keep an eye on the map so you don't miss the exit ramp leading out of the city.
5. This easy final jump leads down to the open start area. Put your foot down and cross the line in style.





Don't be put off by the pretty lights and flashing colours, keep your eye on the track.





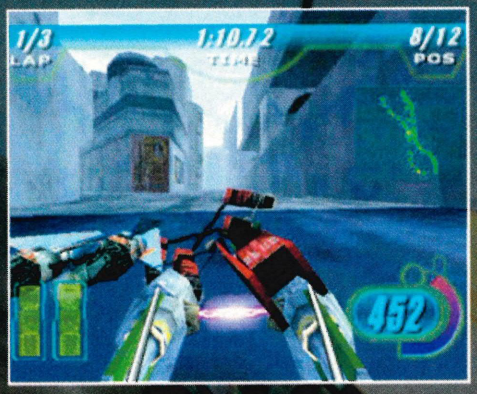
BOZZIE BARANTA
Abyss
Invitational Circuit
Lap Time: 01:02:639
Race Time: 03:12:934

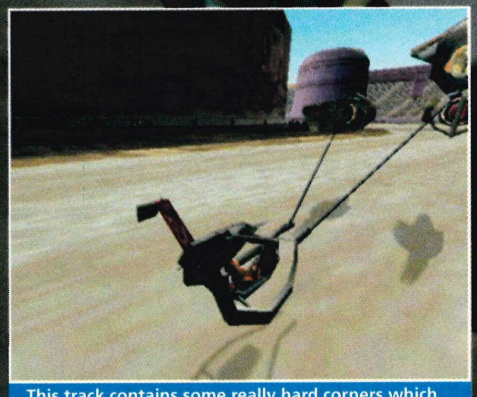
NEVA KEE
Baroo Coast
Semipro Circuit
Lap Time: 01:38:300
Race Time: 04:59:640

BUSTED!







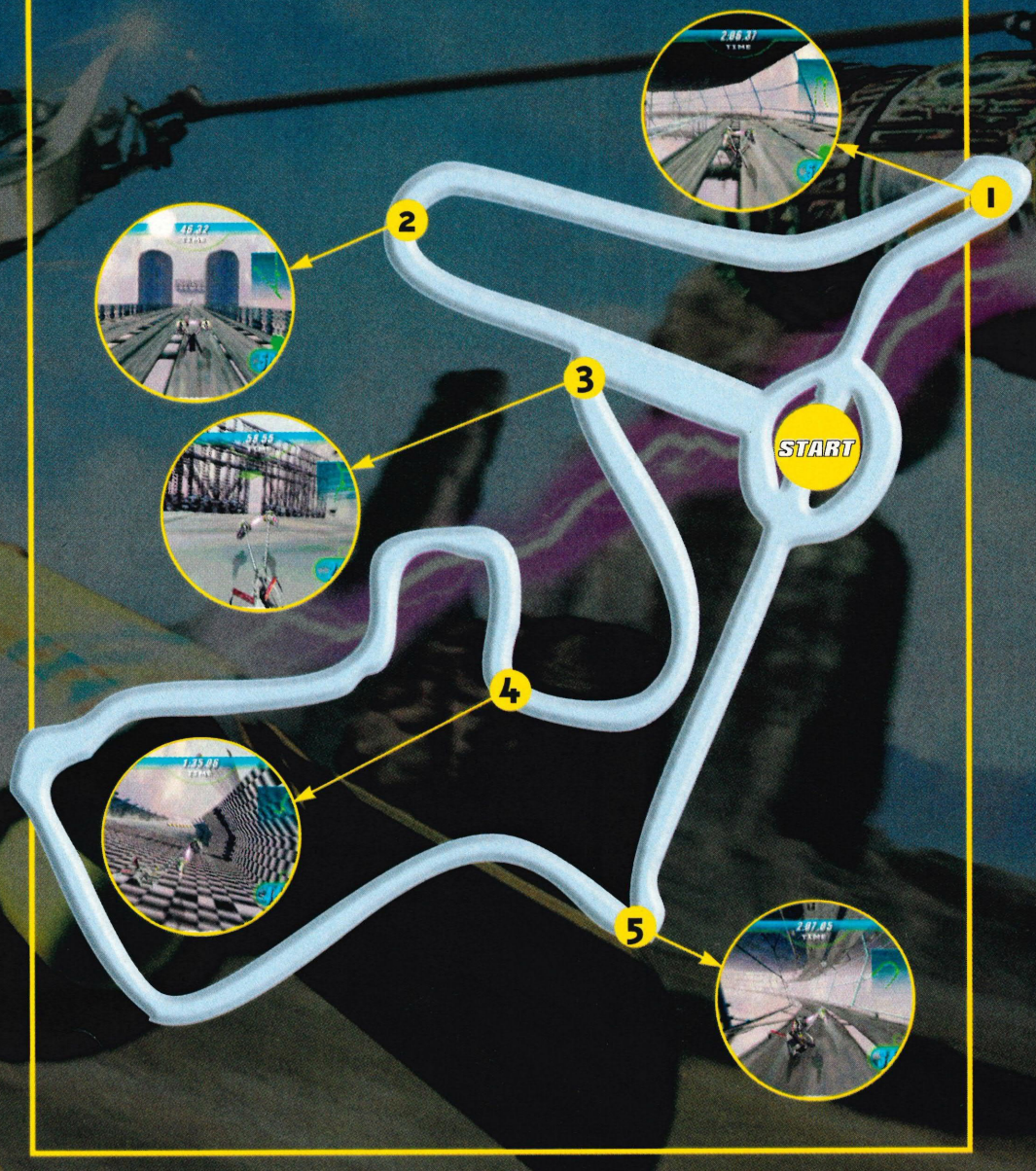


This track contains some really hard corners which should be taken with care at all times.

TRACK 2: ABYSS

Planet: Ord Ibanna • Difficulty: V Hard/Super Hard
Avoid at all costs: Falling off the open-edged track to your miserable doom.

1. This first corner is very tight and has the added danger of having no sides to it – one mistake and you are, at best, relegated to the track below.
2. Another looser, but equally deadly corner. A mix of speed and skill is needed if you want to stay ahead of the competition.
3. You need to stay on the top track or you will have to take a much longer route to get to the same destination.
4. Here you will find the start of a major shortcut. Head slowly through the narrow gap to your left and follow your map.
5. A deceptively tight left-hand corner that will catch you out if you aren't careful.



QUICK TVP

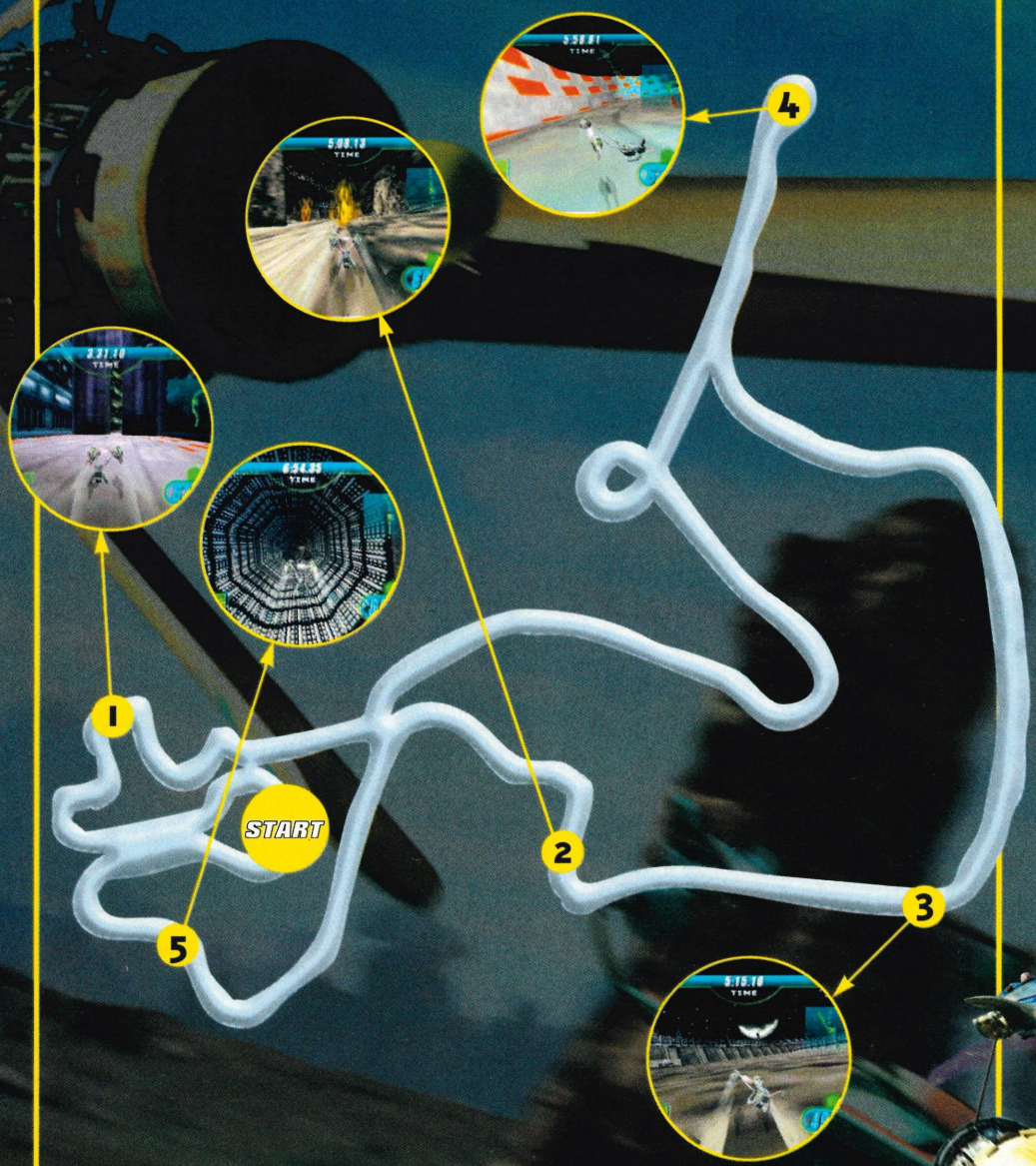
BEN QUADINAROS
Inferno
Invitational Circuit
Lap Time: 00:59:549
Race Time: 03:04:160

TEEMTO PAGALIES
Mon Gazza Speedway
Amateur Circuit
Lap Time: 00:16:072
Race Time: 00:52:081

TRACK 3: THE GAUNTLET

Planet: Oovo IV • Difficulty: Hard • Avoid at all costs: The exploding gas pockets.

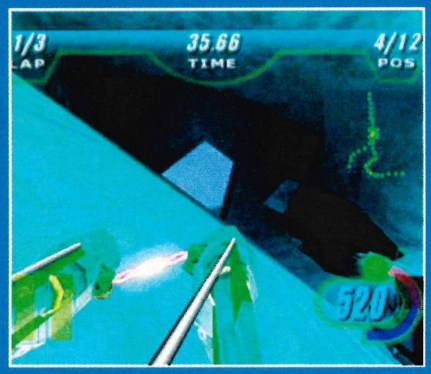
1. Line up nice and early for the narrow gap, especially as you will have some stiff competition at this point.
2. As you cross the open desert area, gas pockets will randomly explode. There is no way to avoid them except heading off of the track. This will lose you speed, so think carefully.
3. Watch the map for a shortcut over the rough ground to the right – multiple boosts are needed to take advantage of it.
4. This very tight hairpin is not as hard as it looks due to the favourable bank of the track.
5. This marks the start of a short but dangerous Anti Grav tunnel section.

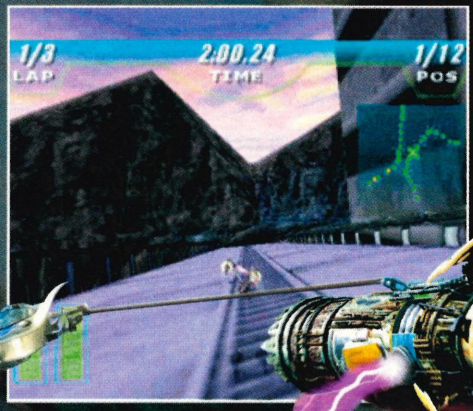


QUICK TIP

The scrapyard may only sell second hand goods but you will often find parts here that you would not earn until much later in the game. Be prepared to spend a lot of money on them though as these are generally specialist parts. Our advice is to stick to the shop until you are in the final league.







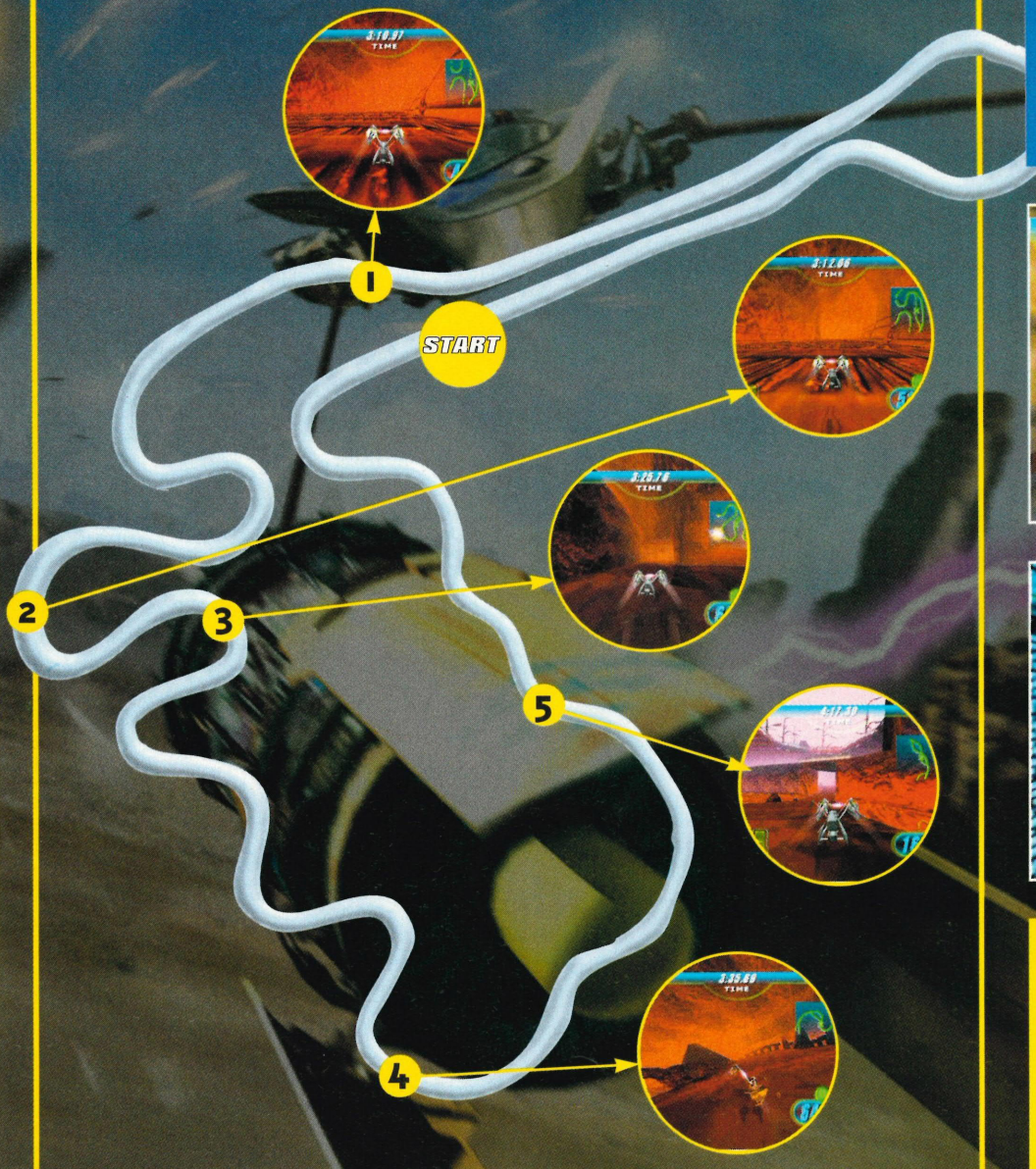
MARS GUO
Spice Mine Run
Amateur Circuit
Lap Time: 01:29:470
Race Time: 04:30:880

BOLES ROOR
Zugga Challenge
Semipro Circuit
Lap Time: 02:01:261
Race Time: 06:10:897

BUSTED! TRACK 4: INFERNO

Planet: Ando Prime • Difficulty: Medium/Hard
Avoid at all costs: The falling rocks on the snow field.

1. For a quick shortcut turn left after the series of arches.
2. The track can erupt in front of you here, so be ready. The damage it does is minimal but can be off-putting.
3. Quick – choose a route. The left one is best, but only just.
4. This section can be difficult to follow due to all the dust and smoke. For safe navigation follow the rails on either side.
5. There are many routes through the caves, all of them pass near to or over the lava, so be careful with both your speed and your steering.



QUICK TIP

Some of the shortcuts and alternative routes are hard to spot so keep an eye on your race map in the top right corner as they are nearly all marked on here.

There are a few truly hidden routes but most are plain to see.







THE END...

...Or is it? Now you have successfully finished all the races in the game, you get to play them all over again, only in reverse. And remember: May the Force be with you... (You had to say it, didn't you! Ed.)

QUICK TIP

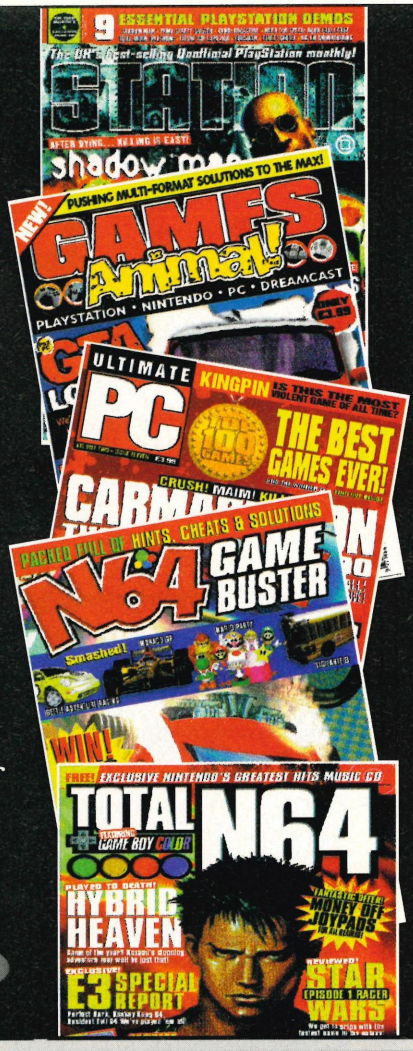
FUD SANG
Vengeance
Amateur Circuit
Lap Time: 01:16:880
Race Time: 03:51:921

TOY DAMPNER
Executioner
Galactic Circuit
Lap Time: 00:31:540
Race Time: 04:42:310

Ever dream of writing for a videogames magazine?

Want to play games for a living?





Rapide Publishing is one of the fastest growing publishing houses in the UK, producing quality titles like Total Playstation, Station, Games Animal and Total Control.

Currently we are looking for editors, deputy editors, sub editors, writers, and designers of all levels of experience to strengthen our existing titles and work on new projects for 1999.

If you think you have what it takes to pursue a career in magazine publishing, or if you already work in publishing and fancy a change of scenery, send your CV and some recent work examples to: Jon Bruford, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter EX4 4EP

RAPIDE PUBLISHING

CHEATS TIPS & SOLUTIONS

Over 2000 cheats online

ALL LINES FULLY INTERACTIVE

NEW!

LINES CONSTANTLY UPDATED

GOT A FAX MACHINE?

IF SO CALL 0891-318-403/404/406

CHOOSE YOUR OWN CHEAT FROM THE UK'S LARGEST CHEAT DATABASE

0891-318-400...UK ACTION'S CONSOLE HEPLINES / FAXBACK
0891-318-401...PLAYSTATION / NEW RELEASE CHEATS
0891-318-402...PLAYSTATION / CHOOSE YOUR OWN CHEAT
0891-318-403...ADVENTURE / METAL GEAR / TR I, 2 & III / BROKEN SWORD
0891-318-404...ADVENTURE / RES EVIL I & II / DISCWORLD I & II / FF7
0891-318-405...PLAYSTATION / EVERY CHEAT WE HAVE / FAXBACK
0891-318-406...ADVENTURE / SILENT HILL & LOADS MORE / FAXBACK
0891-319-407...NINTENDO 64 / THE BEST NINTENDO CHEATLINE THERE IS
0891-318-408...SEGA SATURN / LOADS OF CHEATS
0891-318-409...SEGA SATURN / HUGE LISTING
0891-318-411...PLAYSTATION / MEGA HELPLINE & FAXBACK
0891-318-416...PLASTATION / THOUSANDS OF CHEATS
0891-318-417...SEGA SATURN / THE ULTIMATE CHEAT LINE
0891-318-420...MULTIMAC CODELINE / D2MAC
0897-343-440...ALL CHARTS FAXBACK LINE / Call in and order your Fax/Cheat, we will send you the Fax/Cheat of your choice anywhere in the UK. We payfor the outgoing call

WE PAY FOR THE RETURN FAX/CHEAT

FAULT LINE - 0181-581-0000

FOR A FAXBACK OF ADVENTURE SOLUTIONS

- !HELPFUL HINTS!
- PRESS 0 TO RETURN TO THE START.
- PRESS 6 TO RECIVE A FAXBACK OF YOUR CHOSEN CHEAT
- PRESS 8 DURING THE ALPHABET SELECTION FOR LATEST CHEATS/UPDATES.
- PRESS 9 IF YOU ALREADY KNOW YOUR GAMES NUMBER, YOU CAN FIND YOUR GAMES NUMBER BY PRESSING 9 WHEN LISTENING TO THE CHEAT.

GOT A FAX MACHINE? IF SO CALL 0891-318-403/404/406 FOR A FAXBACK OF ADVENTURE SOLUTIONS / LINES CONSTANTLY UPDATED.

FAULT LINE - 0181-581-0000

ALL LINES ARE FULLY INTERACTIVE.

YOU CAN CHOOSE YOUR OWN CHEATS FROM THE UK'S LARGEST CHEATS DATABASE

CHEATS! TIPS & SOLUTIONS

Please ask the phone owner before using this service/ Calls cost 60p per min at all times. Calls to the to the 0897-3434-440 return faxback line cost £1.50 per min / max cost £3.00

HIGH SCORES

1080° SNOWBOARDING

AIR MAKE
Ross McKinstray – 101750 pts

CRYSTAL LAKE
Daniel Dunn – 1'02.73
Daniel Dunn – 71663 pts

GOLDEN FOREST
Daniel Dunn – 1'19.82
Abraham Alzouman – 61109 pts

DRAGON CAVE
Harold Spiggot – 1'24.25
Jeremy Wendt– 79535 pts

HALF PIPE
Ross McKinstray – 122328pts

CRYSTAL PEAK
Daniel Dunn – 1'27.21
Dominic Floyd – 80320 pts

MOUNTAIN VILLAGE
Daniel Dunn – 1'30.15
Daniel Dunn – 61740 pts

DEADLY FALL
Norman Obeseki – 1'07.88
Dominic Floyd – 147801 pts



GOLDENEYE 007

DAM
Richard Dunn – 00:25

FACILITY
Richard Dunn – 00:35

RUNWAY
John Hunter – 0:13

SURFACE
Richard Dunn – 00:20

BUNKER
Simon Hunt – 00:11

SILO
John Hunter – 1:04

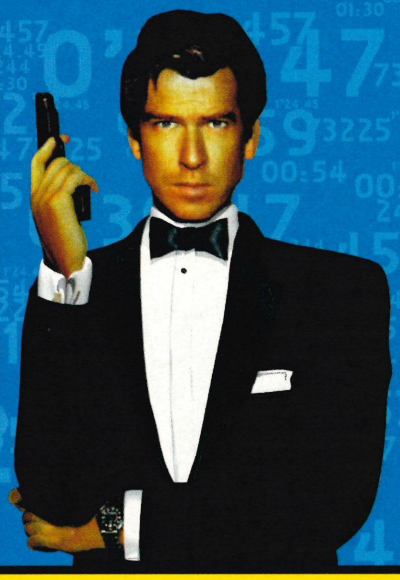
FRIGATE
Simon Hunt – 00:06

SURFACE
Richard Dunn – 00:29

BUNKER
Richard Dunn – 00:15

STATUE
Richard Dunn– 1:38

ARCHIVES
Richard Dunn – 00:10



STREETS
Richard Dunn – 00:35

DEPOT
Richard Dunn – 00:13

TRAIN
Joe Kelly – 00:55

JUNGLE
Richard Dunn – 0:59

CONTROL
John Hunter – 03:52

CAVERN
John Hunter – 00:39

CRADLE
Bobby Kenny – 00:36

AZTEC COMPLEX
Richard Dunn – 02:07

EGYPTIAN TEMPLE
Bobby Kenny – 00:42

DIDDY KONG RACING

ANCIENT LAKE
UK Race: 0'43.05 – Justin Marshall

FOSSIL CANYON
UK Race: 1'10.71 – Thomas Geoffries

HOT TOP VOLCANO
UK Race: 1'14.54 – Joe Perry

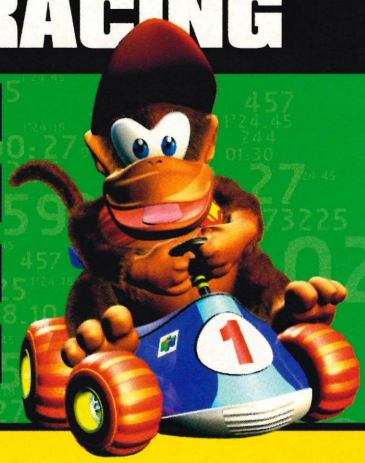
JUNGLE FALLS
UK Race: 0'47.00 – Joe Perry

WALRUS COVE
UK Race: 1'40.34 – Joe Perry

CRESCENT ISLAND
UK Race: 1'14.31 – Richard Dunn

WINDMILL PLAINS
UK Race: 1'45.76 – Joe Perry

DARKMOON CAVERNS
UK Race: 1'48.90 – Joe Perry



WINNER TAKES ALL!

Are things getting a little tough for you? We want to reward you for your efforts by offering you prizes and giving you the chance to get yourself in the mag. Even if you don't make it onto the monthly role of honour, we'll put your picture in as a sign of a good effort – so remember to send one in with your scores. Don't get complacent though, there are still prizes to be had for the best performances.

SNOWBOARD KIDS



ROOKIE MOUNTAIN
UK Race: 0'26.63 – Alan Dundas

BIG SNOWMAN
UK Race: 1'37.73 – Robert Gallagher

SUNSET ROCK
UK Race: 1'35.40 – Alan Dundas

NIGHT HIGHWAY
UK Race:1'32.20 – Erwin Zeevaart

GRASS VALLEY
UK Race: 1'42.83 – Alan Dundas

DIZZY LAND
UK Race: 1'36.80 – Erwin Zeevaart

NINJA LAND
UK Race: 0'23.76 – Robert Gallagher

QUICKSAND VALLEY
UK Race: 1'36.43 – Alan Dundas

SILVER MOUNTAIN
UK Race: 1'46.30 – Erwin Zeevaart

MARIO KART 64

LUIGI RACEWAY
UK Race: 0'49.64 – Richard Dunn
UK Lap: 0'13.06 – Daniel Dunn
US Race:1'23.10 – George Weif
US Lap: 0'26.21 – Tim Kliewer

WARIO STADIUM
UK Race: 0'21.22 – Richard Dunn
UK Lap: 0'05.20 – Barry Drew
US Race: 1'06.37 – George Weif
US Lap: 0'05.41 – Greg Ihnatenko

YOSHI VALLEY
UK Race: 0'35.56 – Barry Drew
UK Lap: 0'11.15 – Daniel Dunn
US Race: 1'30.93 – Loustarinen Tata
US Lap: 0'09.30 – George Weif

MOO MOO FARM
UK Race: 1'20.29 – Glen McHorton
UK Lap: 0'26.28 – Glen McHorton
US Race: 1'17.30 – Greg Ihnatenko
US Lap: 0'26.43 – Greg Ihnatenko

SHERBERT LAND
UK Race: 1'50.10 – Glen McHorton
UK Lap: 0'36.24 – Glen McHorton
US Race: 1'44.47 – Greg Ihnatenko
US Lap: 0'34.38 – Greg Ihnatenko

BANSHEE BOARDWALK
UK Race: 1'59.18 – Glen McHorton
UK Lap: 0'39.06 – Glen McHorton
US Race: 1'50.70 – George Weif
US Lap: 0'36.45 – Greg Ihnatenko

KOOPA TROOPA BEACH
UK Race: 1'26.03 – Glen McHorton
UK Lap: 0'28.18 – Glen McHorton
US Race: 1'24.91 – Tim Kliewer
US Lap: 0'26.70 – Greg Ihnatenko

ROYAL RACEWAY
UK Race: 2'08.76 – Rob Pierce
UK Lap: 0'42.28 – Rob Pierce
US Race: 1'48.73 – George Weif
US Lap: 0'35.89 – George Weif

RAINBOW ROAD
UK Race: 4'00.49 – Glen McHorton
UK Lap: 1'19.14 – Glen McHorton
US Race: 4'16.89 – Matthew Bailey
US Lap: 1'21.69 – Greg Ihnatenko

KALIMARI DESERT
UK Race: 1'26.15 – Glen McHorton
UK Lap: 0'25.38 – Glen McHorton
US Race: 1'39.14 – Tim Kliewer
US Lap: 0'32.65 – Tim Kliewer

BOWSER CASTLE
UK Race: 2'04.76 – Glen McHorton
UK Lap: 0'40.46 – Glen McHorton
US Race: 1'58.24 – Loustarinen Tata
US Lap: 0'39.18 – Greg Ihnatenko

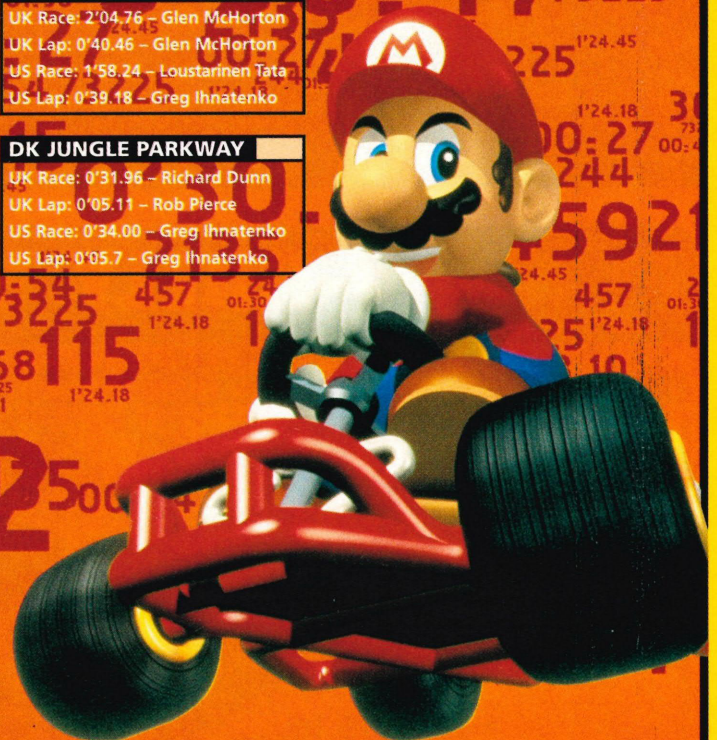
TOAD'S TURNPIKE
UK Race: 1'47.19 – Glen McHorton
UK Lap: 0'33.09 – Alan Dundas
US Race: 1'51.04 – Greg Ihnatenko
US Lap: 0'34.05 – Greg Ihnatenko

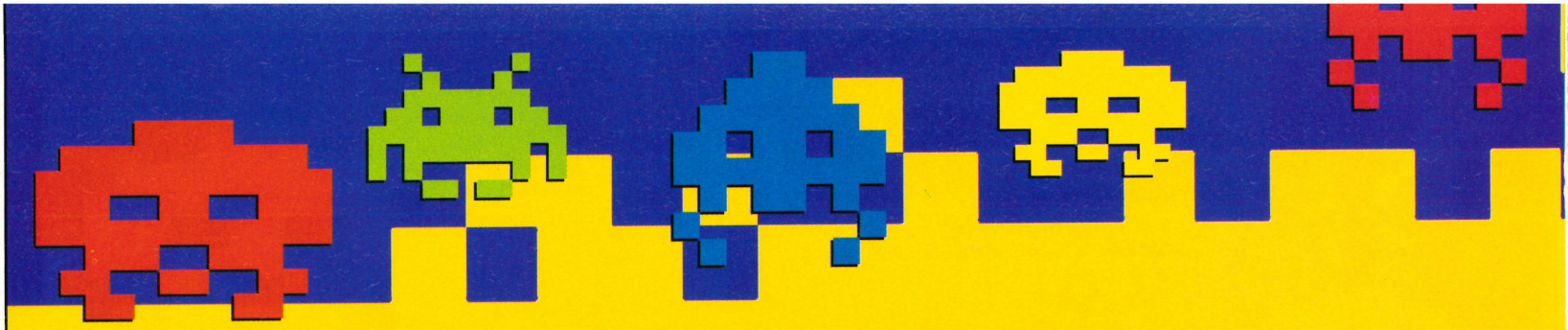
DK JUNGLE PARKWAY
UK Race: 0'31.96 – Richard Dunn
UK Lap: 0'05.11 – Rob Pierce
US Race: 0'34.00 – Greg Ihnatenko
US Lap: 0'05.7 – Greg Ihnatenko

FRAPPE SNOWLAND
UK Race: 0'28.12 – Steven Canuck
UK Lap: 0'06.54 – Alan Dundas
US Race: 0'26.13 – Loustarinen Tata
US Lap: 0'05.51 – G Weif/G Ihnatenko

CHOCO MOUNTAIN
UK Race: 1'00.56 – Richard Dunn
UK Lap: 0'18.73 – Daniel Dunn
US Race: 1'24.18 – Thomas Geoffries
US Lap: 0'27.80 – Greg Ihnatenko

MARIO RACEWAY
UK Race: 1'02.63 – Steven Canuck
UK Lap: 0'18.69 – Glen McHorton
US Race: 0'57.63 – George Weif
US Lap: 0'17.96 – Greg Ihnatenko





F-1 GRAND PRIX



BRITAIN	**BRAZIL**
Ben Yarwood: 00:40.40	Glen McHorton: 00:37.44
GERMANY	**SAN MARINO**
Mark Milsted: 00:44.44	Ben Yarwood: 00:45.68
HUNGARY	**ARGENTINA**
Glen McHorton: 00:43.88	Glen McHorton: 00:42.77
ITALY	**MONACO**
Ben Yarwood: 0:039.27	Glen McHorton: 00:43.44
LUXEMBOURG	**AUSTRALIA**
Glen McHorton: 00:40.93	Ben Yarwood: 00:46.16
JAPAN	**SPAIN**
Glen McHorton: 00:54.33	Glen McHorton: 00:46.25
EUROPE	**FRANCE**
Ben Yarwood: 00:43.92	Glen McHorton: 00:41.31
AUSTRIA	**CANADA**
Glen McHorton: 00:40.52	Glen McHorton: 00:39.35

WIPEOUT 64

KUES BRIDGE	**MACHAON II**
Race: 1.40.2 – Rick Jones	Race: 3.00.0 – Paul Stocks
Lap: 18.0 – Jan-Erik Spangberg	Lap: 31.1 – Jan-Erik Spangberg
DORON IV	**TERAFUMOS**
Race: 2.31.3 – Paul Stocks	Race: 2.26.7 – Rick Jones
Lap: 27.8 – Jan-Erik Spangberg	Lap: 28.2 – Jan-Erik Spangberg
SOKANA	**VELOCITAR**
Race: 2.47.1 – Paul Stocks	Race: 2.08.8 – Paul Stocks
Lap: 30.6 – Jan-Erik Spangberg	Lap: 24.5 – Jan-Erik Spangberg
DYRONESS	
Race: 2.04.0 – Paul Stocks	
Lap: 20.2 – Jan-Erik Spangberg	



V-RALLY '99 EDITION

INDONESIA		
Stage1	3'16.21	Bobby Hughes
Stage2	4'06.09	Bobby Hughes
Stage3	5'27.59	Andrew Stevens

SAFARI		
Stage1	3'32.19	Andrew Stevens
Stage2	5'39.50	Andrew Stevens
Stage3	5'34.02	Andrew Stevens

CORSICA		
Stage1	4'51.37	Andrew Stevens
Stage2	5'40.40	Andrew Stevens
Stage3	5'28.51	Andrew Stevens

NEW ZEALAND		
Stage1	4'32.41	Andrew Stevens
Stage2	5'47.38	Andrew Stevens
Stage3	5'32.39	Paul Stocks

ENGLAND		
Stage1	4'40.20	Andrew Stevens
Stage2	5'00.19	Harold Hill
Stage3	5'36.59	Andrew Stevens

FRENCH ALPS		
Stage1	5'35.19	Paul Stocks
Stage2	5'12.27	Martin Green
Stage3	7'56.19	Paul Stocks

SPAIN		
Stage1	4'39.01	Andrew Stevens
Stage2	5'39.50	Andrew Stevens
Stage3	5'34.02	Andrew Stevens

SWEDEN		
Stage1	4'57.50	Andrew Stevens
Stage2	5'51.39	Andrew Stevens
Stage3	6'51.41	Andrew Stevens



ISS '98 CHALLENGE

Just as we were beginning to think Lee was the greatest ISS '98 player ever, and his 19 - 0 scoreline was never to be surpassed, along comes a young pretender to wipe the smug look from his face. After four months of gloating and showing us moves with his imaginary balls, **Graeme Elder** has stepped up with a cracking effort and saved us all. All you have to do now is better Graeme's attempt.

20-0



LYLAT WARS

CORNERIA Rob Pierce – 275	**SECTOR X** Andrew Robson – 308
METEO Andrew Robson – 449	**MACBETH** Andrew Robson – 253
SECTOR Y Andrew Robson – 294	**AREA 6** Greg Ihnatenko – 535
KATINA Tim Kliewer – 327	**SECTOR Z** Bobby Hughes – 117
AQUAS Andrew Robson – 211	**TITANIA** Andrew Robson – 305
FORTUNA Arron Taylor – 87	**VENOM** Andrew Robson – 302
BOLSE DEFENCE Andrew Robson – 340	
SOLAR Andrew Robson – 144	
ZONESS Bobby Hughes – 384	
AREA 6 Greg Ihnatenko – 535	



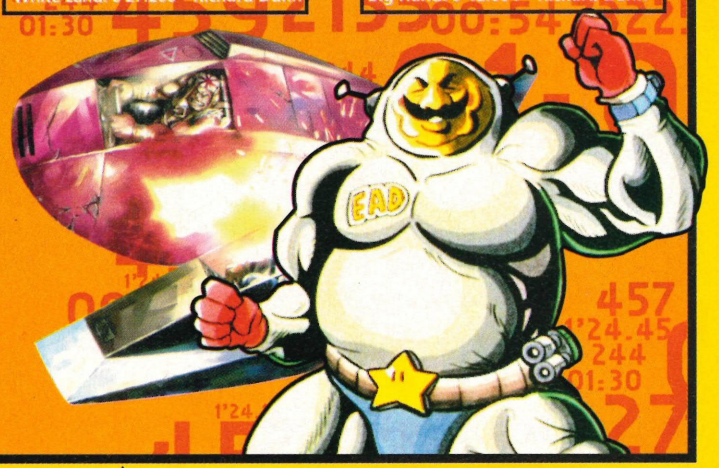
F-ZERO X

JACK CUP
Mute City: 0'24.140 – Richard Dunn
Silence: 0'21.698 – Richard Dunn
Sand Ocean: 0'20.691 – Richard Dunn
Devil's Forest: 0'23.454 – Richard Dunn
Big Blue: 0'26.995 – Richard Dunn
Port Town: 0'26.429 – Richard Dunn

KING CUP
Fire Field: 0'23.679 – Richard Dunn
Silence2: 0'28.430 – Richard Dunn
Sector Beta: 0'28.774 – Richard Dunn
Red Canyon2: 0'27.113 – Richard Dunn
White Land2: 0'20.564 – Richard Dunn
Mute City3: 0'28.829 – Richard Dunn

QUEEN CUP
Sector Alpha: 0'23.104 – Richard Dunn
Red Canyon: 0'23.376 – Richard Dunn
Devil's Forest2: 0'24.061 – Richard Dunn
Mute City2: 0'21.196 – Richard Dunn
Big Blue2: 0'20.243 – Richard Dunn
White Land: 0'27.206 – Richard Dunn

JOKER CUP
Rainbow Road: 0'37.875 – R. Dunn
Devil's Forest3: 0'24.249 – R. Dunn
Space Plant: 0'34.895 – R. Dunn
Sand Ocean2: 0'29.165 – R. Dunn
Port Town: 0'34.366 – Richard Dunn
Big Hand: 0'42.054 – Richard Dunn



STAR PRIZE!

ANDREW STEVENS

RUNNERS UP: BOB BILLET
GRAEME ELDER
BOBBY HUGHES

A big well done this month goes to Andrew Stevens for outstanding performances on *V-Rally '99*. The high scores competition has really heated up since the introduction of the new titles and we are struggling to keep up with them all. Gamesplayers are certainly getting better these days.

Send your high scores to: High Scores, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

IN NEXT MONTH'S RIVETTING ISSUE OF TOTAL N64

FEATURING GAME BOY COLOR

REVIEW! WWF ATTITUDE

Do you smell what we've got cooking for you next month? Stone Cold, The Rock and their beefy chums gurn their way onto the N64 for the sequel to last year's superb WWF Warzone!

Better graphics and sound, a revamped engine and buckets of big sweaty men will make this a game you won't want to miss!

We'll have the full review next month, and that's the bottom line!



REVIEW! SHADOW MAN



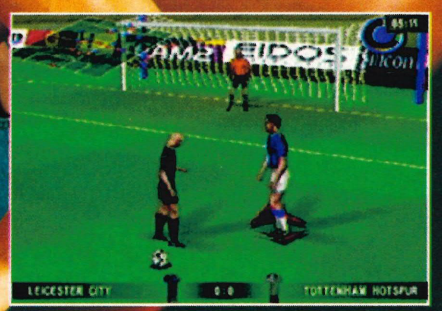
Enjoy our spectacular feature on Shadow Man this issue ? Next issue you can look forward to our own valid opinions when we bring you the full review of the Acclaim blockbuster.

BUSTED! WORLD DRIVER CHAMPIONSHIP

Can you drive little boy? Struggling with the controls are we, keep losing the race? Fear not! Our extensive driving guide to the N64's greatest racer will help you around every corner and through every cul-de-sac everywhere. All you need is the nerve!



REVIEW! WS 2000



The greatest football game ever? We get turfed up with THQ as they hand over to us this long awaited *title. FIFA and ISS should start quaking because young Mr Owen is ready to score the winning goal!*

All contents of magazine are subject to change.

ISSUE 30 ON SALE: 30TH JULY 1999



CRITICAL MASS

What's it all about! Total N64 presents the full guide to every N64 game ever!

Total Recall is Total N64's exhaustive round-up of every game on the N64. Before you open your wallet to buy a game you must consult these holy pages to see whether your money will be well spent or simply wasted...

Our reviewers know a good game when they play one and will steer you well clear of turkeys.

Our ten top 5 charts will also tell you what the greatest games are in every genre, meaning that you need never spend valuable playing time wondering about which game to buy!

We'll also cover other stuff we think is cool from time to time, and you may even find some big-up compo action lurking!

SCORES ON THE DOORS

90-100%	If you don't buy this then you're mad! Essential.
80-89%	Usually have one or two minor faults. Great if you like the genre!
61-79%	Close, but there is an absence of rolled Columbian tobacco leaves.
41-60%	Don't even go there...not only in times of severe need!
00-40%	Only masochists need apply! Buy a Playstation for games like this!

80-89%

Titles receiving the Total N64 Silver award are of a great quality. However, they might not appeal to everyone .

90-100%

The Total N64 Gold award is reserved only for those titles that you must own. Only true classics need apply!

All-Star Baseball 2000 — 89%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	BASEBALL	PLAYERS	1-4

The most playable and realistic Baseball sim anywhere on this planet.

All-Star Tennis '99 — 79%

PUBLISHER	UBISOFT	SAVE	MEMORY PAK
DEVELOPER	UBISOFT	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ARCADE TENNIS	PLAYERS	1-4

Novel ideas fail to elevate this game above it's stature as a Tennis sim.

Banjo-Kazooie — 93%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	RARE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORM ADVENTURE	PLAYERS	1

Is this game better than Mario 64 or not? It's a tough one, that's for sure. Sublime graphical landscapes are spread out before your bird/bear combo and they are just begging to be fully explored!

Battletanx — 80%

PUBLISHER	3DO	SAVE	MEMORY PAK
DEVELOPER	PSYCLONE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

An uninspiring one-player adventure with some super multiplayer fun.

1080° Snowboarding — 90%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-2

Developed by Nintendo's Wave Race team, 1080° features gorgeous snow physics, beautiful graphics and perfectly pitched playability. Simply the greatest snowboarding game money can buy.

Aerofighters Assault — 55%

PUBLISHER	VIDEO SYSTEMS	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	JET DOGFIGHTING	PLAYERS	1-2

Tries to be *Pilotwings* with weapons, but completely and utterly fails.

Aero Gauge — 51%

PUBLISHER	ASCII	SAVE	MEMORY PAK
DEVELOPER	LOCOMOTIVE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

This is nothing but a loser's version of Wipeout 64. Avoid like death.

Airboarder 64 — 72%

PUBLISHER	HUMAN	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	AIRBOARDING	PLAYERS	1-2

Great ideas inspired by *Back To The Future 2*, but sadly a little shallow.

Beetle Adventure Racing — 92%

PUBLISHER	EA	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

The best arcade racer on the N64 so far. Ignore what lesser mags tell you.

Bio-Freaks — 78%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	SAPPHIRE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Great ideas and loads of gore let down by some poor execution.

Blast Corps — 85%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	RARE	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	DESTROY!	PLAYERS	1

It's a puzzler! It's a destruction sim! It's a damn fine title from Rare!

A Bug's Life — 76%

PUBLISHER	DISNEY	SAVE	MEMORY PAK
DEVELOPER	PIXAR	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	ARCADE TENNIS	PLAYERS	1

A great film but a very generic and disappointing game.

All-Star Baseball '99 — 82%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	BASEBALL SIMULATION	PLAYERS	1-4

Great Baseball game, that is virtually rendered obsolete by its successor.

Blades Of Steel — 77%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-3

Skating on thin ice once more. Why won't these games puck off!

BEST SHOOT 'EM-UPS



Body Harvest — 90%

PUBLISHER	GREMLIN	SAVE	MEMORY PAK
DEVELOPER	DMA DESIGN	RUMBLE PAK	YES
PRICE	£29.99	EXPANSION PAK	NO
GENRE	EVERYTHING!	PLAYERS	1

Tired looking but action-packed blaster with a huge range of vehicles!

Bomberman 64 — 65%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HUDSON	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1-4

Hudson try to make Bomberman the new platform hero, and fail badly!

Bomberman Hero — 71%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HUDSON	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1-2

Hudson try to beat Mario 64 again. Not surprisingly,they fail. Again.

Bottom Of The 9th — 75%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-2

"American sports are awful" says our designer. And he's right, too!

Buck Bumble — 85%

PUBLISHER	UBI SOFT	SAVE	MEMORY PAK
DEVELOPER	ARGONAUT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-2

Great shoot 'em-up let down by poor graphics and some hideous fog.

Bust-A-Move 2 — 61%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

Fire multi-coloured balls at more balls to make balls disappear.

Bust-A-Move 3 — 70%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

A fine game certainly, but it's not really pushing your N64's capabilities.

Bust-A-Move '99 — 49%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	APPROX. £50	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

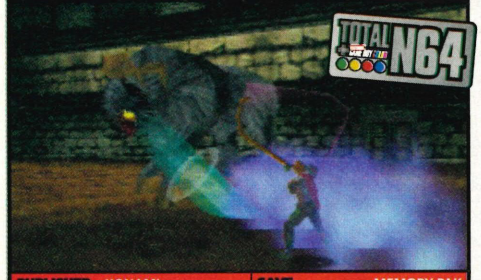
A tired, boring and thoroughly unexciting prospect.

California Speed — 41%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	ATARI	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

A poor arcade racer? On the N64? Who'd ever have thought it?

Castlevania — 87%



PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	3D ADVENTURE	PLAYERS	1

Castlevania has it's faults, but it possesses a unique charm that will pull you back again and again. Great looking, great sounding and great to play with a brooding atmosphere throughout. Fangtastic!

Chameleon Twist — 40%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	SUNSOFT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1-4

A guy with a long tongue embarks upon an adventure - unfortunately.

Chameleon Twist 2 — 33%

PUBLISHER	JAPAN SUPPLY SYSTEM	SAVE	BATTERY B-UP
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	PLATFORM	PLAYERS	1

Bloody horrific platform game. Really, really bad. I wouldn't with yours...

Charlie Blast's Territory — 74%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	REALTIME ASSOCIATES	RUMBLE PAK	YES
PRICE	£50.00	EXPANSION PAK	NO
GENRE	PUZZLER	PLAYERS	1-2

Bad looking puzzler with some addictive Bomberman-esque playability.

Chopper Attack — 79%

PUBLISHER	SETA	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

Not the worst game on the N64. No way. Not the best either though.

Clayfighter 63 1/3 — 28%

PUBLISHER	INTERPLAY	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Undoubtedly the biggest joke we have ever witnessed. How we laughed.

Cruis'n USA — 51%

PUBLISHER	NINTENDO	SAVE	NO
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

It's another shoddy racing game from Midway. (TN64 feigns surprise...)

Cruis'n World — 79%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Undoubtedly better than a kiss from Vanessa Feltz - but not much.

Dark Rift — 73%

PUBLISHER	DARK RIFT	SAVE	MEMORY PAK
DEVELOPER	VIC TOKAI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-22

Proclaimed Tekken beater gets knocked out in the first round. 1, 2, 3...

Dezaemon 3D — 52%

PUBLISHER	ATHENA	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP CREATOR	PLAYERS	1

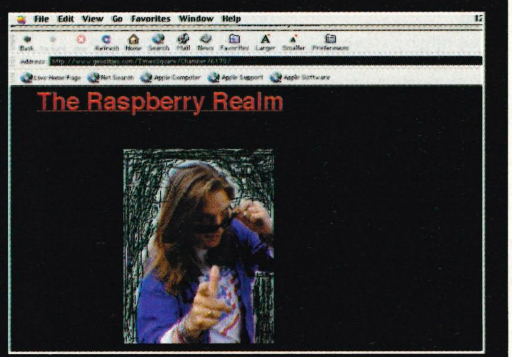
Fantastic shoot 'em-up creating ideas crying out for a PAL translation.

CAUGHT IN THE WEB — www.geocities.com/TimesSquare/Chamber/6178/

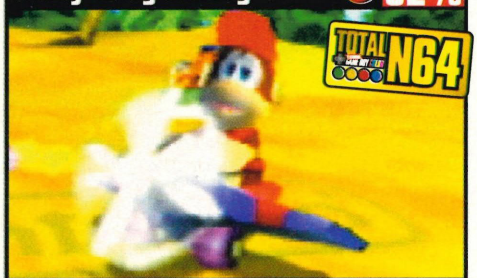
Hands up if you like monkeys! All of you? Well, you better be checking out the official web site of Miles R. Guttery, maybe the greatest site in all of cyberspace.

Highlights include a serious dissertation on whether or not it is possible to spank certain types of monkey, a brilliant short video about a monkey, and the greatest links page in the world, ever!

Remember kids, he ain't no phenomenon, he's an act of God, and so's his web site!



Diddy Kong Racing — 92%



PUBLISHER	RARE	SAVE	MEMORY PAK
DEVELOPER	RARE	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Think Mario Kart 64 crossed with Banjo-Kazooie and you have a superb vehicular adventure game. Packed with charm, although maybe a little too cute for some "grown-ups". Purrleese!



ON THE DECKS...

ACCLAIMED BEATS

Title: Forsaken: The Music Artist: The Swarm Label: No Bones Records Release: Out Now

Anyone who liked the *Forsaken* tracks on our free CD last month needs to check out Forsaken: The Music. The record is made up of tracks from *Forsaken*, by The Swarm, re-mixed by top name stars such as Andy Hughes from The Orb, and T-Power. Overall, it's a thrilling ride through electronica, with styles as diverse as hardcore, drum 'n bass, techno, trip-hop and breakneck garage. It's also one of the best dance/electronic albums we've heard in ages.

Check out www.nobones.co.uk for more info. You can buy the CD for £9.99 at the site, or for £12.99 at all good record stores.



Fighting Force — 65%

PUBLISHER	CRAVE	SAVE	MEMORY PAK
DEVELOPER	CORE DESIGN	RUMBLE PAK	YES
PRICE	APPROX. £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

An intriguing platform puzzler with shedloads of depth.

Forsaken — 91%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£59.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Seriously sickening shooter with 360° movement and some great choons.

F-Zero X — 90%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Nintendo's original speed-freak is a stunningly fast and playable game.

G.A.S.P. — 64%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Great ideas do not make this the Holy Grail of beat 'em-ups.

Dual Heroes — 53%

PUBLISHER	HUDSON	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£54.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-4

Once again Hudson don't develop the best game in the world. Woah!

Duke Nukem 64 — 85%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Dated, but fantastic shoot 'em-up action from the Dookster himself.

Doom 64 — 71%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1

Doom has been in this business "50 years, man and boy". It's tired out.

Extreme-G — 74%

PUBLISHER	HUDSON	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Poor early attempt at creating a Wipeout beater for the N64.

Extreme-G2 — 80%

PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	PROBE	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Very fast and gorgeous looking but ultimately flawed in many ways.

F-1 World Grand Prix — 90%

PUBLISHER	VIDEO SYSTEMS	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	F1 SIMULATION	PLAYERS	1-2

A superb F1 simulation that stands head and shoulders above the pack.

FIFA 64 — 85%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

A great footie game that is now firmly eclipsed by Fifa '99 and ISS '98.

Fifa: RTTWC '98 — 75%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

Offered nothing new and showed signs that the series was weakening.

FIFA '99 — 94%



PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

We reckon that this is the greatest football game ever, only just edging past ISS '98. Amazing graphics and animation and spot-on playability make this THE game to beat for Konami.

Fighters Destiny — 84%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

An interesting fighting system that does not quite match up to Tekken.

Gex 64 — 65%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

It's great on the Playstation, but is seriously outdone by the N64's stars.

Glover — 82%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HASBRO	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

A handy little title that stands up well to the N64's top platformers.

Goldeneye — 95%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	RARE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Is this the greatest game ever? Quite possibly. Rare's spy-shoot 'em-up is still an office fave well over a year after its release. If you don't own this, then the men in the wood-pannelled station wagon are coming...

Golden Nugget — 68%

PUBLISHER	WESTWOOD STUDIOS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	GAMBLE 'EM-UP.	PLAYERS	1-4

It's alright, but what is the point? Stick to Russian Roulette - it's safer!

BEST BEAT 'EM-UPS



GT 64: Championship Edit — 75%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

Poor man's *V-Rally* or *Top Gear Rally*. A homeless beggar's *Gran Turismo*.

Hexen 64 — 53%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	SOFTWARE CREATIONS	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

This game is very, very bad. It's almost as if someone put a hex on it!

Hiryu Stadium — 70%

PUBLISHER	CULTURE BRAIN	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Decent enough fighter, but wait for the UK release of Flying Dragon.

Holy Magic Century — 65%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RPG ADVENTURE	PLAYERS	1

This is not anything resembling a worthy substitute for the mighty ZI

Iggy's Reckin' Balls — 80%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	INSANE RACER	PLAYERS	1-4

Interesting and innovative ball-based wacky races. Great fun with mates.

ISS 64 — 90%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£34.99	EXPANSION PAK	NO
GENRE	ARCADE FOOTBALL	PLAYERS	1-4

Dated, but still great. Firmly bettered by its own sequel and Fifa '99...

ISS '98 — 93%



PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	ARCADE FOOTBALL	PLAYERS	1-4

Many still maintain that this, and not Fifa '99, is the greatest football game ever made. It's simply a matter of taste - if you can't decide which to get, get 'em both! You'll be glad you did!

Killer Instinct Gold — 72%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	RARE	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

An under par game from Rare! Soon to be listed next to "Hen's Teeth".

VOUCHER AND COMPETITION



EXCLUSIVE £5 OFF VOUCHER

WILD THINGS

Get yourself a funky Mirage Pad for a ridiculous £12.99!

We need to get serious now for a moment. Last month we printed a voucher for you to buy Wild Things Mirage Pads at a discount of £5, but we erroneously printed the wrong voucher, with only £3 off. Allow us to apologise profusely, and let us also reassure you that last month's voucher was, and is, worth £5. To try and make things up, we've reprinted the voucher properly this issue, and we will do so next month too. So make sure you get yourself a Mirage Pad this time – it's a blumming bargain!

Wild Things Money Off Voucher

Please send me:	*Colour:*	*Quantity:*	*Normal Price £:*	*Offer Price £:*
☐ N64 Mirage Pad	☐ Metallic Gold	.....	£17.99	£12.99

I enclose a cheque made payable to: Wild Things for £

Visa / Delta / Mastercard / Switch - please circle which card.
Card No. ..... Expiry date .....
Issue No. (Switch only) .....

Name ..... Post and packaging is **FREE**

Address .....

.....

Please post completed voucher and payment to:
Wild Things, 51 Mill Road, Lisvane, Cardiff, CF4 5XJ. Enquiries tel: 01222 755774

Thank you for your order. Please note this voucher is valid until 31st August1999.

King Of Pro Baseball — 79%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	ARCADE BASEBALL	PLAYERS	1-2

Decent Jap baseball action that no-one gives a crap about, to be honest.

Knife Edge: Nose Gunner — 49%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	KEMCO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Really bad shoot'em-up that tries to take on the likes of Time Crisis.

Last Legion UX — 76%

PUBLISHER	HUDSON	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	APPROX. £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

A serious contender for the worst game ever. No, really.

Lamborghini Automobili — 72%

PUBLISHER	TITUS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Yet another below par N64 arcade racing title. Ridge Racer's coming!

Lode Runner — 80%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	BIG BANG	RUMBLE PAK	NO
PRICE	£44.99	EXPANSION PAK	NO
GENRE	PUZZLER	PLAYERS	1

Looks like a dog, plays like a dream. Puzzler with loads of challenge.

Lylat Wars — 91%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£59.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Still the greatest free-flying shoot 'em-up that moolah can buy.

Madden 64 — 87%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	AMERICAN FOOTBALL	PLAYERS	1-2

It's American Football! It's quite good! We don't care! Leave us alone!

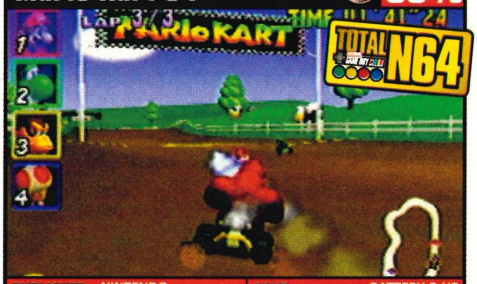
Magical Disney Tetris — 59%

PUBLISHER	CAPCOM	SAVE	NO
DEVELOPER	CAPCOM	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-2

Not even the magic of Disney can save this painfully average release.



Mario Kart 64 — 93%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

As good as the old Snes game, at least - despite what rose-tint spectacled people will tell you. Superb in one player mode, and almost unbeatable for an evening in with three buddies.

Mario Party — 92%

PUBLISHER	THE	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO / HUDSON	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BOARD GAME	PLAYERS	1-4

Absolutely superb multiplayer fun with Mario, Donkey Kong and chums!

Micro Machines 64 Turbo — 91%



PUBLISHER	CODEMASTERS	SAVE	MEMORY PAK
DEVELOPER	CODEMASTERS	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-8

It's hard to describe the charm of Micro Machines to the uninitiated. It doesn't look great, it doesn't sound great, but it is the microchip embodiment of the perrenial reviewer's term "playability".

Mike Piazza's Strikezone — 32%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	DEVIL'S THUMB	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BASEBALL SIM	PLAYERS	1-4

Next time I see a crummy Baseball game I'm gonna whup its scrawny ass!

Mischief Makers — 69%

PUBLISHER	ENIX	SAVE	NO
DEVELOPER	TREASURE	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Enix? Weren't you once masters of the RPG genre. How you've fallen...

Mission: Impossible — 65%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	INFOGRAMES	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SPY-SIMULATION	PLAYERS	1

Not "better than Goldeneye" as one of our rivals said. Absolutely not.

MK: Mythologies — 19%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	RPG BEAT 'EM-UP	PLAYERS	1

If you can find a worse game than this then we'd like to hear about it.

Mortal Kombat Trilogy — 60%

PUBLISHER	GTI	SAVE	NO
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-8

Like playing Mortal Kombat on the Snes, but paying more for it.

Mortal Kombat 4 — 86%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	EUROCOM	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

One of the best beat 'em-ups on the N64. Loads of moves and gory gore!

MRC Racing — 75%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Not actually that bad, but then, not actually that good either.

Mystical Ninja 64 — 83%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RPG / ADVENTURE	PLAYERS	1

Great little adventure starring the eponymous blue-haired ninja hero.

Mystical Ninja 2 [Goemon] — 90%



PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RPG	PLAYERS	1-2

Dated in style, but we reckon there's something magical about this game that'll keep you coming back again and again. A great two-player mode is the icing on an already tempting cake.

Nagano Winter Olympics — 70%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£59.99	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-4

Like Eddie "The Eagle" Edwards, it's funny, but won't get a medal.

Nascar '99 — 63%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

Round and round and round and round and round and round and ro...

NBA Courtside — 84%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	LEFTFIELD	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

One of the best basketball games for your N64. It's still basketball though.

NBA Hang Time — 74%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

I really wish that the NBA would *do time*, and leave us alone. Go away.

NBA In The Zone '99 — 77%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-4

Yet another average basketball game. Shock! Horror! What a surprise!

COMPETITION WIN!

QUAKE II GIVEAWAY

Hey, who needs stealth anyway? Activision's *Turok 2*-beating all-action first-person shooter *Quake II* features big guns, bigger mutants and all the gun-toting BFG action of the PC classic. Activision have been kind enough to provide us with five copies for you lucky people to try your hand at winning. All you have to do is answer the following question:

What score have we given Quake II in this issue of Total N64?

Please read the following carefully:
By entering the competition you are agreeing to be bound by the following terms and conditions: This competition is open to all residents in the UK, except for employees of Rapide Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into. The closing date for receipt of entries is 24th June 1999 and the winner will be sent their prize as soon as possible after this date.

Answers on a postcard to:
'Quaking in Yer Boots', Total N64, 1 Roman Court, 48 New North Road, Exeter, DEVON, EX4 4EP.
Closing date is the 2nd September.

BEST PUZZLERS



NBA Jam '99 — 71%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	NO
PRICE	£44.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

How many more lines of text do I have to write about second-rate,...

NBA Live '99 — 79%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

...American Basketball games. Why won't you just all go away and ...

NBA Pro '98 — 80%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BASKETBALL SIM	PLAYERS	1-4

...make some games that someone in the UK is at all interested in.

NFL Blitz — 87%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ARCADE US FOOTY	PLAYERS	1-2

Brilliant fun even if you hate American football. Violent gridiron action.

NFL Quarterback Club '98 — 85%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	AMERICAN FOOTY SIM	PLAYERS	1-2

A great game, but like most in its genre it is surpassed by its successor.

NFL Quarterback Club '99 — 89%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	AMERICAN FOOTY SIM	PLAYERS	1-4

The best American football simulation on God's green Earth. Hut!

NHL '99 — 79%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	ICE-HOCKEY SIM	PLAYERS	1-4

Just about as good a hockey game as you're ever going to get. Well, now.

NHL Breakaway '98 — 62%

PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ICE-HOCKEY SIM	PLAYERS	1

We reckon that ice-skating is for ponces anyway... and hockey's for girls.

NHL Breakaway '99 — 68%

PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	ICE-HOCKEY SIM	PLAYERS	1

The same as Breakaway '98...but with a slightly different title. Cunning.

Nightmare Creatures — 59%

PUBLISHER	ACTIVISION	SAVE	MEMORY PAK
DEVELOPER	KALISTO	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	ADVENTURE	PLAYERS	1

Second-rate Playstation conversion that shows how good we've got it.

Offroad Challenge — 29%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

About as stimulating as the AGM of the national crochet blanket society.

Olympic Hockey — 80%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	HOCKEY SIMULATION	PLAYERS	1-4

Five coloured rings do not prevent this from being a hockey game.

Penny Racers — 80%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	TAKARA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Not Mario Kart 64 but a great little racer with a superb track editor.

Pilotwings 64 — 90%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	PARADIGM	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FLYING SIMULATION	PLAYERS	1

A beautiful and serene way to spend lazy sunday afternoons, catching hot air currents in a variety of aviational vehicles. Not for those with short-attention spans or a fear of flying. A truly sublime experience.

Pokemon Snap — 79%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO/HAL	RUMBLE PAK	YES
PRICE	£50.00 APPROX.	EXPANSION PAK	NO
GENRE	PHOTO 'EM-UP	PLAYERS	1

Surprisingly enjoyable game that is dieing for a PAL translation.

Quake — 75%

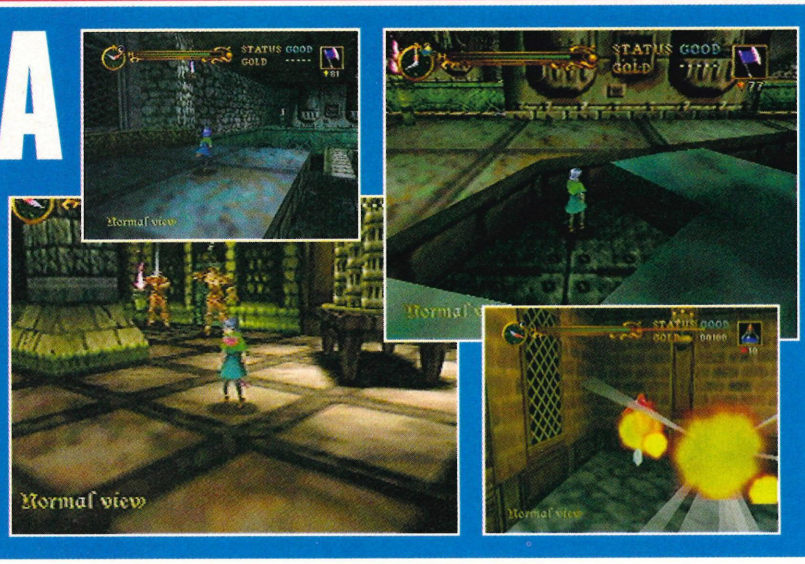
PUBLISHER	GTI	SAVE	BATTERY B-UP
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-2

A bit of a disappointment compared to the stunning PC title.

CHOICE CUTS

CASTLEVANIA

Which N64 game has the greatest ever piece of level design? It's a tough one, that's for sure, but we reckon a certain level in Konami's stunning *Castlevania* is a major contender. Set in a labyrinthine castle patrolled by skeletons on motorbikes and a bull the size of Godzilla, you have to find two magical chemicals and transport them safely back to a certain area, where they will combine and cause a rather large explosion. What makes it so good is that each chemical can only be carried back a certain way, and the magical nitro will explode with the slightest provocation, making it one of the tensest levels in any N64 game. Don't even think about touching the jump button!





Racing Simulation: MGP — 89%

PUBLISHER	UBISOFT	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	GRAND PRIX	PLAYERS	1-2

Not quite up to the standard of F1 World Grand Prix, but nearly...

Rampage 2: Universal Tour — 71%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	AVALANCHE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SMASH 'EM-UP	PLAYERS	1-3

Sequel to the classic arcade game that leaves loads to be desired.

Robotron 64 — 53%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	CRAVE ENTERTAINMENT	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

Ain't retro great? No, not at all, so go away and dwell in the past, fiend!

Rakuga Kids — 70%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Dodgy Konami beat 'em-up that tries to be a Street Fighter for kids.

Rampage: World Tour — 52%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	DESTROY!	PLAYERS	1-3

Once this was a classy title. Now it's a mess, face-down in the car-park.

Rush 2 — 77%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Better than its predecessor, and an alright arcade style racing game.

San Francisco Rush — 76%

PUBLISHER	MIDWAY	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Superseded by its sequel, but not much. Slightly dodgy arcade action.

S.C.A.R.S. — 84%

PUBLISHER	UBISOFT	SAVE	MEMORY PAK
DEVELOPER	VIVID IMAGE	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Like a Mario Kart for grown-ups, it's a great game but has some flaws.

Shadows Of The Empire — 80%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	LUCASARTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	STAR WARS SHOOTER	PLAYERS	1-4

Underrated and not bad meshing of genres in the Star Wars universe .

Silicon Valley — 90%



PUBLISHER	TAKE 2	SAVE	BATTERY B-UP
DEVELOPER	DMA	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PUZZLE / PLATFORM	PLAYERS	1

This is an innovative and often hilarious title that oozes playablity and charm. Inhabit the bodies of a host of animals to solve a selection of fiendish puzzles on a doomed space station orbiting Earth.

Smash Brothers — 89%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	HAL	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-4

Great Nintendo beat 'em-up that is crying out for a PAL release soon!

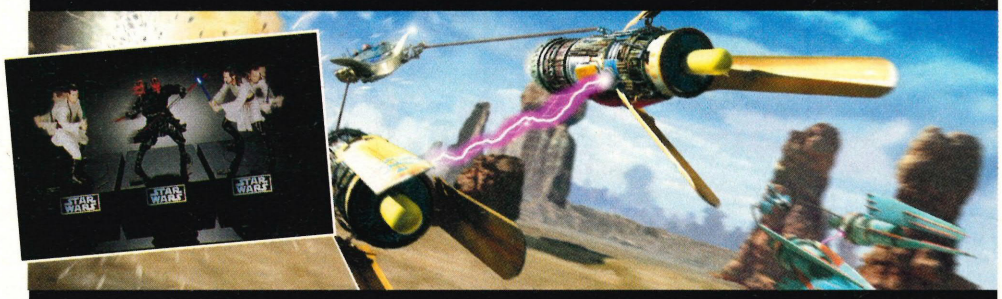
Snowboard Kids — 80%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	ATLUS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-4

Like Mario Kart on the piste, but nowhere near as good as 1080°!

COMPETITION WIN! WIN! WIN! WIN! WIN!

FANTASTIC STAR WARS INTERACTIVE BANKS!



To celebrate the biggest event in the history of the entertainment industry – the release of Star Wars Episode 1: The Phantom Menace – we've managed to get hold of two innovative Star Wars Episode 1 Interactive Bank Systems by Thinkway Toys!

There are three in the set – Obi-Wan Kenobi, Qui-Gon Jinn and bad guy Darth Maul – and all move and speak with amazing realism. Connect two or more together however, and they interact, replicating key moments from the new blockbuster movie! On top of that, they are also quite handy for storing your cash!

Highly collectable, these banks are available at all good retailers for £44.99, or you could get one for free!

That's right, Total N64 has got hold of a Darth Maul bank and an Obi-Wan Kenobi to give to two lucky readers!

All you need to do is answer the following question:

Who does Anakin Skywalker grow up to be?

A. Garth Invader
B. Darth Vader
C. Girth Sphincter

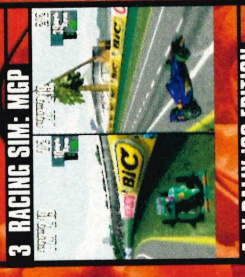
Please read the following carefully:
By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Rapide Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into. The closing date for receipt of entries is 24th June 1999 and the winner will be sent their prize as soon as possible after this date.

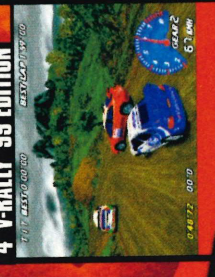
Send your answers on a postcard to:
'The Dark Side Rules', Total N64, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.
Closing date is the 1st September.

BEST DRIVING GAMES











Snobo Kids 2 — 87%

PUBLISHER	ATLUS	SAVE	MEMORY PAK
DEVELOPER	RACDYM	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-4

Similar to the prequel, but much better with some great tracks.

South Park — 69%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Really bad game from a really good license. Avoid like Vanessa Feltz.

Starshot — 80%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	INFOGRAMES	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Charming platformer that unfortunately has some major flaws.

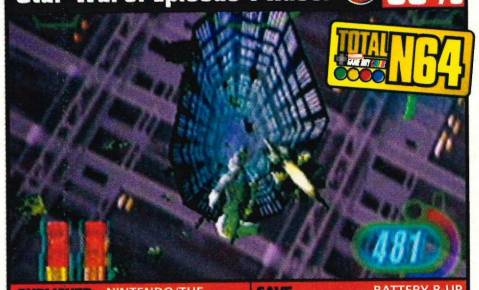
Star Wars: Rogue Squadron — 92%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	LUCASARTS	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	YES
GENRE	SHOOT 'EM-UP	PLAYERS	1

A truly stunning Star Wars shoot 'em-up which eschews Lylat Wars-style frantic blasting action in favour of a more tactical and realistic (?) approach. An absolute must for Star Wars fans. Oh, that's all of you...

Star Wars: Episode 1 Racer — 95%



PUBLISHER	NINTENDO/THE	SAVE	BATTERY B-UP
DEVELOPER	LUCASARTS	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Star Wars: Episode 1 Racer is the greatest racing game on any machine ever. It's fast, it's beautiful, it plays like a dream, and if that's not enough, it's got the Star Wars license. Feel the force etc etc.

Super Bowling — 55%

PUBLISHER	ATHENA	SAVE	MEMORY PAK
DEVELOPER	SHE SOFT	RUMBLE PAK	YES
PRICE	£50.00	EXPANSION PAK	NO
GENRE	SPORTS SIMULATION	PLAYERS	1-4

As enjoyable as a bowling game could be. Which isn't much...

Super Mario 64 — 95%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Super Mario 64 is possibly the absolute pinnacle of videogame mountain. A stunning adventure from start to finish which provides surprises all the way and impresses constantly despite its age.

Tetrisphere — 79%

PUBLISHER	NINTENDO	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-2

An interesting and difficult puzzle game that doesn't re-define the genre.

Top Gear Overdrive — 85%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	SNOWBLIND	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	YES
GENRE	RACER	PLAYERS	1-4

Similar racer to Beetle Adventure Racing, but nowhere near as good.

Top Gear Rally — 83%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	BOSS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

Great rally game that is let down by an absence of levels. Check it out.

Triple Play 2000 — 79%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BASEBALL	PLAYERS	1-2

Decent enough baseball simulation, but not as good as ASB 2000.

Tsunami — 81%

PUBLISHER	KONAMI	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

Brilliant puyo puyo style puzzler that is brimming with madcap nip jokes.

Turok: Dinosaur Hunter — 83%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

A little dated now, but a top-notch shooter in its own right.

Turok 2: Seeds Of Evil — 92%



PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Not as good as *Goldeneye*, but it's a significantly different game and the leader in its field. Stunning hi-res graphics and an olympic swimming pool filled with blood make this a must-have title.

ORIGINAL CLASSICS

LYLAT WARS

Lylat Wars was released in the early stages of the N64's life and was originally used as a marketing tool to sell the innovative Rumble Pak. It must not be forgotten however, that it is also a stunning game in its own right. The sequel to *Starwing* on the SNES – the first console game ever to use polygons (which was made possible with Argonaut's ground-breaking Super FX chip) – *Lylat Wars* is an amazing high-octane blaster with thrilling graphics, lightning quick alien hordes and loads of powerful weaponry and cool manoeuvres. The level inspired by Independence Day has to be seen to be believed! With this game now out on the Player's Choice label, you have absolutely no excuse for not getting yourselves a copy!

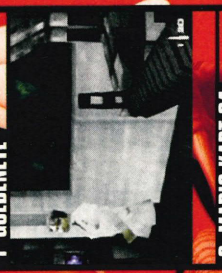






BEST MULTIPLAYER

1 GOLDENEYE



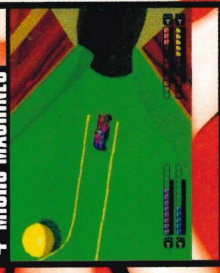
2 MARIO KART 64



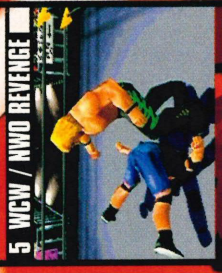
3 MARIO PARTY



4 MICRO MACHINES



5 WCW / NWO REVENGE



Twisted Edge: Snowboarding — 65%

PUBLISHER	KEMCO	SAVE	NO
DEVELOPER	BOSS GAME STUDIOS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1

Tries to beat 1080° at it's own game. Ooops, this is a very bad idea.

V-Rally '99 Edition — 86%

PUBLISHER	INFOGRAMES	SAVE	BATTERY B-UP
DEVELOPER	EDEN	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1

This is not as playable as the Playstation version, but good fun anyway!

Vigilante 8 — 85%

PUBLISHER	ACTIVISION	SAVE	MEMORY PAK
DEVELOPER	LUXOFLUX	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING / SHOOTING	PLAYERS	1-4

Great car-based shoot 'em-up with seventies cool stamped all over it.

Virtual Chess — 65%

PUBLISHER	TITUS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	CHESS SIMULATION	PLAYERS	1-4

Buy a chess board, get a friend and do it properly. Or get Zelda...

VR Pool 64 — 84%

PUBLISHER	INTERPLAY	SAVE	MEMORY PAK
DEVELOPER	CELERIS	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	POOL SIMULATION	PLAYERS	1-2

A little pointless maybe, but the best pool simulation you'll find anywhere.

Waialae Golf — 65%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	GOLF SIMULATION	PLAYERS	1-4

A good enough representation of the sport, but who gives a damn?

War Gods — 65%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	GOLF SIMULATION	PLAYERS	1-4

Yet another N64 neat 'em-up that needs to be thrown on the pile.

Wave Race 64 — 89%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	JET SKI RACER	PLAYERS	1-2

Stunning Jetski game that plays like a water-based 1080° Snowboarding.

Wayne Gretzski's 3D Hockey — 81%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	HOCKEY SIMULATION	PLAYERS	1-4

Hey Canadians, your country's inhabited by mooses and it's too cold.

W Gretzski's 3D Hockey '98 — 82%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£44.99	EXPANSION PAK	NO
GENRE	HOCKEY SIMULATION	PLAYERS	1-4

And you gave us grief-monger Alanis Morissette too. Thanks a lot.

WCW Nitro — 39%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

Extremely poor follow-up to *WCW vs NWO Revenge*. Extremely poor...

WCW Vs NWO: World Tour — 86%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	ASMIK	RUMBLE PAK	YES
PRICE	£54.99	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

Proficient wrestling sim that now looks dated compared to its sequel.

WCW Vs NWO: Revenge — 91%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	ASMIK	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

Simply the best wrestling game that you can own, better than *Warzone*.

Wetrix — 83%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	ZED TWO	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-2

If you like puzzlers you won't go wrong with this watery tetris variation.

Wipeout 64 — 93%



PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	PSYGNOSIS	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Ignore what jealous Playstation boys tell you, this is THE definitive version of Wipeout, and it's probably better than F-Zero X too. Great graphics, speed and a perfectly judged challenge for all players

World Cup '98 — 86%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-2

Not bad, but there are a couple of far better football titles out there.

WWF Warzone — 90%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	WRESTLING	PLAYERS	1-4

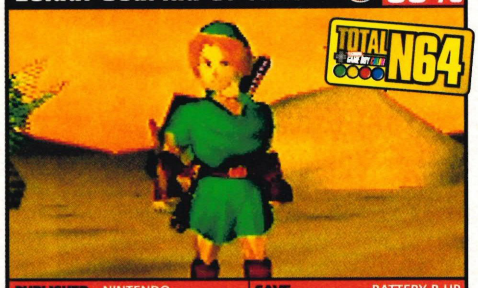
Great looking and hilarious beat 'em-up with all the big WWF stars.

Yoshi's Story — 84%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Not as good as the Snes version but a great little platformer for kiddies.

Zelda: Ocarina Of Time — 95%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	ADVENTURE	PLAYERS	1

An absolutely unmissable adventure that no N64 owner should ever be without. Sprawling landscapes that take weeks to explore, hideous brain churning puzzles and the best bosses ever seen. Truly superb.

CAMPAIGN TRAIL

WIN A GAME!

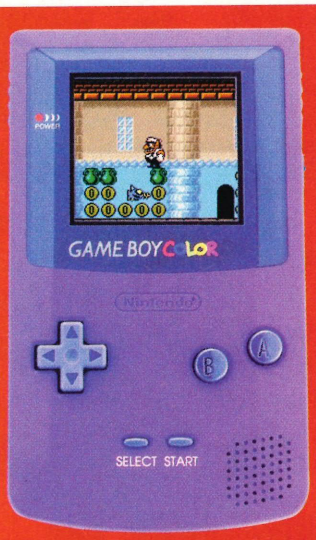
A couple of months ago (back in issue 28) we said that we wanted you to send in petitions for our 'We Want Metroid' campaign, and suffice to say the results have so far been stunning, with over five thousand names so far sent in. The current leader is John Markams, with over five hundred names, but we know this can be topped, so get to it!

Get as many people as you can to sign a piece of paper with WE WANT METROID across the top and send them in. Not only will the person who sends in the most names receive a brand new game for their troubles, but we'll also send the petitions off to Nintendo and demand that they get on with a 64-bit update. It was a great game on the Snes and we demand that Nintendo get on with a new version. So get to it - you know it makes sense!


Exclusive to cable, satellite and skydigital
THE WORLD'S
MOST PERFECT WOMAN
and her parents
WEIRD SCIENCE on
T
Trouble
1.00 & 4.30pm Mon-Fri
12.00 & 5.00pm Sat-Sun
VISIT
www.trouble.co.uk
TO CREATE YOUR OWN PERFECT WOMAN

BOYZONE

The Game Boy Color Magazine



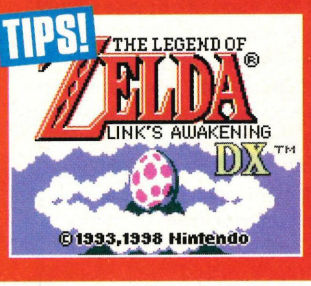
NEWS!



REVIEWS!



TIPS!



BIG REVIEW!

WWE ATTITUDE

ISSUE 5

Get your pecs out! We grapple with the handheld version of one of the N64's finest wrestling games.

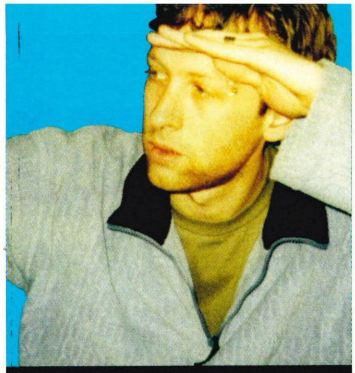




10 PAGE BUMPER ISSUE! BIGGEST EVER!

PLUS! BIG CRAWFISH FEATURE

We check out the GBC games that you won't want to miss!



EDITORIAL

Ch-ch-ch-ch-changes have been afoot in the last few weeks here at Boyzone. I know it looked cool before but when we had complaints about small children having epileptic fits after staring at that hypnotic green swirl for too long, we knew something had to change.

So as well as moving offices to the much cooler place known to us as "downstairs", we've also been staying up late giving this section of the mag a considerable overhaul.

Therefore let me be the first to welcome you to the all-new Boyzone, the most dapper looking Game Boy Color magazine anywhere in the world!

We've got something extra special for you this month. Lee travelled to Croydon and spent the day with Gameboy developers extraordinaire, Crawfish Interactive for an exclusive in-development feature on their most exciting new projects, including Rainbow Six, Street Fighter Alpha and Godzilla: The Series™!

We've also got some top-notch reviews this month, including Acclaim's brilliant Bust-A-Move '99 and the highly awaited International Superstar Soccer '99!

Boyzone will be here every month, same time, same place, with everything you need to know about the biggest-selling games console. See you there!

Oh yeah, the Game Boy Color is not the only small, cool thing. I'm sure you'll join me in welcoming my baby daughter Sophie to the world?

Oh, go on!



Jon
Editor – Boyzone



BOYZONE NEWS

SMALL SCREEN BIG PICTURE

NEWS

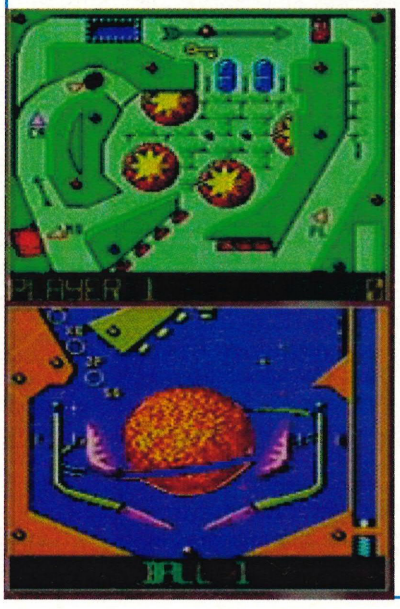
SPAWN

Todd McFarlane's *Spawn* proved to be nothing short of a disappointment when it was released on the PlayStation over a year ago. Competing with the likes of *Tomb Raider* and *Resident Evil*, the 3D adventure lost points on all criteria of examination. With this in mind, it comes as something of a surprise to find that the GBC is currently the subject of the same Spawn project. Spawn, as some of you may be aware, is a comic book hero not too dissimilar to the likes of Darkman and the Crow, living and breeding in the shadows and the subject of necrotic pursuits. The exact details are unclear at present, with no confirmation of the GBC version following an identical path to the original game. However, we are quietly confident that it will be a vast improvement on its predecessor. Well, it couldn't be worse!



NEWS

SILVER STREAK PINBALL



Experienced game developers Tarantula are currently working on a arcade pinball title for the GBC. Silver Streak Pinball features all of the excitement one would expect to find from a pinball game on the, very petite, Game Boy Color. It will harbour several different playing areas ranging from aquatic - generally full of sharks and Double Agent - an espionage game, to the self explanatory Legend of Robin hood- complete with William Tell overture musical accompaniment. The game will play more or less like any pinball game with pad controlling the left flipper and the 'A' button the right. It will also be backwards compatible with original Game Boy units and Take Two are due to be releasing it towards the end of the summer.

NEWS

MICROSOFT IN THE HEAD

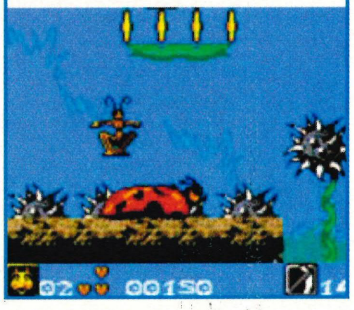
You can forget your pop stars and their sexual preference revelations, and you can forget your footballers and their drug-taking disclosures. How about Microsoft games on the Game Boy Color? In a shock revelation that could well have made it into the Bible, Classified Games have announced plans to release no less than five Microsoft games by the end of the year – *Microsoft Soccer, Microsoft: The Best of Entertainment Pack, Microsoft: The Best of Entertainment Pack 2, Microsoft: The Puzzle Collection* and *Microsoft Pinball Arcade*. As well as the Microsoft games, CG have demonstrated their intention to impose themselves on the market with the development of several other titles – *Mask Of Zorro* looking likely to be the pick of the bunch.

Microsoft®

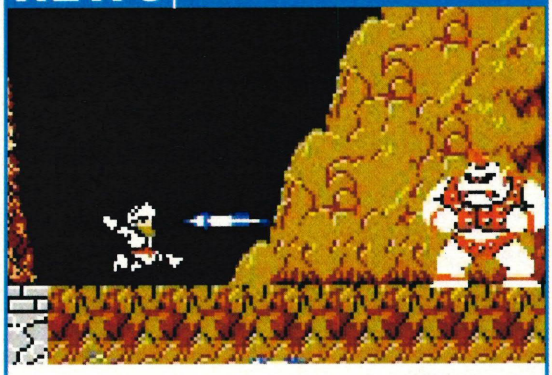
NEWS

ANTZ

Hollywood's current fixation with animated creepy crawlies is gradually seeping into the minuscule chasms of the Game Boy Color market. Back in issue 26 of TN64, we brought you the review of Disney's animated adventure, *A Bug's Life*. For a movie conversion it wasn't a bad attempt, capturing the fun elements and endearing storyline of its big screen sibling. Now *Antz*, its fierce competitor for box office supremacy, has resumed the rivalry on the smallest of screens. Infogrames are the driving force behind the game of the film that starred the voices of both Woody Allen and Sharon Stone. It is also rumoured to be backwards-compatible with Game Boy and Game Boy Pocket. Pencilled in for an October 1999 release, *Antz* looks set to bring the smallest of worlds to the small screen yet again.



NEWS



GHOSTS 'N GOBLINS

Ghosts 'n Goblins will be a port of the NES version and will play almost identically to the 8-bit software incarnation. You take on the role of the ginger-bearded knight who battles all manner of unthinkable beasts in his attempt to rescue a damsel in distress. Played over a number of horizontal-scrolling levels, the retro classic will have gamers old and new awaiting progression reports.

NEWS

SHIN'EN

German developers, Shin'en are currently producing two GBC titles that are set to utilise their own revolutionary GBC sound chip. The GHX Soundengine has been developed by the company and has now began to make appearances in a number of forthcoming high-profile titles as well as their own in-house products. The two Shin'en games currently employing the device are a smart-looking horizontal shoot-'em-up under the working guise of *Iridion*, and a cute puzzle game that features no less than 160 different levels. Both titles are still in relatively early stages of development but, I'm sure you'll agree, already look quite impressive.



GO FISHING

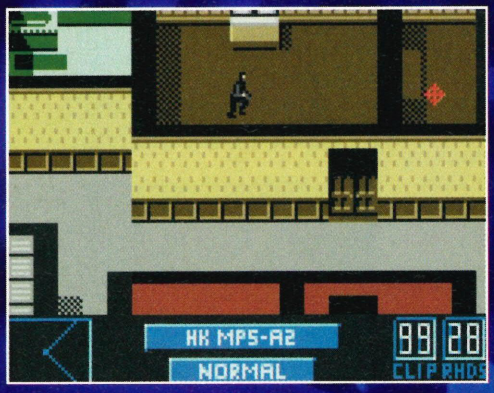
Boyzone swims with top Game Boy developer.



Throughout the sprawling cosmos that is the world of Nintendo, there is a small area of this great empire that dominates the particular sector of the industry in which it breeds. The Game Boy Color has taken over the mantle of the original Game Boy and continues Nintendo's supremacy within the hand-held market. So, armed with this knowledge and with the ever-growing popularity of the GBC in Europe, and with the new look of our own Boyzone section, we trawled down to London to pay a visit to the new face on the GBC block. Crawfish Interactive, developers of GBC titles, whisked us around their studios and gave us an in-depth profile of their latest projects. Think *Rainbow Six*, *Godzilla: The Series* and *Street Fighter Alpha*, and you'll immediately realise that these guys mean business.

Rainbow Six

Some might have thought this a ludicrous idea when initially contemplating the idea of porting Tom Clancy's epic Special Forces title to the GBC, but after cosily nurturing the game around the limitations of the GBC, Crawfish appear to be breaking into new territory. Porting the PC title onto the Game Boy Color suggests that something special must be happening in terms of GBC development. Crawfish have managed to create a game none too dissimilar to its big brother, and have captured the atmospheric seek and destroy playability. After assigning units of your task force to perform certain movements in your assault, you can also change to sniper mode to dispose of victims. Each new level offers a different mission and each needing tactical discretion and courageous application. Due for release in September, it certainly looks as if the GBC has moved up a gear - we can't wait!





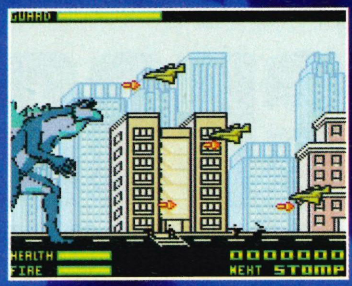


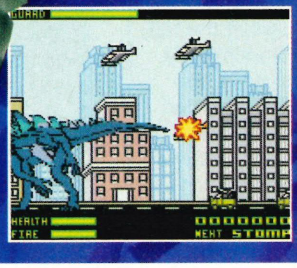


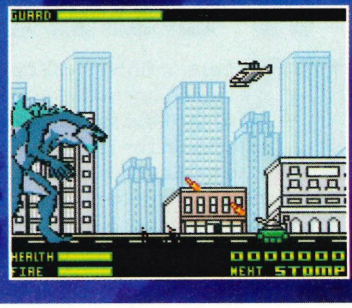
Godzilla: The Series

Up from the depths, forty stories high, she breathes fire, head in the sky... Godzilla! We all remember the giant lizard with the scaly back in some form or another. Whether it be in the cartoon series of the 1980s or the Japanese films of the 1960s, the fire-breathing reptile with laser beam eyes has had a high-profile Hollywood movie made of her, merchandise by the sack load, and is arguably the largest revenue-earning lizard in history. *Godzilla: The Series*™ is the latest spin-off and sees the abnormal reptile as the heroine once again. Developers Crawfish Int. have the task of placing this monster within the confines of one of the smallest videogame screens invented. The game itself is a horizontal scrolling smash-'em-up with you playing as the great monster herself. You are constantly under the attack of the military forces, and you have to use your powers (fire breath or tail slash) to disperse them. It looks sensational at the moment, and could well prove to be one of THE Game Boy Color games of the year.





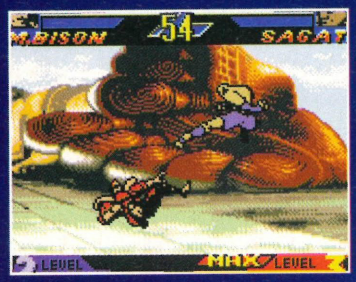




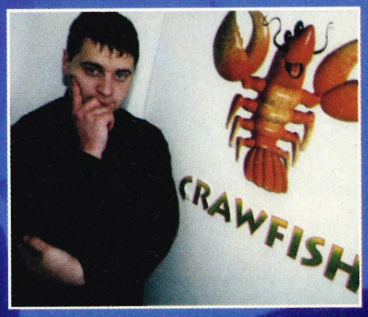
Street Fighter Alpha

Who doesn't know about this little chestnut? The *Street Fighter* titles have been a consistent force to be reckoned with in the arcades and in the home for years now. The multi-charactered versus fighting institution that Capcom conceived in the 1980s is still going strong even in these heady days of full 3D fighting. Now, after gracing almost every foreseeable format, the beat-'em-up is squaring up to its smallest challenge yet – the Game Boy Color! Crawfish have undertaken the *SFA* challenge and are currently working on a title that many GBC owners have been inquiring about for months. Featuring no less than 16 original characters, each harbouring a good selection of moves, *SFA* looks set to keep up the fine *Street Fighter* tradition. The game has been modelled on the last edition to the series and has been ported accordingly – taking into consideration the GBC limitations, obviously. Graphically, it is looking really smart at present, with Crawfish once again showing us the true capabilities of the mini-machine. Beat-'em-up fans can now look forward to a decent addition to the genre following the disappointing *MK4*.





THE CRAWFISH INTERVIEW



Once again, our beavering team beavered so beaverishly we ended up on the doorstep of the managing director of Crawfish Int. himself, Cameron Sheppard. After wrestling him into submission and pointing an aggressively-shaped marrow at him, he finally agreed to answer a couple of questions...

TN64: How did you get involved in the games industry and where did your career begin?

Cam: Born and bred in Melbourne, Australia, I started work for the country's leading development house, Beam Software, in 1989.

TN64: When did you set up Crawfish and where do you expect to be in a year's time?

Cam: I started Crawfish in early 1997. In a year's time we'll definitely be in new offices! Seriously, we've got some really exciting projects coming up and will need to increase the number of staff we have (currently 19). By then we should also have completed our first PlayStation titles and be well underway with a Dreamcast title (sorry, can't say anymore).

TN64: The Game Boy Color is the world's most popular handheld – where do you think its success has come from?

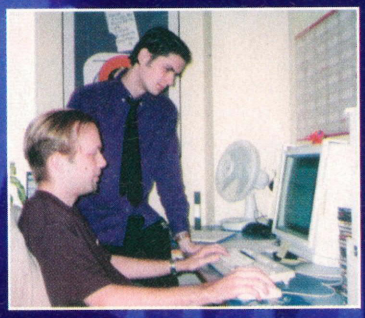
Cam: Nintendo's clever marketing certainly seems key – ultimately it seems that people just love to be able to pick up their GBC and get into a game quickly, easily and at any time. Sometimes I think the games industry is too inward looking and tends to develop complicated games that need hours of gameplay in one sitting. That's not mass market – GBC is.

TN64: We've seen the four titles Crawfish are currently developing – is it a long process producing high quality GBC titles?

Cam: Some titles take longer than others due to the level of complexity, but generally between 5-9 months – not long when compared to the usual 2-3 years a PC game takes, but in that time we ensure we push the machine to give us all that it's got

TN64: Our readers are always asking us questions about ways of getting into the industry. Can you offer them any advice about starting in the development sector of it?

Cam:* Play games, a LOT.
* Write off to and phone as many developers as you can – be realistic, it's often best to start as a tester (either for a developer or publisher).
* Be persistent – just don't give up!



TN64: If you were given the licence to develop a GBC title about anything, whether it be a movie a TV show or an established game perhaps, what would it be?

Cam: Converting classic arcade games is always fun, and modernising them too.

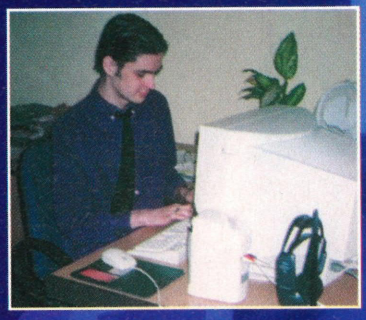
TN64: About *Rainbow Six*.. Do you like Tom Clancy's novel? Be honest, have you read it?

Cam: I actually haven't read it – too busy with Crawfish – but I hope to have some time soon...

TN64: *Godzilla: The Series* was quite a catch, and we already know that it looks stunning, but do you not think King Kong could be an equally entertaining character in a GBC title? We, and our readers, are all fans of large monkeys.

Cam: Yeah, absolutely!

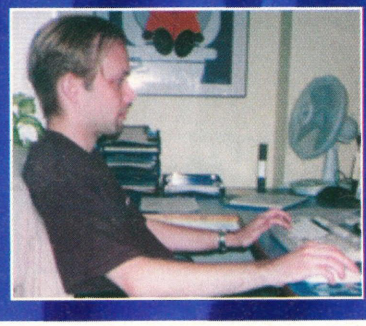
TN64: *Street Fighter Alpha* has retained its popularity over the years – will the GBC version keep the die-hard fans happy?



Cam: Definitely. We've kept all the combo moves – they are the key to staying true to the original. It's all about playability.

TN64: In no more than thirty words, sell to our readers the four titles you are currently working on...

Cam: * *Godzilla: The Series* - based on the new cartoon series, the game will contain all the carnage and destruction expected of the huge reptilian hero.
* *SFA* – all the moves, all the combos – the best ever fighting tournament for your handheld.
* *Rainbow Six* - control a crack squad of counter-terrorist operatives who tackle real-life scenarios.
* Can't talk about the fourth by name, but it's a retro classic you just won't be able to resist.



BOYZONE REVIEWS

THE BIGGEST GAMES FOR THE SMALLEST CONSOLE!

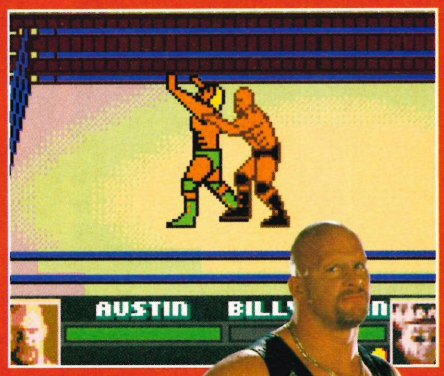
REVIEW

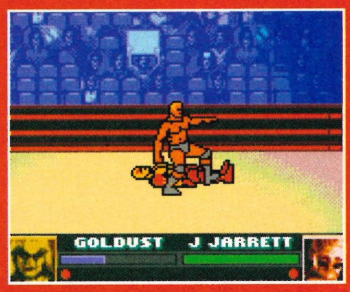
PUBLISHER: ACCLAIM DEVELOPER: CRAWFISH PRICE: £25

WWF ATTITUDE

Wrestling can't be the easiest of games to convert to the hand-held wonder, and as such it doesn't really work like the 64-bit versions do. This is mainly due to the fact that two buttons severely limit the amount of manoeuvres that the guys (and girl) can pull off.

All your big names are here of course, from "Stone Cold" Steve Austin and The Rock, to The Undertaker and Mankind. It all looks pretty nice and there are some cool game modes like King Of The Ring (ooer, more tea vicar?) and cage matches. If you're a WWF nut who needs a Game Boy grappler then you won't get anything better than this, but strictly speaking this is pretty average... er, if you smell what I'm cooking.







We're not sure what Goldust and J Jarrett are getting up to - there's never a dull moment in the WWF!



These two men obviously haven't read the Karma Sutra from beginning to end - or maybe they have...



REVIEW

PUBLISHER: MIDWAY DEVELOPER: IN-HOUSE PRICE: £25

PAPERBOY

BOYZONE

As far as retro-cool goes, they don't come any cooler than Paperboy... but I never really saw what all the fuss was about. It was probably because of the handle-bars mounted on the arcade cabinet, so the kudos never really transplanted onto any of the home systems. The Game Boy Color does offer a solid conversion, superior to any previous eight-bit version, and if you're a fan then you'll find that everything is in place and suits you, sir, and it's as frustratingly difficult as it ever was! It's just that, if you missed it the first time around, you may find that it doesn't deliver (chortle).











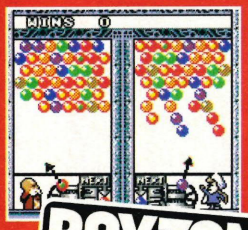
REVIEW

PUBLISHER: ACCLAIM DEVELOPER: CRAWFISH PRICE: £25

BUST-A-MOVE 4

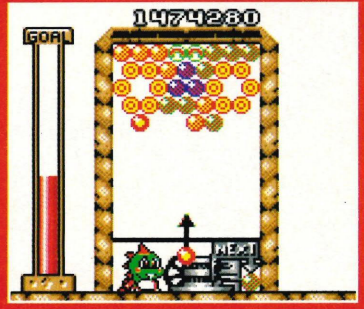
I know we gave *Bust A Move '99* on the N64 a bit of a drubbing last month, but this game is so good, and works so well on the Game Boy, that it goes some way to redeeming the entire franchise, partly because it actually involves some (you may want to sit down) new ideas!

These include a bizarre pulley system, whereby you really have to think about how much weight you add or take away from each side lest you meet your demise. It's not *Tetris* by any means, but if you like puzzlers or are a bit of a fan of the Bust A Move series then I think you'll find this to be a most agreeable purchasement.

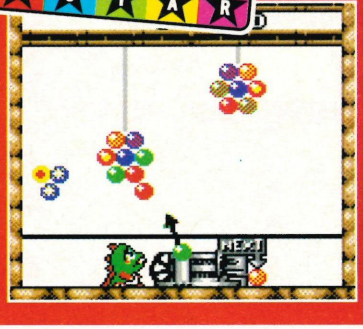




BOYZONE STAR









REVIEW

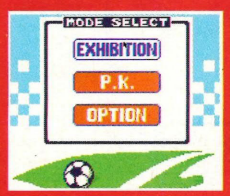
PUBLISHER: KONAMI DEVELOPER: IN-HOUSE PRICE: £25

INTERNATIONAL SUPERSTAR SOCCER '99



The biggest, and arguably the greatest, football game to grace the N64 console has now been developed for the Game Boy Color. Featuring as much of the original – or as much as the GBC can cope with – Konami have attempted to match the first game as closely as possible. Sadly, this is where the whole process appears to have fallen by the wayside – the game really is a shoddy port that could easily have been so much better. Instead of trying to emulate such a great game, they should have concentrated on the GBC's capabilities and built the software from there. The teams and the silly unofficial names are still there, so you won't miss out on great talents such as 'Ronarid' or David 'Backham', but that is where the similarities end. The on-field action lacks depth and the graphics are abysmal. Stay away if you like a really beautiful game.





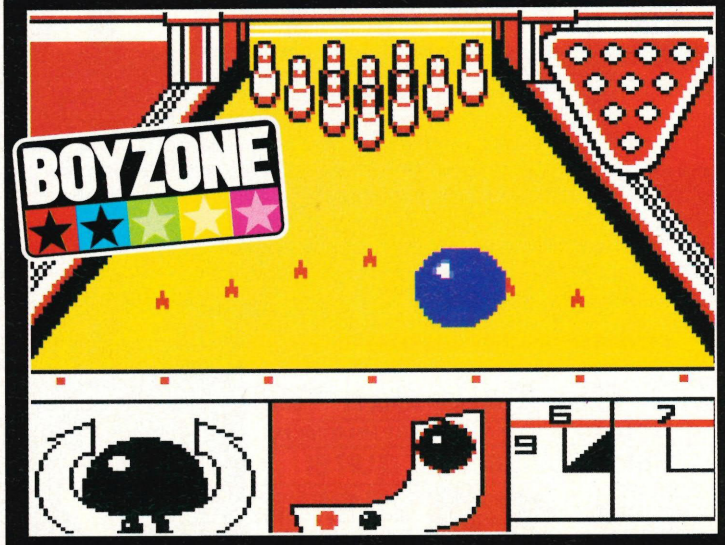




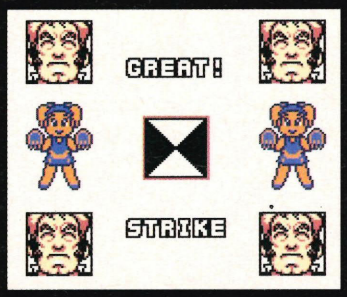
REVIEW

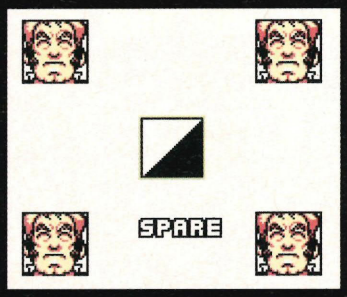
PUBLISHER: ATHENA DEVELOPER: IN-HOUSE PRICE: £25

POCKET BOWLING

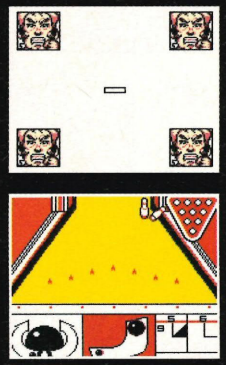


Whilst humming the riff to an Everly Brothers classic, we slip into our uncomfortable footwear and pick up a large, heavy ball. We then proceed to roll this bulky sphere along a shiny wooden alley in the hope of knocking over a few plastic pins. Sounds like fun doesn't it? How about a small wall that we could all paint and then sit together and watch dry. The two events, however different they may seem, are actually very similar: they're both boring. We can't make you hate these bowling games, but more often than not they don't seem to port very well to a videogame format. The same can be said about the GBC version. It plays as well as it could possibly play but doesn't drench the soul with enthusiasm. You roll a ball and knock pins down in many competitions and with different characters, but the end result is always the same: boredom. Leave this sport where it belongs and plump for a livelier event.







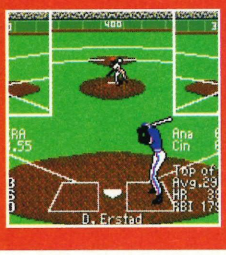


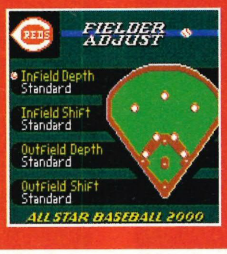
REVIEW

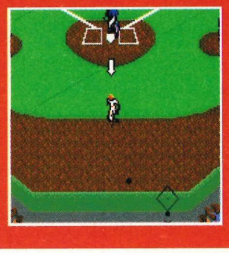
PUBLISHER: ACCLAIM DEVELOPER: REALTIME ASSOCIATES PRICE: £25

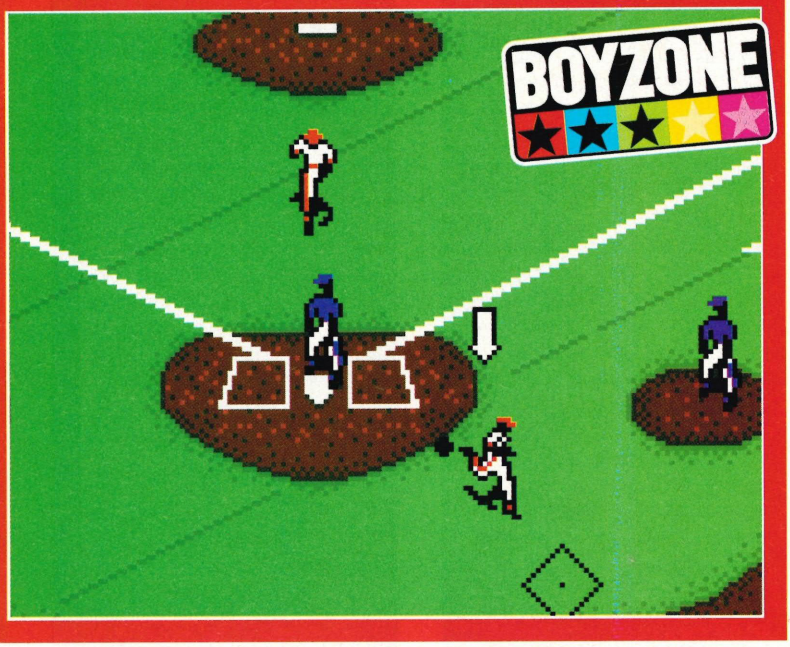
ALL-STAR BASEBALL 2000

We've had a clutch of baseball games for the N64 recently, and now it seems some of this volume is filtering through to the Game Boy Color. Acclaim's All-Star Baseball 2000 proved something of an office hit on the N64, and we found ourselves strangely excited when we were presented with the GBC version. Within minutes of playing it was evident that Acclaim had tried to instill the same quality and content of its big brother (with the obvious capability restrictions) and had more or less succeeded. It has a large database of players and teams and a good variety of options to keep you interested for a good while. There are not many American sports games that we can be proud of, and even fewer on the GBC, but thankfully Acclaim have produced a fine effort for the miniature market and this should be at least given a trial run. If you're into that sort of thing, that is...









REVIEW

PUBLISHER: ACCLAIM DEVELOPER: REALTIME ASSOCIATES PRICE: £25

MAYA THE BEE & HER FRIENDS



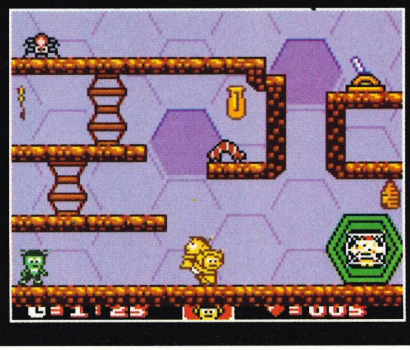
It isn't very often we get truly enjoyable yet wholly simplistic software in the office, and on the GBC it is a rarity that we'd find anything matching such criteria. But Acclaim have done us the great deed of chucking an unknown title called Maya the Bee and Her Friends in our direction. For a start, the whole thing appears to be a simple, multi-level platform romp with colourful characters and a lack of activity. However, once you become familiar with the game you will realise it is filled with teasing team-solving puzzles and difficult tasks. There are many endearing features in Maya's, none more so than manipulating three characters simultaneously. You have to guide each pal into certain positions to activate other areas of each level. It will often induce some frustrating cries and annoying calls, but ultimately it serves to make you try harder. This game could certainly fit in anybody's GBC collection and is well worth checking out.











BOYZONE HANDY HINTS

KEN GRIFFEY JR PRESENTS MLB

EASY HOMERUN DERBY WIN
When the computer is batting in a homerun derby, hold Down and B. The computer will then skip its turn and will be stuck with a low score.

GIVE A PITCHER 163 WINS
While you are playing a 163 game season, pick a pitcher to pitch the first three innings. Then pick a different pitcher to pitch the 4th and 5th innings. Then use as many pitchers as you want to complete the game.
Whichever pitcher pitches the 4th and 5th innings will get the win. Note: You must be winning during the 3rd inning and keep the lead for the whole game.

RUN FASTER
While you are running, rapidly press B

THE LEGEND OF ZELDA: LINK'S AWAKENING DX



HOW TO GET THE RED AND BLUE CLOTHES.
1) Get the boots from the Key Cavern.

2) Use the boots to bum-rush the book at the top of the screen in the Mabe Village Library.

3) Read the book, then go to the lower right-hand corner of the cemetery (the screen with five gravestones in it).

4) Starting with the lower right-hand gravestone and working clockwise, push them according to the following diagram: ↑→↑←↓

5) Fight your way through the dungeon. After beating the dungeon boss, a door will open up.
Go through the door and meet a fairy. She will give you a choice between two types of clothing – Red for Power, Blue for Defence. Wearing the Red clothes is like having a never-ending Piece of Power (without the annoying music), and the Blue clothes give you pretty much the same defence as a Guardian Acorn. Don't worry about which one you choose at first; you can always come back and switch them later.

The boots provide very useful tools for defeating the dungeon boss. The key to defeating him is to hit him consistently so he won't have time to recover. If you just keep running towards him, you can get several hits in. He will turn reddish in colour when he is near defeat.

MORTAL KOMBAT 4



EXTRA CREDITS
When you choose your difficulty setting (the three towers), press UP on the control pad. You can increase your credits up to 5.

KOMBAT KODES
Enter these at the code screen before a match:

Play as Reptile - 192234
Throws disabled - 100100
Fight Reptile - 205205
Switcharoo - 460460
Dark Kombat - 688422
Message1 - 987666
Message2 - 123926
Psycho Kombat - 985125
No blocks - 020020

PLAY AS REPTILE
When the "Enter Kombat Kode" screen appears before a match, enter the following: 192234? (MK, Skull, YingYang, YinYang, 4, Question Mark)
If done correctly, when you hit START, the screen will say "REPTILE ENABLED". Now, the next time you select a character, Reptile will be in the middle where the MK design was.

REPTILE'S MOVES:
Acid Spit: D, F, Punch
Dashing Punch: B, F, Punch
Face Chew: U + Punch + Kick

CHARACTER MOVES:
FUJIN
Rising Knee: Down, Forward, Kick
Air Dive Kick: Up, Up, Kick
Fatality: Raise and Destroy: Forward, Forward, Back

LIU KANG
Fireball: Forward, Forward, Punch
Bicycle Kick: Forward, Forward, Kick
Fatality: Blast: Forward, Forward, Forward, Down

QUAN CHI
Slide Kick: Forward, Forward, Kick
Tele-Stomp: Forward, Down, Kick
Fatality: Leg Rip: Forward, Down, Forward

RAIDEN
Torpedo: Forward, Forward, Kick
Lightning Bolt: Down, Back, Punch
Fatality: Shock of Explosions: Forward, Back, Up, Up

REIKO
Shurikens: Down, Forward, Punch
Flip Kick: Down, Forward, Kick
Fatality: Kick Off: Down, Down, Back

SCORPION
Spear: Back, Back, Punch
Teleport Punch: Down, Back, Punch
Fatality: Toasty: Back, Forward, Forward, Back

SUB-ZERO
Ice Blast: Down, Forward, Punch
Slide: Back + Punch + Kick
Fatality: Head Rip: Forward, Back, Forward, Down

TANYA
Fireball: Down, Forward, Punch
Corkscrew Kick: Forward, Forward, Kick
Fatality: Kiss of Death: Down, Down, Up, Down

RANDOM FIGHTER
On the Kode screen punch in all fours (push up on all six slots to view the number 4). Doing this will cause your fighter to change every few seconds during battle.

SUPER MARIO BROS. DX

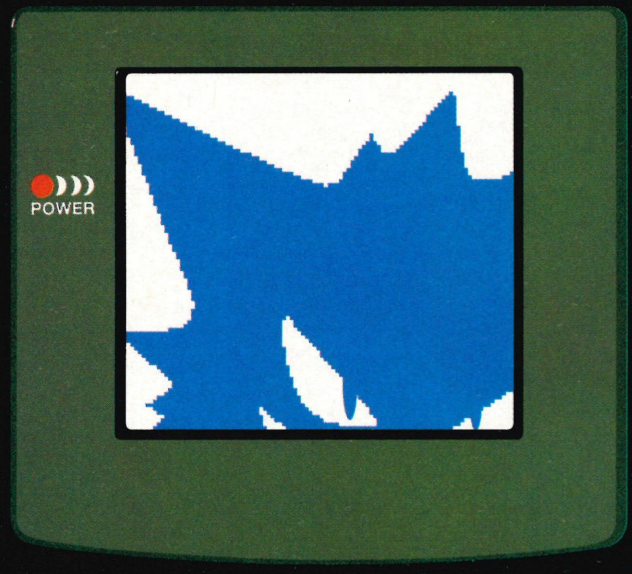


ACCESS "LOST LEVELS" GAME
You must get a minimum score of 300,000 points. On the Title Screen, select "Luigi" for the hidden "Original Super Mario Bros. 2: Lost Levels" game.

ACCESS "YOU VS. BOO" GAME
You must get a minimum score of 100,000 points. On the Title Screen, select "Boo" for the "You Vs. Boo" bonus levels.

CONTINUE FOREVER
When the "Game Over" screen appears, depress and keep depressing A to continue.

FIND OUT WHO SAVED NINTENDO...



WITH POWER MUST COME...

RAPIDE PUBLISHING

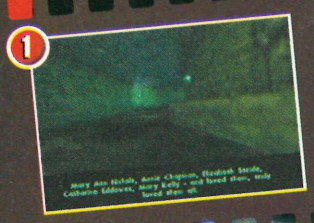
TOTAL CONTROL

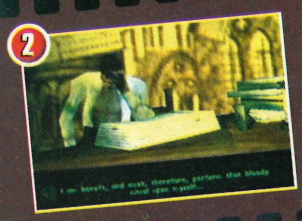
ISSUE 10 ON SALE NOW

PICTURE HOUSE

The N64 is home to some of the greatest movies in cinematic history, and every month we're going to show you the best of them. This month we are going to be the first magazine in the world to show you, exclusively, the fantastic intro movie to one of the most hideous videogames ever!

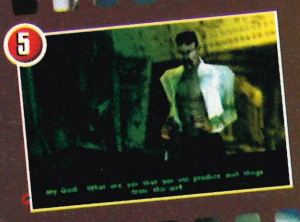
This month: SHADOW MAN





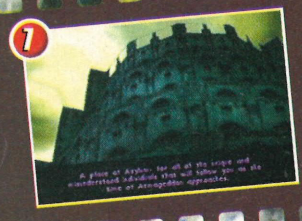


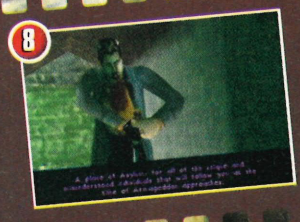


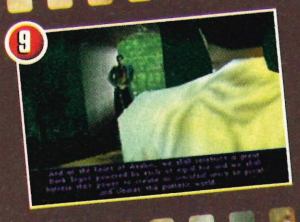


To the forlorn music of Beethoven's Midnight Sonata, we hear a spoken work dialogue by Jack The Ripper. Deep in his sewer hide-out, he is surprised by the entrance of a strange man who looks like he eats human livers...









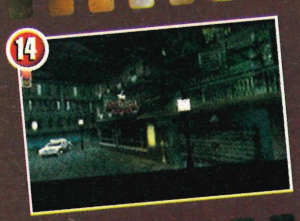


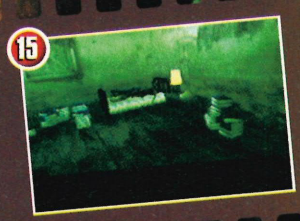
Jack thinks he's a fool, until the man, Legion, conjures a dark soul from out of nowhere and tells Jack of his plan to build The Asylum and bring humanity to its knees. Jack is totally and utterly convinced...



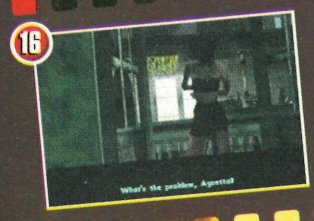




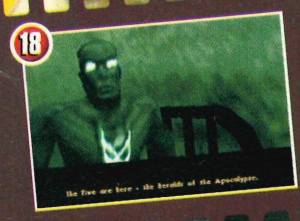




Legion tells Jack that for him to be involved in the plan, he needs to go to Deadside. Jack immediately understands what this means, and, horrifyingly, plunges a huge blade through his stomach...











Cut to a shady apartment. A woman called Agnetta has a terrible dream and tells Mike LeRoi that he has a job to do. He's not happy about travelling to Deadside ("the @sshole of the universe") but somebody's gotta do it.



MORE POWER

MORE AMMO





MORE CASH

XPLORER IS THE MOST ADVANCED CHEAT CARTRIDGE AVAILABLE FOR YOUR N64. PRE-LOADED WITH OVER 100 CHEATS FOR THE LATEST AND GREATEST GAMES, XPLORER GIVES YOU MORE POWER, MORE AMMO, MORE CASH AND LETS YOU ACCESS HIDDEN GAME SECRETS LIKE NEVER BEFORE!

CODES ARE LISTED IN YOUR FAVOURITE MAGAZINES AND ON THE XPLORER WEBSITE SO THERE'S ALWAYS NEW CHEAT CODES AVAILABLE FOR THE LATEST GAMES.

TAKE YOUR GAMEPLAY TO THE NEXT DIMENSION AND FIND OUT WHAT MADE XPLORER THE NO. 1 BEST SELLING CHEAT CARTRIDGE IN THE UK IN 1998!*

*PLAYSTATION VERSION:- CHARTTRAK 1998



XPLORER64™

THE ULTIMATE CHEAT CARTRIDGE FOR NINTENDO™ 64

AVAILABLE FROM ALL GOOD RETAILERS. CALL FOR DETAILS OF YOUR NEAREST STOCKIST

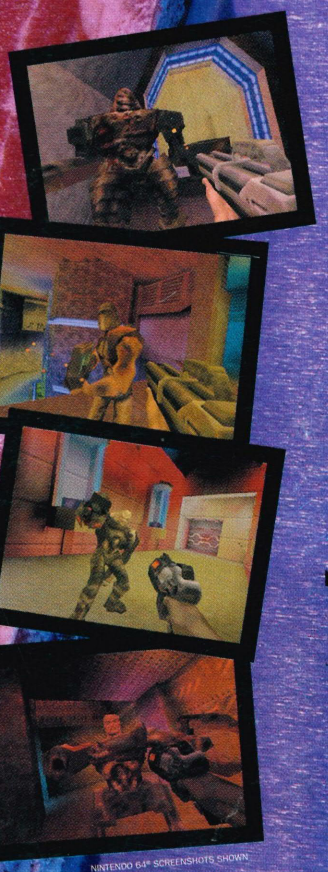
BLAZE

"Nintendo" is a trademark of Nintendo Inc.
"Xplorer" is a trademark of Future Console Design Ltd

FIRE INTERNATIONAL LTD
UNIT 15, SHAW WOOD BUSINESS PARK, LEGER WAY, DONCASTER, DN2 5TB
TEL: 01302 321905 FAX: 01302 322061 EMAIL: BLAZE@FIRE-INTERNATIONAL.LTD.UK

QUAKE II™

NOW IN RARE FORM.



NINTENDO 64® SCREENSHOTS SHOWN

NINTENDO 64'S BRAINS.
ID'S GUTS. YOUR SOUL.
SIMPLY PUT, THIS IS AS RAW AS IT GETS.

MEET YOUR MAKER ON AN ENTIRELY NEW PLATFORM. QUAKE II™ FOR THE NINTENDO 64 FEATURES MORE NEW LEVELS AND TOTALLY REDESIGNED EXISTING LEVELS THAT HAVE IT ALL FLESHED OUT. ALL THE RESPONSIVENESS OF THE PC WOVEN IN WITH THE SPECIAL EFFECTS AND SHADING OF THE NINTENDO 64. PLUS A GRITTY TWO-AND FOUR-PLAYER DEATHMATCH, FULLY CUSTOMISABLE CONTROLS AND SAVE GAME OPTIONS. ONLY ID SOFTWARE COULD MASTERMIND A VERSION SO INTENSE - AND ONLY THE MOST HARDCORE OF PLAYERS WOULD DARE UNDERMINE IT. AND YOU THOUGHT YOU WERE DONE.

DISTRIBUTED BY

ACTIVISION®

PUBLISHED BY

id™

NINTENDO 64

QUAKE II ©1998 ID SOFTWARE, INC. ALL RIGHTS RESERVED. DISTRIBUTED BY ACTIVISION, INC. UNDER LICENSE. QUAKE™, THE ID LOGO, THE QII™ LOGO AND THE ID SOFTWARE™ NAME ARE TRADEMARKS OF ID SOFTWARE, INC. IN ALL COUNTRIES IN WHICH THIS PRODUCT IS DISTRIBUTED. QUAKE IS A REGISTERED TRADEMARK OF ID SOFTWARE, INC. IN THE UNITED KINGDOM, FRANCE, SPAIN, GERMANY, ITALY, AUSTRALIA AND JAPAN AND QUAKE II IS A REGISTERED TRADEMARK OF ID SOFTWARE, INC. IN AUSTRALIA. ACTIVISION® IS A REGISTERED TRADEMARK OF ACTIVISION, INC. ALL OTHER TRADEMARKS AND TRADE NAMES ARE PROPERTIES OF THEIR RESPECTIVE OWNERS. QUAKE II™ IS LICENSED BY NINTENDO. NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC. ©1996 NINTENDO OF AMERICA. ALL OTHER TRADEMARKS AND TRADE NAMES ARE PROPERTIES OF THEIR RESPECTIVE OWNERS.