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VSIXTYFOUR

Volume One Issue Two £2.95

NEW FOR N64!

FORSAKEN

FIRST UK REVIEW



INSIDE

OVER 20 NEW GAMES
101 WAYS TO WIN
ZELDA
QUAKE
MISSION IMPOSSIBLE

FREE POSTER

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TUROK II ISS 98 SUPERMAN G.A.S.P!! RAMPAGE GT64 WORLD CUP 98

VSIXTYFOUR

"Forsaken 64 is guaranteed to steal large chunks of your life."

ISSUE TWO

The Fundamentals of Killing
Lesson 3

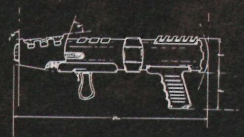
If You Feel Warm, Raining Chunks Of Sticky Monster

That Means You Hit Your Target.

QUAKE™



fig. C



The Grenade Launcher
Short or Medium-Range

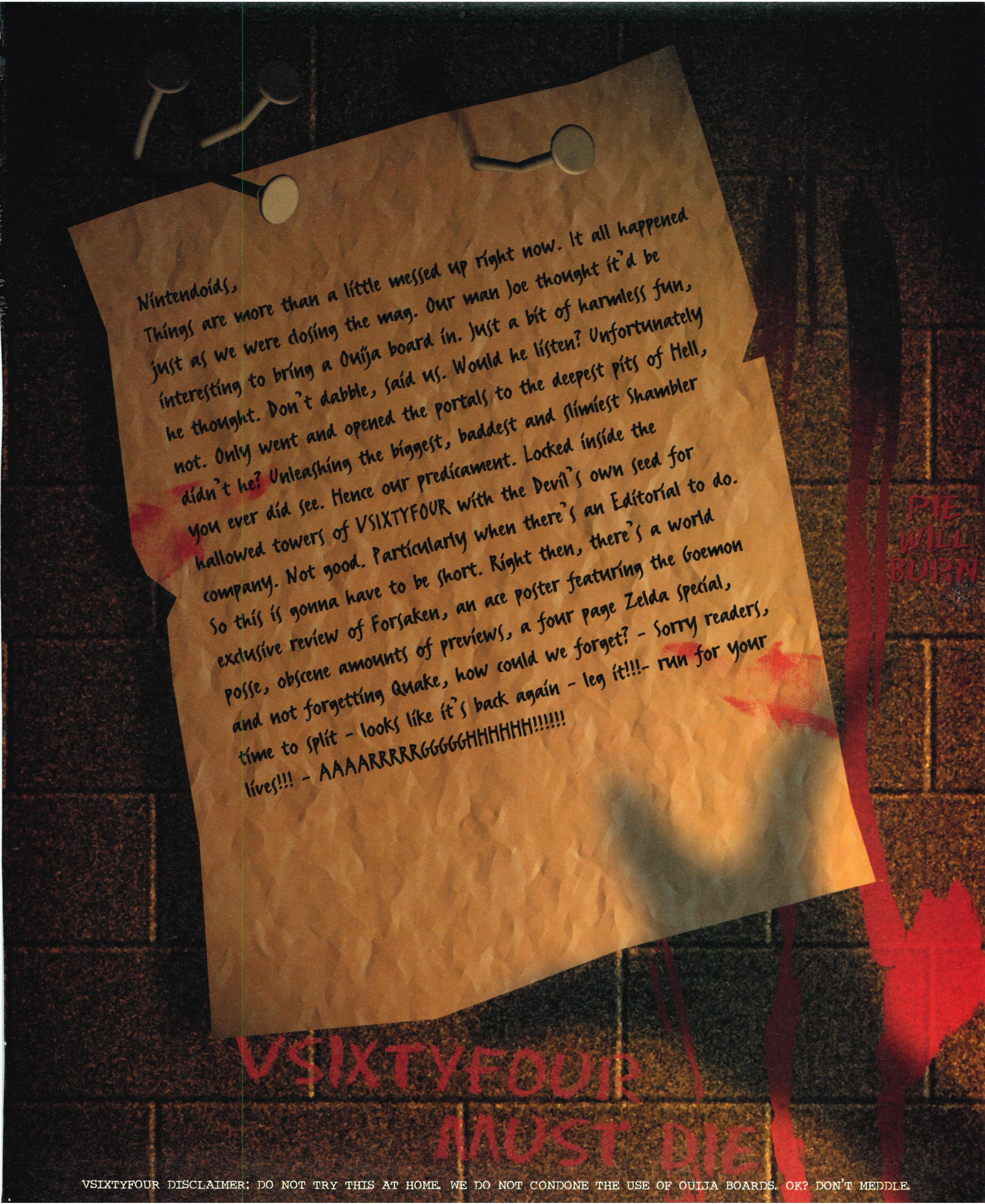
Two player death match

Created by

MIDWAY™

NINTENDO64

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VSIXTYFOUR

THE ABSOLUTE KING OF N64 MAGAZINES



PREVIEWS

28 ISS 98 Pro
The world of football's looking rosey indeed: Man Utd are set to be dethroned, the World Cup looms large and best of all *ISS 98* is out real soon. Oh, happy days.

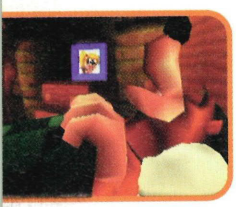
34 World Cup 98
This game is going to be big. Very, very big. But is it any good? Full preview inside.

24 GT64
Well looky here. An N64 racer and not a monkey in sight. Is Ocean's saloon car speedster set to take on and beat Sony's *Gran Turismo*?

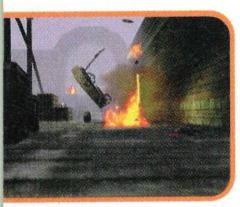
40 Holy Magic Century
RPG afficianados rejoice. Dust down your cloak and polish your staff, adventure awaits...

32 Reckin Balls
VSIXTYFOUR get ready to tickle Acclaim's off-beat band of bouncy balls.

38 All-Star Baseball
You ain't seen nothing like this. Acclaim's stateside baseball sim is quite possibly the most stunning sports game of all time. N64 or 3DFX? You decide.









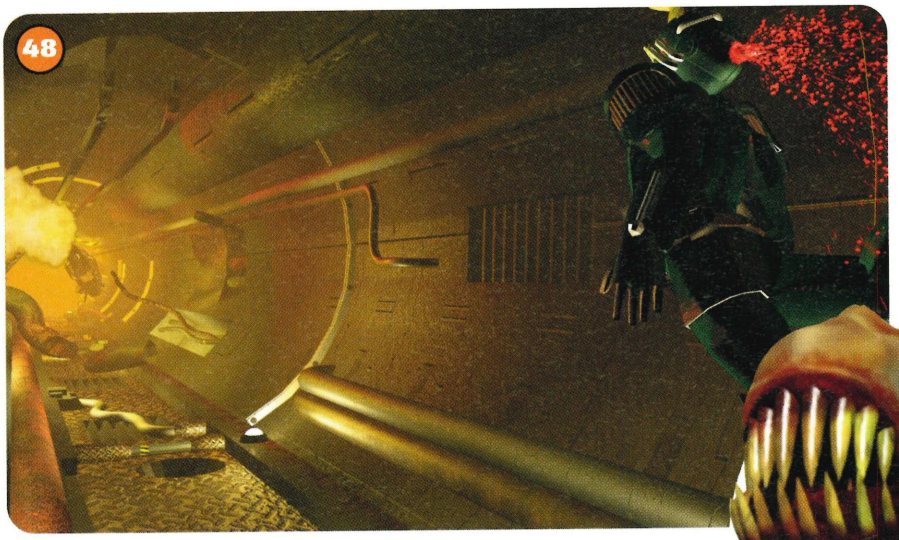
REGULARS

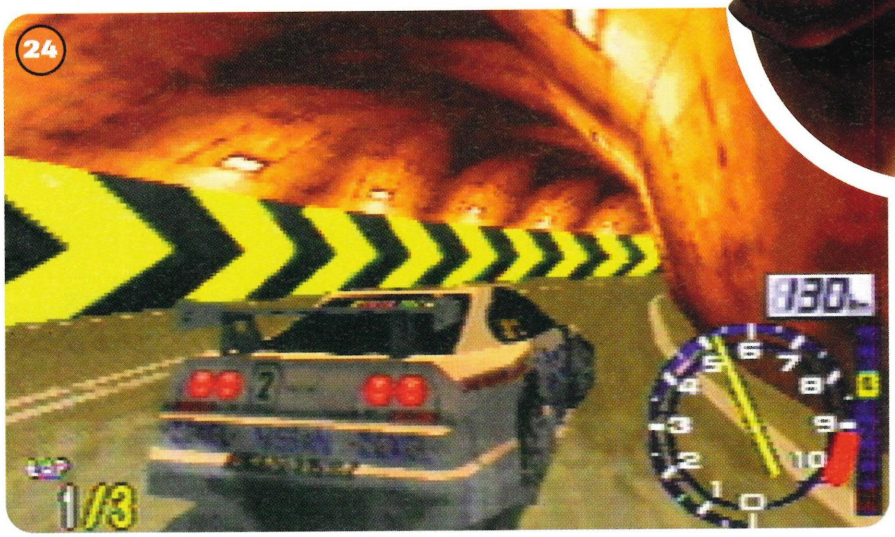
4 Scene 64
Keep abreast of all the latest news from the world of N64 gaming.

10 In the Loop
Tantalising titbits of tomorrow's games, today.

44 Funky Stuff
Super sexy hardware for all self-respecting techno-heads.

77 Second Opinions
A paragraph of wisdom from each of our reviewers. Vital reading.



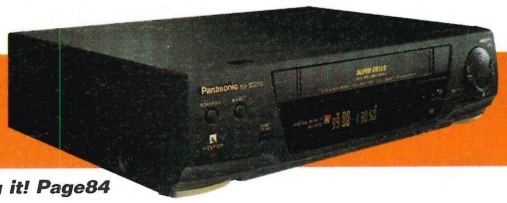






Funky Stuff on page 44

WIN!



Tons of goodies up for grabs, Blag it! Page84















REGULARS

Blag it 84
A veritable Aladdin's cave of goodies up for grabs.

Subscriptions 78
You'd be barking to not take advantage of our amazing subscription offer. Get to it.

Dossier 64 86
Your definitive guide to the most powerful console on Earth.

101 Ways to Win 80
More cheats than you can shake a stick at.

REVIEWS

Quake 64 56
Dank oppressive corridors, blood drenched walls and the stench of rotting flesh. No, it's not **VSIXTYFOUR** Towers. It's Quake. Charlie Brooker peers into the abyss.

Forsaken 48
Damn!, we're good. Turn to page 48 for this month's **VSIXTYFOUR** exclusive – an eight page review of Acclaim's stunning futuristic fly-by shooter. Forsaken?... You sure will be.

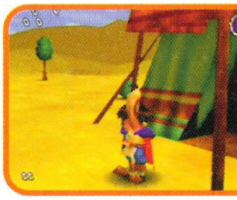
Wetrix 74
Ocean's latest entrant into the N64 arena is set to make quite a splash. **VSIXTYFOUR** dive head-on into this H_2O based puzzle-em-up.

Air Boarders 66
This Jap-born boarder glides onto the 64. Is it a case of Back to the Future? Or just back to the drawing board. The latter looks more likely... find out inside.

Rampage World Tour 70
The monsters are a-coming!... and they're not best pleased. The boy Brooker takes a trip down memory lane with Midway's re-hashed old-skool munch-em-up.

G.A.S.P!! 62
Is Konami's oddly titled scrapper the answer to all our beat-em-up prayers, or does the nightmare continue? Charlie Brooker pulls no punches.











SCENE64

N2000 - FACT OR FICTION?

Is Nintendo set to launch a new console for the Millenium? VSIXTYFOUR investigates...

VSIXTYFOUR has managed to unearth some rather sensitive information regarding the possibility of a successor to the 64. What you are about to read is highly classified and could prove extremely dangerous if it got into the wrong hands. So keep it to yourselves, OK? Read on.

According to sources close to the project, in the summer of 97 at Silicon Graphics, preliminary design for Nintendo's next console began. At that time, the plan was to deliver the new system to Japanese consumers in time for XMAS 2000. Allegedly, some of the team members were previously assigned to Project Reality (N64). Apparently, the technology was based around a single chip design with RAM on board. The chip itself was to be an embedded R5000 with an on-chip graphics sub-system. Following some early design work, members of the team were reassigned to other projects in the light of various changes happening at SGI. It would now appear all work on the N2000 (as it was known internally) has ceased but there is still hope that Silicon Graphic's newly formed videogame department may pick up the project at a later date.



Hmmm, what are we to make of this? Well, it would suggest that Nintendo were at least entertaining the idea of once again teaming up with Silicon Graphics for it's new hardware. Also, have all plans for the console been resigned to the scrapheap, or will we get to see the N2000 in one form or another?

But this begs a rather interesting question that in itself could lead to the heart of the matter. Strange, don't you think? That the big N should want to launch a new console a mere three and a half years after launching the 64. So maybe, just maybe, all this N2000 'leaked' information is infact dis-information designed to wrong-foot the big N's competitors. Who knows. Trust no-one readers, trust no-one.

THE 64DD'S FUTURE NOW HANGS IN LIMBO

Last month we reported that Nintendo was unable to confirm whether the 64DD add-on device would ever become available to Western gamers. It now seems that this applies to Japanese gamers also.

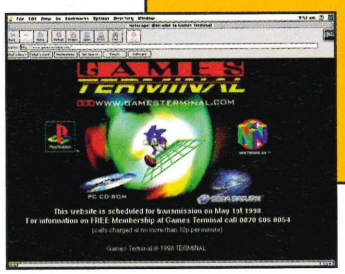
Nintendo of Japan have confirmed the delay of the upcoming 64DD, moving its Japanese release date from June to "within the year." NCL were apologetic about the change in schedule and referred to recent developments as "unfortunate". Furthermore, the add-on device will be absent from next month's industry expo, E3. The 64DD has been the source of much sceptisim of late and it now seems more a case of 'if' as opposed to when it will see the light of day. The failure of console add-ons past is well documented and it would appear Nintendo are now seriously re-thinking the project altogether.



CYBERSPACE SWAP SHOP

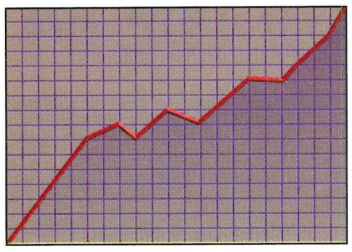
Read on for news of a special offer for VSIXTYFOUR readers

Internet Company Terminal is set to launch a new Internet based second hand games software shop. For a £5 yearly subscription to www.gamesterminal.com members can purchase new games, swap products with other members or simply but and sell. Formats include PC-CD, Nintendo, PlayStation and Sega. But get this, being the splendid chaps that we are we've only negotiated free membership for readers of VSIXTYFOUR. Well, not all readers that is, but 500 hundred of you can blag a years free subs. Not bad eh? All you've got to do is phone 0870 6060054 and tell 'em VSIXTYFOUR sent you.



Word up

RE-RUN THE GAUNTLET Atari has confirmed that they're to release a Dungeons & Dragons slasher based around the 80's arcade hit Gauntlet. Out go the top down 2D visuals to be replaced by all-immersing 3D polygon-o-vision. The new game will first appear in arcades with a 64 version following shortly after. ***ACCLAIM GO BUST*** Don't be silly, of course they don't, but they are planning to release the classic puzzler *Bust-A-Move.* In fact puzzle addicts are set for more than a few intraveinous injections of their favoured genre over the coming months: *Wetrix, Puyo Puyo, Puzzle Dama, Bio Tetris* and now Acclaim's *Bust-A-Move.* Expect it sometime this summer.***GAMEBOY HITS THE BIG SCREEN*** Peripheral peddlers Datel have announced a Game Boy emulator for the 64. The device plugs straight into the machine's cartridge slot allowing any Game Boy title to be played out on a TV screen. Like the Super Game Boy before it, a selectable colour palette system injects some vibrancy into proceedings. Expect it

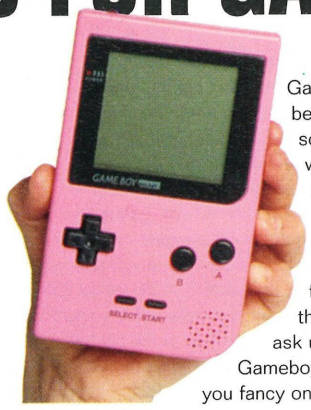


BIG N SET FOR NEAR RECORD PROFITS

According to Japanese daily Nihon Keizai Shinbun, Nintendo are set to post near record profits of ¥160 billion, (£751,879,687), an increase of 46% from last year. This figure comes close to the ¥166.2 billion (£780,775,000) all-time high set in 1993, largely attributed to the massive success of the Super Nintendo. These estimations have been conducted by an independent body but appear to be pretty near the mark. Nintendo PR was quoted as saying the figures "sound about right". Such startling performance is in the main down to the success of the N64 in the States (10 million units sold) and to a lesser extent Europe. Unfortunately for the Big N, the console still lags far behind PlayStation and Saturn in it's home territory.

GAMEBOYS FOR GAMEGIRLS

Nintendo think pink to lure Gamegirls

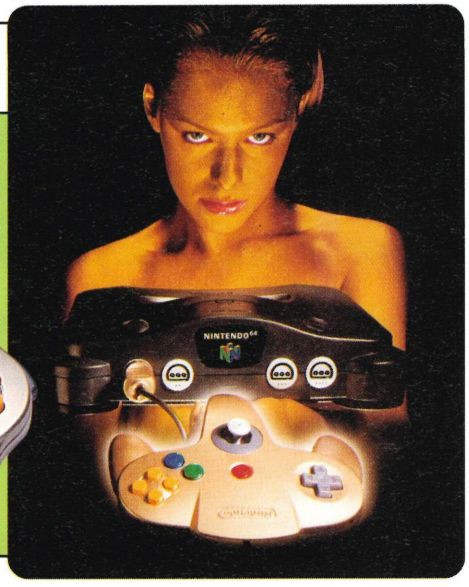


Ooh, will you take a look at that. A pink Gameboy! Whatever next? A floral patterned 64 replete with heavily perfumed cartridge slot, probably. Well, actually there's a perfectly good reason behind all this pallette tampering. You see, according to statistics female types constitute over 40% of all Gameboy users, who, up until now have been largely ignored by Nintendo's colour scheme department. But no longer, if wearing dresses and participating in mind-numbingly drawn-out telephone conversations isn't sufficient to differentiate themselves from the male of the species, they can now reinforce their femininity by having a hand-held console that's all...erm, pinkish. Nonsense, if you ask us. Anyway, it'll more than likely sell. The Gameboy sex-wars started on the 10th April and if you fancy one it'll set you back £45.

NINTENDO GO FOR GOLD

All that glitters is gold, is the resounding message currently coming from Nintendo HQ. The latest N64 essential accessory for the coming season would appear to be the swanky new gold 'effect' joypads. Available individually priced at £29.99 or as part of the limited edition N64 console pack priced £99.99. The craze for all things golden won't end there either. Expect the Zelda cartridge(when it's finally released) to be golden too.





TAMAGOTCHI IN FREAK CYCLISTS DEATH SHOCKER!

Sacré Bleu La Tamagotchi de la mort!

No, this is not a belated April fool, this startling piece of tenuously related gaming news actually occured, not unsurprisingly, in France. A 27 year old woman of Marseille, France killed one cyclist and injured another when she apparently took her eyes off the road in an attempt to save her Tamagotchi, Reuters reported. The driver had her cyber-friend attached to a keyring when it began to emit sounds that indicated it needed some attention. The woman asked a friend in the car to take care of the virtual pet's needs, and in the confusion, she failed to see a group of cyclists and rammed into the back of them, killing one instantly and seriously injuring another. As a result, the driver is to be investigated by French magistrates and if found guilty of carelessness will run the risk of prison. On a more positive note, apart from the obvious trauma, the Tamagotchi survived unscathed, living to the grand old age of18 days before dying last week, of natural causes.



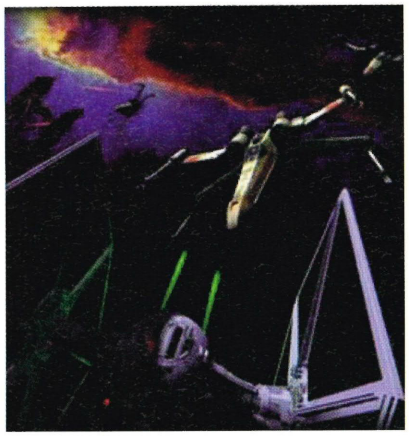
Word up

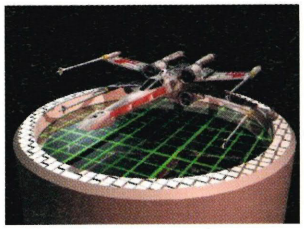
sometime this summer with a price tag of £40.

HATRICK FOR GRETZKY First came Wayne Gretzky's 3D Hockey, then came Gretzky '98 and now Atari is working on, yep, you guessed it... Wayne Gretsky '99. Presumably the instalment after that will be Wayne Gretzky 00. Anyway, it's apparently going to be really, really good and they're going to implement loads of new ideas that they hadn't thought of when they were doing the last one. Hmmmm...***ALL BASES LOADED*** Interactive are set to release a new baseball title programmed by two ex-Nintendo employees. News is scarce on this one apart from that it is expected to appear sometime this year.***MIDWAY BLITZING THE 64*** NFL Blitz, the dazzling arcade interpretation of Gridiron, is making swift progress at Midway HQ. Rumour has it that the programmers are busting a gut to get the game running at 60FPS. ***PREPARE TO FREAK-OUT*** Midway's blood-fest beat-em-up Bio Freaks looks set to get an earlier release than expected. The

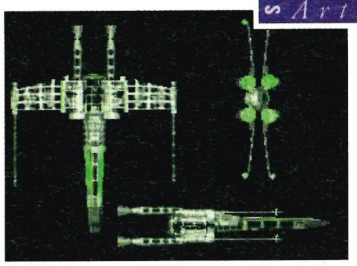
NEW STAR WARS GAME HEADING FOR THE 64

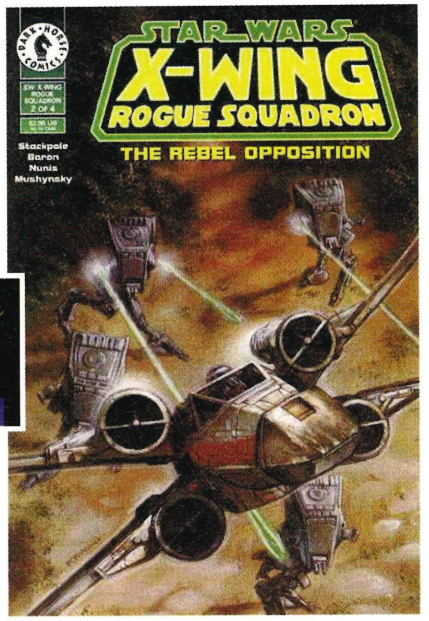
San Rafael based LucasArts is currently working on the next Star Wars title for the N64, *Rogue Squadron*. Surprisingly, the game will not be based on any of the forthcoming prequel movies, nor is the game to be a direct sequel to the lack-lustre *Shadows of the Empire*. Presumably it will, instead, be based on the Black Horse comic book of the same name. For those not in the know *Rogue Squadron* follows the adventures of a team of X-Wing fighters who, as the name would suggest, are a law unto themselves, operating outside the jurisdiction of the Rebel Alliance and are generally being a major thorn in the side of of the big bad Empire. Anyway, the game promises loads of epic Star Wars X-Wing battles and apparently one of the most rip-roaring soundtracks ever put onto cartridge. It was long believed that the next Star Wars incarnation would be DD based and not appear until 99 but according to Nintendo, *Rogue Squadron* is slated for a late 98 release. LucasArts has yet to make an official announcement although Nintendo themselves have confirmed the games existence. VSIXTYFOUR will of course report back any news of this exciting title just as soon as we get it.











PSYGNOSIS SIGN UP FOR THE 64 - OFFICIAL

Liverpool-based software house Psygnosis has officially confirmed its support for the N64. "We are pleased to be working with Nintendo and aim to apply Psygnosis's unique craftsmanship and attention to detail to this strong platform in order to deliver more exciting gaming experiences." commented Ian Hetherington, Managing Director and founder of Psygnosis. First game off the production line is to be a souped-up version of the futuristic racer *Wipeout*. The 64 bit version will incorporate newly added pit-stops, a tournament mode, and best of all, a four-player split-screen mode - the first ever for the series. One thing that won't make the transition is *Wipeout's* awesome CD soundtrack but let's hope Psygnosis's in-house musicians manage some suitably banging background tunes for us all to race along to. Other Psygnosis titles in the N64 pipeline are: *F1 98*, *Destruction Derby* and big multi-format hope *ODT*, a fantasy action adventure, already in development. No games have an official release date and it is not known whether Psygnosis will self-publish or use an outside distributor.







US version is now pencilled in for a May release. No date as yet for the UK version but expect it to hit these shores soon after. ***PINBALL WIZARD*** Prolific Software house Midway is working on a pinball game based around the hit TV series the Addam's Family.

ACTIVISION'S CREATURES ARE COMING The Gothic horror adventure romp *Nightmare Creatures* is in the pipeline for the 64. This previously PlayStation and PC only title is expected to make an appearance at next months E3. ***BLAST FROM THE PAST*** Yet more news form Midway HQ. Word on the street is that an arcade compilation pack is well underway. No definate word yet as to which old favourites will make the cut but expect Defender to be in there. ***A STAR IS REBORN*** Remember *Star Soldier* for the NES? Hudson has announced that they're developing a follow-up game for the 64. Entitled *Star Soldier: Banishing Earth* the game will be the first vertical scrolling shoot-em-up for the 64. About time too. More next month. ***NINTENDO AND***

MIYAMOTO SPEAKS

A recent issue of Japanese magazine Famitsu featured an interview with Shigeru Miyamoto, the driving force behind many of Nintendo's in-house games. He talked about the big N's strategy and it's upcoming titles





Nintendo's Prospects for 98

Q: What are your feelings about the last two years?
Miyamoto: I work for Nintendo, so I think we showed some good things, but maybe not enough variety. I don't think we had enough titles.

Q: You don't think you had enough titles, but I think the long gaps between releases were damaging.
Miyamoto: Last year, between *Starfox* and *Yoshi's Story* we didn't produce enough Nintendo (first-party) titles. It would have been good do to able to sell *Zelda* and *F-Zero* last year. But we showed some kind of throughput; I'm just sorry it wasn't more.

Q: I have the feeling that there'll be some really big titles in 1998.
Miyamoto: Nintendo's sales department agrees. The production division, at any rate, will be releasing hardware (the64DD), so when that happens I hope users will feel relieved that they didn't give up hope on us.

Q: The N64 seems to have had a bit of a hard time in Japan.
Miyamoto: Yes, we haven't really been able to sell it Japan, but I'm not that worried. People ask "why are you confident" but software is selling very well in the States and people here worry because that news doesn't reach them here in Japan. But we've sold over 10,000,000 machines world-wide.

Q: So you think there's reason to be confident?
Miyamoto: From now and over the next year, people will be able to use the intervals between releases to save enough pocket money to buy software. The hardware's matured over the past two years, as has the software. But I can't necessarily say we're going to be selling a lot of software before Christmas.



ZELDA

Q: Zelda is highly anticipated, isn't it?
Miyamoto: It has Mario-esque elements, with movie like drama. It has the same kind of expression as a movie.

Q: I'm surprised It almost has movie-like production values.
Miyamoto: Well, it's not exactly like a movie, but uses dynamic scenarios.

Q: Did you use that kind of approach in Mario?
Miyamoto: Hmmm, it looks better than, say, *Resident Evil* or *Final Fantasy VII*, with the combination of graphics and content. I'm not very good at PR! Don't write what I just said!

Q: What about the mood?
Miyamoto: You get a real impression of immersion, as if you're really in the game's world. The movement, thanks to the 3D stick, is very fluid and smooth. We've put all our best ideas into *Zelda*.

F-ZERO

Miyamoto: *F-Zero's* strongest characteristic is the sense of speed. Also, there are lots of opponents on screen with you.

Q: There are going to be 30 racers, right?
Miyamoto: Yes, and besides, on the hard setting, up to 20 cars can be retired after crashes. So you can pretty much end up anywhere on the scale of 1st to 30.

Q: Are the courses varied?
Miyamoto: Yes, there are jumps, a sudden-death element, and so forth. And you can die if you skid out of the pipe (laughs).

Q: Is there a lot of variety in the cars?
Miyamoto: You can eventually select from 30 vehicles and you can tune them up, adding elements to the gameplay.

Banjo & Kazooie

Q: The game is slated for a June release in the US but will not be released until the fall in Japan.
Miyamoto: This is one of the reasons *Zelda* got delayed. This game is so great and we have to compete.

Q: Could you explain in concrete terms what makes the game so great?
Miyamoto: I try not to see the game(laughs). If I see it, I may be affected by it [in my work]. Graphically and technically it achieves high levels. It played fine last Christmas, but wasn't released. They've developed it more. If you want to enjoy a 3D action title, this may be the best choice. If we have the momentum (in Japan), this will be dominant in the market.

Q: Can we mention that you were "affected" by this one?
Miyamoto: Sure, you can. We and Rare are rivals. I'm not sure this character design will be accepted (by the Japanese audience), but this is fun.



Interview courtesy of Famitsu Magazine.

Word up

TOMMY TEAM UP In a new "co-op" marketing campaign, US consumers will see N64 kiosks at their local Tommy Hilfiger boutiques. Tommy will also make specially designed, limited edition 1080 Snowboarding jackets, t-shirts and sweatshirts. ***BONE SHAKER*** Peripheral manufacturer Leda is set to launch the first N64 steering wheel with rumble compatibilty. The LX4 Steering Wheel should be in stores sometime soon. Full review soon. ***TUG OF WAR*** There's still no publisher lined up for the much delayed Body Harvest. Fox Interactive and Interplay are currently slugging it out for the rights. Originally, the game was supposed to be published under Nintendo but disagreements with developers Gremlin over game design led to the titles postponement. ***FORM A LINE FOR CHARLIE*** Kemco of Japan are developing a new game called Charlie's Blast Challenge, due for a release in late 98.The game is said to be a mix of Bomberman and shoot-em-up styles, expect to hear more after next months E3.

RELEASE DATES

Ch-Ch Ch-ch-Changes, Yet again the planets re-align, the tides move and a new release list goes to print. But remember release dates can be slippery chappies so don't treat this as gospel.

Title	Origin	Date	What It's About
NBA Court Side	USA	28/4/98	Basketball
Bomberman Hero	JAP	30/4/98	3D Platform
Bio Freaks	US	13/5/98	Fighting
Forsaken	USA	18/5/98	Sci-Fi Racing
G.A.S.P.	USA	20/5/98	Fighting
Fifa World Cup 98	USA	20/5/98	Soccer
Superman 64	USA	20/5/98	Action
Fifa World Cup 98	UK	22/5/98	Soccer
Aero Guage	USA	26/5/98	Sci-Fi Racing
All Star Baseball 99	USA	26/5/98	Baseball
Bust-A-Move 2	USA	27/5/98	Puzzle
Major League Baseball	USA	27/5/98	Baseball
Forsaken	UK	28/5/98	Sci-Fi Racing
Mike Piazza's Strike Zone	USA	29/5/98	Baseball
NBA Court Side	UK	30/5/98	Basketball
Holy Magic Century	UK	30/5/98	RPG
Aero Guage	UK	01/6/98	Sci-Fi Racing
Conkers Quest	UK	01/6/98	3D Platform
Banjo & Kazooie	USA	15/6/98	3D Platform
Chopper Attack	USA	17/6/98	Action
Wetrix	USA	20/6/98	Puzzle
Flying Dragon	USA	20/6/98	Fighting
Quest 64	USA	20/6/98	RPG
GT Racing	USA	20/6/98	Racing
Mortal Kombat 4	USA	24/6/98	Fighting
Mortal Kombat 4	UK	25/6/98	Fighting
Wetrix	UK	25/6/98	Puzzle
Off-Road Challenge	USA	30/6/98	Racing
Mission Impossible	USA	01/7/98	Action
Banjo & Kazooie	UK	01/7/98	3D Platform
Cruisn' World	UK	01/7/98	Racing
Tonic Trouble	USA	01/7/98	3D Platform
WWF: Warzone	USA	15/7/98	Wrestling
Reckin Balls	USA	20/7/98	Racing
Mission Impossible	UK	20/7/98	Action
Major League Soccer	USA	20/7/98	Soccer
Crusin' World	USA	28/7/98	Racing
I.S.S. 98	UK	30/7/98	Football
Rev Limit	UK	01/8/98	Racing
Caesars Palace	USA	20/8/98	Gambling
Gex E.T.G.	USA	26/8/98	3D Platform
Castlevania 64	UK	27/8/98	Action
Action Bomberman	UK	27/8/98	Action

Title	Origin	Date	What It's About
Blitz (NFL)	USA	30/9/98	Football
Twisted Edge Snowboarding	UK	30/9/98	Snowboarding
VR 3000	USA	01/10/98	Shooting
Extreme-G 2	UK	01/10/98	Sci-Fi Racing
Buck Bumble	UK	01/10/98	Shooting
Bio Freaks	UK	01/10/98	Fighting
Playmobil	USA	20/10/98	Action
VR Pool 64	USA	20/10/98	Pool
Rush America	USA	28/10/98	Racing
F-Zero 64	UK	28/10/98	Racing
V-Rally 64	UK	30/10/98	Racing
Sim City 64	UK	01/11/98	Sim
Twisted Edge Snowboarding	USA	04/11/98	Snowboarding
Rally Racing	USA	19/11/98	Racing
F1 Racing	USA	20/11/98	Racing
Rayman 2	USA	20/11/98	3d Platform
Milo's Bowl-a-rama	USA	20/11/98	Bowling
Turok 2	UK	01/12/98	Action
Hybrid Heaven	UK	01/12/98	Action
Micro Machines	UK	09/12/98	Racing
Top Gear Rally 2	UK	12/12/98	Racing
Donkey Kong 64	UK	30/12/98	Platform
Nuclear Strike	UK	31/12/98	Action
Road Rash 64	UK	31/12/98	Racing

Currently residing in limbo this month are.

Zelda 64 (Pushed back to Autumn Worldwide)	
Bio Tetris	Aeon Flux
Last Legion UX	Ogre Battle
Shadow Man	Body Harvest
Carmageddon 2	Buggie Boogie
Resident Evil	Bust A Move 2
Cat's and Rat's	Chameleon Twist 2
Powerslave 64	Rakuga Kids
Cu On Pa	Duke Nukem: Time To Kill
Streetfighter 3	Ghosts and Goblins 64
Earthworm Jim 3	Unreal
Jest	Joust X
Kirby's Air Ride	Knife Edge
Looney Tunes Racing	Wild 9

As always when we know, you know.



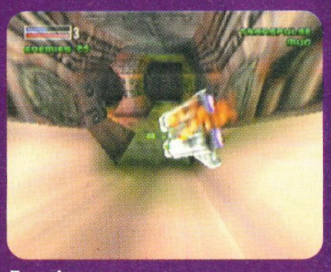
Holy Magic Century.
Take it from us, this game is going to be huge. Not too long to wait either.



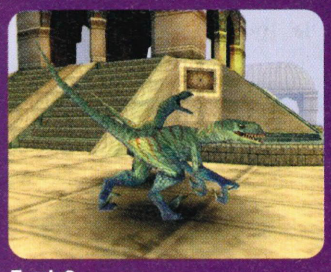
I.S.S. 2.
Put £50 to one side now. You're going to need it when ISS 98 hits the shops. Yes!



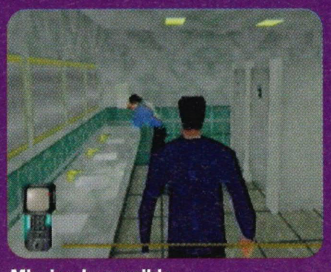
Bio Freaks.
Rumour has it this might be released in the next couple of months. Hmmm, we'll see.



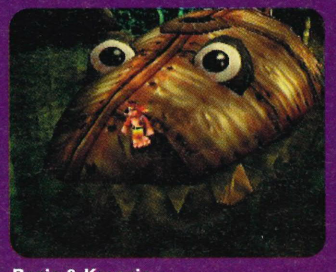
Forsaken.
We review Forsaken this month. And it rocks. Available to buy on the 28th May.



Turok 2.
We're going to have to wait for this one. But it's sure going to be worth it.



Mission Impossible.
Ocean's Spy-em-up is back on line. Hitting UK stores early September.



Banjo & Kazooie.
Coming out Stateside in June. Banjo looks set to be the game of the Summer.

It can get awful lonely putting the mighty VSIXTYFOUR together and being couped up in the deepest catacombs of VSIXTYFOUR Towers we often have no outside contact for days. So drop us a line to cheer us up and the best of the bunch will get a free game.

LETTERS PLAY

Write to: Letters Play VSIXTYFOUR TOWERS 58/60 Fitzroy Street London W1P5HT



BIG BOOBS MAKE ME SMILE

First, may I congratulate you on producing a first rate magazine that doesn't kiss arse to Nintendo and is, surprisingly, genuinely funny. Secondly, I have written in the hope that I may win your `much loved' copy of Aerofighter's Assault which you offered up for grabs in the review in issue 1. **Aarh yes, that bit. For those who missed it, we kindly offered the `game' to the sender of the most jocular anagram of Aerofighter's Assault.**

Here are my hilarious attempts at wit;
1) U RARE SHITE OF GIT ASS
2) AERO'S LAUGHTERS FITS
PS Any chance of lots more Zelda pics?
John Richardson, Berkshire

Johnny, you are, undoubtedly, a literary genius. No other anagrams came even close, far outclassing runner-up Carl Slemock's effort of `TLA AROF TASS SREGHIE' - although Carl did point out that this is actually Russian for `stupid plane game that should be hit'. Sorry Carl, read the small print mateski - must be in English. You want more Zelda pics? best turn to page 10 then.
Oh yeah, the game. It would appear Gwendoline the cleaner emptied the bins before we could retrieve it. However, the UK version's out soon so we'll post one on then.

GERMAN WORRIER

Hello! **er, hello** Firstly, I congratulate you on a fine example of amusing computer game journalism. But, there are some things I want to talk you about. **Well, off you go then**.

Right then! As a german shop assistant working in my home town of Hannover, I see many Nintendo games. And let me tell you they make me unhappy.

I am fed up with games being released before they have been tested. I am talking of course about the gaps and missing parts of walls and things like that in games. **You mean clipping, Ja?** Super Mario World is excusable because it is old. But you can't excuse it in games like Mystical Ninja. Do you think it's about time programmers knew how to get round these problems? I expect the quality to improve, but it never does and this is now almost a year after the machine first came out. I am so sad and I am losing faith. You must do something now, otherwise the evil PlayStation will conquer the world and I'm not up for losing another war!
Yours Worringley
Jurgen Grodecki - Hannover, Germany.

Who said our Germanic friends were strangers to wit? The problem you refer to is known as clipping and indeed you are right in that Mystical Ninja has more than it's fair share. But let's not forget what a superb and highly entertaining piece of software it actually is. However, if Holy Magic Century (Previewed this issue) is anything to go by, the phenomena of disappearing walls could well be a thing of the past.

MY DAD's HARDER THAN YOUR DAD

It's only taken a year but better late than never, a decent N64 mag. **Most kind of you to say so, Rory**. It's good to see one aimed at the more mature game players amongst us. I couldn't help but notice the comparisons with the PlayStation in your piece about the 64 DD. **Yes...go on.** Please don't go down the same road as other petty 64 mags. In these times when a machine costs £99 and a game £50, software is king. Like many N64 owners (esp. over 20's) I have also owned a PlayStation **(Boooo, hisss)** since its launch and if one machine had to go then, at the minute, it would be the 64 ***(Gadzooks!)*** Anyway, keep up the good work, it's massive software reviews we want.
Rory Mcloskey, Co. Derry

Wise words Rory. Rest assured VSIXTFOUR will remain a petty free zone. There'll be no `your console smells of wee' type carrying-on from us. We're far too mature for that...(cough).

WE ROCK

I am the proud owner of a Super Nintendo, Game Boy and now an N64. I love my consoles, but must admit to being a little disheartened with the current state of Nintendo magazines, well, I was until I picked up **VSIXTYFOUR**.

Rarely have I come across such a stylish publication; the reviews are thorough and obviously written by people who know what they're talking about and the design is immaculate. How you guys find the time to fit so much in, I'll never know.

I don't want on go on for ages licking your proverbial backside, **Arh, must you stop?** so all I'm going to say is, keep it up and please, please, please don't fall into that complacency trap that so many other magazines can't seem to avoid.

Mind you, I wouldn't mind a free gift or two - come on you tight a***s! What do you think?
Yours faithfully,
Barry Crabtree - Peterborough

You want a free gift? Well, tell you what, we'll put a poster in your copy of issue 2, but only yours...OK? Mum's the word.

DON'T MAKE ME WAIT

Cool magazine. I want all your funky stuff (any chance of a freebie?), **No!**1080 seems to be a really groovy game, but what's with the wait? I have a UK machine so I have to wait till christmas for my copy while US and Japanese owners can pick up a copy today, what gives? Does the localisation of the US to UK take so long, or is it just red tape? The 64 needs good games like this as F-ZERO and Zelda are still too far away for my liking.
PS What's happening with Body Harvest?
Benjamin Casey, Swindon.

Indeed, this is a most unsatisfactory state of affairs. I'm afraid the reason for 1080's delay is down to nasty Mr. Marketing. Apparently, games with a winter slant to them just don't sell in sunnier climes, hence the delay. You could always invest in a converter of course. With regards to Body Harvest, last we heard it was still without a definite publisher.



BROTHERLY LOVE

Me and my sister are always playing with each other **beg your pardon?!?!** and we like to get ideas about new games by reading your magazine. If there are no new good games to buy, I like to just sit in the garden with my dog and read and throw sticks at him. **In this weather?** Whenever I go to school, I keep getting asked by Mr Lillicrap **Hmmm** what the best game is. School should be about learning, well it is for my teachers when I'm there with my magazine!

I like it because it's funny and sick. Some of the reviewers are strange especially that Charlie Brooker - he frightens my mum. **He frightens his own mum also** But that's all the things I wanted to talk to you about and thought maybe I would get letter of the month.
Your good friend,
Barney Knight - St. Ives

Barney, you're quite odd, aren't you? But that's good. We like that here at VSIXTYFOUR Towers. In fact, we're going to send you a copy of Goemon Warrior: An odd game for a very odd chap. Enjoy.

Incidentally, readers. Please don't inundate us with queer Barney-like letters in the hope that you'll win a game. It's a one off, it won't happen again. Got that?

People are Strange...

We'd particularly like to hear from you if you're...er...how shall we put this...erm...if you're a little unusual. Maybe, you're a jet-setting super model who just can't say no to the 64, or perhaps you're a cleric with an unhealthy passion for Diddy Kong. You could even be an elderly spinster who prefers blowing-up baddies than boring old bingo. Whatever, if you feel you don't fit the archetypel description of the N64 gamer (ie teenage male with poor social skills and trousers that smell like a mouldy towel - hey, only kidding!) drop us a line and you could be hot-footing it down to the smoke for inclusion in a feature we've got planned.

Write to :
Yep, I'm pretty weird
VSIXTYFOUR TOWERS
58/60 Fitzroy Street
London
W1P5HT

Legend of Zelda: Ocarina of Time

Publisher **Nintendo** *Genre* **RPG** *Expected Release* **Late 98**

Devastated we were, just devastated, when official VSIXTYFOUR carrier pigeon Simon arrived back after an arduous overnight haul from Japan with the following, heartbreaking news: "URGENT MESSAGE STOP ZELDA: OCARINA OF TIME DELAYED STOP UNTIL AUTUMN STOP END OF MESSAGE STOP". Hey, and we don't mind saying, more than a few tears were shed upon learning this tragic news. So, it appears our long anticipated adventures in the land of Hyrule will have to wait. Life can be so cruel, sigh. Ho-hum, there's nothing else for it, we're all just going to have to face up to facts and put on a brave face. Anyway, we're sorry to have to put you through this, but here's yet more background info on the game plus a double helping of new-screen shots, which are, of course presented in the unique style that is VSIXTYFOUR. Enjoy... and chin up, after all, worse things happen at sea... sort of.

BACKGROUND STORY

We now know the entire background story, and you will too in approximately two-and-a-half minutes. Read on...

Sitting comfortably? Then let us whisk you away to a land where magic knows no bounds and adventure is never far away: the fairy tale land of Hyrule. Now you may or may not already know this but Hyrule – where *Zelda* is set – is a land where the descendants of the Gods live. Within Hyrule there lies a deep forest where the Kochilles – who just happen to be the tribe that little Link belongs to – reside, and have done so since time immemorial.

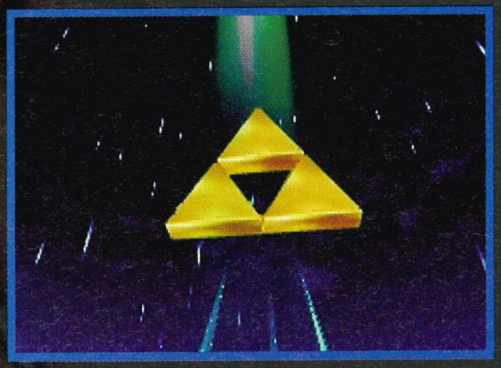
One stormy night Link wakes from a hellish nightmare in which he sees a young girl, of unquestionable beauty, on horseback being pursued by someone, or something, the likes of which he has never seen before. All he knows is that, whoever was giving chase to the young maiden was evil to the core -- a real wrong 'un. Before he can act, however,





A shot from Zelda's dramatic real-time intro, but who's the guy on the horse? It's none other than the evil Ganondroff, Link's arch-nemesis. This scene is taken from Link's dream where he sees a young girl being pursued by an eerie horseman. What can it mean? Read the background story to find out.





The Tri-Force. That bloke to the right wants it – it's upto Link to stop him.



This is the guy Link's up against, the one they call Ganondroff. He certainly looks a worthy adversary, Link's sure got his work cut out.

Link is visited by a fairy, known as Navie. "At last!", Link thinks to himself, "my very own fairy". You see, most Kochilles have a guiding spirit but, until now, Link has been alone. Unbeknownst to Link, Navie had been sent to track him down by the Kochilles' symbol, Dek the Divine Tree: he asked for Link to be brought to him as a dying wish, as he was being destroyed by rapacious monsters. Unfortunately for Dek, Link arrives too late and the tree dies, leaving the following message ringing in Link's ears: "Do not let the Tri-Force fall into the evil clutches of Ganondroff. We depend on you, young Link, first you must take this spirit stone and look for the wise one of Hyrea."

What's so special about the old Tri-Force you may ask. Well, legend has it that it is bestowed with the sacred power of the Gods and that anyone who gets their mits on it will have infinite power. A bit like that rotter Saddam getting his hands on an arsenal of nasty nukes, or something... you get the drift.

Anyhow, upon discovering this, Link immediately goes to see Princess Zelda to fill her in, but being the reliably informed lass she is, she already knows.

And that's not all she knows. She tells Link how to physically get inside the triangle – she read up on this in some ancient scrolls, apparently – but there's a snag, or four snags to be exact. One has to first find the three Spirit Stones, which are: Forest (Link already has this one), Fire and Water. Also, if that wasn't tricky enough, he must have a good working knowledge of the Ocarina of Time, a mystical shell like instrument.

So Link, thanking the Princess, departs on his quest towards the Mountains of the North, otherwise known as Death Mountains, and so begins *Zelda: Ocarina of Time*.

Well, so begins *Zelda: Ocarina of Time* when we finally get our hands on it. Anyway, ace story line or what? Just you hang on in there Nintendoids, it'll be worth the wait... however long it turns out to be.



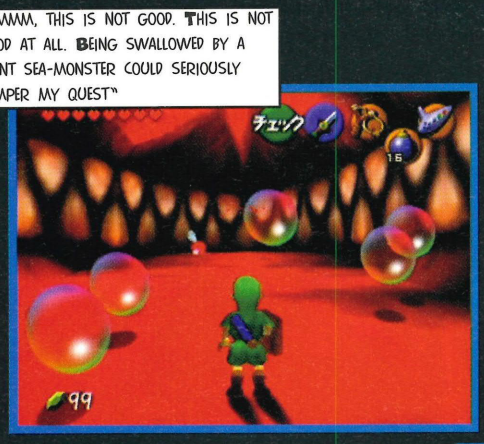
Link visits Dek the Divine Tree, the once mighty oak is now near to death. Dek informs our intrepid hero that he, and only he, can save the land of Hyrule from falling into everlasting darkness. "Do not let the Tri-Force fall into the hands of Ganondroff", says Dek.

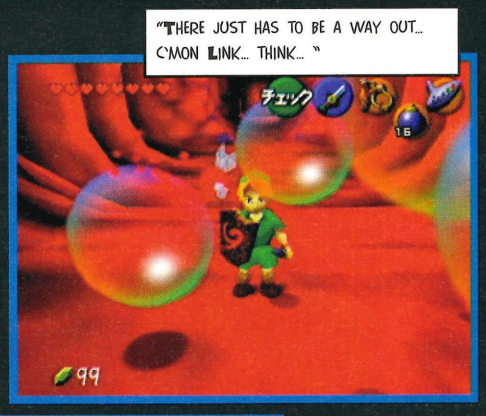
ADVENTURES IN THE LAND OF HYRULE!!

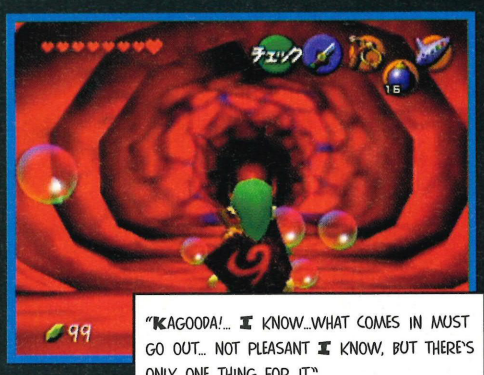
LINK MEETS THE BLUE SKULL HEAD THING!



LINK AND THE FOUL SMELLING RECTUM PASSAGE











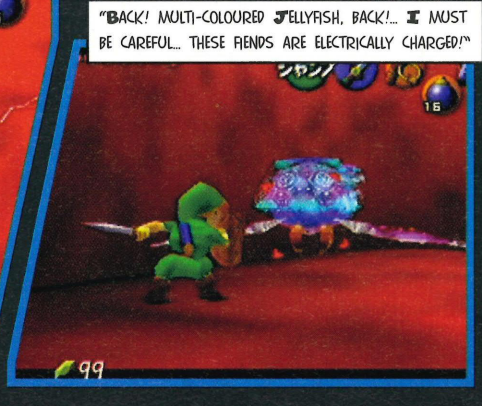












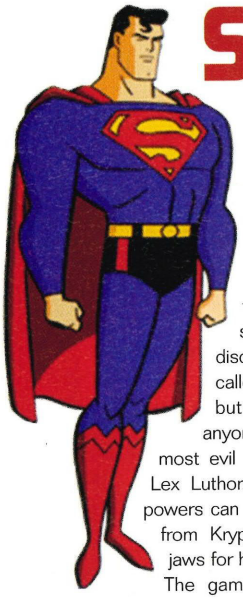


WILL LINK DEFEAT THE MULTI-COLOURED JELLYFISH?... AND INDEED WILL HE FIND HIS ESCAPE THROUGH THE FOUL SMELLING RECTUM PASSAGE? FIND OUT NEXT MONTH WHEN WE BRING YOU YET MORE TALES FROM HYRULE...

June

Superman

Publisher **Titus** *Genre* **Action** *Expected Release* **Summer**



Fly me to the moon...

Yes! Get ready to wear your pants outside your trousers, as this brand new action game flies into town. Superman's main squeeze Lois Lane has discovered a lethal weapon called the LexoSkel 5000, but before she can warn anyone she's kidnapped by the most evil slap-head on the planet, Lex Luthor. Only your superhuman powers can save the day as the man from Krypton gets ready to bust jaws for his dame.

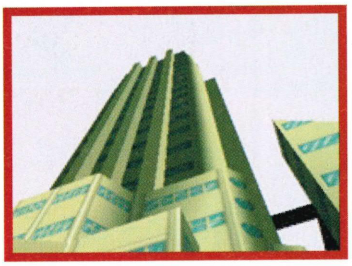
The game is based around the popular Fox cartoon of Superman so the graphics maintain a Dystopian feel with the looming skyscrapers of Metropolis towering overhead.

Titus have split the game into two parts first a Fighting Mode that promises a shed load of supervillians to duke it out with such as the likes of Lex Luthor, Bizzaro and Metallo all queuing for a piece of the action.

Second up is the Story Mode, this is where the real meat is: boasting around 20 stages ranging from the Daily Planet offices to Brainiac's space station. Chinning bad men squarely on the jaw may be the staple diet of most heroes, but Superman is a bit more of a conscientious citizen – spending his time performing heroic deeds such as rescuing citizens from burning buildings. It is unsurprising, therefore, that the game provides a variety of 'superdeeds' to occupy the players. Similarly, flight – one of Superman's plethora of super abilities, something due to gravitational variations between Earth and Krypton we believe – plays a large part in the game as well, with most of the levels involving some air time as Superman explores Metropolis. Some stages also require you to fly inside buildings for those vital clues, café lattes and key events.

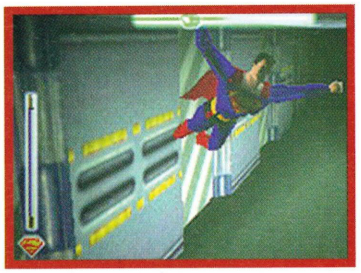
Each heroic action will often reveal a new clue to the location of Lex Luthor, but super powers alone are sometimes not enough, requiring Superman to change into his alter ego Clark Kent to ferret out elusive tips from characters such as Jimmy Olson and Perry White.

Superman has so many promising ideas and varied styles, it looks set to be more than just 'super' for Titus.

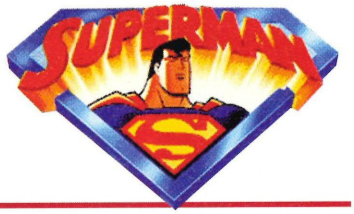






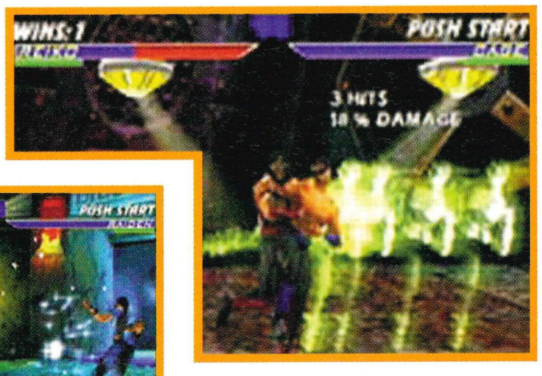






Mortal Kombat 4

Publisher **Midway** *Genre* **Fighting** *Expected Release* **Autumn**



Calm the voices in your head with the fourth installment of *Mortal Kombat*.



Autumn

Midway has pumped some much needed new blood into this, the latest installment of *Mortal Kombat*, metaphorically speaking that is. The game has had a major polygon overhaul, with characters now being able to move in and out of the playing fields. So it's goodbye 2D actors, hello 3D polygons.

Another new feature is the ability to pick up enemy weapons and objects and use them on each other, while 3D fatalities and special moves make the gore more realistic than ever before. How Nintendo stand on people getting their leg ripped off and then beaten with it remains to be seen. Programmers, Eurocom are currently at the 60% complete stage with a release penned for late June. Cue pre-written fighting game sentence: *Could this be the fighting game that the Nintendo 64 players have been waiting for blah, blah, blah, etcetera...*







June

Publisher **Nintendo** Genre **Racing** Expected Release **June 98**

F-Zero X

Nintendo's cheek-wobblingly fast speedster is entering its final lap of development.

Yeah, yeah, we know *Zelda* has slipped till autumn and there ain't a damn thing we can do about it. Things aren't all bad though – *F-ZERO*'s still on track. So glance downwards race fans, for the latest instalment of in-game shots courtesy of Nintendo HQ. But remember, still pics don't do the big N's futuristic racer any justice, so you'll just have to take it from us: this game is fast!



1



2



3



4



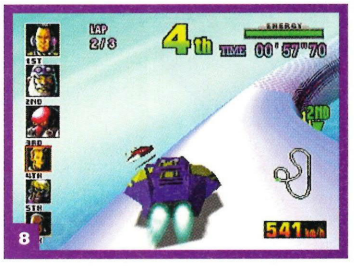
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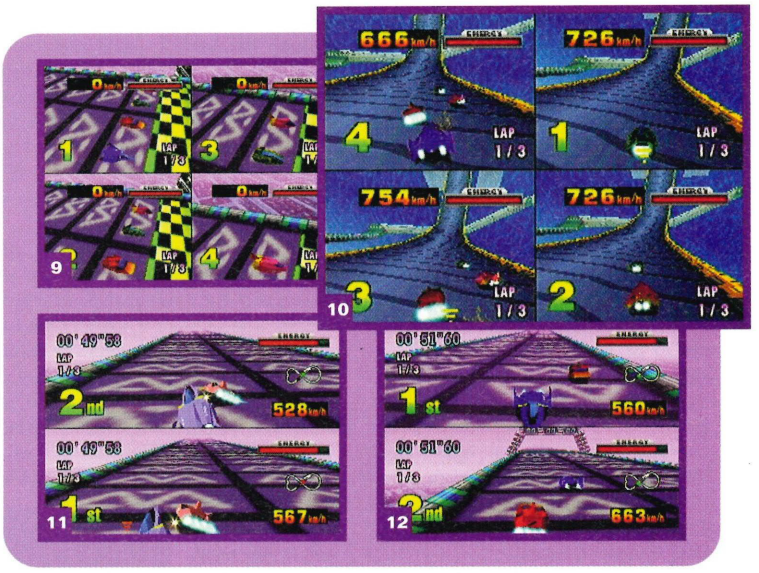
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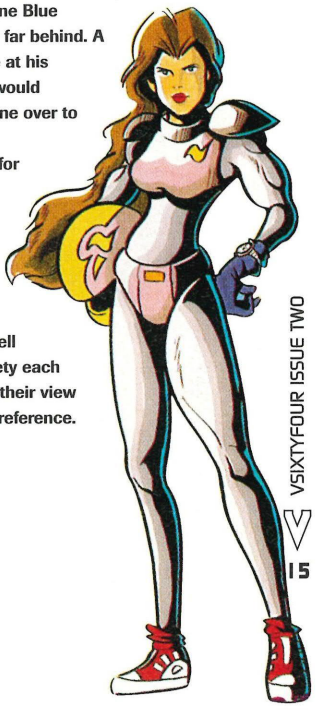
8



9 10 11 12

1. Look! That's Brad Falcon driving the Viper. Watch out Brad, there's someone right behind you. **2.** Brad Falcon has destroyed the Blue Falcon. He cares not for winning races, there's only one thing on his mind: death and destruction. The man's a psycho! **3.** Samurai Goro and Antonio Gaster jockey for position on the track, blocking the Viper's progress. **4.** Not a good first lap for Brad, but at least his energy's pretty much in tact.

9. Engines are a-revving on the starting line as two Blue Falcons get ready to race, piloted by Samurai Goro and Antonio Gaster. **10.** We rejoin the race later on with one Blue Falcon lagging far behind. A cursory glance at his speedometer would suggest his gone over to the Dark Side. **11.** Watch out for opponents barging your craft – get them before they get you. **12.** Like any well balanced society each player can set their view according to preference.



5. The pilot of the Astro Robin is none other than Jack Raven: *F-ZERO* racer extraordinaire. As well as being an expert *F-ZERO* jock he's also really popular with all the other drivers. Don't ask us why. He just is. **6.** Here, the loveable Jack finds himself in 7th. Just one place off the leading pack. Go on wor Jackie, get stuck in! **7.** He may be a splendid all-round chap but his driving leaves something to be desired: he's 22nd, or 22th to be exact... 22th? That's not right... **8.** Hurrah!...Jack is back, he's now 4th with a whole lap to go. Pedal to the metal Jackie boy, you can do it!

June

Banjo Kazooie

Publisher **Nintendo** *Genre* **Adventure** *Expected Release* **June 98**



Bring on the Banjo say us. It certainly looks smarter than the average game. In fact, we can *barely* wait. (ho-ho-ho)

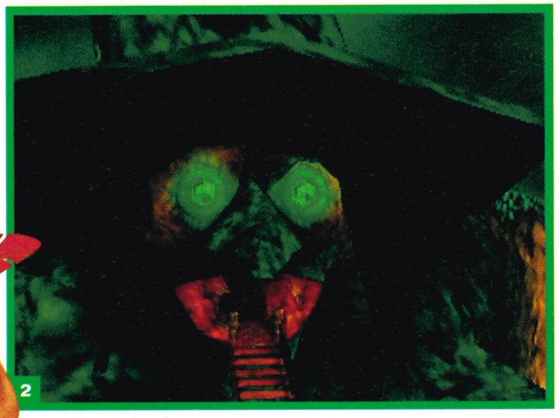
In the main, bears are pretty ace. Who can forget the invisible bike riding bunch that were Hannah Barbara's Hair Bear bunch, with Mr 'Ooh-Ooh' Peavely, ne'er far behind. Not only did the Hair Bears have a pad that would put even Austin Powers to shame but each and every one of them had a barnet so large they made Brian May's mop look like the definitive short, back and sides. Yeah, the Hair Bears rocked alright. Next up was every picnicker's worst nightmare and roost ruler of Jelly Stone Park: Yogi Bear. Without doubt the grooviest grizzly to grace the small screen. Although, it has to be said, sidekick Boo-Boo was always a little limp-wristed when picnic-nicking shenanigans were the order of the day. Other cool bears include: Baloo the Bear (Jungle Book), Fozzie Bear (Muppets), Nookie Bear (more often than not found with Rodger de Coursey's arm up his arse) and Huggy Bear (Starsky & Hutch).

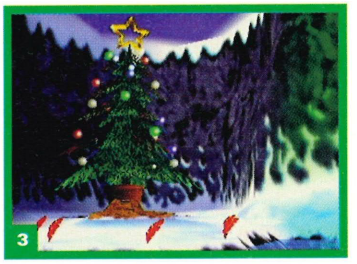
Of course, not all bears are where it's at. Some are rubbish. These include: Rupert the Bear (star of atrocious 70s kids' prog), Barnaby the Bear (see Rupert the Bear), The Care Bears (Aaahhh!) and lastly, Danni Behr (professional footy-star groupie).

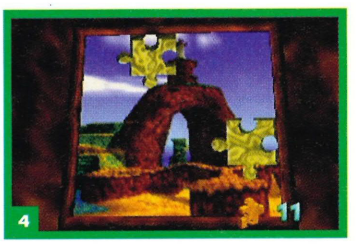
"Where's all this going already?", you might ask. Er... nowhere really, but there's no denying when bears are cool, they're cool, and it sure looks like there's gonna be a new addition to the list that reads 'Bears that Rock'. That bear is, of course, Rare's brand new über mascot: the beltingly bodacious back-packing Banjo. Oh yeah, although he's definitely not a bear, his sidekick Kazooie looks pretty good too – he's a stalk by the way – and together they're set to provide a new benchmark in 3D adventure romping when Rare's game is launched sometime this summer.

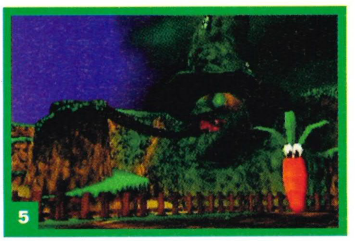
Most Nintendoids should know the background lowdown to *Banjo-Kazooie* already, but for those that don't check this out. The game's background story is not too dissimilar to everyone's favourite fairy tale, Snow White and the Seven Dwarfs. The arch-villain and cause of more than a little consternation in the land of Banjo is a haggard old witch who goes by the name of Grunhilda and like the Snow White witch she too needs to know just who's "the


1


2


3


4


5

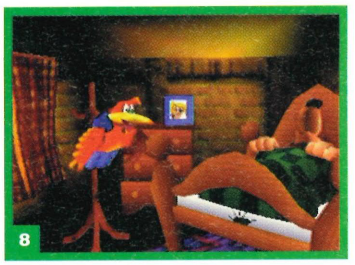


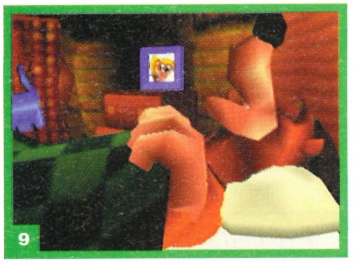
1. Grunhilda seeks advice from her cauldron - Just who is the fairest of them all, she asks. Not you, replies the cauldron. 2. The entrance to Grunhilda's place. She maybe a nasty old witch, but you have to admit, that stone masonry is mighty impressive. 3. The obligatory snow-laden level. You've just gotta have one. 4. Ah, the jigsaw puzzle, puzzle. 5. Yeah, I'm looking for a witch, you don't happen to know if she lives round here do you?





6. This is Banjo's bird Piccolo . You've done alright there Banjo, she's a bit of alright she is. 7. This is the giant steel shark. We've seen hime in action - very spectacular.





8. Wake up! Wake up! Bad news Banjo, Piccolo is missing - and it's down to us to find her. Come on! time is short. Oh go away, you stupid stalk, can't you see I'm kipping? 9. See that picture? That's the lovely Piccolo. But where is Piccolo? Not in Banjo's bed, that's for sure.

fairest of them all?" So, typically, she seeks some answers from her trusty cooking pot, although why she needs a magic cauldron, when a mirror would so obviously suffice is anyones' guess. Anyway, the pot's answer doesn't please the old hag as she singles out Banjo's blonde bombshell of a bird, Piccolo. Obviously, this won't do at all so the nasty – and very ugly it should be noted – Grunhilda sets about kidnapping the delightful Piccolo.

Cue some serious adventure action from Banjo and his pal Kazooie as they set out on a daring rescue mission. The fearless duo meet a myriad a weird and wonderful creatures on the way, some good, some bad, and all set against backdrops that take the N64's visuals to a whole new level. Banjo promises to be one of the greatest 64 games to date and every man, Jack and Harry at **VSIXTYFOUR** Towers can't wait to play it. Bet you can't either.

Gex: Enter The Gecko

Publisher **Midway** *Genre* **3D Platform** *Expected Release* **June 98**



The loveable lizard is set for his N64 debut.

June

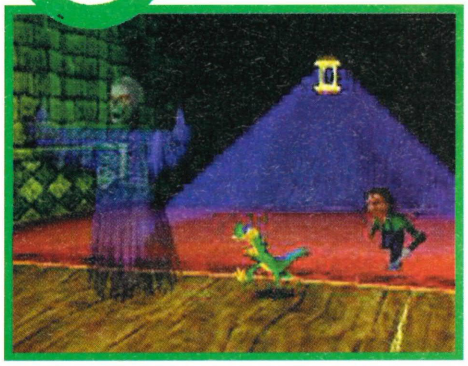
Midway breathes new life into this wisecracking Gecko as the sequel to the now defunct 3DO game is an all singing, all dancing, 3D polygon bonanza.

Gex has yet again been hoodwinked by his arch nemesis Rez who has trapped Gex in his television to battle through various TV themed worlds. However, as Gex goes through each themed world, his appearance changes in reflection of his environment so in cartoon Valley Gex appears in a bunny suit while being harassed by a selection of Elmer Fudd characters – you get the idea.

One of the best features of the original was Gex's ability to stick to walls with his sucker feet, and this has been greatly improved in this updated version with camera angles switching to give the best possible view. Unfortunately, not all surfaces are scalable with Gex falling off some of the more slippery walls and bumping his noggin.

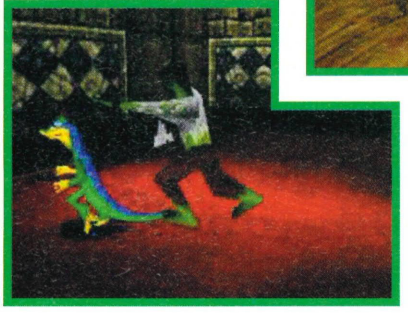
The N64 version will display some rather impressive transparency effects, with the light sourcing giving off a florescent glow on most of the surfaces: a feature that seems to be sorely lacking on many current N64's games.

Gex has a lot to prove, especially against the likes of Mario, but it contains many innovative features and some exlusive N64 levels, Gex should get a full review next iss.

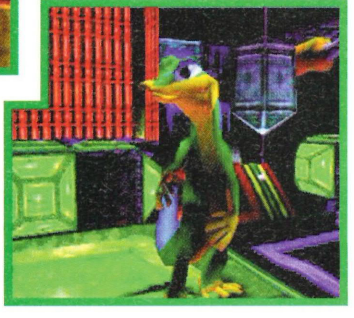














Bomberman Hero

Publisher **Hudson** *Genre* **3D Platform** *Expected Release* **April 98**

They call him Mr Bomberman, Shabba!

The pint-pot anarchist is back once again, in his second outing on the 64. Bomberman Hero is set to put paid to the previous game's mistakes with some varied gameplay and tip-top power-ups.

This latest escapade sees Bomberman attempting save the new lady in his life, Princess Milian, from the villainous clutches of a mysterious baddie.

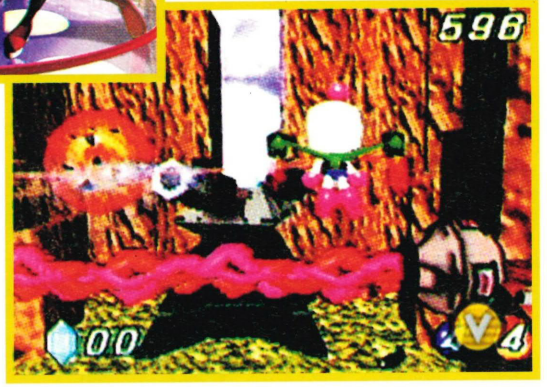
After a quick phone call to Innovations, we can reveal that in this latest offering Bomberman gets access to many hi-tech gizmos: the Bomber Copter lets you fly through the air, propeller head style; the Bomber Slider shows that Bomberman is still hip with the kids as he cuts through snow and water on this motorised board; the Bomber Jet gets you from A to B faster than a ferret through a pipe, and Bomber Marine is the all-round answer for those intent on messing about on the water.

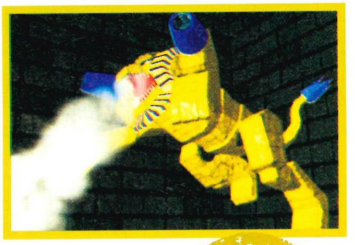
Hudson seem to be making a concerted effort to boost their flagship mascot's profile on the 64, but let's not forget what made him great: fast and furious multiplayer action.

Expect a full review in issue three of the mighty **VSIXTYFOUR**.









April

Knife Edge

Publisher **Kemco** *Genre* **Shooting** *Expected Release* **Xmas**

Christmas

The future of Mars is hanging in the balance – send in the marines.





Although only 30% complete Kemco's new shooter is shaping up nicely. As in *Doom* the action is set on the barren environment of Mars where colonists are besieged by aliens. Unlike *Doom*, however, *Knife Edge* is a high speed shooter that hammers along at breakneck speeds.

The senario is relatively simple: you play the part of a crack commando sent in to pacify the interstellar situation with an experimental fighter. The game is broken up into six stages of frantic action while multiple routes offer good replay value as you travel down Mars' many sprawling canyons.

As we pointed out, *Knife Edge* is still a mere *enfant* of a game and details are scarce on the ground right now, and so far there is no mention of any multiplayer options as yet, but it seems more than likely.

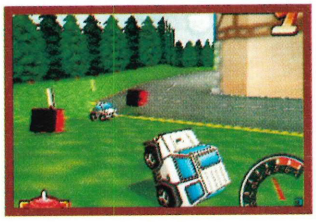
We will follow this game with more than a little interest, particularly, bearing in mind Kemco's success with *Top Gear Rally*.

Summer

Choro Q 64

Publisher **Takara** *Genre* **Racing** *Expected Release* **July 98**

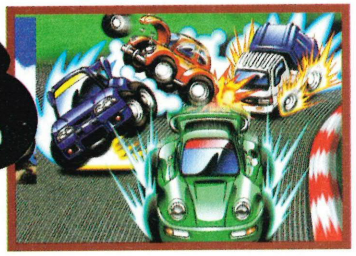
Small is beautiful in Takara's new racer.

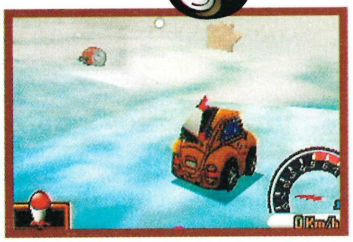


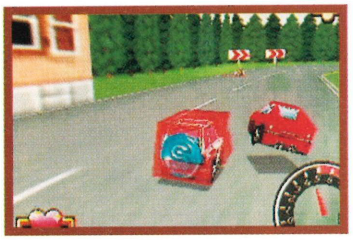
Ahh, my fertile mind is awash with vivid images of happy young children smashing toy cars together in the sandpit. Why you may ask? Well the answer is quite simple, those cheeky little chaps at Takara have made a racing game based entirely on toy cars. The game comes across as a peculiar mix of Scalectrix meets The Italian Job, with super deformed cars whizzing round mountain tracks (complete with snow and avalanches) and volcanic trails. And to liven the proceedings up a little you're also armed with a selection of bizarre power-ups, ranging from splinter missiles to octopus arms.

Although it's still early doors for Takara's miniature motor-sim, it looks set to make a big impact upon release.









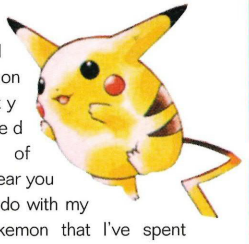
Pocket Monster Stadium

Autumn

Publisher **Nintendo** *Genre* **Er, Monsters** *Expected Release* **Autumn**

The big N's miniature monsters get ready to rumble as the Gameboy sensation heads for the 64

With the Pockemon craze showing no signs of letting up in Japan and a UK launch this Xmas, things look set to get much bigger for Nintendo's pocket-size battlers. Bandai's fighting monster game began life as a Gameboy RPG where you could own either a green or red version of the game, each with it's own selection of monsters to rear. Once your Pockemon was 'up for it', you could link up Gameboys with a chum for some friendly fisticuffs. To tie in with the Japanese launch of the 64DD, Pockemon is set to make the transition to 64 bit. The same gameplay will apply but all the monsters will appear as full on super-sexy polygonised merchants of death. Wait, I hear you cry, what can I do with my Gameboy Pockemon that I've spent months rearing to be as tough as nails? Hey, no problem muchacho, you need the GB64. Just plug this baby in and you can transfer your Gameboy data straight into the N64 thus bypassing days of strenuous upbringing. A UK release is still shaky at the moment, but with a huge marketing plan for the Gameboy version that could well change.

















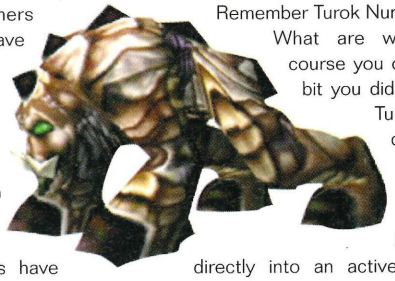
TUROK II

Darkness is set to descend on the Lost World once more. Oh yes.

Publisher **Acclaim** *Genre* **3D Shooter** *Expected Release* **Autumn**

Scour the surrounding screen shots for a minute. Go on, off you go, we'll still be hear when you get back... Back again? Right, *Zelda* is still the game you desire more than any other? Or is it now the sequel to the mighty, yet flawed, *Turok: Dinosaur Hunter*. When Turok first appeared way back when, it caused more than stir, and not only in N64 circles. Sure, maybe Turok had a little too much jumping around action for it's own good. Sure, maybe the baddies could have been a whole lot smarter. Sure, maybe there could have been a wider selection of dinosaurs. But, what the hey? It sure was, and still is one mighty fine game.

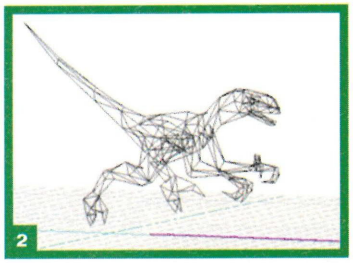
So here we are, it's sequel time and programmers IGUANA appear to have addressed the faults of the first game, and then some. Turok 2's Lost World is set to be a more oppressive place than previous, and the foes far more deadly. Great strides have been made in the aesthetics department also – expect to see exploding crates, blood-streaked walls, soft-skinned creatures and no clipping, as well as real-time lighting. And if that little lot isn't atmospheric enough, expect to be blown away by Turok 2's 'movie quality' soundtrack.

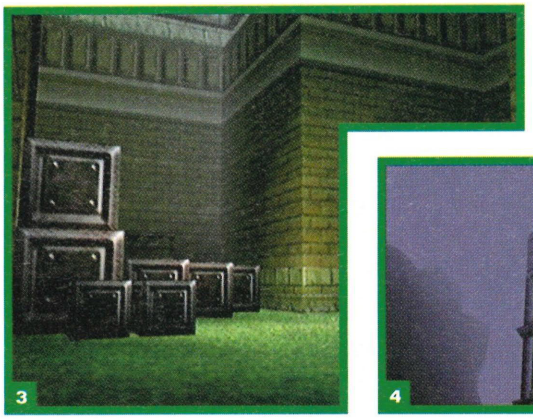


The Story

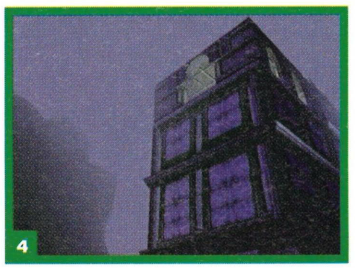
Remember Turok Numero Uno? Doh! What are we saying? Of course you do. Anyway, the bit you didn't see is when Turok, after having defeated the Campaigner, destroys the Chronocepter by chucking it directly into an active volcano. This obviously seemed like a good idea at the

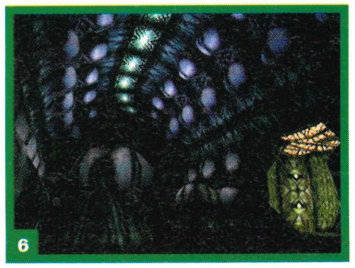






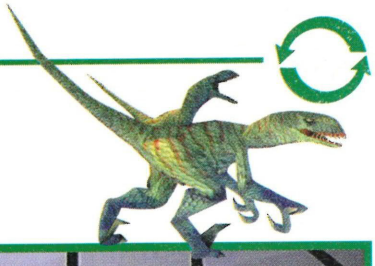






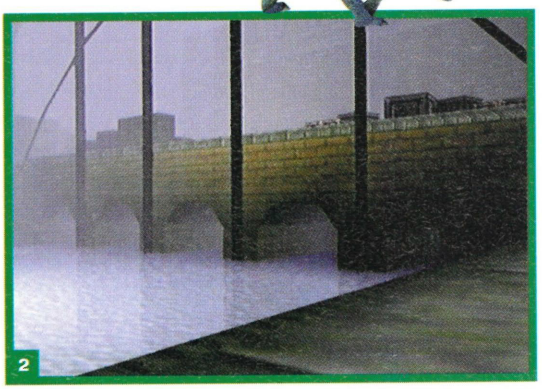
5. These two raptors are alerted to Turok's presence. 6. Inside the Primagen's lair. Not a nice place to hang.

1. Think that's a CGI image? Well, we've some good news. It isn't. It's the 64. Yipee! 2. And this is the wire framed model for that very same raptor. 3. This is the eerie port of Adia, it's deserted, But why? 4. Turok 2's Lost World is an altogether more sinister place than the first.







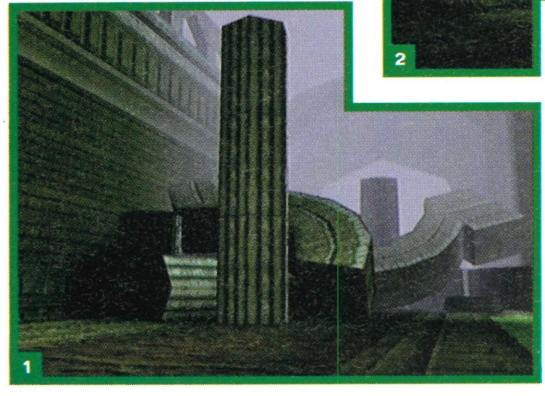


time. Hmm, apparently not, as this had a rather nasty side-effect of awakening an even deadlier nemesis: The Primagen. You thought the Campaigner was a bad ass, well he ain't got nothing on this new guy. The Primagen, despite being tucked away in the relative safety of a spacecraft buried deep underground, uses his psionic powers to send forth the dark-natured creatures of the Lost World to destroy the energy totems and set him free. Well that's the idea anyway, and it's down to us lucky Nintendoids to thwart his evil plans. Oh Yes.

The Levels

Turok 2 is set in eight huge levels, all with their own distinctive graphical appearance. Although information is a little thin on the ground right now, here's some facts about the first three.

1. The Dinosoids were here., and *no* prisoners were taken. 2. Forget the Campaigner, he's dead. The Primagen la whole new nightmare altogether. 3. Cuh! Those Dinosoids again. They're a ruthless bunch of so and sos. 4. The entrance to the the city by the River of Souls.



Level 1

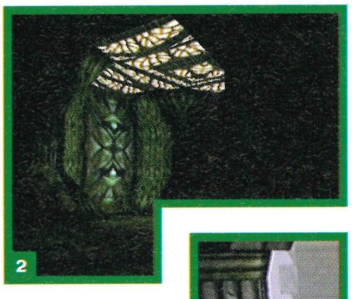
The Port of Adia

The start of the game sees Turok arriving at this once proud and prosperous sea port, but unfortunately for the sea-faring folk of Adia the merciless Dinosoid troops got there first laying waste to much of the town. Here Turok must get his bearings, and inbetween slaughtering the odd raptor, stock up on as much hardware as possible.

Level 2

Slaughter by the River of Souls

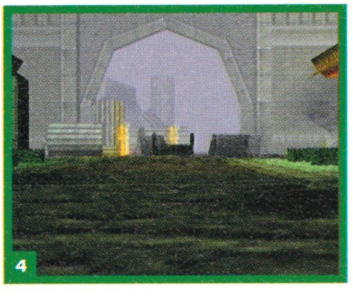
This ancient war-torn Romanesque city is comprised of a system of canals running throughout, and is home to one of the energy totems. Fires from the recent battle are still smouldering, blood coats the once brightly mosaic walls, and as the name of the level might suggest, life is now all but extinct here.



Level 3

The Death Marshes

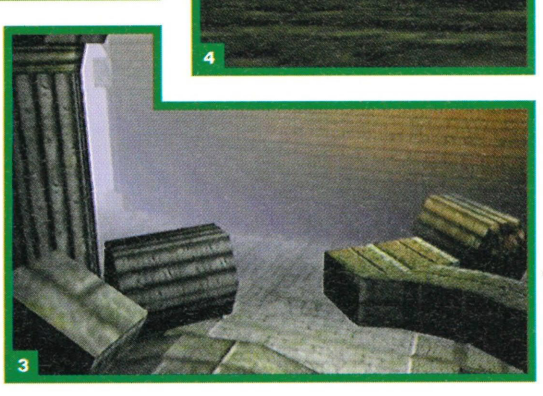
A desolate and eerie place, not for the faint of heart. If the locals don't get you, then the quicksands will. The water of the River of Souls runs shallow through the Death Marshes, making certain areas deep with heavy mud. The area is inhabited by the Pur-Linn, a hostile race of limited intelligence, who also happen to have a serious problem with anything human.



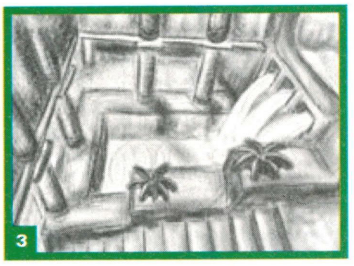
Game Modes

Multiplay: Everyone's favourite dinosaur hunter will make his triumphant return to the N64 with the addition of two-, three- and four-player split-screen Deathmatch and Co-operative modes.

Team Mode: This should be awesome.



1. Check out the pyrotechnics on that bad boy. And what about that flying cart? Wicked, just wicked. 2. The ever-so-moody level 2: Slaughter by the River of Souls. 3. An early concept drawing .



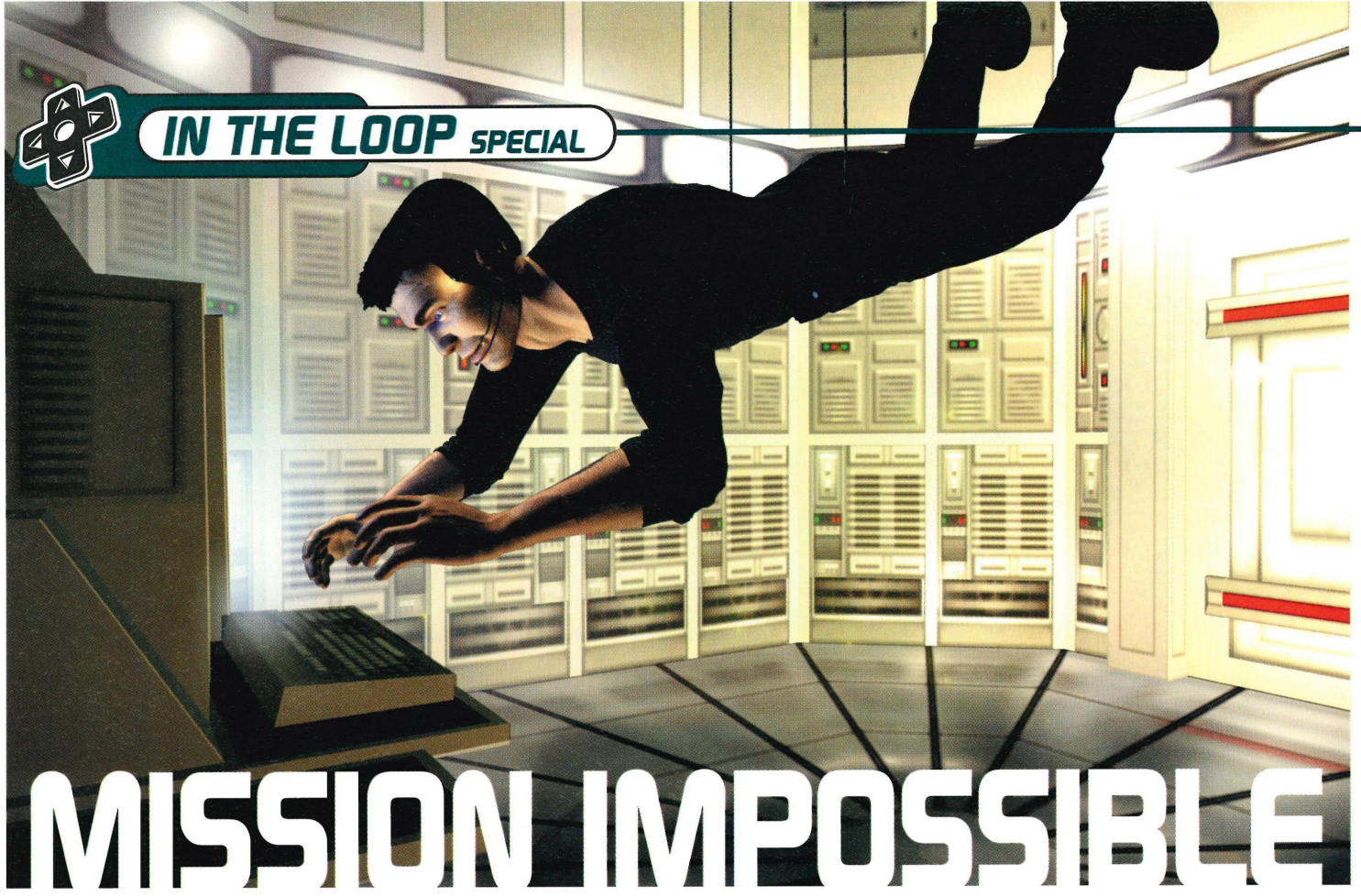
The Lost World can be a deadly place, so team up with one to three like minded Turokoids and even things up a little.

Bloodlust: A no holds barred, slaughter-fest for one to four players – it's every man for himself.

Frag-Tag: One player is 'it' and must search out and destroy the others. Here's the good bit – the hunted have no weapons, but what they do have is day-glow painted targets on their backs. Not only this, but the pursued also squeal like dying pigs. Oink! Oink!

THE STORY SO FAR

We're so excited about Turok 2's prospects that it's knocked *Zelda* off the top of the official VSIXTYFOUR 'Let's Have it' list. There's so much more to say but we just don't have the room in this issue. All things being equal we should have a massive preview come next month, so check back then for more gumph on what could be the game of 98.



MISSION IMPOSSIBLE

Publisher **Titus** *Genre* **Action** *Expected Release* **Summer**

Ocean are currently preparing to lock horns with the mighty Rare. A Mission Impossible? VSIXTYFOUR investigates...





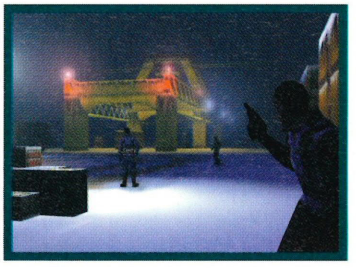
When using a weapon, the viewpoint changes from a Mario style angle to a first person perspective, with the character's head and hand shown as a rather nice transparent effect.

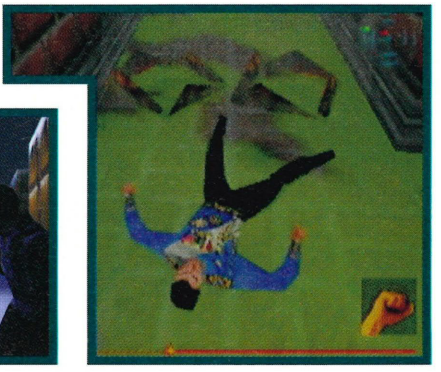
The more seasoned Nintendoids amongst you will know all about Mission Impossible's very chequered history. Apparently programmers Infogrammes have had no small amount of problems with the game's artificial intelligence. Thankfully, those dark days are now long gone, and our Gaelic chums have managed to implement a rather natty new form of artificial intelligence dubbed 'SOOL' which allows enemies to respond to your character as if they were thinking for themselves. Here's an example: supposing Ethan – the game's lead character – were to go running into a room with all guns a-blazing, the bad guys would probably respond by filling him full of lead. Not good. However, should he sneak into the room like proper spies are supposed to do, then he'd be greeted with an altogether different response. A bit like real life, if you will. Clever eh? Anyway, you probably knew all that already, so what about the plot.

Most of you should know this already as well, but for those that don't, here's a quick resume. You take on the role of Ethan Hunt – let's hope he don't come round the East End with a name like that, eh? – an Impossible Mission Force (IMF) agent who's sent on a secret mission which, not surprisingly, goes all Pete Tong leaving you 'out in the cold'. If that ain't bad enough other IMF agents are sent to eliminate you in case you're a mole. Cue large smatterings of super spy action.

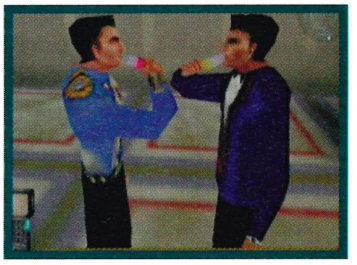
Think!

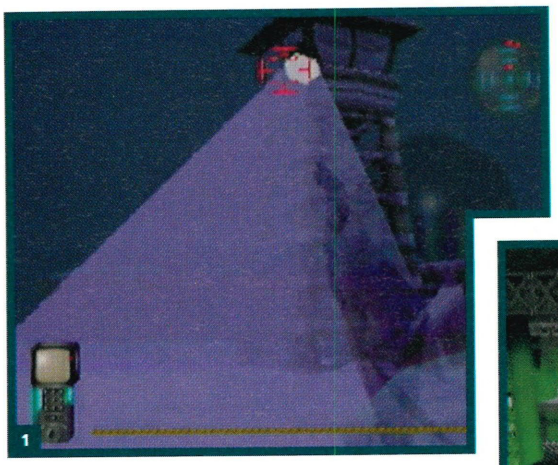
If your gaming preferences lean towards the 'exterminate everything in sight and think about the consequences later' variety, then *Mission Impossible*'s cerebral approach will probably be far too much for your tiny mind. Those that fit that description should now turn directly to our review of *Quake*. Have they gone? Good, then we'll continue. You see, *Mission Impossible*'s all about being a



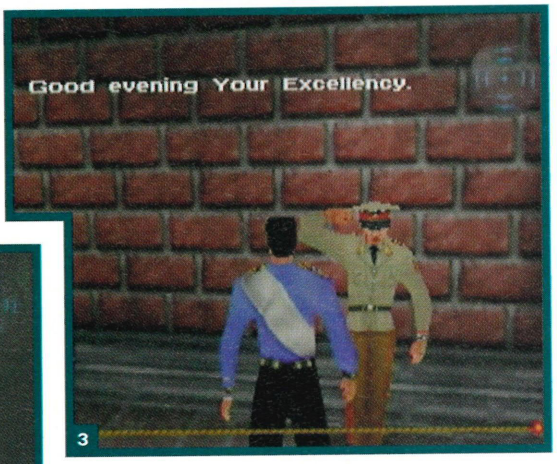


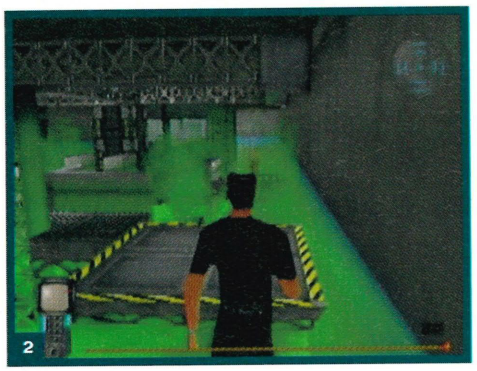
Monsieur, wis zees Ferrero Roche you are really spoiling us.



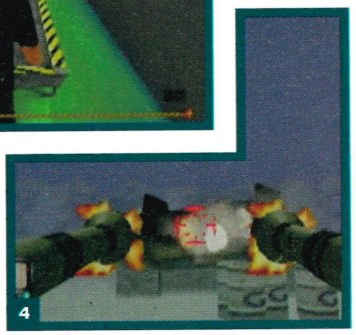


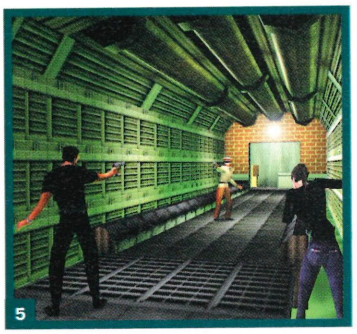
1. Take out these guard towers before the spotlight reveals your position to some hostile guards. 2. You can't beat a couple of moving platforms to keep Ethan on his toes. 3. With the aid of a hi-tech face maker and a stolen uniform, Ethan breezes past the guards, suckers.











trigger happy. But fear not, it is a spy game after all, and being a spy you are of course issued with a shootah with which to dispense with those who get in your way.

● **Drugs, neither big nor clever, as Ethan finds out.**

proper spy – that is acquiring essential items like key cards, solving tricky password systems and generally not being detected by the baddies, of which there are many. A bit like *GoldenEye* if you like, which we all did, but a little less

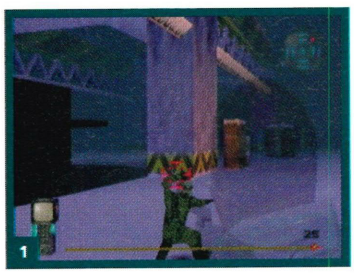
Want some?

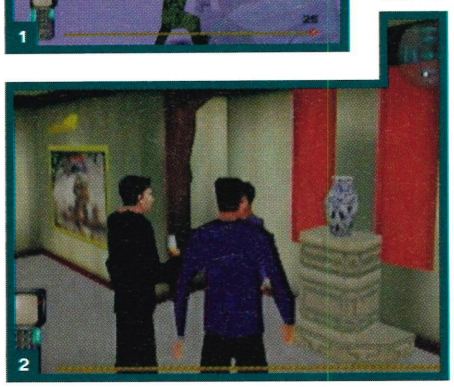
The character movement is very similar to, say, *Tomb Raider* on the PlayStation, but faster. While the camera's position alters depending on Ethan's actions, so one minute the view might be slightly elevated, and then swing right down behind Ethan when a fire-fight erupts. You get the picture.

When it comes to fighting, Ethan can perform various pre-selected moves depending on how close he is to the bad guys. If Ethan's close enough he'll deliver a swift punch to the face, whereas if he's further away he'll exact a lightning-fast flick-kick to the nads. He's also capable of administrating a rather spectacular Glasgow Kiss (headbutt). Which no doubt smarts.

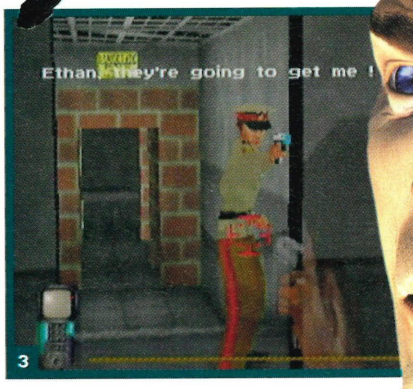
Mission Impossible is obviously going to be compared to *GoldenEye*, which of course it should be, and if it succeeds in providing only half the amount of enjoyment to Nintendoids that Rare's masterpiece has, then it's sure going to rock. Eyes peeled readers, eyes peeled. More next issue.

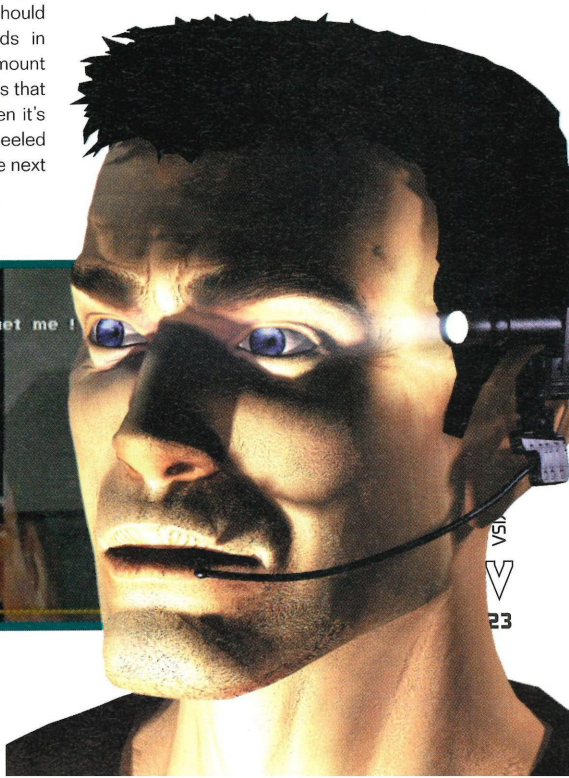
4. Steath is an essential part of the game, but when you absolutely have to kill everyone in the room, try out this double barrelled cannon.
5. Don't even breath as this stand off reaches boiling point, your move Eathan.





1. The first level takes you through the basics of the game as Ethan hunts for equipment in this enemy sub-pen. 2. Ethan has to play a deadly game of cat and mouse in this Prague Embassy. Careful planning is needed to flush out a killer and get out with your life. 3. The action shifts again to a Russian Embassy where Ethan has to contact a computer expert called Candice. Once found, Ethan will need her computer skills to progress further.









GT 64

Could the ultimate driving game be about to grace the N64? We take a look at arcade racing Japanese style...

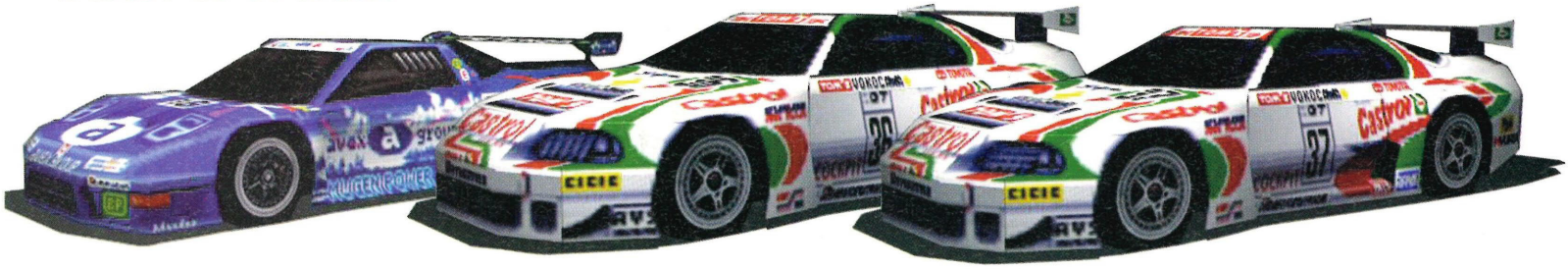




Barely a year has passed since the N64 burst into our lives and already a miserable deluge of half-arsed driving games have flooded the shop shelves. *Diddy Kong Racing* and *Top Gear Rally are exceptions of course. But still - we deserve better.* Thankfully, *GT64 – Championship Edition* looks set to blow other driving disasters away with a stunningly made game boasting not only incredible graphics, but realistic and revolutionary handling too.

The action is based around the actual Japanese GT Association Series. Now, unless you're the kind of person that hangs around Thruxton on a Sunday afternoon watching a bunch of soppy saloon cars, you will not have heard of this particular form of racing, and that's fair enough. All you need to know is that

BEAST OF A CAR...



Avex Dome Mugen NSX

With a hefty 3.5 litre engine tucked into a fairly lightweight chassis, the Mugen NSX is, not surprisingly, sluggish and hard to control.

Castrol Tom's Supra

The Supras are the dominant force in GT Racing. They possess light chassis, great acceleration and a competitive top speed. A great car.

Castrol Cerumo Supra

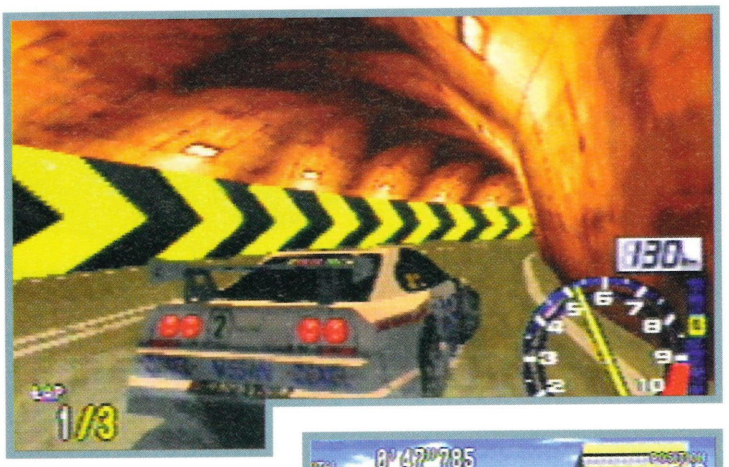
The only noticeable difference between this and the TOM is a tiny badge on the rear spoiler. Needless to say, it's a race driver's dream.

publisher **Ocean**
version tested **NTSC**
expected release date **June**



it's fast, furious and features 14 different teams. The cars are closely matched and so are the drivers; in fact, ex-Grand Prix drivers Aguri Suzuki and Eric Comas are both leading contenders. Nissans, Porsches and others vie for supremacy. As far as motor racing is concerned, this is one of the most dramatic, exciting and, dare we say it, competitive race series in the world and *GT64 – Championship Edition* misses none of the thrills.

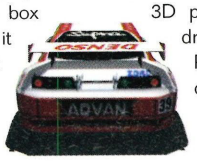




1. **If you think you're getting past *me*...** 2. **130kph through a hairpin tunnel might be a little excessive, but you've got to try haven't you?** 3. **Sure, the Diablo might look like a mean car, but getting her round those corners is, well, hellish.**

Sparks and skid-marks

Players will be treated to a rampant feast of blisteringly fast graphics with a generous spattering of flashy extras, like sparks and skid marks. The wonderful graphical capabilities of our magical little box are also well exercised when it comes to showing different weather conditions. The fog effect is simply astounding; the grey view from inside the car adds extra terror to what is already a unique driving experience. And the speed? Wow! What can you say? Publishers Ocean reckon it's the quickest yet on the Nintendo, and it's pretty hard to disagree with them really. *GT64* could truly be the fastest, slickest, smoothest, 3D polygon racer yet; it makes driving games on the PlayStation seem like a donkey ride on the beach. In fact, one slight misgiving is that it might be a little too fast, with some of the corners appearing too quickly. I guess we'll just have to learn the tracks thoroughly...



Each of the 16 circuits is crammed full of tunnels, bridges, rivers and some street circuits boast towering skyscrapers and monstrous concrete freeways. While retaining the feel of racetracks, these 3D environments possess an impressive solidity and presence about them. The massive stands are full of delirious fans and, as you roar past, cheers and wild clapping explodes from the television in a wave of atmosphere.

The sound during the rolling start is frightening! After all,





GT64 could truly be the fastest, smoothest, 3D polygon racer yet.



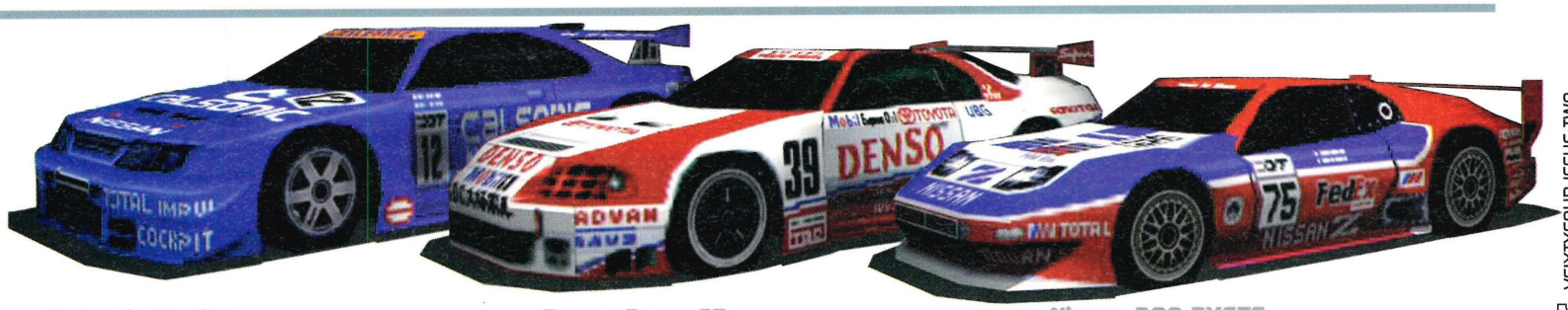
Hmm. Reminds me of the time I took my Nissan Cherry over the Swiss Alps. Tragically it exploded afterwards.



GT64 lets you view the action from every conceivable angle.



The small, nippy Porsche still gives the meaty Jap cars a run for their money.



Calsonic Skyline

With its medium size 2.6 litre engine, the Calsonic is identical to the JECS. It does have a natty blue paint job though - so marks for style! Sadly, it handles like a door with er... no handle?

Denso Supra GT

The ever popular Supra makes another appearance here with a slightly older model. It handles just as well as the other Supras therefore should be taken very seriously indeed.

Nissan 300 ZXGTS

The ZXGTS doesn't go particularly fast, but is an absolute dream to drive. Of all the cars in the game, this is the easiest to get the hang of. Trouble is, where, oh, where is the acceleration?

Front Suspension
The problem with suspension is getting the right balance. If you set it to 'soft', you'll go faster, but in the end the slightest knock will cause damage requiring drastic pit work.

Tyres
Softer tyres are good on fast circuits, hard tyres are well suited to demanding street circuits. As for rain tyres? You'll never guess when they should be used...

Gears
Never the easiest to figure out... Basically if you set the final gear to a fairly high setting you're car will go faster.



Rear Suspension
Messing about with the rear suspension is a sure way to mess up the handling. Still, if you get the right set-up, at least 2 seconds can be wiped off lap times.

Wings
Downforce is important on fast circuits, but not so relevant on street circuits. Basically, the more 'wing' you put on the grippier the vehicle is.

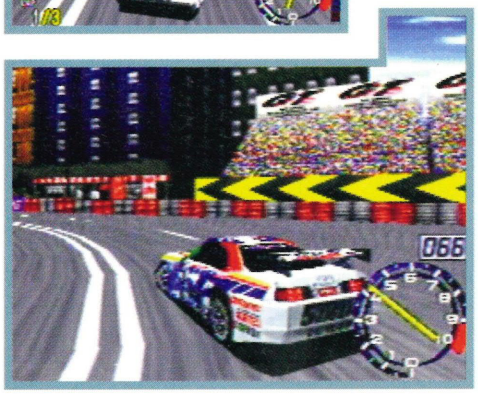
LET'S GET TECHNICAL

it's not often you hear the combined roar of eight of the most powerful sports cars in the world violently throbbing through your ears.

Finely tuned

Aesthetic brilliance is highly evident, but the increasingly rare inclusion of gameplay has also been attempted here.





Nothing compares to a perfect power-slide around a 90 degree corner. Get in there my son!

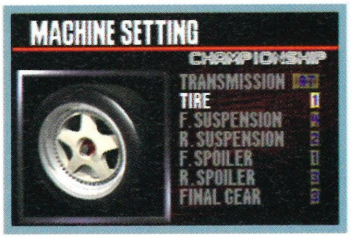
Early indications show that the feeling of power-sliding around corners is unlike anything else – unless you happen to have driven a Japanese GT car around a race track at 240kph that is.

> **"Aesthetic brilliance is highly evident."**

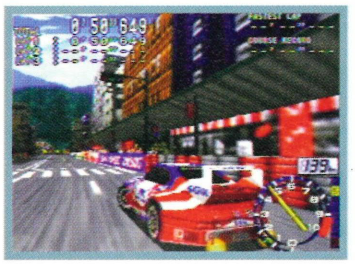
Three difficulty settings ensure plenty of longevity too. Cars are slow and stupid on the easy setting, but taking on the hardest level is a completely different story: the intelligence of the computer drivers goes through the roof, their top speed increases by about 15 per cent and their aggression reminds you of a certain robot-like, German, Formula One driver.

As well as getting the right feel on the track, the programmers are hoping to get the right feel in the pits too. To mount a worthwhile challenge for the championship you must master technical aspects such as wings, gears, suspension and tyres. Street circuits require an astute set-up: low wing settings and soft suspension are best to absorb the many bumps and scrapes gained from nudging walls and other obstacles.

On any circuit, harder hits from both cars and walls







1. **Forget about all the fiddly techy stuff , let the computer figure it out for you.** 2. **"No. I said *left* at the lights. For God sake, just give me the f*****g map will you..."** 3. **The only thing missing from this cruise down the boulevard is a tickertape welcome.**



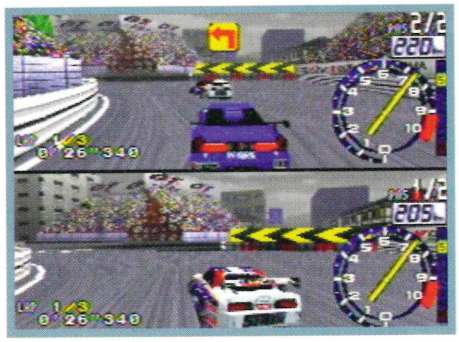
Kure R33
You might as well drive a brick around a race circuit. The only thing going for this car is the fact that it looks a bit like KIT from *Knight Rider*.

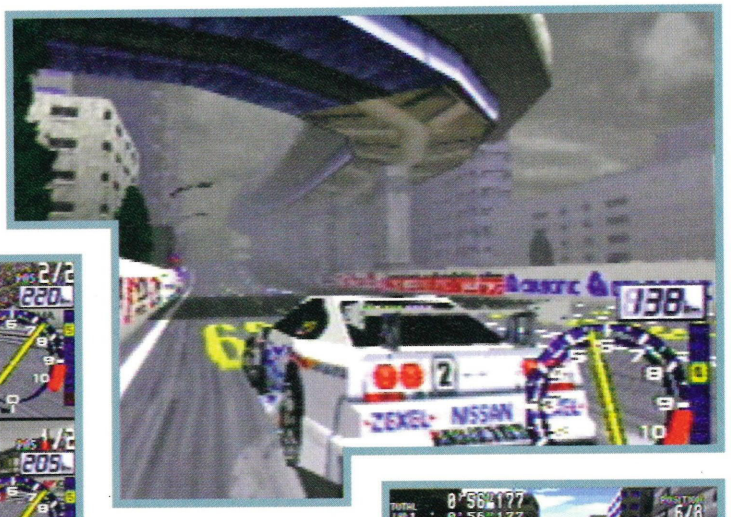
Raybrig NSX
If you find a track with no corners, then it might be worth driving the Raybrig. Sadly that won't ever happen, so our advice? Steer clear.

Unisia Jecs Skyline
This beauty really shifts. On the down side it has poor acceleration, shocking handling and a stupid name. Don't even take it shopping.



1. The head-to-head action can take place against another human opponent or the CPU. 2. If only all roads in Britain were this empty. 3. The rain and the looming freeways are just some of the effects you can expect to see.





tend to result in serious damage to the car. You know you're in a spot of bother when an unhealthy grating sound starts gnawing on your nerves. Of course, it might be the lack of control you notice first; either way, it means an imminent return to our friends in the pits to tackle the problem.

If you want to just concentrate on racing, no one's going to stop you. Forget all that mechanical nonsense and select the 'auto' option to leave all the hard decisions to the computer. It'll choose everything for you, from the correct tyres (taking the weather into account) to the perfect down-force setting and even optimum gear ratios. But can you trust it? Who cares. Just get on and do it we say.

To the death

The championship is the Holy Grail of course, but there will be plenty more options to keep the player happy. The head-to-head mode is a kind of 'to-the-death' duel, with a *Grease*-like race against the CPU or a human opponent. There are time trials' too, with fully saveable lap and race times.

All the signs are that this has the potential to be a massive hit. It's not often everything comes together at once, and *GT64* may have found the quality to keep the player fixed firmly in their chair. We'll soon find out – the full review should be in next month's issue. So, fingers crossed for a racing game the N64 can be proud of...



Each track has a long and a short version. Look out for secrets and short cuts too, they're around somewhere.







1. Every race begins with a frantic rolling start. At the first corner just plough into as many cars as possible to gain a few places. 2. The sun is shining, the weather is sweet. Makes me want to move my racing feet. 3. The view from inside the car is certainly most likely to induce a cardiac arrest.



236kph with a chicane approaching? Instinct tells me this isn't going to be the cleanest bit of cornering...



Zexel Skyline

This is a big car with a relatively small engine (2.6 litres). It's fast, controllable and accelerates like it's been fired from a cannon. Nice car really, shame about the odd name though.

5Zigen Supra

Small, light and very controllable - just like most Supras. This is the definitive choice for nearly all rookie drivers, and you will be no exception. Undoubtedly a top quality motor.

The story so far

As mentioned above, Ocean have got pretty high hopes for this one, and when it comes to speed and graphical prowess, they've no worries. It's getting the right feel that's the difficult part, so as long as that's spot on, they've got nothing to worry about.
To find out more read the full review in next month's issue.





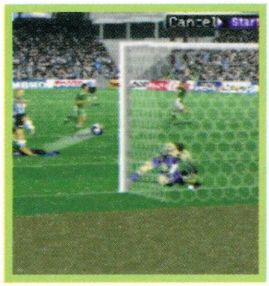
We like a bit of *ISS* here at VSIXTYFOUR towers, so when Konami promised a new version we really had to have a look. And then some.

ISS98

Anyone who knows anything about anything knows that when it comes to console football, *ISS 64* is the undisputed Daddy, laughing in the face of shallow pretenders to its glistening crown. Here at our palatial West End offices, rarely a day goes by without some hot two-player action, the boy Hill's slick brand of flowing football proving a match for anyone, particularly our hapless editor. So, with the World Cup now only a matter of weeks away, the inevitable update is set to coincide with this international feast of football. Obviously, the big question is how can Konami improve on what is already a benchmark title? Pushing the envelope of excellence is a challenging task, but if anyone can, Konami can. So what changes are they bringing about? To find out keep reading.



Check this out: *International Superstar Soccer 98* will feature a total of 54 teams, including six all-star sides. This is 18 more teams than *ISS 64*, which







***ISS 98*'s enhanced tactics allow for more intricate formations. Real purists, however, should rely on skill alone. Changing the subject. What's that Spanish bloke doing on this page? Cuh! That Art Editor of ours. What did we tell him, eh? English players *only*. Not bleedin' Spanish.**

publisher **Konami**
version tested **PAL**
expected release date **June 98**



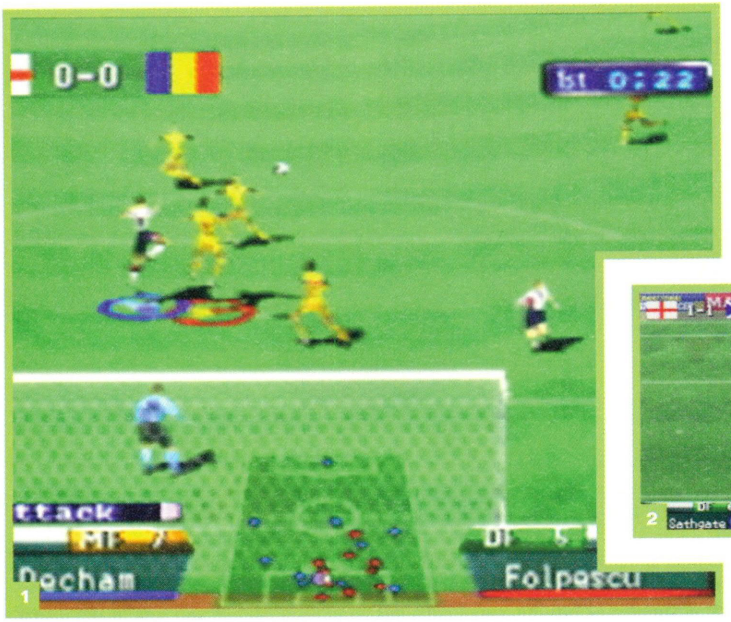
SWERVEDRIVER







Utilising the Z button, some fancy curl can be put on the ball, enabling you to knock it about like Roberto Carlos of Real Madrid and Brazil. Get it wrong though, and you'll look more like a Wigan Athletic reserve.



...those with a shrewder eye for detail will notice that the graphics have been significantly updated.





***ISS 98* now incorporates a behind goal viewpoint. Unfortunately, this is pretty unplayable as, when playing down-field, the goal is unsighted until you reach the penalty area. Nice idea. Badly executed.**

featured a mere 36. Confused? Then watch more Countdown. As for the teams, they now bear a vague semblance of reality compared to the previous incarnation of the game. The player names in *ISS 64* were a testament to Japanese strangeness: the England team, for example, featured the talents of an unspecified Charlton lining up alongside the likes of Alan Regis, Ken Hoddle and Terry Keegan. For the non-football fans amongst you, simply accept that this is wrong (and start liking football). The new version tries slightly harder, but no doubt fearing expensive overseas litigation, Konami have once again bottled out of using real player names. Instead, England 98 sees Serman in the net, the defensive trio of Li Zaux, Adamss and Sathgate, and a combative midfield of Petty and Inche supporting Shoarrer and Serigham up front. Tricky wing play is provided by Decham, who may or may not have puggered Bosh Pice.

The referee's a flanker

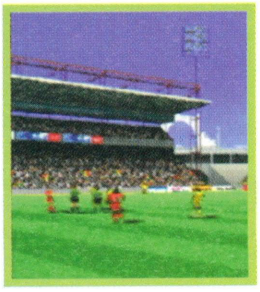
To the casual observer, the game looks similar, but those with a shrewder eye for detail will notice that the graphics have been significantly updated. Players now appear in different heights and builds, and their heads follow the ball and even look around prior to passing, which is nice. The officials are also now visible, the referee and his assistants (or linesmen, as was) appearing in a range of garish attire. For substitutions, the European style practice of holding an electronic number board has been introduced and, in line with FIFA recommendations, injured players are now carted off on a stretcher. Some new goal celebrations have been added, and the crowd are also a little livelier, with much waving of flags in evidence.

ALLEZ LES BLANCS!

***ISS 98* will feature three new stadia, taking the total to eight. With the pending World Cup taking place a mere English Channel away, it is no coincidence that all the new grounds are based in France, namely in Saint-Denis, Paris and Lyons.**



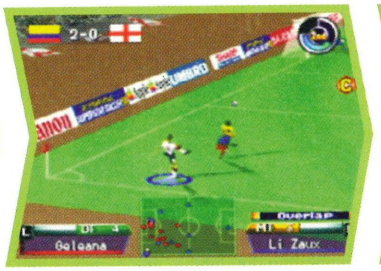




Check me out!



1. Gascone finds Li Zaux.



2. Li Zaux whips one over.



3. Shoarer rises like a pike.



4. Keeper stranded!





1. The crowds are now far more animated than in ISS numero uno. Rumour has it that the game incorporates a hidden 'Spectator-Ruck' mode whereby fans go on the rampage after heavy defeats. No, not really. 2. Columbia's Aristiza shoots! Let's just hope he scores, or he could be for the bullet, quite literally. 3. The Scenario option's back. Now you can re-inact the famous no-score draw in Rome, only without the baton charges.





MADE UP

A new feature in *ISS 98* is the ability to create unique players to your own specification. Height can be assigned, as well as favoured foot and aptitude at a number of rudimentary skills. We've been having some fun 'in the office' and come up with this disparate pair.







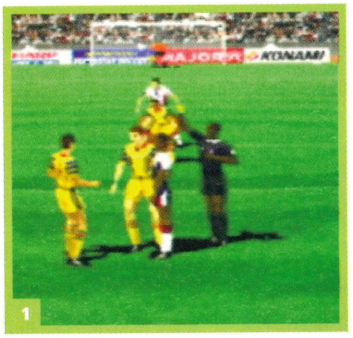




5. It's there... England have scored!

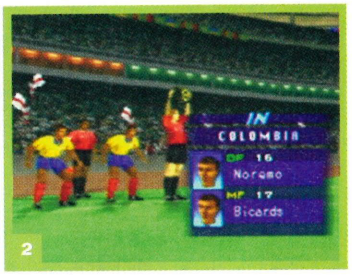


6. "Get Some!!"

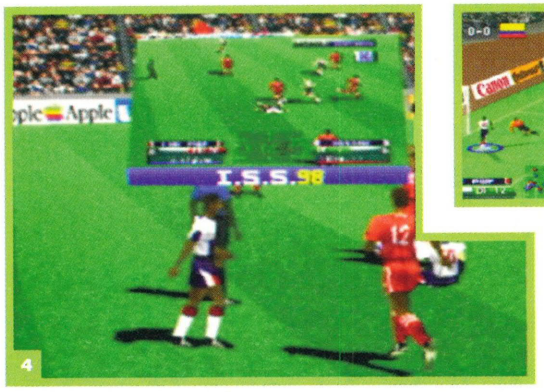


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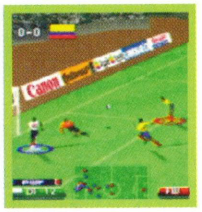
1. Ince in the thick of things once again. When will he learn? 2. Substitutions are now indicated with the up-to-date electronic number-board. 3. *ISS 98*'s replays are automatically shown from two angles. 4. A Sky-Sports style 'woosh' now greets replays of particularly nasty tackles.



2



4





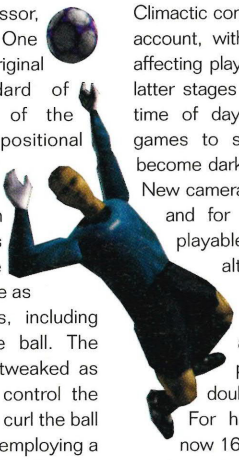
3







All very nice, but these are mainly cosmetic changes, the gaming equivalent of a fresh lick of paint. Same meat, different gravy. To justify a further consumer purchase, more than peripheral alterations are needed. Konami are more than aware of this, and the new game will be faster and smoother than its predecessor, which was no slouch itself. One of the few gripes over the original *ISS 64* was the standard of goalkeeping, with some of the keepers showing all the positional awareness and handling ability of Helen Keller. This appears to have been rectified and the custodians of the onion bag will have enhanced artificial intelligence as well as some new actions, including punching and catching the ball. The outfield players have been tweaked as well, and are now able to control the height of long shots and also curl the ball more effectively, even when employing a lob. A further continental influence seems to have been taken on board in that players can now deliberately dive in order to gain a free kick, a practice still rightly frowned upon in this country, although the hateful cheating foreigners have been getting away with it for years.



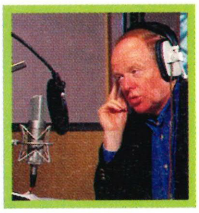
Free kicks are given an added element, with players in the wall now able to jump to meet the ball, and a further addition to the gameplay is the ability to perform mid-air tackles, which could escalate into ugly, wanton violence.

Talk about the weather

Climactic conditions have been taken into account, with temperature and humidity affecting players' performance during the latter stages of a game. There is also a time of day feature which allows for games to start in the afternoon and become darker as the game progresses. New camera angles have been installed, and for the first time *ISS* will be playable in a vertical fashion, although the traditional televisual view has been maintained. Goal replays are now shown from two perspectives, enabling you to doubly wind up your opponent. For hardcore players, there are now 16 play strategies, of which six can be assigned to the pad. So, it looks to be shaping up nicely. We've played it and we like it, Konami's representative being roundly trounced by our resident expert.

ISS 98 should see the light of day before the World Cup, and we will have a full review next issue. You lucky people. V

GUBBINS



The majority of high profile commentators have leant their vocal talents to football games at some stage, with the likes of Barry Davies, Trevor Brooking, Des Lynam, Andy Gray, Clive Tyldesley and Jonathan Pearce all whoring themselves for the interactive dollar. Tony Gubba appeared on an early incarnation of FIFA and has been wheeled out once again, taking a break in his hectic schedule to bark the likes of "This looks good!," "Oh, my," and "Fantastic!". Of course, the introduction of Gubba sees an end to the classic "Good Foresight!" commentary, which for some reason is always heard as "Bruce Forsyth!"

THE STORY SO FAR

International Superstar Soccer 64 *is the 'Greatest Dancer', and justification for owning an N64 alone. Improving upon it is a tricky task, but Konami are confident that it won't simply be a case of the same game in a new box.*

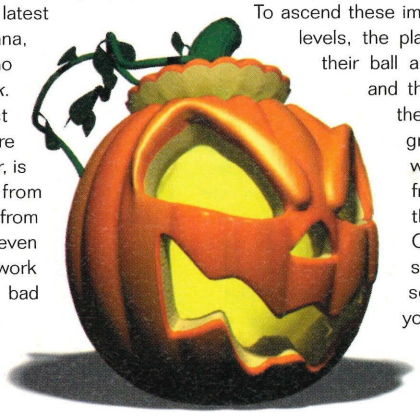


RECKIN' BALLS

It's not only Mario who's got balls 'round 'ere mate. You wanna get a load of the Reckin' Balls!

With their uncharacteristic foray into the bloodthirsty world of Quake, some people might be thinking Nintendo are getting a bit daring in their old age. A quick look at *Reckin' Balls* with its cute little darling graphics would probably make you think twice. However you don't know what these balls are capable of...

This rag-tag bunch of wacky, spherical, daredevils, are the latest creation from Iguana, the same people who brought you *Turok*. Oddly, their latest offering, being more of a racer/platformer, is as far removed from *Turok* as *Quake* is from *Yoshi's Story*, still, even at this stage, with work to be done, these bad attitude balls look like upholding Iguana's growing reputation.



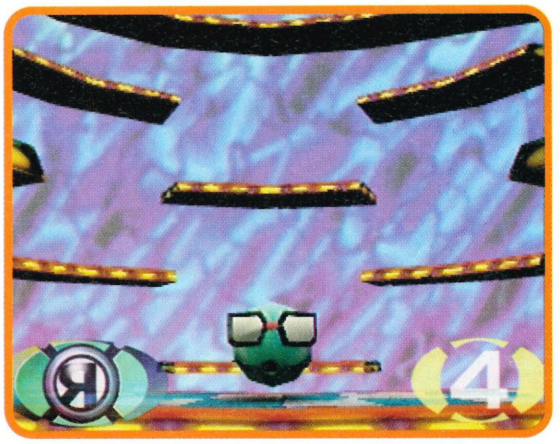
Reckin' Balls novel 3D gameplay could make it one of the most innovative games yet to hit the N64. The idea is pretty simple really, it's a no messing, buttock-clenching, all out scrap to see who can reach the top of the level first. It's how you get there that's interesting, and that, my dear fellows, is where *Reckin' Balls* is full of surprises.

To ascend these immense spiralling levels, the player must move their ball around the track and then swing up to the next bit using a grappling hook which shoots out from the top of the ball's head. Oh, and if something, or someone get in your way you fire the hook out sideways to knock them senseless. Only in video games is something like this possible, and that's what makes this alternative race game so exciting.

Chocolate sponge

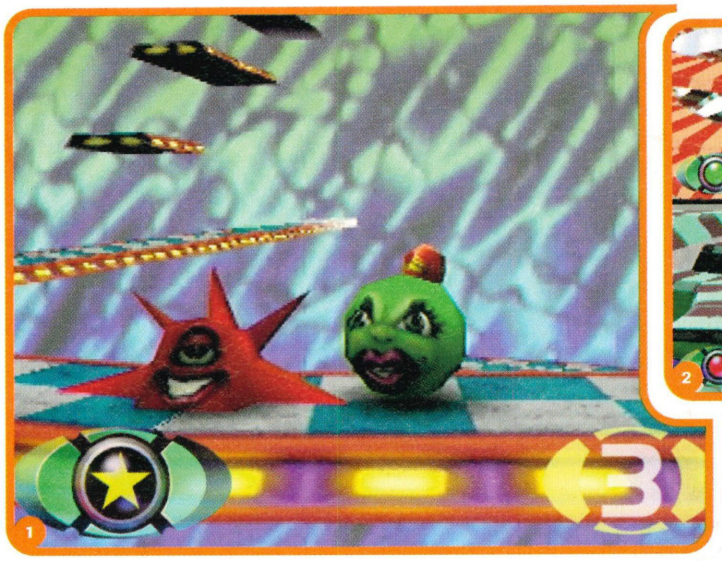
Only after playing it, is it possible to understand the thrill of pinging your agile little ball from one perilous situation to the next. Incredibly, there's more than 100 levels of this mayhem, and all the time you're trying to fight off the relentless advances of various crawling, bouncing and flying enemies. Other obstacles challenge your wits too, because as well as being a frantic, platform/racer, a meaty puzzle element has also been thrown into the fiery cauldron of gameplay.

If dance music's your thang, you are going to be in your element; there are

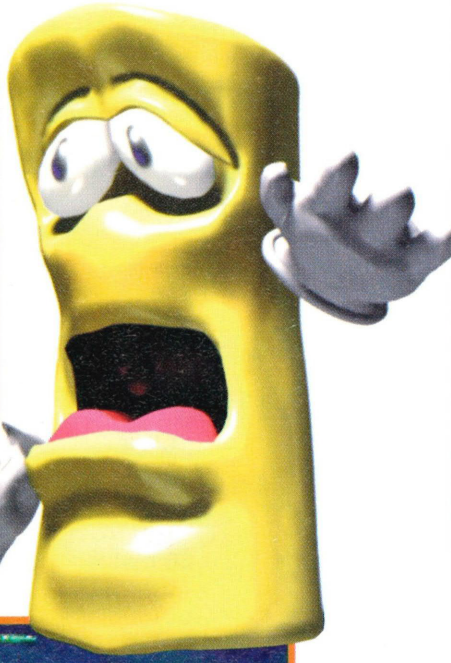


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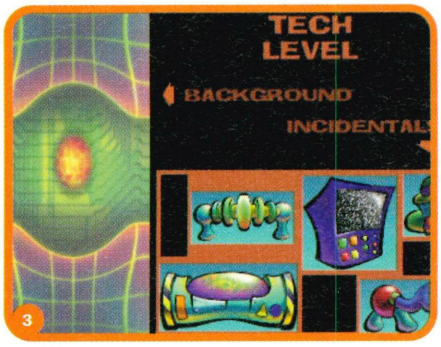
publisher Acclaim
version tested Pal
expected release date July

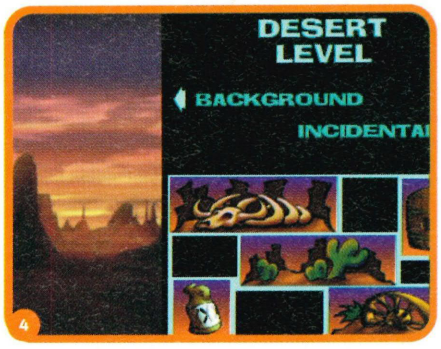






1. *Reckin Balls* is being billed as a "vertical platform racer". Whatever it is, it certainly looks different.
2. Up to four players can 'reck' each others balls in Battle, Time Trial and Co-op Modes.

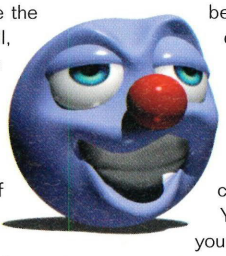






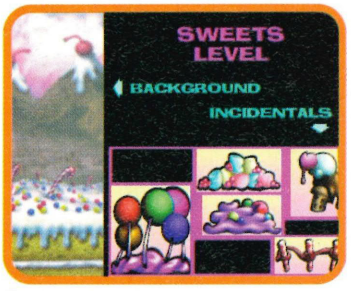
3. There's over one hundred different levels to choose from.
4. The barren Desert Level.
5. The two-player game can be played vertically or horizontally.

some truly bangin' beats tucked into this cartridge. Honestly, if you heard it down a night club, you'd climb inside the machine and dance, well, maybe.... But, hey, some people don't care for tunes, and if that doesn't get you going, then the polished graphics certainly will. It all takes place over a variety of backdrops including underwater, high above a city, and a world made entirely of sweets where mountains are giant chocolate sponges and candyfloss floats through the sky...

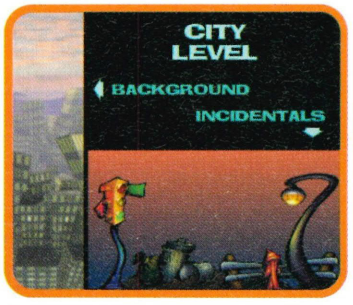


Even the 8 different balls possess different visual characteristics: One of them looks like a little round Satan, a horny devil no less, and another looks like Elvis. Uh huh... Hopefully *Reckin' Balls* will prove just how versatile the N64's graphical capabilities really are.

The multiplayer game is what will establish this an A list must of course, after all, they never fail, especially when up to four players can take part. Look at *Mario Kart 64* and *Diddy Kong Racing*. Every body loves them because they're about competitiveness and skill, and that's what *Reckin' Balls* is about. Unless something goes terribly wrong between now and when it's released, we can't see how this will fail. You'll be able to polish up your ball skills this July...



Got a sweet tooth? Yes? Then head for this level.



Head for the smoke in the CityLevel

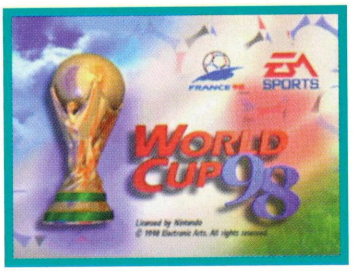
Multiball

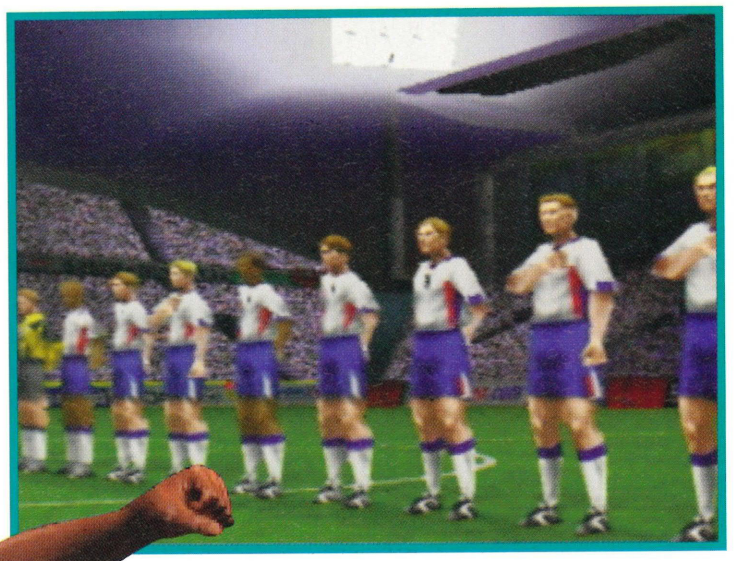
Up to four players can take part in this little offering, and they can do it in two different ways. The first is all against all - a lot of fun and a good way to make enemies, whereas the second is team mode, where, well try and work out the rest yourselves...

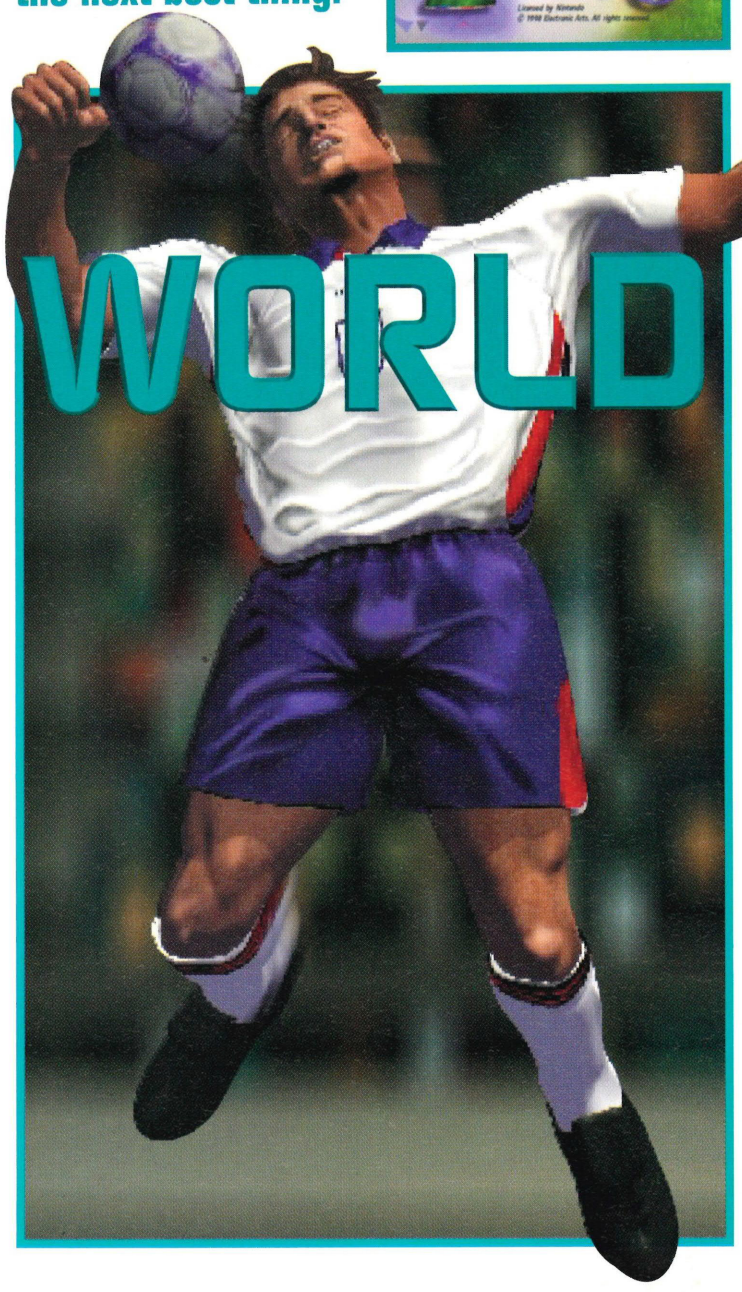
THE STORY SO FAR

Original titles are always welcome round here, and *Reckin' Balls* looks to be more original than most. The one player game seems highly compelling, and as for the multiplay options, well, they seem to be superb. The sound cannot be faulted, and the only question mark at this stage seems to be longevity. The best way to get an answer to that question is to play it of course, in fact we'll play it until we review it, and that hopefully should be in a couple of months. See you then.

The greatest show on earth is now only a matter of days away and VSIXTYFOUR will be there cheering on the boys. But for those that can't make it, EA's World Cup-em-up could be the next best thing.



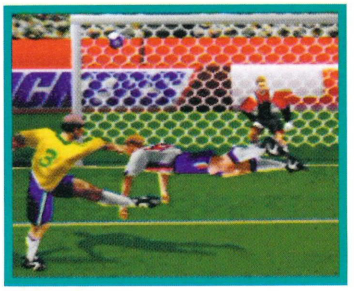




WORLD CUP 98

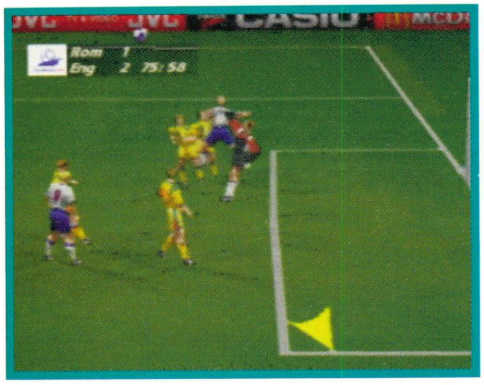
Time is now running out for England: it looks like Romario's first half strike is going to be the difference... the hordes of Brazilian fans massed around the terraces of this spectacular St Denis Stadium sense victory... the samba beat resounding in the ears of every Englishman. C'mon England... one last foray into the South American's half. The ball's with Le Saux, he knocks it in-field to Ince... Ince does well to ride the challenge of Carlos... Ince still has possession... plays a delightful one-two with Gascoigne... oh yes, Gascoigne plays an inch perfect pass out to Beckham... the Manchester Utd player heads for the byline, but he's surrounded by yellow shirts, he nutmegs one, rides the challenge of another, the ball's crossed over... Shearer rises!... Oh my word, Tafferel saves!... the ball comes out to Owen... he shoots!... It's there!! GOOOOAAAALLLLLLLLL!!! England have equalised in the last minute of the World Cup Final!"

Football's ace isn't it? No other sport can unite a nation as one, nothing else comes even close and certainly no tournament or sporting occasion matches the World Cup for sheer enormity or excitement. Likewise, few computer games match the ultimate gaming experience of a well executed footie fest and, as EA know only too well, few games generate quite the same amount of cash in terms of sales, especially when they've





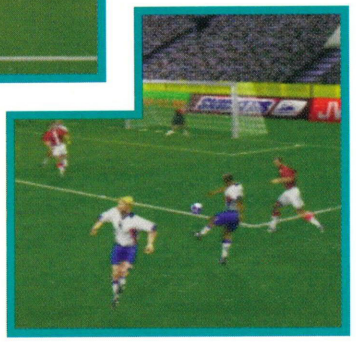
publisher	Electronic Arts
version tested	PAL
expected release date	22.5.98











1. Custodians of the onion-bag are far more intelligent than the imbeciles who guarded the sticks in the previous game - they even come out to punch. 2. No two World Cups need be the same. A group randomiser option sees to that. 3. It might look impressive, but will it play as well? We'll tell you next issue. Be patient. 4. Ince lets rip with a pile-driver of a shot. Hurrah for footie, it's great! 5. Ah yes, the World Cup draw. England could've done worse. But, hey, there're no easy games at this level.

the word 'official' liberally plastered over them. For a perfect example of hard sell over substance look no further than EA's first football run-out on the Nintendo, the abysmal *Fifa 64*, which was followed as recently as last Christmas by *Fifa: Road to the World Cup*. The second installment was a vastly superior game but still lacked that "*Je ne sais quoi?*" so evident in Konami's benchmark soccer game *ISS 98*. With the La Coupe Mondiale only a hand full of friendlies away, EA are gearing themselves up for the launch of a game that will more than probably sit proudly at the top of the all-formats software charts come the summer months. But is it a case of money for old rope or have their Canadian programmers come up with a game worthy of the World Cup tag and one that can knock the seminal ISS off its lofty perch?

The Greatest Show on Earth

No complaints here, EA have faithfully recreated the World Cup flava – all ten stadiums are faithfully reproduced from the bowl of Marseilles to the hi-tech 80,000 seater St Denis super stadium. Furthermore, all the squads are accurate, right down to realistic individual abilities and surprisingly, most of the players are immediately recognisable.

On the ball

A common complaint of *Fifa: Road to the World Cup* was the slight delay between exacting joypad commands and the time in which your on-screen player responded. *World Cup 98* addresses this with EA's all new 'compression touch', meaning passing movements are now all together more fluid, speeding up the process by 75%. Another area that's received some attention is the intelligence and ability of goalkeeper, making scoring altogether more difficult. Extra options have been included to help newcomers compete against the more seasoned Fifa players in the shape of handicapping and 'catch-up logic'. Both enhance your team's skills and increase your chances of scoring.

Managing to succeed

A myriad of pre and in-game management options now exist. Virtual managers

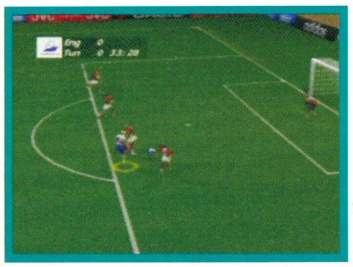


Tunisia's, Tunisia's number one, Tunisia's... etc.





In the VSIXTYFOUR World Cup we drew Croatia in the last 16. Never an easy tie.



33 minutes into the first half and Shearer opens the scoring for England. Get some!!



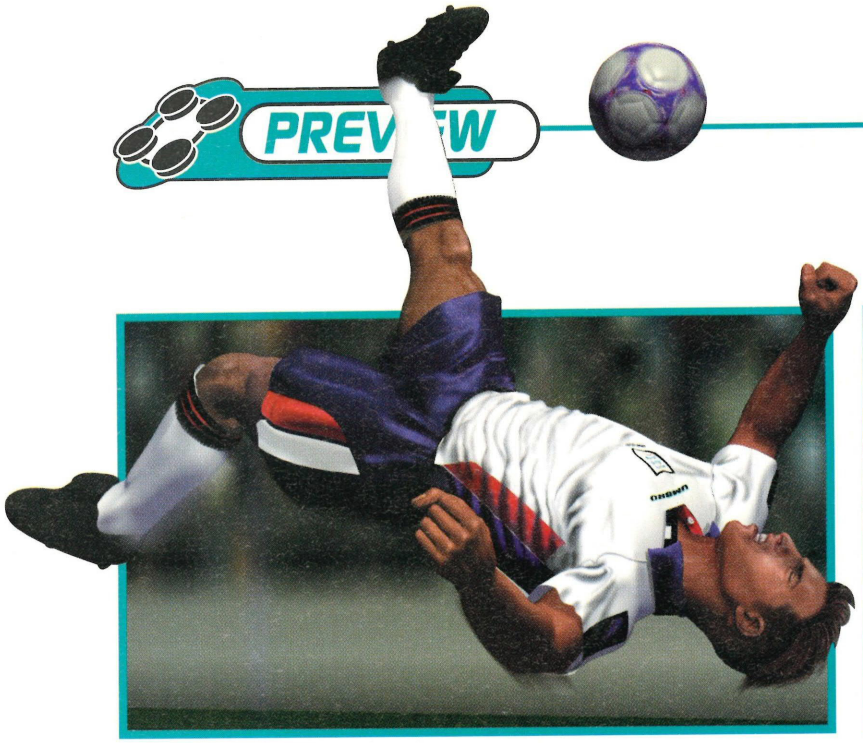
England vs Croatia. But where's Shearer?



June 15th, England vs Tunisia. C'mon the lads!!



Oy! The camera's over here. Cuh! Silly old Johnny foreigner.





can select from dozens of tactics in your attempt to lift the most prized trophy in sport. These vary from entire team strategies to individual player instructions.

Blast from the past

A massive shout should go to EA for

> ***EA has gone to great lengths to provide a highly detailed and realistic World Cup experience.***

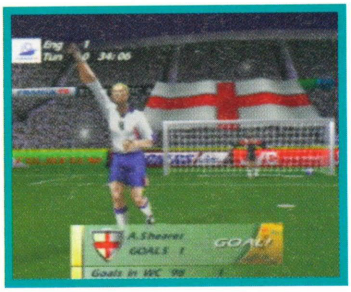


Look, it's Nicky Butt. "Ging-er", "Ging-er", "Ging-er"

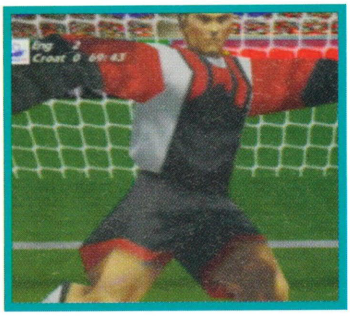




Mr Ref brandishes the red'n to Asprilla.



The boy Shearer, with arm raised aloft, milks the applause.



Watcha! This angry keeper's about to kick the camera.

implementing this highly original feature. Winners of the World Cup will be rewarded with the World Cup Classics option. Play any of the eight greatest finals of all time. Re-enact the glory of 66 or take control of Italy as they try to overcome mighty Brazil in the 1970 Mexico World Cup. Not only this, but for ultra-realism all the players' strips are in accordance with the fashion of the day, including old style footballs, and even yesteryear's team formations to choose from.



The Nintendo 64 version enjoys a commentary combination of housewives' favourite Des Lynam, with the in-game action being taken care of by the sheepskin-clad John Motson. Due to cartridge restrictions they'll be no space for the boy Line-aker, Chris Waddle and, sadly, the daddy of them all: Kenneth Wolstenholme who presides over the mike in the Classic World Cup in CD-versions of the game.



Other stuff

World Cup 98 also contains plenty other features that, although not particularly note worthy in their own right, when combined still go some way to enhancing the whole World Cup experience. These include: TV-style World Cup trivia, complete team history, new player celebrations, crowd chants specific to teams, opening and closing ceremonies, Golden Boot and Man of the Match awards – including the coverted Fifa Fair Play accolade – and much more besides. V

THE STORY SO FAR

There's no doubt about it, EA have gone to great lengths to provide a highly detailed and realistic World Cup experience. On top of this they have addressed the playability annoyances so obvious in *Fifa* and still prevalent in *Road to the World Cup*. It's still going have to go some way to match the total football brilliance of *ISS 98*. Find out next month when VSIXTYFOUR puts both games through the treadmill.

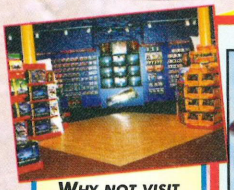
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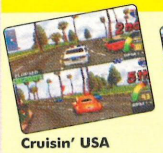
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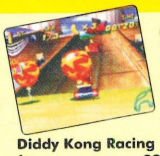
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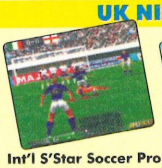
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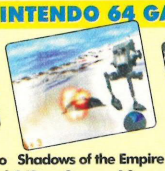
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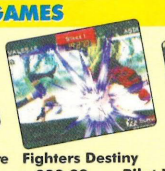
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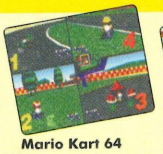

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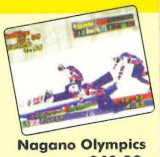

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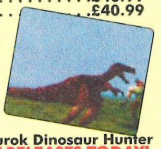

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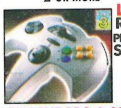
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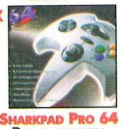
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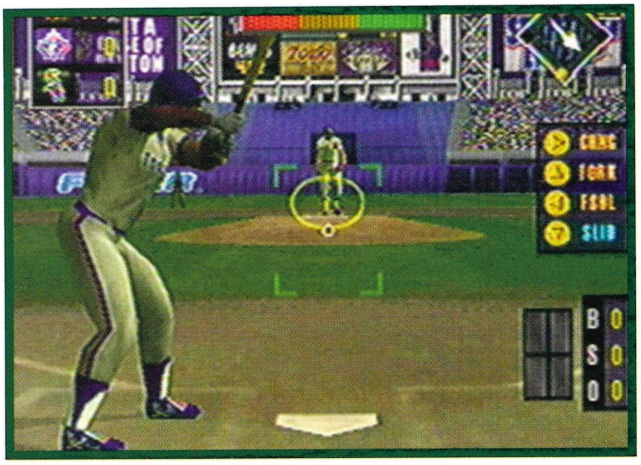
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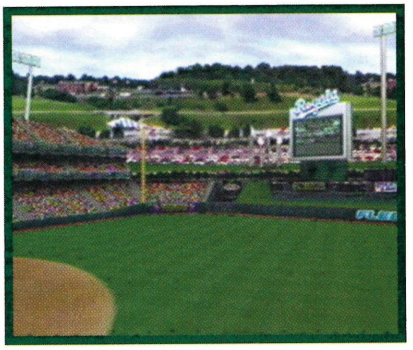
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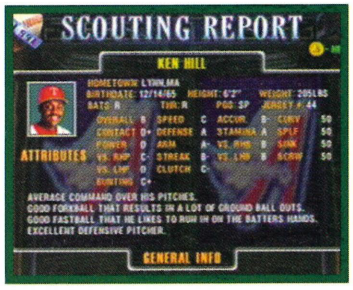






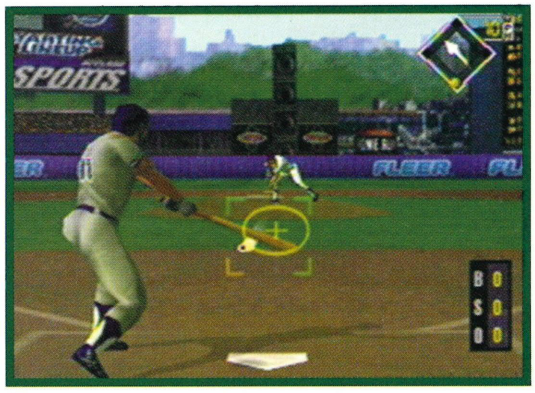
All Star Baseball 99

Baseball games rarely succeed in the UK. We're too obsessed with other sports to care about a bunch of grown men playing rounders. All this is about to change though...



Games like *Super Tennis* on the Super NES, *Track and Field* in the arcades and *Championship Manager* on the Amiga and PC, are all examples of simulations attracting gamers who ordinarily wouldn't even consider stepping out onto a tennis court or a football pitch. Well, you'll be pleased to hear **All-Star Baseball 99** is about to do the same thing for American Major League Baseball. About time too.

The prospects for Acclaim's new baseball sim are looking very rosy indeed, but it's not the 700 MLB players, or the usual reams of mind-boggling statistics that fire this game's surprisingly high UK profile. On the contrary. The reason we're excited about *All-Star Baseball 99* is because it should be the kind of heart-pounding sports simulation that appeals simply to lovers of entertaining and playable video games.



Strike one! If you can't match the circular cursor with the square your swing will go awry, and that will never do.

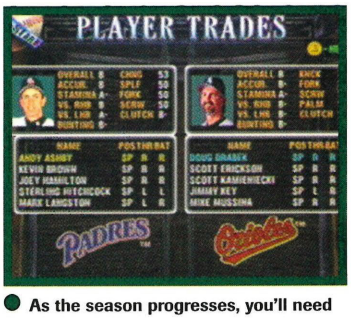
Eerie

After receiving the game here in the office for a sneaky preview, the precious moments that followed were quite simply unforgettable. Graphically the game is drop-dead gorgeous: here is a visual masterpiece containing more than 500 different motion captured moves, exact representations of more than 30 big-league parks, and even individual batting stances. (Look out for Mickey Tettleton's relaxed, hands-at-the-waist stance?!) And all of this portrayed using the N64's stunning 640x480 graphics mode.

When has there ever been this much detail in a game? As the players walk up to bat, you can actually catch a glimpse of them checking themselves out on the giant electronic scoreboard. It's just unbelievable. Inspiration appears everywhere. After a third strike, the batter will spin around and glare at the umpire in a way that's eerily lifelike. But, this is just a game right? It shouldn't be this real. Can you believe the programmers have even worked on



Your star batter takes to the field in front of 50,000 fanatical supporters.



As the season progresses, you'll need to weed out the duffers and bring in some fresh blood.

publisher Acclaim
version tested NTSC
expected release date August



muscle tone? Where will it end? It's clear to see that from the onset this game was going to be nurtured lovingly and professionally.

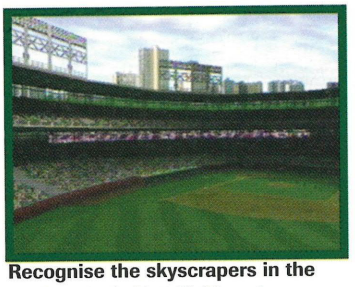
But like we said, the real surprise lurks in the smooth gameplay, you actually feel as though you're in control – and when it comes to baseball games, that's rare. Regardless of whether you're pitching or batting, *All-Star Baseball 99* contains enough variation and choice when it comes to deciding upon the type of pitch or swing, to keep most players hopelessly hypnotised. Similarly, it only takes a few minutes to realise that the bluffing and double-bluffing undertones of real baseball have been sneakily incorporated. To top it off, the whole atmosphere dances to the rocking commentary of John Sterling and Michael Kaye. We've never heard of them, but rumour has it they know their stuff...

The full monty

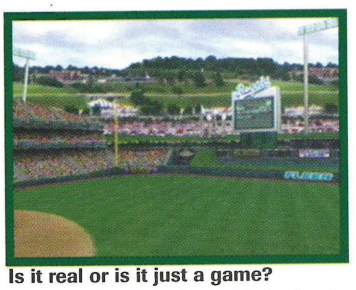
Of course, there's the normal bag of options allowing up to four players to take part. You can revel in the joys of a full league season or tackle a play-off situation, or you could just make an exhibition of yourself...

There are three difficulty settings ranging from Rookie to All-Star, and there's an intriguing section giving players the chance to create their own characters. It seems nothing has been forgotten – but has it? All will be revealed soon of course, because we'll have the review next issue. So, if you want to know more, you'll know where to come. V

FIELDS OF DREAMS

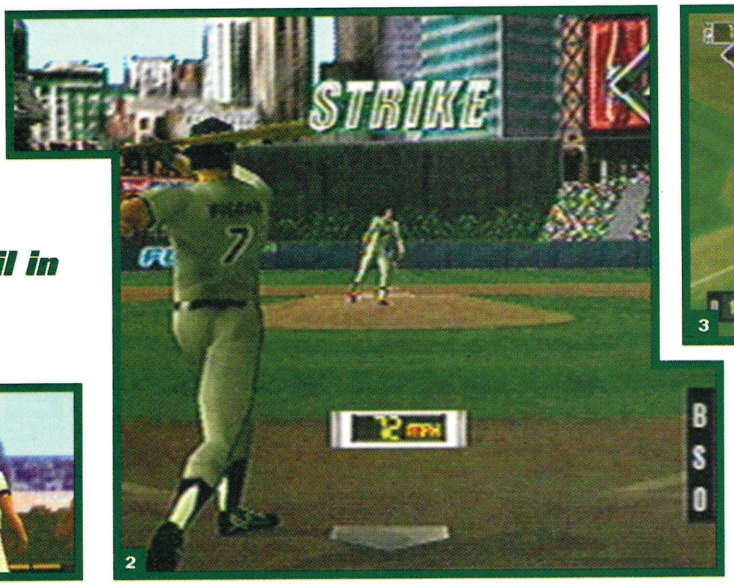


Recognise the skyscrapers in the background? No? Neither do we, but, after visiting all thirty stadiums you'll have a better idea.



Is it real or is it just a game? Stadium detail such as this is simply astounding, and goes a long way in creating the perfect atmosphere.

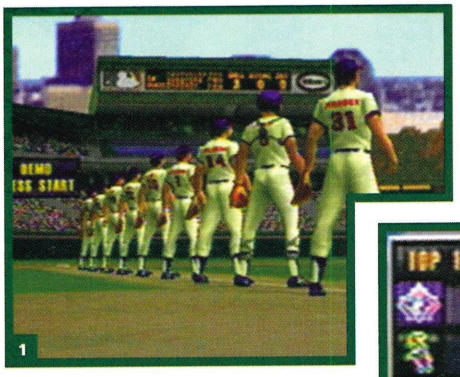
"Has there ever been this much detail in a game?"



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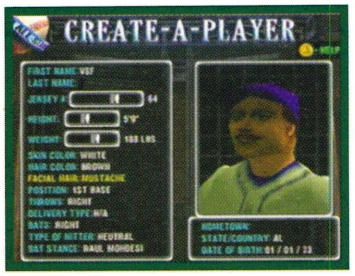
1

1. All stand for the National Anthem. Now make sure you don't blow it in front of the President.
2. Yet another 70mph curveball whistles past your batter's ear, prompting an excitable response from the irrepressible commentators.
3. Safe. Damn right it's safe! This is one of the safest games yet on the N64.
4. As well as over 500 frames of motion captured animation, a unique muscle toning system has been used to add extra realism to the players.



4

THE MIRACLE OF CREATION...



Short, tall, fat and thin, baseball players come in all shapes and sizes, and this is your chance to create the perfect weapon.

THE STORY SO FAR

I'm very worried. If this is released during the World Cup the chances are it might even drag us away from the television for a while. Actually, that won't happen, we're being ridiculous. But if this is as good as we think it's going to be, a whole new sport is about to be taken to heart by the fickle British games playing public.



Calling all adventurers... calling all adventurers. Step aboard the VSIXTYFOUR magic carpet for a whirlwind tour to a fantastic place. But hurry, the winds of change are blowing, let's escape... escape to the fairy-tale land of...

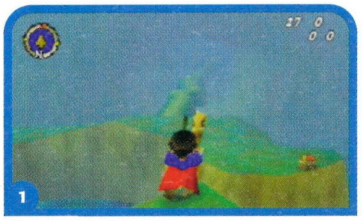
HOLY MAGIC CENTURY

A cursory glance down the list of existing N64 titles will reveal a sorry state of affairs for fans of the good old fashioned RPG. In short, there are none. But fear not, for adventure looms, in the shape of Konami's forthcoming quest-em-up *Holy Magic Century*.

The story revolves around a pre-pubescent chap known only as Brian. Yeah, that's right, Brian. Not Krendor the Great, Zaltourique, Nadrok or any other wizardy type title that the industry mythical name generator would care to conjure up. Just plain old Brian, and what's more, it suits the little fella down to a tee. Anyway, on with the plot. Brian may be ordinary by name, but he's certainly not by nature. In fact, nature is the very essence of Brian's powers for he's been bestowed with some rather nifty magical talents: the ability to control, at will, all four nature spirits, namely, earth, water, fire and air. It is this 'gift' that he must utilise to save the happy dominion of Celtland from the evil clutches of the Master Wizard, who, presumably, goes by the name of Simon. Now Simon, sorry, the Master Wizard, has scarpered with a book that the good folk of Celtland hold most dear. Indeed, a book that is vital to their very existence and, as a result, the entire realm has been cast into spiritual chaos – and anyone who has experienced such a fate will tell you that spiritual chaos is not a good state of affairs to been in. So, it's down to young Brian to reclaim the book in time or the Kingdom of Celtland will be lost to the forces of darkness forever!

Kevin the Chrondominator

That's the mythical plot by numbers accounted for, so what of the game?







1. **Graphical wizardry lies just ahead. The vine-covered tunnel is a sight to behold.**
2. **He may look a little wet behind the ears, but boy does this guy know some spells.**
3. **"Hey, Mr Baldie peasant man, come here when I command you."**

publisher Konami
version tested NTSC (US)
expected release date June





Holy Magic Century *has second generation Nintendo 64 game stamped all over it...*

Well, all these good versus bad shenanigans take place in a gigantic 3D environment incorporating three large countries: Angulus, Stornia and Velagoon. The environs contained therein are pretty much what you'd expect to find in any common-a-garden RPG: forests, castles, towns, villages and, needless to say, anyone with a working knowledge of SNES classics past will feel very much at home. The formula for progress through the game will also be familiar: wander round, talking to townsfolk, hopefully gleaning information, buying stuff, using the aforementioned stuff on baddies, gaining strength and so on. You get the picture.

The battle system employed in *Holy Magic Century* is of the turn-based variety and not purely action based as in, say, *Zelda*. As is the norm for this style of game, strength points are awarded for defeating the evil minions, of which there are many. It is in these situations that Brian's powers come into their own as he can mix the various magic into 50 spells, with many adversaries requiring particular spells before they are defeated. *Holy Magic Century* is very much an orthodox RPG, with Brian's actions restricted to walking, opening doors and casting spells. There's no jumping or climbing antics to be had whatsoever. For that type of







1. **Little Brian is a very wee chap. Look, his head only just clears that hedge. Bless him.**
2. **This branch-entwined tunnel is breathtaking in the extreme.**
3. **Surprisingly, that sign leads you to the Windmill Village.**
4. **Want to open a chest? One tap with the staff should do the trick.**
5. **Always chat with the locals.**

GOOD MORNING

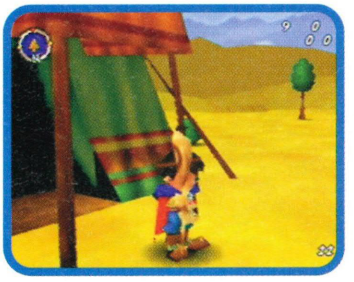
HMC's 'Dynamic Time' element greatly enhances the the atmosphere of the game...



After a hard days' adventuring, Brian spots a bedouin tent. Good, somewhere to rest his weary head.



Luckily, the owner invites Brian to stay the night. Hmmm, does she now...



Arh, a good nights' kip was had. The sun is up and adventure awaits. Right, who wants some?



Brian's first encounter of the day. Some rather unpleasant sand dune ghouls.























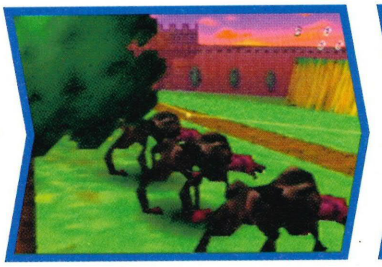
1. "Avast ye skurvy dogs, pirate ship ahoy." Wander below deck and you'll find some information vital to your quest. 2. The map of Celtland Isles. You're going to need that. 3 & 4. This is Brian's trusty steed. In the version we played there was no horseback action to be had. The finished article might include it. We'll just have to wait and see. 5. Oy, Brian! Come away from that sheep you little rascal, we'll have none of that, thank you. 6. The attention to detail is of the highest order. Well done Imagineer (they're the programmers, incidentally). 7. Far-out visuals throughout for all to see. Darn impressive, don't you think? 8. There's well over a hundred different characters to meet in the land of *Holy Magic Century* and they come in all shapes and sizes. 9 & 10. There are a variety of viewpoints to choose from. Here's nearby... and here's faraway.

FIGHT! FIGHT! FIGHT!

If you're after action-based scrapping then *HMC* might disappoint as the fighting fayre served up is of the turn-based variety only. Anyway, here Brian's about to get acquaintanced with some rather rabid looking hounds. Let's see how he gets on...



"Hey tiddly tum, an actor's life for me... zipadee-do-da, zipadee-ay... "



"Oy lads it's that Brian ponce... let's tear him limb from limb." "Yeah let's." "Me first!"



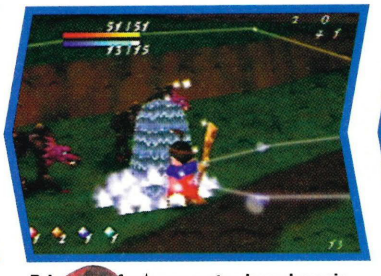
"Grrrr... snarrl... foam... parp... grrrrrrr... "



"Yipee! Hoorah! I've killed the rabid hounds from Hell. Oh, what fun! Splendid."



With his magic spent, Brian finishes the job with a swift swipe from his trusty staff.



Brian opts for some water-based magic to see off the meddling muts.



"Erm, more Grrrrr... snarrl... foam... woof!"

action see *Zelda* or, if you can't wait, *Mystical Ninja*.

Graham the Wise

Holy Magic Century incorporates an internal clock, changing day to night as the game progresses, so when darkness falls, on come the lights of all the houses and shops. The spectacular effect dramatically enhances the atmosphere of the game. Musically, *Holy Magic Century's* soundtrack is of the orthodox "Now That's What I Call an RPG Groove Ten" style, all very la-di-da and lacking in sweeping orchestral movements. That said, the dittys suit the game, however grating.

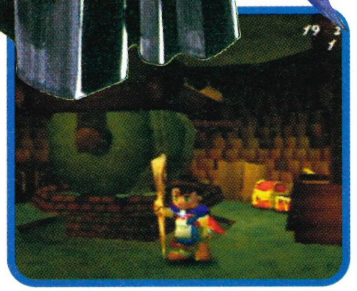
So to recap: *Holy Magic Century* is an extremely unpretentious role-player with a mythical hero wandering round chatting with folk, sending baddies back from whence they came and generally saving the day. Hmmm, now then, what have we left out? What could it be?... Ahh yes, the graphics.

Listen up Nintendoids and listen good. Visually, *Holy Magic Century* has second generation Nintendo 64 game stamped all over it in big bright, bold letters, ten feet high. It is a veritable stunner and no mistake: gorgeously bright backdrops, detail as far as the eye can see, no visible horizon, beautifully detailed textures and hardly a hint of any clipping whatsoever. It really is that good. As attractive as the surrounding stills may look, they do not do the game justice, at all. At time of playing, many of the characters were yet to be implemented so there was a considerable amount of aimlessly wandering around... all the better for taking in the game's outstanding visuals, and outstanding they are.

Granted, beauty does not maketh the game, but it certainly goes a long way to bolstering one's enjoyment. *Holy Magic Century's* simplicity and familiarity will appeal to many, based on the vital RPG elements already implemented. Combine this with the stunning visuals and Konami could well have a massive hit on their hands. We'll continue to follow the life of Brian with more than a modicum of interest. Expect a full review soon. V



Oddly, the female contingent of Celtland seem to have quite a soft spot for young Brian. Must be that erect lock of hair.



Here we find Brian inside a Windmill. There's treasure in that box behind him.





THE STORY SO FAR

We've only had about three hours play with* Holy Magic Century, *so it's pretty difficult to say just how good this game is going to be. However, everything about it smacks of quality, particularly the breathtaking visuals. Incidentally, Brian's going to have a name change before release. "Save the Brian" we say. Write to Konami now and tell them we sent you.

Funky Stuff

gimme gimme gimme



Yamaha 'Blue Synth'

Make ace noises like `flaaang' and 'wowowowow' with this frighteningly funky synth from Yamaha. Hey, we're not kidding. The sacred towers of **VSIXTYFOUR** have never quite been the same since the day this state-of-the-art slab of aural technology arrived. What was once a tranquil haven from the London hustle is now a veritable Disco Inferno, with cage dancing and everything. Pet Shop Boy-tastic!! £600 from, erm, music shop type places (didn't we say that last month?)



Super TV Boy II

No, you're not dreaming. You are very much awake, what you see before you is not a vision from a video-game wet dream but instead your one-way ticket to Retro-Gaming Utopia. For the obscenely low price of thirty quid you get 127 – that's 127!! – ol' skool classic arcade games to play to your hearts content. Those that remember the old Atari consoles will know what to expect as all the code has been ripped out of the VCS and 2800 cartridges. Just plug into your telly and away you go. £30 from Systema – 0118 945 1522.

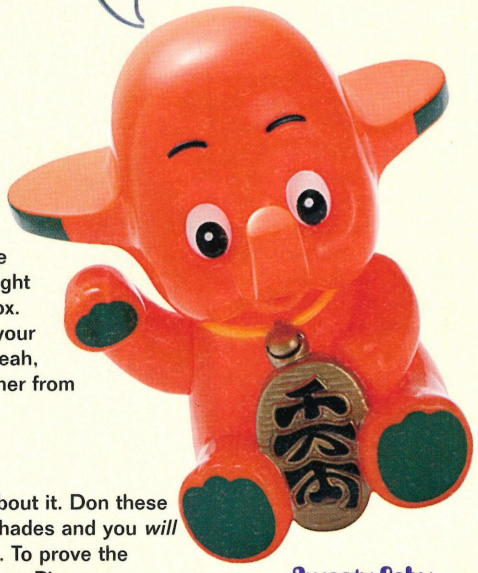
SONY SPORTS WALKMAN (From Japan)

Why don't we get gubbins of this calibre in blighty? Boohoo!, it just ain't fair. This portable sonic entertainment centre from Sony has got just about the lot. Ooh, let's see now, It's water resistant, it's got a stop-watch function, it's got auto-reverse, erm...it's got super dooper boomtastic bass and according to the box it also comes complete with added eggo??! Style don't come cheap though expect to part with £130.



Elephant

Not much to say really. The thing to the right is a money box. That's about your lot. Erm, oh yeah, it costs a tenner from Kokontozai.





Sweety Baby

Cor!! We're just bonkers about babies this month. We especially like this wee bairn. Why? Cos he's stuffed to the hilt with Japo sweeties and crisps, of course.

Big Scary Shades

There's no two ways about it. Don these ghoulish snow-bow shades and you *will* look a complete fool. To prove the point we sent our man Pie on a gruelling 2 hour underground journey wearing nothing but these, well, he had clothes on as well, obviously. Anyway, he returned a broken man, with the cruel echoes of ridicule ringing in his ears for days. £60 from Kokontozai.



VSIXTYFOUR's monthly guide to gizmos and gadgets guaranteed to arouse and inspire your technolust

Stereo

This is great. Really great. In fact this hi-grade Pioneer musical centre is so great we've just bought one for **VSIXTYFOUR** Towers. Well, we didn't exactly buy it, but that's another story. Whatever, it might be compact but, *boy*, can it bang out those beats. £500, to you that is.





Stormtrooper Intruder Alarm

Expensive security can now be a thing of the past with this motion-sensing Star Wars alarm. Says stuff like "move along, move along", "crush the alliance" and "Oy, intruder, I'm a stormtrooper and I'm trained to kill, so sod right off"...well Ok, he doesn't say the last one but the others are definitely in his repertoire. Oh yeah, there's a laser shooting game to be had as well. £25 from Forbidden Planet.



Star trek

Look! It's a replica communicator. You know...the one corset-boy Kirk always used to be warbling into on ol-skool Star Trek. Beam me up Scottie! Beam me up Scottie! he used to say. [That's incorrect actually - he never did say that - Sci-Fi Ed] Oh, whatever, who cares? Anyroad, it's great. and we've got one and you haven't. Ha-Ha-Ha-Ha.



Casio G-Shock & Baby-G Watches

In this day and age telling the time is pretty essential, but don't let that distract you from other issues, like saving fish and stuff. . Anyway, by purchasing one of Casio's new range of G-Shock watches you can combine both. You see, those lovely, and not at all calculating chaps at Casio HQ kindly donate a percentage of sales to the plight of Mr Whale and Mr Dolphin. £120 and £160 respectively from Kokontozai

QP Babies

That's odd? You might think. Small multi-coloured plastic babies in **VSIXTYFOUR**'s Funky Stuff section? Ha-ha... not so, and here's why: These peculiar little 'enfant-figurines' actually possess mystical powers, bestowing good fortune on all who come into contact with them. Pretty spooky eh? They're only £3 each so why not give 'em a go... who knows?, there might just be something in it. Wooooooo.



Sharp 702 Minidisc.

Be the envy of all your tape owning mates with this new Sharp mini disc player. Looking like a cross between a high tech bomb and a prop from Akira, this is as good as it gets with all the quality of CDs but none of the skipping. Yours for a meagre £300 at all good Sharp dealers. Some bad ones stock them too.



CONTACTS
Kokontozai 0171 434 1316
Forbidden Planet 0171 836 4179
Systema 0118 9451522

VSIXTYFOUR

THE REVIEWS



BADGES - WHAT THEY MEAN

Vital
'Tings' get no better than this. The ultimate accolade. You must own this game. Simple as that.

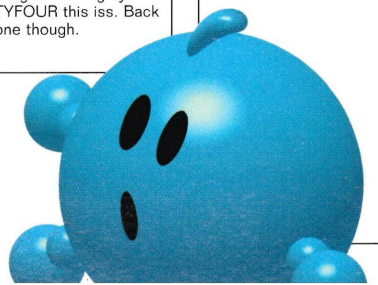
Recommended
You should have no reservations, whatsoever, about purchasing a game awarded the recommended badge.

NO!
The absolute opposite of 'yes', of course. However, in the context of **VSIXTYFOUR**, NO! is just our way of reinforcing the fact that this game is bad, and by that we mean not good, as opposed to 'bad' which sometimes means 'good'. Or should that be bad? Oh, whatever, you get the gist.

Factor 64
See this little chap on a review and things are looking good. It indicates that, in **VSIXTYFOUR**'s opinion, It would be impossible to faithfully reproduce the game on any other console in terms of graphical and processing power.

JAP'S EYE mini reviews
Sorry readers, JAP'S EYE is currently experiencing technical difficulties beyond our control and will not be appearing in the Mighty VSIXTYFOUR this iss. Back next one though.

2nd opinions
Always read the second opinions for an opinion that is secondary ie, what other reviewers thought of the game.



0-3

Do not, under any circumstances come into contact with this game, or for that matter, anyone you know who owns it. Cut them out of your life completely, they're losers, ok? This game is shabby with a capital 'S', horrific with a capital 'H', irksome with a capital 'I', terrible with a capital 'T'. Add all those capitals up and you have a true, albeit graphic, description of what we mean. Avoid. It smells of wee and should be treated as such.

4-6

Mr Average. Second rate. Doesn't quite cut the mustard. Misses the grade. Comprende? You shouldn't really harbour any intentions of buying this game as you'll likely regret it. Don't get us wrong, it's not like it's terrible or anything, but it's just not all that good and doesn't really offer anything new in terms of ideas, content or originality. So, best leave well alone.

7

Aah... yes, now things are getting a little trickier to differentiate with our friend Mr Seven. You know what? There's not a bad game in there, it's just, erm, it just, well, it just could have been a bit better. But hey, don't discount it out of hand – it may well have something to offer, particularly, if it's your kind of game.



8

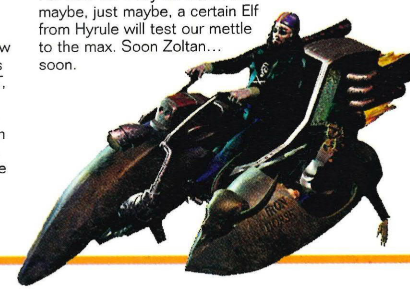
Now we're talking. This game's a right Bobby Dazzler and no mistake. Lovely it is, just lovely. It's got style, class, skill on the ball, gets down the by-line, could put a pass on a sixpence, is strong in the air and, for a big fella, isn't bad on the deck either. What's more, it's got a bloody good engine. Up and down the field all day long, no messing. But maybe, just maybe, with a little more thought it could have been even better. Good squad member but not first name on the team sheet.

9

He-llo.. Monsieur Coolio has just arrived and he's wearing the narliest threads in the house. King of the disco, the greatest dancer, but do we wonder why? No way, we know it, cos that's the way it is. This cat is cool. And the gang. TNT, Super Fly Guy, Guns of Navarone. Know where we're at? The finest recommendation we could give (apart from ten, that is). If it's got nine, it's sure mighty fine. Hmmm-ummm.

10

No game has received such an accolade. Does a game exist? For now we'll say no more. But maybe, just maybe, a certain Elf from Hyrule will test our mettle to the max. Soon Zoltan... soon.



HOW WE RATE STUFF



THE SCORE BOX

Paid man hours flitted away this month...

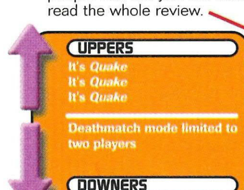
Forsaken	31
Quake 64	29
G.A.S.P!!	14
Air Boarders	3
Rampage	4
Wetrix	18

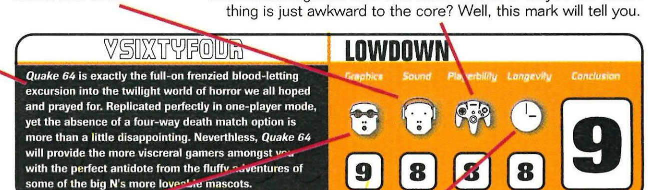
Pretty self-explanatory really, but there's always one numbskull who doesn't get it. Obviously we're not referring to you, you're far too clever, In fact, turn away now if you like, whilst we go through it with the thicksters.

Conclusion A brief comment about the game we've just reviewed. Ideal for people who are just too damned idle to read the whole review.

Sound Every aspect of in-game music and SFX.

Playability Are the game's controls easy to come to terms with? Or maybe a character doesn't 'jump' when you say 'jump'? Front-end menus might be slow and cumbersome or maybe the whole thing is just awkward to the core? Well, this mark will tell you.





Uppers/Downers Punchy 'soundbites' giving a simple résumé about the game's strengths and weaknesses.

Graphics Er, the graphics. Also look out for the Factor 64 logo.

Longevity Are you going to go back to it time and time again? Or could it be really easy and once beaten hold no further interest? Anyway, you'll find out what's what in this box.



Bike to the Future

Complex, labyrinthine and occasionally sinister; Steve Hill is Forsaken.

Factor 64



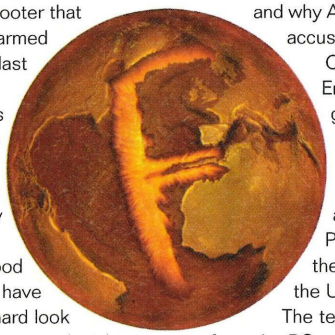




Forsaken features tunnels, lots of, which could give Freudians plenty to muse over: "We fear the tunnel, yet we are drawn to the tunnel."

Some years ago, PC and PlayStation owners were treated to a game called *Descent*. Highly fancied at the time, it was a 3D, 360 degree shooter that placed the player at the helm of a heavily armed craft and sent him down some tunnels to blast robots.

Well, what do you know? *Forsaken 64* is a 3D, 360 degree shooter that places the player at the helm of a heavily armed craft and sends him down some tunnels to blast robots. And it's highly fancied.



Descent was a good thing, and Acclaim have clearly taken a long hard look at it, despite their vehement denials. The major – albeit superficial – difference is that the floaters in *Forsaken 64* are astride so-called anti-gravity pion cycles, which you won't find in Halfords. Other than that, it's uncannily similar, and some areas bear a freak resemblance to its spiritual forebear. Comparable games are hardly a new phenomenon though, and why Acclaim are so touchy about *Descent*-alike accusations is a mystery.

Originally developed by Probe Entertainment in unsunny Croydon, the game comes with a decent heritage, reared in the same stable as *Extreme-G*, *Alien Trilogy*, *Die Hard Trilogy*, *Mortal Kombat*, *Primal Rage*, *Terminator 1* & *2* and *Outrun*, amongst others. But although Probe came up with the original concept, the N64 version of *Forsaken* was coded by the UK arm of *Turok* creators, Iguana.

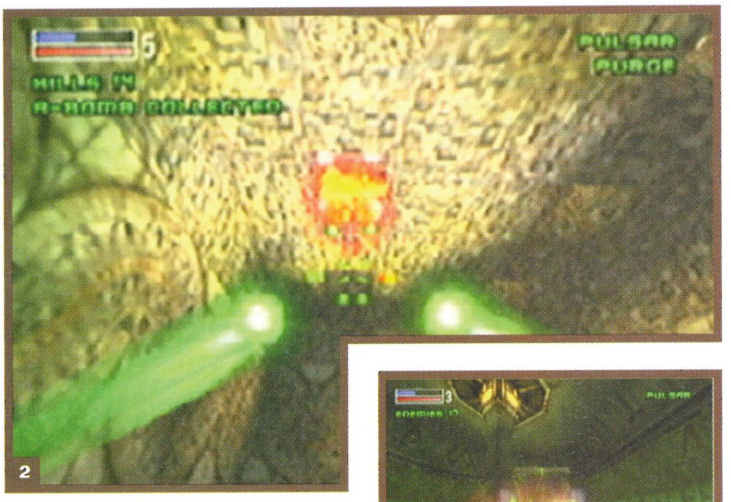
The team have changed the game considerably from the PC and PlayStation versions, going far beyond the simple adddition of the number 64 to the title. Rather than the larger multiplayer levels Probe created for the PC game, Iguana UK have redesigned whole portions of the code to tailor it more towards the needs of the single player, although up to four can compete simultaneously in the multiplayer mode.



publisher	**Acclaim**	origin	**UK**	players	rumble	cartridge	battery
developer	**Probe**	genre	**3D-Shooter**	1-4	yes	128m	no
release date	**June**	price	**£59.99**				

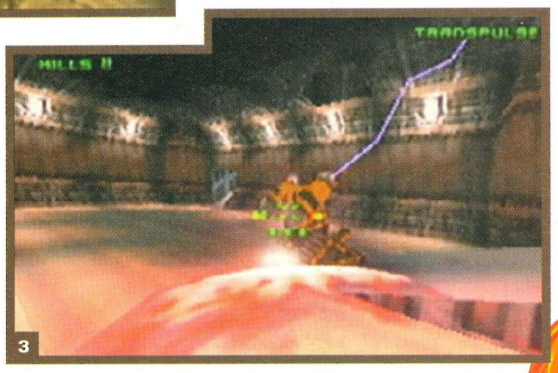


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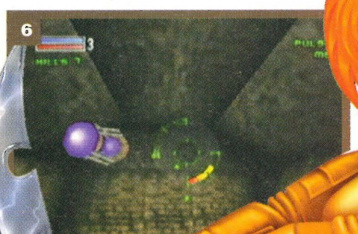
4



3



5


6

1. That'll be that there Exogenon character, one of the earlier boss. He must have been at the back of the queue when artificial intelligence was handed out, proving thoroughly moronic. 2. Spectacular coloured lighting effects abound in the game they're all calling Forsaken. 3. This boss is a little more with it, and trundles around unleashing homing missiles at you as well as spitting electric death into your face. 4. If large explosions are your thing, Forsaken will have you squealing like a stuck pig. 5. Not much happening here, evidently. 6. Power-ups are crucial, and this is one here. Go on Brenda, give it some.

What's the story?

Iguana have also changed the storyline considerably, which just goes to show what an interchangeable, largely dispensable, nonsense game stories actually are. Last issue we fed you the line about futuristic end of the world scavenging shenanigans, in good faith, as it happens. It now turns out that this was what we in publishing call an untruth, and we kindly ask you to erase it from your minds as this story only applies to the PC and PlayStation versions. What N64 owners have is a completely different bunch of ballony involving a so-called Mechanoid Defence Force who appear to be contained in something called The Babalas Complex.

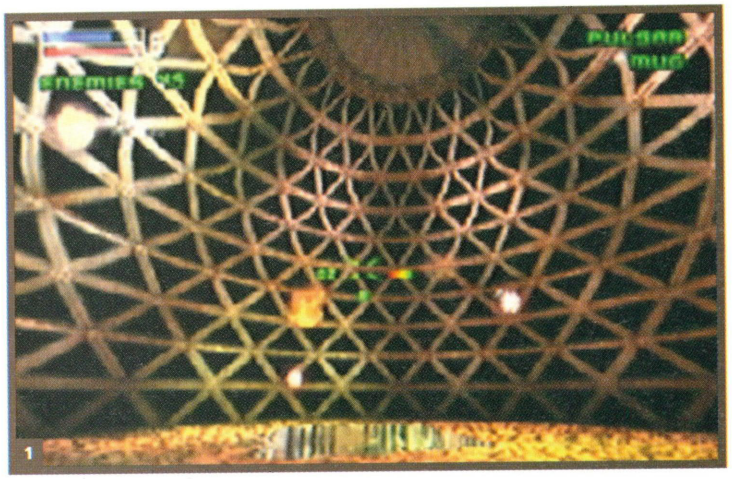
As an indication of what is to follow, the scene is set by the following line being narrated by what sounds like the guy from the cinema trailers, having chain smoked 40 Craven A: "The game begins. There is carnage ahead, and for the victor there is honour and the spoils of battle. To the vanquished there is pain and humiliation. Failure is not an option for the Forsaken."



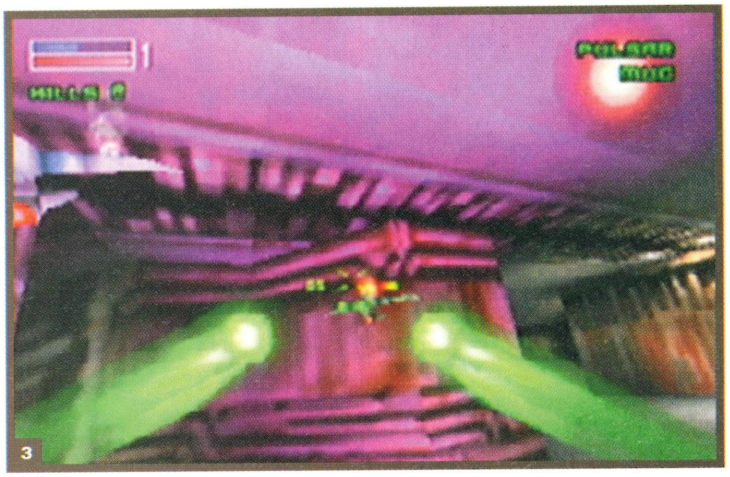
Whatever. They're baddies and you're a goodie. Kill them all.

Essentially then, the object of the game is to collect weapons, destroy the enemy and make it to the next level. Many of the missions simply involve destroying every single robot to make progress, and others have a final boss character that must be taken out, particularly as they bear such names as Exogenon, Metatank, Manmek and A-Force-1.

There is a reasonable variation in the missions, with tasks such as planting a bomb and making good your escape, finding four pieces of a gun, or









1. One of the vast Bio-Domes, apparently inspired by obscure Seventies film, Silent Running. 2. That is a piece of Shield, and must be eaten on a regular basis else you'll die. And none us want that. 3. Get Some! 4. Catch one of those beams in the face and you'll know all about it. 5. More cool stuff, yesterday.



Who are you?

Forsaken 64 features eight different bikers, each with their own unique strengths and weaknesses. A generally unpleasant bunch, they also each boast an elaborate back story to justify their existence. So check it out.



Lokasenna

Originally from a Martian settlement, Lokasenna previously worked for the government as an administrator in a mining facility. It was here that she came into contact with a group known as Pro:Borg, not Swedish tennis enthusiasts but a secret society obsessed with the evolution of mankind through the symbiotic integration of man and machine. Discuss.



Foetoid

A product of the archaic cloning vats, Foetoid was abandoned by its creators. Lying in a pool of nutrient enriched syrup, its malevolent, fully formed mind festered for over a decade. A hideous genetic mutation, it brings death and destruction to all who would stand in its way. No human conscience clouds its thoughts, and no shred of morality hinders its actions. Would do well in the City.



Nim Soo Sin

Nicknamed 'The Babe with the Blades,' this oriental sort is a wild and violent psychopath. A former member of the gruesome xeno-circus, her act involved carving up hapless individuals lured from the audience by the promise of hard cash. Nim Soo Sin now works freelance, peddling ancient relics which she plunders from condemned worlds. Her next destination: Planet Earth.



L.A. Jay

California über Alles. This west coast dude as an 'attitood' matched only by the ferocity of his shirts. Jay is not particularly concerned what he's doing, as long as he looks cool in the progress. A repeat fraud offender, he has spent much of his life behind bars, which has only served to intensify his outlook on life. Probably drinks Pepsi Max.







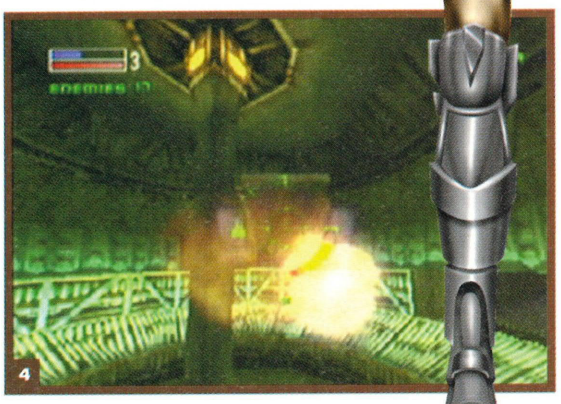
triggering a homing beacon and staying alive for the following minute.

However it's dressed up though, the gameplay largely consists of the time honoured routine of shooting stuff, unlocking doors and shooting more stuff. The levels are particularly intricate, and all designed around disparate themes. There is little of the grey corridor syndrome prevalent in many games, as one minute you can be flying around an ancient temple, only to later find yourself down in the sewer.

There are also several underwater scetions throughout the game, affecting the handling drastically and proving genuinely claustrophobic. The levels increase in size as the game progresses, and whereas the earlier ones can be whizzed through in under five minutes, later efforts

"Forsaken 64 is guaranteed to steal large chunks of your life."

1. Some serious severed leg action as a player buys the farm. 2. Coloured lights and music in your head make you happy. 3. Apparently Probe visited some medical websites in order to acquire pictures of bodily parts. Most of you should recognise this as a left ear. Reservoir Dogs, anyone? 4. Oh no! Oh Jesus Christ!





Clark Culver

Your average cunning, double crossing, gambling swindler, he knows where there's money to be made and just how to get it, often taking Ladbrokes for over £50 a day. Wanted throughout most of the imperial systems for a variety of nefarious acts, Culver manages to avoid the authorities with uncanny ease, leaving them choking on his exhaust fumes and cursing his ever present sardonic smile.



Earl Sleek

The dopest, flyest clubber cum DJ in Christendom, Earl Sleek is the original Superfly Guy, and his shit is fly. He is the greatest dancer, but is also a purveyor of fine gems and jewellery. This acts as a front for his more sinister business, pulling the strings of most of the local hoods and taking a healthy share of their profits. Man spar Sleek is a badass mutha with an uzi for a brother.



Trucker

Born in the back of an old 18 wheeler, Trucker has quite literally spent his life on the road. He made his name running long haul operations into condemned systems, but having been refused a job by Eddie Stobart, he is frequently prone to acts of violent depravation, elevating him to the status of despised, yet feared, trucker guru. Partial to the occasional Yorkie bar.



Beard

So named due to his extravagant chin glove, Beard is a head banging hard mutha, who rides the space lanes on his Brough Superior 119. He also subscribes to the Belstaff catalogue. Living life in line with the bikers' ethic, he's a loyal type who never blows out on his buddies, proven by the fact that he travels everywhere with his long dead partner, Mad Dog McCoy.

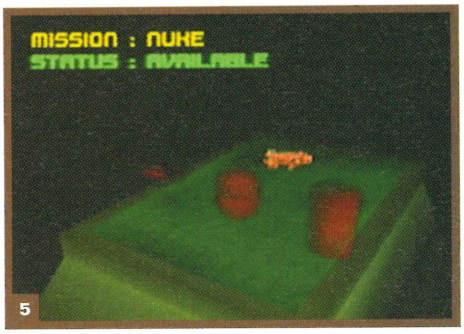




1. Robots. Kill them. Kill robots. Kill them all. Robots, that is. They need killing. That's what they need. 2. A choice of eight Superfly bikers is offered at the beginning of each game. In this case we are viewing Mr L.A Jay of Los Angeles, California. Press a button to select him. It's as simple as that. It really is that simple. Just press it. No, really.



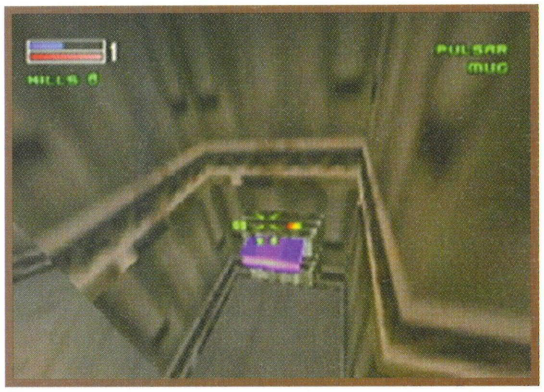




3. Before each mission, a short text based briefing appears telling you what to do, and that. It can be viewed again during the game if you forget. 4. That freaking Exogenon thing again. Still as thick as pig shit. 5. Each mission appears via a fancy interface, allowing you to replay them, if you want.



This is a nasty business. Those robots are intent on ending your pointless existence, and you don't have a great deal of ammo with which to defend yourself. Strain.



In accordance with the laws of video games, pressing switches makes doors open in different areas.

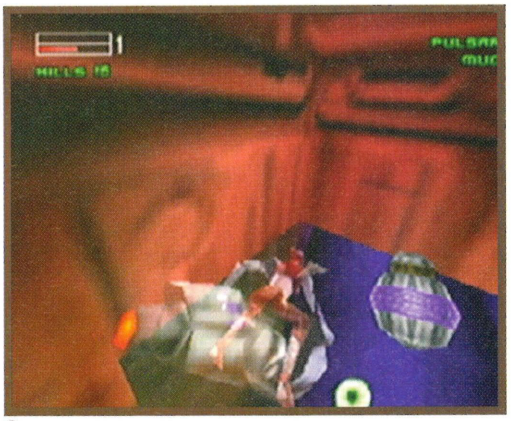
Forsaken 64 is a phenomenal technical achievement for Nintendo 64's hardware

can nudge the half hour mark.

It's a Croydon thing. It's all very nicely done though, and the game provides a good balance between combat and exploration. For instance, during the heat of a skirmish you could run out of ammo and be forced to retreat, searching frantically for a 'treats room' full of power-ups. Said power-ups are many and varied and soon become recognisable as whenever they are picked up they are accompanied by a detached female voice informing you of their identity. When Probe were putting the game together, as a temporary measure they simply got their receptionist, Brenda, to provide the voice samples. She did such a sterling job though that they decided to keep her efforts, and you will become strangely fond of her sophisticated Croydon accent, particularly when she enunciates the word 'Shield' as you desperately attempt to stay alive. The way Brenda wraps her tongue around 'Multiple Fire Rocket Launcher' is also worth a listen, if only for comedic reasons.

Iguana UK/Probe have developed some pretty impressive AI routines for the computer controlled opponents, which consist of hovering ships, bikes and robots. This makes for some particularly fierce combat, requiring speed of both mind and eye. The enemies are armed to their robotic teeth with an array of highly dangerous weapons, and the frequent battles can be frantic affairs. Bloodthirsty gamers may blanch at the idea of shooting mere robots, but conversely, they convey a more sinister feel in that they show no emotion and feel no pain.





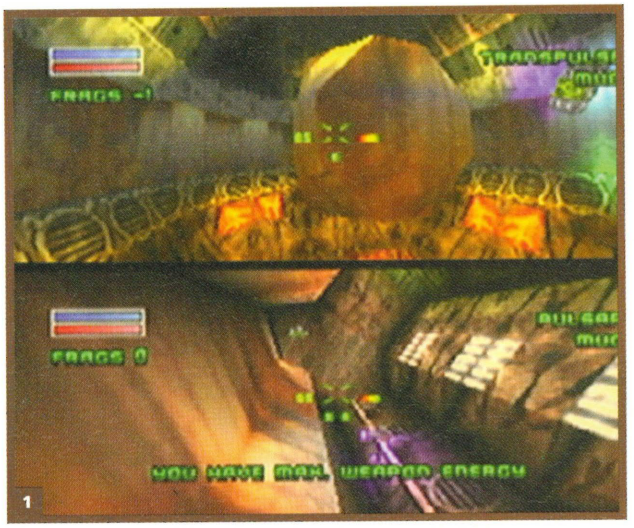
Forsaken offers a third person view, which enables you to see your biker but is otherwise a waste of time and effort.



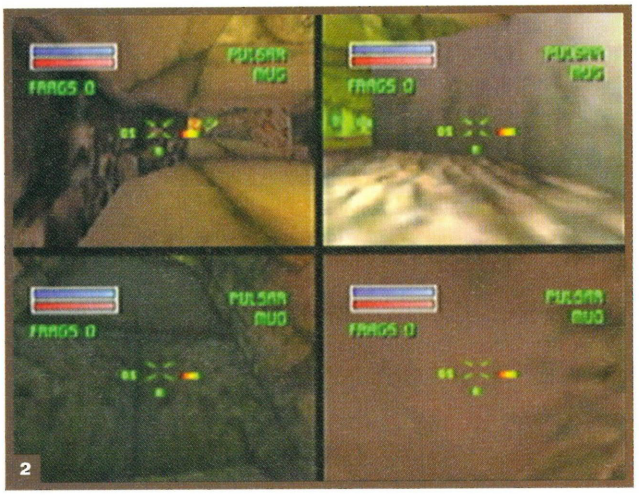
Mates round

Forsaken 64 **caters handsomely for multiple player sessions, with the computer standing in as a surrogate friend. Up to four players can compete on screen at once, with the computer making up the numbers if desired. If you don't want to see the CPU players, you don't have to, and can revert to splitscreen mode, although they will still be there in the computer's mind.**

Games can be played on the basis of last man alive wins, or victory can go to the person who is first to reach a set number of frags, which is a word you won't find in the dictionary.



1



2



3

1. **Split screen action caters for you and a pal. Failing that, you can always play your invisible friend, Choccy.**
2. **Forsaken 64 also enables you to indulge in some four play. Bwahaha ha! Sounds almost exactly like foreplay! But it isn't.**
3. **A large crosshair is optional, although in this case small is better.**



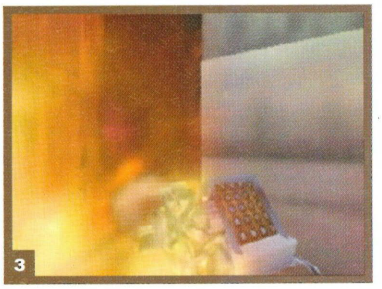
Probably the most spectacular explosions yet seen on the N64.



Fancy architecture decorates your route. Great. Really great.



2



3

Some of them follow a set path from which they will not deviate, and destroying them is simply a matter of observation and timing, although obviously this is easier said than done. The airborne enemies, however, are particularly cunning, using all manner of devious tactics to protect themselves before unloading in your face. As per usual, the key to success is to keep moving, and the multifaceted Nintendo pad ably facilitates this, the C buttons making for some nifty hover slides and the analog stick yet again coming into its own. Flying around is initially bewildering, but the bikes are self-levelling and with practice it becomes fairly manageable.

Gratuitous violence is part and parcel of modern gaming and whereas *Forsaken 64* is clearly not a gore-athon in the mould of *Quake* (you're only shooting robots after all), one thing that is noticeable is the particularly violent manner in which the human characters meet their end. Clearly some effort has been put into this aspect of the game and death is greeted with a macabre squelch accompanied by a large splash of blood, and occasionally a rogue limb, as we can

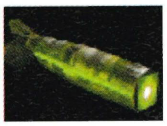


1

1. **Lokasenna's craft is a blatant example of phallic imagery. Games developers don't get out much.**
2. **It's not all tunnels, this lark, you know. There are a couple of hefty sized rooms thrown in for good measure as well.**
3. **More explosive action, which is hardly surprising considering that Forsaken is an action game that features explosions. Lots of.**

Where's your tool?

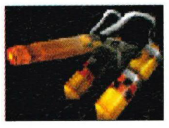
This is the future and a pair of pool balls in a sock is no longer enough to install yourself as The Daddy. *Forsaken 64* features an array of dangerous weapons, many of which could quite easily have an eye out. Here are some. Here.



Pulsar: Standard weapon



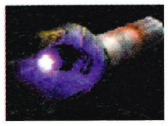
Transpulse: Powerful Pulsar with wall deflection



Pyrolite: Short range flamethrower



Laser: Powerful, long distance double beam



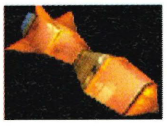
Trojax: Powerful charge-up weapon



Suss Gun: Shoots smart tipped projectiles



MUG Missile: Fast rockets with a powerful punch



Scatter Missile: Deprives enemies of their weapons



Gravgon Missile: Distorts gravity, drawing free-floating matter to the point of the blast



Solaris: Homing missile



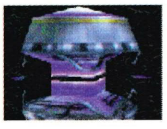
Multiple fire Rocket Launcher: Does what it says on the tin



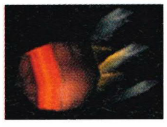
Purge Mine: Standard mine, detonate on contact



Pine Mine: Fires missiles at enemy craft



Quantum Mine: Detonates with huge explosion



Titan: For when you absolutely have to kill everything in the room, accept no substitute

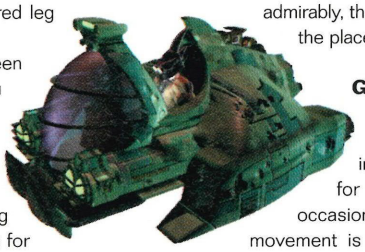
1. **That green stuff is water of some sort, into which you can fly, seemingly able to hold your breath indefinitely.**
2. **Come on, surely you can work this one out for yourselves.**
3. **There's a passage way down there.**
4. **Clark Culver heads for the stinking sewers in his 'Shark' effect craft.**

confirm, having balked at the sight of a severed leg drifting across the screen.

Unless you're a real weirdo and have been covering them up with your hands, by now you will have cast your greedy eyes over the accompanying screenshots and been suitably impressed. The graphics really are a sensation, with all the added extras including superb real-time lighting effects, amazing textures and an engine that doesn't slow down for anything. *Forsaken 64* is a phenomenal technical achievement for Nintendo 64's hardware and easily a match for the likes of *Turok*.

The frame rate is as smooth as an eel, even with multiple polygon characters on-screen simultaneously with shedloads of light-sourcing.

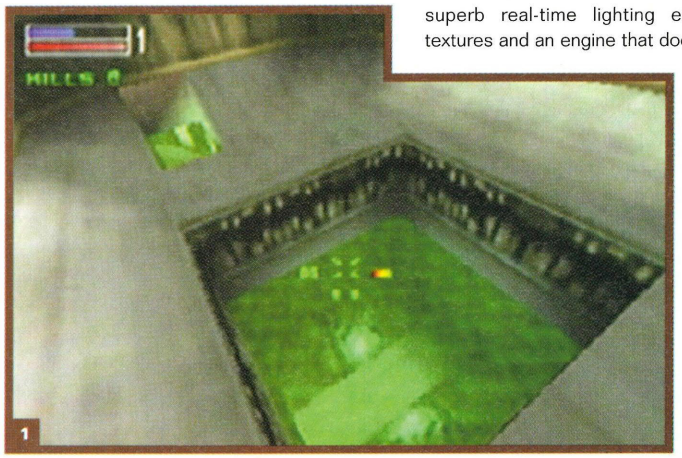
With a host of enemies to contend with, the pyrotechnic display is immense, but it copes admirably, the coloured lighting bouncing all over the place.



Get some

It is far more than a graphical showpiece though, with some intense gameplay thrown in, both for the solo player and for social occasions. Developing games with full 360 movement is clearly harder than churning out another *Quake* clone, but it appears to have been worth the effort. *Forsaken 64* is a thoroughly absorbing game that occasionally requires intense degrees of concentration.

The music and sound effects blend perfectly to create a genuinely daunting atmosphere, and the gameplay is such that you can rarely relax, although after long periods of play it takes on a curiously mesmerising effect, with hours easily



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2



3



4



By this stage, you may well have gathered that explosions play a large part in the game they're all calling Forsaken.

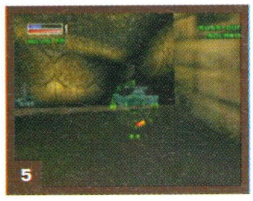


1. LA Jay 'cruises' Forsaken's sewer system looking for some serious payback.
2. I could've sworn that turning was round here somewhere.
3. Forsaken's fast paced visuals make for a very disorientating experience. Don't play it standing up. You'll probably fall over.
4. This bit's the second level. There's a definite `Egyptian' flava to it.











5. To play the first person-perspective is the `proper' way toplay Forsaken.
6. A this point the VSIXTYFOUR caption writer is almost ready to twist his own brain out. Forsaken is, unquestionably, a superb game but it sure is hell to caption. Next!
7. There goes the one they call Fetoid. He's a hideous genetic mutation, incidentally. Not nice.





slipping by unnoticed. The game keeps you on your toes as there is always a goal to achieve, but instantaneous violent death is a perennial risk. Occasionally, you will be launched into a false sense of security having rid an area of enemies, only to open a door and be attacked from all angles by a further cavalcade of screeching metallic banshees.

Shield levels are crucial and you will often find yourself at the stage where one more shot will finish you, having to stealthily peer around corners in fear of your life. Panic often sets in, and due to the full 3D effect, the game has the curious side effect of making you roll your head around in an odd fashion, which can't be good for your neck but definitely makes you fly better.

Immersion is the key to *Forsaken 64*'s addictive qualities and it is a game that resides in your mind for an unhealthy period of time after playing it. A far cry from cutesy Nintendo style games, it represent a big leap forward for the N64 and is guaranteed to steal large chunks of your life.

So, what are you waiting for?

UPPERS

Atmospheric
Absorbing
Attractive

Enemies occasionally indistinguishable

DOWNERS

VSIXTYFOUR

Clearly not your typical Nintendo 64 game, but why not? Forsaken 64 proves that 3D shoot 'em ups are not solely the preserve of PC owning snobs and the game pushes the console to the limit. It looks great, it sounds great, and it is great. Great.

LOWDOWN

Graphics	Sound	Playerbility	Longevity	Conclusion
9	9	8	8	9

QUAKE 64



Medieval Dead

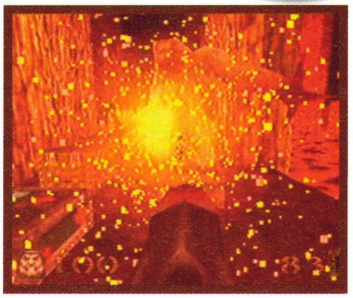
Kill, kill and kill again. And then rejoice. Yes folks, Quake 64 is here in all its gore-sodden glory. Now you don't have to join the army to find out what it's like to legally murder people: you can do it on the comfort of your own arse. **Charlie Brooker investigates.**

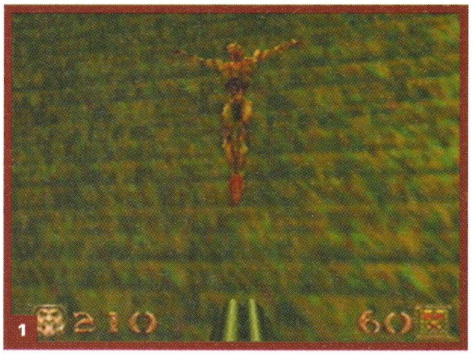




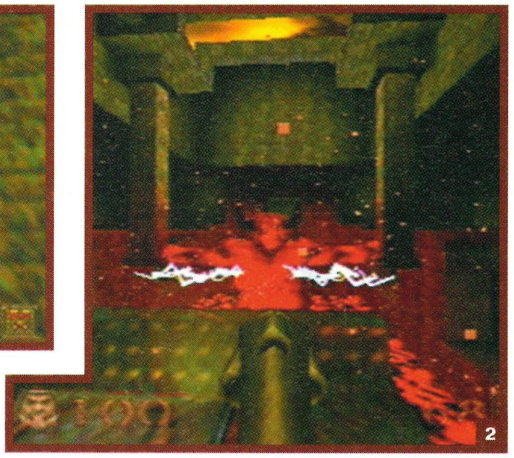








1. Believe us when we say *Quake* is not for the faint of heart. 2. Weapons are useless against some adversaries – work it out or burn in Hell.



Well, if it isn't the big Q. The infamous PC first-person slay-em-up has made it onto the 64 at last. Now you can experience all that gloom and carnage on the same system that also plays host to the carefree psychedelic antics of Mario and chums. The normally gore-shy Nintendo have given the okay for a full-blooded version of iD Software's masterpiece, hence the 'mature' rating. If your more sensitive friends balked at the trigger-happy nature of *GoldenEye* (a game that was heavily influenced by the PC version of *Quake*) they're going to turn pale and collapse when they see this: we're talking gruesome. We're talking point-blank blasts to the stomach with a sawn-off shotgun. We're talking slavering creatures with eight-inch claws gleefully tearing holes in your flesh. We're talking splintered bone and body parts flying around the room like custard pies in a Chuckle Brothers Christmas Special. If you have genuine difficulty telling the difference between fantasy and reality, please don't buy this game.

publisher	GT	origin	UK	players	rumble	cartridge	battery
developer	id	genre	3D -Shooter	1-2	yes	128m	no
release date	March	price	£49.99				



Shock corridor

There is a storyline, but it's rubbish and you don't care about it anyway, so we'll skip that and concentrate on the meat of the thing... which is atmosphere. *Quake* oozes atmosphere like an ebola victim oozes liquefied organs. The videogaming equivalent of the movie Seven, it manages to create an overall ambience of unprecedented gloomy intensity. It's a world of desperate, clawing survival, of them against you, of gaudy unpleasantness and sudden, nauseating bursts of frantic terror. It's a genuinely affecting experience: you'll feel unquestionable fear when you first bump into a Shambler and you'll actually sweat each time your ammo starts running out, just to cite two of many possible examples. In fact, the only way to avoid getting clammy hands while playing is to hold the joypad with your toes.

Like other shoot-em-ups Quake sports an enormous grisly arsenal – a veritable Argos catalogue of death and destruction.

QUAKESPEAK

GIBS (pronounced jibbs)
Short for giblets – a collection of body parts. Usually seen hurtling through the air. May also be used as a verb: "I pulled out my rocket launcher and gibbed the bastard".

ROCKET JUMP
A near-suicidal way of jumping higher: simply aim your rocket launcher at the floor, and then pull the trigger and jump at the same time. Can often be used to access otherwise unreachable areas.

FRAG
To kill your opponent.

FRAGMASTER
A particularly skillful *Quake* player.

PINEAPPLE
A loose grenade. Oh, and it's also a type of fruit.



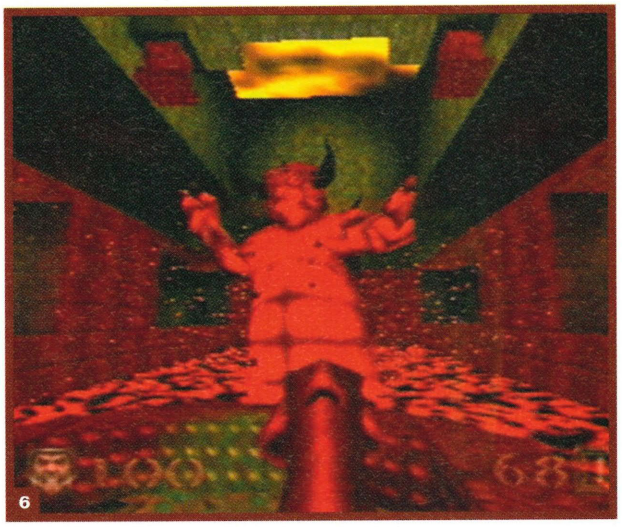




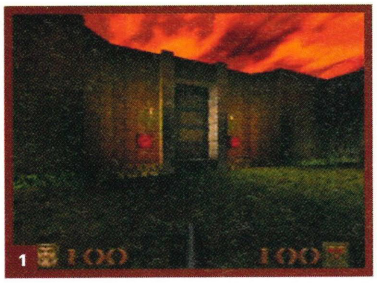
















1. **The blood-red sky casts an ungodly glow over the despicable world of *Quake*.**
2. **This medieval knight of the living dead is about to discover a very large chink in his armour.**
3. **Be wary of the water, it's full of deadly fanged-up fishy things.**
4. **Arrgh!! A fiend. Don't use the nailgun though, blast him with the super shotgun – you'll get better results.**
5. **When meeting the Vore for the first time, don't fall for his high-five hand motions – this is not a greeting.**
6. **The House of Cuthon: lava by Ikea, pillars by Habitat.**
7. **Hardcore Quakesters wil know this place as Gloom Keep – spike traps and ogres provide a warm welcome.**

TOOL TIME

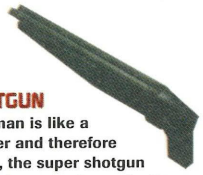
The world of *Quake* and the world of the Teletubbies are about 15,000 miles apart. While the gurgling furry-arses frolic playfully against a carefree milieu of sunbeams, rolling hills and cartoon simplicity, the cast of *Quake* are trapped within a complex of dank, dreary, bloodstained dungeons which continually resonate with ominous clanking noises and the tortured shrieks of the mutilated. Venturing in unarmed would be the act of a madman, which is why the game sports such a grisly arsenal – a veritable Argos catalogue of death and destruction. Come with us now as we lead you gently by the hand through the big Q's very own Black Museum…



SHOTGUN

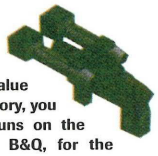
Yer basic, bog-standard shootah, as seen in McVicar, The Long Good Friday, Get Carter, Face and Rosie and Jim. In the real world, a blast in the guts from this beauty would see you wheeled into casualty in a gigantic slop bucket. In the world of *Quake*, however, it's about as effective as a jab in the ribs from an outstretched finger. You know what that is, don't you? That's the difference between fantasy and reality. Got that kids?





SUPER SHOTGUN

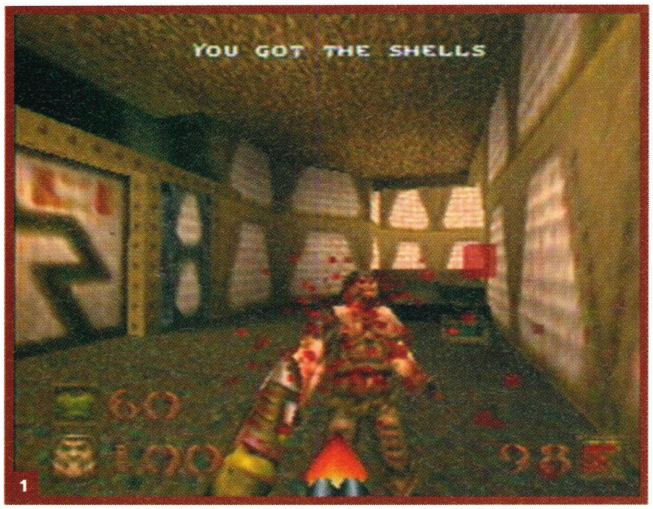
Just as Superman is like a man, only super and therefore more powerful, the super shotgun is the caped crusader of the cartridge-based, manually-reloaded firearm world. If the masked thugs on Crimewatch UK used these, we really would have nightmares afterwards: they're capable of blowing a big burly man into a horrifying cascade of blood and gristle with a single, point-blank crack. That's the upside. The downside is that it takes quite a long time to reload, by which time Mr Monster is likely to have gnawed your entire face off. Still, we beg your pardon. We never promised you a rose garden.



NAILGUN

Despite their evident value as a hi-tech DIY accessory, you won't find these nailguns on the shelves of your local B&Q, for the simple reason that the Government tends to outlaw anything capable of firing two hundred nails per minute, at high velocity, right into someone's head, face and genitals. Cuh! First beef on the bone, now this. It's the nanny state interfering with our rights yet again, I tell you. I say we march on the capital. We can wear our Barbour jackets and our wellingtons, and bray on about this that and the other like the arrogant bastards we are. Afterwards we'll return to our mansions and slaughter some foxes and dance around caked in their congealed blood, because we are naught but stinking, bigoted, amoral, human garbage who deserve to be shot repeatedly in the arse with this gun.

If Quake was a porno movie it would be a lurid VHS marathon of non-stop amoral rutting.



1


2



1. Come to Daddy, you dumb ass Grunt – You're going down.
2. Beware the spital of the scrag.


Greetings. Would you care to take part in my little experiment?


Just headbutt this grenade at close range.


Hmm interesting, a blinding flash followed by…


…Chunks of body parts flying off in all directions…


…And a lingering barbecue odour… Nice.



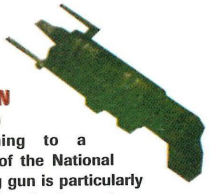
SUPER NAILGUN
The hi-octane version of the nailgun, with a much higher rate of fire and improved accuracy. It also – and this is important – looks far cooler.



GRENADE LAUNCHER
Our favourite weapon by miles. The grenade launcher is simply ooh-la-la because it's so unpredictable: as the name suggests it pops out a succession of timed grenades (known as 'pineapples' by true *Quake aficionados*), which bounce off the floor, ricochet around corners and generally make like Mexican jumping beans until the timer goes or it collides with some unfortunate victim. Once that happens, it's boomsville.

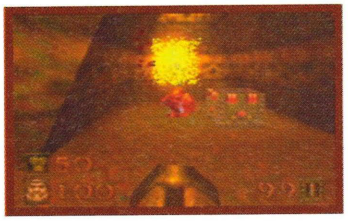


ROCKET LAUNCHER
***Quake* features possibly the oddest-looking rocket launcher in existence, but hey, who gives a flying one when it's so damned efficient? Quick, clean and devastatingly powerful, this is the weapon of choice for multiplayer sessions. The downside is fairly obvious and is similar to a bout of severe intestinal flatulence brought on by eating sour cabbage soup: it's not a good idea to let one off in a confined space.**

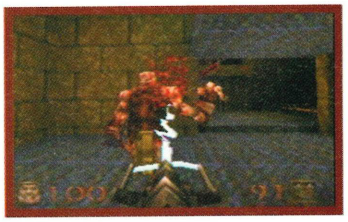


LIGHTNING GUN
(aka Thunderbolt) The closest thing to a portable version of the National Grid, the lightning gun is particularly adept at flash-frying the internal organs of your aggressors before they put so much as a scratch on you. Incredibly potent, but its limited range means you'll be staring them right in the eyes while they go down. And we don't mean that in a nice way.









That's the single-player experience. The multiplayer is a little disappointing. Midway added it at the 11th hour and it shows. Only two players? Not good. And the small provision of playing arenas – all ripped from the original *Quake* – doesn't help. Worst of all, there's no sign of the co-operative mode which allowed two compadres to go a-blasting side-by-side in the original PC version. Boo, we say. Booooo.

Speaking of the original, *Quake 64*'s graphics are incredibly similar, with a few minor architectural changes here and there, plus the occasional stab of moody coloured lighting. We weren't overly keen on the new 'blurred' look of the wall textures, which is due to an optional filtering effect: however a quick visit to the Options screen will see things played out in their full grainy glory. The frame rate, incidentally, is super-smooth, just as well, since this is the fastest first-person shooter available on the N64 by a considerable margin. The pace is relentlessly frenetic, and you'll spend most of your time running about like a thing possessed: the characters in *GoldenEye* saunter along like geriatric tortoises in comparison.

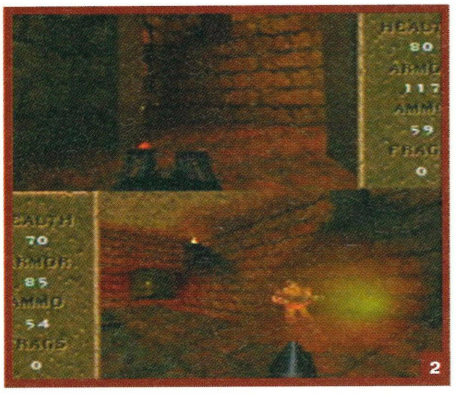




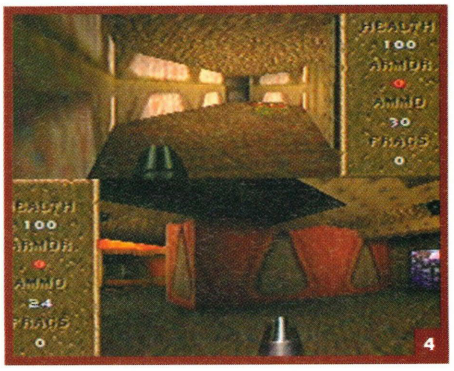
You know what they told you about the monster under the bed, well it's true.



1. This Enforcer is only a matter of seconds away from a most gruesome death. This is *Quake*. Wallow in it.
2. Deathmatch, PC owners swear by it, so should you. But why only two players?
3. Two deathmatch Quakers prepare to do battle...one man enters, one man leaves.
4. I just know you're in here some where... I can hear your heartbeat...Prepare to meet your maker.







THE CRUELTY ZOO

You want a fearsome menagerie bristling with tangible hatred? You've come to the right place...



ROTTWEILER

Remember Fred Bassett? Well, these are nothing like that. Nasty, fast and trained to bite your face off, *Quake*'s version of the common-a-garden pooch is surprisingly deadly.



GRUNT

Say hello to Mr Cannon-Fodder. His main task is to provide players with target practice, although he will shoot back when provoked.



ENFORCER

The Grunt's big brother comes equipped with a show-off's laser gun. Much, much nastier altogether. For God's sake, learn to sidestep.



KNIGHT

His choice of clothing may border on the antique, but there's no mistaking this guy's distinctly modern air of malevolence. Beware: Knights are very, very fast runners.



DEATH KNIGHT

Your worst 'knightmare'. Ha ha ha ha! Ha ha ha? Oh, please yourselves...

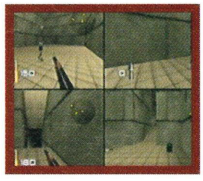


OGRE

Never argue with a man, or mutant, carrying a grenade launcher and a chainsaw. Just shoot him repeatedly instead: the nailgun's ideal for dealing with Mr Ogre.



YES, YES, YES... BUT IS IT AS GOOD AS *GOLDENEYE*?



Is *Quake 64* as good as *GoldenEye*? Good question. The answer is "it's different". Both games have their own strengths and weaknesses, and because we're a bunch of spods here at VSIXTYFOUR, we've decided to lay it all out in a poncey table so you can work out precisely how the two games would measure up in a pissing contest. OH, and by the way don't read to much into the score. It's just a bit of fun. ok?





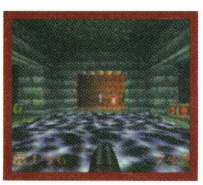
	Quake 64		*GoldenEye*	
Visuals	Dank, dreary and a little repetitive. But hey, it's a mood thing, right?	0	Bright and varied.	1
Animation	Extremely high frame rate, but the character animation is disappointingly basic.	0	Eerily realistic in places.	1
Atmosphere	Overbearingly grim, and at times incredibly scary.	1	You are James Bond.	0
Variety of arsenal	Okay. Each weapon is markedly different, but there aren't many to choose from.	0	Unsurpassed in quantity, although some are a little 'samey'.	1
Funniest weapon	Grenade launcher.	0	Sniper rifle.	1
Lamest weapon	Bog-standard shotgun.	1	Bare hands.	0
Laugh out loud moments?	Bouncing a grenade around a corner, hearing the blast and then seeing your opponent's head flying back.	0	Blowing someone's hat off with the sniper rifle. Squashing civilians with the tank.	1
Presentation	Sparse – just like the PC original.	0	Slick and polished... and slick again. But where are the naked dancing girls?	1
Sonics	Not much music. However, malevolent, ambient FX are incredibly frightening.	0	Superb – but sometimes the music grates a little.	1
Multiplayer options	Only two-player, and more levels would have been nice.	0	Four-player, tons of characters, loads of levels... but nowhere near as hardcore.	1
Strongest Point	Extremely fast and extremely atmospheric.	0	Weren't you listening? You are James Bond.	1
Weakest Point	Lack of multiplayer options; *Quake 2* already wowing 'em on PCs.	1	You don't get to sleep with any comely Russian spies.	0
	Total	***3***		***9***















ZOMBIE
In finest George A Romero tradition, these critters won't die 'properly' until you blow them apart completely. We recommend using the grenade launcher for this gritty task.



SCRAG
The most bemusing monster we've seen in a long time. Scrags just sort of hang in the air, gobbing luminous phlegm at you. Once again the nailgun's best for "sortin' em ahhht".



SHAMBLER
The single most terrifying beast in the whole wide world, especially when you're low on ammo. Use the lighting gun and be prepared to run away screaming.



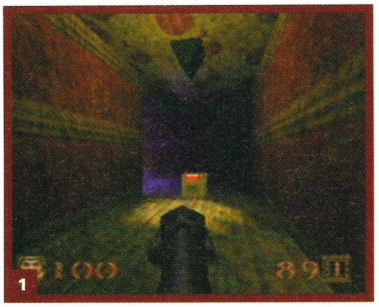
SPAWN
Aesthetically disappointing, the Spawn resembles a lump of Blue-Tack. It jumps around a lot and explodes when you shoot it. Next!



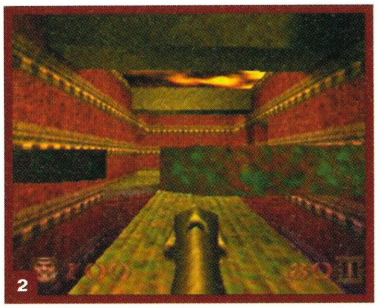
FIEND
Almost as scary as the Shambler, the Fiend is like a cross between a cat and some nameless horror from the lowest pit of Hell itself. We recommend using the super shotgun on him, by the way.



VORE
Annoyingly powerful spider-legged thingumajig which spits explosive fireballs and can tear you apart with its bare hands if you get too close. So don't – use the rocket launcher instead.



1



2



3

1. Beware spike traps - they'll ventilate your head if given half the chance.
2. The Quake Rocket Launcher: the oddest looking weapon you ever will see.
3. Ah yes, the level know as Ziggurat Vertigo. Only super-Quaksters will get to see this place – it's hidden, so go seek it out.

The horror, the horror

Ah yes, *GoldenEye*. Inevitably, *Quake* is going to find itself suffering in comparison to Rare's undeniably wonderful Bond-em-up. And that's a shame, not just because the original *Quake* came first, but because it's actually a very different game. Both rely heavily on atmosphere, and in the ambience stakes *Quake* is the more potent offering. Not as technically impressive, but a headier brew overall. It's also far more demanding – you'll have to become expert at side-stepping, swimming and whirling around on the spot if you're going to survive at all. We've been scratching our heads in an attempt to think of a good way of explaining this, and finally hit upon the perfect analogy: pornography.

No, really. Bear with us. Imagine for a moment that first-person shoot-em-ups are, in fact, porn films. It shouldn't be too difficult: after all, both genres tend to feature large protruding weapons and a prediliction for behaviour which your mother frowns heavily upon. Anyway, if they were pornographic films, then *GoldenEye* would be a slick, soft-focus production with a well-tanned, stunningly attractive cast. It'd be tastefully lit, skillfully edited and probably extremely arousing. It'd also be legal in this once proud nation, unlike *Quake*, which would be a lurid VHS marathon of non-stop amoral rutting, available only from beneath the counter of an Amsterdam porn boutique. Even Jarvis Cocker might agree: this is hardcore. V

UPPERS

It's *Quake*
It's *Quake*
It's *Quake*

Deathmatch mode limited to two players

DOWNERS

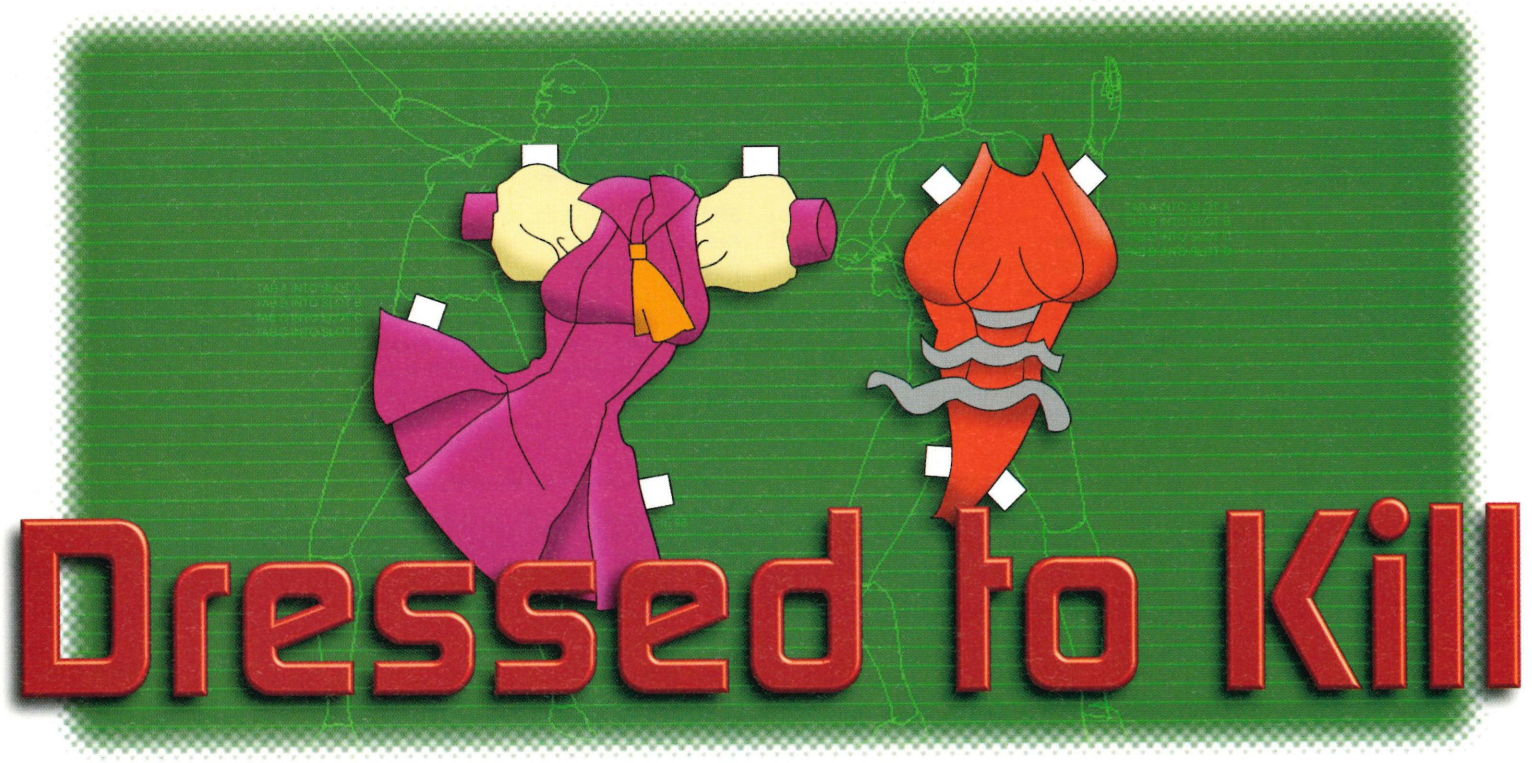
VSIXTYFOUR

***Quake 64* is exactly the full-on frenzied blood-letting excursion into the twilight world of horror we all hoped and prayed for. Replicated perfectly in one-player mode, yet the absence of a four-way death match option is more than a little disappointing. Neverthless, *Quake 64* will provide the more viscreral gamers amongst you with the perfect antidote from the fluffy adventures of some of the big N's more loveable mascots.**

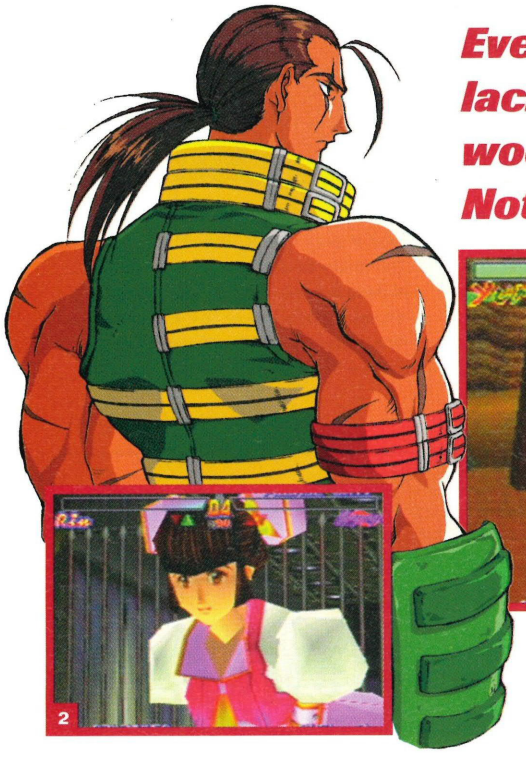
LOWDOWN

Graphics	Sound	Playerbility	Longevity	Conclusion
9	8	8	8	9

G.A.S.P!!



Dressed to Kill



***Every month sees the launch of yet another lacklustre fighting game. Will the N64's woeful beat-em-up predicament ever improve? Not this month, says* Charlie Brooker...**



1. **Kyouya and Yuma get ready to rumble. But God knows what they're wearing. Appaling dress sense the pair of them.**
2. **This is Carol... Hi Carol... You alright love?... Good.**

The increasingly desperate quest to find a half-decent fighting title for the Nintendo 64 continues: this month, Konami offer us *G.A.S.P!!*, a *Tekken*-style festival of pugilistic excess with a couple of unusual twists. Can it leap-frog the disappointing *Fighter's Destiny*, currently the 'best' fighting game available for the system? Or is it just another lump of glittering fool's gold? Well? If you've already sneaked a look at the score we've awarded it, you'll know the answer to that one. Yes folks, it's yet *another* clunker. Given Konami's track record as a well-respected developer, this is doubly disappointing. Allow us to illuminate.

Gasps of horror

Now, I think we're all in agreement that the N64 is "fastest, most powerful games machine on Earth", right? *(Right – Nintendo's Marketing Department).* So why is it that *every single* fighting game released on the platform thus far has been a visual letdown from the very moment you plug it in

publisher	**Konami**	origin	**Jap**	players	rumble	cartridge	battery
developer	**Konami**	genre	**Fighting**	1-2	Yes	128m	No
release date	**June (Uk)**	price	**£70 (import)**				



and hit the power button? *G.A.S.P!!* is better than most (it's less muddy and more detailed than the aforementioned *Fighter's Destiny*, which in itself is the best of the bunch), but it still ain't a patch on PlayStation scrap-fests such as *Bloody Roar* or *Tekken 3*. In fact, it pales into insignificance against *early* PSX titles like *Battle Arena Tohshinden* – and that's inexcusable in our book. Sure, there are a few mildly attractive lighting effects, but who cares when the framerate puts you in mind of old children's stop-motion animation epics of the *Bagpuss/Flumps* variety?

This is a shame, because they've obviously put plenty of thought into the look of the game – the fighters themselves have all been designed in an engaging Anime stylee, whilst each actual arena is a 'proper' 3D environment, replete with breakable obstacles and potential makeshift weaponry. It's *competent*, sure – but competence isn't enough. We want to be well and truly *dazzled* , but nothing here fits the bill.

Still, we've said it before and we'll say it again – the visuals matter not a jot if the gameplay manages to grab you. From the off, any N64 fighter is up against a sizeable problem in the form of the Nintendo pads themselves.

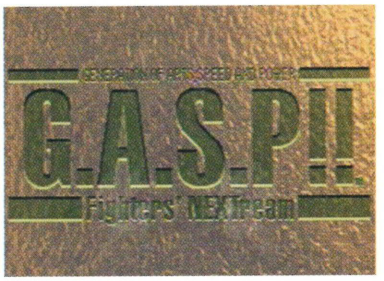
Designed with intuitive three-dimensional navigation in mind, they're not ideal for beat-em-ups; the small, fiddly nature of the wickle yellow buttons more or less forces developers to favour the two-button style control technique (ie, one button for punching, another for kicking). It's convenient, but it hardly leads to exciting and complex gameplay. Instead, each bout has a tendency to dissolve into a flurry of incredibly repetitive punches and kicks, rather than eye-popping specials. And that's precisely what happens here.

We've already alluded to the three-dimensional arenas and the 'interactive scenery': unfortunately, it sounds more exciting than it is. The obstacles themselves rarely affect the gameplay – most of the time you won't even notice they're there. We'd have gladly sacrificed a few 3D objects in favour of a significantly improved framerate.

Gasps of amazement

Despite all that, there's still plenty to admire. *G.A.S.P!!* does feature one highly entertaining feature: the special 'customisation' mode which enables the player to create an individual fighter of their very own. The entire process

ACRONYM CORNER



In case you were wondering, *G.A.S.P!* stands for "Generation of Arts, Speed, and Power", although it *could* also stand for any of the following...

Get A Sodding PlayStation (if you want a decent fighting game)

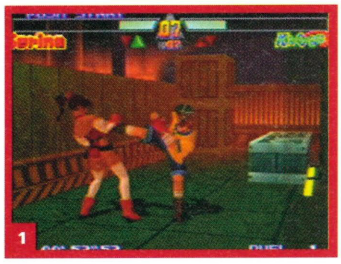
Genuinely Average, So-so Pugilism

Gentlemen: A Soiled Program

Grrrr. Arse. Shit. Piss.

Guaranteed A Short Play

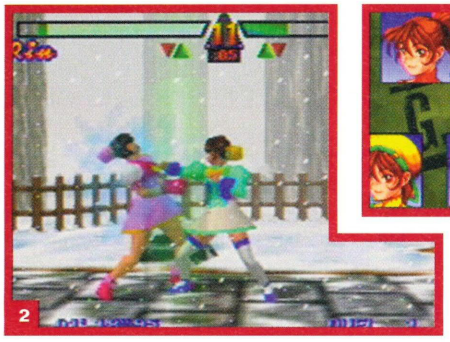
We want to be well and truly dazzled and there's nothing here that fits the bill.













1. **Youra finds his roundhouse kick is easily absorbed by Serina's plump bosom.**
2. **Each character has two changes of outfit. Here we see Carol and her alter ego slug it out for supremacy.**
3. **Team battle allows for up to three Gaspers per side. But not all at once.**
4. **Yeah, that's right. Cut half the picture away won't you. These arty types.**
5. **Looks stunning doesn't it? Well, looks can be deceiving.**
6. **Tranny night down the *GASP!!* disco is always worth a visit.**
7. **A lot of thought has gone into the game's characters. It's just a crying shame such little effort was put into the actual fighting engine.**

INTRODUCING...



Kai Himuro

***GASP!*s obligatory wholesome all-rounder Kai is, apparently, totally disinterested in women and seeks only to be "the best of the best". Look, we don't make this gibberish up. Blame Konami.**



Azami Carol Rin

Sweet sixteen and ready to ruck. Carol is the daughter of a famous actress, yet trained in the way of the warrior by her grandfather. Carol seeks her missing father... cue clever plot.



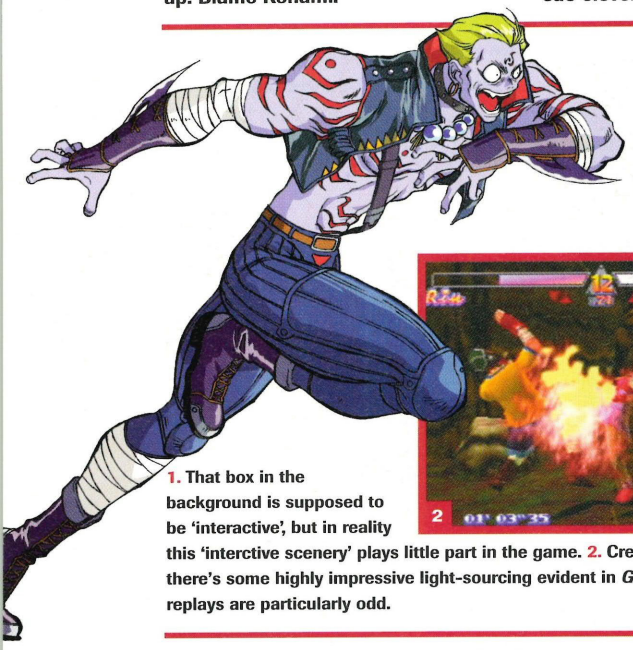
Serina Hiyu

Serina is central to *GASP!!*'s love interest. She desperately fancies the celibate Kai. Tut! That Kai must be bonkers. Have you seen the size of her? [now now, that's enough - Ed]



Yuma Sakai

Get this: Yuma's favourite pastimes are fighting wild animals and cooking. Presumably, there's a connection there. Main ambition is to be a master chef. Konami. Just what are you on? Exactly.







1. That box in the background is supposed to be 'interactive', but in reality this 'interctive scenery' plays little part in the game. 2. Credit where it's due, there's some highly impressive light-sourcing evident in *GASP!*. 3. *GASP!*'s replays are particularly odd.

is a bit like building up one of those *Crimewatch UK* videofits (although you won't be able to come up with anything *quite* as sinister as the furrow-browed, laser-eyed disciples of Satan that seem to crop up on that show with alarming regularity). Starting off with a distinctly average boxer, you can alter various characteristics one by one – such as the size and shape of your fighter's head and body, the type of costume he's sporting, and even the colour of his hair. It's a bit like being the manager of an incredibly plastic boy band really.

You have an impressive degree of control (if you've ever wanted to create a seven foot Chinese kickboxer with a bright green afro haircut, this is your golden opportunity), although you can't make your on-the-fly Frankenstein's monster *quite* as outlandish as we'd have liked. What's more, the number of adjustable variables doesn't stretch as far as we wanted – there's no option to define your character's taste in music, give them an unusual skin disease, or meddle with their sexual orientation. Looks like we'll have to wait for the sequel.

It's not simply the *looks* you're tinkering with, mind – it's also possible to endow your fledgling gladiator with his very



This is Tyrone. VSIXTYFOUR's very own 'Queen' of the ring. But don't be fooled by Tyrone's unusual outward appearance: when not strutting his stuff on the dancefloor he loves nothing better than getting in the ring and working up a fair old sweat.



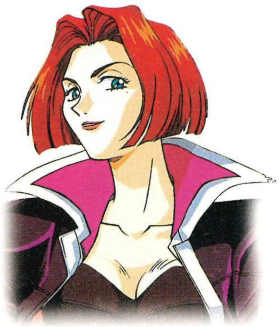
We put Tyrone up against *GASP!!*'s Miki. Poor old Miki didn't stand a chance against Tyrone's lethal brand of martial art: disco fu. One swift kick from his 10-inch platform heels and Miki was out for the count. All hail Tyrone: he may look a puff, but he sure is tough.



Meet Dita: Amazonian Warrior Princess. Standing just under 7 foot, Dita towers over even the tallest of men. Her beauty is matched only by her extraordinary fighting skills. Her favourite finishing move is to squeeze the life out of her opponent with her muscular thighs Coo, what a way to go.



Dita took on Kai in the VSIXTYFOUR challenge. As Kai has no interest in women, we thought he'd be the ideal opponent. It made no difference, Dita was more than a match, seeing the hapless Kai off in no time at all. Her 'special' finishing moved was wasted on him, however.



Miki Kiryuin

Started fighting two years ago, yet she's proved herself to be quite a natural. Miki's on a revenge mission (her parents were murdered). Hmm, the killer couldn't be one of the cast of *GASP!!* could he? Bet he is...



Killer Kongou

'Killer' has just recently set up a new wrestling organisation and is entering the *GASP!!* tournament for purely PR reasons. Quite a businessman eh? Also has a great tattoo on his forehead.



Kaoru Yaegashi

Completely in love with Serina, and who wouldn't be? Have you seen the size of her? [look, I've told you once – Ed]. Perhaps if he lost that absurd hat he might just stand a chance.



Kyouya Jinnouji

Apart from looking decidedly ill, Kyouya is a professional criminal who seeks the perfect crime. Never been arrested and lives on blood – pints of which he hopes to spill at the tournament. Or something.



1


2


3

own catalogue of special moves, all of them earned by slugging it out with the standard pre-defined CPU opponents, then collecting manouevres at the end of each bout. Naturally, if you've got a memory pack, you can save your baby for future reference, although you'd have to be just a *little* bit sad to actually bother.

Anyway, the entire editing system works surprisingly well; it's just a shame the surrounding game isn't strong enough to support it. If Konami could have combined this with a title comparable to the almighty *Tekken*, we'd have been so happy, we'd probably go round and kiss the development team all over. With our big wet mouths.

Gasps of indifference

A few other points are worth mentioning: the music is the best you'll hear in an N64 beat-em-up by a wide margin (passable drum n' bass being the order of the day). And, as is the case with *every* fighting game under the sun, when played against a real live opponent instead of a CPU, the entire experience improves immeasurably. But it still isn't enough.

Last issue, we rounded off our review of *Fighter's Destiny* with the words "we're still waiting for a decent fighting game, and quite frankly we're getting impatient", before going on to imply that if such a title didn't arrive *soon*, we'd start punching little kids in the face with frustration. Well, it's off to the local playground with a pair of boxing gloves we go the moment we've finished this issue. It's going to be chaos down there. Violent, bloody chaos. And it's the *software developers* who're to blame, kids. Remember that. Ⓥ

1. **Killer manhandles Miki in the tag team mode.**
2. **Kyoya sees young Kaoru as an easy way to satisfy his blood lust.**
3. **Looks like he's bitten off more than he can chew.**

UPPERS

Editing mode is a laugh
3D, interactive scenery
It's not *Mortal Kombat*

Jerky animation
Wild camera movements
Still waiting...

DOWNERS

VSIXTYFOUR

OK, Nintendoids, let's face facts. Apart from *Fighter's Destiny*, which is competent if not spectacular, there are no good ruck-em-ups on the 64. So what? There's far more important issues going on in the world than wether the 64 has a decent fighting game. Things like ...erm, you know, stuff like...hmmm. Oh, alright... but fear not my brothers for one day we *will* reach the promised land, one fine day it will *all* be ours... [Worried... call me - Ed]

LOWDOWN

Graphics	Sound	Playerbility	Longevity	Conclusion
5	8	5	5	5

AIR BOARDERS



The N64 is playing host to its second boarding game in as many months. Keith Pullin finds out whether we'll be board crazy or just plain bored.





1. Time for some gnarly tricks – a backflip should keep the judges happy.
2. The spiky-haired one is about to complete the first course in record time.

We see it all the time... A gaggle of tie-dye clad teenagers pinging around graffiti adorned skate parks comparing boards and injuries. Occasionally they venture from their bowl-like shrines to claim territory on the front steps of town halls. And with those places conquered, they'll rumble onwards through shopping centres with the quiet subtlety of Guerrilla soldiers.

Fear among the public is growing. Oh yes. Pensioners are nearing the point where the only way to beat them is to join them. But the simple truth of the matter is, these guys are complete blouses compared to the boarding antics of future generations.



In the year 2064, regular skateboards are confined to museums, the real sport is air boarding and if you want to be hip, you've got to be an air boarder. These jet powered lumps of fibreglass hover 50cm off the ground and reach speeds of more than 100kmph. Michael J Fox knows all about it: he skillfully threw one around in Back to the Future 2 and made every over-imaginative kid in the world want one too. However, if those same kids played this game they might think very differently.

Basic training

First things first: in *Air Boarders* you simply don't feel as though you're hovering. It's odd really, because you get the impression the programmers wanted to create a realistic skateboarding game, but didn't really know how to make it. Instead they copped out, thinking: "What the hell... we'll turn it into a futuristic hover game instead." It was probably the worst decision they ever made (probably their last too).

The whole game is a pitiful example of how not to program. *Air Boarders* is *1080°* gone wrong in the most spectacular fashion possible, it's a NASA space shuttle of a disaster.

The graphics on every level lack detail and texture and the water effects are without doubt the most unconvincing yet. You can guess it isn't the *Wave Race* programmers who knocked this one out. The characters are bulky and unlifelike and you're hard pushed to spot a single decent bit of animation throughout the entire game.

publisher	**Human**	origin	**Japan**	players	rumble	cartridge	battery
developer	**Human**	genre	**Racing**	1-2	yes	64	no
release date	**now (Japan)**	price	**£70 (Import)**				





1. Yeah right! Like you'd want to air board up the side of a mountain, there's something very wrong here.



2. Lives in a house, a very big house in the future.



3. Is it a bird? Is it a plane? No it's some tosser with less chance of staying on his feet than Eddie the Eagle.



4. The VSIXTYFOUR award for worst level design ever is proudly given to Human Entertainment.



5. The two player game is the most unexciting multiplayer experience we've ever had the misfortune to endure.

6. Go on, fall off and die.





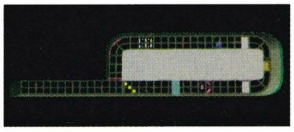
"levels resemble sprawling obstacle-filled dustbins."

As for the music? Well, it's guaranteed to make you turn down the volume within minutes. And where are the sound effects? Cheers from the crowd, whoops of delight (I think it's called atmosphere), there's none of it. I mean this is basic stuff. Most N64 developers have mastered these things now so why can't Human Entertainment?

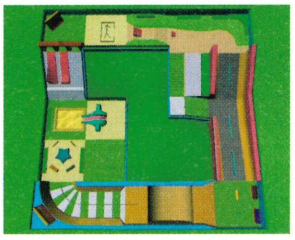
Rarely does a game boast so many failings, but the list for *Air Boarders* is endless. Take the courses; the design is awful. Granted the first course, Green Park is just your average skate park and so you can't go wrong, but later levels resemble sprawling obstacle-filled dustbins lacking in thought or excitement.

The Lost Forest level looks like it's been ripped out of *Turok* or maybe *GoldenEye*, and as for the Giant House – well, it's pure unplayability. These courses are plainly not designed for air boards, which begs the question: what the hell are they designed for? A laugh, no doubt.

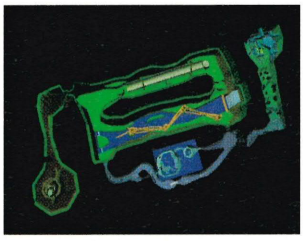
ON COURSE FOR DISASTER...



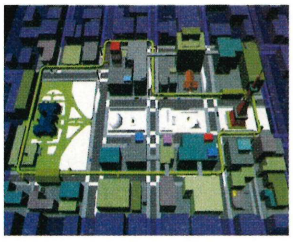
Tutorial The training area is duller than a night at the Palladium. Best learn somewhere else...



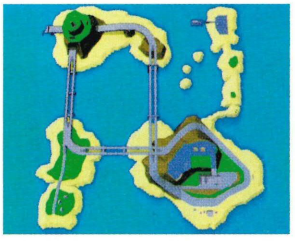
Green Park Basically this is a typical skate park – the perfect place for beginners to practice.



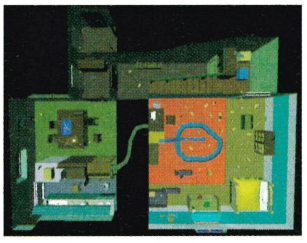
Lost Forest A sprawling mess of a level that will confuse and frustrate you within seconds.



Snow Festival '64 The best thing about this level is the thrill of being crushed by a bus.



Sunset Island The most repulsive colour scheme ever seen on any level, of any game, ever.



Giant House Why? Have you been shrunk? Has your house grown? We're never told.



ALF (regular)
This 17-year old spiky-haired orphan is a little on the quiet side and likes basketball and cookery!? He hopes the publicity gained from this tournament will reunite him with his long lost sister.



BOBBY (regular)
The petulant behaviour of Bobby is just a show to disguise his real caring personality. This 13-year old likes nothing better than to browse through old junk and antique shops.



CHRIS (goofy)
17-year old Chris is a bit of a delinquent and a girl power evangelist. She's arrogant and brash but will normally run home crying to her rich daddy when things start going wrong.



DAVE (regular)
Too many pies have waylaid Dave's aerial abilities. He's short, fat, hot-headed and generally disliked by everybody. And who can blame them? He also likes to collect ancient vinyl records.

Air Heads



Is it *Turok*? Is it *Quake*? No it's the distinctly out of place jungle level.



Always cross on the zebra crossing. More to the point - never cross *Air Boarder*.



I've had more melancholy times hanging upside down by my testicles with a rabid dog urinating on my face.

Air today – gone tomorrow

There are eight characters in total. Four can be used immediately, the rest after you've mastered the Coin and Time Attack sections. Finding 120 coins on levels that stretch before you like vast wastelands is hardly a five minute job though – in fact players are given an hour to complete the task! The adrenaline never stops flowing…

Unfortunately, you probably won't be bothered in the end anyway, because it's painfully clear it doesn't make a blind bit of difference what character you choose to be anyway. They're all just as crap as each other, with the possible exception of Chris who's a girl and so therefore more pleasing to look at.

More worrying still is the fact that this coin collecting section also comes in the guise of the most uncompetitive two-player game you're ever likely to experience. An hour's worth of zigzagging across hell itself looking for coins? No thanks. *Pacman* was more enjoyable. The head-to-head racing is slightly more acceptable but why not four players? *Air Boarders* desperately needs an injection of excitement and a four-player game might have just about done it.

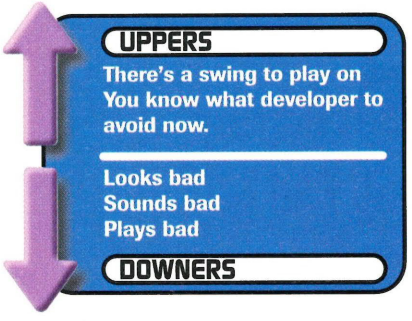
> *"An appaling game that's an insult to N64 owners."*

Hover bovver

If you can endure the agonising gameplay for any amount of time, a few tricks can be taught; forward flips and back flips are easy, but trickier moves can be performed by pressing the yellow buttons in mid-air. Melancholy, Tail Grab, Pop Shove It and Nose Grab are some of the delightfully named manoeuvres you can perform here and with practice you can even jump onto railings for a 50-50 Slide or try the slightly different BS Nose Slide where only the front of the board balances on the rail. Still, it's all very strange because if you can hover, why would you want to slide down railings in the first place?

In Free Run mode combinations of tricks will earn you big points. Pulling off three or four flashy stunts in a row is one of two rewarding feelings in the entire game. The other is playing on a child's swing… and for most people that just isn't enough to justify shelling out fifty or so quid.

There isn't enough space to mention all the bad points about *Air Boarders*, but the fact that its good points have been covered in just 39 words hopefully speaks volumes. *Air Boarders* is an appaling game that's an insult to N64 owners. The worst game yet for the N64, get it away from me now. Quite possibly. (V)



VSIXTYFOUR

Playing *Air Boarders* is a tiresome experience that is capable of draining your will to live faster than a starving vampire. It's so bad we can't even laugh at it. Prolonged play induces nothing but hatred and loathing for all human beings. Please avoid it.

LOWDOWN

Graphics	Sound	Playerbility	Longevity	Conclusion
4	2	2	3	3

NINTENDO 64



EAT FRUIT



LAY EGGS



SAVE THE WORLD



A PSYCHEDELIC SURREALISTIC, RUMBLE PAK JIGGERING
CRAZY PATCHWORK QUILT OF AN ADVENTURE

HATCHING THIS EASTER

THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH

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RAMPAGE WORLD TOUR

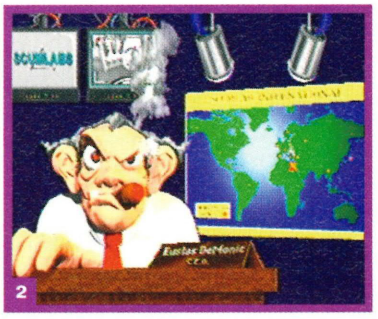


Wholesale destruction? Screaming victims being eaten alive? Big hairy hands? Sounds like Rampage World Tour was simply tailor-made for our very own Charlie Brooker.



1. Ease the day's stress with some wanton destruction.
2. Scumlab's head honcho Eustace DeMonic.

It's 1985. You're a sexually frustrated teenage boy. An unpleasant rind of lank, greasy hair droops across your forehead like a wet velvet glove. An intricate constellation of tiny pus-capped pimples peppers your sallow cheeks. Hormones rule your life: you're in love with an impossibly beautiful girl called Melanie from form 5B, but she's been shagging a 23-year-old bank clerk for six months and therefore your very existence doesn't even register on her emotional radar. Your best friend keeps bragging about the number of sexual encounters he's had, while you bite





Dr Betty Veronica, the truth is out there.



publisher	GT	origin	UK
developer	Saffire	genre	Arcade
release date	May	price	£49.99

players	rumble	cartridge	battery
1-3	yes	64	no



your tongue and wonder whether you'll ever get past 'base two' with anyone – after all, even the ugliest girl in town seems to hate your guts. Home life isn't any rosier. Your parents just don't understand: when they're not bickering with each other they're always on at you to tidy your bedroom. And it's the middle of the summer holidays and you're bored, and lonely, and it's raining.

On any other day you might sit indoors and write a swathe of sulky, self-pitying poetry... but not today. Today you're going to release that tension by bashing away furiously... within the confines of a computer game. You see, the funfair's in town. They've brought a video arcade with them. And you know that somewhere in that arcade lurks a Midway *Rampage* cabinet. What better way to vent all that pent-up adolescent frustration than by taking control of a giant ape and smashing the crap out of an entire city, shattering buildings with your fists and swallowing people alive? There is no alternative. You climb on your bike and cycle through the driving rain, a pocketful of ten pence pieces jangling against your thigh as you go. Midsummer thunder rumbles in the distance. Payback time is coming.



Vern takes 'em all on with his toxic loogies and flying prowess.

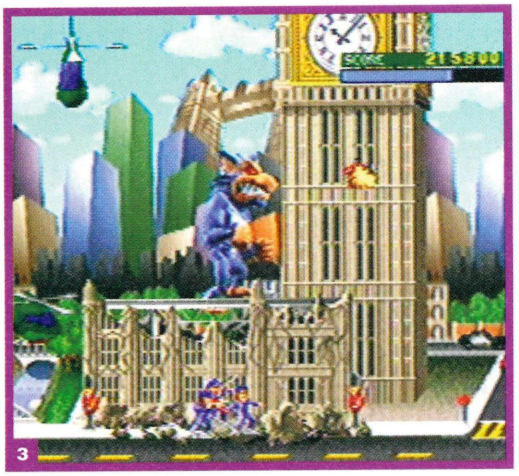


1. Sick of the States? Why not hop on a plane and travel to some more exotic locales.



2. If tree-hugging hippies annoy you, we recommend destroying Stonehenge.

Despite the addition of vastly improved graphics, the entire package is hardly cutting-edge.



3. Dear God, of all that's sacred and phallic, not Big Ben... oh the humanity.









4. A face that only a mother could love...

5. Shout the house down with this death breath power-up.

6. Look before you smash to gain power-ups, food and frequent flyer points.

7. If you can't break it, nick it.

NOW 17% MORE RADIANT



There are bumloads of power-ups for the taking in *Rampage World Tour* – the best is probably the barrel of radioactive waste which transforms your creature from a common-a-garden nasty into a flying purple people eater, which looks a bit like a Gremlin and probably has a tremendously large appendage, so huge you could club a horse to death with it. And God alone knows how bulky his plums must be. (*Are you okay? – Ed*)



1



2

1. Why not gang up on a friend with this anti-social threesome
2. The poster pin-up of arsonists and cannibals everywhere.
3. Oy, Nooooooooooo!
4. When the earth is reduced to nothing more than an empty food carton, it's time for the final showdown with the mutated Scumlab boss Eustace DeMonic. Can our monsters' rampage be finally nearing an end?



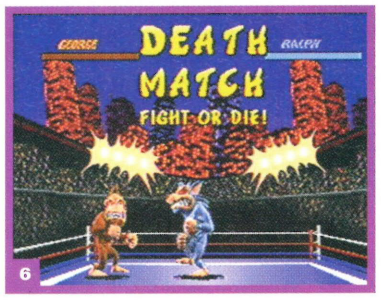
3


4


5



7

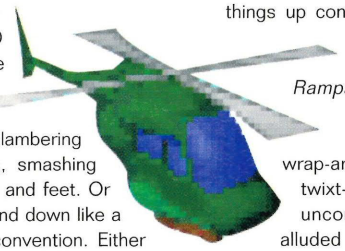


6

5. The bigger they are, the harder they fall.
6. You know the rules two men enter; one man leaves.
7. A full moon always brought out the beast in Ralph.

Enough of the nostalgia, already

That was then, this is now. And sexually-thwarted 14 year-olds need cycle through the rain no more; not now that we've got *Rampage World Tour* to play in the comfort of our own living rooms. The concept is largely unchanged since those heady days of yesteryear: you (and an optional couple of friends) assume command of gigantic B-Movie monsters, and then proceed to destroy absolutely everything you can see. What this boils down to is clambering up and down the sides of buildings, smashing windows and concrete with your fists and feet. Or getting onto the roof and leaping up and down like a hyperactive toddler at a trampoline convention. Either way, once enough damage has been wreaked, the building will begin to crumble and collapse entirely, at which point you can move on to the next one. It's vandalism writ large. Very large.



Of course, the authorities aren't going to simply stand by and watch you go about your business. You'll find yourself under assault from wave upon wave of helicopters, fighter jets, tanks, policemen and even flamethrower-toting jetpack troops, all of them ferociously intent on stopping you in your tracks. Depleted energy can be replenished by chowing down on snacks, such as burgers, carrots – and people, naturally. If you and your mate(s) get bored, you can liven things up considerably by knocking ten bells out of one another for a laugh.

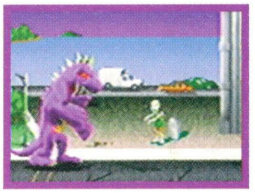
That's *Rampage* as it ever was, and *Rampage World Tour* doesn't introduce any fundamental changes. Instead of a single screen, we're now treated to scrolling wrap-around levels (woo-hoo), and the occasional twixt-stage subgame and cutscene (let joy be unconfined). In fact, the main difference is alluded to fairly heavily in the title: there are more levels, ostensibly resembling many different locations around the world (although with the exception of some dandy outer-space levels they all look virtually identical). Despite the addition of vastly improved graphics, the

OOH, I COULD MURDER AN INDIAN





Indian
Nothing goes better with a swim in the river than chowing down on one of these spicy fellows.



Zombie
Feel like a quick snack? Then try out a zombie for a crispy texture and unique after taste.



Juggler
You'll feel a deep sense of satisfaction after consuming a juggler, balls 'n all.



Scientist
Sick of all that natural food? Then get your jaws round a scientist for a substantial helping of artificial colours and flavourings.



Vincent and Jules
In France they call you a Royale with cheese, but I'll just call you lunch.



Hello. My name's **Stacey**. I'm 23 years old and I'm into snowboarding, night clubbing, needlepoint and coprophilia. My question is: "How would you impress me on our first date together?" Oh, and I'd like to ask number one first...



THE DECISION IS YOURS...

Awoooow! Hiya Stacey, **Ralph** here. My friends all reckon I'm a bit of a dog – will you be my bitch!?! To impress you, I reckon I'd simply show you my bone, then kiss you on your you-know-werewolf! Hoo-hoo! I'll hound you into bed, then sixty-canine you until you howl at the moon! Is this puppy love? Huh? You what? Well, poke it then, you despicable bovine, you.



NUMBER ONE

Hi Stacey. My name's **George**. Our first date? Well, there wouldn't be much monkeying about once I got started! Ha ha! You'll go ape over me! I'd probably take you somewhere fun but inexpensive, because I'm chimp and cheerful. Ho ho! Whenever there's a love crime, I'm the primate suspect – 'cos I'm a serial gorilla! Hee hee! What? Oh yeah? Well suit yourself, you mangy harlot.



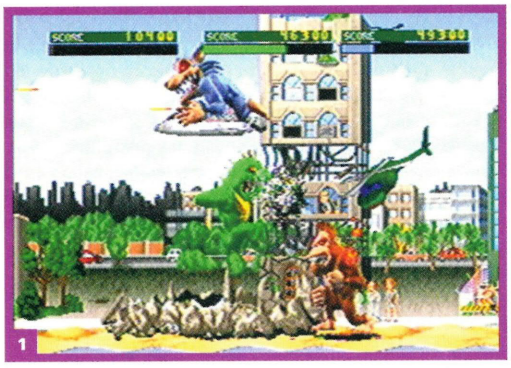
NUMBER TWO

Well hello Stacey, **Lizzie** here. You're a girl. I like that, because I'm female myself, albeit a little cold-blooded. On a scale of one to ten, I'd rate myself an eleven! Ha ha! If I was hosting this show, I'd be known as Godzilla Black! Tee hee! I'd probably impress you by hugging you close, 'cos I'm a real tactile reptile. But believe me, I'm not green when it comes to loving! Pardon? Yeah? Well get lost, you scabby old hag.



NUMBER THREE

entire package is hardly cutting-edge. The gameplay is still resolutely 2D, the main characters are represented by *Donkey Kong Country*-style pre-rendered sprites, the sound effects are basic and the music passable at best. Indeed, in many respects, *Rampage World Tour* resembles a Super Nintendo release. While decidedly superior to the recent PlayStation version of the same game, it's not going to impress your friends – unless, of course, they've been in cryogenic storage for the last 13 years and haven't seen a computer game since the original came out.



1

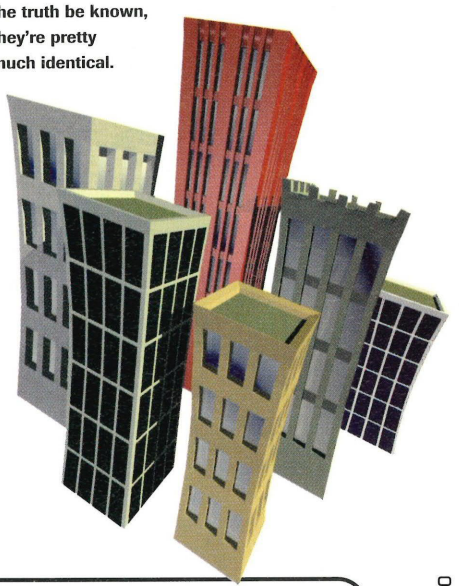


2

Bashing away furiously

Still, the game isn't holding out any pretensions: *Rampage World Tour* is first and foremost an exercise in mindless, cathartic destruction. It's so simple, any drooling, babbling imbecile could pick it up and work out the basics within seconds – and thanks to the unlimited continues, they could go on to complete it in a single sitting if they chose to do so. Ultimately you're best off giving it a miss unless you've got an overriding nostalgic hankering for the original game, you're rubbish or you need a game you can play simultaneously with your two young nephews. (V)

1. **There's no doubt about it, *Rampage* is quite a giggle... for a while. But once you've trudged through the 120 levels, we guarantee you'll never want to clap eyes on it again.**
2. **These are the three creatures on offer, but if the truth be known, they're pretty much identical.**



UPPERS

- Great fun for aspiring vandals or toddlers
- Incredibly simple gameplay
- Three can play at once

DOWNERS

- As repetitive as a Dutch Gabba CD on everlasting repeat
- Infinite continues reduce the challenge factor to nil
- Not significantly different from the original

VSIXTYFOUR

Rampage World Tour **was never going to be anything more than a repackaged version of an aged arcade game, and it isn't. Nevertheless, a little more attention to detail wouldn't have gone amiss, especially considering that all the levels look pretty much identical no matter where in the world your supposed to be. Also, you *will* finish the game inside four hours, no matter how proficient your gaming prowess, which really won't do at all. Next!**

LOWDOWN

Graphics	Sound	Playerbility	Longevity	Conclusion
5	4	6	3	6

REVIEW

WETRIX





Wetrix *eh? Sounds like some kind of water sport. Well it's not. It's a puzzle game and* Keith Pullin *is going to tell us whether it's boiling hot or just plain damp.*

Puzzle games tend to slip into two categories: they either blow chunks from the moment you catch your first tentative glimpse, or they immediately sucker the player into a maelstrom of compulsion that's only broken when sunlight blinks through the curtains and the milkman starts hammering on the door. Thankfully *Wetrix* just about nudges itself into the second of these categories and lummy, does it ever grab you. But to say it's instantly playable is probably not true. The first impression is one of caring confusion rather than full-on, love-at-first-sight, and that's mainly due to its difficult and rather unique gameplay which involves moulding the landscape into a series of reservoirs. And why do we do that? To catch the rain of course…

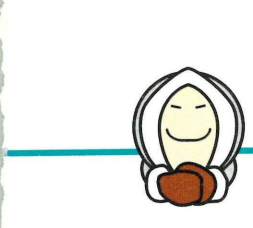
It appears this strange world is undergoing something of a water shortage and it's up to the player to conserve the immensely valuable water that plummets from the sky in enormous bubbles; it could almost be a scene from The Prisoner, but it's nothing so exciting, it's just precipitation. After a few exploratory games, the bewildering action soon leads to understanding and die-hard puzzle fans will find themselves falling headlong into its soggy grasp with little or no chance of escape.





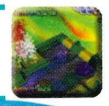


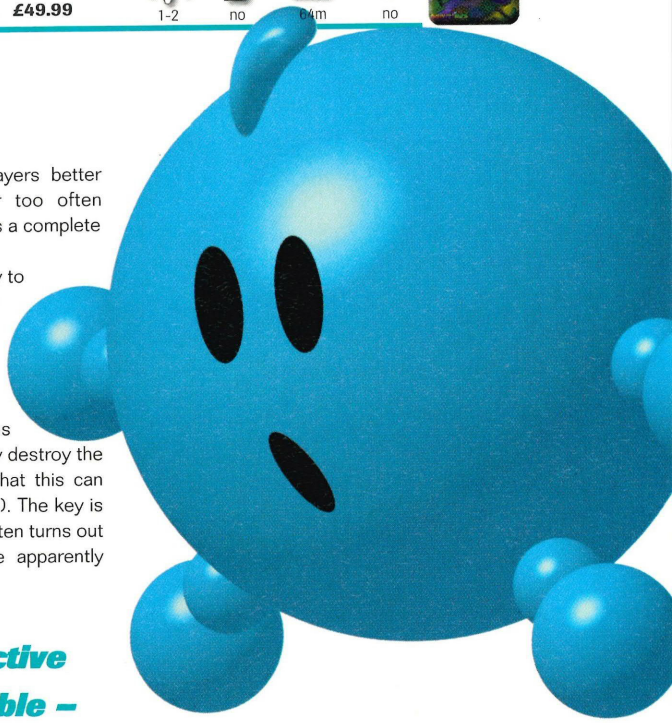
1. The ebb and flow begins as the first couple of blocks are locked into position. 2. The arrows will always show you the way, and the only way is up. 3. The more lakes you create, the bigger your bonuses will be. The icon at the bottom right tells you a bomb is coming next.





				players	rumble	cartridge	battery
publisher	**Ocean**	origin	**UK**				
developer	**Zed Two**	genre	**Puzzle**				
release date	**June**	price	**£49.99**	1-2	no	64m	no



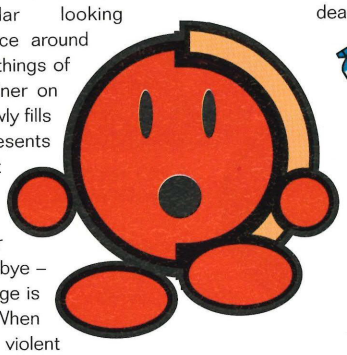


***Populous* three?**

Glancing at the bizarre screen shots on this page might make you believe *Wetrix* is some kind of *Populous* clone. Well, you'd be right there – it is. However, it also takes a massive chunk of inspiration from the daddy of all puzzle games, the Soviet Union's most famous export, *Tetris*. Combine the two together and a kind of 3D *Tetris* is born with lifelike terrain at the bottom of the screen instead of a haphazardly arranged collection of squares.

Also, in *Tetris* you had no choice but to keep building upwards. In *Wetrix* you'll also receive blocks that actually lower the landscape – knowing when to lower a certain area is the prevailing trick in finding success. When building blocks are not wasted, scores escalate and satisfaction goes through the roof.

As the water continues to cascade down onto the occasionally spectacular looking landscape, a harried glance around the screen will reveal two things of note. The first is a container on the right hand side that slowly fills during the game. This represents wastage – all the water that has seeped off the side of the landscape. When this is full you can kiss your oversized paddy field goodbye – Game Over. The other gauge is the earthquake-o-meter. When this reaches the top, a violent shudder will turn the screen into rubble. Players better get used to this, because it happens far too often to be a minor inconvenience and to be honest is a complete pain in the arse.



Relentlessly, more stuff tumbles from the sky to test your powers of thought and cat-like reflexes. Bombs blow large holes in your landscape and if another bomb should fall through an existing hole, something known as a 'rebound' occurs, and this spells curtains. Fireballs can be both good and bad. On the plus side, they dry up water. On the minus side, they destroy the landscape (however, good players will learn that this can eventually be an advantage in certain situations). The key is experimentation; what looks like a lost cause often turns out to be the gateway to opportunity. Even the apparently deadly mines have their uses…

Devastatingly addictive and delightfully playable – the perfect puzzler.



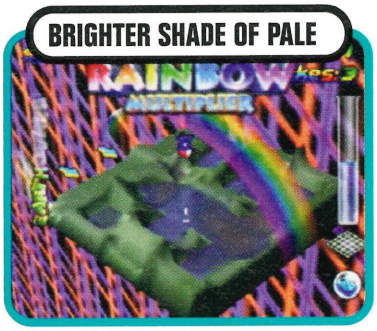








1. **Rainbow multipliers come thick and fast on later levels, but then so do bombs…**
2. **It's Jean Michel Jarre at Docklands – or is it the Holy Land?**
3. **The rippling water effects are stunning, truly a great use of the N64's colour capabilities.**
4. **If all this brain-busting action gets the better of you, try relaxing by creating your own pet mountain. It doesn't make you cool and it doesn't impress the girls, but it is a good laugh.**
5. **Red and yellow and pink and green, purple and orange and blue. I can see a rainbow…**



Certain sections of the game explode into incredible displays of colour. As a result, keeping track of the actual gameplay is a little tricky, but on the plus side, it does feel like a proper arcade game.



GIMME FIVE! There are five different play modes to tempt players to a watery grave...



Classic Just play for points. The longer you survive, the more points you get. Great mode for beginners.



Handicap Gives players a chance to try out some different levels. Can be tough, however.



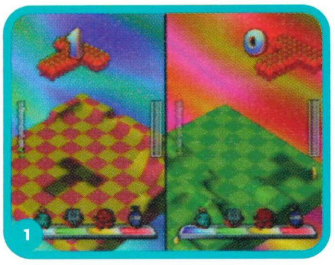
Challenge See how many points you can get within one minute, five minutes and so on.

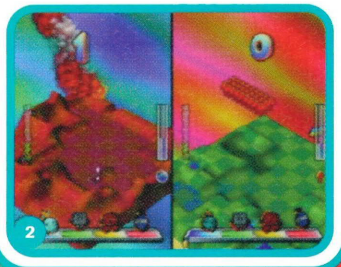


Multiplay A slightly disappointing two-player game. Challenge either a friend or the N64.



Pro For experts only. More bombs, faster gameplay. An absolute nightmare really!









1. It's time for some two player tomfoolery, let the games begin... 2. This fireball is likely to help player one out of a tricky situation. Meanwhile player two is taking it slow. 3. Player one's lake is flooding badly, but player two is still keeping it neat. 4. Player two's cautious approach has worked, player one shouts, screams, then drowns.

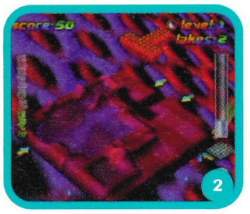
Mount Everest rules

Wetrix progresses level by level with each level-up introducing a new theme and new dangers. The ice stage for example will freeze bombs in lakes. They'll sit there for a while and then explode when thawed, a dirty trick if ever there was one, because yes, of course you forget about them. The pace is so fast on later levels there's simply not enough time to concentrate on everything. *Wetrix* is so ferociously frantic, it's like running around your garden in a blizzard trying to catch every snowflake in your mouth.

But help is at hand. Amongst this barrage of swirling shapes and colours, you'll also encounter rainbows. These amazingly cool-looking things actually help you by multiplying your points. More assistance comes in the form of a weird looking Sputnik satellite that seems to stop water falling for a while, or maybe it did something else completely... Basically, there's so much going on you need a co-player to



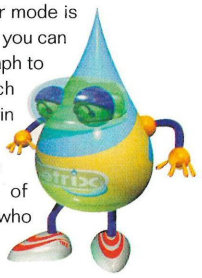




1. This magnificent lake is big, but in desperate need of plugging. 2. Can I have a T-bone lake?

uide and advise you in times of high pixel activity. it all gets too much, forget about winning for a ıent and just build the most impressive looking ıe you can. In a flash of creative ingenuity I managed to sculpt an exact replica of Mount Everest, it had a snow covered peak, foothills and everything, but no dead climbers entombed in ice (shame, because that would have been the icing on the lake – ahem, sorry).

When fooling around loses its appeal, try out some of the other game modes. But don't expect too much – they're all pretty much the same. Even the two-player mode is disappointing. The split play areas are tiny and you can glance across at your opponent's overflow graph to see how it compares to yours, (which considerably lessens the surprise when you win or lose). Unlike in *Tetris*, where you can dump lines onto your adversary, *Wetrix* is less confrontational. It's more a case of two players against the machine to see who can last the longest.



There may be a lack of options, but this lively puzzler is original and astonishingly fine entertainment. *Wetrix* is devastatingly addictive and delightfully playable – the perfect puzzler. It certainly beats a Bank Holiday weekend in the Lake District anyway. (V)

UPPERS

Devastatingly addictive
Highly original
Completely action-packed

Difficult at first
Multiplayer mode could've been better

DOWNERS

VSIXTYFOUR

Top stuff. Nicely polished, hugely original and well worth shelling out for. It's just a shame the two player mode wasn't more competitive because with that side of things intact, *Wetrix* could have been a real belter. Nevertheless, fans of action or puzzle games will be hugely entertained by this and will find its addictive qualities hard to withstand. *Wetrix* is a game you can lose sleep over, no doubt about it.

LOWDOWN

Graphics	Sound	Playerbility	Longevity	Conclusion
7	7	8	8	8

SECOND OPINIONS

Not sure whether to part with your hard-earned readies for a game that might turn out to be a turkey? Well get a second opinion then.

Forsaken 64

Just what the N64 needs. This high-octane bike based blaster had me mesmerised for days. Also made my head wobble around a lot. Always a good sign. Acclaim. Consider your back well and truly slapped. TK

Acclaim yet again come up with the goods. This highly polished shooter really delivers, showing why the N64 still rocks a party. Top work guys, now give us Turok 2. ***JB***

Well, this is spectacular in a bowel loosening kind of way and after playing it for a while you know you've been in a battle. Gritty graphics and gameplay create an eerie, underground, post-apocalyptic atmosphere. ***KP***



Quake 64

Blood. Guts. Gore. Spleens. Bones. Guns...Who would have thought Nintendo would allow that kind of stuff on their fluffy little box of family fun? Brilliant stuff. Buy it now. ***KP***

Get some! Get some! It hurts! Long awaited but it seems to have been worth it, providing a reminder of how scary the original Quake actually was. Of course, PC snobs are now sunk up to the nuts in Quake II, but this still spanks most N64 titles. ***SH***

If you want a new deathmatch fix after Goldeneye, head straight to Quake for an unparalleled two player experience that really shifts. ***JB***



G.A.S.P!!

Absolute rubbish. The animation is jerky, the moves wouldn't be fit for an eighties arcade cabinet and the grunts and groans of combat are the limpest I've ever heard. I'll be sticking to Fighter's Destiny for my combat kicks.. ***KP***

Konami. It's a sha-a-ame the way you're messing round with my mind. Yes you, yer little blighters. This is rubbish. It just won't do. Apart, from the dressing up bit that is. I like that bit, me. ***TK***

We all know what makes a good fighting game, god knows there's enough of them in the arcades.
A bad fighting engine gives this game feet of clay. ***JB***



Airboarders

OK. It's shitty game anagram time. Whoever sends in the most jocular anagram of Airboarders can have this abysmal piece of plastic. Well go on then, get scribbling. TK.

Games that use zero-g hoverboards often mean a cop-out with the physics engine, this is no exception as overstearing becomes more than just irritating. Nice levels though. ***JB***

After playing the fantastic 1080 I was quite looking forward to another boarding game. But God! this is dreadful. Human? Those guys aren't human they're animals I tell you. NO! PIE



Rampage

Being a bit of a retro head, I thought that Rampage was the Bee's Knees. Ok so it does get a bit repetitive, but it's still as fun as the original. ***JB***

Not exactly the most sophisticated of games, this is probably aimed more at youngsters. However, for a quick half hour fix of utterly mindless fun it's certainly worth a dabble. ***SH***

You can't keep a crap game down. Erm, I think people deserve a little bit more gameplay than this nowadays. It's all well and good smashing things up and eating people, but it's been done before, and it's been done better than this. ***KP***



Wetrix

Puzzle games are largely considered the preserve of girls, which is as sweeping a generalisation as you're likely to come across. Wetrix seemsto have all the elements of addiction though, and looks more than capable of twisting your melons. ***SH***

Fantastic presentation gives this game a good edge over other puzzle games. Although positioning the pieces with the analog stick can be frustrating at first. ***JB***

Can't normally be arsed with puzzle games but Ocean's H20 based brain-twister had me hooked. There *was* something I didn't like about it though... Oh yeah, that's it - the two-player game could be better. Ho-hum. TK



REVIEWS TEAM: Charlie Brooker, Steve Hill, Keith Pullin, Tim Kitching, Radion Automatic, Joe Best. 2nd opinion guest appearance from our man PIE.

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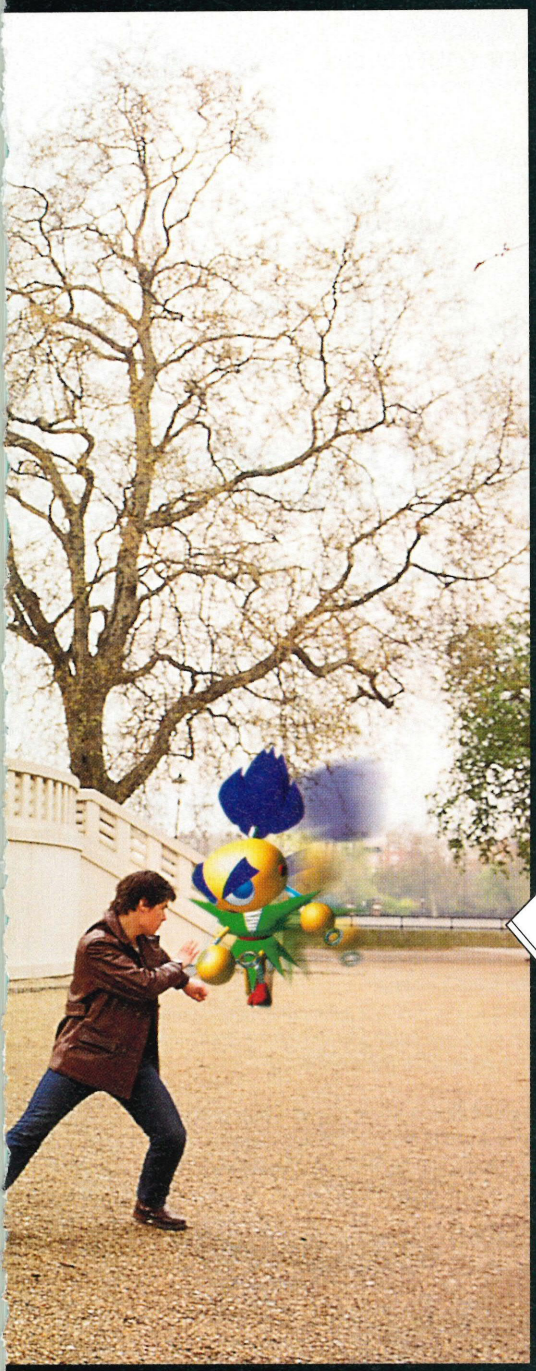


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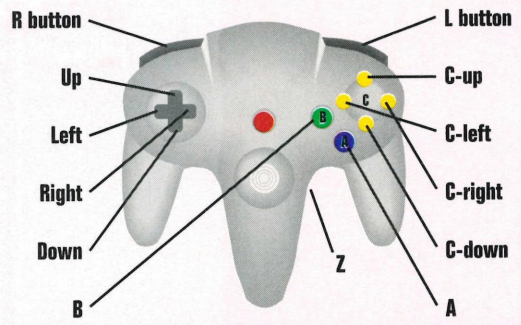
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101 ways to win

To the ends of the earth we have travelled, learning from every grand master and wise man to find you the most lethal cheats and deadly tips. Delivering a mighty kung fu chop to all those difficult levels and a swift kick in the nuts to those pesky bosses. Read on grasshopper for the 101 skills of cheating.

THE MASTER CONTROLLER



1 1080° Snowboarding



Fast start Get the hop on your opponent by tapping the control stick forward. Timing is vital, so wait until the announcer is about to say "Go!".

Dragon cave In Match race, beat the five courses on hard mode to unlock this level.

Deadly fall In Match race, beat the six courses on expert mode to unlock this level.

Crystal boarder With any character clear the expert mode. Then, on the character selection screen select Akari. Press C-Left and then A. If you've done it right Akari's picture will be replaced with the Crystal boarder at the track selection screen.

Metal boarder Finish the expert mode with the Crystal boarder. Now on the character selection screen pick Kensuke. Press C-Up, and then A. As before you will see Kensuke's picture replaced with the Metal boarder at the track selection screen.

Panda boarder Beat Time attack, Contest and Trick attack while completely replacing any pre-set computer scores. Now on the character selection screen highlight Rob. Press C-right and then A. When done correctly Rob's picture will be replaced with the Panda boarder at the track selection screen.

Penguin board In training mode, perform all 24 tricks. Then, at the board selection screen, highlight the Tahoe 151 board and press C-down followed by A.

8 Mystical Ninja

Moving Blade Shield If you are wearing armour or a shield, then take damage when Yae is using her blade shield you will be able to move about with it.

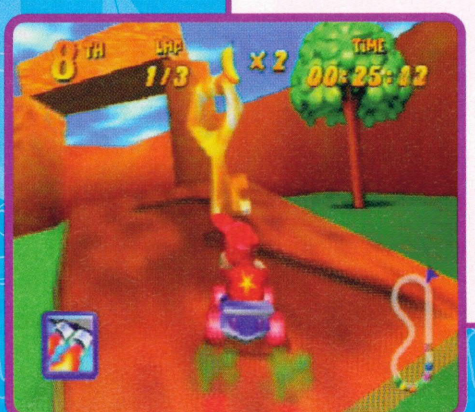
Dogo Hot Springs energy cheat When you get to Dogo Hot Springs lie in the water to get a full energy boost.

10 Super Mario 64

Bowser's new message When you get 120 stars, fight Bowser again for a new message.

Stop the clock On course 14, enter the level when the hour hand is on any hour to stop the moving parts inside.

12 Diddy Kong Racing



Hidden bonus level keys

First key Go to Ancient Lake and stay to the right; near the start you will see a small ramp in the grass with the key on top.

Second key At Crescent Island, drive your car in to the water and to the left, soon you will see an opening to the side of a rock. Once inside, you'll find the key.

Third key The snow key is directly behind the finish line on your left. Follow the track round until you see the opening take it and get the key.

Fourth key In Boulder Canyon, drive to the drawbridge and hop up to ring the bell. When the bridge is raised, turbo up it to get the last key.

16 Mace: The Dark Age

Play as Janitor Ned At the character selection screen, press start on these fighters in sequence: Koyasha, Executioner, Lord Deimos. Next highlight Xiao Long and press the quick button – Janitor Ned is now yours to control.

Fluffy Bunny Slippers Next, at the character selection screen, move to Ragnar, Dregan, Koyasha, pushing start on each one. The next character you pick will be wearing bunny slippers.

Swap heads code Why not try this? On the character selection screen pick Al Rashid, Takeshi, Mordos Kull, Xiao Long and Namira, pushing start on each one. Now the next two characters will swap heads when fighting.

Play as War Mech and Ichiro On the copyright screen, rotate the analogue stick right-up-left-down-right-up-left-down in a counter clockwise rotation. If done correctly you will hear a chime and the two characters will be available.

Play as Grendal Win three games in the Vs mode. Then, in the character selection screen, hold start on the Executioner and press B.

Mini golf background In Vs mode push start on the following characters Koyasha, Mordus Kull, Takeshi.

Big Head mode In Vs mode, press start on Ragnar, Al Rashid then Takeshi to catch big headitis.

Small Player mode Press start on Takeshi, Al Rashid, Ragnar and Xiao Long for small players

Play as Pojo Perform Taria's execution in one player mode then after continuing select Taria hold start and press B to access Pojo.

Select character stages To select your favourite character stage, tap start four times on the character whose level you want to use. Then, pick the character you want to use as per usual.



26 Clay Fighter 63 and a third

Secret Options Menu At the character select menu, hold the L-button at the character select menu and input C-up, C-right, C-left, C-down, B, A. This will give you the secret options menu where you can choose big/small bodies, high/low voices and more.

Play as Dr Kiln At the character select menu, hold the L button and press B, C-left ,C-up, C-right, C-down and A. Now Dr Kiln is yours to use.

Random character selection Hold L and R buttons on the character select menu to pick a random character.



29 Pilot Wings 64

Refuelling secrets To refuel the Gyrocopter or Rocket belt on Little States, fly along the Northwest Road, look for the gas station on the left. Fly low by this station to get a full tank.

Night time flying In the first rocket belt level, travel into the cave by the waterfalls. After travelling deep into the cave it will be night when you come out.

Birdman stars
Star one In the first level the star is hidden under a large bridge shaped rock on the coast. Go get it!

Star two For Class A, the star is in the centre of Central Park, New York. This is on the east side of the island on Little States.

Star three The Class B star is on Ever-Frost Island, and to get to it you will need the rocket belt. Enter the cave where the waterfall appears, take the waterfall on the right and follow the cave until you can drop into a underground cavern. Your third star is here.

Star four The final Pilot Class star is located on Crescent Island, between the airport and the little village just inside a cave on the rock face.

39 Quake.

Debug Mode In the password screen type QQQQ QQQQ QQQQ QQQQ until it says "incorrect password", Then go to the options screen and Debug mode will be available.

This includes: level select, weapons on, god mode on, and targets.



35 Snowboard Kids

Quicksand Valley Track Collect gold on tracks 1 to 6 to get the Quicksand Valley track and an extra snowboard.

Silver Mountain Track This time, collect gold on tracks 1 to 7 to open Silver Mountain.

Ninja Land Track Finally, earn gold cups on tracks 1 to 8. After Silver Mountain has been finished with a gold, track 9. Ninja Land will now be available.

Secret Character Finish Ninja Land with a gold and you will get the tracks very own ninja complete with board.

101 ways to win

40 NBA Hangtime

Hidden players Use the A, C-down and C-right to input these numbers.

Scottie Pippen Enter name: PIPPEN and PIN: 0000

Dennis Rodman Enter name: RODMAN and PIN: 0000

Shawn Kemp Enter name: KEMP and PIN: 0000

Grant Hill Enter name: GHILL and PIN: 0000

Anfernee Hardaway Enter name: AHRDWY and PIN: 0000

Mortal Kombat Enter name: MORTAL and PIN: 0004

Editor 1 Enter name: MUNDAY and PIN: 5432

Editor 2 Enter name: MARIUS and PIN: 1005

Rodman's hair Change Rodman's hair colour by pressing the pass button when your team has been selected with Rodman.

Baby mode At the "Tonight's match-up" screen enter 025 using A, C-down, C-right. Now at the tonight's matchup screen try these codes:

Tournament mode "111"

Quick passing "120"

Max speed "284"

Max steal "709"

Max power "802"

Max blocking "616"

Stealth Turbo "273"

Legal goal tends "937"

No pushing "390"

No background music "048"

Unlimited turbo "461"

Hyper speed "552"

Rooftop Jam On the match-up screen, hold the analogue stick and quickly press the turbo button three times.

63 GoldenEye

Invisible mines A top trick for multiplayer: stick a remote or proximity mine on a box of ammo or a weapon, then pick it up. The mine seems to have disappeared but it will still be there!

Floating mines Throw a mine on a plate of glass then shoot the glass, the glass will break, but the mine will be floating in mid air.

Time cheats beat a level under a certain time to earn any of these great cheats.

Level	Cheat	Difficulty	Time
Level 1: Dam	Paintball Mode	Secret Agent	2:40
Level 2: Facility	Invincibility	00 Agent	2:05
Level 3: Runway	DK Mode	Agent	5:00
Level 4: Surface	Grenade Launcher	Secret Agent	3:30
Level 5: Bunker	Rocket Launcher	00 Agent	4:00
Level 6: Silo	Turbo Mode	Agent	3:00
Level 7: Frigate	No Radar (Multi)	Secret Agent	4:30
Level 8: Surface2	Tiny Bond	00 Agent	4:15
Level 9: Bunker2	2x Throwing Knives	Agent	1:30
Level 10: Statue	Fast Animation	Secret Agent	3:15
Level 11: Archives	Invisibility	00 Agent	1:20
Level 12: Streets	Enemy Rockets	Agent	1:45
Level 13: Depot	Slow Animation	Secret Agent	1:30
Level 14: Train	Silver PP7	00 Agent	5:25
Level 15: Jungle	Hunting Knives	Agent	3:45
Level 16: Control	Infinite Ammo	Secret Agent	10:00
Level 17: Caverns	2x RC-P90s	00 Agent	9:30
Level 18: Cradle	Gold PP7	Agent	2:15
Level 19: Aztec	2x Lasers	Secret Agent	9:00
Level 20: Egyptian	All Guns	00 Agent	6:00









91 Lylat Wars

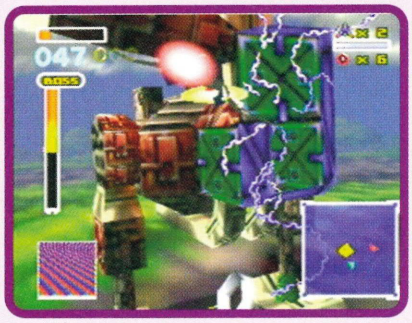
Medals of honour, expert mode Get a medal of honour by killing a set amount of enemies on each level. If you get a medal for each stage you will bring up expert mode.

Battle mode with Landmaster tanks Get a medal on the difficult route to Venom.

Battle mode on foot Play as the Starfox members by beating the game on expert mode to gain this funky option.

Turn off cross-hair To turn off the cross-hair, press the start button followed by the R-button and the square will disappear. For die-hard gamers only.





96 International Superstar Soccer 64

Big head mode At the title screen, input C-up, C-up, C-down, C-down, C-left, C-right, C-left, C-right, B, A, then hold Z and press start. If you did it right, the announcer shouts "Goal!"



97 Yoshi's Story

Instant death Bit of an odd one this: press Z, L button, B and A at the same time to kill your Yoshi.

Hidden Mario Paint tune Choose the trial mode from the menu and let the music play through eight times, after this it will be replaced by a tune from Mario Paint.

Black Yoshi To find the black Yoshi go to page three, level one, find the tulip that turns into an egg and shoot straight up. This will send you to a platform next to a bubble. Pop the bubble to get the black Yoshi egg. Finish the level without dying and black Yoshi is yours.

White Yoshi The white Yoshi can be found by going to page three, level two. Find warp two, and when you climb the platforms back up, drop to the left and pop the bubble to get the white Yoshi egg.

Keep the white and black Yoshis If you get the white and black Yoshis and keep them until the end of the game, they will appear in the ending and be selectable when you start a new game.





86 Duke Nukem 64

Cheat menu At the main title screen press left, left, L button, L button, right, right ,left ,left to bring up cheat the menu. From here you can input further codes.

Invincibility code To get this code press the R button seven times followed by left on the main menu.

Turn items on Press R button, C-right, right, L button, C-left, left, C-right, right. Once done, all items will be enabled.



Level Select Press the L button three times followed by C-right, right, left ,left , C-left. This will let you warp to any level.

Switch monsters off Press L button, C-left, left, R-button, C-right, right, left, left, right. This will enable monster free levels.

95 Waverace

High scores in stunt mode Enter stunt mode and then, when you do a trick, quickly pause the game. Wait for the announcer to say something then unpause and you should have loads of points.



BLAG IT!

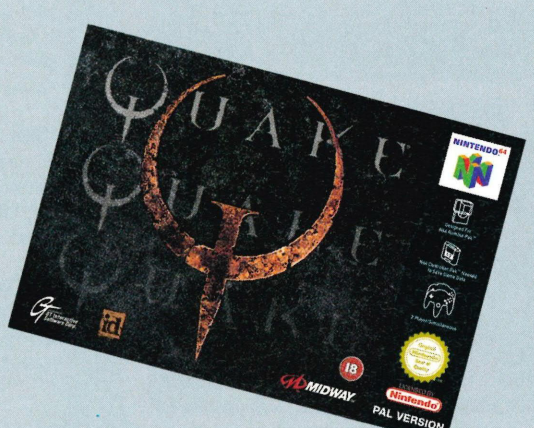


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Questions

1. Ace 80's pop-outfit, The Buggles, sang of video killing what?
   a) The mocking bird
   b) The radio star
   c) Noel Edmonds
2. What other N64 game has a 15 Certificate (apart from Doom that is, oh yeah and K.Instinct as well)
   a) Turok
   b) Chameleon Twist
   c) Yoshi's Story
3. Who invented the flushing toilet?
   a) Sir Benjamin Carzhi
   b) Lord Armitage-Shanks
   c) Thomas Crapper

Send your answers on a Postcard to:

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Official Quake Players Guide	£10.99	Maxim 60 Stereo Speakers	£24.99
Official Yoshis Story Players' Guide	£10.99	Maxim 120 Stereo Speakers	£38.99
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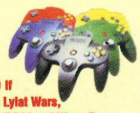
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DOSSIER 64

Welcome to Dossier 64, the definitive guide to the most powerful console on Earth

CONTENTS

Toon! Toon! Toon!	89	What we want	92
The 64DD	89	Site for sore eyes	93
V-League	88	Import games	93
Bits N Bobs	90	Let's have it	94
Import charts	91	Contacts	94

0-3 Sick, very sick.
4-6 No, not good at all.
7 Hmm, not bad, but...
8 Oh yes!... Let's boogie
9 Part with cash... now!
10 The absolute King

NO! Just don't do it
R You *will* like this game
V The highest accolade

Aerofighters Assault 4

Absolutely nothing to do with wrestling bubbly chocolate bars, but then again bears no resemblance to a flight sim either. Amazingly, this heap of nonsense is from the Paradigm stable, they of *Pilot Wings* fame, who, as George Michael once said, should've known better. Careless indeed.

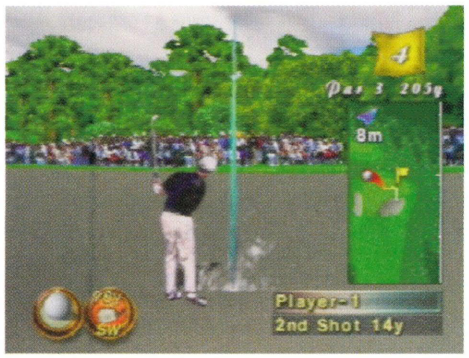
Air Boarders 3

This bloody stupid game attempts to take advantage of the current slant towards all things boardy but fails spectacularly. 1080° it is not. Oh yes, the wheels definately came off this piece of software, in more ways than one.



Augusta Masters Golf 7

Sunday morning strollers, be advised there now exists a 64 game worth exchanging green-backs for. T&E Soft have got the virtual golfing experience down to a 'tee'. Don't let the fact that it's only out in Japanese 'putt' you off too much though – it doesn't really hamper the enjoyment.



Automobili Lambourghini 7

Unless you're a stunted cockney with a liking for big furry hats, it's unlikely you'll ever get the opportunity to drive the most super of super cars. Alternatively, pick up a copy of Titus' exotic racer which, when all's said and done, isn't that bad, but won't pull lasses like the real thing.

Baku Bomberman 5

Apparently the word *baku* is an old Japanese colloquialism meaning 'absolutely no bearing on the original and ultimately sub-standard'. No, honest! Which is exactly what *Baku Bomberman* is. But then again, what do you expect from a software company whose founder is an ex-butler?

Blast Corps 8

You're charged with the responsibility of preventing nuclear disaster! With the aid of a bagful of Tonka- and Dinky-style motors you must guide a cruise missile-laden convoy to safety. Very original, very strange, very infuriating and very addictive.

Clayfighter 63⅓ 2

Should you spot this cart on your travels, take a sledgehammer to the offending article and watch with glee as it shatters into a million pieces of pure unadulterated bollocks... What, we mean it's not too hot? You better believe it, honeybunch.



Cruisin' USA 2

If Noel Edmonds were to be mysteriously transformed into a small piece of plastic containing microchips and a circuit board on which was stated 'for use with N64 console only', the chances are he would be *Cruisin' USA*. Bunch of blobby arse.

Dark Rift 5

A slap-em-up which, despite looking pretty tasty and moving at a fair old rate (60fps), is nevertheless fairly uninspiring. We want an ace beat-em-up and we want it now.

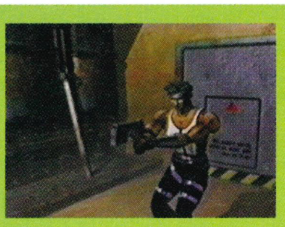
Diddy Kong Racing 9

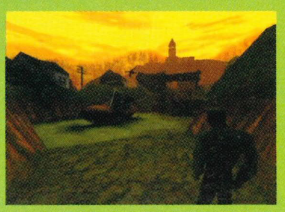
So cute it makes *Mario Kart* look positively demonic. But hell, what a game! *Diddy Kong Racing* gives the aforementioned racing game a serious kicking with its gorge graphics, perfect playability and ludicrously long longevity.

LET'S HAVE IT!

Stuff that is most definately heading our way. But we just wish it could head a little quicker.

Game	When
1. Turok 2	Autumn 98
2. Zelda - The Ocarina of Time	Autumn 98
3. Mission Impossible	Autumn 98
4. Rogue Squadron	Autumn 98
5. Hybrid Heaven	Early 99
6. Shadowman	Autumn 98
7. Castlevania 64	Winter 98
8. Banjo-Kazooie	Summer 98
9. Resident Evil 64	Early 99
10. F-Zero X	Summer 98





V-LEAGUE

This is the V-League. The world's most authoritative at a glance guide to what's hot and what's not. End of story.

	Title	Gn	By	Batt	N	Plys	Cart	RP	G	S	P	L	C	
1	Goldeneye	S	Rare	Yes	UK	1-4	96m	Yes	9	9	9	9	9	V
2	Mario 64	A	Nintendo	Yes	UK	One	64m	No	9	8	9	9	9	V
3	ISS 64	SP	Konami	No	UK	1-4	64m	No	8	8	10	9	9	V
4	1080 Snowboarding	R	Nintendo	Yes	Jap	1-2	64m	Yes	9	9	9	9	9	V
5	Mystical Ninja	A	Konami	Yes	UK	One	96m	No	9	9	9	9	9	V
6	Diddy Kong Racing	R	Rare	Yes	UK	1-4	96m	Yes	9	8	9	9	9	V
7	Wave Race	R	Nintendo	Yes	UK	1-2	64m	No	9	8	9	8	9	R
8	Lylat Wars	AS	Nintendo	No	UK	1-4	96m	Yes	9	8	8	8	9	R
9	Turok	B	Acclaim	No	UK	One	64m	Yes	9	8	8	8	9	R
10	Forsaken	B	Acclaim	No	UK	1-4	128m	Yes	9	9	8	8	9	R
11	Quake	B	GT	No	UK	1-2	128m	Yes	9	8	8	8	9	R
12	Yoshi's Story	W	Nintendo	Yes	Jap	One	128m	Yes	9	8	9	7	8	R
13	Mario Kart	R	Nintendo	Yes	UK	1-4	96m	No	8	8	8	8	8	R
14	Pilot Wings	P	Nintendo	Yes	UK	One	64m	No	8	8	8	8	8	R
15	J.Madden 64	G	EA Sport	No	US	1-4	128m	Yes	8	8	8	8	8	R
16	Extreme G	R	Acclaim	No	UK	1-4	64m	Yes	8	8	8	8	8	R
17	Duke Nukem	B	GT	No	UK	1-4	64m	Yes	8	7	8	8	8	R
18	Blast Corps	B	Rare	Yes	UK	One	64m	No	7	8	8	8	8	
19	NFL 98	G	Acclaim	No	US	1-4	64m	Yes	9	6	7	8	8	
20	Doom 64	B	GT	No	UK	One	64m	No	8	8	8	8	8	
21	Top Gear Rally	R	Kemco	No	UK	1-2	64m	Yes	8	6	8	7	8	
22	Wetrix	P	Ocean	No	UK	1-2	64m	No	7	7	8	8	8	
23	NHL Breakaway 98	S	Acclaim	No	UK	1-4	96m	Yes	7	6	8	7	8	
24	Nagano 98	G	Konami	No	Jap	1-4	128m	Yes	8	8	7	8	8	
25	Fifa: Road to the World Cup	G	EA Sports	No	UK	1-4	128m	No	8	8	7	7	8	
26	Wayne Gretzky 98	S	GT	No	US	1-4	64m	Yes	7	6	8	7	7	
27	Augusta Golf	S	T&E	No	Jap	1-4	96m	No	7	6	7	7	7	
28	Wild Choppers	FS	Seta	No	Jap	1-2	98m	Yes	8	6	5	6	7	
29	Lambourghini Auto	R	Titus	No	UK	1-2	128m	Yes	8	7	7	7	7	
30	Mace: The Dark Age	BI	GT	No	UK	1-2	128m	Yes	8	7	7	7	7	
31	Tetrisphere	Y	Nintendo	No	UK	1-2	64m	No	6	8	7	7	7	
32	Sim City 2000	O	Maxis	No	Jap	One	128m	No	7	5	5	7	7	
33	Fighters Destiny	B	Ocean	Yes	UK	1-2	96m	Yes	7	5	6	7	6	
34	Shadows of the Empire	B	Nintendo	Yes	UK	One	128m	No	7	7	6	6	6	
35	WCW vs NWO	B	THQ	No	UK	1-4	96m	Yes	7	6	7	6	6	
36	Go Go Troublemakers	W	Nintendo	No	UK	One	64m	No	6	6	7	6	6	
37	Fire-Pen	O	Hudson	No	Jap	1-2	64m	Yes	6	7	7	6	6	
38	Tamagotchi 64	O	Bandai	No	Jap	1-4	64m	No	6	5	6	7	6	
39	F1 Pole Position	R	Ubi Soft	No	UK	One	64m	No	6	6	6	6	6	
40	Hexen	B	GT	No	UK	1-4	64m	No	6	6	6	6	6	
41	GASP!!	BP	Konami	No	Jap	1-2	128m	Yes	5	8	5	5	5	
42	MRC	R	Ocean	No	UK	1-2	96m	No	6	6	6	6	6	
43	Wayne Gretzky Hockey	G	GT	No	UK	1-4	64m	No	6	6	6	6	6	
44	Rampage World Tour	BP	GT	No	UK	1-3	64m	Yes	5	4	6	3	6	
45	San Francisco Rush	R	GT	No	US	1-2	96m	Yes	5	4	6	7	5	
46	Bomberman 64	W	Nintendo	No	UK	1-2	64m	No	6	5	6	5	5	
47	Dark Rift	BI	GT	No	UK	1-2	64m	No	6	6	5	5	5	
48	Killer Instinct Gold	BI	Rare	No	UK	1-2	128m	No	7	6	5	4	5	
39	Mortal Kombat Myths.	BI	GT	No	US	One	128m	Yes	6	6	4	4	4	
50	NBA PRO 98	S	GT	No	UK	1-4	128m	Yes	4	6	4	5	4	

KEY
GN – Genre. **B** – 3D Shooter. **R** – Racing. **A** – Adventure. **AS** – Arcade Shooter. **P** – Puzzle. **BP** – Beat-em-up. **S** – Sports. **PF** – Platform. **O** – Other. **Batt** – Built in EEPROM. **N** – Nationality Tested. **Plys** - Amount of Players. **Cart** – Meg Size of Game. **RP** – Rumble Pak Compatibility. **G** – Graphics. **S** – Sound. **P** – Playability. **L** – Longevity. **C** – Conclusion. **V** – Vital. **R** – Recommended. **No** – Total Toss – avoid!

V-LEAGUE DATA

Top 50 Publisher Market Share



Top 50 Analysis by Genre



BITS 'N BOBS

PADS

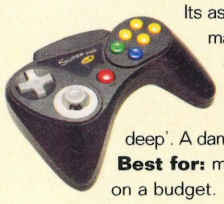
Nintendo Controller £29.99



Comes as standard with the 64. Nothing really touches it in terms of response, build and feel. Pad perfection personified.
Best for: any game you care to mention. It's the tops.
Comes in: red, blue, grey, black, yellow and green.
10/10

Best Buy

Interact Super Pad 64 £19.99



Its asymmetrical shape makes the Super Pad 64 a bit of an ugly duckling. But as the adage goes, 'beauty's only skin deep'. A damn fine all-rounder.
Best for: multiplayer shenanigans on a budget.
Comes in: black.
8/10



Gamester LX4 Controller £19.99

Above-par pad equipped with auto-fire and slow motion.
Best for: those who want a competent second string pad.
7/10

Interact Mako Pad £24.99



Like the Super Pad but transparent – also has an auto-fire feature.
Best for: gamesters wanting some see-through auto-fire action.
Comes in: see-through casing.
8/10



Interact Super Pad Colours £24.99

Poor man's version of standard 64 controller, but a decent enough performer.
Best for: colour-crazed Nintendoids who want to save a fiver.
Comes in: black, green, red and grey.
7/10



Interact Ultra Racer 64 £29.99

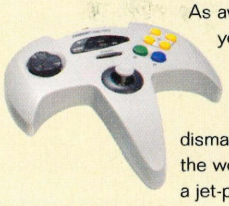
Curious palm-wheel cum joy pad device primarily designed for racing games. Works a lot better than it looks. Add-on obsessives might want to check it out.
Best for: racing games.
8/10

Trident Pad £19.99



The most cumbersome piece of injection-moulded plastic you could ever connect to your 64 – not nice at all.
Best for: repeatedly swinging round your head then letting go.
Comes in: red, green, blue and grey.
2/10

Trident Pro Pad £24.99



As awkward as its younger brother but comes with auto-fire and slow motion.
Best for: dismantling, then using the working parts to build a jet-propelled rib-tickler.
Comes in: a box.
2/10

STICKS

Interact Arcade Shark £39.99



Well built stick with auto-fire and slow motion extras – dual positional lever also.
Best for: beat-em-ups.
Comes in: black.
8/10

WHEELS

V3 Racing Wheel £69.99



Steering wheel set complete with pedals, but no gear stick. Features include customised button layout, auto-centering wheel and retractable steering column. Reasonable enough build, but otherwise a let down.
Best for: those who can't get hold of a Logic 3 Top Gear.
6/10

Logic 3 Top Gear £59.99



Best Buy

Multi-format steering wheel, complete with pedals and micro-switch joystick. Rumble Pak compatible. Competitively price and responsive feel make the Top Gear the best of the bunch.
Best for: racing fans who prefer on-track action of the non-pad variety.
7/10

Gamester Steering Wheel with pedals £49.99



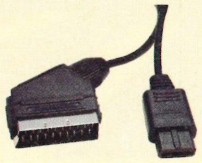
No-frills pedal/wheel package from Gamester. Bog standard in every respect and the price reflects this. Despite lack of extras it plays fairly well.
Best for: add-on action on a budget.
6/10

MEMORY CARDS



Nintendo 256K £14.99
Datel 1MB £19.99
LMP 256K £11.99
LMP 1MB £14.99

Nintendo Scart Lead £19.99



Best for: better picture if your set comes equipped with Euro/Scart connector.

Datel Action Replay £39.99



Packed with a ton of cheats for game-tinkering tomfoolery.
Best for: cheating.

UNDER THE HOOD

N64 Specifications

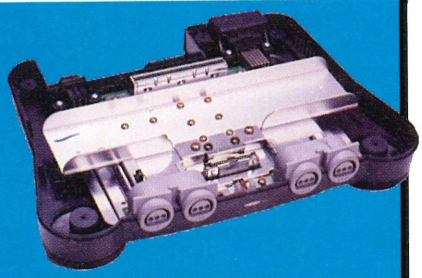
CPU
- MIPS 64-bit RISC custom R4300 running at 93.75 MHz

Co-processor
- 64-bit RISC processor running at 62.5MHz
- Built in RSP (graphics and sound processor) and RDP (pixel drawing processor)

Memory
- 36 Mbits Rambus-designed 9-bit DRAM (4.5MB), maximum transfer rate: 4.500 Mbits/sec

Resolution
- 256x224 or 640x480 with flicker-free interlace support

Colour
- Maximum 16.8 million colours, 32-bit RGBA pixel-colour frame buffer support
- Standard 21-bit colour output



Audio
- Stereo 16-bit PCM
- 64 channels at 44KHz

Benchmark performance
- Main CPU clocked at 125 MIPS
- Graphics co-processor clocked at MFLOPS (millions of floating point operations per second)
- 100,000 polygons/sec with all hardware features turned on

Doom 64 8

The most impressive version of this most ubiquitous of titles. Pretty dated now, but it's still worth a look. Scary too...



Doraemon 3

What? A console game about bouncers? Oh, you spell it that way. Well, that's a pity as it'd be far more exciting than this Mario-alike 3D romp. Alike in conception, that is, but certainly not execution. You see, basically, it isn't very good.

Duke Nukem 64 8

Despite appearing on more platforms than Elton John, we reckon the 64 version is the best yet. The titillating pervy bits may have been omitted, but then again, if you play computer games for sexual gratification it could be time to take a long, hard look at yourself. This aside, Duke 64 is worthy of your cash.



Extreme G 8

Acclaim's vision of post-apocalyptic joy-riding moves like excrement off a garden implement and no mistake, but it just maybe lacks a little depth. Well worth increasing your credit card debt for though.



Fifa 64 3

This game is like San Marino with their star players injured, Manchester City on a really off day, Wales after having an extremely effective gypsy curse put on them, and Graham Taylor's tactical acumen after a long weekend on the sauce. Do yourself a favour and avoid this one like a smack on the head from a baton-wielding Italian rozza.



Fighters Destiny 8

Ocean's entrant to the N64 combat arena caused a fair amount of consternation amongst the **VSIXTYFOUR** scribes. Most of us were of the opinion it was a rather nifty little number. Charlie, however, vehemently disagreed. Boy, is he hard to please. He's particularly precious when it's to do with the subject he holds most dear: violence. Still, *Fighters Destiny* is most certainly the best ruck-em-up to appear so far.

Fire Pen 7

Completely hatstand Japanese concept not unlike the old village fête electric rod game. You know the one, where you had to guide a metal rod around an electrically charged rail. Sounds stupid eh? Well it works a treat if you must know, especially with two players.

F1 Pole Position 6

A remix of *Human Grand Prix* complete with graphical enhancements and official F1 licence, but despite this overhaul it still struggles to qualify as a worthwhile addition to one's software library. Not terrible, but definitely not very good either.

Forsaken 9

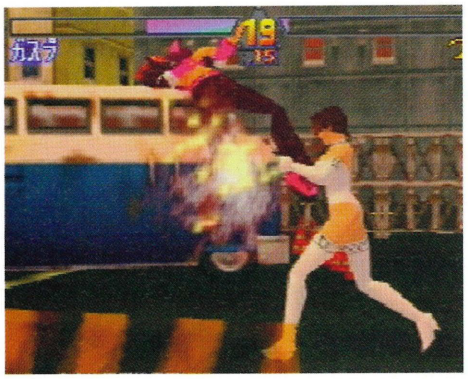
As you might gather from this month's major-league review, we're more than a little fond of Acclaim's adreneline pumping fly-by shoot-em-up. That's quite an understatment by the way. Forsaken Rocks... take it for a ride.



DOSSIER 64

G.A.S.P!! 3

Hurrah! A fabulous beat-em-up for the 64. Yipee! And about time too. This game's got the lot, wickedly rendered backdrops, stunning combos and characters that just ooze personality. Oops! Oh damn! Apologies readers, our Dossier 64 Dept, have inadvertantly inserted the pre-written paragraph we were reserving for another game. Erm...*G.A.S.P!!*? Oh right... *that* game. God NO! It's not very good. It's not very good at all. Next!



Glory of Saint Andrews 2

Remember that appalling Philips CDI golf game that had those with a penchant for plus-fours and bobbly headware rushing to their local Comet Game Zone with a wad of cash? No? Oh well, this is even worse! More Tarby and Bruce than Tiger Woods.

Go-Go Troublemakers 6

Troublemakers, Mischief Makers or whatever, this whacky 2D platformer provides some hearty frolics in return for your hard-earned cash. *Yoshi's Story* is better though.

GoldenEye 9

If one day extra-terrestrials descend from the skies and announce that they have come to save the human race from this decaying world and lead us to a promised Utopia where all is sweetness and light, you just know that when you get there *GoldenEye* will be the entertainment software of choice for our bug-eyed cosmic cousins. Out of this world.

IMPORT CHARTS

What's currently hot on an import tip, courtesy of those crazy catz at CEX call 'em on 0171-6362666

1.	1080° Snowboarding	US
2.	Quake	US
3.	Fighter's Destiny	US
4.	WCW vs NWO	US
5.	Yoshi's Story	JAP
6.	GASP!	JAP
7	NBA in the Zone	US
8.	Augusta Golf	JAP
9.	Turok	US
10.	Tamagotchi World 64	JAP

Despite being more than a little ropey, *G.A.S.P!* flies straight in at No 6. Cuh! Just goes to show don't it?



Habu Shogi 7

Shogi is a kind of Japanese interpretation of chess, but since we have neither the time nor inclination to learn the rules we can't really comment.

Hexen 6

Doomèsque type affair with a Dungeons & Dragons flava. Totally inept piece of baloney with no obvious redeeming features. Stay clear.



International SuperStar Soccer 64 9

Question: Name the all-time greatest computer soccer game.

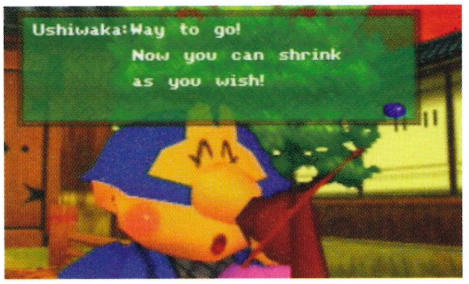
Answer: *International SuperStar Soccer 64* by Konami.

Killer Instinct Gold 5

Identical to its coin-op counterpart, which is not necessarily a great thing. In a world devoid of any competent scrap-em-ups it does, however, sit fairly near to the apex of N64 aggro titles.

Legend of the Mystical Ninja 9

Ol' blue rinse and camp boy make their English language debut on the 64. And what's more, every man, Jack and Harry at **VSIXTYFOUR** would like to plant a big sloppy kiss on the bottom cheeks of whichever crazy Konami catz were responsible for this superb piece of software. Buy it at all costs.



Lylat Wars 8

Woodland creatures take on the might of the evil Andross in Nintendo's madcap take on *Star Wars*. Climb aboard your crazy cosmic craft, slap in the Rumbly Pak, sit back and prepare for a unique gaming experience. Your bird'll love it too! Result.



HAPPY SHOPPER

As you're reading this mag, there's a fair chance you've already got a 64. But should you be thinking of buying one or are, indeed, just plain greedy, you might want to check our price-watch out.

Electronics Boutique
£Various

The deal: Buy the basic N64 pack for £99 and you'll then get £5 discount on up to three games and a further £5 off an extra pad.
The verdict: Nah, not much cop really. You're only, effectively, getting £20 off a bundle that'll set you back around £260 (depending on what games you buy). You'll have to do better than that EB.
Discount: 7% (approx)

HMV
£149.98

The deal: Nip down to HMV and they'll offer you the N64 with a memory card and game of your choice for £149.98.
The verdict: Hmm, nothing too exciting here. Just a free memory card, giving you a total saving of around £15.
Discount: 9%

Dixons
£259

The deal: White-goods purveyors Dixons are currently offering the basic console package with any three games, an extra pad and memory card. In return you'll have to give them £259.
The verdict: Sounds promising, but on closer inspection Dixons are being none too generous with their super-deluxe deal.
Discount: 7.5%

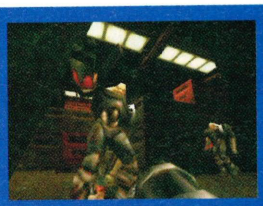
Virgin
£159.99

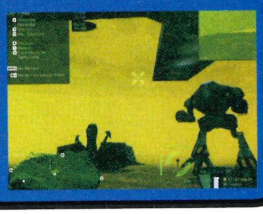
The Deal: For a mere £159.99 those generous chaps at Virgin will let you walk out of the store with the following: N64, Rumble Pak, memory card, an extra controller and any game worth £49.99. Crikey!
The Verdict: Congratulations to Virgin. They're king of the bundles. Splendid.
Discount: 18%

WHAT WE REALLY, REALLY WANT

Admittedly, the N64 doesn't have a monopoly on all the best software. Here's some games we'd like to see in cartridge guise.

Game	Chances
1. Quake 2	Expect it in 99
2. Battlezone	Unlikely
3. Parasite Eve	Nope, no way
4. Grand Theft Auto	Rumour has it...
5. Championship Man 2	Maybe on DD
6. Tekken 3	Forget it
7. Resident Evil 2	Coming in 99
8. Metal Gear Solid	Could be
9. Carmeggedon	In progress!
10. Gran Turismo	Not a chance



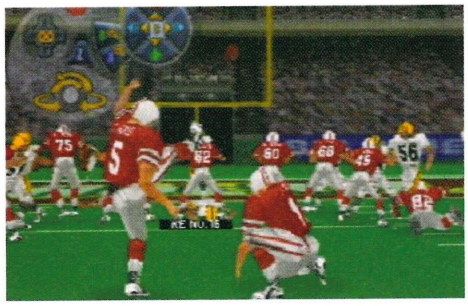


Mace: The Dark Age

Beat-em-up jiggery pokery from US soft-house Midway, despite being better than most its Yanky heritage proves quite a turn off. All that *Devil-Rock* imagery nonsense has had it's day. However, If you prefer your vinyl spun backwards Mace may well delight. The rest of us will wait for...erm,...for...oh, something or other.

Madden 64

Despite the absence of an official licence, this is probably the greatest gridiron game ever. Phew! Very playable, looks a Bobby Dazzler, top heritage and brains the size of Carol Vorderman's rump.



Mario Kart 64

The most entertaining piece of software on the SNES doesn't quite repeat the success enjoyed on the 64. Great fun nevertheless, but now superseded by a certain chimp and his pals.



Mortal Kombat Trilogy

Milked more than the breasts of a septuplet-bearing mother. What once had us clicking our heels in unreserved glee now leaves us with a rather clammy sensation from the neck down. Now just cease this regurgitating nonsense will you!?



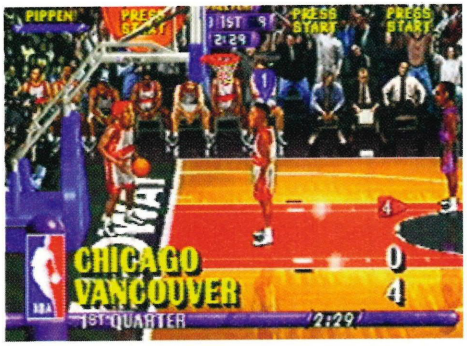


Multi Racing Championship

Little to inspire about *MRC*. Not as good as *Top Gear Rally* but similar in style.

NBA Hangtime

If you're seeking some pretty hot ring action then *NBA Hangtime* ain't the one for you. Instead, go and check out *NBA Basketball*, soon to be released from Nintendo.



NBA Pro 98

Oh dear. Hard to believe *NBA Pro* is the work of Konami, it's a very dire game indeed. Super low res and fuzzy wuzzy whilst the ball feels like it's full of sand. Be advised to save your wonga and wait for Nintendo's forthcoming title *NBA Basketball* which looks far superior.



NFL 98

This Adonis of a game uses the N64's hi-res mode to grandiose effect. However, we reckon Madden's groovy artificial intelligence makes for a better blast. By the way, in-game commentator Marv Albert is currently up in court for sexual offences. I don't know, sports commentators, ageing pop stars, what's the world coming to? Now in my day...

GREAT MOMENTS ON THE 64

No1 Lylat Wars – The Mothership

All the best Sci-Fi capers have some monumental mothership action central to the plot and the intergalactic adventures of Fox Mcloud and his furry friends ain't no different. Spielberg himself could have been behind the lens. Anyway, here's how it goes: Cue... Action!

Ok, down to business. The Starfox team are passing through Katana on their way to Venom when they receive a distress signal from Fox's old pal Bill. The skies above the base are a swarm of ships and things are looking bad – it's time to even the scores a little.



But , hey, what's that huge blob on the radar? Uh-oh, that's one big mutha of a mothership looming into view. The skies darken as it slowly positions itself, directly above rebel HQ. Remember *Independence Day*? Yes? Well, this fella packs the same kind of punch – we're talking major league destruction.



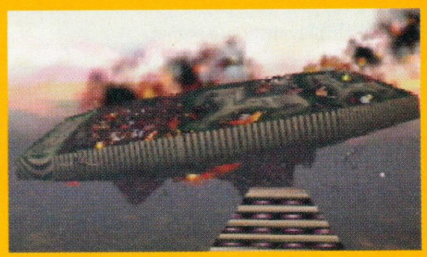
Oh no! That's all you need. The mothership opens it's under-carriage and, in doing so, unleashes it's deadly payload – wave after wave of enemy fighters. Be cool, this is no time to panic. But if you don't move fast that rebel HQ is history.



The Mothership now readies itself for the real purpose of it's visit – to anhialate the rebel HQ! It begins to lower its probe. Let Slippy and co take care of the dogfighting; you're gonna have to deal with the Mothership.



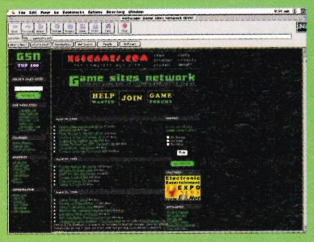
C'mon... it's priming itself to fire. One more fly-by should do it... but make it count! You fire a last shot and it hits home – the Mothership begins to burst into flames. Hurrah! Fox saves the day once more. Phew!... that was close. Another battle won, but the war's not over yet.



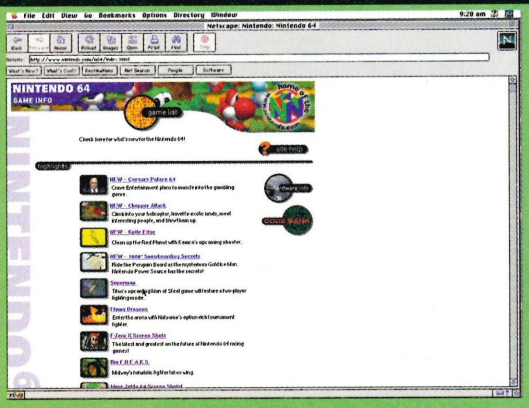
Next Month: Turok meets the Triceretops

SITES FOR SORE EYES

There's far more to cyberspace than monkey-spanking shenanigans. Check out these 'alternative' sites...



▲ GAMES SITES NETWORK Net news site belonging to US multi-format mag EGM. Soberley laid out but a veritable mine of information. A little low on images though.
http://gamesites.net/



▲ NINTENDO POWER SOURCE Big N's official voice on the information super-higway. As sterile and fluffy as you might expect but invariably first with screen shots, news and general ninformation. http://www. nintendo.com/

SUPERKAYLO ▶ Cartoons. They're great. And they don't come much greater than at destination SuperKaylo. Not only is SuperKaylo the ace-ist place in cyberspace but the man behind the pen is non other than multi-faceted VSIXTYFOUR super scribe, Charlie Brooker. Bless him.
http://www.superkaylo.com/





◀ OTAKU WORLD Satisfy your Anime and Manga fixation by heading straight to Otaku World.
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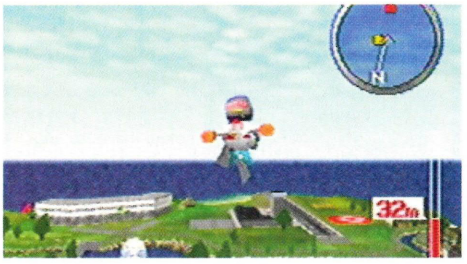
NHL Breakaway 98 — 8

Acclaim are making quite a name for themselves in the sporting arena of N64 software. First the hi-res *Quarterback Club* and now the medium-res *NHL Breakaway 98*. More realistic than the arcade-style Gretzky, but don't let that put you off. This is, arguably, the finest hockey game to appear on any system.

Pilot Wings — 8

Some love it, some loathe it. Ooh, what a dilemma. Is it great, or is it grim? Look, if you like the sound of taking part in a plethora of aerial acrobatics whilst flying around in hang-gliders, jet packs and gyrocopters over visually stunning landscapes then *Pilot Wings* is for you. If you don't, then stay clear. Simple.





Pyo-Pyo Sun 64 — 8

Alright, alright already, so it looks like a 16-bit game, what's the big deal, it's a puzzle game innit? And what's more, it's a mighty tasty one at that.



Quake 64 — 9

Those of a queasy diposition should immediately strike Quake 64 off their shopping list. It's a no-holds-barred flesh-fest more akin to a butcher's shop window than a family-based console game. *Yoshi's Story* it ain't.





Rampage World Tour — X

Midway's old-skool arcade smash-em-up gets the nu-skool treatment. One to three players bash their way through over 100 levels of wanton destruction. Sounds far more entertaining than it actually is. Ultimately repetetive. Toddlers might want to take a look though.

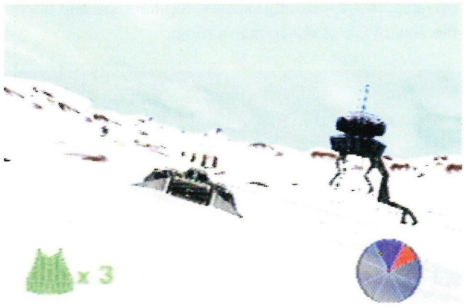


San Francisco Rush — 5

Life is just full of 'what ifs' and 'could've beens', and *if* the *SFR* programmers had whiled away a few more hours on the small matter of car handling *SFR could've* been a contender. But they didn't, so it isn't.

Shadows of the Empire — 6

A series of sub-standard mini-games poorly strung together is just about your lot in this *Star Wars* cash-in title.



Sim City 2000 — 7

As fun as *Sim City 2000* is, and it *is* fun – it hasn't moved on since the PC version appeared back in 94. To make matters worse the only 64 version currently available is all Japped-up, meaning newcomers to the game will be most confused. Watch out for a Western release.

SnowBow Kids — 8

A snowboarding game with a *difference*. Super-slick graphics? Fantastic multi-player option? Adrenaline pumping soundtrack? Amazing playability and the ability to perform groovy radical stunts? Erm, no. Actually, the only difference is the fact that the central characters all possess really large noses. Hmmm. Next...



TOON! TOON! TOON!

Tired of plinkety-plonk game scores? Try these bangin' beats for size. But hey, don't forget to crank it up big time.

Artist	Toon	Best with
Perpetual Motion	Keep on dancing	Forsaken
Elevator	Shimmy	Extreme-G
Camisra	Let me show me	1080
Viper	Titty twister	Yoshi's Story
Serious Danger	Deeper	Turok
JX	Son of a gun	Duke Nukem
Atlantic Ocean	Waterfall	Wetrix
Brainbug	Nightmare	Quake 64
Prodigy	Smack my bitch up	Fighter's Destiny
Tammy Wynette	Don't play with me	Clayfighter

Super Mario 64 — 9

The moustachioed dungaree wearer gives his most marvellous performance yet in this seminal stunner. We heart you *Super Mario 64*.



1080° Snowboarding — 9

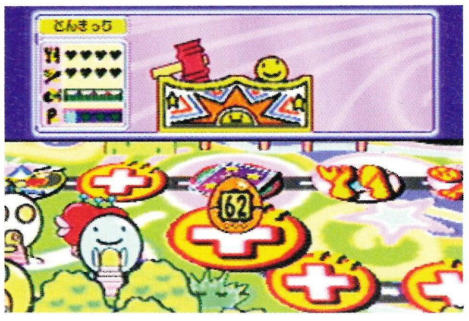
Forget every other snowboarding game. They just don't, or won't, have a hope in hell of coming anywhere near to Nintendo's masterpiece in terms of reproducing the street-tuff sport of the 90s. Utterly brilliant in every respect. For a true arcade experience in the home, just crank up *1080°*, invite round some skiving adolescents, and you'd never know the difference.





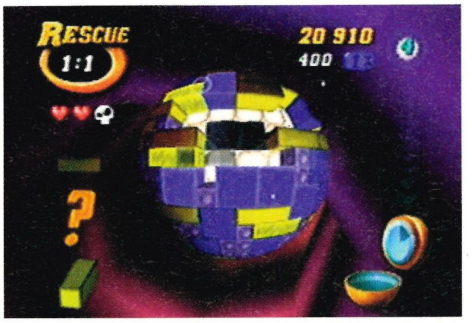
Tamagotchi 64 — 7

Blobs, blobs and more bloody blobs. In fact, the most blobs seen on a UK television since the 70s cult classic, *Return of the Blobs: The Spawn*. Inevitably, the cyber-rearing craze hits the N64, but there's a twist to the virtual-mothering antics on offer – it's a bloody blobby board game innit? Lashings of colour, oodles of love and a barrel load of blobs. Any good? Hmmm, yes, actually.



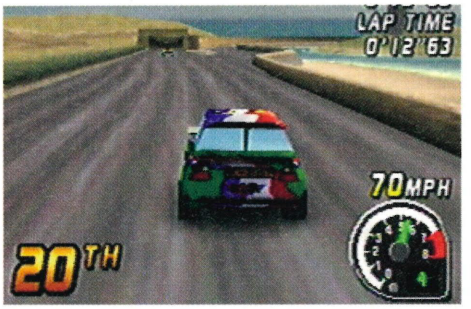
Tetrisphere — 7

Ever played *Tetris* so much that when you stop you begin to imagine everyday inanimate objects are in fact *Tetris* blocks which you must manoeuvre into place? Yes? Well that's kind of what *Tetrisphere* is like. Wicked on drugs. Or so they say...



Top Gear Rally — 8

Ooh, those Kemco chappies know their stuff when it comes to handling dynamics, particularly when you consider that their main line of business is coffee growing. A great rallyèsque racer that gets better with time. However, a little more effort spent in development could have reaped even greater rewards. Would have earned itself a further point had that unforgivable bug – cars sometimes getting glued to scenery – been removed. Not quite a rich aroma, but lovely with a digestive.



Turok: Dinosaur Hunter — 9

'Dinosaur hunting season is open', we were informed, when *Turok* was unleashed last spring. And so were our jaws, in amazement that is at the awesome experience that is *Turok: Dinosaur Hunter*. Now surpassed by *GoldenEye*, but still worth checking out. Foggier than Foggy from *Last of the Summer Wine* though.



THE 64DD



What is it exactly?
Basically, the 64DD is a magnetic drive-based device that uses media units similar to Zip drive disks. Each disk can hold – spookily enough – 64 megabytes of data (about eight times the size of Mario 64).

OK, I've got that much, but why?
What's really ace about the 64DD is that it enables developers to make games that utilise both cartridge and disk. For instance, suppose EA brought out a footie game on cartridge. They would later be able to produce updates on disk which might feature updated graphics, new teams, new stats, etc. Developers also have the option to produce 64DD only games and skip the cartridge version altogether.

Aren't the disks readable and writable?
Yes, that's right, they certainly are. You see, everyday CDs, like those used by the PlayStation, can hold approximately ten times the data of a DD disk but are readable only. As DD disks are writable, a whole new dimension to gameplay can be exploited.

Such as?
Well, take an RPG for instance. Your character could be walking through a forest and drop something to mark the way. Any change is instantly recorded, and even when you turn off the game and come back to it later, your marker would still be there. Your footprints might still be there too, while the corpses of slaughtered baddies would be mouldering where they fell. In essence, your game will be unique.

Any other additional features?
Definitely. The DD will come with a real-time clock. Play a game at night, switch it off, and upon returning in the morning, the time you spent kipping will have elapsed in the game. Enough time for a village to be burned down, or for characters to regain health while resting.

The 64DD comes with a 4MB expansion RAM pack, installed into the memory expansion slot at the front of the N64. It will replace the current jumper pack and raise the N64's overall RAM to a total of 8 MB (four times that of the PlayStation). Among other things, this additional RAM will help pave the way for more hi-res games.

The 64DD includes a 36 megabit chip that contains integrated fonts and audio files. This will eliminate the need for developers to store dormant sounds and fonts on the disk and free up even more space.

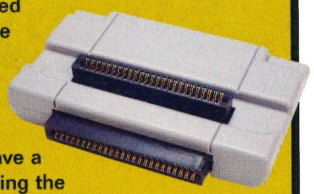
Sounds wicked. When's it coming out?
Wish we could tell you. It was supposed to appear in Japan this June but has been put on the back-burner. No UK date whatsoever.

Isn't this going to be expensive though?
No firm price yet, but it has been hinted that in the US it could retail for as low as $79.

Where can I find out more?
Check *Scene 64* for the latest DD update.

IMPORT GAMES

It is, of course, possible to play Japanese and US software on a UK PAL machine, but you'll need to buy a converter to do so. However, beware when buying the latest imported titles because some software houses (especially Nintendo) have a habit of altering the territorial security code on new software.



Contrary to myth, using a converter will not blow up your machine, nor will the very act of plunging one into your 64 damn you for all eternity. However, **DO NOT** attempt to remove a game from a converter before powering down as you may blow an internal fuse. Oh, and if you do have a problem with your machine while it's still under warranty, we'd advise you to not mention you've used a convertor.



War Gods 4

Noooooo! How much more must we suffer at the hands of fools whose idea of a beat-em-up is a pretty accurate impression of something which, erm... is erm... oh to hell with you all!



Wave Race 9

Water physics so real you'll be reaching for a sick bag. Only on the 64 could such a game appear. Splashtastic.





Wayne Gretzky's 3-D Hockey 8

The Ronaldo of hockey puts his handle to this rather nifty puck-em-up. Should footy on ice be your groove then, go get Gretzky. Sequel reviewed this issue.



Wayne Gretzky 98 7

Jolly hockey sticks part *deux* featuring the undisputed King of the Puck: Wayne Gretzky. Don't expect too many wholesale changes from the first installment though, with only minor enhancements in the playability stakes besides the obvious update in stats.

WCW vs NWO 6

As far as wrestling games go THQ's piece of ring action ain't half bad. Fans of the 'sport' will recognise all their favourite grapplers from the two wrestling federations with over 30 to choose from. Far better than *Touken Road* but when all's said and done, it's just wrestling. For devotees only.



Wetrix 8

Hurrah for Wetrix! It has no peers in the puzzle stakes and what's more, it's wetter and more puzzley than, er...erm...the Bermuda Triangle? Yes, that's right, it's more wetter and more puzzley than the Bermuda Triangle – so go buy it before it disappears, or something.





Wild Choppers 7

Fnaarr, fnaarr, gunumph and brrrrph. That's the *double entendres* out of the way – now on with the game. A 3D *Desert Strike* would be a pretty apt description of Seta's fly-em-up. Very strong visually, yet pretty puny in terms of control and depth. Much better than *Aerofighter's Assault* though.



Yoshi's Story 9

Hardcore fluffiness for a jilted generation. Guide a litter of multi-coloured Yoshis through this 2D platformer that plays better than a schoolyard full of kindergarten kids.





CONTACTS

Want to plague the life out of software companies? You'll be needing these numbers then.

Acclaim	0171 - 3445000
Electronic Arts	01753 - 549442
Gametek	01753 - 854444
GT Interactive	0171 - 2583791
Interplay	01628 - 423666
Konami	01895 - 853000
Namco	0171 - 9118176
Ocean	0161 - 832 6633
Psygnosis	0151 - 2823000
THE Games (Nintendo UK)	01703 - 653377
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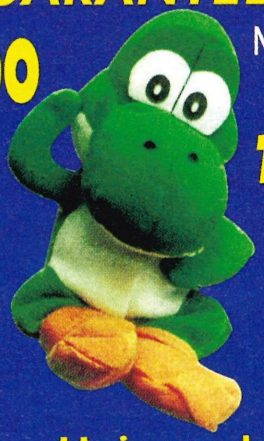
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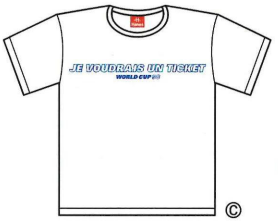
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Johnny lad. They're death traps I tell you. Have a word Tiny.

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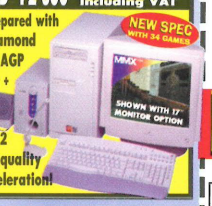
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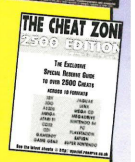
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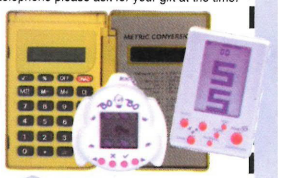
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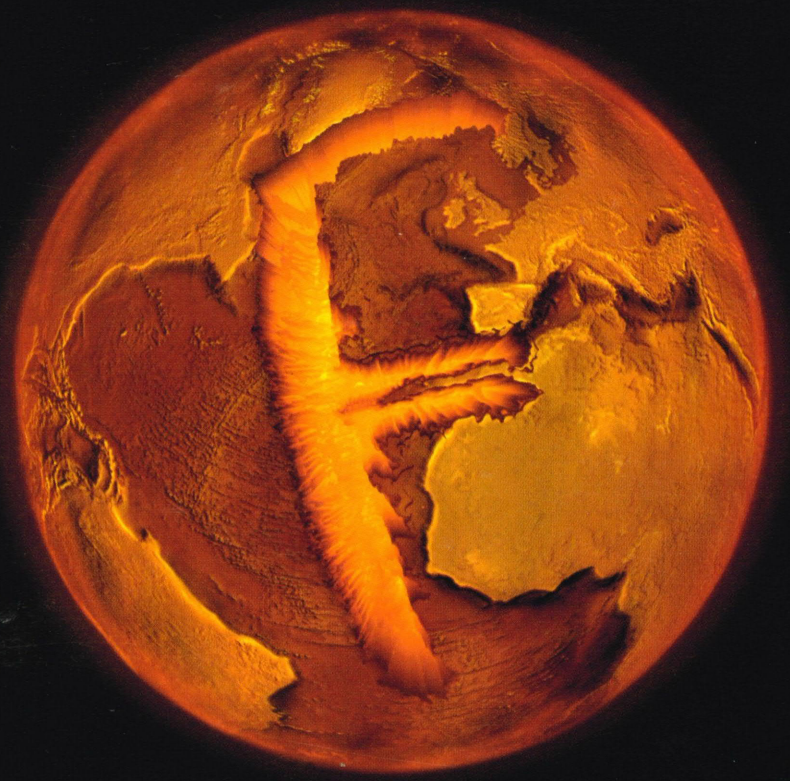
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